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profitable purposes; (5) My name is given as the author (Samuel Riesterer).
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II. INTRODUCTION

This guide will assist you in combining and making ultimate armor. Ultimate armor as I define it is the best possible armor you can combine, in the best material, and having 100 in every stat. This is no easy task. In fact, few will every take the challenge to follow it. However, for those who do, this guide will prove very useful.

Most of the material that will be explained has been personally tested out. However, not everything has. Where there is question, I will explain it. Just don't complain to me if something goes wrong.

It will be very beneficial to read through this guide FIRST before starting it (particularly the "Raising Class And Affinity Stats").

If you have questions or comments concerning this guide or the game, please email me at braveheart4jesus@hotmail.com. Please put "VAGRANT STORY" in the subject of your email to ensure it will not be deleted by mistake. Also, I would love to have any information that is not presented in this guide, as well as any corrections or improvements on my examples. I am sure with all the figures and tables in this FAQ that there may be mistakes. I am rather picky about having accurate information, so email me if something is amiss.

Also, I have made comprehensive tables done in Microsoft Word that I will send you if you request them. If you have Excel or a spreadsheet, I am sure you can easily convert them if you wish. These are the tables I have, sorted by the following columns:

Enemy List:

Area/Room/Enemy/Class/Conditions/Attacks

Item List:

Area/Room/Enemy/Conditions/%/Material/Item/Type

Item Stats:

Category/Material/Piece/Level/Stats--->

Combinations:

Includes all possible combinations for armor, weapons, and shields, including material combinations

Updates

Version 2:

- Corrected spelling mistakes
- Corrected material
- Corrected figures for the combinations given
- Added missing material
- More efficient processes for some
- Fixed the rates for combining
- Additional information about combining
- Additional information about factors for rates

- Added section about shield stats, combinations, and locations
- Adjusted section "Raising Class And Affinity Stats" and added new information
- New "Credit And Thanks" section

Version 3:

- Corrected miscellaneous material
- More efficient processes for some
- Added process for (D) Dread Shield 100/100/100
- Additional information about racking up classes and affinities
- Adjusted "Where To Rack Up Class And Affinity Stats" section

III. DEFINITIONS

It will be helpful to understand how I define certain terms in this guide:

- Armor: Any type of head, body, arm, leg, or shield armor
- Level: The level of the armor (from 1 to 16)
- Material: The type of material a piece of armor is made out of
- Class: The defense against the 6 classes
- Affinity: The defense against the 8 affinities
- Type: The defense against the 3 types (Blunt/Edged/Piercing)
- Stat: The number of defense
- Piece: A single piece of distinct armor
- Category: The type of armor it is (head, body, arm, leg, shield)
- Result: The piece of armor that is forged
- Rate: The figure used to determine the stat of a combined piece

IV. LEVELS OF ARMOR

There are five categories of armor: Head, Body, Arm, Leg, and Shield. In each category, there are a total of 16 levels of armor. Essentially, the higher the level, the better the armor is.

Head Armor

- | | |
|---------------|-------------------|
| 1 Bandana | 9 Barbut |
| 2 Bear Mask | 10 Basinet |
| 3 Wizard Hat | 11 Armet |
| 4 Bone Helm | 12 Close Helm |
| 5 Chain Coif | 13 Burgonet |
| 6 Spangenhelm | 14 Hoplite Helm |
| 7 Cabasset | 15 Jazeraint Helm |
| 8 Sallet | 16 Dread Helm |

Body Armor

- | | |
|---------------|-----------------|
| 1 Jerkin | 9 Segmentata |
| 2 Hauberk | 10 Scale Armor |
| 3 Wizard Robe | 11 Brigandine |
| 4 Cuirass | 12 Plate Mail |
| 5 Banded Mail | 13 Fluted Armor |

6 Ring Mail 14 Hoplite Armor
 7 Chain Mail 15 Jazeraint Armor
 8 Breastplate 16 Dread Armor

Arm Armor

1 Bandage 9 Plate Glove
 2 Leather Glove 10 Rondanche
 3 Reinforced Glove 11 Tilt Glove
 4 Knuckles 12 Freiturnier
 5 Ring Sleeve 13 Fluted Glove
 6 Chain Sleeve 14 Hoplite Glove
 7 Gauntlet 15 Jazeraint Glove
 8 Vambrace 16 Dread Glove

Leg Armor

1 Sandals 9 Poleyn
 2 Boots 10 Jambeau
 3 Long Boots 11 Missaglia
 4 Cuisse 12 Plate Leggings
 5 Light Greave 13 Fluted Leggings
 6 Ring Leggings 14 Hoplite Leggings
 7 Chain Leggings 15 Jazeraint Leggings
 8 Fusskampf 16 Dread Leggings

Shield Armor

1 Buckler 9 Kite Shield
 2 Pelta Shield 10 Casserole Shield
 3 Targe 11 Heater Shield
 4 Quad Shield 12 Oval Shield
 5 Circle Shield 13 Knight Shield
 6 Tower Shield 14 Hoplite Shield
 7 Spiked Shield 15 Jazeraint Shield
 8 Round Shield 16 Dread Shield

The Best Armor?

The last three levels in all categories are always called Hoplite, Jazeraint, and Dread. Dread armor is the last level and is usually viewed as the best armor. However, this is not necessarily the truth. Compare the following stats:

Armor	Material	Type	Str	Int	Agl	Total
Head	Damascus	Hoplite	19	18	-3	34
Head	Damascus	Jazeraint	20	17	-3	34
Head	Damascus	Dread	21	15	-3	33
Body	Damascus	Hoplite	26	25	-4	47
Body	Damascus	Jazeraint	27	23	-4	46
Body	Damascus	Dread	28	22	-4	46

Arm	Damascus	Hoplite	19	18	-3	34
Arm	Damascus	Jazeraint	20	17	-3	34
Arm	Damascus	Dread	21	16	-3	34
Leg	Damascus	Hoplite	21	21	-4	38
Leg	Damascus	Jazeraint	22	20	-4	38
Leg	Damascus	Dread	23	18	-4	37
Shield	Damascus	Hoplite	29	27	-4	52
Shield	Damascus	Jazeraint	31	26	-4	53
Shield	Damascus	Dread	33	23	-4	52

If we total all the stats up, Hoplite would be tied with Jazeraint for first place (205) and Dread would be last (202). Therefore, it really depends on preference. Hoplite is actually the most balanced and could therefore be called the best armor. Besides, its magic stat is the highest and magic is usually the only thing that is very damaging. However, Dread armor is level 16 and the hardest armor to forge. Therefore, it is almost like a "status symbol" to have it. Because of this, this guide will view Dread armor as the best armor and show you how to make it. Besides, you can only do this guide after playing through the game once, which means your character is going to kick butt anyways. Even if your character is weak, we are only talking about a few points here-- it doesn't really matter. People who want to make ultimate armor do not do so for defense; they do it because of the status symbol.

If you decide to forge Jazeraint or Hoplite instead, that is your choice. You will be able to do so much easier than Dread, but you will have to adjust the information presented in this guide. Reading and studying the "Combining" section will help you understand how to do this on your own.

V. MATERIAL

There are seven types of material an armor is made out of: Wood (only shields), Leather (only head, body, arm, and leg), Bronze, Iron, Silver, Hagane, Damascus. The strongest material is Damascus. It will be the type of material your ultimate armor should be in.

VI. STATS

There are three sets of stats for every armor: Class, Affinity, and Type.

Class includes: Human, Beast, Undead, Phantom, Dragon, Evil

Affinity includes: Physical, Air, Fire, Earth, Water, Light, Dark

Type includes Blunt, Edged, Piercing

For each of these types, the max stat you can get is 100 (except with gems for shields).

VII. COMBINING

You no doubt know about combining in Vagrant Story. It is a very complex system within the game that takes a long time to master. This guide is not a guide about understanding combining. However, understanding a certain aspect will be

very beneficial. For one, as I have stated, I have not actually tested some parts out and others I have deviated a little bit from the processes. If you understand a few things, you too will be able to adjust, improvise, and deviate. This improvising will allow you to achieve the same success but, in many cases, more easily or convenient.

In order to do this guide, you will have to have access to the last workshop (Godhands), which allows you to combine any material together. This workshop is only found after the first play. You need the gold key to access it and it is in the Undercity West. This is where you will do the most of your combining.

Type Stat In Combining

Of particular importance concerning combining is the Type stat (Blunt/Edged/Piercing). This is because it can only be increased through the combining process.

When you combine two pieces of armor, the resulting stat will be: stat of piece 1 + stat of piece 2 X the rate (if the final stat is a decimal, it is floored down to the lowest whole integer; for example, 31.9 = 31, 5.1 = 5). It is the rate that is critical. There are three major rates when combining. Observe some examples:

Stats of Piece 1	Stats of Piece 2	Rate	Stats of Result Piece
15/6/7	28/2/15	80%	34/6/17
22/0/10	11/30/7	60%	19/18/10
6/6/8	5/6/9	40%	4/4/6

The three rates above are the three rates you get when combining. Although they are fairly accurate, they are still just estimates. There are a few instances where it will be off one point. At any rate, use the rates as gauges, NOT EXACT PROJECTIONS.

Points To Consider In Combining

- The workshop you combine the pieces in does not affect the rate or the resulting stat
- The slot you put the pieces in does not affect the rate or the resulting stat
- Combining two different categories of armor (e.g. head with body) does not seem to matter
- There are never two different rates for the same combination (e.g. 80% for blunt but 60% for edged)
- The resulting piece does not seem to matter (e.g. if the result is better than the two pieces combined, it will not be a better rate solely for that reason)
- The computer will floor the final stat down to the lowest integer. And once it is combined, it is a whole number (there are no hidden tenths).
- The closer the stats are to each other the better. For example, combining a

stat of 50 with a stat of 3 at rate 80% will result in a stat of 42. That is 16% LOWER than the highest number (50). But if you combine a stat of 50 with another stat of 50 at rate 80%, you will get a resulting stat of 80. That is 63% HIGHER than the highest stat (50). This is good to know in order to find the quickest way to achieve maxed out stats. For example, say you have eight pieces of a stat 10. And you want to combine them all together and get the best possible stat. Compare the following worst method:

10+10=20*80%=16
16+10=36*80%=20
20+10=30*80%=24
24+10=34*80%=27
27+10=37*80%=29
29+10=39*80%=31
31+10=41*80%=32

Now for the best method:

10+10=20*80%=16
10+10=20*80%=16
10+10=20*80%=16
10+10=20*80%=16
16+16=32*80%=25
16+16=32*80%=25
25+25=50*80%=40

Obviously you can see that combining like stats nets the quickest route. It may not seem like much, but when you are dealing with a max stat of 100 and have to collect all the pieces, you want to cut every corner. Besides, if you project the first example forward, eventually the final stat would level out at 36 and not go higher. In light of all this, however, be aware that the total of the two pieces is what counts. For instance, combining a stat 50 with stat 50 will result in the same number as combining, say, 75 + 25, or 68 + 32.

