

# Demon's Crest Bestiary

by bobcat946732

Updated to v0.76 on Aug 10, 2010

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-                               Demon's Crest                               -  
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Okay, for people who don't know or who are simply too lazy to read the big print or the small print underneath it; this is a detailed bestiary for Demon's Crest. Why make a bestiary for such an old game you ask? Why good question my young or possibly old friend. Well for starters; this is my first attempt at making a guide and I wanted it to be for a game that I enjoy and that is also easy enough to make. My next reason being, that I think older games such as this one are greatly under-appreciated. You hardly see any updated guides with better info nowadays for games like this and I think that is just not fair. So I decided to start making guides for some of these older games even if no one reads it I can still have the good feeling that it's there. Also on a side note if you see any mistakes (spelling not included) please email me with info on my mistake. If you have any extra information that you feel I left out, then tell me and I will put it in the guide as well as give credit where credit is due. Thank you, now to the guide.

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For those people out there who are in a hurry you can always use the copy and paste into the find bar to get where you want to get in a jiffy. I always wanted to use that word in writing. >\_<

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-Bestiary part 1 (Normal Creatures) (103.0)-

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Now first and foremost I have no idea of what the actual names of these creatures are so I am going to make up my own names. If someone knows the names of these normal creatures could you please send me an email with there names or a site where I can get there names and thank you ahead of time. Secondly, these creatures are in order of which you see them. NOT, "They are only found on this level."

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- Coliseum (level 1) (103.1) -  
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Creature #1 (Cloaked Zombie)

/Description/: Zombie like creatures that wear cloaks. You can find them everywhere in the first area in the game

/Attacks/: All they do is walk toward whatever direction there facing, eventually disappearing if left alone.

/Strength/: One damage- Normal crests\*.  
Half damage- While wearing armor artifact or while in L and U form\*\*.  
Quarter damage- While wearing armor and in L or U form.

/Weaknesses/: These creatures are the weakest things in the entire game.

/Health\*\*\*/: Attacking them with any crest will kill them 1 hit no problem besides the tornado fire crest which should be obvious if you have it.

/Overall difficulty\*\*\*\*/-(1)

\*Normal crests are fire, earth, air, and water.  
\*\*L and U represent the Legendary gargoyle and the Ultimate gargoyle.  
\*\*\*Health is calculated without using the Fang artifact.  
\*\*\*\*These difficulty levels are strictly my opinion. If you think they aren't right then just email me with your suggestion.

Creature #2 (Axe Goblin)

/Description/: The name basically says it all. They are goblin like creatures that wield throwing axes.

/Attacks/: They jump around in a predictable pattern until you get to close. They then throw three axes back to back before returning to jumping around for a few seconds. They then repeat the process over and over.

/Strength/: One damage- Normal crests.  
Half damage- While wearing armor artifact or with L and U form.  
Quarter damage- While wearing armor and in L or U form.

/Weaknesses/: Easy enough to kill and avoid. You shouldn't have any problem.

/Health/: Two- Fire crest\*, water crest, Earth crest (in air)

One- Demon fire, Earth crest (ground), Air crest, L and U form

/Overall Difficulty/-(1.5)

\*This is not counting the demon fire or tornado fire part of it.

Creature #3 (Carnivorous plant)

/Description/: These are the annoying plants that are on the ground or walls that will damage you if you run into them.

/Attacks/: Has no attacks. Only damages you if you touch them.

/Strength/: One damage- Normal crests.

Half damage- While wearing armor artifact or with L and U form.

Quarter damage- While wearing armor and in L or U form.

/Weaknesses/: None, it can't be killed.

/Health/: Infinite, it can't be killed.

/Overall Difficulty/-(1)

Creature #4 (Walking Carnivorous Plant)

/Description/: You can usually find these creatures walking up and down walls in multiple levels. They look like the carnivorous plants except they walk around.

/Attacks/: All it does is crawl back and forth in a predictable manner.

/Strength/: One damage- Normal crests.

