



#### Table of Contents:

1. Intro + list of known in-game bugs
2. World Map
3. Magma Core locations
4. Skill Enhancer locations
5. Optional quest guide
6. Alpha Beast locations & strategies
7. Boss strategies

## Intro

Welcome to the miniguide for Knight Bewitched 2! This is -not- a comprehensive guide, but rather a quick reference for players aiming for 100% completion. Updates to this guide may be provided on my website at [jkgames.net](http://jkgames.net). Email me anytime at [Jkweath@gmail.com](mailto:Jkweath@gmail.com) if you find any errors in this guide or have suggestions to improve the game!

#### Currently known bugs:

1. The game may freeze up or display an error message if it is minimized for an extended period of time (~30+ minutes). I apologize for this, as it has been an ongoing problem across all of my games and one that I have unfortunately still not figured out. Save your game frequently!
2. Some character busts and faces may fail to load when loading the main menu or the shop menu for the first time. This is a minor bug as the images will load correctly on the 2<sup>nd</sup> try.
3. The Null Fortress contain a mysterious unused teleporter. This actually isn't a bug – this teleporter may be used in future content updates.



## World Map



1. Deepforge Mine
2. Deepforge I
3. Spore Cavern
4. Spore Marsh
5. Eredor Cavern
6. Eredor
7. Naitaka Tower
8. Magma Cavern (Note: must complete the optional quest "*Firepowder*" to access)
9. Island Cavern

10. Zamaste
11. Lava Lake
12. ??? ("The Center" - can be accessed after accepting the quest "*A Monk's Request*")
13. Larry's Charmhouse
14. Niveus
15. Ogronn's Keep
16. Null Fortress
17. ??? (Ash's house – can be accessed after accepting the quest "*Assassination*")
18. Tundra
19. Desert Temple
20. Verdant Temple
21. Lestonia
22. Tower of Trials
23. Waterfall
24. Gary's Charmhouse
25. Vulcan
26. Mount Vulcan
27. SciTech (appears after acquiring Tiamat)
28. "Demon Isle" - there's no physical location, but the player can encounter Minor Demons and the optional super-boss Apollyon here
29. Igloo (can be accessed after accepting the quest "*Family Feud*")
30. Vulcan River
31. Sand Pit (appears after accepting the quest "*Family Feud*")
32. "Power Strip" - There's no physical location, but the player can encounter late-game enemies here shortly after finishing Zamaste
33. "Mushroom Forest" - there's no physical location, but this is the only spot where Alpha Stingers can be encountered

## Magma Core Locations

*Magma Cores* fulfill the same purpose as *Arcanite Ore* did in the first *Knight Bewitched*. After collecting all 8, you can take them to Ullo in Deepforge I to unlock the underworld's most powerful weapons for purchase.

1. Deepforge Mine – Accessed by completing the "*Bridge Repairs*" quest
2. Lava Lake - #11 on the World Map, accessed with Naitaka
3. Magma Cavern - #8 on the World Map, accessed by completing the quest "*Firepowder*"
4. Desert Temple - #19 on the map, accessed with Naitaka after finishing Zamaste
5. Tundra - #18 on the map, accessed with Naitaka after finishing Zamaste
6. Niveus – in one of the igloos is a child that will sell you things he's found. The 4<sup>th</sup> item you purchase from him will be the 6<sup>th</sup> Magma Core. You'll need 1,100 gold total for this core.
7. Waterfall - #23 on the World Map, accessed with Tiamat

8. Vulcan River - #30 on the World Map, accessed with Tiamat

## Skill Enhancer Locations

There are 40 skill enhancers in all. There's a Steam achievement for collecting all 40.

### Ruth's Skill Enhancers:

1. Mediguard: Deepforge Mine, in a room with a sign outside reading "Break Room #3"
2. Mocking Blow: Magma Cavern, #8 on the World Map
3. Phalanx: Zamaste Undercity 4<sup>th</sup> Floor
4. Blade of Light: Tower of Trials 5<sup>th</sup> Floor
5. Divine Barrier: Vulcan River

### Rae's Skill Enhancers:

1. Colossus Smash: Deepforge I interior (after defeating Ogronn)
2. Overpower: Island Cavern, #9 on the World Map
3. Enraging Shout: Lestonia
4. Come At Me!: Verdant Temple 2<sup>nd</sup> room
5. Earthshatter: SciTech 2