-A piece of armor is generally only as good as its lowest stat. A piece of armor with a low stat of 0 will drastically reduce that type of stat in the end. For example, combining a stat of 88/76/69 with 74/55/0 at 80% rate = 100/100/55. Not bad at first glance, but consider this: you are going for maxed out stats of 100/100/100 and 55 is still lower than 69. However, there may be some good in such instances. For example, combine 100/88/0 with 0/77/100 at 80% and you get 80/100/80. That is much better.

Combining Rates

There are rules to getting any of the three rates. However, the rules are vague and not definitively known to me. Also, there are exceptions to every rule. It seems the programmers threw some "rotten apples" into the mix, so sometimes things won't go as planned. And though the information that follows is vague and imperfect, it should be more than enough for you to experiment and improvise on your own.

80% Rate - The two pieces are of the same material and have fairly similar stats and/or levels

60% Rate - The two pieces are of the same material but have somewhat different stats and/or levels

60% Rate - The two pieces are of different material but have fairly similar

stats and/or levels

40% Rate - The two pieces are of different material and have somewhat different stats and/or levels

I have done numerous tests and have theories, proposed by myself and others, in regards to the factors in determining what rate you will get. However, I have not found a common thread in my examples that is definitive. One theory is that if the stats of the two pieces are corresponding in rank, it is considered "fairly similar" and nets a better rate. Corresponding rank is when the highest stat of both pieces is the same type (e.g. Blunt), and the second highest is the same type, and the lowest stat is the same as well. For example, a piece with stats = 31/6/25 is the same rank as 5/0/1. I have pretty much done all I am going to do testing wise. If you have any conclusive evidence regarding this issue, I would love to receive it.

VIII. The Armor You Will Need

The following are the best pieces of armor to work with for two reasons: (1) they have high stats, and (2) they are easy to get.

Piece	Stats
Tilt Glove	12/12/12
Missaglia	12/12/12
Plate Mail	10/10/10
Fluted Armor	15/15/15

These pieces will be the primary pieces you will use to combine. The shields are an altogether different matter (see the "Shield Armor" section that follows).

IX. Total Of Armor Needed

All told, for the processes I will give, to make a full set of ultimate armor (not counting the shield), you will need:

- 55x (H) Missaglia
- 60x (S) Missaglia
- 65x (H) Tilt Glove
- 56x (S) Tilt Glove
- 12x (H) Fluted Armor
- 12x (H) Plate Mail
- 4x (S) Brigandine

Don't be frightened by the amount of armor you need. The beauty about the examples I will give is that you get everything from two racking places, and everything needed is in relative proportion to what you end up getting (except maybe the (S) Missaglia, which will be the last thing you will end up needing). It will take some time though.

You can do other things while you are racking to help with the boredom. For example, you can practice chaining the enemies, build up class and affinities on your weapons, or switch your weapons periodically to build up the number of attacks on that weapon type.

Obviously, you cannot fit everything into the container. You will have to combine as you go. If you are really serious about doing all of this guide, then discard most of your armor (except maybe the high level ones or what you think you could use).

X. Places To Acquire The Armor

The two primary places to rack are: The Forgotten Passageway (accessed via The Keep), and Iron Maiden B2 (accessed via The Iron Maiden B1 via The Keep). The enemies in both of these places have a 3% drop rate for the pieces you are trying to acquire. There are other places but these two are the most efficient overall.

The Forgotten Passageway

In the Forgotten Passageway, there are a total of four Blood Lizards. Two of them each carry 1x (H) Fluted Armor and 2x (H) Tilt Glove. The other two carry 1x (H) Plate Mail.

The most efficient way is to kill all four Blood Lizards and then exit the area. You do not have to kill the two Imps in the room "Awaiting Retribution." You do, however, have to kill them in the room "The Fallen Knight."

The Iron Maiden B2

In the Iron Maiden B2, there are a total of four Liches and two Lich Lords. Combined together, three of them each carry 1x (H) Missaglia and 2x (H) Tilt Glove and the other three each carry 1x (S) Missaglia, 1x (S) Brigandine, and 2x (S) Tilt Glove.

There is a path that will take you to every room the Liches and Lich Lords are, and very efficiently:

The Spider > Lead Sprinkler > The Spider > Squassation > The Spider > The Strappado > Thumbscrews > The Strappado > Tablillas > Strangulation > Tablillas > Tormentum Insomniae > Iron Maiden B3... and then back again in reverse order.

You will, rather quickly, memorize this order and be able to do things in a fast and perfect manner. A few notes, however, are in order:

-If you keep your HP under 150, you can also encounter a few Dark Crusaders and one Last Crusader. They carry good weapons and gems. You will sacrifice one Lich if you do. It is one that carries the (S) Missaglia, which you need more than anything. You can keep your HP under 150, and then heal after fighting the Dark Crusader in the room "Tabillas." Then the next time you come to this room the Lich will be there. When you want your HP to drop again, simply use break arts.

-The Shriekers in the room "The Spider" each carry a fine wine.

-You do not have to kill the Shriekers in the rooms "Lead Sprinkler" and "Squassation." Just go into the room in battle mode. Then open up the sphere as soon as you can and kill the Lich in one hit or with chains, aiming for the body or head. This should turn your body around to face the door. Then run for

the door, open it, and press X again to sheath your weapon before the door opens, then exit the room. You should exit before the Shrieker gets a chance to attack. BE VERY CAREFUL. If you have low HP, and they cast Banish, and it hits you, and you fail to use Absorb Magic, you will probably die. That's a lot of "ifs" but it happened to me three times. The feeling is not good. You should be fine if you do what I told you to. Just watch the dots over their heads. If it is two dots as you are killing the Lich, then don't be impatient: kill the Shriekers too.

Alternative Places To Find Needed Armor

Note that the following places are the only additional places where you can find the corresponding armor. The % number in front of the enemy indicates the chance that that enemy will drop the armor.

(H) Fluted Armor

Chest in "The Flayed Confessional (Great Cathedral L1)"

(H) Plate Mail

3% Lich Lord in "Salvation for the Mother (Undercity West)"

3% Lich Lord in "The Crumbling Market (Undercity West)" (after all cutscenes)

(H) Missaglia

5% Crimson Blade in "Rue Crimnade (Town Center East)" (after Sky Dragon)

3% Lich in "Corner of the Wretched (Undercity West)"

3% Lich in "Larder for a Lean Winter" (Undercity West)" (HP 200 or greater)

3% Lich in "The Crumbling Market (Undercity West)" (after all cutscenes)

3% Lich Lord in "Saint Elmo's Belt (Iron Maiden B3)"

3% Lich Lord in "Salvation for the Mother (Undercity West)"

3% Lich Lord in "The Crumbling Market (Undercity West)" (after all cutscenes)

3% Blood Lizard in "From Boy to Hero (City Walls North)" (before Limestone Quarry)

(S) Missaglia

3% Lich Lord in "Dunking the Witch (Iron Maiden B3)"

(H) Tilt Glove

5% Crimson Blade in "Kesch Bridge (Town Center East)" (after Sky Dragon)

3% Death1 in "Bite the Master's Wounds (Undercity West)"

3% Death2 in "Bite the Master's Wounds (Undercity West)" (HP 225 or greater)

3%* Lich in "Corner of the Wretched (Undercity West)"

3%* Lich in "Larder for a Lean Winter (Undercity West)" (HP 200 or greater)

3%* Lich in "The Crumbling Market (Undercity West)" (after all cutscenes)

3%* Lich Lord in "Saint Elmo's Belt (Iron Maiden B3)"

3% Lich Lord in "Crossroads of Rest (Undercity West)"

3% Lich Lord in "The Body Fragile Yields (Undercity West)" (HP 201 or greater)

(S) Tilt Glove

5% Crimson Blade in "Shasras Hill Park (Town Center East)" (after Sky Dragon)
3%* Lich Lord in "Dunking the Witch (Iron Maiden B3)"

*The percentage that the enemy would drop the corresponding armor would actually be double than this because they carry two of the pieces.

XI. Combining The Armor

The following gives comprehensive instructions on what to combine. I have overcompensated for the fact that I haven't test everything out exactly as follows. In other words, if you follow the steps you will succeed but you don't necessarily have to do it this way. Feel free to experiment but always view the resulting stat and compare it with my examples to see if you are on track.

There are completely different ways besides my examples to achieve the desired end. However, the basic ideas of my examples are, in my opinion, the quickest way to get there.