Half damage- While wearing armor artifact or with L and U form.

Quarter damage- While wearing armor and in L or U form.

/Weakness/: Easy to kill creatures but they can be annoying on certain levels.

/Health/: Attacking them with any crest will kill them 1 hit no problem besides the tornado fire crest which should be obvious if you have it.

/Overall Difficulty/-(1)

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- The Village (Level 2) (103.2) -  
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Creature #5 (Twin Demon Statue)

/Description/: These are the statues that you see on certain levels. They hold a big bowl which lights on fire.

/Attacks/: They shoot fire balls at you as well as the bowl will ignite.

/Strength/: One damage- Normal crests.

Half damage- While wearing armor artifact or with L and U form.

Quarter damage- While wearing armor and in L or U form.

/Weakness/: The only weakness it has is water. You have to knock it into water using the earth demon or ultimate demons charge attack.

/Health/: Infinite. The only way to destroy them is to knock them into water with the charge attack.

/Overall Difficulty/-(1.5)

Creature #6 (Green Frog Demon)

/Description/: They are the frog like creatures that hang out in the water all the time.

/Attacks/: They jump out of the water and spit at you once before jumping back in the water.

/Strength/: Two damage- Walking into them with normal crests.

One damage- Normal crests, if you walk into them with normal crests and wearing armor, if you walk into them while in L or U form.

Half damage- While wearing armor artifact or with L and U form, if you walk into them while wearing armor and in L or U form.

Quarter damage- While wearing armor and in L or U form.

/Weakness/: If you dodge there spit attack they are wide open.

/Health/: Four- Fire crest, Earth(ground), Earth(air), Water(out of water)

Two- Demons fire, Air,

One- Water(in water), Legendary, Ultimate

/Overall Difficulty/-(2)

Creature #7 (Ghost Demon)

/Description/: Simply put they are ghosts that float around, enough said.

/Attacks/: They appear randomly (usually right next to you) and chase after to you for a while. They will sometimes disappear while chasing you.

/Strength/: One damage- Normal crests.

Half damage- While wearing armor artifact or with L and U form.

Quarter damage- While wearing armor and in L or U form.

/Weakness/: They go in whatever direction you are so you can predict how to attack. Just be careful not to let a lot of them surround you or else you may be in trouble.

/Health/: Two- Fire crest, Earth(air), Water

One- Fire crest(tornado), Air, Demons fire, Earth(ground), Legendary, Ultimate.

/Overall Difficulty/-(1.5)

Creature #8 (Underground Zombie)

/Description/: These appear in a couple levels. They are underground and when you get close they stretch out there hands to grab you. Then the face comes out to bite you.

/Attacks/: Grabs you if you get to close and then a head comes up to bite you.

/Strength/: One damage- Normal crests.

Half damage- While wearing armor artifact or with L and U form.

Quarter damage- While wearing armor and in L or U form.

/Weakness/: If you are too high they can't grab you. If they do grab you just wiggle out of the hands and continue along. You can also make the head retreat using the earth gargoyle.

/Health/: Infinite, however you can make the head retreat using the earth gargoyle.

/Overall Difficulty/-(1)

Creature #9 (Skull Throwing Demon)

/Description/: Well if the name to give you a hint I will just tell you. These are the demons that throw skulls at you from a mound of skulls.

/Attacks/: As I said before they just throw skulls at you. They will also charge at you wildly if you destroy the pile of skulls with a charge attack. You made them angry. :)

/Strength/: One damage- Normal crests.

Half damage- While wearing armor artifact or with L and U form.

Quarter damage- While wearing armor and in L or U form.

/Weakness/: There skull throw attack is predictable so you should be fine. The charge attack is also very predictable as they continue to run in the same direction until they hit an object. On a side note if you don't attack them and just hover or stand close to them they will start there charge attack.

/Health/: Infinite- Water

Five- Fire, Earth(air)

Three- Air

Two- Demons fire

One- Earth(ground), Legendary, Ultimate

/Overall difficulty/-(1.5)

Creature #10 (Floating armor demons)

/Description/: Demons that float through the air and wear armor.