### Gwen's Skill Enhancers:

1. Super Efficiency: Waterfall. #23 on the World Map
2. Greater Brew: Spore Marsh underground
3. Smelling Salts: Tundra, #18 on the World Map
4. Flashbang: Null Fortress 2<sup>nd</sup> floor
5. Mega Party Brew: Tower of Trials 1<sup>st</sup> Floor
6. Lifepowder Mist: Vulcan Core 2

### Hermes' Skill Enhancers:

1. Greater Smite: Spore Marsh
2. Resurrection: Deepforge Mine, accessed after completing the "*Bridge Repairs*" quest
3. Flash Heal: Zamaste magic shop
4. Benediction: Null Fortress 1<sup>st</sup> Floor
5. Devout Prayer: Tower of Trials 2<sup>nd</sup> Floor
6. Judgment – SciTech 3

### Alex's Skill Enhancers:

1. Sneaky: Eredor
2. Blink: Naitaka Tower 3
3. Deadly Haze: Ogronn's Cave (accessed from Ogronn's Keep)
4. Plague Dance: Rewarded after completing the "*Chickens!*" quest in the Deepforge Mine after acquiring Tiamat



#### Uno's Skill Enhancers:

1. Meditate: Comes equipped on Uno
2. Rupture: Desert Temple 2<sup>nd</sup> floor, #19 on the World Map
3. Weakness Exploit: Vulcan
4. Execute: Acquired after purchasing the 5<sup>th</sup> item from the Niveus child salesman. Can only be bought after Uno has learned the Assassinate skill first

#### Stray's Skill Enhancers:

1. Arrow Rain: Rewarded after completing the "*Ancestry*" quest from Goliath Junior in Deepforge I after acquiring Naitaka
2. Shrapnel Shot: Acquired after purchasing the 2<sup>nd</sup> item from the Niveus child salesman
3. Hyperfocus: Rewarded after completing "*A Monk's Request*" from a mysterious monk in Deepforge I after acquiring Naitaka
4. Black Arrow: Mount Vulcan 2
5. Strafe: Sand Pit, can be accessed during the "*Family Feud*" quest

#### Malady's Skill Enhancers:

1. Health Funnel: Comes equipped on Malady
2. Anguish: Desert Temple 1<sup>st</sup> Floor
3. Cripple: Null Fortress (it's hidden on the side of the castle rather than inside it)
4. Lifeshaver: Verdant Temple, on the Cult's ship
5. Soulflay: Rewarded after completing the "*Big Game Hunter*" quest

## Optional Quest Guide

Note: This guide does *not* list storyline quests – only quests that don't need to be completed to finish the game. There are 30 quests in all, with 19 of them being optional quests.

#### Optional Quest 1: Rats!

Objective: Defeat the rats in the Deepforge Cellar.

Tips: Simply defeat all three rat packs in the Deepforge Cellar to finish this quest. One of the packs will have your first Alpha Beast encounter – make sure you're at full HP and MP before facing the Alpha Rat!

#### Optional Quest 2: Alpha Mandrake

Objective: Defeat the Alpha Mandrake in the Spore Marsh and return to Myrle in the Deepforge I Stairway.

Tips: You can only accept this quest after finishing "*Rats!*". The Alpha Mandrake is hiding out in one of the underground holes of the Spore Marsh. Return to Myrle after defeating it.

#### Optional Quest 3: Bridge Repairs

Objective: Repair the bridge in the Deepforge Mine.

Tips: You can begin this quest by checking the sign next to a broken bridge in the Mine 1 area. After defeating Ogronn in Deepforge I, speak with Gaz in the bottom-right section of the castle. Next, you'll need to travel to Eredor and purchase lumber from an NPC in the top-right area. It'll cost you 150 gold.

Return to Gaz and he'll leave to repair the bridge. Speak with Gaz again in the Deepforge Mine to finish the quest. Note that there'll be an Alpha Golem in the area; you might want to skip this enemy until you've at least finished Naitaka Tower.

#### Optional Quest 4: Firepowder

Objective: Clear out the cave-in southeast of Eredor.

Tips: You can begin this quest by checking the cave-in southeast of Eredor. Now head to Deepforge I and speak with Tregor in the bar. He'll give you a Bomb Casing.