In the following processes, note:

-The letter in parenthesis indicates the material (S=Silver, H=Hagane, D=Damascus)

-The figure before the "x" is the number of combinations you need to make

-The figures given are the lowest stat of the corresponding piece of armor

-The order the pieces are listed sometimes matters

Head Armor - (D) Dread Helm 100/100/100

You need:

- 56x (S) Tilt Glove
- 4x (S) Brigandine
- 1x (H) Tilt Glove
- 11x (H) Missaglia
- 10x (S) Missaglia

The process:

#	Piece 1	Stat	Piece 2	Stat	Result	Stat
28x	(S) Tilt Glove	12	(S) Tilt Glove	12	(S) Freiturnier	19
12x	(S) Freiturnier	19	(S) Freiturnier	19	(S) Freiturnier	30
4x	(S) Freiturnier	30	(S) Freiturnier	30	(S) Freiturnier	48
4x	(S) Freiturnier	19	(S) Brigandine	0	(S) Rondanche	11
4x	(S) Freiturnier	48	(S) Rondanche	11	(S) Fluted Glove	35
4x	(S) Fluted Glove	35	(S) Freiturnier	30	(S) Hoplite Glove	39
2x	(S) Hoplite Glove	39	(S) Hoplite Glove	39	(S) Jazeraint Glove	62
1x	(S) Jazeraint Glove	62	(S) Jazeraint Glove	62	(S) Dread Glove	99
1x	(H) Missaglia	12	(H) Missaglia	12	(H) Plate Legs	19
1x	(H) Plate Legs	19	(H) Tilt Glove	12	(H) Missaglia	24

1x	(H)	Missaglia	24	(H)	Missaglia	12	(H)	Plate Legs	28
3x	(H)	Missaglia	12	(H)	Missaglia	12	(H)	Plate Legs	19
2x	(H)	Plate Legs	19	(H)	Missaglia	12	(H)	Fluted Legs	24
1x	(H)	Fluted Legs	24	(H)	Plate Legs	28	(H)	Hoplite Legs	41
1x	(H)	Fluted Legs	24	(H)	Plate Legs	19	(H)	Hoplite Legs	34
1x	(H)	Hoplite Legs	41	(H)	Hoplite Legs	34	(H)	Jazeraint Legs	60
4x	(S)	Missaglia	12	(S)	Missaglia	12	(S)	Plate Legs	19
2x	(S)	Plate Legs	19	(S)	Missaglia	12	(S)	Fluted Legs	24
2x	(S)	Fluted Legs	24	(S)	Plate Legs	19	(S)	Hoplite Legs	34
1x	(S)	Hoplite Legs	34	(S)	Hoplite Legs	34	(S)	Jazeraint Legs	54
1x	(H)	Jazeraint Legs	60	(S)	Jazeraint Legs	54	(D)	Dread Legs	68
1x	(D)	Dread Legs	68	(S)	Dread Glove	99	(D)	Dread Helm	100

Body Armor - (D) Dread Armor 100/100/100

You need:

24x (H) Tilt Glove
 4x (H) Plate Mail
 4x (H) Fluted Armor
 12x (S) Missaglia

The process:

#	Piece 1	Stat	Piece 2	Stat	Result	Stat
4x	(S) Missaglia	12	(S) Missaglia	12	(S) Plate Legs	19
12x	(H) Tilt Glove	12	(H) Tilt Glove	12	(H) Freiturnier	19
4x	(H) Freiturnier	19	(H) Freiturnier	19	(H) Freiturnier	30
4x	(H) Freiturnier	30	(H) Freiturnier	19	(H) Freiturnier	39
4x	(H) Freiturnier	39	(H) Fluted Armor	15	(H) Fluted Armor	43
4x	(S) Missaglia	12	(H) Plate Mail	10	(D) Plate Mail	13
4x	(S) Plate Legs	19	(H) Fluted Armor	43	(D) Fluted Armor	37
4x	(D) Fluted Armor	37	(D) Plate Mail	13	(D) Hoplite Armor	40
2x	(D) Hoplite Armor	40	(D) Hoplite Armor	40	(D) Jazeraint Armor	64
1x	(D) Jazeraint Armor	64	(D) Jazeraint Armor	64	(D) Jazeraint Armor	100

Arm Armor - (D) Dread Glove 100/100/100

(Obviously you have to do the process twice to get two of them.)

You need:

20x (H) Tilt Glove
 4x (H) Plate Mail
 4x (H) Fluted Armor
 11x (H) Missaglia
 10x (S) Missaglia

The process:

#	Piece 1	Stat	Piece 2	Stat	Result	Stat
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8x (H) Tilt Glove	12	(H) Tilt Glove	12	(H) Freiturnier	19
4x (H) Freiturnier	19	(H) Tilt Glove	12	(H) Tilt Glove	24
4x (H) Tilt Glove	24	(H) Plate Mail	10	(H) Plate Mail	27
4x (H) Freiturnier	19	(H) Fluted Armor	15	(H) Fluted Armor	27
4x (H) Fluted Armor	27	(H) Plate Mail	27	(H) Hoplite Armor	43
2x (H) Hoplite Armor	43	(H) Hoplite Armor	43	(H) Jazeraint Armor	68
1x (H) Jazeraint Armor	68	(H) Jazeraint Armor	68	(H) Dread Armor	100

1x (H) Missaglia	12	(H) Missaglia	12	(H) Plate Legs	19
1x (H) Plate Legs	19	(H) Tilt Glove	12	(H) Missaglia	24
1x (H) Missaglia	24	(H) Missaglia	12	(H) Plate Legs	28
3x (H) Missaglia	12	(H) Missaglia	12	(H) Plate Legs	19
2x (H) Plate Legs	19	(H) Missaglia	12	(H) Fluted Legs	24
1x (H) Fluted Legs	24	(H) Plate Legs	28	(H) Hoplite Legs	41
1x (H) Fluted Legs	24	(H) Plate Legs	19	(H) Hoplite Legs	34
1x (H) Hoplite Legs	41	(H) Hoplite Legs	34	(H) Jazeraint Legs	60

4x (S) Missaglia	12	(S) Missaglia	12	(S) Plate Legs	19
2x (S) Plate Legs	19	(S) Missaglia	12	(S) Fluted Legs	24
2x (S) Fluted Legs	24	(S) Plate Legs	19	(S) Hoplite Legs	34
1x (S) Hoplite Legs	34	(S) Hoplite Legs	34	(S) Jazeraint Legs	54

1x (H) Jazeraint Legs	60	(S) Jazeraint Legs	54	(D) Dread Legs	68
1x (D) Dread Legs	68	(H) Dread Armor	100	(D) Dread Glove	100

Leg Armor - (D) Dread Legs 100/100/100

You need:

22x (H) Missaglia

18x (S) Missaglia

The process:

#	Piece 1	Stat	Piece 2	Stat	Result	Stat
10x	(H) Missaglia	12	(H) Missaglia	12	(H) Plate Legs	19
4x	(H) Plate Legs	19	(H) Plate Legs	19	(H) Plate Legs	30
2x	(H) Plate Legs	30	(H) Plate Legs	30	(H) Plate Legs	48
2x	(H) Plate Legs	19	(H) Missaglia	12	(H) Fluted Legs	24
2x	(H) Fluted Legs	24	(H) Plate Legs	48	(H) Hoplite Legs	57
1x	(H) Hoplite Legs	57	(H) Hoplite Legs	57	(H) Jazeraint Legs	91
8x	(S) Missaglia	12	(S) Missaglia	12	(S) Plate Legs	19
2x	(S) Plate Legs	19	(S) Plate Legs	19	(S) Plate Legs	30
2x	(S) Plate Legs	30	(S) Plate Legs	19	(S) Plate Legs	39
2x	(S) Plate Legs	19	(S) Missaglia	12	(S) Fluted Legs	24
2x	(S) Fluted Legs	24	(S) Plate Legs	39	(S) Hoplite Legs	50
1x	(S) Hoplite Legs	50	(S) Hoplite Legs	50	(S) Jazeraint Legs	80
1x	(H) Jazeraint Legs	91	(S) Jazeraint Legs	80	(D) Dread Legs	100

XII. Shield Armor

A (D) Dread Shield with 100/100/100 is very hard to make. It takes multiple play-

throughs and close to a thousand shields. This is because you can only get two Damascus shields on each play-through, and the only combinations that result in Damascus are: Damascus + Damascus or Damascus + Wood. The process for the (D) Shield 100/100/100 is submitted by Emile Lide (thanks Emile!). It is a projection, not actually tested all the way through. Since the process takes a long time, I have listed alternative shields for your ultimate armor. You can than decide which one you want to make:

- 1: (D) Dread Shield 100/100/100 12 play-throughs + 840 shields
- 2: (D) Dread Shield 100/0/0 32 play-throughs (56 shields)
- 3: (H) Dread Shield 100/100/0 12 play-throughs (36 shields)
- 4: (H) Dread Shield 100/100/100 24 play-throughs + 108 shields
 32 play-throughs + 128 shields
 40 play-throughs + 40 shields

I must say that I have not done any of these processes to the fullest. However, I have done some combining and run some tests. Some of the stats are tested but most are simply my assumptions on a certain combination netting a certain rate. It may turn out worse or better but be forewarned.

Also, I have included shield stats, locations, and combinations for your reference.

Shield Stats

These are the stats fresh from the enemy. Note that the Type stat is the same for all materials if it is uncombined.

Buckler	10/0/0
Pelta Shield	0/10/0
Targe	0/0/10
Quad Shield	0/0/15
Circle Shield	15/0/0
Tower Shield	0/0/20
Spiked Shield	12/0/0
Round Shield	18/0/0
Kite Shield	0/20/0
Casserole Shield	20/0/0
Heater Shield	0/0/25
Oval Shield	15/15/0
Knight Shield	0/25/0
Hoplite Shield	25/10/0

Shield Locations

Note that some enemies will not appear unless your HP is a certain amount. Others will not appear until a certain event, while others not after a certain event. For more information see the footnotes.

