

Tales of Symphonia FAQ/Walkthrough

by Gbness

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                TALES OF SYMPHONIA
                For the Nintendo GameCube
                An FAQ/Walkthrough
                Copyright 2004 Richard Beast
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2. Introduction

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It holds to my firm belief that gaming was at a much better state five or ten years ago than it is now, but occasionally there are a few releases that come out and destroy that rule entirely, although most of them coming from certain companies or series's. While Tales of Symphonia does ultimately fall under the rule of coming from certain companies and series' (Namco is one of my all-time favorite gaming companies and the Tales series is plain awesome), it is definitely one of the games that breaks past the rule of gaming being superior in pre-2000 than it is now.

The game really presents all the things I like in RPGs: it's one of the funniest games I've ever played, the characters are all deep, unique, and lovable, the battle system is awesome, you can enjoy even the villains, the storyline is dark and full of twists, in battle all characters have unique abilities, there are tons of skills for use... I could go on for a while. And with the release of a sequel sometime in 2005, the Tales series is coming close to topping the Final Fantasy series, as unbelievably as that is (although Final Fantasy X-2 was a disappointment and Final Fantasy XI abandoned those without online capability).

My guide for one of my quick all-time favorite games (and my best GameCube game, without any doubt) will be the most detailed bible I can possibly make it. I will not hold anything back in the storyline, but every nook and cranny of the game will be covered immensely. However, it's not recommended to read beyond where you are in the game, or large parts of the game will be spoiled. Having said that, how's about we get it ONNNN?!

~ Richard Beast

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3. Legal Disclaimer

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You are NOT permitted to put this FAQ on your site without my permission first. All you have to do is email me or IM me saying you want this FAQ on your site, then you can tell me your site and the chance is high that I'll let you. But if you put this FAQ on your site without my permission I swear you will regret it. If I let you, not ONE word should be changed from this FAQ! NOT ONE! Got it? Good. Also, make sure that no money is involved. If you want this FAQ to be sold on eBay, then just forget about it, man. And don't sell this guide either, or

pay people to use it, or you'll be in such big trouble you don't want to think.

Another little note is that I will not have this guide hosted on many other web sites besides GameNotOver, GameFAQs, IGN, and Neoseeker. You need full-on permission if it's not one of the four above sites. I am sick of people ripping me off (I have been ripped off three times in the past), so if I don't like your site, I won't let my guide be posted on it. I am sorry, but this is how it has to be. If you ask politely and I like your site, you will definitely have the luck of getting it up there. Thank you very much.

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#### 4. Contact Rules

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First of all, feel free to check out the stuff I've written on GameFAQs. Those include a guide for Mega Man 5, a few other Mega Man games, and tons of random PSX games. Honor to the PSX, yanno? Hopefully, that'll be added with awesome Legend of Zelda: Majora's Mask and Baten Kaitos guides. As you might be able to guess, I'm a large RPG fan and writer.

Alright, enough shameless advertisement about me. You can e-mail me if there is a question you wish to ask that hasn't been answered in the guide, but I REALLY don't want to bother answering questions that have already been done, answered, and done again in the guide, if it isn't too much trouble. Feel free to tell me if there's something I've forgotten, however.

My e-mail address is richard\_power1000 [at] yahoo [dot] com. Except, replace the [at] and spaces with a "@" symbol and the [dot] and spaces with a period; I have to write like that so I don't get a dozen spam bots e-mailing me and getting me viruses. Just be polite in the e-mail, don't talk like "omg wtf rich ur gides r t3h su><0rz & how du i beat vidarr", and don't ask something that's already been answered in the guide, and I'll respond.

And don't bother sending things like:

"You friggin' idiot. Your guides suck, you suck, and everything about you sucks. DIE DIE DIE!"

"BURN IN THE FLAMES OF HELL, YOU STUPID RETARD!!!"

"What the hell did you think you were doing writing all that garbage, you piece of crap?"

"I hope you fall down the stairs and break every bone in your body!"

"u su><0rz, eVrYtInG BoUt u sUx, dIe ass!!!!!!1"

I will laugh at such e-mails and delete them. So... if you're not just playing a friendly joke on me or something, don't bother with that crap cos I've been through with it too much.

Okay, that's enough for that. My AIM name is rbeast288; sorry, I don't have MSN or YIM. The list is closed, but I'll add you if you ask politely via e-mail. I like chatting with people, but try not to overdo it on AIM if I add you to my list. Since I am busy a majority of the time and all.

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`` 2. CHARACTERS ``  
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You do want to know who will be completing the epic journey to save the world, don't you? If you do, read on. If you don't, too bad. ;)

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## 1. Lloyd Irving

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Age: 17  
Gender: Male  
Height: 5'8"  
Weapon: Twin Swords

HP: High  
TP: Medium  
Strength: High  
Defense: High  
Magic: Low  
Speed: High

Lloyd is the main character in the game, and I have to say he is one hell of a good hero, to say the least. He's a very determined young man, although he can be somewhat stubborn, wanting to save everything that he possibly can. He lives in a house near Iselia Forest with his stepfather Dirk and a dog named Noishe, traveling to the village of Iselia with Noishe to see his friends Genis, Colette, and Raine, as well as to "study". Lloyd hates studying and never pays attention in Raine's class, and therefore, isn't the brightest. All the same, he's one of the strongest and most dedicated.

In battle, Lloyd is probably the best character to control. He doesn't have the highest HP of all the characters, but I'll be darned if he ain't a strong, well-defended, and quick young man. Add to that, his HP is pretty good. While he isn't really that much of a magic user, I guess that that can be understood, being that he isn't an elf. He has some of the most powerful skills in the game, as well as quite the versatile set... starting from his first techs, one is a more normal slash, one is a powerful sword thrust better for ground enemies, one slashes the enemy repetitively with the two blades, one that shoots energy in front of you, and one that hurls through the air slashing. Overall, very good!

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## 2. Colette Brunel

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Age: 16  
Gender: Female  
Height: 5'2"  
Weapon: Bladed Discs

HP: Medium  
TP: High  
Strength: Medium  
Defense: Low  
Magic: High  
Speed: Low

This girl is the not-so-worthy Chosen of Sylvarant, the one destined to save the world. Nothing against her or anything, because she can be so laughable at times that it's funny, but Colette really doesn't deserve this title. She's a huge klutz, tripping on her own feet about a dozen times during the game, always doing the right thing when even Raine can't get it. While she tends to be very nice, she's also extremely apologetic.

Colette is NOT your typical female lead, who are usually healers with very low attacking power but strong magic power. Colette is not that. Instead, she's a powerful character (not so much as Lloyd, Presea, Regal, etc.), who has decent HP, powerful attacking magic of the holy element, and a little curing magic to boot! Colette's abilities such as Angel Feathers and Judgement, of the holy element, are all extremely powerful, since they all hit more than once. However, you should never control Colette in battle unless all you wish to do is use magic. Colette is quite slow to attack, so be quite aware of that while fighting with her.

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### 3. Genis Sage

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Age: 12  
Gender: Male  
Height: 4'8"  
Weapon: Kendama

HP: Very Low  
TP: High  
Strength: Low  
Defense: Low  
Magic: High  
Speed: Medium

Genis seems to be an elf, although the party seems to have its doubts about that for reasons I won't reveal here. There's really little to say about Genis, when you put aside his annoying use of the sentence, "But what can we do?". Although you might dislike him (or think he's female, LOL) when you first see him, you will quickly come to love the little guy. He's a black mage, and when he cooks, he heats his stuff with fire to make it hot. Seriously, yeah. As well as that, he's the brother of a teacher and professor, so he's obviously quite intelligent.

In battle, I'd have to say Genis is a slow one, but that time is worth it. Many of Genis's spells will hit multiple targets... several times. The amazing Air Thrust, for one example, hits eight-ten times slashing with the power of the wind. Genis's stats aren't, however, that great. He can not do much damage at all when he hits with that puny little thing he calls a weapon, he falls in battle easily, and out of everyone he has the lowest HP. However, he more than makes up for that by running out of combat where he can't be hit, and unleashing very powerful magic, making it look effortless. An excellent battle asset.

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### 4. Kratos Aurion

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Age: 28  
Gender: Male  
Height: 6'1"  
Weapon: Sword/Daggers

HP: High  
TP: High  
Strength: High  
Defense: High  
Magic: High  
Speed: Low

Kratos is a mercenary, who is said to fight for money. He is a very mysterious man, always seeming like he knows everything about swordsmanship, which, admittedly, he does. He's extremely powerful, but you can't help but feel something strange about Kratos. He does not speak often, he's not exactly the nicest man in town, and he seems to have a mysterious past behind him. Does he have some secret? Reach around the middle of Disc 1 and then you can find that out... even more revealed in early Disc 2. ;)

In the beginning, Kratos will look like a low-level god. All of his stats are high; he has much higher HP than Lloyd, great TP, his attacks are very powerful, he hardly takes any damage, his magic is powerful, and he can use many of Lloyd's, Genis's, and Raine's abilities. As you get a little further, Kratos will seem a bit more normal, being about equal to Lloyd in strength, having less HP, and while having Genis's and Raine's abilities and high TP, Genis and Raine use their abilities a little more. All the same, Kratos is an excellent, all-in-one package until he leaves you... for a reason I can't spoil here, can I? The only problem is that while controlling him, players will be devastated by how slow to attack he is. He doesn't have that problem while auto-controlled though.

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5. Raine Sage

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Age: 23

Gender: Female

Height: 5'5"

Weapon: Staff

HP: Low

TP: Very High

Strength: Low

Defense: Low

Magic: High

Speed: Medium

This platinum-haired female happens to be Genis's older sister, but there's more to talk about in Raine than there is Genis. She has this incredible love for ruins, magitech, and anything you don't see every day. She tends to stand there for long periods of time, looking at things and going, "AMAZING!" when she examines a ruin, an artifact, or something. She seems to be abandoned by her mother, though. I don't know how Raine made it through life before Genis was old enough to cook, though, because Raine likes to make spicy cakes. 'Nuff said.

Raine is definitely the healer of Tales of Symphonia. While in the beginning, you may not really need her that much, quickly that will change. Raine is a very useful healer, having a very well rounded set of curing spells, and also being able to cast some Light magic. Those include Photon, Ray, and some others you can get if you aren't like me and didn't take her down the T-side. Being able to regularly heal you, use her TP to heal yours, restore your status, improve your stats during battle, AND do some decent damage with her light spells, she can be essential in some battles.

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6. Sheena Fujibayashi

\*\*\*\*\*

Age: 19

Gender: Female



Height: 5'5"  
Weapon: Cards (LOL)

HP: Medium  
TP: Medium  
Strength: Medium  
Defense: Medium  
Magic: Medium  
Speed: Very High

When we first meet Sheena, we see her as an angry ninja with a bad temper, but also who is really clumsy. She's the first one you'll meet in Tales of Symphonia who does not come from Sylvarant. That's right, she comes from the world of Tethe'alla. And she's on a mission to kill the Chosen of Sylvarant, for reasons in which she just won't reveal. She stays your enemy for several hours into the game, until she finally realizes there are other ways to get around her problems without so much gore, blood, etc. She's also a summoner, but that has haunted her past, somehow...

