



Beast Legion Guide - Astral Chain

By Xalegown





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About Beast Legion

Beast Legion is the 2nd to last legion you get in Astral Chain, so it's not uncommon for it to be under-utilised in combat. I hope to be able to showcase the capabilities and strengths of this little puppy.

In this guide, my combat results are based on these 3 chimera types: Humanoid, Wing and Power. These are to cover land + aerial mobs and heavy-weight bosses. Note that most stunned enemies can be affected by knockback and air launchers, especially bosses. And assume most airborne enemies are unaffected by ground attacks unless specified.

This is also my first guide so any feedback and help is greatly appreciated. I also don't have any specifics on frame data or damage, so most of this is based on personal gameplay, and as such there will likely be deviations in damage and overall performance.

Beast Legion Overview - Pros & Cons

Pros	Cons
+ Guaranteed stun attack + Set up other Legions' attacks + Auto dodges when riding + Mid-combat repositioning + Counters invisible & burrowing shield chimeras	- Weak DPS - 2nd Slowest walk speed - Awkward playstyle

Beast is primarily a support and crowd control Legion. Able to reposition during combat and packing an AoE stun, Beast is the best Legion for observing and learning how to fight new chimeras. Weak overall damage and awkward playstyle deter players from using it as a main legion.



Terminology & Definitions

- **Sync attack**

- Press ZL when a blue light flashes to perform a Sync Attack with your Legion, during combos or input commands

- **Dodge Offset**

- Continuing combo string after dodging
- This video by chrysaora explains it better:
 - (<https://www.youtube.com/watch?v=iQO-74WEm6o>)

- **Charge**

- Hold the attack button (ZR Hold)

- **Flick**

- Back to front input command (↓ ↑ + ZR/ZL)

- **Delay**

- Pause between initial attack (ZR • ZR)

- **360**

- 360 input command (↻ + ZR/ZL)

- **Air Launch**

- Enemies are knocked up into the air, rendering them helpless until they get back on the ground

- **Hitstun**

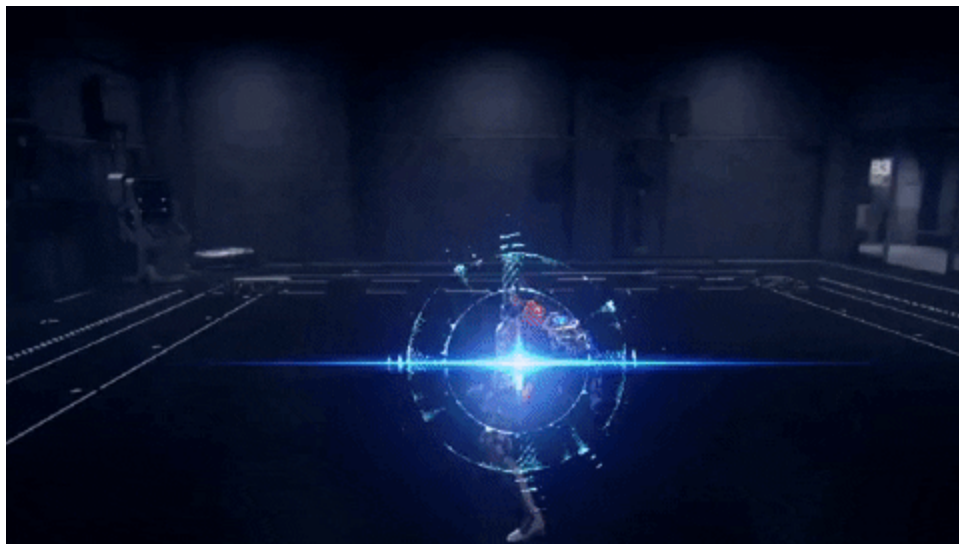
- A period of time after being hit by an attack that a character is unable to act