/Attacks/: Not a whole lot, most of the time they just end up getting in your

way. If you get behind them or hit there armor with an attack that can't break it then they will start to float at you. If you destroy there armor they then become much faster.

/Strength/: One damage- Normal crests.

Half damage- While wearing armor artifact or with L and U form.

Quarter damage- While wearing armor and in L or U form.

/Weakness/: If you can hit them in the back or destroy their armor they are as good as dead.

/Health/: \*Two- Fire(buster)

One- If you attack them in the back with any crest (Excluding the fire tornado crest of course) it will die.

\*This means that it can destroy there armor. The legendary and ultimate gargoyles are excluded as if you hit them in the armor in either of those form it will kill the creature right after.

/Overall Difficulty/-(1.5)

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- Underground Cave (Level 2a) (103.21) -  
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Creature #11 (Crawlers)

/Description/: These are zombie like demons with only an upper body.

/Attacks/: They will crawl at you very slowly as well as shoot mud balls once in a while.

/Strength/: One damage- Normal crests.

Half damage- While wearing armor artifact or with L and U form.

Quarter damage- While wearing armor and in L or U form.

/Weakness/: They are very slow, so they shouldn't present a problem

/Health/: Two- Fire, Water, Earth(air)

One- Demons fire, Earth(ground), Air, Legendary, Ultimate

/Overall Difficulty/-(1.5)

Creature #12 (Fire Skulls)

/Description/: Skulls that are lit on fire. (As if you didn't know)

/Attacks/: They remain stationary until you get to close. They will then extend there spine to try and block you from passing by them. If you get to close to them on the ground they will send out a small wave to hurt you. Also beware when you kill them as small fire balls will come flying out of them.

/Strength/: One damage- Normal crests.

Half damage- While wearing armor artifact or with L and U form.

Quarter damage- While wearing armor and in L or U form.

/Weakness/: They have a limited reach so flying over them should be easy. Also if you shoot them they will retract. If they are killed with water then the aftereffect fire balls will not appear.

/Health/: Infinite- Basic fire, tornado fire  
Two- Other fire, Water, Earth(air)  
One- Demon fire, Earth(ground), Air, Legendary, Ultimate

/Overall Difficulty/-(2)

Creature #13 (Eyeball bat)

/Description/: Bats that have only one eye, poor bats.

/Attacks/: When you get to close they will fly at you for a while and then try to find some ceiling to cling to.

/Strength/: One damage- Normal crests.  
Half damage- While wearing armor artifact or with L and U form.  
Quarter damage- While wearing armor and in L or U form.

/Weakness/: If you can hit them before they start flying at you, it becomes a lot easier to kill them.

/Health/: Two- Fire, Water, Earth(air)  
One- Demon fire, Earth(ground), Air, Legendary, Ultimate

/Overall difficulty/-(2.5) can become annoying in flocks.

Creature #14 (Vampire bats)

/Description/: They are bats that latch on to you and suck your blood in total darkness. How scary.

/Attacks/: When the lights go out the bats will come and latch on to you until you turn the lights on or after they have had their fill, they will be back though.

/Strength/: One damage- Normal crests.  
Half damage- While wearing armor artifact or with L and U form.  
Quarter damage- While wearing armor and in L or U form.

/Weakness/: They will only attack you in total darkness. If there is a little light you are safe. Also they are very weak in that any crest will kill them, excluding the tornado crest.

/Health/: One- All crests (excluding tornado)

/Overall difficulty/-(3) these things are a pain when in groups.



Creature #15 (Fire-eater Ghosts)

/Description/: They be ghosts that eat fire off of the torches. Wish I could eat fire and not burn my insides.

/Attacks/: They don't attack you at all. They just eat fire and then disappear. They will hurt you if you run into them though.

/Strength/: One damage- Normal crests.  
Half damage- While wearing armor artifact or with L and U form.  
Quarter damage- While wearing armor and in L or U form.

