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## Ni no kuni best familiars

yes, after a friend of mine became interested in Ni No Kuni: Wrath of the White Witch again, I decided to share my opinion of the best friends in the game. There are four roles in this game that hide your friends: Tank, Attacker, Spell Caster and Healer. I will list my opinion of the best known for each role for all four characters. NOTE: The Monster Dinoceros will not be on this list. The reason for this is that it is a cheap, overpowered monster. It is so cheap that if someone uses it, they basically say they suck in this game. With this off the beaten track, let's start with the best friends for our hero:Oliver! Oliver has proficiency in familiarity with the genus Vermes, Mite and Dracones. This gives him a fairly wide range of monsters from which you can experiment for each of the four roles. The four monsters I chose for each role come from the genus Vermes. Tankard: Whippersnapper is the best tank known to Oliver. He has high defensive stats, and in the third deer, Claptrap, he can learn a few healing tricks that will help him stay standing. Whippersnappers are in Deep Dark Wood.Attacker:Sillymanders are one of the best choices for striker Oliver. They are fast, can hit hard and have a wide range of tricks to use. You should have him become a pyromander in the third stage because of his other form, Petramander, having a soft spot for physical attacks. Sillymanders can be found in the Crypt TearsSpell Caster and Healer: Oroboros are very good choices for Oliver's spells and healers. They have high magic stats and great mobility to boot. In the third stage, your Oroboros casting spell should become Obscuroboros, while your Oroboros healer should become Fluoroboros. Oroboros can be found on Rolling Hills, not too far from the city of Ding Dong Dell.With Oliver done and out of the way, it's time for our second, and only playable female character:Maru! (Esther in English!) When Maru joins your team and receives a harp patch from Solomon, you can start collecting new friends for your team. Her favorite genes are Aqatica, Aves and Flora. All three genes are used in my selection for her best team. Tank: Lumberwood is hands down the best tank in the entire game, with wildly high defensive stats. The final stage of lumberwood depends on what you want to do. If you want to be able to heal the party, go with Umberwood. If you want to draw enemy fire, go with Wildwood. Lumberwood can be found on an island called No Longer Mine, south of the mainland where hamelin lives. Attacker: The Hoorays are very strong strikers and probably the best available in the favored Maru geneia. with good attack speed and mobility, high attack and defense, and a large pool of offensive tricks, they are a powerful force Battlefield. Hoorays can be found in the sea south of Summerlands, around Castaway Cove.Spell Caster: Sleepeafowls are surprisingly strong spell wheels, and you can learn the tricks of every element in the game! With this strong diversity of elements and command, Defend are invaluable allies. They turn into Winpeafowls best because of the higher magic statistic. Sleepeafowls are located on Rolling Hills, around Ding Dong Dell.Healer: Napcaps are maru's best healer known for the fact that they are very agile, learn a few tricks that inflict status ailments in their first form, and can learn a few attacking tricks in their third form. Healing tricks are taught in the second stage. Duncceap. Napcaps are found in Golden Grove.And now for our third character, our gunslinging thief. Jairo! (Swaine english version) Jairo is absolutely invaluable if you use alchemy (like me) because it can steal very rare alchemy ingredients from monsters, making it much easier to create super useful equipment that you normally get very late in the game. Jairo also learns several skills to inflict a state of discomfort on his enemies. Jairo favors Beasts, Automata and Mortul.Tank-Monoliths are excellent tanks, paragraph only Lumberwoods, in terms of statistics. Monoliths have resistance to physical attacks and have no weaknesses at the top of their high defense. They can strengthen their own defenses and in the third form of the Paleolithic can revive fallen allies. The monolith is located near Castaway Cove.Attacker:Boneheads are powerful and robust attackers, with resistance to physical attacks and Psyche Upl-&gt;Go Wild! Command. After transforming them into Baron Bone in stage three, they can wade through battles as if they were buzzsaws on their feet. Boneheads are located in the Shining Sands desert. Spell Caster: Wisps are very powerful spell commentators with a good pool of Dark and Fire element tricks. The third stage of Kill-o'-the-Wisp is a better choice due to the higher magic statistic and the ability to learn the tricks of the Storm element. Jairo doesn't have a known healer!Due for spoiler reasons, I can't reveal who the fourth and final character is, but I'll still embrace his best friends. His favorite genes are Daemonia, Nymphae and Minima.Tank-Potty (ha ha) is the best tank available for the fourth character. With great defense and even better magic defense, he is more than capable of doing his job. I recommend turning it into a Hot Pot for the third stage, due to the fact that it learns tricks with elements of fire to go with a collection of water and dark tricks. Potties are located in the seas southeast of summerlands.Attacker:Lightshade is the best attacker available for the fourth character. with Psyche Upl-&gt;Go Wild!, can effectively do its job. To help him in the fight, several tricks that deal with status complaints such as Blind and Poison. Light umbrellas are located in the Shining Sands desert. Spell Caster: Turbandit is a very powerful spell caster. Caster. He learns plenty of tricks based on fiery and in one of his third forms, Turban Legend, learns water-based tricks to complement his collection of fiery tricks. Turbandits are located in the desert Shining Sands!Healer: Toko is a very versatile healer, because it can also inhibit enemies with tricks that cause blindness