Moveset

Basic Attacks

Baton

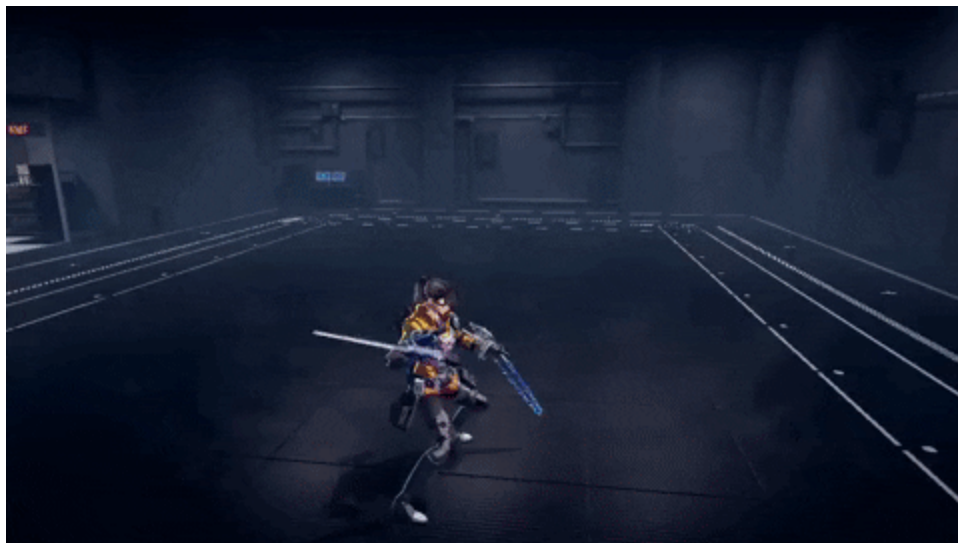


Combo string: 6 hits, 833 damage *Duration: Long*

Beast Legion does several leapfrog slashes. Baton is good for movement if you finish the combo. Can be used to weave through crowds, but it's very easy to be knocked out of the combo. Almost impossible to execute against large bosses without setup. Dodge offset could help.



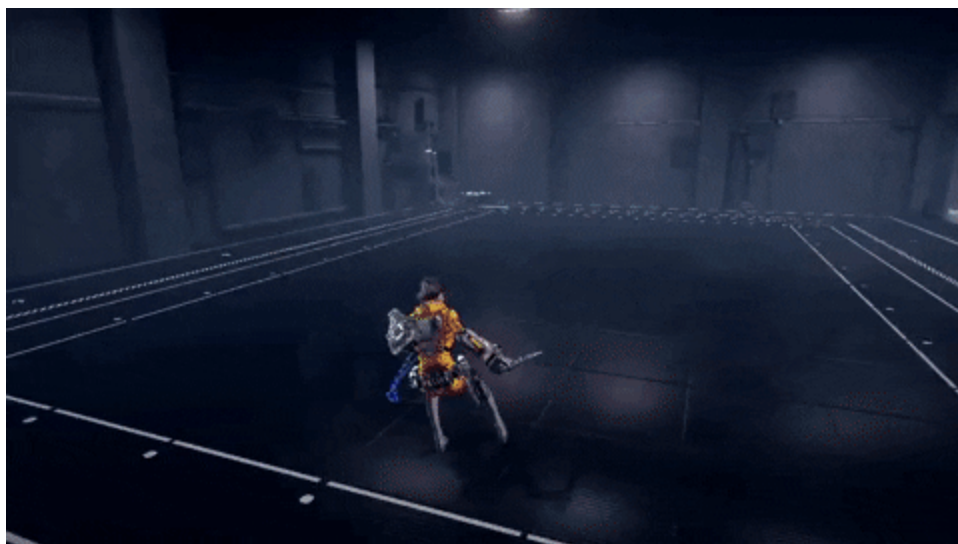
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Charge: 2 hit, 115 damage

Duration: Short

Player dashes towards the enemy along with Beast. Quick gap closer with damage. Beast can miss sometimes, however.



Flick: 2 hits, 313 damage

Duration: Short

Player launches the enemy into the air as Beast fires an explosive projectile. Can air launch stunned bosses. Unreliable as a ground to air combo starter. Sometimes the projectile can miss. Other times the projectile launches enemies too high for follow ups. Can be used to catch airborne enemies.