Once you've obtained Naitaka Tower, travel to the Island Cave (#9 on the World Map). In the middle of the cave will be a sparkling object. Pick this up to obtain Firepowder, then use the Bomb Casing to combine the two into a bomb. Now return to the cave-in southeast of Eredor to clear it and complete the quest.

#### Optional Quest 5: The Legendary Blacksmith

Objective: Obtain all 8 Magma Cores and bring them to Ullo the blacksmith in Deepforge I.

Tips: See the section on *Magma Core Locations* above. You can begin this quest any time after finding one Magma Core and taking it to Ullo. You can finish the quest after bringing him all 8. You won't be able to finish this quest until after you obtain Tiamat.

#### Optional Quest 6: A Monk's Request

Objective: Place the Beacon in the center of the underworld.

Tips: You can begin this quest after finishing Naitaka Tower by speaking with a mysterious monk in Deepforge I. Who is this monk, you ask? Here's a clue: you might recognize him if you've beaten *Finding Light / Knight of Heaven*, the third entry in the *Knights of Ambrose Saga*.

Simply travel to #12 on the World Map and step in the center to automatically finish the quest and receive your reward.

#### Optional Quest 7: Ancestor

Objective: Find Goliath in the Zamaste Undercity and return to Goliath Junior in Deepforge I.

Tips: You can begin this quest after finishing Naitaka Tower by speaking with Goliath Junior in Deepforge I. Goliath Senior is in the royal chamber of the Zamaste Undercity alongside Queen and Princess Primrose. Note: You might recognize all of these characters from *Knight Eternal*, the fourth entry in the *Knights of Ambrose Saga*.

After interacting with Goliath Senior and retrieving a locket of his hair, return to Goliath Junior to complete the quest.

#### Optional Quest 8: Ale Antics

Objective: Purchase a sample of ale from Deepforge I, Zamaste, Niveus, and Lestonia.

Tips: You can begin this quest by speaking with Al Keyhaul in the Eredor Pub.

You can purchase the ale from Deepforge I immediately and Zamaste's ale after finishing Naitaka Tower. After finishing the Zamaste Undercity, you'll be able to travel to Niveus and Lestonia (#14 and #21 on the minimap) for the last two ales.

Note that the Lestonian Nectar will be priced at a whopping 400 gold; to avoid spending this much gold, you can wait until after you've finished the Verdant Temple and spoken with Tiamat, after which the price will drop to 20 gold. After purchasing 1 of each ale, return to Al Keyhaul to complete the quest and receive your reward. Al Keyhaul will now sell all 4 ales in one spot in case you want to purchase more!

#### Optional Quest 9: Alpha Wyvern

Objective: Obtain a Wyvern Wing from the Alpha Wyvern and return to Myrle in Deepforge I.

Tips: You can begin this quest after finishing *Rats!* and *Alpha Mandrake* and after obtaining Naitaka. First you'll need Wyvern Meat; the easiest way to get this is to roam around the area of the World Map outside of Zamaste and defeat Desert Wyverns until one drops. It's a common drop, so it won't take long!

Next, place the meat on the crate on top of Zamaste Castle. You can get inside the castle by going through the church and the Zamaste Jail, then going upstairs once you're inside the castle. Make sure you're at full HP and MP before engaging the Alpha Wyvern!

#### Optional Quest 10: Big Game Hunter

Objective: Defeat an Apollyon and bring a Demon Horn back to Myrle in Deepforge I.

Tips: You can begin this quest after finishing *Alpha Wyvern* and after obtaining Tiamat. Fly to Demon Isle (#28 on the World Map) and walk around until you encounter an Apollyon; defeat it and bring the Demon Horn back to Myrle to finish the quest.

#### Optional Quest 11: Assassination

Objective: Find Ash in the Nivean Wastes.

Tips: You can begin this quest by speaking with the yellow-haired NPC *twice* in the Niveus Inn. Now simply travel to Ash's Hideout (#17 on the World Map) and interact with the door. Note that you'll have a choice of either siding with Alex or Uno; you'll get a different cutscene and reward (Uno's Grandmaster's Belt or Alex's Cloak of Thieves) depending on who you choose.

#### Optional Quest 12: Forgotten Relic

Objective: Find the Golden Hourglass in the Desert Temple and return to Andrew in Niveus.