/Weakness/: They don't come out if the lights are off, but then you have to worry about the vampire bats.

/Health/: Infinite- Basic Fire  
Four- Water, Earth(air), Fire buster, Fire Claw  
Two- Air, Earth(ground), Demon fire  
One- Tornado fire, Legendary, Ultimate

/Overall difficulty/-(2)

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- The Forest (Level 3) (103.3) -  
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Creature #16 (Furry Skull Caterpillar)

/Description/: As the name goes it appears to be a furry caterpillar with a skull for a head.

/Attacks/: They crawl back and forth on whatever tree branch they're on. Sometimes they even turn around.

/Strength/: One damage- Normal crests.  
Half damage- While wearing armor artifact or with L and U form.  
Quarter damage- While wearing armor and in L or U form.

/Weakness/: Predictable in there movement.

/Health/: Two- Fire, Water, Earth(ground),  
One- Demon fire, Earth(ground), Air, Legendary, Ultimate

/Overall Difficulty/-(1.5)

Creature #17 (Stepping Stone Demon)

/Description/: They are demon statues move back and forth with a creepy smile on there face.

/Attacks/: They have spikes on most parts of there body that will hurt you if you touch them. They also shoot spikes in a straight line out of there mouth.

/Strength/: (Touching them)

Two- Normal Crests

One- While wearing armor artifact or in L and U form.

Half- While wearing armor artifact and in L or U form.

(Hitting a spike they spit out)

One damage- Normal crests.

Half damage- While wearing armor artifact or with L and U form.

Quarter damage- While wearing armor and in L or U form.

/Weakness/: They have a convenient flat spot on there head where they can't hurt you. I wonder if you are meant to step on it?

/Health/: Infinite- They can't be killed.

/Overall Difficulty/-(2)

Creature #18 (Earth Tentacle)

/Description/: They look like tentacles with a spike on there tip and they come from the earth.

/Attacks/: They mainly just try to prevent you from passing, but if you get to close they will start to vibrate and then stab you.

/Strength/: One damage- Normal crests.

Half damage- While wearing armor artifact or with L and U form.

Quarter damage- While wearing armor and in L or U form.

/Weakness/: It takes them a while to come out of the ground and if you get to far away they will retract giving you time to fly over them. Also the lower you hit them on there body the more damage.

/Health/: Changes depending on where you hit it. The lower on the body you hit it the more damage you do, anywhere from 1-8 health. Water won't work and it's weak against earth(ground). More details on health later.

/Overall Difficulty/-(2)

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-Underground Cavern (Level 3a) (103.31)-  
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Creature #19 (Spiky Blob O-noying Thing) also known as Spot for lack of a better name :)

/Description/: Because my name sucked and you have no idea what I am talking about, it is the creature that shoots leeches and spiky things at you. They are plenty annoying so you should know what I am talking about now.

/Attacks/: They will shoot spiky things at you as well as leeches.

/Strength/: (Touching them)

Two- Normal Crests

One- While wearing armor artifact or in L and U form.

Half- While wearing armor artifact and in L or U form.

(Leeches and Spike things)

One damage- Normal crests.

Half damage- While wearing armor artifact or with L and U form.

Quarter damage- While wearing armor and in L or U form.

/Weakness/: If you have a flying demon I recommend just flying over them, however if the ceiling is spiky then take your time, watch there moves, and attack.

/Health/: Four-Fire, Earth(ground), Earth(air), Water(out of water)

Two-Air, Demon fire

One-Legendary, Ultimate, Water(in water)

/Overall Difficulty/-(3) I have a pain in the ass time with these things

Creature #20 (Leech)

/Description/: These are the leeches that spot spits out.

/Attacks/: None Spot spits them at you

/Strength/: One damage- Normal crests.

Half damage- While wearing armor artifact or with L and U form.

Quarter damage- While wearing armor and in L or U form.