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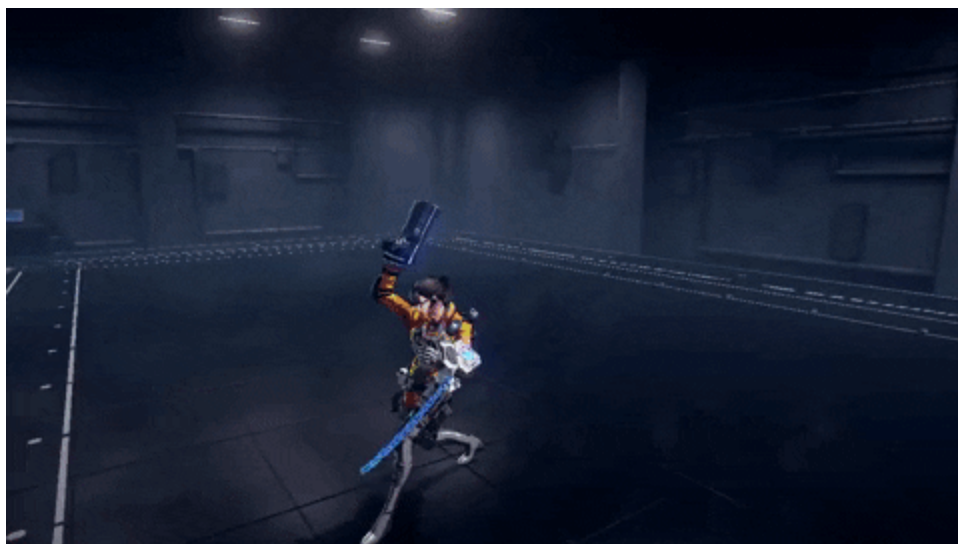
Gun



Combo string: 2 hits, 127 damage

Duration: Medium

Player jumps into the air to fire projectiles, one horizontal and another that explodes in front as an AoE. It is possible to do Air attacks afterwards. To take advantage of the full damage output, you need to be in front of the enemy, which is a bit counterproductive as a ranged weapon. Difficult to use against large bosses.



Charge: 2 hits, 139 damage

Duration: Short

Player and Beast launch two projectiles. Good source of knockback. Might be Beast's best ranged attack.



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Flick: 2 hits, 239 damage

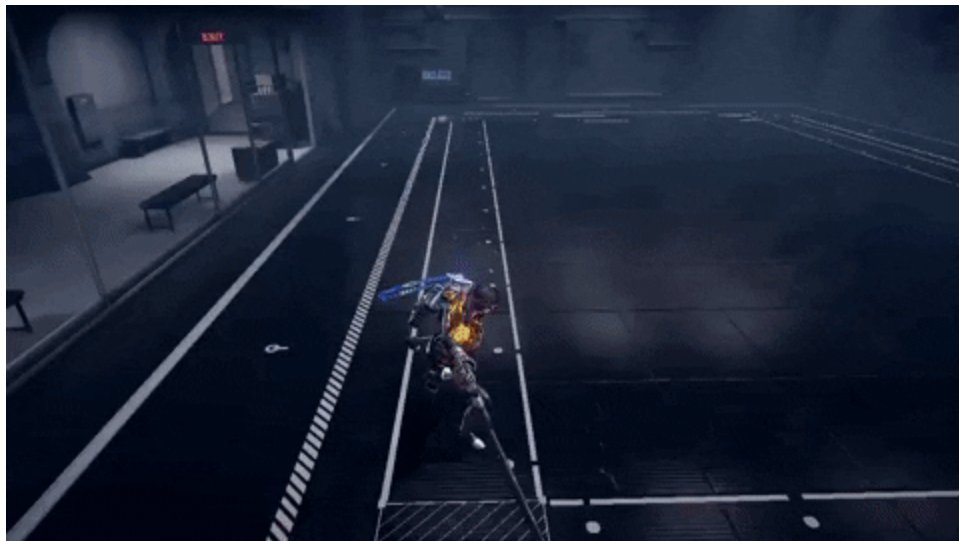
Duration: Short

Player fires multiple shots and Beast does an upwards slash that launches enemies away. Can hit airborne enemies. Launch distance is far, which is useful for displacing enemies and creating distance. Can be used against stunned large bosses, and allows time to execute Gun combo strings. I personally like this move uwu. Similar to clay pigeon shooting irl.