or sleep. Its two final forms have very helpful tricks. Tokotocol can learn a trick that heals the whole party, along with a few attack tricks. Docotoko learns tricks that strengthen allies and remove status complaints, as well as a trick to revive fallen allies. Tokos are located on a tiny island called ugly duckling isle, north of summerlands. Be careful coming here early as other monsters hit very hard. Tokos also give you huge amounts of EXP when defeated, so make sure to knock them down as soon as possible. If you don't want to use Toko for the fourth character healer, there's another choice: Relix is a powerful spell commentator and learns great healing tricks in his third forms. The fourth character merges with Relix's second stage form, Electrix. Relixes are located on an island that is not available until the end of the game. I hope this guide was helpful. thank you for reading, and enjoy the beautiful game Ni No Kuni: The Wrath of the White Witch! It's worth playing! So you found a way to fly, ch? Once you acquire Tengri, you have access to almost every part of the world and you can start connecting your dream team. You should now have access to most of your friends, so it's time to start deciding who you want to take with you and what roles your party will fill. At this point in defense of the game begins to come out at the first throw as the best offense with powerful bosses casting very strong spells and skills on you left and right. The first step in building a party that can withstand some late-game catches of bosses and enemies is to make sure that every character in your party has a familiar defend command. This is essential both for surviving powerful attacks that will be thrown your way and is one of the most effective ways to generate gold glims. As you undoubtedly realize this point in the game, golden glims are a changer in long battles, not only healing the character who grabs them, but also allowing you to unleash an attack that deals huge amounts of damage. Why defend? You might ask: Why not avoid it because it negates all the damage, not just reducing it? Evasion is certainly a more effective option than defense, but it is limited by a very short duration. When using the Evade command, a friend will only remain in this state for about half the time they will defend. This results in much smaller To give you a command while your boss prepares an attack and you risk taking the full weight of your abilities if you're too slow. If you feel that In your ability to time your commands, at all costs swap for some echeching friends and have it, there is no ultimate good or wrong way to build a site after all! As with early batches, it is important to have a strong physical attacker available to each party member. This is important for two reasons. The first is to keep your party's MP in random battles with normal enemies on the world map and in dungeons between stones and boss battles. The second reason for having these physical friends is as failsafe in case you run out of MP during a long boss fight. Nothing is worse than burning all resources during a difficult boss battle and bringing them down to 10% of his health just to crash because you had to rely on sleepeafowl's weak physical attack. Most melee friends also have high movement speeds, allowing them to quickly defeat a large area of the battlefield to collect glims or position themselves near the boss's weak point. The destination for each party member is the most flexible. It is important that at least one or two party members have access to friends with elementary attack tricks and healing tricks. Oliver, Esther and Marccassin have the ability to treat the lot. Both Oliver and Marccassin have offensive spells. However, none of the members of your party are approaching the amount of treatment or damage that a strong friend can do. Swaine, on the other hand, has rather limited access to healing abilities, just like most friends have an affinity. While you're free to put a friend with no affinity for Swaine in his party to give him access to healing tricks, his MP is much better spent on elemental tricks and skills like Yoo-Hoo to keep enemies focused on tricks like his friends' defensive abilities. So which friends are the best? Unfortunately, there is no good or bad answer to this question, but the good news is that having Tengri means having virtually every friend you want! For this reason, we took the opportunity to break down each of the four roles: tank, warrior, commentator and healer (more about these roles in our article about the basics of party building here) and highlight some of the friends that really shine in these roles. Tank As mentioned above, this is one of, if not the most important, roles in the later stages of the game. Ideally, every party member should have a familiar role to boot. The good thing about Ni no Kuni is that very few friends have a single target, and most tank friends can be used for more than just knocking! Oliver: Whippersnapper - One of Oliver's best refueling options, Whippersnapper does his job with aplomb. One of the highest physical defenses in the game, has a great magic attack score to boot. Whippersnapper can be found very early in the game and has a pretty good chance of recruiting, so most of the You should have one floating around in their familiar mid-game retreat. For its final form we recommend Claptrap, because it takes its work very seriously, learning very strong healing tricks in addition to a slightly higher magic attack. Esther: Lumber - This familiar can be obtained in two ways: They can be found in the wild on The Non-Mining Island or obtained through a known ticket received after completing task 75. Lumberwood holds the title of the highest natural physical defense of any known in the world of Ni no Kuni. In the latest metamorphosis, Umberwood learns good tricks of healing and support, while Wildwood learns Yoo-Hoo and other supporting tricks. Swaine: Monolith - As in the early game, Monolith is still strong until late and final play. He has high defense and magical attack scores, and the final form you