/Weakness/: Just shoot it or avoid it. Easy

/Health/: One-Everything (Not fire tornado. You should know thins by now)

/Overall Difficulty/-(1) Has to have some difficulty.

Creature #21 (Da Fish)

/Description/: It's the fish that swims around in the water.

/Attacks/: It swims and tries to bite you. It seems like everything is trying to kill you.

/Strength/: One damage- Normal crests.

Half damage- While wearing armor artifact or with L and U form.

Quarter damage- While wearing armor and in L or U form.

/Weakness/: If the water goes low then it flops around and becomes easier to kill.

/Health/: Four- Fire, Earth(ground), Earth(air),  
Two-Demon Fire, Air,  
One-Water, Legendary, Ultimate

/Overall Difficulty/-(2)

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- Tower (Level 4) (103.4) -  
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Creature #22 Tongue Worm

/Description/: It the nasty worm that comes out of walls and tries to jab you with its tongue. I wish it new not everyone likes French kissing.

/Attacks/: Stabs its tongue at you.

/Strength/: (Running into them)

Two- Normal Crests

One- While wearing armor artifact or in L and U form.

Half- While wearing armor artifact and in L or U form.

(Crap Attack)

One damage- Normal crests.

Half damage- While wearing armor artifact or with L and U form.

Quarter damage- While wearing armor and in L or U form.

/Weakness/: Having the air demon helps tremendously as you can fly by them. If not you will just have to jump by them.

/Health/: Infinite (can't be killed)

/Overall Difficulty/-(2.5)

Creature #23 Skull Bird Demon

/Description/: The bird like creatures that make flying a pain.

/Attacks/: When you get close they dive at you. They will also poop on you in later levels. I'm not even joking about that.

/Strength/: Two- Normal Crests

One- While wearing armor artifact or in L and U form.

Half- While wearing armor artifact and in L or U form.

/Weakness/: These birds can be a real pain but if you have the air demon you should be fine. If not then be patient and take your time in killing them or getting by them as they are always in groups.

/Health/: Four- Fire, Earth(air), Water

Two- Demon fire, Earth(ground)

One- Air, Legendary, Ultimate

/Overall Difficulty/-(2.5)

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- Spinning Tower (Level 4a) (103.4) -  
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Creature #24 Skull Bat

/Description/: The bat like creatures with a skull for a head.

/Attacks/: Once they see you they will charge at you one time.

/Strength/: One damage- Normal crests.

Half damage- While wearing armor artifact or with L and U form.

Quarter damage- While wearing armor and in L or U form.

/Weakness/: Due to them being very stupid they will charge at you one time and simply continue in that direction until they hit something. Even if they hit you they will still continue to charge in the same direction.

/Health/: Four-Fire, Earth(air), Water

Two-Demon fire, Earth(ground)

One-Air, Legendary, Ultimate

/Overall Difficulty/-(1.5)

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- Water Temple (Level 5) (103.5) -  
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Creature #25 Red Frog Demon

/Description/: These are just like the green frog demons but are red. I like red better then green anyway.

/Attacks/: They will spit at you just like the other frogs.

/Strength/: (Running into them)

Two- Normal Crests

One- While wearing armor artifact or in L and U form.

Half- While wearing armor artifact and in L or U form.

(Spit attack)

One damage- Normal crests.

Half damage- While wearing armor artifact or with L and U form.

Quarter damage- While wearing armor and in L or U form.

/Weakness/: Same as the other. Dodge there attack and attack in return.

/Health/: Four- Fire crest, Earth(ground), Earth(air), Water(out of water)

Two- Demons fire, Air,

One- Water(in water), Legendary, Ultimate

/Overall Difficulty/-(2)

Creature #26 Super Axe Goblin

/Description/: Just like the other axe goblin but stronger

/Attacks/: Throws his axes and hops at you. All there is.

/Strength/: Two- Normal Crests

One- While wearing armor artifact or in L and U form.

Half- While wearing armor artifact and in L or U form.

/Weakness/: Same as the other. Once he throws his axes he will hop around again. Kill him then.