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Gladius



Combo string: 4 hits, 242 damage *Duration: Short*

Player and Beast do two slow swirl attacks in succession. This doesn't cause hitstun or knockback, and the Gladius combo is slow so this move shouldn't be used often. Dodge Offset could help.



Charge: 2 hits, 120 damage *Duration: Short*

Player and Beast charge forward with two slow attacks, similar to baton charge but with less travel distance. This doesn't cause hitstun or knockback either. Don't use this.



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Flick: 2 hits, 214 damage

Duration: Short

Player jumps in the air as Beast launches a projectile. Air launcher. Same problems as Baton flick, but might be able to connect better due to Gladius' larger hitbox.
Emphasis on might...



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Misc.



Delay: 3 hits, 123 damage

Duration: Medium

Both player and Beast shoot projectiles. Returning Gladius has a hitbox throughout. Enemies can avoid the Gladius-merang. Difficult to use when fighting large bosses. The large explosion might be good for crowds.



360: 5 hits, 269 damage

Duration: Medium

Beast dashes around the player, dealing damage. AoE attack with no knockback. Shorter version of Perfect Call with no control over the player. Good if surrounded, but left vulnerable. Repositioning would be better.



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Air attack: 2 hits, 146 damage *Duration: Medium*

Player and Beast twirl before doing a single attack each. Similar to the Gladius combo.

Hitboxes come out at the end of the animation, so it can miss moving targets.

Not good for ground-to-air follow ups.

Good for grounding airborne enemies.



Stun attack: 2 hits, 135 damage *Duration: Short*

Player and Beast fire exploding projectiles. Can be good in crowds, and provides a reliable source of knockback. Can be forced into stun attack instead of executing combo strings. Can get airborne enemies if they're close enough to the ground.



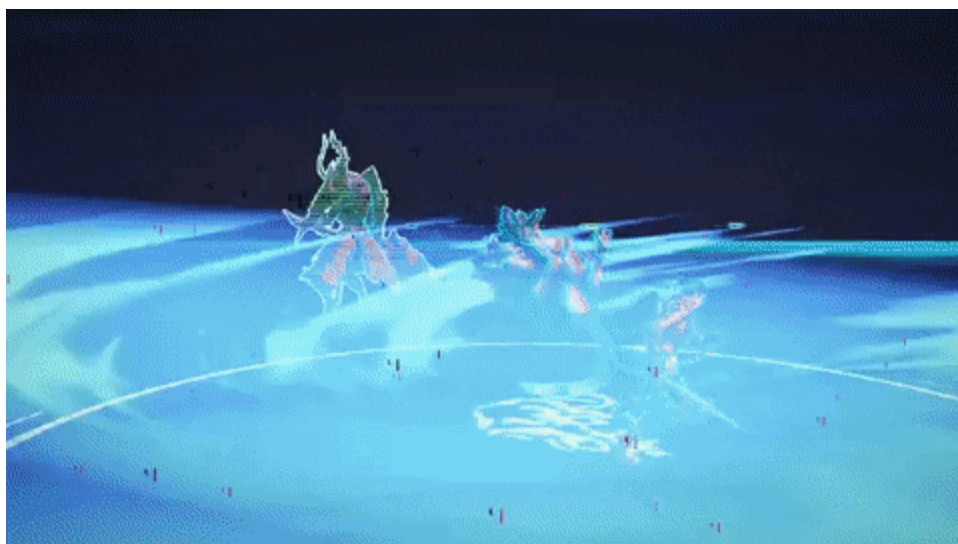
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Legion Attacks



Legion Auto Attack: 3 hits, 210 damage *Duration: Medium*

A basic 3 hit combo attack. Could be useful when attacking separate enemies.



Send Legion: ??? Hits, Approx. 238 damage; 13-14 per hit *Duration: Long*

Beast goes Sonic mode, doing continual damage using a spin dash. Can stunlock enemies, enabling follow-up attacks. Can Chain Jump to attack airborne enemies. Beasts can keep enemies occupied while the player executes Gun combo strings.



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Chain Bind: 12 hits, 210 damage

Duration: Medium

Player and beast pounce on enemies, followed by 2 projectile shots. Knockback can scramble crowds. Can whiff if used too far away from the enemy.
Note that Beast walk speed seems to be 2nd slowest, after Arm Legion.



