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Ffx shinryu guide

in: Enemies Of Final Fantasy X, Superbosses Editr Share (Shinryū?, Lit Divine Dragon) Shinryu is the Original Creation monster bred by Monster Arena Final Fantasy X. It resembles Bevelle's protector, Evrae. The fight takes place underwater, and as such only Tidus, Wakka and Rikku can participate. Shinryu can fight after at least two of each underwater hellish mt. Gagazet caves are captured. Stats[edit | edit source] Sensor idea description Immune sensors Immune scans Wings to Discovery x1 (Overkill: x2) Dark Matter x1 (Overkill: x2) Physical Attack, Shining, Eraser Battle[edit | edit source] Eraser. Shinryu counts hostilities in physical attack and often uses eraser, which petrifies (unblocked even Stoneproof or Ribbon armor equipped) and breaks one victim instantly, removing them from battle. Shinryu will stop using this attack if there is only one party member left. Another dangerous attack is Shining, which causes severe non-elemental magic-based damage to 8 hits of random characters. Shinryu drops weapons double ap and armor with Auto-Med. It also drops two Wings to Discovery, the need to customize the Break HP Limit armor. Its equipment drops offer a hidden 6% critical hit option bonus instead of the usual 3% (it is appropriate for weapons and armor pieces, but only for attacks that deal with physical damage). Shinryu is one of two bosses deemed impossible to beat no sphere grid challenge runs, even if Zanmato is allowed. The only other boss considered invincible during such runs is Penance. As a result, Nemesis, who can fight only after defeating Shinryu, has not defeated the No Sphere Grid run. Strategy[edit] It's best to fight Shinryu after the party has maxed out many of its stats (max Luck and Magic, or HP 9999 + not necessary). So, Shinryu's counterattack and magic attack on shining will do less than 1,000 losses even without Shell and Protect. The party should start using Hastega, and hack away using Quick Hits, which is a fight. If Rikku, Tidus and Wakka have got their Heavenly Weapons and party deals with 99,999 each blow, the battle is not much trouble. After two characters are deleted Shinryu does not use the Eraser in the last one, where the position would be ideal for the cast of Auto-Life and keep using Quick Hit. Gallery[edit | edit source] Shinryu as it appears in battle. Add a photo to this gallery of Etymology [edit | edit source] Shinryu is the Japanese on'yomi name Shénlóng, literally god/divine dragon, an important ancient dragon in Chinese mythology. It is said to draw over storms and rain, and can bring catastrophic drought, thunderstorms and general bad weather if it feels neglected and/or angry. A significant difference between the common Chinese dragons and Shenlong/Shinryu is their the last one has five for each hand as opposed to four, and they are said to share the same green-blue-ish color with another mythological dragon, Qinglong / Seiryu (illuminated. Azure / Blue Dragon). While the most common Final Fantasy interpretations are four fingers on each side, other versions also have five-fingered hands like the original Shenlong/Shinryu, which mainly apply stronger. [edit | edit source] The connection content is available under CC-BY-SA unless otherwise stated. ★ time to break through the old Buster Sword – the FF7 remake is now available worldwide! Check out our FF7 remake of wiki strategies and tips on how to master the game – and your Material! This is a walkthrough of the boss fighting Shinryu from the final fantasy x (FF 10, FF X). Read on for tips and strategy on how to beat Shinryu, including Shinryu statistics and other useful information. Shinryu Details Name Shinryu HP (Overkill) 2000000 (99999) MP 72 AP (Overkill) 50,000 (50,000) Gil - Drop (50,000) Seven(8) Wings to Discovery 1 (2) Drop(1/8) Dark Matter 1 (2) steal (3/4) Gambler's Spirit 1 Steal(1/4) Three stars 1 Abilities Eraser Shined Shiny U Stats Strength 92 Agility 70 Defense 60 Luck 15 Magic 86 Evasion 0 Magic Defense 98 Accuracy 200 Status Resistances Sleep Darkness Guard Guard Guard Guard Defense Department Zombie Power Break Magic Break Guard Guard Armor Break Mental Break Threaten Guard Guard Guard Guard Provoking Doom Guard 0 Distill Sensor Scan 0 Guard Guard Force Delay Eguard Guard Guard Zanmato Lv. Auto-Protect, Overdrive Mode Loner Character Tidus or Wakka (whichever is the max stats, if both don't, leave Wakka on the battlefield) Stats Max Stats selected Character Eraser petrifies and breaks party member Pierces Stone Proof and Ribbon Shining Attacks 8 times captures random party members immediately use