/Health/: Two- Fire crest, water crest, Earth crest(air)

One- Demon fire, Earth crest(ground), Air, Legendary, Ultimate

/Overall Difficulty/-(2)

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- Underwater Path(Level 5a) (103.51) -  
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Creature #27 Green Spikes

/Description/: Not really a creature but I had to have something for this level. They are the green spikes on the walls.

/Attacks/: None

/Strength/: One damage- Normal crests.

Half damage- While wearing armor artifact or with L and U form.

Quarter damage- While wearing armor and in L or U form.

/Weakness/: Avoid them, it's easy.

/Health/: Infinite(can't be killed)

/Overall Difficulty/-(2)

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- Frozen Wasteland (Level 6) (103.6) -  
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Creature #28(Super Skull Throwing Demon)

/Description/: Exactly like the other one but stronger.

/Attacks/: As I said before they just throw skulls at you. They will also charge at you wildly if you destroy the pile of skulls with a charge attack. You made them angry, shame on you. :)

/Strength/: (Skull attack)

Two- Normal Crests

One- While wearing armor artifact or in L and U form.

Half- While wearing armor artifact and in L or U form.

(Running into them)

Three- Normal Crests

One and a half- While wearing armor artifact or in L and U form.

Three quarters- While wearing armor artifact and in L or U form.

/Weakness/: There skull throw attack is predictable so you should be fine. The charge attack is also very predictable as they continue to run in the same direction until they hit an object. On a side note if you don't attack them and just hover or stand close to them they will start there charge attack.

/Health/: Infinite- Water

Five- Fire, Earth(air)

Three- Air

Two- Demons fire

One- Earth(ground), Legendary, Ultimate

/Overall Difficulty/-(2.5)

Creature #29 (Super Skull Bird Demon)

/Description/: Like the previous one but this one is greener now. It must have gotten "sick" of you killing it...worst joke on the guide.

/Attacks/: Just like the other one that dives and poops.

/Strength/: (running into it)

Two- Normal Crests

One- While wearing armor artifact or in L and U form.

Half- While wearing armor artifact and in L or U form.

(dropping the browns off on your head...Crap attack)

One damage- Normal crests.

Half damage- While wearing armor artifact or with L and U form.

Quarter damage- While wearing armor and in L or U form.

/Weakness/: It flies around all annoying like so just try top avoid it or kill it. In flocks these guys are tough.

/Health/: Four-Water, Earth(air), Fire

Two- Earth(ground), Demon Fire

One- Air, Legendary, Ultimate

/Overall Difficulty/-(3)

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- Ice Temple (Level 6a) (103.61) -  
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Creature #30 (Frozen Walking Carnivores Plant)

/Description/: Like the other ones but they look bluer

/Attacks/: Just up and down those walls. It's surprising that they never get tired.

/Strength/: One damage- Normal crests.

Half damage- While wearing armor artifact or with L and U form.  
Quarter damage- While wearing armor and in L or U form.

/Weakness/: It moves up and down so wait for your opportunity and kill it dead

/Health/: One- All, Not the tornado crest. If you don't know that by now just stop playing.

/Overall Difficulty/-(1)

Creature #31 (Green Fire Skulls)

/Description/: Like the other one but purple. Just kidding it's green.

/Attacks/: same

/Strength/: One damage- Normal crests.

Half damage- While wearing armor artifact or with L and U form.

Quarter damage- While wearing armor and in L or U form.

/Weakness/: It can't move so use that to your advantage.

/Health/: Infinite- Normal fire, Tornado

Two- Claw, Water, Earth(air)

One- Earth(ground), Demon Fire, Buster, Air, Legendary, Ultimate

/Overall Difficulty/-(2.5)

Creature #32 (Oil Blobs)

/Description/: Blobs of oil and go back and forth

/Attacks/: They won't try to attack you.

/Strength/: One damage- Normal crests.

Half damage- While wearing armor artifact or with L and U form.

Quarter damage- While wearing armor and in L or U form.