Sheena is definitely one of the best characters to use, excelling in just about every area, although not being extremely good in any... except speed. Sheena punches faster than an angry customer who paid \$50.00 at McDonald's. Sheena has decent HP, not as high as Lloyd's or Presea's, but high enough. She isn't as strong as Lloyd, Presea, or Kratos, but she's stronger than Genis or Raine. She's not as powerful magically as Genis or Raine, but she's stronger magically than Lloyd or Regal. ;) She can do jobs faster than any of them, that's for sure. She has pretty good abilities, and also happens to be the only character who can summon...

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7. Presea Combatir  
\*\*\*\*\*

Age: 18 or so but looks 12  
Gender: Female  
Height: 4'6"  
Weapon: Ax

HP: Very High  
TP: Low  
Strength: High  
Defense: High  
Magic: Low  
Speed: Medium

Haha... I wonder what Namco was thinking, ripping from Klonoa like this. =P Anyway, you may be wondering what's with Presea. She's actually 18 years old, but look at her, standing fifty-four inches tall. Anyway, as for personality, all she does is strive for her own personal comfort and obey orders. She speaks a few words, and much gossip goes on in her town of Ozette about her. I won't spoil it [HERE](#) why she's like this, though. You'll just have to play through the game and see. =P

You thought Lloyd and Kratos were powerhouses, tanks, or whatever word you wish to use for it? You ain't seen nothing yet... Presea is THE most powerful character in the game, hands-down. Her attacking power very easily enters the 1000s, and can even go past Kratos's, now that's something. In my game, she had the second most defense, only a little bit behind Lloyd. What's more, her HP is VERY high. At times, she can have 500 more HP than Lloyd! And believe it or not, I increased Lloyd's HP with a medical herb to give him about 350 more HP, and he

was one level above Presea, and his HP was only slightly above Presea's. Add to that, Presea's techs are nothing short of devastating.

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#### 8. Zelos Wilder

\*\*\*\*\*

Age: 22  
Gender: Male  
Height: 5'10"  
Weapon: Sword/Daggers

HP: Medium  
TP: High  
Strength: High  
Defense: High  
Magic: High  
Speed: Medium

When Kratos leaves, you get Zelos almost directly afterwards, after just escaping a base and climbing down a mountain. Zelos is a complete and totally obsessive girl-loving pervert, the one you just have to see in almost every RPG. Zelos does come to have some depth and emotion beyond his dreams of women (he hits on Raine quite a bit during the course of the game), but that takes a while to show. He happens to be Tethe'alla's Chosen, although he's not nearly as highly regarded as Colette is in Sylvarant.

Zelos is ALMOST a clone of Kratos, except he starts with different equipment, looks different, has some small stat differences, and his and Kratos' personalities are antonymous. Apart from that, Zelos has all the abilities Kratos does when he leaves you about a third through the game. He fights a bit quicker than Kratos does, but what's the catch? A much lower HP level; his HP is definitely the lowest out of the physical fighters (Lloyd, Kratos, Presea, Regal, and himself). Zelos is still a great character, but personally I'd prefer to use Kratos.

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#### 9. Regal Bryant

\*\*\*\*\*

Age: 33  
Gender: Male  
Height: 6'2"  
Weapon: Greaves

HP: Medium  
TP: Medium  
Strength: High  
Defense: High  
Magic: Low  
Speed: Medium

This big man is one of many secrets and much depth into his past, and thus he is one of the three more silent characters in the game. He is a wise person, however, and is a very good cook, but he has what he considers a haunted past, as he has committed a murder and shackles his hands as his punishment, as well as going to jail on his own will. He hides a bit of his identity as well, being that he's part of a large company. He also seems to have a strange connection with Presea as well, why is this?

Regal, having a connection with Presea, also fights very much like Presea, although I very, very slightly prefer Presea. Whereas Presea has VERY high HP, Regal's falls somewhat short. It's lower than Lloyd; unacceptable for a physical fighter, that is. His attacks are very powerful, but they just aren't Presea quality. His techs, however, are all pretty good, and he has a fairly well rounded bunch. Regal is also slightly faster than Presea, although that doesn't make up for the few shortcomings. He does, however, have a good amount of defense on him, but it doesn't rival Presea's, sadly. He can be great if you build him up a lot, since his techs are awesome.

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 `` 3. BASICS: READ BEFORE PLAYING ``
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\*\*\*\*\*  
1. Battle System  
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If you've never played an action RPG before (I had played many before this game, so that wasn't really an issue to me), Tales of Symphonia will be a complex game in some ways. If you're an action RPG gamer, there are still some complicated things to explain.

You might be a Final Fantasy gamer and thus be used to their turn-based battle systems, but Tales of Symphonia does its battles in an entirely different way. All the battles are fast-paced, real-time fighting action, all reduced to using A to attack, B and the two sticks to use techs, and X to guard against attacks. That's pretty much the simple meat and bones of the battle system, but there is more. Much more.

Attacks can be built upon each other, that is, several attacks by one character while the others attack really fast and numerous after that, and then the first attacker does a multi-hit attack and the cycle continues. By executing these kinds of combos, you will gain extra EXP and Grade points. You can't even see how many Grade points you have, but they can be used to purchase privileges at the end of the game, to purchase synthesis materials, and to purchase items called EX Gems (more on those in a moment).

All of the characters will have "titles" they gain (three upon level gains from 20 to 40 to 100) and many for taking down optional things. The benefit of them is that they will increase the stat gains for the character upon leveling up. Doing this, in the end you can customize the character's stats in just about any way you think suits them best. More on the stats in the next section of the battle system, about status effects.

There are two different "paths" you can build up your characters on: T-Type and S-Type. These types will affect which kinds of techs that the characters use, and overall how they fight in battle. T-Type characters will attack more times for less damage, while S-Type characters will attack less times for more damage. It all comes down to a matter of personal preference and what type suits the character better. I personally had the mages (Genis and Raine) as T-Type, along with Sheena and Zelos, while all the other physical attackers were S-Type.

The way to build your characters up along these paths are by use of certain items called "EX Gems". They're found all over the world, so there's no use to buy them with Grade points, as you want to save every single Grade point you collect. Anyway, EX Gems can be equipped on characters for certain extra bonuses or abilities, such as higher HP/TP/Strength or even being able to link certain attacks up. The higher the level of the EX Gem, the better the four abilities you can equip.

Does that sound good? Alas, all good things come at a price. The EX Gems all have a certain "type" to them, be they S-Type or T-Type. All the characters will start out as their default type, but let's say you have Lloyd as an S-Type. If you equip three T-Type gems on him, Lloyd will leave the path of the S-Type and start learning T-Type techs. That can be something that you want, or it can be something that makes you throw your GameCube controller down and smash it into pieces.

Another problem this can create is that you can only have S-Type techs or T-Type techs on one character, although you can change them. Many techs start out with one kind (for example: one in which Lloyd thrusts his sword into an enemy) and the next techs after those build on them (the S-Type being Lloyd thrusting the sword deep into the enemy and thrusting them forward across the field, and the T-Type being Lloyd following a regular thrust with a wind attack), so if you wanted to switch from one kind to the other, you can forget all your techs of the first type any time you wish. It doesn't take long to learn them back.

Yet another flipflopping factor to EX Gems are Compound EX Skills. If you have between two and four EX skills allocated at the same time, you can discover some combinations which result in even stronger effects. The thing is, sometimes the skills themselves won't exactly be too great, so you may have to do some sacrifice to get the best skills.

The final thing I need to talk about are Unison Attacks. Around a certain point of the game, Kratos will teach Lloyd how to use 'em, but anyway: a gauge will fill above the character portraits which indicates how close you are to the action. A Unison Attack will start off with an attack by the main character, which is an important note I need to bring up: THE FIRST ATTACK MUST HIT OR THE ATTACK WILL FAIL. That's very important.

Anyway, using the A, B, X, and Y buttons, you can unleash a series of character techs, actually the first ones on their manual tech list. You CAN use others by tilting the control stick at the same time, but that's just... confusing. But the main thing is, with certain combinations, you'll get an all-new attack. Most of these are extremely nice, although the best one is by far Prism Stars, which hits about 30 times for 250-300 damage. Here are a few combinations:

Lloyd + Genis (Beast + Eruption) = Fiery Beast  
Lloyd + Colette (Tiger Blade + Pow Hammer) = Pow Blade  
Lloyd + Raine (Tempest + Photon) = Photon Tempest  
Lloyd + Kratos (Sonic Thrust + Sonic Thrust) = Cross Thrust  
Genis + Raine (Ray + any max leveled spell) = Prism Stars

And there you have it.

\*\*\*\*\*  
2. Status Effects  
\*\*\*\*\*

This is not only for discussing those evil things that affect us, but for talking about different character statistics. We aren't all RPG fans, are we? So, here's a hell load of description.

HP: Ah, yes. The main meat and bones of it all. This is what will decrease when an enemy attacks you, although you can restore it with Apple Gels. Keep this high, but don't neglect anything else...

TP: Another extremely important stat. Techs (strongest attacks in the game) will cost this amount you've got, so you'll have to spare this for when you need it.

However, there are Orange Gels to restore this.

**STRENGTH:** This is the amount of damage the character will do upon attacking the enemy. The higher it is, the more damage you will do.

**DEFENSE:** This is the amount of damage the character will take upon being attacked. The higher it is, the less damage you take.

**INTELLIGENCE:** It makes sense in Tales of Symphonia, unlike the original Final Fantasy! Anyway, it indicates how much damage magic spells and Sheena's summons will do.

**ACCURACY:** Probably something that will confuse many people. If this is high, it does NOT mean that you have a higher probability of hitting, but that if the enemy's evasion is low, your attacks will do more damage. Really a pointless stat, though.

**EVASION:** Another thing which will confuse people; evasion does not mean how easily you will avoid enemy attacks, but rather, the higher this is, the less damage an opponent with low accuracy will do to you. Once again, this stat really has no relative use.

**LUCK:** The game's manual says that luck affects many things, but it's something I completely ignore when I play the game. Rest assured, I have not found out just what on earth luck does, so if you know, tell me. Thanks.

And of course, there are the usual status effects. However, they're not nearly as bad in Tales of Symphonia as they are in most other games. I got affected with all of them except Poison and Deadly Poison about once or twice in the whole game, so no need to abuse Raine's TP any more than it usually needs to! ;) Oh, and there are minor things such as increase or decrease of attack, defense, and whatnot, but I'm not going to list those.

**POISON:** HP will begin to drop rapidly during the battle. As we all know, poison has always been a nasty thing in RPGs, but this can be easily resolved with a Panacea Bottle or Raine's magic.

**DEADLY POISON:** This is just a stronger (much stronger) version of Poison which begins to make its appearance around the first time you go to Tethe'alla. It's recommended you remove this as quickly as possible if caught in a boss fight, however.