Legion Flick: 1 hit, 94 damage

Duration: Short

Beast launches enemies up into the air. Can air launch.
Could be used to set up Baton, Gladius and flick-to-air combo strings, especially fun on stunned bosses.



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Legion 360: 1 hit, 51 damage *Duration: Long*

After a long startup, Beast summons a slow moving tornado towards enemies that slowly tracks them. Can air launch. Could be used to set up Baton, Gladius and flick-to-air combo strings if a delayed air launcher is needed. Damage doesn't reward the startup animation, so I recommend using other attacks.



Perfect Dodge: 6 hits, 335 damage *Duration: Medium*

The player and Beast unleash several hits on the enemy, carrying the enemy into the air with each hit. Both player and beast have complete invulnerability during the attack. The attack can miss if the target is not in range or moves away, however.



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Perfect Call: ????? hits, 627 damage

Duration: Long

Perfect Call is a longer version of the 360 attack, lasting around 5 seconds. This also happens to be Beast's prettiest attack. Perfect Call has Beast surround the player with attacks for a few seconds, whilst still giving complete control. The initial attack launches enemies away, but the full attack can rack up large amounts of damage (most notably on larger enemies). It should be noted that you can't send Legion out to chain jump or ride to catch up without cancelling the attack, so you'll have to catch up to the enemy on foot. Baton charge or flick input commands can be used to close the gap, and cancelling the Sync Dodge option with dodge can let you attack without ending Perfect Call.

Can hit airborne enemies.



Skills



Howl: 1 hit, no damage

Duration: Short

Beast's most IMPORTANT move. Beast unleashes a howl that inflicts stun on all surrounding enemies for up to 5 seconds. Works similarly to chain bind, but without the diminishing effects. Best used as a setup for other Legions' big damage combos, but Beast could use its own air launchers for combos.



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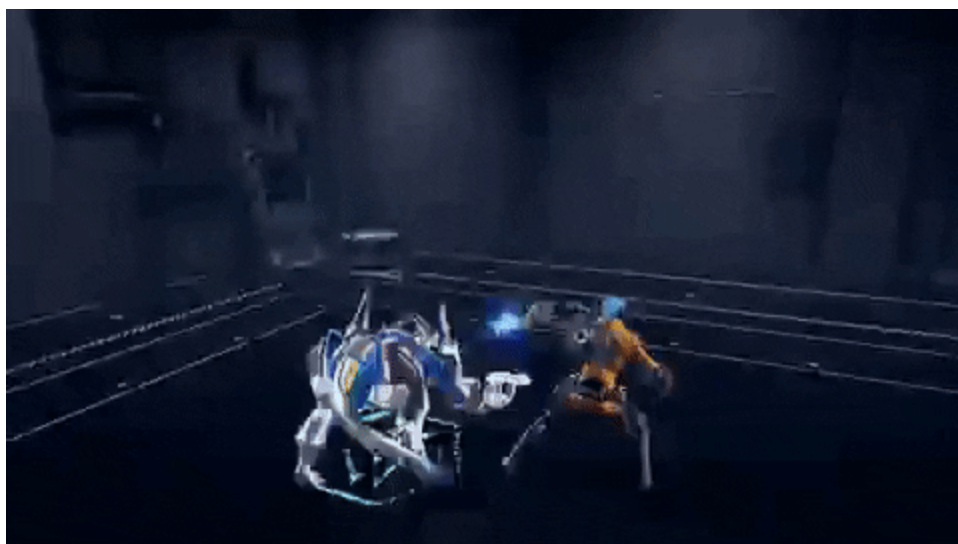


Chain Drive: 7 hits, 529 damage

Duration: Medium

Player and Beast set up an electrified chain that lasts 5 seconds. Seems to inflict hitstun. It's hard to recommend using this attack between the vulnerability, long startup and short duration.

Beasts will often be close to you regardless so it only seems useful if you're fighting separately.



Hit Rush: 15 hits, 318 damage

Duration: Long

Beast does multiple swipes continuously for up to 10 seconds. Hit Rush makes a great combo starter after using Howl, and provides an opportunity to switch to a heavy hitter and rack up damage. 1 hit launches enemies into the air.