Auto-Life as their main fighter (one you leave behind to fight Shinryu solo). Make the other two characters escape the battle to stop Shinryu from using the Eraser. With the celestial weapons, a tonely Overdrive is enough to fill your level crossing with three turns. Use your multi hit overdrive shinryu then guard until your Overdrive fill. Repeat until Shinryu is down. Omega Dungeon Ultima Weapon Omega Weapon Reviews article or mail go here. I've left level wakka and Tidus is only a little better. Now I'm hacking through monster arena and SURPRISE Shinryu in an underwater battle. I don't seem to find any advice on dealing with Shinryu at a low level. Just tons of advice to level your characters. I'm working on it right now, but I was hoping that someone would have some clues on how to deal with Shinryu without maxing in on Strength, Agility, Magic Defense and Evasion, because it's far from me. Monster Arena > Original > Shinryu HP: 2000000 Shinryu can be unlocked Arena capturing two of each of the three underwater fiends at Mt. Gagazet. This includes Asselumist, Maelspike and Splasher. Since Shinryu's underwater creation only Tidus, Wakka and Rikku are available for this fight because they are the only players capable of fighting underwater. You should consider the power of leveling your characters and getting Heavenly Weapons. For more information, see Advanced tips and tricks. Properly resed characters with their strongest weapons are needed in this battle. Shinryu attacks regular attacks and also uses a move called Eraser. This move may cause the effect of Petrify status. This status ignores all tape and stone-resistant automatic capabilities. So really, the only way to get around having your characters petrified and removed from the battle is to beat Shinryu soon. Descriptions (In-Game) Ability Description Sensor Immune Sensors. Scan Immune scans. Steal: Gambler's Spirit (common) Three stars (rare) Drops: Wings to Discovery (common) Dark Matter (rare) powerdefensemag. Powermag, can't you do that? defensespeedevade % 92608698700 FireThunderWaterIceHos saint N/AN/AN/AN/A dropped weapons Dropped armor # slots · Double AP · Auto Med2-4 # capabilities 1 strategy Because this battle takes place underwater, you can only use Tidus, Wakka and Rikku. Shinryu has a counterattack on his claw when he is attacked, which does about 8,000+ damage to one character in 120 defense, but as long as one of your other party members is : ab: Auto-Phoenix: their armor, it doesn't matter. Some people recommend killing Tidus and Rikku, and letting Wakka take care of Shinryu in his Attack Reel Overdrive, because Shinryu does not use Eraser - his infamous hardening and crushing attack - when only one of your party members is alive. Barring that strategy, if your speed is big enough, just cast Hastega and Quick Hit, Attack Reel or Blitz Ace to death. Shinryu's other crimes pale in comparison to the Eraser, but they include Shining, which hits all his party members several times with minor damage and a simple claw attack on one character, the same as his claw counterattack. There is no pattern to his attacks, and ideally your stats are high enough that you can kill him in one turn. conditionsprize releasing Capture at least 2 each: Splasher, Achelous and Maelspike from the flooded part of Gagazet Cavern.Mega Elixir x30 All Data, HTML is copyright to Christine Bomke and Square Haven. You do not have the right to copy this data for any reason other than personal use. The data is based on Christine Bomke's Monster Arena FAQ, © 2001, 2002 by Christine Bomke. Final Fantasy X Monster Properties will pay the amount gil you have to pay to fight this monster. HP amount of hit points the enemy holds. Overkill HP is (in brackets). Strike the enemy with this value or greater and earn overkill. The AP amount the AP earned after the battle. Overkill AP is marked in parentheses. Strike the enemy to overkill and earn the designated AP. Steal stolen or mugged from the enemy. Italiv items are rare items. Your character can always steal rare items if it is equipped with a Master Thief or Pickpocket armor attribute. Drop entries fell to the enemy after the battle. Italiv items are rare items. Increase your chances of getting rare items upping your party's Luck attribute. basic properties • Absorb: the enemy absorbs this element. • Zero: The element has no effect. • 1/2: Element strikes at 50% strength. • 1.5x: element captures 150% strength. • N/A: Element strikes at normal strength. dropped equipment of the enemy periodically drops weapons and armor marked with car attributes and marked slots and number of capabilities. Abilities.