M Shield	Room	Area	Enemy	%
W Buckler	Worker's Breakroom	Wine Cellar	Chest	--
W Buckler	Rue Mal Fallde	Town Center West	Crimson Blade	10% *a
B Buckler	The Rene Coastroad	Town Center West	Crimson Blade	10% *a
B Buckler	Advent Ground	Sanctum	Lizardman	6%

W Pelta	The Gallows	Wine Cellar	Chest	--
W Pelta	Tircolas Flow	Town Center West	Crimson Blade	10% *a
B Pelta	Shrine of the Martyrs	Sanctum	Skeleton Knight	3%
I Pelta	Coal Mine Storage	Abandoned Mines B1	Goblin Leader	3%
I Pelta	Greed Knows No Bounds	Abandoned Mines B1	Goblin Leader	3%
I Pelta	The Dark Tunnel	Abandoned Mines B1	Goblin Leader	3% *b
W Targe	Rue Sant D'alsa	Town Center West	Crimson Blade	10% *c
W Targe	Corridor of the Clerics	Sanctum	Skeleton	3%
W Targe	Theology Classroom	Sanctum	Skeleton	3%
B Targe	Bandits' Hideout	Catacombs	Chest	--
B Targe	Coal Mine Storage	Abandoned Mines B1	Goblin	3% *d
B Targe	Conflict and Accord	Abandoned Mines B1	Goblin	3%
B Targe	Miners' Resting Hall	Abandoned Mines B1	Goblin	3% *d
B Targe	The End of the Line	Abandoned Mines B1	Goblin	3%
B Quad	Miners' Resting Hall	Abandoned Mines B1	Chest	--
I Quad	Rue Aliano	Town Center South	Crimson Blade	10% *e
I Quad	The Gabled Hall	City Walls West	Zombie Knight	6% *f
H Quad	Forcas Rise Town	Center South	Crimson Blade	10% *e
W Circle	Coal Mine Storage	Abandoned Mines B1	Goblin	3%
W Circle	Everwant Passage	Abandoned Mines B1	Goblin	3%
W Circle	Miners' Resting Hall	Abandoned Mines B1	Goblin	3%
W Circle	The Dark Tunnel	Abandoned Mines B1	Goblin	3% *g
W Circle	The Suicide King	Abandoned Mines B1	Goblin	3%
B Circle	Hewn from Nature	Snowfly Forest	Chest	--
B Circle	Rue Aliano	Town Center South	Crimson Blade	10% *e
H Circle	Acolyte's Burial Vault	Abandoned Mines B2	Chest	--
H Circle	Forest River	Snowfly Forest	Chest	--
H Circle	Swords for the Land	City Walls South	Lizardman	6%
H Circle	The Boy's Training Room	City Walls South	Lizardman	6%
H Circle	Hall of Poverty	Undercity West	Zombie Knight	6%
H Circle	Underdark Fishmarket	Undercity West	Zombie Knight	6%
D Circle	The Gallows	Wine Cellar	Chest	--
B Tower	Forcas Rise	Town Center South	Crimson Blade	10% *e
I Tower	Hidden Resources	Abandoned Mines B2	Chest	--
I Tower	The Warrior's Rest	The Keep	Chest	--
I Tower	The Boy's Training Room	City Walls South	Lizardman	6% *h
I Tower	Where Weary Riders Rest	City Walls South	Lizardman	6% *i
H Tower	Those who Fear the Light	Temple of Kiltia	Gremlin	6% *j
H Tower	Forest River	Snowfly Forest	Zombie Knight	12%
H Tower	Way of the Mother Lode	Undercity West	Zombie Knight	6%
B Spiked	The Weeping Boy	City Walls South	Lizardman	6% *k
B Spiked	Where Weary Riders Rest	City Walls South	Lizardman	6%
I Spiked	The Children's Hideout	Undercity West	Chest	--
I Spiked	Screams of the Wounded	Limestone Quarry	Dullahan	3%
I Spiked	The Fallen Hall	Limestone Quarry	Dullahan	3%
H Spiked	Delusions of Happiness	Abandoned Mines B2	Blood Lizard	6%
H Spiked	The Air Stirs	Limestone Quarry	Gremlin	3% *l
H Spiked	The Timely Dew of Sleep	Limestone Quarry	Gremlin	3%
H Spiked	Where the Serpent Hunts	Limestone Quarry	Gremlin	3%
H Spiked	Those who Fear the Light	Temple of Kiltia	Gremlin	6% *m
H Spiked	Those who Fear the Light	Temple of Kiltia	Gremlin	6% *j
I Round	Bandits' Hollow	Abandoned Mines B2	Blood Lizard	6%
S Round	Gharmes Walk	Town Center East	Chest	--
H Round	From Squire to Knight	City Walls North	Blood Lizard	6%
H Round	Catspaw Blackmarket	Undercity East	Chest	--
H Round	Nameless Dark Oblivion	Undercity West	Dark Skeleton	6%
H Round	Tears from Empty Sockets	Undercity West	Dark Skeleton	6%
H Round	Beggars of the Mouthharp	Undercity West	Dullahan	9% *k
H Round	Path to the Greengrocer	Undercity West	Dullahan*1	9% *n
H Round	The Body Fragile Yields	Undercity West	Dullahan	9% *o

H Round	The Crumbling Market	Undercity West	Dullahan	9% *p
H Round	Corridor of Tales	Limestone Quarry	Gremlin	3% *q
H Round	The Air Stirs	Limestone Quarry	Gremlin	3%
H Round	The Rotten Core	Limestone Quarry	Gremlin	3%
I Kite	Be for Battle Prepared	City Walls North	Blood Lizard	6%
I Kite	The Invaders are Found	City Walls East	Dark Skeleton	6%
I Kite	The Squire's Gathering	City Walls East	Dark Skeleton	6%
I Kite	Corner of Prayers	Undercity West	Dark Skeleton	6%
I Kite	Corner of the Wretched	Undercity West	Dark Skeleton	6%
I Kite	Fear of the Fall	Undercity West	Dark Skeleton	6%
I Kite	Larder for a Lean Winter	Undercity West	Dark Skeleton	6%
H Kite	Stone and Sulferous Fire	Limestone Quarry	Chest	--
H Kite	Shasras Hill Park	Town Center East	Crimson Blade	10% *h
H Kite	Cleansing the Soul	Iron Maiden B1	Dark Skeleton	6%
H Kite	Fear of the Fall	Undercity West	Skeleton	6%
B Casserole	From Squire to Knight	City Walls North	Blood Lizard	6%
I Casserole	Rue Fisserano	Town Center East	Crimson Blade	10% *h
I Casserole	Kesch Bridge	Town Center East	Crimson Blade	10% *h
H Casserole	Awaiting Retribution	Forgotten Pathway	Blood Lizard	3%
H Casserole	The Oracle Sins No More	Forgotten Pathway	Blood Lizard	3%
H Casserole	Excavated Hollow	Limestone Quarry	Chest	--
H Casserole	Blooding	Iron Maiden B1	Dark Skeleton	6%
H Casserole	The Judas Cradle	Iron Maiden B1	Dark Skeleton	6%
H Casserole	The Wheel	Iron Maiden B1	Dark Skeleton	6%
D Casserole	Companions in Arms	Limestone Quarry	Chest	--
B Heater	Rue Crimnade	Town Center East	Crimson Blade	10% *h
I Heater	Delusions of Happiness	Abandoned Mines B2	Chest	--
H Heater	The Whirligig	Iron Maiden B1	Dark Skeleton*2	6%
H Oval	Where Darkness Spreads	Great Cathedral L1	Chest	--
H Knight	Nature's Womb	Snowfly Forest East	Chest	--
H Hoplite	Squassation	Iron Maiden B2	Chest	--

Footnotes:

- *a After battle with Ogre
- *b Before battle at Hewn From Nature
- *c After cutscene with Guildenstern, Samantha, and Sydney at Villeport Way
- *d HP 190 or more
- *e After battle with Rosencrantz
- *f Before battle with Duane
- *g Before battle at Hewn From Nature
- *h Before battle with Sky Dragon
- *I HP 215 or more
- *j HP 150 or more; After cutscene with Sydney & Rosencrantz at Chamber of Reason
- *k HP 210 or more
- *l HP 150 or more
- *m HP 149 or less; After cutscene with Sydney & Rosencrantz at Chamber of Reason
- *n HP 150 or less
- *o HP 200 or less
- *p Before battle with Dao
- *q HP 180 or more

- *1 This Dullahan is the best Dullahan to rack on because he is only one door away from a new area and he also drops a strength elixir.
- *2 The fastest way to make this enemy reappear is to travel from "The Whirligig" to "Blooding" and then back again.

Shield Material Combinations

First Slot-->	Wood	Bronze	Iron	Hagane	Silver	Damascus
Second Slot	-----					
Wood	Wood	Bronze	Iron	Hagane	Silver	Damascus
Bronze	Bronze	Bronze	Hagane	Hagane	Bronze	Hagane
Iron	Iron	Hagane	Iron	Hagane	Iron	Hagane
Hagane	Hagane	Silver	Hagane	Hagane	Hagane	Hagane
Silver	Silver	Bronze	Iron	Hagane	Silver	Silver
Damascus	Damascus	Hagane	Hagane	Hagane	Silver	Damascus

Shield Combinations

First Slot-->	BUCKLER	PELTA	TARGE	QUAD	CIRCLE	TOWER
Second Slot	-----					
BUCKLER	Buckler	Buckler	Pelta	Buckler	Targe	Buckler
PELTA	Buckler	Pelta	Quad	Targe	Buckler	Pelta
TARGE	Pelta	Quad	Targe	Circle	Pelta	Buckler
QUAD	Buckler	Targe	Circle	Quad	Tower	Spiked
CIRCLE	Targe	Buckler	Pelta	Tower	Circle	Spiked
TOWER	Buckler	Pelta	Buckler	Spiked	Spiked	Tower
SPIKED	Quad	Buckler	Spiked	Targe	Round	Round
ROUND	Buckler	Pelta	Buckler	Round	Buckler	Kite
KITE	Pelta	Buckler	Targe	Buckler	Spiked	Buckler
CASSEROLE	Targe	Pelta	Spiked	Buckler	Kite	Targe
HEATER	Quad	Targe	Pelta	Buckler	Quad	Kite
OVAL	Circle	Quad	Targe	Pelta	Buckler	Targe
KNIGHT	Tower	Circle	Quad	Targe	Pelta	Buckler
HOPLITE	Spiked	Tower	Circle	Quad	Targe	Pelta
JAZERAIN	Round	Spiked	Tower	Circle	Quad	Targe
DREAD	Kite	Round	Spiked	Tower	Circle	Quad

First Slot-->	SPIKED	ROUND	KITE	CASSEROLE	HEATER
Second Slot	-----				
BUCKLER	Quad	Buckler	Pelta	Targe	Quad
PELTA	Buckler	Pelta	Buckler	Pelta	Targe
TARGE	Spiked	Buckler	Buckler	Spiked	Pelta
QUAD	Targe	Round	Buckler	Targe	Buckler
CIRCLE	Round	Buckler	Spiked	Kite	Quad
TOWER	Round	Kite	Buckler	Targe	Kite
SPIKED	Spiked	Kite	Casserole	Buckler	Round
ROUND	Kite	Round	Casserole	Heater	Buckler
KITE	Casserole	Casserole	Kite	Heater	Buckler
CASSEROLE	Buckler	Heater	Heater	Casserole	Oval
HEATER	Round	Buckler	Buckler	Oval	Heater
OVAL	Kite	Casserole	Targe	Spiked	Knight
KNIGHT	Casserole	Circle	Buckler	Round	Targe
HOPLITE	Buckler	Quad	Casserole	Buckler	Circle
JAZERAIN	Pelta	Buckler	Buckler	Buckler	Kite
DREAD	Targe	Pelta	Buckler	Targe	Buckler