**PARALYSIS:** Being under paralysis, you will not be able to do a thing unless you cure it. Yep, it's just as it says, complete paralysis. Really not that much different from petrify, except petrify is permanent.

**CURSE:** Here's another one you won't see too much, if not getting licked by a Sasquatch, but anyway, some actions will be completely sealed, which is VERY annoying when it's all said and done. Whether it's attacking or techs, it's evil.

**PETRIFY:** If you're under petrification, you can't move a thing, you're just completely paralyzed, except of course, paralysis isn't permanent. Petrification will last until you're healed, imma'fraid.

**HEAVY:** Something you'll probably never see, and I've only seen by equipping a pair of Heavy Boots on Regal... anyway, it's nasty, because you start moving very, veery slooowly. Almost like hypnotism. Remove the Heavy Boots, and don't even think of putting these on Presea.

WEAK: This will heal after battle, and is one of only two that does so... this is a curse which, after you fall below half of your maximum HP, you can't heal yourself above that point. It can get really annoying sometimes, I tell you.

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### 3. Cooking

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Cooking is an important, but simple precept in which you shouldn't really have any difficulty grasping.

Across the worlds of Sylvarant and Tethe'alla, you'll meet a man in green with a large fork, disguised as items, all over the worlds. That's right, disguised as items. That's why you need to examine everything that you see. Anyway, once you do seem him, the famous Wonder Chef, he'll teach you one of several recipes you can learn, in which have many different effects.

First of all, to cook one of your recipes, you'll have to have all the proper ingredients. You can collect them after battle, or you can buy them from various stores in just about every village. Anyway, another point to note is that all the characters have different cooking skill for different recipes. For most of the recipes, Genis, Sheena, and Regal are the good cooks, while Raine and Zelos are bad cooks, altogether.

The better you are of a cook, the more effect on you the recipe will have. In addition to that, you can sometimes add extra ingredients if you're a good cook; and with the extra ingredients, you can add extra effects. Such include higher stat increases when you eat, cure of status effects, and/or having higher power when you enter the next battle.

Once you do have all the necessary ingredients, hit X on the Cooking menu or after a battle, and there you'll have your recipe eaten and your HP/TP for the characters restored. This is more useful than it sounds, so find the Wonder Chef wherever you can.

+++-----+++-----+++-----+++-----+++-----+++-----+++-----  
` `` 4. WALKTHROUGH (SYLVARANT) `` `  
+++-----+++-----+++-----+++-----+++-----+++-----+++-----

Be prepared to start a revolutionary RPG, one of the best in a long while, and also one that holds its stacks up with the Final Fantasy titles. When ready, open the GameCube cartridge and pop Tales of Symphonia Game Disc 1 in...

I will, however, warn you that the game is very deep and this walkthrough contains many, many spoilers. If you don't want to take ANY risks of spoilers whatsoever, check Relle's awesome guide. If you're willing to take chances, then I guarantee you will enjoy my guide... well, yeah, I do. ;)

Another note is that I will assume players take my choice and make Lloyd an S-Type character, Genis a T-Type character, Raine a T-Type character, Colette an S-Type character, Kratos an S-Type character (maybe Zelos a T-Type character) Sheena a T-Type character, Presea an S-Type character, and Regal an S-Type character. If you didn't take them down these paths, though, it won't make that much of a difference (except with Genis).

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### 1. Iselia

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Enemies:

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Zombie  
Ghost

Lloyd Irving! Wake up! Lloyd! Professor Raine, that is... callin' out to our main hero, who has fallen asleep, standing up, while listening to Professor Raine giving lectures about history. Okay, now how on earth does someone do that? Anyway... Lloyd wakes up, and now you have to listen to some things you probably won't really understand. A hero named Mithos formed a pact with Martel and regenerated the world; the Chosen goes on a journey to regenerate the world and to seal away the Desians who cause people to suffer... okay, the first makes sense, the second one doesn't. ;)

After Genis and Colette answer Raine's questions with ease, a light will flash up as Lloyd tries to sleep some more (...). Raine believes that's an oracle, calling the Chosen (that is, Colette). Raine goes outside and tells you to study by yourself, but as someone in the room says, "Telling us to study by ourselves is like telling us to go play." Now, do I really need to tell you where to go next? Follow Raine! Of course, you'll be stopped by Genis, but give him the choice of "It's research". That makes your compatibility with him go up.

Hearing that you're going to the temple, Colette offers to go along too. After the three are gathered, examine the hole at the top of the room on the right. Colette was apparently mopping and then fell down and broke the wall at the same time. Tell me, how on earth is that possible? See that small scene, and you'll get a title for her called "Klutz". Change it for the time being, as it gives better stat gains at level ups than Fledgling Chosen. After that, get near the exit and hit Z for a skit between the three, talking about what the temple will be like. Eh well, leave the classroom.

Guess what? The Desians (the big, bad, evil guys!) supposedly broke a treaty with the Iselian people, saying that there would be no aggression between them. Of course, this thing goes very deep, but will I spoil information about this now? No sir, I won't. Talk to Colette's father (Frank) and then take the path up to be stopped by a monster. Alright, a chance to get used to the battle system. Lloyd has 320 HP or so, Genis has about 160, Colette has about 180. It should be a nearly effortless fight, with Lloyd smashing forward with the A button while Colette may try to get off an attack and Genis a Fireball.

After that, another Zombie will attack you, this time accompanied by a Ghost. Let Genis and Colette handle the Ghost, you hit the R button and go for the Zombie. After that little fight is over and Colette and Genis praise/make jokes about Lloyd's sword skill, head north to leave Iselia and start for the temple. I recommend leveling Colette to 2-3, so you can get used to the battle system and she'll be a little better in battle. You may want to head south in Iselia to buy Apple Gels and Life Bottles, since if you're a battle novice you'll be using them like crazy. Once you're ready, leave Iselia and follow the path to find a temple to your left.

\*\*\*\*\*  
2. Martel Temple  
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Enemies:

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Zombie  
Ghost  
Slime  
Spider  
Golem

Vidarr (Boss)

I recommend Lloyd being Lv. 4 and having saved before entering. Lloyd talks with Colette, telling her about how she should be more like the hero Mithos. After that, a priest will leave the church, telling them some more about the Desians breaking the rules. Unfortunately though, he passes away. Choose to accompany Colette inside, or you're affection with Genis and Colette will go down. At the top, a man who seems to be in charge (Botta) is ordering a woman to give them the Chosen, although the woman refuses. How coincidental, Botta has the same name as my friend's dog.

Colette then appears, and Lloyd threatens to fight them. Obviously, he does. If you didn't fight too many battles, this will be the toughest fight yet, but if you did, it should be simple. Having done that, a really, really big man steps in and tries to stop you from getting in the way.

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|| Boss: VIDARR || HP: 4000 || Drop: Life Bottle || EXP: 115 || GALD: 25 ||

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|| Party: Lloyd (Lv. 4), Genis (Lv. 3), Colette (Lv. 3), Kratos (Lv. 4) ||

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	Again, if you're a newbie this fight will seem tough, but if you've fought	
	some battles to build Colette up, this will be simple practice. Vidarr's	
	attacks are pretty standard, including swinging his mace around and also	
	smashing his hammer down at you. No matter how the fight goes, your party	
	will soon put down their weapons and comment on how strong he is, until a	
	mercenary steps into the action. He's EXTREMELY strong for the time being,	
	doing about 20 more damage a hit than Lloyd and packing at least 450 HP.	
	With him, it should be simple. Continue hitting Vidarr with a series of	
	Demon Fangs, Fireballs, and attacks from Colette and Kratos, and it's	
	over.	

-----  
Apparently, Botta knows the mercenary, but we'll find out about that later. As he and his men run away, the old woman (Colette's grandmother) thanks him, and here you get the idea he's a lot like Auron from FFX. He looks down at everyone else and is always giving advice and acting like he knows everything, and has a dark past behind him. He introduces himself as Kratos, after telling Lloyd off and asking him not to come with him and Colette during the Martel Temple trial. I recommend the "Gotcha" response, as it'll make your affection go up with Raine and Kratos himself. Either way, you'll enter, so let's go!

Inside, you can head forward, but notice that it is guarded by a barrier of light, although it can be brought down with the Sorcerer's Ring, which is hidden somewhere in this temple. The left path leads to nothing but an enemy and a pile of rubble, and the center path is obviously blocked, so take a right. Fight the enemies on the way; you shouldn't have any problem with them, Lloyd and Kratos slashing them to pieces. Enter the next room, and here we are at the real puzzle. There is a wooden creature to the left that looks small here, but in reality it is big... big... big.

However, big doesn't necessarily mean strong. Try not to get hit too much, as it'll do 50-60 damage a hit with those huge arms. Stay near it and use Sonic Thrust, and quickly it'll be reduced to nothing. After it turns into a box, Colette trips over it (how the hell is that possible?) and pushes it into a hole below. Remember: Colette's tripping is blessed with some form of luck. Whenever she trips, she accidentally does the right thing. Same thing here. Stairs lead to the room below, where the boxes fall. To get the Sorcerer's Ring, you have to create a bridge of boxes. Easy enough.



Fight the next Golem and turn it into a block, and then push it into the top-center hole. If you want a Panacea Bottle, drop one into the upper-right hole, or if you want a Life Bottle, drop one into the upper-left hole. I personally think both are a waste, however. After you drop the second-block into the upper-center hole, go downstairs and push it one bit further, and BOOM it goes down, and we have a complete bridge! Now head forward and take your Sorcerer's Ring. There are now far more enemies in the Martel Temple now, however. Make sure that you are prepared.

The Sorcerer's Ring blasts fire forward now, but it has a dozen upgrades you can get later to make it fire electricity, wind, water, darkness, light, stronger fire, noise, bombs, it can even make you lighter at one point in early Disc 2. However, the Sorcerer's Ring, at least, with the fire, will stun enemies if you don't want to fight battles. After picking it up, take either of the two staircases up to the floor with the nine holes, and then take the left staircase up.

Upstairs, head down and you'll find three chests, containing an Apple Gel, a Life Bottle, and 250 Gald. Not bad, is it? Go back downstairs, then head right and take that staircase up. This path is now full of enemies, so be aware and use the Sorcerer's Ring if you have to, although Lloyd and Kratos can easily take on a few measly monsters (whoops, I stole Lloyd's earlier line). Anyway, return to the center of this room, where you originally saw the trap, and fire a bullet of the Sorcerer's Ring at it with the X button, and there we go; we have a path to the altar!

Inside, Colette will start praying, and then an angel by the name of Lord Remiel comes down, who is supposedly Colette's real father. An extremely long tower, reaching up WAY into the clouds (you'll see an FMV of this), then appears. After that, Remiel gives Colette directions to the Seal of Fire, where she'll go next, and then he disappears before really giving a clear answer to a question Colette asks. Well, Colette and Genis think that Remiel is her father, though. Anyway, after that scene's over, speak to Kratos and then he and Colette will leave. Alright, we won't get them in our party until a little later, unfortunately. Take the same teleport.