/Weakness/: If you try to light oil on fire I wonder what will happen? Also the big part of the blob is the weakest point.

/Health/: One- All including tornado if you hit the biggest part of the blob. If not it takes more.

/Overall Difficulty/-(1.5)

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- Phalanx's Castle (Level 7) (103.7) -  
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Creature #33 (Ballista Demons)

/Description/: These are the small demons that work the hanging ballista

/Attacks/: They charge up the ballista and fire it at you

/Strength/: Four damage- Normal crests.

Two damage- While wearing armor artifact or with L and U form.

One damage- While wearing armor and in L or U form.

/Weakness/: They don't move and are predictable.

/Health/: One- All even tornado.

/Overall Difficulty/-(1.5)

Creature #34 (Joker)

/Description/: The clown like people that jump from the stained glass windows. In my opinion they are the strongest normal creature that you will fight. Watch out for them.

/Attacks/: They throw energy balls at you as well as they will do a low kick

/Strength/: (Running into him or there low kick)

Four damage- Normal crests.

Two damage- While wearing armor artifact or with L and U form.

One damage- While wearing armor and in L or U form.

(Energy Ball)

Two- Normal Crests

One- While wearing armor artifact or in L and U form.

Half- While wearing armor artifact and in L or U form.

/Weakness/: Semi predictable but very tough enemies

/Health/: Fifteen- Water, Earth(Air), Fire

Eight- Air, Earth(ground), Tornado

Five- Demon Fire

Three- Legendary, Ultimate

/Overall Difficulty/-(4.5)

Creature #35 Super Crawlers

/Description/: They come out of the iron maiden thingies and are just like the other ones.

/Attacks/: Crawl at you at shoot a green ball.

/Strength/: (Running into them)

Four damage- Normal crests.

Two damage- While wearing armor artifact or with L and U form.

One damage- While wearing armor and in L or U form.

(Green Ball)

One damage- Normal crests.

Half damage- While wearing armor artifact or with L and U form.

Quarter damage- While wearing armor and in L or U form.

/Weakness/: Slow and predictable

/Health/: Six- Fire, Water, Earth(Air)

Three- Air

Two- Earth(Ground) Demon Fire, Legendary, Ultimate

/Overall Difficulty/-(2)

On and end note I think I am missing a few creatures so if anyone could help out with that or check I would appreciate it.

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- Bestiary part 2 (Boss's) (104.0) -  
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What everyone who comes to this guide really wants. To bad it's not here yet. This section will be added in a few days so be patient. I want to get what I have up to make sure I have everything all in the right format and what not.

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- Q and A (105) -  
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Q: Where did you get you info?

A: I got all my info from many hours of playing the game.

Q: I found something wrong in your guide. What do I do?

A: Good. Tell me about it and I'll fix it and give you credit for it. Contact info at the bottom.

Q: I don't like how you did "Something".

A: Well to bad. If you don't like how I did it make one yourself. Jk, if you think I could make it clearer tell me about it and I may or may not try.

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- Version History (106) -  
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Version .75

8-5-10

Added Normal Creatures and Various other things to guide and uploaded

Version .76

8-6-10

Fixed some horrible trailing spaces and resubmitted

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-           Legal Stuff       (107)       -  
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-           Crediting       (108)       -  
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I give thanks to myself for making the guide in the first place and the people who made the game. No one else has helped me yet so until then that's it.

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-           Contact Info       (109)       -  
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You can get in contact with me either through email or yahoo messenger. I generally check my email once or twice a day and am on messenger towards nighttime. I will try to reply to everyone that emails me but no promises.

Email: Bobcat946732@yahoo.com

Yahoo ID: Bobcat946732

Okay just wanted to thank everyone who read this guide and got use out of it as well as those who got know use out of it. If you have any questions about the game or other various things feel free to ask. I'm a nice person who will try not to throw out every email I get. I don't have any plans on a next guide yet so I am up for suggestions. That's about all I can think of so for now goodbye.

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