Tips: You can begin this quest by speaking with the blue-haired NPC in one of Niveus's igloos. Now travel to the Desert Temple (#19 on the World Map) and find the Golden Hourglass on floor 2. Return to Andrew to finish the quest.

#### Optional Quest 13: Messages

Objective: Read all 5 messages in the SciTech facility.

Tips: SciTech (#27 on the World Map) will appear after obtaining Tiamat. Two messages are in SciTech 1, and one more are in each of the three other areas. They're hard to miss! Simply read all 5 messages to complete the quest.

There is no reward for this one besides a Steam Achievement – instead, this quest helps explain where exactly *Knight Bewitched 2* fits in the *Knights of Ambrose* timeline. Players of *Mari and the Black Tower* / *The Black Dungeon* might recognize the style of the messages!

#### Optional Quest 14: Family Feud

Tips: After obtaining Tiamat, you can begin this quest by speaking with Larry (#13 on the World Map), Gary (#24) and then speaking with Mary (#29). Now go back and speak with Gary, then go speak with Larry, and then back to Gary.

Now travel to the newly-unlocked Sand Pit (#31) and find the sparkles in the desert oasis to retrieve Gary's Wedding Ring. Note that an Alpha Sprite will be roaming the area. Finally, return to Gary to view a cutscene and finish the quest.

#### Optional Quest 15: Guinevere's Game

Objective: Play Hide and Seek with Guinevere!

Tips: You can begin this quest after obtaining Tiamat by speaking with Ogronn in Niveus, and then interacting with Guinevere the doll. Guinevere will hide in five different areas of the world. In order:

1. The torn-up tent (armor shop) in Niveus
2. Ogronn's Keep, next to the throne – you'll have to fight an Alpha Ogre first!
3. Lestonia, behind the large gravestone close to the temple (look for her head sticking out!)
4. The Deepforge Mine – a new area of the Deepforge Mine will be available. Simply walk straight up after entering the mine (pick up the next optional quest first!) into the new pitch-black room and find Guinevere in the top-left section.
5. The Zamaste Equipment shop – she'll be behind the counter.

Now return to Ogronn to finish the quest and receive your reward!

#### Optional Quest 16: Chickens!

Objective: Clear out the chickens in the new area of the Deepforge Mine.

Tips: You can begin this quest after obtaining Tiamat by returning to the Deepforge Mine and finding Hadgar. Simply head straight back, across some newly-erected bridges, to find an entrance to a new area of the mine. Clear out the three packs of Chickens (one will be an Alpha Chicken – be prepared!) and return to Hadgar to finish the quest.

#### Optional Quest 17: Alchemy

Objective: Obtain a Green Mushroom, an Emerald, and 8 Sharp Claws and return to Lia.

Tips: You can begin this quest by speaking with Lia in the Lestonia Inn. You'll need to bring her 3 items:

1. A Green Mushroom: Head back to the Spore Marsh and head straight down until you find a glowing green mushroom. Step on it to trigger a fight with an Alpha Fungus. Defeat it to obtain the mushroom.



2. An Emerald: There are a few Emeralds scattered in chests across the underworld; however, the nearest one is in a chest at the Lestonia Waterfall (#23 on the World Map – you can reach it with Tiamat). However, if you’ve already found and sold every Emerald you’ve found, you can fly to Demon Isle and fight Minor Demons (*not* the Apollyons). Each Minor Demon has a 4% chance to drop an Emerald.
3. 8 Sharp Claws: The fastest way to gather Sharp Claws is by grinding Werewolves in the Nivean Wastes. Watchdogs in Naitaka Tower and Cerebuses in Mount Vulcan can also drop Sharp Claws, among other beasts.

Once you have the ingredients, return to Lia to finish the quest. She will now sell Mist Potions and other powerful potions!

### Optional Quest 18: Skill Collection

Tips: You’ll receive this quest after finding your first Skill Enhancer. This quest is a tracker for all the Skill Enhancers you’ve found; there’s no reward for finishing it, but you will receive a Steam Achievement if playing the Steam version of the game. See the Skill Enhancer Locations section above.

### Optional Quest 19: Alpha Slayer

Tips: You’ll receive this quest after encountering your first Alpha Beast. This quest is a tracker for the number of Alpha Beasts you’ve encountered – note that you don’t have to *defeat* the Alpha Beasts to finish this quest and get the Steam Achievement; you can theoretically find and run from each beast and still finish it!