Kratos and Colette are gone... but Raine had permission to see the temple! Unfortunately, Lloyd and Genis broke the rules, so punishment must be made, eh? Raine grabs Genis, and Lloyd can't watch -- he closes his eyes -- BANG, BANG, Genis gets spanked in the ass, like a mom spanks their child! Hahaha! A very classic scene, continuing as Lloyd tries to avoid his punishment, but can't as he gets kicked. Raine scolds them some more, and then leaves. Heh heh... you just have to love Raine. However, it's time to leave the temple. Just exit normally and go downstairs, and take the path back to Iselia.

\*\*\*\*\*  
3. Iselia  
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Enemies:  
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N/A

Not much to do here. Head to Colette's house, at the very northeast of the village. Inside, Kratos will refuse to take Lloyd and Genis on the trip, and then they get thrown out by the mayor. Colette, however, sympathizes with them and we find out that Lloyd forgot to make Colette's birthday present. =P Head north after a talk with Colette and enter the school, and speak with Raine. She's doing something that's somewhat silly; "saying goodbye" to her classroom. You'll now get a new title for Genis, which I recommend you put on. After that,

head west and into the shop. Buy some Apple Gels, Life Bottles, Magic Lens, and Orange Gels.

Don't bother with any of the equipment at the store, since you already have it. Head a bit south and up the stairs on the left, and Genis will give you an explanation on cooking, as well as get some ingredients. Genis will want to go with you to a Desian ranch to see a friend of his, and Lloyd needs to pass the Iselia Forest to go home to his father's house. Head down to be interrupted by a short scene; Lloyd's dog Noishe is lonely and misses Lloyd, so he wandered into the village. The guards will warn Lloyd NOT to go to the ranch, so you know Lloyd's gonna break the rules. Leave the village now.

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#### 4. Iselia Forest

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Enemies:

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Spider

Slime

Minicoid

Rabbit

Giant Bee

Whip Master

The Iselia Forest is just northwest of where you start. Use the compass at the top-left of the screen to find it. When you're inside, Noishe refuses to go forward, being scared of the monsters. Awww... bad dog. =P Eh well, you can't ride him inside the forest anyway. Follow the path forward, fighting all the enemies in your path. All of them are easy, taking only a few slashes and maybe a bit of help from Genis to defeat. When you reach the intersection, take a left and follow the path forward to find a chest with an Apple Gel, then turn around and take a right.

Cross the bridge and head up the path until you reach another intersection. Genis says that his friend is in the left path. Also, a funny note is that if you run around enough, a skit comes up where Lloyd thinks that Genis's friend is a dog... haha. When you're ready, save and take a left to find a large ranch, with Desians whipping people, ordering to push a bunch of blocks forward. Take a left and get near the window there, and Genis will speak a bit with his friend Marble, who happens to be an old woman.

He'll talk a bit about the Tower of Salvation, but Lloyd notices that Marble is wearing an Exsphere without a Key Crest. If you attach an Exsphere without a Key Crest to it, you get sick, says Lloyd, although he's... somewhat wrong, to say the least. The only one who can make a Key Crest is his father Dirk, so agree to Genis and Marble to ask Dirk. Now a truly horrible thing happens. The Desians yell at Marble to get away and start working, and then they prepare to beat her with their whips. Evil good for nothing bastards, just HOW can you force yourself to do that to a poor old lady?

Agree to run away, and then take a right and jump up the cliff. Take a right to get an Orange Gel, then jump down and climb up via the path on the left. Lloyd and Genis then agree to let Genis shoot fireballs at the Desians, then Lloyd act as a decoy while Genis runs away quietly. Genis fires, and then Lloyd jumps across the ranch, but Genis trips, so to save him, Lloyd has to fight a couple of Desian Whip Masters. They're absolutely pathetic, just do them in normally and block their attacks if you need to, and the two of them will escape.

Forcystus, a man who seems to be in charge of the Iselia human ranch, will

wonder how Lloyd could make such jumps as he did... before Lloyd and Genis meet up with each other, worried. After Genis's apologies, the cutscene ends and you can take the path you took earlier to reach the area where the human ranch was. If you want, you can save, but otherwise take the upper path this time to end up on the world map. Now just follow the path forward until you find a small village-looking landmark. That's Dirk's house.

\*\*\*\*\*  
5. Dirk's House  
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Enemies:  
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N/A

Cross the tree in front of you and enter the building a little to the right, and Lloyd will talk to Dirk, trying to get out of telling Dirk that he went to the ranch, although Dirk sniffs out that he's lying. After the two of them yell at each other for a while (after Lloyd finds out his mom was killed by Desians) and Dirk is very objective to making Marble's Key Crest, Lloyd runs out angrily to find Colette, Genis, Raine, and Kratos there... what a coincidence. =P There's nothing really to do besides talking to Kratos, who is near Lloyd's mom's burial spot (you'll learn why he's concerned about this death later), and talking to Raine, who makes a joke about how untalented Lloyd is.

Pick the top option when Colette asks to talk at the terrace. Colette will talk to Lloyd about her regenerating the world, although it's very clear she's hiding something. She says that she's leaving for the regeneration tomorrow at noon. After the talk, Lloyd will automatically go to bed. When you wake up, head right and down the stairs, and out the door. Go to Lloyd's mom burial spot (the left of the area) and Dirk will talk to Lloyd, AND give him Marble's Key Crest by surprise. I know my dad wouldn't let me, but Dirk allows Lloyd to go with Colette in the world regeneration journey. Genis then runs in, furious. Colette's already gone! She lied to Lloyd! You'll then be brought back to Iselia.

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6. Iselia  
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Enemies:  
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Whip Master  
Exbelua (Boss)

Colette is indeed gone... head to the usual spot, to the path on the right and up to the house at the northeast. Talk to Frank and Phaidra while inside, and Lloyd will pick up a letter that Colette wrote, hoping that he lives a good life in the regenerated world and that it'll be too dangerous for him. As Lloyd even mentions, it sounds exactly like a will. Frank is then about to explain something, when GEEZ? What the hell is happening? You'll shortly see, two Desians are burning the wood right off of a house! Run outside, and heal yourself if you want by talking to Frank.

Afterwards, get out and run down to hear the Desians laughing, "Hahaha. Burn, burn, burn". They're the same Whip Masters you fought in the ranch; take them out quickly and if you want, head to Raine's school to fight two more Whip Masters to receive an Apple Gel and an Orange Gel. When ready, take the path down to meet Lord Forcystus, a very evil bastard with aqua-colored hair. Lloyd and Genis tell him and the Desians that they attacked the village earlier, but

they pay no attention. Getting the feeling they didn't attack it, yet? As Lloyd is getting yelled at, the Desians then make a big green monster do you in.

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|| Boss: EXBELUA || HP: 5000 || Drop: Panacea Bottle || EXP: 280 || GALD: 320||  
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|| Party: Lloyd (Lv. 6), Genis (Lv. 5) ||

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	Going in for a few swipes at Exbelua and then running away is a very bad	
	decision, as it will almost always swipe you from right behind you and	
	knock you out of the way. Instead, run up to it and press X to block the	
	attack. Exbelua will do about 10 damage to you, and then you can swipe it	
	three times (150 damage in all), get off a Demon Fang (55 damage), and a	
	Sonic Thrust (60 damage). Genis's spells will do about 100 damage apiece,	
	so 5000 HP will be almost nothing. Exbelua as an attack where it will grab	
	its head and release dark gas around it, and it can use Impact Hammer to	
	smash you for around 60 damage if you aren't guarding, so watch out. My	
	advice would just be the guard, get hit, do 280 damage a turn method.	
-----

Forcystus realizes that Lloyd has an Exsphere, or he'd never defeat this disgusting green thing. As he's about to do something more, Exbelua grabs him from behind and starts speaking to Lloyd and Genis. This green monster was Marble! Yes, that's what an Exsphere does to you... even after Forcystus retreats, the mayor and some other citizens shout at Lloyd to leave. Genis steps in and refuses to stay if Lloyd has to be banished. There's not much to do in Iselia anymore, since it's all burned down. Genis, however, wears the Exsphere that Marble dropped as a memento. Just leave the village to look for Colette.

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7. Triet

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Enemies:

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Whip Master

Triet is south of Iselia; hard to miss since it is completely surrounded by a desert. Head south and eventually, Noishe will come along and stick his tongue out, revealing a note to Lloyd, written by Dirk. You'll now get an explanation about EX Skills, one of the most important features of the game. After that, head south and stop at the House of Salvation on the way. Talk to the traveller on the left. He doesn't know where Colette is, but he'll tell you how to enable Long-Range Mode, that is, riding on Noishe. It's very useful early on in the game, if you find the guideposts.

Use the compass to enter the desert, and then Lloyd very shortly starts complaining... it's hot because of Efreet, the Summon Spirit of Fire. Much, much later in the game, you'll fight him, but that's beside the point. Enter the village in the middle, and what? Desians! They're hanging wanted posters all over Triet! Way too serious, if you ask me... Noishe will move over to a pen on the right, being absolutely worn out in the heat. You probably don't have enough Gald, but you can head west and talk to the people, who sell items, weapons, and armor.

Also, if you walk through, a guy will stop you and ask for a Beast Hide. If you have one, he'll make you a Hard Leather from a Soft Leather, with the Beast Hide. It's a small improvement, but nothing you should go out of your head over. After you buy some things, you can head north and check out the Katz Exploration Team, but I never relied on them, and the one time I tried and spent 5000 Gald,

it was a complete waste of money. Another shop sells you EX Gems for your Grade (which you win or lose after battle, depending on how well you fought), but the price is way too expensive.

Head to the next screen and buy some food from the store on the right if you want, but otherwise enter the tent at the end. Speak to the fortune teller, but have 100 Gald handy. He'll then tell you where Colette, Raine, and Kratos are; now head around to the beginning of the town and check out the wanted poster on the right. Genis and Lloyd are convinced that no one will find him with the ugly looking thing it is, and get all cocky... but they're caught off guard by Desians as you try to leave! Bummer...

You'll have to fight two more Whip Masters. They should be even easier than they were in Iselia, since you're even stronger than before. Once they're gone, it looks like you're out of the woods, but... WHAT THE HELL?! Lloyd gets hit in the back by lightning and passes out! You'll know who did that later. Two funny looking Desians grab the unconscious boy and prepare to take him away. Genis then begins a trick, begging the Desians to let him go and making a mock scene. The Desians do, however, let him go. Genis then goes forward on Noishe, and we fade to Lloyd...

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8. Sylvarant Base

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Enemies:

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Foot Soldier

Raybit

Botta (Boss)

Lloyd will wake up in a prison cell, overhearing the Desians talking about how he is to be executed. In some unearthly way I will never understand, Lloyd can open the cell door, but can't until the guard is gone. The only way to get the guard out of the way is to hit him with the Sorcerer's Ring, so what else should you do? Wait until he gets near the cell and then fire, and then he'll run away for help. =P Lloyd will now get out of the cell. Take a left and open the cell for a Beast Hide, then open the one on the left for a save point. I was Lv. 7 with 3-4 Apple Gels at the point, but it's not too important.