First Slot-->	OVAL	KNIGHT	HOPLITE	JAZERAIN	DREAD
Second Slot	-----				
BUCKLER	Circle	Tower	Spiked	Round	Kite

PELTA	Quad	Circle	Tower	Spiked	Round
TARGE	Targe	Quad	Circle	Tower	Spiked
QUAD	Pelta	Targe	Quad	Circle	Tower
CIRCLE	Buckler	Pelta	Targe	Quad	Circle
TOWER	Targe	Buckler	Pelta	Targe	Quad
SPIKED	Kite	Casserole	Buckler	Pelta	Targe
ROUND	Casserole	Circle	Quad	Buckler	Pelta
KITE	Targe	Buckler	Casserole	Buckler	Buckler
CASSEROLE	Spiked	Buckler	Round	Buckler	Targe
HEATER	Knight	Targe	Circle	Kite	Buckler
OVAL	Oval	Hoplite	Quad	Buckler	Spiked
KNIGHT	Hoplite	Knight	Buckler	Quad	Buckler
HOPLITE	Quad	Buckler	Jazeraint	Buckler	Circle
JAZERAINT	Buckler	Quad	Buckler	Dread	Buckler
DREAD	Spiked	Buckler	Circle	Buckler	Dread

(D) Dread Shield 100/100/100

You need:

12x (D) Casserole --> 12 play-throughs
 48x (W) Buckler
 96x (W) Circle
 348x (W) Pelta
 348x (W) Targe

The process:

#	Piece 1	Stat	Piece 2	Stat	Result	Stat
172x	(W) Pelta	0/10/0	(W) Pelta	0/10/0	(W) Pelta	0/16/0
4x	(W) Pelta	0/10/0	(W) Pelta	0/16/0	(W) Pelta	0/20/0
76x	(W) Pelta	0/16/0	(W) Pelta	0/16/0	(W) Pelta	0/25/0
172x	(W) Targe	0/0/10	(W) Targe	0/0/10	(W) Targe	0/0/16
4x	(W) Targe	0/0/10	(W) Targe	0/0/16	(W) Targe	0/0/20
76x	(W) Targe	0/0/16	(W) Targe	0/0/16	(W) Targe	0/0/25
16x	(W) Pelta	0/16/0	(W) Targe	0/0/16	(W) Quad	0/9/9
4x	(W) Pelta	0/20/0	(W) Targe	0/0/20	(W) Quad	0/12/12
76x	(W) Pelta	0/25/0	(W) Targe	0/0/25	(W) Quad	0/15/15
48x	(W) Buckler	10/0/0	(W) Circle	15/0/0	(W) Targe	20/0/0
48x	(W) Targe	20/0/0	(W) Quad	0/15/15	(W) Circle	12/9/9
16x	(W) Quad	0/9/9	(W) Circle	15/0/0	(W) Tower	9/5/5
4x	(W) Quad	0/12/12	(W) Circle	15/0/0	(W) Tower	9/7/7
28x	(W) Quad	0/15/15	(W) Circle	15/0/0	(W) Tower	9/9/9
16x	(W) Circle	12/9/9	(W) Tower	9/5/5	(W) Spiked	16/11/11
4x	(W) Circle	12/9/9	(W) Tower	9/7/7	(W) Spiked	16/12/12
8x	(W) Circle	12/9/9	(W) Tower	9/9/9	(W) Spiked	16/14/14
16x	(W) Circle	12/9/9	(W) Spiked	16/11/11	(W) Round	22/16/16
4x	(W) Circle	12/9/9	(W) Spiked	16/14/14	(W) Round	22/18/18
16x	(W) Tower	9/9/9	(W) Round	22/16/16	(W) Kite	24/20/20
4x	(W) Tower	9/9/9	(W) Round	22/18/18	(W) Kite	24/21/21

4x	(W) Spiked	16/12/12	(W) Kite	24/20/20	(W) Casserole	32/25/25
4x	(W) Spiked	16/14/14	(W) Kite	24/21/21	(W) Casserole	32/28/28
12x	(W) Kite	24/20/20	(D) Casserole	20/0/0	(D) Heater	26/12/12*
4x	(D) Heater	26/12/12	(W) Casserole	32/28/28	(D) Oval	34/24/24*
4x	(D) Heater	26/12/12	(W) Casserole	32/25/25	(D) Oval	34/22/22*
4x	(D) Heater	26/12/12	(D) Oval	34/24/24	(D) Knight	48/28/28**
4x	(D) Knight	48/28/28	(D) Oval	34/22/22	(D) Hoplite	65/40/40**
2x	(D) Hoplite	65/40/40	(D) Hoplite	65/40/40	(D) Jazeraint	100/64/64
1x	(D) Jazeraint	100/64/64	(D) Jazeraint	100/64/64	(D) Dread	100/100/100

*This is based on the assumption of a 60% rate.
 **This is based on the assumption of an 80% rate.

 (D) Dread Shield 100/0/0

You need:

32x (D) Casserole Shield --> 32 play-throughs
 24x (D) Circle Shield /

The process:

#	Piece 1	Stat	Piece 2	Stat	Result	Stat
12x	(D) Circle	15/0/0	(D) Circle	15/0/0	(D) Circle	24/0/0
12x	(D) Casserole	20/0/0	(D) Circle	24/0/0	(D) Kite	35/0/0
12x	(D) Kite	35/0/0	(D) Casserole	20/0/0	(D) Heater	44/0/0
8x	(D) Heater	44/0/0	(D) Casserole	20/0/0	(D) Oval	51/0/0
4x	(D) Heater	44/0/0	(D) Oval	51/0/0	(D) Knight	76/0/0
4x	(D) Knight	76/0/0	(D) Oval	51/0/0	(D) Hoplite	100/0/0
2x	(D) Hoplite	100/0/0	(D) Hoplite	100/0/0	(D) Jazeraint	100/0/0
1x	(D) Jazeraint	100/0/0	(D) Jazeraint	100/0/0	(D) Dread	100/0/0

 (H) Dread Shield 100/100/0

You need:

12x (H) Knight Shield \
 12x (H) Oval Shield > 12 play-throughs
 12x (H) Hoplite Shield /

The process:

#	Piece 1	Stat	Piece 2	Stat	Result	Stat
12x	(H) Knight	0/25/0	(H) Oval	15/15/0	(H) Hoplite	9/24/0
12x	(H) Hoplite	9/24/0	(H) Hoplite	25/10/0	(H) Jazeraint	20/20/0
6x	(H) Jazeraint	20/20/0	(H) Jazeraint	20/20/0	(H) Dread	32/32/0
3x	(H) Dread	32/32/0	(H) Dread	32/32/0	(H) Dread	51/51/0
1x	(H) Dread	51/51/0	(H) Dread	51/51/0	(H) Dread	81/81/0
1x	(H) Dread	81/81/0	(H) Dread	51/51/0	(H) Dread	100/100/0*

*This is based on the assumption of an 80% rate.

(H) Dread Shield 100/100/100

Plan 1

You need:

24x (H) Knight Shield --> 24 play-throughs

24x (H) Hoplite Shield -/

12x (H) Casserole Shield

96x (H) Heater Shield

The process:

#	Piece 1	Stat	Piece 2	Stat	Result	Stat
12x	(H) Knight	0/25/0	(H) Knight	0/25/0	(H) Knight	0/40/0
48x	(H) Heater	0/0/25	(H) Heater	0/0/25	(H) Heater	0/0/40
24x	(H) Heater	0/0/40	(H) Heater	0/0/40	(H) Heater	0/0/64
12x	(H) Heater	0/0/64	(H) Heater	0/0/64	(H) Heater	0/0/100
12x	(H) Casserole	20/0/0	(H) Heater	0/0/100	(H) Oval	12/0/60
12x	(H) Knight	0/40/0	(H) Oval	12/0/60	(H) Hoplite	7/24/36
6x	(H) Hoplite	7/24/36	(H) Hoplite	7/24/36	(H) Jazeraint	11/38/57
3x	(H) Jazeraint	11/38/57	(H) Jazeraint	11/38/57	(H) Dread	17/60/91
12x	(H) Hoplite	25/10/0	(H) Hoplite	25/10/0	(H) Jazeraint	40/16/0
6x	(H) Jazeraint	40/16/0	(H) Jazeraint	40/16/0	(H) Dread	64/25/0
3x	(H) Dread	64/25/0	(H) Dread	64/25/0	(H) Dread	100/40/0
3x	(H) Dread	100/40/0	(H) Dread	17/60/91	(H) Dread	70/60/54
1x	(H) Dread	70/60/54	(H) Dread	70/60/54	(H) Dread	100/96/86
1x	(H) Dread	100/96/86	(H) Dread	70/60/54	(H) Dread	100/100/100*

*This is based on the assumption of an 80% rate.