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Auto Bind: See Chain Bind

Duration: Medium

Automatic Chain Bind enemies in front of the player. If you have Howl, you shouldn't need this skill. If Chain Binding is necessary, Beast's speed is good enough to surround an enemy, especially after Howl.



Power Charge / Speed Star / Sync Keep:

All preferences. After equipping Howl you're free to have any other skill. The skill will mostly be used for Howl support, so equip for what the next Legion needs.

Sync Keep is useless when you have Effect Spread.



Riding

Riding the Beast Legion is one of the most common things you'll use it for.



Repositioning

Whether it be avoiding incoming attacks or running from hordes of enemies, Beast can move you out. This is mostly used for sprinting away quickly, so making delicate turns is impossible. However you can dodge in any direction, so that might be a workaround.



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Auto Dodge

Riding enables auto dodging, making learning new attack patterns easier. If you're uncomfortable fighting an enemy, don't be afraid to sit back and wait for the attacks to slap.



Perfect Dodge: 4 hits, 248 damage

Duration: Short

If Perfect Dodge is performed during Riding, Beast does a flip attack and finishes with an AOE blast. Unlike normal Perfect Dodge this attack doesn't have invulnerability. If you're still figuring out when to dodge enemy attacks, this is a good indicator for when you got the timing down.



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Single slash attack: 1 hit, 61 damage

Duration: Short

Attack options are limited while riding, but you can cancel it whenever you want. Only useful if you want to snag a quick hit while repositioning.



General Gameplay Tips

- Ride legion to stay safe when learning how to fight a new enemy.
- Reposition yourself when fighting crowds.

Howl tips:

- Howl → Hit Rush is a good way to get off damage while you change legions
- Howl → Legion Flick seems to be a good setup for combos.
- Howl → Legion 360 can be used instead to delay the air launch.
- Howl → Gun Flick can be useful for knockback, or isolate remaining enemies.

Legion Synergies

Beast in combat is mainly used for setting up combos for other Legions.

Arm:

- Best Crowd Killing combo
- Howl's stun compliments Arm's Gravitational Pull
- Ora Ora Ora → Profit

Blade:

- Most damaging Legion
- Good setup for damaging large bosses
- Can use Power Charge for damage, or Speed Star for faster Gladius combo

Sword:

- Chain Bind setup
- Sword's Chain Bind does more damage, so use this when you want to bind crowds

Arrow:

- Beast can reposition and enable Gun attacks from range
- However, Arrow cannot take advantage of Howl setups due to the lack of big damaging AoEs



Best Abilities

Mostly up to personal preference but here are some recommendations:

Important:

- **Quick Cooldown**
 - Very important, as it enables you to keep Howl active as much as possible.

General Use

- **Super Omega Armor**
 - Helps if you plan to use Beast's longer combo strings
 - But can encourage reckless attacks, so be careful
- **Slow Attack**
 - Send Legion (Sonic Mode) might be the best attack for activating the Slow effect
 - May not be as useful on Beast Legion compared to Arrow or Sword Legion; Beast doesn't have many multi-hit moves.
- **Effect Spread**
 - Good for when dismissing Legion.
- **Crit Damage / Attack Up**
 - Provides extra damage.

Not Recommended:

- **Auto-Sync**
 - Most attacks don't have iframes or invulnerability.
 - Better to control when to Sync Attack manually

Here is a link to u/Beta382's Guide to learn more about Ability Codes:
https://www.reddit.com/r/astralchain/comments/dh2er8/everything_you_ever_wanted_to_know_about_ability/



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Misc.



Counter Burrowing Chimeras

Hold ZL + A to dig up burrowed enemies directly beneath Beast.

Beast is the only Legion that can dig up serpent-type enemies from the ground.

This is mostly used for the annoying shell-type enemies that grant damage immunity.



Counter Invisible Chimeras

Beast can reveal invisible enemies nearby just by being summoned. Mostly used against Arrow Chimeras so you don't waste more time tracking them down.