Take a right and then head up, and you'll find a treasure chest containing your equipment! Take another right and you'll have to fight two Desian Foot Soldiers, but let them taste the edge of the Knight's Saber. After they're gone, head to the room at the top and then Lloyd will overhear some more Desians speaking. They will then walk around the room looking for Lloyd, but they can't find him. After that, they'll complain about a door with a special mechanism so that two machines must be on electric panels to open, so they'll automatically fix it and disappear.

Although the machines are supposedly dangerous, I can beat the machines (Raybits) without getting hit once. All you have to do is jump over their first bullet and then walk over to them and slash them until they are destroyed, but there's no use fighting them. Examine the device in the middle of the room, and hey, the Sorcerer's Ring changes from light fire to electricity! Nice... head to the left and if you can, shoot the machine with the energy while it's on the panel. If you fail, just stand near it and wait for it to head forward and turn around, so you can shock it.

Once that one's done, immediately head right to find the next machine close to the panel. Don't let me down... when both panels turn light-blue, the door

opens. Head in there, and you'll find a Raybit ahead of you... if you wish to fight, do that. Past that, there's a Desian Foot Soldier above you and another Raybit ahead of you, but although the Raybits charge at you when you get near them, you can shock them with the Sorcerer's Ring. Do so, and head into the room on the left, which is run by electricity. The doors here only lead to their proper locations when the color on the machine in the center of the room is lined up with the same colored dot.

On a side note, take a look at the machine. Know what it is? Why, you're playing it right now; it's a GameCube! Rather interesting. To turn it so it lines up with the dots, shock the pillars on the left with electricity. The top one makes it turn at 180 degrees (that is, turn from up to down or left to right), the middle one makes it turn at 90 degrees (that is, turn from up to right, right to down, down to left), or 45 degrees (turning from right to lower-left, lower-left to down, etc.). To do this whole thing in only two pillar shocks, hit the bottom one and the top one, and the control room at the top is open. That's where we need to go.

Enter, and as you might have guessed, it's guarded by Desians. Lloyd will run into the room on the left, thinking he's alone, and then to be cornered by a mysterious man with blue hair. He's an extremely important storyline character, take that in note. He's also the guy who hit Lloyd with lightning earlier. He and Lloyd have the typical conversation of, "I have no need to introduce myself to someone like you," and "I don't see a need to introduce myself to a moron who doesn't realize how pathetic he is,". He then finds out it's Lloyd after NOT introducing himself, then he leaves and lets Botta finish you off (also, cool, he's of higher rank than Botta). However, Genis, Colette, and Kratos come in to help.

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|| Boss: BOTTA || HP: 4200 || Drop: Poison Charm || EXP: 475 || GALD: 1500 ||

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|| Party: Lloyd (Lv. 7), Genis (Lv. 6), Colette (Lv. 6), Kratos (Lv. 7) ||

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	Botta is accompanied by two Desian Foot Soldiers. This is without a doubt	
	where a newbie would screw up. AIM FOR THE FOOT SOLDIERS BEFORE YOU AIM AT	
	BOTTA! Seriously, if you go for Botta he'll just be defending against your	
	attacks while the Desians slash you down and you don't have time to heal.	
	Use R and lock on to them, taking them out quickly, and then perhaps make	
	Colette heal everyone with Apple Gels, as your HP may be faltering a bit.	
	Now watch out for Botta's combo attack, and run away if he blocks your	
	attacks, or he may prepare a nasty attack. Botta will also go into Over	
	Limit mode around the end, so just run away and heal during that period.	
-----

After a short apology from Raine, and after she takes an Exsphere that Botta dropped, you'll be taken out of this base for good. Alright, now it's time to continue on Colette's journey. Simply head back to Triet, which is located around the middle of the desert. After a small scene, you're taken into the inn. Lloyd will decide to make a Key Crest for Raine's Exsphere, after her very, well... comical episode with wanting to study the Exsphere. Lloyd will go back to his room and make it automatically.

When he's done, ignore Kratos who is standing in the middle of the room watching out, and head up the stairs. There are two doors; enter the one on the right. Talk to Colette inside, it's your standard mushy conversation. After she's done talking, leave the room and enter the one on the left, and Lloyd will give Raine the Key Crest. If you want a humorous scene, walk over to Genis and talk to him. If you leave him alone (which raises his compatibility), he calls out to Lloyd in his sleep. Okay, that's just wrong. Choosing to pinch his nose makes the

affection go down, but it's also funny.

Leave their room and then you'll see Kratos going outside to see Noishe. Follow him and see what he's up to, and watch as he suddenly turns around and nearly stabs Lloyd. While Noishe usually doesn't like strangers, he really seems to like Kratos. After he goes a bit into his past, when he had a pet, Lloyd will go back to bed. Head outside, and talk a bit about the journey, and then buy something if you want. I particularly recommend Ribbons for Raine and Colette. When you're ready, leave Triet.

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9. Triet Ruins

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Enemies:

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Brown Pot

Fire Element

Fire Bird

Fire Warrior

Fake

Ktugach (Boss)

Ktugachling (Boss)

The Triet Ruins are just south and a bit west of Triet. I recommend leveling up a bit, at least until you reach Lv. 9. I'd personally recommend Lv. 10 for the boss, since it can be a very powerful one. The enemies out here are pretty easy, but watch out for the snakes. They can poison you if you let your guard down. Hopefully you have a Panacea Bottle or two handy, since it's quite possibly they can poison you. When you're done building up, head south to Triet Ruins. Inside, Noishe will whine, being scared of the monsters. Attack of a Fire Element!

...Too bad it's a complete joke. If Genis knows Aqua Edge (which he should), the fire will be put out in no time. After it's gone, Kratos will teach Lloyd, Genis, Raine, and Colette a new technique, a defensive one. While it cost 7 TP for my Lloyd at the moment, it's been up to 35 TP before for me, much later. After that, head up and Raine starts going berserk, examining everything she can get her eyes on. After some suspicion from Genis and Kratos, she finds out how to open it AND gets a new title, Archeological Mania.

Colette will place her hand on the stone near the ruins, opening them. Once inside, start by following the path and taking a left. Fight the enemies on the way, since you need the EXP. After they swallow Kratos's sword a bit, continue to the left and when you reach a door on the right, don't take it yet. Blast down the rocks in front of you, and you can take a chest with a Lemon Gel inside. This is a VERY valuable Gel that restores 60% of your HP and can't be purchased for quite some time (until you're on another planet, actually). Conserve it.

Enter the room on the right and head over to the left side of the room, fighting the Fire Bird flying around if you want. Light the torch over there and OMG THE FLOOR IS MOVING! Nothing dangerous or exciting, but light every torch you see. Light the torch on the right and get out of this room. Head down and take a right, all the way across the room. There is a treasure chest there, but do NOT OPEN IT. It is NOT a treasure chest, it's a REALLY DIFFICULT enemy. Only magic can harm it, and magic does perhaps 60 damage a hit out of 600 HP. Its attacks are devastating and may add up to 500 damage a turn. That's too much for you.

You will return to Sylvarant much later, so that's when you can get your revenge. Head into the room there, and follow the path, fighting the enemy or

two in the way. When you find a block, grab it and push it into the hole, and while you're on the block, shoot the torch. OMG A LARGE PIECE OF FLOOR JUST FLEW UP! Walk to the right and onto that piece of floor, and take a left and light the torch there. Now that we've done that, head back to the main path and take a right to get out.

In the first room, head through the central passage and take the upper-left path down. Fight the Fire Bird along the way and open the two chests, then push one of the two blocks in this room into the gap on the middle-left. Now, take all three of these awesome chests! A Savory (raises MP by 5%, but don't use it now), a Mumei (new weapon for Lloyd, equip it), and some gald. Take it all! After that, head to the teleport and unlock the sealed save point with a Memory Gem. If you don't have one... well, good luck in the boss fight. Take the teleport, and mana starts gathering. You have to have Colette, so take her in place of Raine.

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|| Boss: KTUGACH || HP: 5000 || Drop: Red Quartz || EXP: 628 || GALD: 85 ||

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|| Boss: KTUGACHLING X2 || HP: 1500 || Drop: N/A || EXP: 60 || GALD: 15 ||

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|| Party: Lloyd (Lv. 10), Genis (Lv. 10), Colette (Lv. 10), Kratos (Lv. 10) ||

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	Now this is one of the few bosses in Tales of Symphonia that really offers	
	true challenge. Ktugach is a large lizard-like creature of the fire	
	element so you might expect it to be weak against ice/water, which it is.	
	If Genis knows Icicle somehow, that's really great, but Aqua Edge will get	
	it done. Disable all of his techs except that, and make sure Kratos is	
	there to cure you if needed (as unbelievable as that sounds). For those	
	who are opposed to such a strong character healing the party, Colette can	
	be a healer instead. Lloyd should be a full-time attacker.	

||  
	Anyway, aim for the Ktugachlings first. They EXIST to annoy you, and they	
	can be quite powerful, but they only have 1500 HP. Make Lloyd and possibly	
	Kratos continuously mash away at one of the unlucky things, while Genis	
	Aqua Edges the other to death. After the first is gone, make Lloyd wipe	
	the second one out, which should be no hard task. All this time, let your	
	HP stay above 500 if you can, and when it goes below 300, make Colette	
	throw an Apple Gel immediately. Don't bother with a block/attack method	
	with the real boss; pummel him with techs and combos like mad. Put in	
	everything you have, including what I've mentioned earlier, and you'll	
	likely win. Do please watch out for Ktugach's Eruption spell, however. If	
	he uses it, run away as fast as you can.	

-----  
Colette then prays at the altar, and Remiel will appear and grant her some power. She now gets wings and the excellent Angel Feathers ability (perhaps her best skill) but Remiel also notes that it will be difficult from hereon, and she'll have to face pain during the night. Genis doesn't help to that matter, jumping and making Colette flap her wings. The scene is pretty humorous, when Lloyd tells them to stop and the two of them simultaneously coo "Okay". Your HP is now completely restored, fortunately.

Teleport back to the previous room and head downstairs, then outside of the room. Take the path on the right to get out of here, and what do you know? Colette gets down on her knees, her face turns white, her lips turn purple, she's in pain. She can't even walk, so they can't get a doctor. Only thing to do is to rest. She recovers very quickly though, although for some reason she won't eat. Talk to Genis and select the bottom option, and then Raine tries to get you to eat her cooking, but just look at her cooking ability from the menu if you



don't know what I mean. Two stars out of eight.

Speak to Kratos, Raine, and then Colette, and speak to Colette again. She wants to go for a walk, but doesn't want Lloyd to come. Genis laughs at him, with a funny "Haha, you got re-ject-ed" taunt to annoy Lloyd. Colette isn't feeling too good, once again. But before we get details, it skips right to the world map! Heh, one of the game's ingenious ways. Just head north to Triet so we can get a title and buy some stuff.