Plan 2

You need:

32x (H) Knight Shield \

32x (H) Oval Shield > 32 play-throughs

32x (H) Hoplite Shield /

32x (H) Kite Shield

32x (H) Round Shield

64x (H) Heater Shield

The process:

#	Piece 1	Stat	Piece 2	Stat	Result	Stat
16x	(H) Knight	0/25/0	(H) Knight	0/25/0	(H) Knight	0/40/0
16x	(H) Oval	15/15/0	(H) Oval	15/15/0	(H) Oval	24/24/0
16x	(H) Knight	0/40/0	(H) Oval	24/24/0	(H) Hoplite	14/38/0

16x (H) Hoplite	14/38/0	(H) Hoplite	25/10/0	(H) Jazeraint	23/28/0
8x (H) Jazeraint	23/28/0	(H) Jazeraint	23/28/0	(H) Dread	36/44/0
32x (H) Kite	0/20/0	(H) Round	18/0/0	(H) Casserole	10/12/0
32x (H) Casserole	10/12/0	(H) Heater	0/0/25	(H) Oval	6/7/15
32x (H) Oval	6/7/15	(H) Heater	0/0/25	(H) Knight	3/4/24
32x (H) Knight	3/4/24	(H) Oval	6/7/15	(H) Hoplite	5/6/23
16x (H) Hoplite	5/6/23	(H) Hoplite	5/6/23	(H) Jazeraint	8/9/36
8x (H) Jazeraint	8/9/36	(H) Jazeraint	8/9/36	(H) Dread	12/14/57
8x (H) Dread	12/14/57	(H) Dread	36/44/0	(H) Dread	28/34/34
4x (H) Dread	28/34/34	(H) Dread	28/34/34	(H) Dread	44/54/54
2x (H) Dread	44/54/54	(H) Dread	44/54/54	(H) Dread	70/86/86
1x (H) Dread	70/86/86	(H) Dread	70/86/86	(H) Dread	100/100/100

Plan 3

You need:

40x (H) Oval Shield -> 40 play-throughs

40x (H) Heater Shield

The process:

#	Piece 1	Stat	Piece 2	Stat	Result	Stat
20x	(H) Heater	0/0/25	(H) Heater	0/0/25	(H) Heater	0/0/40
20x	(H) Heater	0/0/40	(H) Oval	15/15/0	(H) Knight	9/9/24
20x	(H) Knight	9/9/24	(H) Oval	15/15/0	(H) Hoplite	14/14/14
10x	(H) Hoplite	14/14/14	(H) Hoplite	14/14/14	(H) Jazeraint	22/22/22
5x	(H) Jazeraint	22/22/22	(H) Jazeraint	22/22/22	(H) Dread	35/35/35
2x	(H) Dread	35/35/35	(H) Dread	35/35/35	(H) Dread	56/56/56
1x	(H) Dread	56/56/56	(H) Dread	35/35/35	(H) Dread	72/72/72*
1x	(H) Dread	72/72/72	(H) Dread	56/56/56	(H) Dread	100/100/100*

*This is based on the assumption of an 80% rate.

XVIII. Raising Class And Affinity Stats

This process is very long. You need to do this process before you actually make the final combinations of your ultimate armor. What you do is equip certain pieces of armor, go to a certain place, cast Surging Balm, get in battle mode, and leave the game on overnight. In the morning, your stats for certain classes and affinities will be much increased, if not maxed out. If this sounds easy, it is not. The actual process involves a few snags (read on).

Helpful Things To Know

-Your character has to be somewhat strong (high STR stat) for this to work. Note that you will have very good armor on so you should be OK. However, I would suggest fighting Dark and Last Crusaders in the Iron Maiden B2 first in order to get lots of HP elixirs. This can be done while racking for armor pieces (see "Places To Acquire The Armor"). Try and get your HP at least 750 or more.

-Your character has to be somewhat slow (low AGL stat) for this to work. If

your character is too fast, no one will be able to hit him. This is why I have not testing this process out completely. My character had about 220 in AGL on my fourth play before I found out my AGL was too high (I had to start a completely new game just to test some things). This goes to show that the best time to do this is on your second time through the game (third at the most).

-If you do go through multiple game plays, be sure to not use any AGL elixirs or wines. And try not to get AGL for the roulette stat bonuses after the bosses. If you rapidly press circle button, you will automatically get the second item in the list. If the second item is AGL, simply wait a split second and then press circle.

-To lower AGL: Get cursed. Equip certain weapons with a high negative AGL stat. Try an Iron Hand of Light with Bhuj Type, Elephant, or Grimorie grip (-13 AGL). Or, a Pole Axe, Bardysh, Brandestoc with Ahlspies or Spiral Pole grip; or a Holy Win with Power Palm, Murderer's Hilt, or Spiral Hilt grip. Also, unequip all gems and necklaces with a positive stat in AGL. Alternatively, you can damage your left arm to dead status (use multi-targeted spells such as Meteor). When left arm is at dying status, your ability to parry drops 50%. However, this wears off rather easily with time or healing magic.

-Surging Balm heals 5% of your max HP

-Any spell cast on you will nullify Surging Balm

-Stat modifying attacks will nullify Surging Balm (e.g. getting poisoned, paralyzed, etc.)

-You cannot rack up armor with any enemy that might cast a spell on you. Though the enemies' MP will soon be depleted, it regenerates just like yours. When it does, either he will cast another spell or simply stay still and not do anything. However, there is a way around this. You can silence some of them. Silence lasts forever, well until you or the enemy exits the room.

-Nearly every enemy has a normal attack (e.g. with a weapon or a normal hit). These normal attacks are almost always physical (i.e. they will raise Physical stat). Some enemies have spells and some have special attacks. Some of these special attacks will raise other affinities besides Physical.

-You do not have to be in battle mode for the armor to go up. You do, however, have to be in battle mode in order for the shield to go up.

-You can also increase the stats in your armor with the enhancer spells. For Light, use Heal. This method is slow and takes manual operation, but it can be helpful in lifting up a piece a few points to get 100.

-You can also increase the stats with the affinity based warlock spells. Simply get close to an enemy and cast it so that it hits you.

-When raising classes and affinities, most enemies' risk will go sky high and they will never end up hitting you. To counter this, you can rack on enemies with a low risk weapon (cast analyze to see what they are carrying) or rack in a place where there are multiple enemies. If there are multiple enemies, one will wait while the others attack, thus allowing their risk to drop a little. Other than these things, there is nothing else to do about the risk problem except to monitor the battle (exit the room, then reenter to reset his risk).

-Some enemies seem to target a particular body part more than others. I have been told that the arms are the favorite spot. To counter this, try positioning yourself in an open space, one in which the enemy can move all around you. You

could also rack on enemies with long-range weapons. Or you could stand on raised platforms for them to attack your legs. The best enemies to rack on are the Dragons. This is because their breath hits all body parts in one attack. If all else fails, you will have to just choose arm armor to rack on (see "The Process").

Opposing Stats

You will have to rack up 9 pieces of armor in the combining process. It has to be 9 and not 3 or 4 because of the cross conflicting stats (particularly Physical). As you probably know, when one stat goes up, there is a chance that opposing stats will go down. For example, when Human goes up, Beast might go down; when Earth goes up, Air might go down.

Note that you can possibly get away with racking up fewer pieces and/or with different combinations. However, you will find that it will be hard to do because Physical can potentially take away any other affinity (and note that just about every enemy has a physical based attack).

The following lists the opposing stats:

Goes up	Might Go Down
Human	Beast and/or Undead
Beast	Undead and/or Phantom
Undead	Phantom and/or Dragon
Phantom	Dragon and/or Evil
Dragon	Evil and/or Human
Evil	Human and/or Beast
Physical	Any combination of all other affinities
Air	Physical and/or Earth
Fire	Physical and/or Water
Earth	Physical and/or Air
Water	Physical and/or Fire
Light	Physical and/or Dark
Dark	Physical and/or Light

The Process

In order to make ultimate armor, you cannot rack a piece that has already been racked. For example, if you rack one piece in Water to 100, you cannot rack that piece in another affinity that opposes Water (which is Earth and anything Physical). If you do, Water will probably go down. Also, when you combine that piece of Water=100, you still cannot rack the resulting piece with anything that opposes Water. This may not seem like a big deal but it is. If you wait until too long to pick your 9 pieces, you will find that it will be too late to do this process (well you could still do it but it would be hard).

It will be very efficient to rack the pieces as you are in the combining stage. For example, in the day, acquire the pieces; in the night, leave the game on overnight and rack them. Try and equip as many pieces as you can before racking the armor. This way it will go much faster.

Note that there is a lot of flexibility with determining what 9 pieces you want to rack. In fact, you could, and it would be simpler, to just pick the first 9

pieces in each process, and use those to rack up the stats. For example, for the (D) Dread Helm, you would pick 9 of the (S) Tilt Gloves 12. Once all 9 pieces are racked to 100 in the right classes and affinities (see below), you would simply combine them according to the process. Just make sure you rack up a piece to a full 100 before combining and never rack a piece that has any racked-up stats.

The pieces I have selected are a well-balance selection (18 arm pieces, 10 legs, 8 body) so you can equip the most pieces at one time. These are 9 acceptable pieces for each category in my examples. When you get them or combine them, be sure to set them aside to be racked. As stated, then enemies seem to hit the arms a lot (particularly the right arm). So if you want to just choose arm armor exclusively to rack on, that is fine. All of the processes involve arm armor except the (D) Dread Legging. For this process, you can rack up some Tilt Gloves, and than combine them with Plate Leggings, which will result with Missaglias. Then use those special Missaglias instead of the initial Missaglias needed.

Head Armor ((D) Dread Helm 100/100/100):

Armor#	Armor With Stat	Process
1	(S) Freiturnier 30	Rack up Human and Phantom to 100
2	(S) Freiturnier 30	Rack up Beast, Dragon, and Physical to 100
3	(S) Freiturnier 30	Rack up Undead and Evil to 100
4	(S) Freiturnier 30	Rack up Air to 100
5	(S) Freiturnier 30	Rack up Earth to 100
6	(S) Freiturnier 30	Rack up Water to 100
7	(S) Freiturnier 30	Rack up Fire to 100
8	(S) Freiturnier 30	Rack up Dark to 100
9	(S) Freiturnier 30	Rack up Light to 100

Body Armor ((D) Dread Armor 100/100/100):

Armor#	Armor With Stat	Process
1	(H) Missaglia 12	Rack up Human and Phantom to 100
2	(H) Plate Mail 10	Rack up Beast, Dragon, and Physical to 100
3	(H) Plate Mail 10	Rack up Undead and Evil to 100
4	(H) Plate Mail 10	Rack up Air to 100
5	(H) Plate Mail 10	Rack up Earth to 100
6	(H) Fluted Armor 43	Rack up Water to 100
7	(H) Fluted Armor 43	Rack up Fire to 100
8	(H) Fluted Armor 43	Rack up Dark to 100
9	(H) Fluted Armor 43	Rack up Light to 100

Arm Armor ((D) Dread Glove 100/100/100):

Armor#	Armor With Stat	Process
1	(H) Tilt Glove 12	Rack up Human and Phantom to 100
2	(H) Tilt Glove 12	Rack up Beast, Dragon, and Physical to 100
3	(H) Tilt Glove 12	Rack up Undead and Evil to 100
4	(H) Tilt Glove 12	Rack up Air to 100
5	(H) Tilt Glove 12	Rack up Earth to 100
6	(H) Tilt Glove 12	Rack up Water to 100
7	(H) Tilt Glove 12	Rack up Fire to 100
8	(H) Tilt Glove 12	Rack up Dark to 100
9	(H) Tilt Glove 12	Rack up Light to 100

Leg Armor ((D) Dread Leggings 100/100/100):

Armor#	Armor With Stat	Process
1	(H) Plate Leggings 19	Rack up Human and Phantom to 100
2	(H) Plate Leggings 19	Rack up Beast, Dragon, and Physical to 100
3	(H) Plate Leggings 19	Rack up Undead and Evil to 100
4	(H) Plate Leggings 19	Rack up Air to 100
5	(H) Plate Leggings 19	Rack up Earth to 100
6	(S) Plate Leggings 19	Rack up Water to 100
7	(S) Plate Leggings 19	Rack up Fire to 100
8	(S) Plate Leggings 19	Rack up Dark to 100
9	(S) Plate Leggings 19	Rack up Light to 100

Shield Armor:

This depends on what plan you follow. Select a plan and determine ahead of time 9 acceptable pieces. Then rack them like the other armor.