## Alpha Beast Locations and Strategies

All Alpha Beasts should be engaged at full HP and MP. To make the fights easier, you can cast Hermes’ Blessing spell on each of your active party members to have HP regeneration for the first few turns of the fight. Each Alpha beast drops a unique piece of equipment or an item that can’t be found anywhere else.

### 1 – Alpha Rat

Location: Deepforge Cellar

Recommended Party Level: 7

Reward for defeat: Rat Tail accessory

Tips: Hit it and heal as needed. Use Cleave and Alex’s Haze to quickly clear out the other Rats. Use Ice spells.

### 2 – Alpha Mandrake

Location: Spore Marsh Underground

Recommended Party Level: 9

Reward for defeat: Black Tendril quest item (unlocks poisons for Alex and Uno)

Tips: The Alpha Mandrake will immediately use Pollen, Poisoning your entire party. An Amulet found in the Spore Marsh will help as it makes the wearer immune to Poison. Clear the monsters with Cleave and Haze and burst the Alpha Mandrake down with Fire spells.

### 3 – Alpha Kobold

Location: Magma Cavern. Alpha Kobolds can also be encountered in the Magma Cavern if Random Encounters is turned on.

Recommended Party Level: 13

Reward for defeat: Silver Rapier

Tips: Use Thunder spells. Ruth's Vanguard ability can also be helpful. Use Multi-target abilities to clear out the lesser Kobolds first.

### 4 – Alpha Golem

Location: Deepforge Mine after finishing the *Bridge Repairs* quest

Recommended Party Level: 14

Reward for defeat: Rock Axe

Tips: Use Ice spells and Barrier-breaking abilities to break the Alpha Golem's Barrier first. It will summon Golem minions at the end of every turn until turn 4; you can use multi-target abilities to destroy them quickly or ignore them and burst down the Alpha Golem first.

### 5 – Alpha Bog Stinger

Location: These stingers can only be encountered on the World Map by walking within the Mushroom patches surrounding Deepforge I. One such patch of mushrooms is directly southeast of Eredor.

Recommended Party Level: 12

Reward for defeat: Corrupting, Residual, and Mist Potions. It can be useful to farm these if you're playing on Heroic difficulty!

Tips: Use Fire spells and multi-target abilities.

### 6 – Alpha Wyvern

Location: Zamaste Undercity – see the *Alpha Wyvern* quest above to learn how to encounter it

Recommended Party Level: 16

Reward for defeat: Dragonscale Leather

Tips: It will immediately open up with Needle Burst, which inflicts Bleed and reduces the effectiveness of healing abilities. I recommend using any Buff abilities you have (Battle Shout, Smokescreen, Vanguard, etc.) on turn 1 and then unloading on it with your strongest single-target abilities each turn afterward without stopping to heal. It has no weaknesses, but is resistant to Fire spells.

### 7 – Alpha Werewolf

Location: Tundra (#18 on the World Map). Alpha Werewolves can also be encountered on the World Map anywhere in the Nivean Wastes.

Recommended Party Level: 20

Reward for Defeat: Bloodletter claw

Tips: Use Fire spells. Blind or Disarm it to prevent counter-attacking and unload on it with your strongest abilities.

### 8 – Alpha Wisp

Location: Desert Temple. Alpha Wisps can also be encountered randomly in the Desert Temple if Random Encounters are turned on.

Recommended Party Level: 22

Reward for Defeat: Bubble Ring accessory

Tips: Use Holy spells. The Alpha Wisp will regenerate its Barrier at the end of each turn, so you'll need to either use abilities that do increased damage to Barriers (*except* thunder spells, which it is immune to), or use abilities that ignore Barriers entirely.

### 9 – Alpha Fungus

Location: Spore Marsh, after beginning the *Alchemy* quest (see above)

Recommended Party Level: 28

Reward for Defeat: Potent Mist Potion, Golden Lifepowder, Green Mushroom

Tips: The Alpha Fungus will wittle your party down with Shroom Gas and Deadly Haze, inflicting many different varieties of poisons. If you have Gwen's Soothing Mist ability, use it to make the battle easier; if not, use Ice spells and your strongest single-target abilities. Malady's Blood Barrier is also very useful here.