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10. Triet

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Enemies:

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N/A

Genis gets all excited upon arrival, and then falls down and gets a scratch. Raine runs over and scolds him, and gets the title of "Sisterly Love". Now, you should be able to buy some good items. Sell the Knight's Saber and if you have one, a Poison Charm (I NEVER used one, and they sell for a whooping 2,000 Gald). Buy the Duel Star for Genis, particularly, and rest at the inn to restore your HP and TP. There's nothing left to do here now. Just leave the town and let's get going to the Ossa Trail.

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11. Ossa Trail

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Enemies:

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Thief

Archer

Witch

Axe Beak

Mandragora

Bear

Clumsy Assassin (Boss)

Guardian - Wind (Boss)

Sword Dancer 1 (Boss)

From Triet, head to the very far east. You may see a light-blue colored building on the way, but ignore that. That was the Sylvarant Base you were imprisoned in earlier, remember? Head further east from there, and you'll see what looks like a path right inside a mountain. That's the Ossa Trail. Enter, and head a little bit north to hear a feminine voice yell "Stop!" all of a sudden. On top of a mountain, you can see a girl with large boobs and a nice-looking outfit, but she demands to know if you're the Chosen of Mana.

When Colette admits it, the girl charges forward to kill Colette, to which Colette trips over and pulls a switch, which activates a trapdoor in front of the assassin girl! Being that she's in a bit of a flurry, she doesn't notice it and falls right into the trap. BOOM, followed by three or four characters saying "Uh-oh". This scene is much funnier than I've made it sound, especially being that it's followed by Colette running around apologizing, staring into the hole and hoping that the assassin is alright. Choose the "Leave her alone, she's the enemy" option to raise your affection with Raine and the other one to go up with Colette.

After that hilarious scene, head east and up the mountain. The Mandragoras along

the way are annoying as hell, but they're not hard, except they send vines across the ground to hit you, so keep an eye out. The other plants aren't dangerous, but bears are. They also come in packs in two, and they pack a bit punch. Watch out and make sure you have Raine and/or Apple Gels handy. Head on up the hill at the right, and continue following the path across. Halfway across, head down. There's a save point there, along with two chests you should pick up. BOO-YAH!

Head to the path again and take a right, and now start heading down the path. There are lots of Desians to fight along the path, but they're easy work. Get the chest along the way, and make sure you fight any battle in the way, so you can get to about Lv. 13 for the boss battle and the second continent, when the boss takes a jump up in strength and HP. Eventually, you'll run into the ninja girl again, as she knocks down a wall. And now, you have to battle her. Just our bad luck...

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|| Boss: CLUMSY ASSASSIN || HP: 1800 || Drop: Holy Bottle || EXP: 200 ||

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|| Boss: GUARDIAN - WIND || HP: 2000 || Drop: Magic Lens || EXP: 250 ||

-----  
|| Party: Lloyd (Lv. 13), Genis (Lv. 13), Colette (Lv. 13), Kratos (Lv. 13) ||

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	This is a pretty easy fight, being how low the HP of the assassin and her	
	guardian are. The assassin is very fast and has the lower HP, so go for	
	her first. The block/combo method works very well, especially now that you	
	have (or damn well should have) Tiger Blade and Tempest. Both should do a	
	lot of damage. Make sure Colette uses Angel Feathers (300-400 damage),	
	Genis uses Aqua Edge, Lloyd uses Sword Rain, Tiger Blade, or Tempest, and	
	Kratos does... well, whatever you want. Attacking, casting magic, healing,	
	anything is fine. Guardian - Wind has no weakness, despite its name. Any	
	spell, including Wind Blade, works fine on it. Handle it like you did the	
	assassin, and you should have no real problems.	

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After a small talk, questioning why that assassin (who's still alive and wanting to eliminate Colette) wanted to kill you, enter the hole that she came out of. Go down the stairs and when you get to an intersection, take a left and open the chest there, then take a right to the next screen. There's a large black skull there, but ignore it for now. It has 8888 HP, very powerful attacks (which may do nearly 1000 damage in all), and we can handle it later. Take the chests in there, and leave the hole and the Ossa Trail. As you leave, Kratos will teach you how to do Unison Attacks.

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12. Izoold  
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Enemies:

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N/A

For some nice non-linearity, the game allows you to go north from here to the Asgard region, taking on some really tough enemies and opening the Wind Shrine, with a confusing layout, or heading east and taking on moderate enemies, opening the Water Shrine and being with an easy layout. I would definitely and completely recommend the east path, to Izoold. The battles up north, especially with Cockatrices, can be a pain in the neck. Plus, the Water Shrine is a lot more fun, anyway.

In plain view is Izoold, south of the Ossa Trail exit. Head there, and talk to the guy outside the northwestern house. He'll talk about a man named Aifread who's left town to go to his hometown of Luin. Now enter the house and speak with the young girl. If she isn't immature, bossy, and pushy (and as is revealed a lot later in the game, cheap), I don't know who is. YOU DO THIS FOR ME, YOU DO THAT, and very rude... anyway, enough ranting. She's busy thinking about Aifread, who is apparently her boyfriend.

Lloyd and Genis tell Lyla that Aifread has left Izoold, to which she gets all excited. Alright, head east across the bridge, and then north. Head south across the bridge to find Lyla yelling at a pilot named Max. He cares about Lyla and doesn't want her to be attacked by monsters, so Lyla yells at Lloyd and his group to take a letter to Aifread. Accept her request, and then Max has no choice but to take you. After Raine and Lloyd settle Genis down, you're in the beautiful Palmacosta, the biggest city in Sylvarant.

\*\*\*\*\*  
13. Palmacosta  
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Enemies:

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N/A

We are now in the second of Sylvarant's four continents, in the not-so-little town of Palmacosta. After a little talk with Max, get off the boat and head west to find several stores. But particularly, I like the customization and weapon shops. From the weapon shop, buy a Rapier. Then in the customization shop, you should be able to purchase a White Silver and a Black Silver for 10 Grade apiece, if you don't have any. After that, customize the three to make a Masamune, one hell of a powerful weapon for Lloyd... for the time being, anyway.

Once you're done shopping, head south to find four characters walking forward, Colette colliding with one of them and spilling a potion all over the street. The two guys are idiots, and they're much like your party (the swordsman is like Lloyd, the mage is like Raine, the lead girl is like Colette, and the big guy is like Genis). Since you broke the potion, you have to buy a replacement for it. Oh, phooey... eh, that's life. It's not too expensive; it's only 1000 Gald. But there's a way to get it without buying it.

Head east and enter the second building on the right to hear some Desians berating a girl and her mom, who are running a shop and refuse to sell stuff to them for incredibly cheap prices. And thus the two Desians leave, threatening to burn the village. What idiots... after a talk, don't bother buying stuff. Leave the house and take a right, and you'll see a kid talking to a young man and his daughter. That young man is Governor-General Dorr, the leader of Palmacosta. He will then walk into the government building.

Talk to one of the guards near the government building, and Kratos will offer to train Lloyd. Accept this, it'll make his opinion on Lloyd go up a lot, although it won't seem that way during the scene, which results in Lloyd's criticism. After that, take a further right and enter the second building there, which happens to be a school Genis could have attended a while ago. Two students will mock Genis, and one threatens to challenge Genis in knowledge. Okay, accept that challenge! But before we do that, enter the second room on the right and talk to the chef.

You get an offer to serve everyone in the room, so do that. You'll have to memorize what they need, and perhaps write it down (with abbreviations that you can understand if you write slow like me), and watch where they walk to. When

they sit down, ask for food at the table and give it the right amount of food to the right people. Repeat this twice to get 100-500 Gald, a Palma Potion, and the "Turbo Waitress" title for Colette. Niiiiice! Let's continue with the title business. Exit this room and head to the main room.

Below the staircase is the Wonder Chef, who will teach you the recipe for an Omelet. Head upstairs, then enter the classroom on the right. Raine will then quiz Genis. What you answer doesn't matter, so don't get pressured about it. After that, head to the next room and then everyone will automatically take the quiz. Lloyd gets an all-new record, 25/400 (LOL), Colette gets 210/400, Kratos gets 380/400, Raine gets a perfect 400/400 (obviously), the challenger gets 398, and Genis will get 396-400. Alright, after some shameless sucking up from almost everyone in the room, Genis gets the title of "Honor Roll".

After this fun stuff, exit the room, go downstairs, leave the school, and give the jackasses the Palma Potion, who are going to sell it to "the old geezer from Hakonesia Peak who collects things". Well, the man is a geezer, but that's beside the point. Take a right and go to the first building to the right of the government building, which is actually a church. After the priest and Colette talk, you'll need to find the Book of Regeneration, which Dorr apparently has. Now go over to the government building.

Enter to have a humorous cutscene with Dorr, his daughter Kilia, and his servant Neil, when guards are about to attack and Colette's group is thought to be imposters, while the imposters are really those guys we met. Unfortunately though, the imposters already have the book and are going to sell it to the geezer from Hakonesia Peak, so that's where we need to go. Alright, that's all. Head back to those jackasses we met earlier, and take a left to leave Palmacosta.

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14. Hakonesia Peak  
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Enemies:  
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N/A

We now have a full new continent to explore! We've got to do the "Desian business" before we do the "regeneration business", however. First of all, head east, behind the mountains. Around there, you will find an EX Gem Lv. 2. Very nice! Continue on the main path, and head north. Fight any enemies in the way, as you'll get great EXP. None of them are very tough, so long as you have Raine with enough TP to cast Recover if a Grasshopper poisons you. Giant Beetles, however, are pushovers.

Once you reach a path in a mountain, very similar looking to the Ossa Trail, enter and head to the hut on the right. This old geezer here, Koton, charges 100,000,000 Gald for a Road Pass... per person! Alright, we can't go paying 500,000,000 Gald to go to Asgard, can we? He does, however, like Raine quite a bit, and makes her a deal. If Raine can get the Spiritua Statue from the House of Salvation, he'll let her look at the Book of Regeneration. As Lloyd later calls him, Koton is an "avaricious old geezer". Just leave the hut.

A crowd is gathered outside, talking about a disaster that's happened in Palmacosta. Because Chocolat refused to sell to the Desians, Magnius and his Desian troops are attacking the village. Although you're told not to get into it, Lloyd doesn't listen and decides to go. Alright, it's time to head back to Palmacosta. Don't bother with the House of Salvation along the way, though. That can wait for later.

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15. Palmacosta

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Enemies:

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Bowman

Evil Sorcerer

Rest in the inn if you need to, although you shouldn't need to. When ready, head to the far east, near the government building. Chocolat's mother is being hung by Desians! After Lloyd and Colette talk a bit, a really big man with red hair steps in. Alright, this scene is really stupid, but I really like it. Here are the lines.

Man: "That's Magnius from the eastern ranch!"

(Magnius breaks the man's neck and throws him down).

Magnius: "That's LORD Magnius, vermin!"

Idiotic, idiotic, idiotic, that's why I like it... as Magnius is about to stab Chocolat's mother, a kid throws rocks at him. He gets mad again and then storms at him, only to be stopped by Lloyd's group. After some more cussing, Colette throws a disc at the rope holding Chocolat's mother, and frees her. Magnius orders the Desians to wipe Lloyd's group out, but it's too bad Lloyd runs forward and shoots off a Demon Fang at Magnius. Although Raine tells him off, Lloyd plans to take all the Desians in Palmacosta out, here and now.