Where To Rack Up Class And Affinity Stats

The following lists every single attack in the game. It also tells you what enemies can use it, what type the attack is, the status it causes (if any), and what affinity it is. Using this table you can determine who you are going to use to rack your pieces up. Note that the enemies listed do not necessarily mean that all similar enemies will do the corresponding attack. For example, not every Crimson Blade (Type 10) does Aqua Blast, but some do. Not all Zombie Mages cast Fireball, but some do. For a more detailed list, check out Tilt's "Enemy Guide" at: <http://users.erols.com/tiltonj/vs/>. Not only does it tell you what each enemy can attack with, it will tell you all the locations too.

(Enemies that can only be killed once per play-through are listed in ALL CAPS. The + sign in the Type Column indicates that it targets all body parts.)

Attacks:

Attack	Possible Enemies	Type	Status	Affinity
Normal	Most Beasts, some Undeads, some Dragons, some Evils	Normal	-	Physical
Weapon	Most Humans, some Beasts, most Undeads, most Dragons, some Evils	Normal	-	Physical*
Accursed Umbra	TIEGER	Break Art	Curse	Physical
Acid Breath	Basilisk, Earth Dragon	Special+	-	Earth
Acid Flow	MARID, DEATH	Spell	-	Water
Acid Sneeze	Slime (Strong)	Special	-	Dark
Acrid Ooze	Slime (Weak)	Special	-	Physical
Apocalypse	Asura	Spell	-	Dark

Aqua Blast	Ghost (Weak), Crimson Blade (Type 10), Imp, Zombie Mage, Dark Eye, WATER ELEMENTAL (STRONG), Water Elemental (Weak), MARID, Shadow	Spell	-	Water
Aqua Bubble	GIANT CRAB, IRON CRAB, Damascus Crab	Special+	-	Water
Avalanche	Lich, Lich Lord, WATER ELEMENTAL (STRONG), Wraith, Water Elemental (Weak), MARID, Shadow	Spell+	-	Water
Banish	Harpy (Weak), Harpy (Strong), Shrieker	Spell	-	Dark
Bear Claw	TIEGER	Break Art	-	Physical
Blasphemous Howl	Harpy (Weak), Harpy (Strong)	Special	Curse	Dark
Bloodsuck	Stirge	Special	-	Physical
Bonecrusher	NEESA	Break Art	-	Physical
Caeser's Thrust	KALI, RAVANA, Asura	Special	Paralysis	Air
Curse	Death, Wraith, Lich Lord, NIGHTMARE, Asura	Spell	Curse	-
Dark Chant	Dark Elemental (Weak), DARK ELEMENTAL (STRONG), Dark Eye, NIGHTMARE, Wraith, Lich, Lich Lord	Spell	-	Dark
Degenerate	Dullahan (Weak), Ghost (Strong), Goblin Leader, Orc Leader, Lich, NIGHTSTALKER (STRONG), TIEGER, OGRE LORD (STRONG), KALI, Shrieker	Spell	STR-down	-
Devitalize	Harpy (Weak), Harpy (Strong)	Special	-	Physical
Dispel	Goblin Leader, Quicksilver, Dullahan (Weak)	Spell	-	-
Divine Breath	ARCH DRAGON	Special+	-	Light
Drain Heart	DULLAHAN (STRONG), Orc Leader, DARK CRUSADER (WEAK), Quicksilver, Dullahan (Weak)	Spell	-	Dark
Drain Mind	Dark Elemental (Weak), Orc Leader, Fire Elemental (Weak), GRISSOM, Lich, Quicksilver, Harpy (Weak), Gremlin, Water Elemental (Weak), Dullahan (Weak), Fire Elemental (Weak), Earth Elemental (Weak), Lich Lord, Ogre Lord (Weak)	Spell	-	Light

Emetic Bomb	TIEGER	Break Art	-	Physical
Explosion	DUANE, Lich, Wraith, Imp, Death	Spell+	-	Physical
Fire Breath	Hellhound, WYVERN (STRONG), WYVERN KNIGHT, WYVERN QUEEN	Special	-	Fire
Fire Storm	IFRIT, DEATH	Spell	-	Fire
Fireball	Ghost (Weak), Crimson Blade (Type 10), Fire Elemental (Weak), Zombie Mage, FIRE ELEMENTAL (STRONG), Imp, Dark Eye, IFRIT, Shadow	Spell	-	Fire
Flame Sphere	FIRE ELEMENTAL (STRONG), Lich Lord, Wraith, Fire Elemental (Weak), IFRIT, Lich, Shadow, Death	Spell+	-	Fire
Frost Breath	Snow Dragon	Special+	-	Water
Gaea Strike	EARTH ELEMENTAL (STRONG), Lich, Earth Elemental (Weak), DAO, Imp, Shadow	Spell+	-	Earth
Giga Rush	Minotaur, Minotaur Zombie, Minotaur Lord	Special	-	Physical
Granite Punch	GOLEM, Damascus Golem, IRON GOLEM	Special	-	Physical
Gravity	DAO, DEATH	Spell	-	Earth
Heaven's Tear	KALI, RAVANA, Asura	Special	-	Fire
Hex Flux	NEESA	Break Art	-	Light & Dark
Ignis Wheel	NEESA	Break Art	-	Physical & Fire
Iron Ripper	TIEGER	Break Art	-	Physical
Judgment	Asura	Spell	-	Light
Leadbones	Ghost (Weak), Gremlin, RAVANA, Shrieker	Spell	AGL-down	-
Lightning Bolt	Ghost (Weak), Crimson Blade (Type 10), AIR ELEMENTAL (STRONG), Imp, Zombie Mage, Dark Eye, Air Elemental (Weak), DJINN, Shadow	Spell	-	Air
Meteor	Dark Elemental (Weak), DARK ELEMENTAL (STRONG), Death, Lich, NIGHTMARE, Wraith, Lich Lord	Spell+	-	Dark
Mind Blast	Ghost (Strong), Ghost (Weak), Wraith, Shadow	Special	-	Physical

Numbing Hook	Gargoyle	Special	Numbness	Physical
Numbing Needle	Mimic	Special	Numbness	Physical
Papillon Reel	ROSENCRANTZ	Break Art	-	Light
Poison Breath	DARK DRAGON	Special+	Poison	Dark
Poison Mist	DUANE, Zombie Mage, Goblin Leader, Imp, Death, Lich, Dullahan (Weak), Wraith, Gremlin	Spell	Poison	-
Poison Sneeze	Poison Slime (Weak), Poison Slime (Strong)	Special	Poison	Earth
Poltergeist	Wraith	Special	-	Physical
Psychodrain	Ghost (Weak), Zombie Mage, Lich, Dark Eye, Shrieker	Spell	INT-down	-
Quickshock	NEESA	Break Art	Numbness	Air
Radial Surge	Death, Lich, Lich Lord, Imp, Wraith	Spell+	-	Light
Raven Eye	KALI, RAVANA, Asura	Special	Poison	Water
Reaper's Scythe	Wraith	Special	-	Physical
Rending Gale	ROSENCRANTZ	Break Art	-	Physical
Rot Breath	DRAGON ZOMBIE	Special+	-	Dark
Searing Breath	FLAME DRAGON	Special+	-	Fire
Silence	Lich, Lich Lord, Quicksilver, TIEGER, Gremlin, Ogre (Weak), Wraith	Spell	Silence	-
Solid Shock	Ghost (Strong), Zombie Mage, Dark Eye, Nighstalker (Weak), Wraith	Spell	-	Physical
Spiral Shell	Ichthious	Special+	-	Water
Spirit Surge	Wraith, Lich, Lich Lord	Spell	-	Light
Stun Blast	Dark Eye	Special	Paralysis	Darkness
Stun Cloud	Goblin Leader, Imp, Lich Lord, Last Crusader (Strong), Gremlin, Ogre Lord (Weak)	Spell	Paralysis	-
Tail Attack	Dragon, SKY DRAGON, Earth Dragon, Snow Dragon, ARCH DRAGON, FLAME DRAGON, DARK DRAGON, DRAGON ZOMBIE	Special	-	Physical
Tarnish	Ghost (Weak), Orc Leader, Lich Lord, NIGHTSTALKER (STRONG), Lich, Gremlin, KALI	Spell	EQUIP-down	-

Thermal Breath	Dragon	Special+	-	Fire
Thunder Breath	SKY DRAGON	Special+	-	Air
Thunderbolt	DJINN	Spell	-	Air
Thunderburst	AIR ELEMENTAL (STRONG), GRISSOM, Lich, Wraith, Air Elemental (Weak), DJINN, Shadow, Death	Spell+	-	Air
Tidal Rush	GIANT CRAB, IRON CRAB, Damascus Crab	Special	-	Water
Tornado	OGRE LORD (STRONG)	Special	-	Air
Tyrant's Mace	KALI, RAVANA, Asura	Special	Numbness	Earth
Vile Scar	ROSENCRANTZ	Break Art	Poison	Physical
Vulcan Lance	Ghost (Weak), Crimson Blade (Type 10), Imp, EARTH ELEMENTAL (STRONG), Zombie Mage, Dark Eye, Earth Elemental (Weak), DAO, Shadow	Spell	-	Earth

* Some enemies' weapon attack does a different affinity than Physical (see next section).