### 10 – Alpha Chicken

Location: Deepforge Mine, after obtaining Tiamat

Recommended Party Level: 30

Reward for Defeat: Blackmail heavy armor

Tips: The Alpha Chicken's all talk and no show. Use your strongest multi-target abilities and heal as necessary; use Full Heals or Gwen's Soothing Mist if status effects start to wear you down.

### 11 – Alpha Sprite

Location: Sand Pit, see the *Family Feud* quest above

Recommended Party Level: 32

Reward for Defeat: Robe of Lords light armor

Tips: The Alpha Sprite will open up with Divine Barrier, granting each enemy Sprite a *huge* Barrier shield to break. Buff up on your first turn, then use multi-target abilities like Thunderstorm, Cleave, Whirlwind, and Arrow Rain. If you're using Stray, equip thunder-elemental arrows or Breaker Bolts (found inside the Null Fortress). Hermes' Ward spell and Ruth's Divine Shield can be lifesavers for this fight as well.

### 12 – Alpha Ogre

Location: Ogronn's Keep, see the *Guinevere's Game* quest above

Recommended Party Level: 34

Reward for Defeat: Ogre Gauntlets off-hand

Tips: Start off by using defensive buffs and Disarm/Blind it (preferably both). Use Fire spells. Keep your party's HP as high as possible; at the end of each 2<sup>nd</sup> turn, the Alpha Ogre will use a multi-target ability that will deal massive damage to any ally that is below 33% HP, but otherwise deals normal damage.

### 13 – Alpha Vandal

Location: Mount Vulcan cave #4. Alpha Vandals can also be encountered, albeit rarely, in any cave in Mount Vulcan if Random Encounters is turned on.

Recommended Party Level: 35

Reward for Defeat: Vandal Shades accessory

Tips: The Alpha Vandal will start off the fight by mind-controlling one of your allies. Use Blood Barrier or Divine Barrier and Mass Eruption or other multi-target abilities (magic will work better in this fight) to quickly defeat the Vandals before you're overwhelmed.

### 14 – Alpha Drake

Location: Vulcan Core cave #2

Recommended Party Level: 38

Reward for Defeat: Omega Charm, Dragon Tooth

Tips: Save your defensive buffs (Divine Barrier, Blood Barrier, etc.) and single-use abilities until the Alpha Drake gets to ~50% HP. At this point, it will use Mustard Bomb, inflicting *massive* damage on the party, and then start using other even more powerful abilities from that point onward. It has no weaknesses. Good luck!

## Boss Strategies

I won't be covering the first three bosses as they're relatively simple and have no particular strategy to defeat.

'Buff' abilities, such as Ruth's Vanguard, Rae's Battle Shout and Alex's Smokescreen, are very useful against bosses and Alpha Beasts. It is almost always a good idea to use your first turn or two using these abilities.

In general, many 'debuff' abilities—spells that do damage over time, abilities that reduce Armor and Wisdom, and most poisons—work on bosses, so it's a good idea to use as many of them as possible depending on what team composition you're using.

### Naitaka

Recommended Party Level: 11

Naitaka will switch to one of three forms at the start of battle and at the end of every 2<sup>nd</sup> turn afterward:

Fire Form: Use Thunder spells. Use Blind/Disarm to prevent Fire Form from counter-attacking.



Ice Form: Use Fire spells. Ice Form will gain a Barrier, so use abilities effective against Barriers to break it first.

Thunder Form: Use Ice spells. Thunder Form has high Agility and Evasion, but low Wisdom. Crippling Poison can be useful here.

## Guardian

Recommended Party Level: 15

The Guardian will summon four drones: two attack drones, one drone that will heal the Guardian at the end of each turn, and one drone that will cast a Barrier on the Guardian at the end of each turn.

If you destroy three drones, the Guardian will revive one of the slain drones; if you destroy all four, the Guardian will revive *all* of the drones. The best strategy is to defeat two of the drones—I suggest one attack drone and the healing drone—and use Thunder spells as the Guardian and its Barrier are both weak to them—and your other strongest single-target abilities.

## Ogronn (rematch)

Recommended Party Level: 20

Ogronn is *much* stronger this time around, and so are his ogres!

Ruth's Disarm and Gwen's Solar Flare/Blinding Poison are essential here – have at *least* one of those, or Ogronn's attacks will rip your party apart. Ruth's Vanguard will help a lot here too. Ogronn is weak to Ice spells. I recommend using multi-target abilities like Blizzard to eliminate the Ogres first and then burst down Ogronn before he takes you down first!