Magnius also again acts stupid and orders a Desian sorcerer to use magic at Lloyd, but Genis steps in and uses Guardian to block it and runs away, calling them amateurs. Magnius gets very angry and yells at his own people, and teleports away, leaving Lloyd's group to his pals. Alright, if you ask me this was the stupidest scene we have seen yet. The Desians, however, are complete pushovers. Just let Lloyd, Kratos, Colette, or whomever is in your party to slash them to pieces.

You'll then be taken to Chocolat and Cacao's shop, where they'll give you some thanks for the elimination of the Desians and the rescue of Cacao, and Chocolat gets a lecture about her religious beliefs from Colette and Cacao. Alright, that's just about all there is to do in Palmacosta. Now we're going to go to the House of Salvation. However, on the way, stop by Nova's Caravan to the northwest and talk about stuff you probably won't understand, although it is a memoir of the Summon Spirit of Light, Aska, whom we will meet far, far later. Time for the House of Salvation.

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16. House of Salvation

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Enemies:

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N/A

Start to get near the House of Salvation, but you're stopped right there by some people from Palmacosta, who will tell you that Dorr wants you to postpone the world regeneration act and go to the human ranch to rescue a certain captive of the Desians: Chocolat! Alright, bastards... although, before we go for the ranch, enter the house itself and you'll see the assassin from earlier! She's praying that she can kill you, though. She introduces herself as Sheena, and Colette will give her a lecture on why praying is good, it's pretty funny.

However, she's still the enemy. When she leaves, let's go to the human ranch.

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17. Palmacosta Ranch

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Enemies:

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Bowman

Evil Sorcerer

Magnius (Boss)

When you enter, the very predictable happens: Assistant Governor-General Neil is there, and he'll tell you that Dorr is actually working with the Desians! Alright, seriously, I pity anyone who didn't see this twist coming. You have a choice of going for Magnius at the ranch now, or going for Dorr in Palmacosta. You'll have to do both either way, but I picked Magnius's path first, since I'd been wanting to step on Magnius's face for quite a long time. When you gain control, take a left.

Enter the door and head to the upper-left, taking out the attacking Desians on the way. Head up until you see one of those machines that changes your Sorcerer's Ring. Behold, it's now a radar! It makes some treasures visible, but makes enemies invisible, so don't start e-mailing me, telling me that Tales of Symphonia really has random encounters. ;) Take the teleport above the machine, and head up to find a slot to insert three card keys. Better start searching, eh? Head a bit down and take a left.

Inside are the ranch's prisoners, oh boy... obviously they're guarded by Desians. They're all easy Bowmen and Spearmen, so eliminate them to free the prisoners, one of which hands you a Blue Key. Niiiice! Now, we start the puzzle. Leave the room and head to the room on the right, to enter a rather large room... take out the Desian here and find the orb on the right. This is not something that we can use or anything, but use the radar and then examine it. Voila, bridge formed!

Cross the bridge and head right to find a machine called the Refresher which instantly restores all your HP, TP, and status for no cost whatsoever. COCK-A-DOODLE-DO! You can also buy Apple Gels, Orange Gels, Life Bottles, and Panacea Bottles from it, as an added touch. Take a right to find a square-shaped room with a guard pacing around. Wipe him out, and whaddaya know, he drops the Purple Card! Not too bad, two out of three down, one that's twice as hard as either to go.

Head up and use the radar to find a star in midair. Examine all of these that you can possibly find until the end of the ranch; until then they're items. Collect a Life Bottle, and turn off the bridge. Go back to the area where you entered this room, and turn on the radar. Shut down the bridge on the right, believe me. Also, see the stars in the air? Make sure you get all of them! When done, turn the radar on again and drag two assorted crates around the room down to the bottom of the room and push down into the gaps to form a bridge. Once that's done, cross.

Examine the next orb to create another bridge, and then head forward and you'll see something a long, long way up. Colette, however, can fly, if you remember correctly. She will grab it, and reveal it to be none other than the Red Card. Now, that wraps it up! Well, almost. We aren't out of the ranch quite yet, unfortunately enough. Return to the room with the door at the top that made you use card keys, and use your radar to go through. We are now in none other than a teleport maze!

Now, follow my lead. Be sure to turn your radar on every time you take a path!

Left

Up

Up

If you deactivated the bridges, there will be a path leading to a Panacea Bottle. Collect it, and take the teleport in the middle back to the main room. Now, take the teleport that required the three Card Keys, and follow my lead here:

Left

Left

Down

Up

Up

Left

Up

Left

Chocolat is imprisoned here! Let Lloyd, Genis, Colette, Raine, and Kratos kick the Desians out in battle, and then Chocolat offers to lead you to the Desians' control room. Leave the room and then head to the upper path, and if you want, you can take a right to unlock a save point with a Memory Gem, if you have one. We wouldn't want to lose to Magnius now, would we? Save if you wish, and then turn the radar on and take the left teleport to arrive in Magnius's control room.

Almost as soon as you arrive, you're surrounded by Desians. Magnius then appears and threatens to turn all the captives into monsters, just like Marble was. Speaking of Marble, he also mentions her to Lloyd, horrifying Chocolat. It turns out that Marble was Chocolat's grandma, killed at the Iselia Ranch! Despite Genis's explanations, Chocolat is captured by Desians and refuses to be rescued by the one who murdered Marble. And thus, she's taken away and we won't see her again for a long, long time. Until the end of Chapter 3 of the walkthrough.

You'll have to fight some Desians after that scene. Take them out, but once a single one remains, heal your party with Apple Gels so Magnius doesn't wipe you out immediately afterwards. Then finish that one off and get the typical line from Magnius, "Dammit! How could you idiots allow these inferior beings to defeat you?!" Man, this guy is so stupid... fortunately, though, we get to fight him now.

-----  
|| Boss: MAGNIUS || HP: 8500 || Drop: EX Gem Lv. 1 || EXP: 675 || GALD: 1700 ||  
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|| Party: Lloyd (Lv. 17), Genis (Lv. 17), Colette (Lv. 16), Kratos (Lv. 17) ||  
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	Being the idiot he is, Magnius isn't too tough, but remember that he does	
	have an axe that he's trying to swing at you with full force. He can do	
	perhaps 200 damage with a combo, and his Desian buddies don't exactly help	
	matters. Make sure that Lloyd and Kratos wipe them out quickly, while you	
	make Colette use Ray Satellite on the opposite soldier. Genis, on the	
	other hand, should stay in the back and use Stalagmite on the soldiers.	
	When they are gone, make sure Kratos restores your HP with First Aid and	
	Colette tosses out some Apple Gels.	

||  
|| Now for Magnius! He is a complete fire elemental, so seal Genis's ||  
|| fireballs as they'll do very little damage. He doesn't have a weakness to ||

	ice or water, so unless Genis is level 18, just cast Stalagmite. Lloyd's	
	Masamune will do at least 100 damage a hit, or around there. If it does 30	
	damage or so, get out of the way and watch out for Magnius's axe swing, or	
	even worse, his Flame Lance or Eruption. Both can take about 350 HP off,	
	so make sure you're ready to heal when he does that. Protect Colette and	
	Genis so that Angel Feathers (500 damage) and Stalagmite (500 damage) get	
	in, and the rest of the battle is child's play.	

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Magnius whines about how he was defeated and how he was "deceived" by someone, and then he falls to the floor, nearly but not quite dead. Raine then decides to blow up the ranch, despite being told otherwise from Genis. Everyone then evacuates, and we see an interesting scene. Magnius wants to contact Forcystus while he's still alive, and some evil bastard named Rodyle shows up and tells Magnius that he won't allow that. Rodyle is deceived all of the Desians, and he doesn't want Forcystus to realize that. He leaves Magnius to die as a tool. After that's over, you have to go to Palmacosta to settle things with Dorr. Let's do that.

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18. Palmacosta  
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Enemies:

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Kilia (Boss)

Now it is time to deal with Dorr... go back to Palmacosta. But before you get there, help yourself for the boss fight and put Raine in your party. Build up until you're Lv. 18, and Colette will get Angel Feathers, and Raine will get Photon! Very useful spells. Now, when you're in the large city near the water, in the south... head east to the usual government building and enter, to find it deserted. Fortunately, though, that includes guards, so the stairs can be taken down.

Creep down and listen from behind the boxes. Dorr is speaking to a Desian, negotiating so that if he pays them gald, they give him something to bring his wife back to her original form! When the Desian leaves, Lloyd storms in, and after a small confrontation with Genis, he explains that the ranch is destroyed. Dorr gets very angry about that, now believing that there is no cure. He pulls down a large cloth and reveals his wife: an Exsphere creature, just like Marble was in Iselia. Lloyd very uselessly tries to convince Dorr that she was not the only victim.

Dorr hates Lloyd's idea of justice, but Lloyd tries to defend by explaining that Dorr is a jerk who couldn't give up his social status for his wife. After Colette starts to convince Dorr, Kilia thinks otherwise. Here's where something I doubt you expected happens. Kilia creeps behind Dorr and sticks a dagger right through him, and then transforms into a beast! The real Kilia died a long time ago; this is just a Desian replacement, serving the leader of the Five Grand Cardinals, Pronyma! Okay, I think that we all hate this bad, bad girl now, so I think we wanna give her a good ass whoopin'? That's what we gotta do...

-----  
|| Boss: KILIA || HP: 10000 || Drop: Heal Bracelet || EXP: 500 || GALD: 500 ||

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|| Party: Lloyd (Lv. 18), Raine (Lv. 18), Colette (Lv. 18), Kratos (Lv. 18) ||

-----  
|| She'll immediately start by using Acid Rain, which decreases your stats. ||  
|| Eh well, you won't notice. She has a very high HP count, but she is weak ||



	to light, so get Raine in here with Photon (1000 damage) and Colette with	
	her Angel Feathers (800 damage), and it'll seem like maybe a couple	
	thousand HP. Lloyd and Kratos should attack some, but not like you have	
	with most previous bosses, since Kilia has powerful tendrils and a	
	lightning attack that does around 350 damage. If you get a U. Attack,	
	however, Kilia will feel a lot of pain from Sonic Thrust, Photon, Angel	
	Feathers, and another Sonic Thrust, making a Cross Thrust... (about 2500	
	damage in total). ;)	

---

As she dies, Kilia unlocks Clara, with her finger. Clara gets free and is about to kill then, but Colette yells at her to stop, and somehow she disappears. Weird. Anyway, a dying Dorr then tells you to save Chocolat and Clara, in any way you can. When you get an option, I think it's much nicer to pick the top one, but that's just me. Lloyd will then take a Pass from him, so you can cross Hakonesia Peak now, but I'd much rather take the path of looking at the Book of Regeneration.