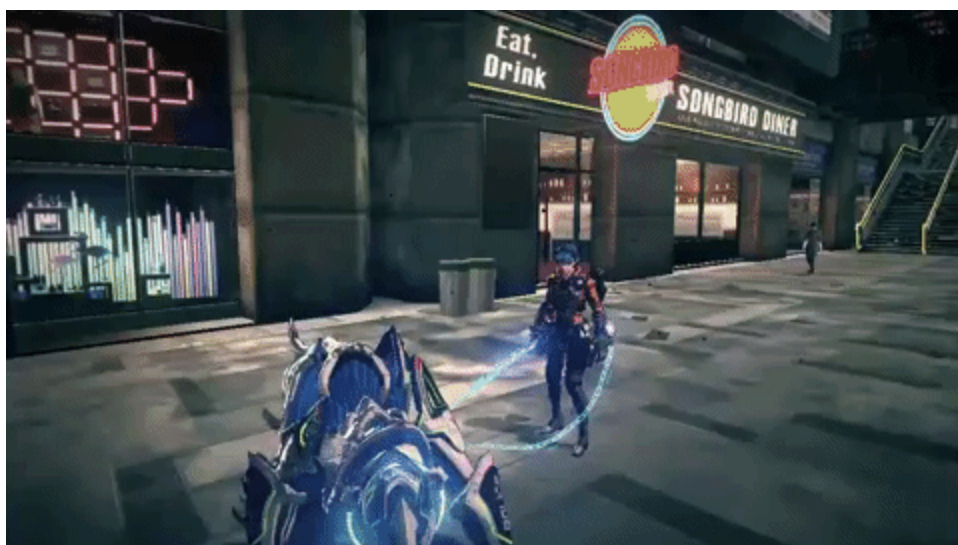


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Dig up items

Hold ZL + A when near trash piles to dig up loot.
There are invisible digging spots not revealed by IRIS in almost every level, so keep Beast out in hopes of stumbling upon them.

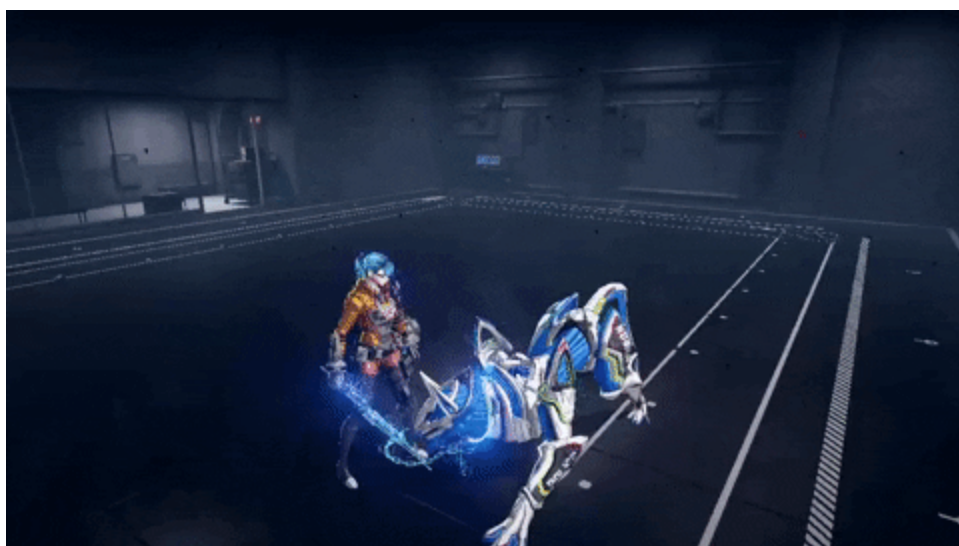


Tracking Items

Press A when facing Beast to give it a scent to track.
It will keep running until it finds its target.
Look at how excited it is!



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PET! TEMMIE! *Duration: Long*

Press A while facing Beast to pet.
It doesn't affect combat, but it's equally as important.



Final Thoughts

This is also my first guide so any feedback and help is greatly appreciated. In truth, I generally use Beast for the Howl attack and the stun it provides. But after documenting every attack I found a few I'd like to implement into my own gameplay. Regardless, I hope this guide may help advance your gameplay with Beast Legion.

Credits

Xalegown

Playtesting, damage calculations, gifs

Zappypants

Proofreading, Google doc organisation, front page, index, font