## The Monarch

Recommended Party Level: 23

The Monarch will summon minions at the end of turn 1 and turn 2. At the start of each battle and the first two turns, The Monarch will cast Monarch's Blessing on one of her minions, buffing it and making it impossible to kill for 5 turns (or until The Monarch is slain).

Gwen's Solar Flare/Flashbang are useful here as they can help curb the damage coming in from the buffed minions. Use multi-target abilities to wipe out the non-immortal minions and burst down The Monarch with your strongest single-target abilities. She has no weaknesses.

Alternatively, you can play defensively with defensive spells and lots of healing for 7-8 turns until Monarch's Blessing wears off of her minions, after which you can slay them (or they'll die automatically if they're at 0 HP) and then work on The Monarch as she herself isn't particularly strong.

## Strife

Recommended Party Level: 25

The recurring optional super-boss of the *Knights of Ambrose Saga* returns as a storyline boss!

At the start of battle, Strife will use a single-target ability that drains HP and inflicts one of five different debuffs:

- Despair: Healing effects reduced to 25%
- Waste: Doubled MP costs
- Misfortune: Reduced Evasion and Luck reduced to 0
- Immunity: Erases all buffs and makes target immune to buffs
- Aging: Lose 15% of HP and 8% of MP per turn

These debuffs aren't too harsh by themselves, but they *will not* wear off until the battle ends. As Strife's HP goes down, he will use this ability more often during each turn. He will also occasionally use Stock Break, which will do HP *and* MP damage *and* has a 25% chance to inflict each of the five debuffs!

Strife only uses physical attacks, so Ruth's Vanguard helps a lot here as well as Malady's Blood Barrier. Disarm/Blind/Cripple him and burst him down as fast as you can before his debuffs make the fight impossible to win.

### Tiamat

Recommended Party Level: 28

At the start of battle and at the end of every 2<sup>nd</sup> turn, Tiamat will spawn 2 duplicates and switch places with one of the images. Tiamat's duplicates are immune to *all* sources of damage, have a 100% counter-attack rate and will reflect *all* magic used against them. Absolutely avoid using *any* multi-target ability in this fight lest you want a quick death!

There is a strategy to having an easy fight with Tiamat. On the first turn that Tiamat switches with a duplicate, don't use any attacks; instead, use any buffing abilities you have or just guard. ***Watch the attacks coming from each Tiamat carefully.*** The duplicates will use weak attacks (basic attacks, Gust, and Tail Whip), while the real Tiamat will use strong abilities (Ripclaw, Tail Lash, Dive Bomb, Ignite, Tornado, Needle Burst, and Dragon Breath).

Once you've caught the real Tiamat, use your strongest **\*single-target\*** abilities on him. Rinse and repeat!

Note: My apologies for any odd behavior that happens during this fight. This was the most difficult boss fight I've ever developed!

### Rampage and Catastrophe

Recommended Party Level: 32

This battle is relatively easy compared to other battles. The easiest way to take these two down is to whittle them both down and, once they're both at near-death HP, attempt to kill them both at the same time with a multi-target ability.

If that fails, the first one to die will buff up the other one; brute-force your way through the buffs with your strongest abilities to victory!

### Swarm

Recommended Party Level: 34

This battle is *not* easy compared to the previous fight. The Swarm will start off attacking 5 times per turn with over 15 different abilities; as its HP goes down, it will attack less per turn but use stronger attacks to compensate.

There is no particular strategy to this fight. Use your strongest buffs and defensive abilities on your first 1-2 turns and use your strongest single-target abilities afterward. If you're having a hard time with this boss, you may want to grind, travel to SciTech to find stronger armor/weapon drops, and/or complete the quest *The Legendary Blacksmith* to gain access to the game's most powerful weapons.

#### Lilith (Fight 1)

Recommended Party Level: 35

In this fight, Lilith mimics the Lich, except she uses Holy elemental spells. Her HP is relatively low. This is an easy fight; no strategy is needed here.

#### Lilith (Fight 2)

Recommended Party Level: 35

In this fight, Lilith mimics The Monarch. You can use the same strategy you used against The Monarch previously.

#### Lilith (Fight 3)

Recommended Party Level: 35

In this fight, Lilith mimics Strife. You can use the same strategy you used against Strife previously.