choose gives him powerful elemental tricks or strong support abilities, including Upsy-Daisy! Marccassin: Potty - Unfortunately, Marccassin has very few strong defensive friends in the families to which he has an affinity. Of these friends, Potty is the strongest option. Fortunately, he also has a unique magic attack statistic that allows him to wrap himself in elementary tricks between defending against enemy attacks. With the ultimate forms available, Hotpot is a good choice due to its higher magical defense and ability to learn both fire and water elemental tricks. Fighter Tank is the second indispensable role for a team that is coming to the end of the game. The role of a physical attacker is extremely important for many reasons. In addition to the above reasons, fighters can also approach and repel an enemy attack or interrupt the trick by knocking out various glioblastomas. Keep in mind that a warrior's attack speed is just as important as his physical attack statistic, if not more so. Oliver: Sillymander - Oliver has almost too many warriors to pick just one, but Sillymander stands out for many reasons. All of Sillymander's stats are great and have no particular weakness. He has an unbelievably high magic defense and defend command. He also has fast movement and attack speed, allowing him to keep up with fast enemies and deal very consistent damage. If used as a warrior, Sillymander's metamorphosis in Pyromander gives him powerful elemental tricks and higher physical attack stats. When sailing the seas you come across these manta-like friends and they are one of the more rounded fighters for Esther to choose from. Although not as physically powerful as some of his other friends in the game, Hooray has a high physical and magic attack score, as well as a Defend command that is always useful in crosshairs. Swaine: Bonehead – As shown in our famous spotlight (which can be found here), Bonehead has long-term potential. If transformed into a Bone Baron he learns powerful physical attack tricks, decent defense, 40% physical damage reduction and Psych Up! and Go Wild! command (which allows him to wade into most battles like buzzing a saw on his feet!) Marccassin: Lightshade – Like Esther, Marccassin has little choice of friends to choose a warrior from. Lightshade is a good choice because of the solid stats all around. In addition, it has the ability to Psych Up! and Go Wild!, increasing attack speed and catching up with lower attack stats than other friends. Caster Oliver: Oroboros - As shown in the spotlight (here), Oroboros also serves in later episodes of the game for Oliver. As Oliver learns many elemental spells, Oroboros creates great power when you need an extra kick (and has great mobility to boot!). If you decide to make a makeover of it in Obscuroboros, it also learns powerful dark elementary tricks. Esther: Sleepeafowl - Another well-known wcentzuki (found here), Sleepeafowl is an amazing and flexible wheel for the Esther team. Powerful motion miracle, well rounded stats and command defend top him as a surprisingly solid commentator as well. Swaine: Wisp – If you decide to give Swaine a familiar to perform elementary tricks, Wisp makes a good choice. They learn a few fiery tricks, and when they make a makeover, they learn powerful dark elementary tricks. Marccassin: Turbandit - Like Oliver with physical acquaintances, Marccassin has plenty of friends to choose from for the role of commentator. Turbandit does a great job, he stands out from this crowd as both a powerful and flexible commentator. They have one of the highest magic attack stats among other friends and learn elementary tricks with almost every element as level. Rounding things up are decent stat attack and defense commands, making them durable little mates as well. Oliver Healer: Oroboros - That's right, twice on the list! Oliver's familiar choices lean much more toward offensive abilities and he learns a few healing spells throughout the game, so it's recommended that you fight back from giving him a friend to heal. However, if you need more healing power, the oroboros turned into Fluoroboros is the way to go. He learns a whole bag of healing tricks as it levels up including one capable of reviving his party if you fall into the battle of Esther. Napcap – As shown here, Napcap's first metamorphosis in Duncceap gives him a great selection of healing abilities. Reaching the final stage of the metamorphosis ends it, giving him some powerful elemental attacks to replenish his healing abilities. Swaine: Kipper – Believe it or not, Swaine has little if any choices to heal friends in families has an affinity for! Kipper is a good choice all around if you that you want Swaine to be cure due to the variety of medicinal tricks it teaches. Just watch out, as each of the Kipper forms other than Siestar Fish actually has 50% more damage from physical attacks! Marccassin: Relix – Almost the complete opposite of Swaine, Marccassin has plenty of friends available to him for medicinal purposes, but he joins your party with one of the best in towing! Relix learns a large number of healing tricks and support as it grows and has a solid increase in statistics. As if that weren't enough, the final forms have high movement and attack speed with Angelix also gaining resistance from light elemental attacks! Your party More important than anything else when preparing a party to solve the final set of challenges is that you are able to use your party properly. It doesn't help much if you don't have a little practice and (no pun intended) familiarity with how your site performs in battle. Try as many friends as you want and make sure to check out our familiar headlights for some of our favorites! If you have a favorite known combination of your own to take on later parts of the game, feel free to use the comments section below to share! As always, you have the last word that your friends accompany in the fight against the Dark Djinn and further challenges! Want more strategies? Pick up the Ni no Kuni Prima Official Game Guide on Amazon! Amazon!

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