Weapon Attacks

Some enemies attack with a weapon but do a different affinity other than Physical. This is due to a gem in their weapon or because their weapon is silver. In addition, some enemies can cast an enhancer on their weapon, thus altering their attack further. In any event, their weapon will at some point resort to Physical. This is because their attack will randomly add a point to their Physical stat and thus raise it. Eventually it becomes higher than the other affinities. The following lists all the enemies that start out doing non-Physical weapon attacks.

Non-Physical Weapon Attacks:

Area	Room	Enemy	Conditions
Air Attacks:			
Abandoned Mines B2	The Miner's End	Orc Leader	-
Iron Maiden B2	The Rack	Dark Crusader (Strong)	HP 149 or less
Undercity East	Beggars of the Mouthharp	Lich	HP 200 or less
Undercity East	Path to the Greengrocer	Lich	HP 151 or more
Undercity East	Salvation for the Mother	Lich	-

Dark Attacks:

Abandoned Mines B2	Kilroy Was Here	Orc Leader	-
Abandoned Mines B2	Tomb of the Reborn	Orc Leader	-
Iron Maiden B2	Lead Sprinkler	Shrieker	-
Iron Maiden B2	Squassation	Shrieker	-
Iron Maiden B2	The Mind Burns	Shrieker	HP 150 or more
Iron Maiden B2	The Spider	Shrieker	HP 150 or more

Iron Maiden B2	Tormentum Insomniae	Last Crusader (Weak)	HP 149 or less
Limestone Quarry	The Air Stirs	Gremlin	HP 150 or more
Limestone Quarry	The Timely Dew of Sleep	Gremlin	-
Limestone Quarry	Torture Without End	OGRE LORD (STRONG)	-
Limestone Quarry	Where the Serpent Hunts	Gremlin	-
Temple of Kiltia	Hall of Prayer	Nightstalker (Weak)	After Last Crusader (Strong)
Undercity East	Bite the Master's Wounds	Death	HP 225 or more

Earth Attacks:

Abandoned Mines B2	Crossing of Blood	Orc	-
Abandoned Mines B2	Crossing of Blood	Orc Leader	-
Abandoned Mines B2	Gambler's Passage	Orc	-
Abandoned Mines B2	Hall of Contemplation	Orc	-
Abandoned Mines B2	Hall of Contemplation	Orc Leader	-
Abandoned Mines B2	The Miner's End	Orc	-
Abandoned Mines B2	The Ore of Legend	Orc Leader	-
Abandoned Mines B2	Tomb of the Reborn	Orc	-
Iron Maiden B2	The Spider	Dark Crusader (Strong)	HP 149 or less
Limestone Quarry	Atone for Eternity	Gremlin	-
Limestone Quarry	The Ore-Bearers	Gremlin	-
Limestone Quarry	The Timely Dew of Sleep	Gremlin	HP 150 or more
Undercity East	Salvation for the Mother	Lich Lord	-
Undercity East	The Crumbling Market	Lich Lord	After all cutscenes

Fire Attacks:

Iron Maiden B2	Lead Sprinkler	Shrieker	-
Iron Maiden B2	The Cold's Bridle	Dark Crusader (Strong)	HP 149 or less
Iron Maiden B2	The Eunics' Lot	Shrieker	HP 150 or more
Iron Maiden B2	The Mind Burns	Shrieker	HP 150 or more
Iron Maiden B2	The Spider	Shrieker	HP 150 or more
Iron Maiden B2	Tongue Slicer	Shrieker	-
Undercity East	Crossroads of Rest	Lich Lord	-
Undercity East	The Body Fragile Yields	Lich Lord	HP 201 or more

Light Attacks:

Abandoned Mines B2	Bandits' Hollow	Blood Lizard	-
Abandoned Mines B2	Hall of the Empty Sconce	Orc Leader	-
Abandoned Mines B2	Kilroy Was Here	Orc Leader	-
Abandoned Mines B2	Senses Lost	Orc Leader	-
Escapeway	Facing Your Illusions	Quicksilver	-
Escapeway	Facing Your Illusions	Quicksilver	-
Escapeway	Shelter From the Quake	Quicksilver	-
Escapeway	Shelter From the Quake	Quicksilver	-
Escapeway	Shelter From the Quake	Quicksilver	-
Escapeway	Where Body and Soul Part	Quicksilver	-
Escapeway	Where Body and Soul Part	Quicksilver	-
Escapeway	Where Body and Soul Part	Quicksilver	-
Great Cathedral L1	Monk's Leap	LICH	-
Iron Maiden B2	Brank	Dark Crusader (Strong)	HP 149 or less
Iron Maiden B2	Squassation	Shrieker	-
Iron Maiden B2	Tablillas	Lich	HP 150 or more
Iron Maiden B2	The Eunics' Lot	Shrieker	HP 150 or more
Iron Maiden B2	The Mind Burns	Shrieker	HP 150 or more
Iron Maiden B2	The Spider	Shrieker	HP 150 or more
Iron Maiden B2	The Strappado	Lich Lord	-

Iron Maiden B2	Tongue Slicer	Shrieker	-
Iron Maiden B3	Dunking the Witch	Lich Lord	-
Snowfly Forest	Hewn from Nature	SYDNEY	-
Town Center West	Tircolas Flow	DUANE	Before Duane
Undercity East	A Knight Sells his Sword	Quicksilver	-
Undercity East	Bazaar of the Bizarre	Quicksilver	After LICH
Undercity East	Bazaar of the Bizarre	Quicksilver	After LICH
Undercity East	Catspaw Blackmarket	Quicksilver	-
Undercity East	Catspaw Blackmarket	Quicksilver	-
Undercity East	Gemsword Blackmarket	Quicksilver	-
Undercity East	Hall to a New World	Quicksilver	-
Undercity East	Hall to a New World	Quicksilver	-
Undercity East	Noble Gold and Silk	Quicksilver	-
Undercity East	Noble Gold and Silk	Quicksilver	-
Undercity East	Sale of the Sword	Quicksilver	-
Undercity East	Sale of the Sword	Quicksilver	-
Undercity East	The Pirate's Son	Quicksilver	-
Undercity East	Weapons Not Allowed	Quicksilver	-
Undercity East	Weapons Not Allowed	Quicksilver	-
Undercity East	Where Black Waters Ran	Quicksilver	Before SKY DRAGON
Undercity East	Where Black Waters Ran	Quicksilver	Before SKY DRAGON
Undercity East	Where Black Waters Ran	Quicksilver	After NEESA & TIEGER
Undercity East	Where Black Waters Ran	Quicksilver	After NEESA & TIEGER

Water Attacks:

Iron Maiden B2	Tablillas	Dark Crusader (Strong)	HP 149 or less
Undercity East	Bite the Master's Wounds	Death	
Undercity East	Where Black Waters Ran	TIEGER	

Weapon-Enhancing Enemies

Some enemies cast a weapon enhancer on their weapon. This will change the affinity they attack with. For your reference, those enemies that can do this are listed.

Weapon-Enhancing Enemies:

Area	Room	Enemy	Conditions
=====			

Air Enhancer:

Abandoned Mines B2	The Miner's End	Orc Leader	-
Iron Maiden B2	The Rack	Dark Crusader (Strong)	HP 149 or less

Earth Enhancer:

Abandoned Mines B2	Crossing of Blood	Orc Leader	-
Iron Maiden B2	The Spider	Dark Crusader (Strong)	HP 149 or less

Fire Enhancer:

Abandoned Mines B2	Way of Lost Children	Orc Leader	-
Iron Maiden B2	The Cold's Bridle	Dark Crusader (Strong)	HP 149 or less

Water:

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Abandoned Mines B2 Hall of Contemplation Orc Leader -  
Abandoned Mines B2 The Ore of Legend Orc Leader -  
Iron Maiden B2 Tablillas Dark Crusader (Strong) HP 149 or less  
Temple of Kiltia Hall of Prayer Nightstalker (Weak) After Last  
Crusader (Strong)
```

Class And Affinity Racking Hotspots

The following lists good places to rack for various reasons.

Racking Hotspots:

Area	Room	Enemy	Stats Raised
Town Center South	Rue Aliano	3xCrimson Blade	Human
Sanctum	Priests' Confinement	5xBat	Beast & Physical
Catacombs	Hall of Dying Hope	3xSkeleton/Z.K.	Undead
Iron Maiden B1	The Cauldron	2xWraith*	Phantom
City Walls South	Where Weary Riders Rest	3xLizardman	Dragon
Escapeway	Shelter From the Quake	3xQuicksilver*	Evil
Abandoned Mines B2	The Treaty Room	2xSlime	Dark
Snowfly Forest	Which Way Home	2xBasilisk	Earth
The Keep (Time Trial)	Return to the Land	Earth Dragon	Earth
Abandoned Mines B1	The Battle's Beginning	2xHellhound	Fire
The Keep (Time Trial)	The Cleansing Chantry	Dragon	Fire
Snowfly Forest	The Giving Trees	2xIchthious	Water
The Keep (Time Trial)	Hall of the Wage-Paying	Snow Dragon	Water
The Keep (Time Trial)	Nature's Womb	Damascus Crab	Water

* You must silence these enemies in order for them to not cast a spell

XIV. Credit And Thanks

-To God and his Son Jesus Christ, eternally his

-To Gamefaqs.com and CJayC for the best gaming web site there is

-To Jay Tilton (tiltonj@erols.com), whose "Enemy Guide" and "Combination FAQ" were indispensable

-To Wilson Lau (darktoshi@yahoo.com), who pointed out numerous mistakes and fixes with my first version

-To Emile Lide (genocider@home.se), who submitted more efficient processes on my second version and also the (D) Dread Shield 100/100/100 plan

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