#### Hermes

Recommended Party level: 35

Hermes is weak to Light elemental spells. Additionally, if Lissandra is in your active party, Hermes will not attack for the first 2 turns. He will take reduced damage for these 2 turns, however, so your best option is to use these two turns to buff up as much as possible. Having Lissandra here makes this fight much easier, but if you'd like a challenge (don't worry, it won't change anything story-wise), don't place her in your active party.

As was the case with The Swarm, there is no particular strategy to this fight. Use your strongest buffs and defensive abilities on your first 1-2 turns and use your strongest single-target abilities afterward. If you're having a hard time with this boss, you may want to grind, travel to SciTech to find stronger armor/weapon drops, and/or complete the quest *The Legendary Blacksmith* to gain access to the game's most powerful weapons.

#### Terminator (Optional SciTech boss)

Recommended Party Level: 35

Like the Guardian, the Terminator is weak against Thunder spells. At 90% HP, it'll summon four drones—two attack, one healer, and one shielder. *Unlike* the Guardian fight, you can safely destroy each drone—the Guardian *will* revive every slain drone once it reaches 50% HP, but only once. After that, no more drones!

At the end of turn 4, the Guardian will begin charging up a powerful attack. Use turn 5 to heal up. The Guardian's Z-Cannon attack can't KO you, but it will do massive damage and reduce healing for the next 2-3 turns.

At 25% HP, the Guardian will begin Overheating, granting it a bonus attack but reducing its defenses and causing it to lose HP every turn. This is the moment you should use Ruth's Divine Shield/Barrier or Malady's Blood Barrier. Burst it down to victory! Your reward is the Chainsword, which has the highest Strength value in the game but reduces the user's defenses substantially.

### Apollyon (Optional boss)

Recommended Party Level: 38

You can encounter Apollyons via Random Encounters at #28 on the World Map.

The first thing to know about Apollyon is that not only does it have a huge Barrier, but that it refreshes this Barrier at the end of each turn. Your strategy should be to spend the first turn or two buffing up, use debuffs on Apollyon, and then unload on it with your strongest abilities to slowly whittle it down.

Alternatively, you can use abilities that ignore Barriers. Thunder spells will help against its Barrier, while the Apollyon itself is weak against Light-elemental spells.

The Apollyon will counter-attack often. At the end of the 2<sup>nd</sup> turn and every 3 turns thereafter, it will either Empower itself or use Soothing Mist to cleanse its debuffs.



## Cheese Strategies

Congratulations! You've reached the unmarked section of the guide!

If you're into using cheap combinations to make mincemeat out of the game's toughest bosses, try out these two:

### Uno: Meditate + Free Action Potion

*Free Action Potions* are a bit cheesy in and of themselves. I'm sure there's a few other cheesy strategies you could work out with these, but I can't lay them all out for you, can I?

You can combine them with Uno's Meditate ability (Bide doesn't work quite as well, as only the first attack gets the increased damage) to do massive damage in a single turn.

On the first turn, have Uno use Meditate while another party member uses a Free Action Potion on Uno. On the next turn, both of Uno's attacks will get the Meditate buff *and* he'll still get a third Meditate-buffed attack on the next turn! Note to avoid trying to use a single-use ability more than once (no double Ambushes!)—the 2nd turn simply won't work and you'll end up wasting the potion.

### Alex: The Gold Ring + Blink

For this strategy to work, you'll need to get lucky and find a Gold Ring. They have a small chance to drop from Wastes Drakes in the Vulcan Core (turn on Random Encounters to grind them!) and from Apollyon.

Gold Rings reduce the wearer's HP to 1, but give them a massive Evasion and Luck boost. Normally they're useless, but they serve a special purpose when given to Alex. Combine a Gold Ring with Alex's Blink ability to boost her Evasion and Magic Evasion to close (but not quite) 100% - find other equipment that can boost her Evasion even further! Also be sure to pick up a Very Lucky Charm from Gary's Charmhouse.

In battle, have Alex use Blink first. Rae's Battle Shout and Uno's Deadeye will help too. Finally, have her use Shadow/Plague dance and watch as her critical hits shred through just about everything!

Note that this strategy won't work every time – some boss abilities will hit 100% of the time regardless of Evasion stats, but it's still fun to try!