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#### 19. House of Salvation

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Enemies:

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N/A

To get to the house of Salvation with a shortcut, talk to the priest in the weapon shop, who wants to be escorted. If you choose yes, you're automatically at the House of Salvation! Inside the house, talk to the priest near the statue in the middle, but they say that it's really a fake made by none another than Dirk, and that the real one was dropped into a geyser on a pilgrimage at Thoda Island. When you get a choice here, "I'll go get it" gets you negative responses from Genis, Raine, and Kratos, so I'd choose "The problem is the geyser".

Genis will go all hectic about Lloyd knowing that geysers erupt boiling water, as a bonus.

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#### 20. Thoda Island

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Enemies:

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Octoslime

Starfish

Float Dragon

Green Roper

Water Element

Amphrita (Boss)

Adulocia (Boss)

To get to Thoda Island, first head to the Palmacosta Ranch, but do not enter. Get near the ranch and turn the camera around. See a small little village there? Well, it isn't a village, it's a port. Head there and enter the church (this also serves a House of Salvation), and talk to the girl on the right. You have to pay 200 Gald for a trip to Thoda Island. Aight, you have 200 Gald, right? Now we are to get on the marvelous, large boat that will take us to Thoda Island... oh, it's not a boat, it's a bunch of washtubs (LOL).

Raine refuses to get on the washtubs and seems to hate water, but Genis persuades her otherwise. Bad boy, Genis. When you arrive at the island, you'll notice a strange looking stone to the right, and the statue. Let's deal with the statue first. Head up the hill and to the right to find it across the geyser, and here's where Genis casts Icicle on the geyser to freeze it. There is still some boiling water from the ice, so when you skate over, you have to avoid it. Three hits and you're a goner.

It's not hard at all to skate over to the statue, and even if you fail (although if you fail your affection with Kratos/Genis/Colette probably goes down), Kratos will go over and get it. Once you have the statue, do not yet leave. Examine the stone tablet on the left, and what do you know, it's an oracle stone! A path now appears that leads right into the Water Shrine. Now that was a lucky stroke of coincidence. As Lloyd and the group are busy gawking about it, none another than Sheena turns up!

Sheena silently steps up to them, but Noishe is blocking the way, guarding them so that Sheena cannot get through. She counters by summoning a small puppy-like creature to aggravate Noishe, but by the time that's done, Lloyd and his party are already inside the ruin. That's too bad for Sheena... after another one of her stupid, "You're dead next time we meet!" lines, she disappears. Inside, Lloyd notes that he didn't see Sheena, but damned if Kratos saw her, which he did. He is about to tell us one of his secrets, but he stops mid-sentence. Insert three dots here.

The enemies here aren't too hard, especially the Starfish and Float Dragons. You should, however, watch out for the Water Elements. Their Aqua Laser attack is extremely annoying and very frequently knocks you down. But anyway, head up and then take a right down and fight the enemy if you wish. Once you reach the turn, take a right and collect the treasure, then take a left downstairs. There are two paths here, but we want the right one here. Ignore the ring-changing orb to the right, we'll get to that later.

Head downstairs and take a right, fighting the enemy and collecting the treasure chests as you go. Speaking of enemies, I like to have Lv. 19 before the boss battle, but that's just me. Head once again downstairs and to the right, beating off the enemy on the way, and once you reach this room here, push the block in the middle of the room to the far right. This will prevent that door from closing down and blocking the way in here. =P Now fight off the next enemy and head up and burn the pot on the right with your Sorcerer's Ring. Okay, leave.

Go back to the room with the ring-changing orb, and examine it to turn your ring into a water-squirting device. Very useful. Now head all the way back to that room, and fill the pot you burned a bit back with water. Now that that's done, head all the way back to the room where you got your ring changed YET AGAIN, and change your ring back to fire. Head through the passage on the left this time, and see the torches? Light both of them, and you'll hear a door open. Go out through the passage on the far right of this room (very hard to see, but it's there) and we get a bonus two treasure chests. Whoop-de-doo!

Return to the last room and burn the pot on the right (adjacent to the torch on the right) and go back to the ring-changing room, and once again turn your ring into water. Now go back to the room with the pot you just burned, and fill it with water to raise a pedestral with the teleport to the altar itself! Alright, that was an annoying puzzle. Before going to the boss fight, though, I recommend that you save your game on the locked memory seal to the right. And like I mentioned earlier, I like to be Lv. 19.

-----  
|| Boss: ADULOCIA || HP: 10000 || Drop: Mermaid Tear || EXP: 628 || GALD: 765||

-----  
|| Boss: AMPHRITA X2 || HP: 2300 || Drop: N/A || EXP: 150 || GALD: 200 ||  
-----

|| Party: Lloyd (Lv. 19), Genis (Lv. 19), Colette (Lv. 19), Kratos (Lv. 19) ||  
-----

	It may be because I was slightly higher-leveled than the average person in	
	here (level 19, I got the Lv. 20 titles after this battle) but I didn't	
	really think this fight was too tough. As usual, the guardian is "guarded"	
	(how sad) by two smaller creatures. Eliminate them first, making Kratos,	
	Genis, and Colette launch an all-out attack on the other one (Lightning,	
	Lightning, Angel Feathers). I'd refrain from using Lightning once you have	
	to deal with Adulocia, since it's not really that powerful.	

	Once Adulocia alone tries to take you on, make Colette and Genis stay out	
	of the fight and cast magic. Kratos and Lloyd should pursue as much as	
	they can, but watch out when Adulocia prepares a spell, being hit by a	
	water laser that does about 250 damage to all in its path is never fun,	
	and her Spread attack can easily take off 300 damage to those caught	
	inside. Also, her physical attacks are powerful, so every time you finish	
	a combo, block her attack, and you'll hardly be taking damage. Honestly, I	
	had much more trouble with Ktugach than I ever had with Adulocia...	
-----

If you're as high-leveled as I was, enjoy Lloyd's Master Swordsman, Genis's Sorcerer, Colette's Chosen, and Kratos's Magic Swordsman titles. The cutscene up ahead is a bit disappointing, as it's muted. Genis and Lloyd are starting to get suspicious about Remiel, but that's where Raine gets in and goes BOOM on some heads. Alright, I think we know the way out of the dungeon. Back, right, upstairs, left, simple path outside.

Outside, examine the stone to create the bridge leading back to dry land, and then as you're walking down, Colette collapses. A lot to deal with, huh... anyway, you have to camp out here. Speak to Colette a little bit (and realize that she's not eating or sleeping), and you'll regain control shortly. Head downstairs and back to the save point and the washtubs, and after Raine complains again, you'll be back at the Thoda dock. Time to go to that old geezer in Hakonesia Peak!

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21. Hakonesia Peak

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Enemies:

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N/A

I believe we all know that Hakonesia Peak is northwest of the Palmacosta Ranch, but in case you didn't, that's the location. Enter and talk to Koton in the house on the right, and you'll see where the remaining seals are. If you got the statue but didn't find the water shrine, you'll learn where the water shrine is, and you'll learn that there is the wind seal in Asgard, north of here, and that there is a mana seal, but even Raine can't make out where it is. There's also the final seal in the Tower of Salvation... Alright. Leave Hakonesia Peak now, this time through the northern passage. You have a Pass, you can pass!

\*\*\*\*\*

22. Luin

\*\*\*\*\*

Enemies:

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N/A

Where to go from here? Well, there's a little thing we should do now. You can directly head to Asgard, which is slightly southeast of the north exit of Hakonesia Peak, but I'd prefer to go to Luin, which is FAR to the west first. You can see it in the world map, surrounded by water. Level your characters a bit with the experience that the enemies give on the way, and then enter beautiful Luin and take a left over to the next screen. There's a little to do here...

Guess who's here? Sheena is, playing with some of the kids. It doesn't matter what choice you give to her between "you're actually pretty nice" or "you're pretty cute", they're both funny and will result in Sheena getting angry and vanishing into midair, cursing that she'll kill you next time you meet, for the fourth or fifth time straight. Anyway, that's all... or is it? There's a little side quest we can do now that leads us to three tough bosses (one we can fight now, two we can fight later) but gets us Lloyd's strongest weapon, the Kusanagi Blade.

\*\*\*\*\*  
23. Ossa Trail  
\*\*\*\*\*

Enemies:

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Thief  
Mandragora  
Bear  
Sword Dancer 1 (Boss)

Yep, back to the good ol' first continent of Sylvarant! Anyway, we are NOT getting back here from Palmacosta. We are getting back here through the western path of the third continent. Head to the very southwest tip of the continent and cross the bridge to find we are very near the Ossa Trail, very nice... enter, but save before doing so. Remember the black skull I mentioned the first time we came here? That's what we're going to face. Head into that hole Sheena emerged from last time we were here, and head into the back room and speak to it.

-----  
|| Boss: ??? #1 || HP: 8888 || Drop: EX Gem Lv. 2 || EXP: 150 || GALD: 2000 ||  
-----

|| Party: Lloyd (Lv. 21), Colette (Lv. 20), Raine (Lv. 20), Kratos (Lv. 20) ||  
-----

	Enter Sword Dancer 1! Well, it's referred to as ???, anyway. It does have	
	8888 HP, not as much as Kilia or Adulocia or any boss we will ever fight	
	(not including mini-bosses like Botta's Foot Soldiers, or one exception in	
	the Wind Shrine), but it's freaking strong. Those swords there can spin	
	for about 150 damage a hit, depending on your defense, and the Sword	
	Dancer has quite a defense to physical attacks, blocking Lloyd's sword	
	slashes so that they do about 30 damage a hit. However, there's a secret.	
	USE ANGEL FEATHERS AND PHOTON. Do it. Be impressed with the damage. Keep	
	up with the defense and when he casts magic, attack with Lloyd. He'll fall	
	in time.	
-----

Alright, good. Now we have to head all the way over to Asgard, halfway across the world. If you have Long-Range Mode enabled through a lot of the world, you really need to use it. Trust me, Noishe is a lot faster than Lloyd. When you do arrive at Asgard, save the game, as you wouldn't want to lose to the boss or get

a random episode two of the blackout of 2003, would you? Once again, Asgard is southeast of the north entrance of Hakonesia Peak.

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24. Asgard

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Enemies:

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Windmaster (Boss)

For those who feel like they're ready for a challenge, guess something I left out in my walkthrough for Luin. Guess... guess... alright, if you said buying weapons and armor, you were right. Asgard sells and synthesizes great pieces of equipment here. Head to the equipment shop and talk to the old geezer at the counter, and you'll see "Sinclair", an AWESOME sword for Lloyd. Just remove his Masamune and buy a White Silver and Black Silver with your grade if you don't already have the material, and forge the Sinclair.

Make sure you take a look at the other weapons and armor for sale here too, as they're all good. When you're fully equipped, head north to the ruin there, and of course, Raine wants to look at it. Don't bother listening to her incredibly boring lecture and instead head behind the ruin to find two guys plotting to destroy the ruin. After Lloyd gets angry at them, Raine comes from behind the ruin and jumps down, kicking both of them to their feet and lecturing them on how important the ruin is, while at the same time activating the trigger switch for the bomb.

Uh-oh. After Raine kicks one of the half-elves again, Lloyd manages to fix the bomb so it won't go off. Raine will kick that half-elf yet AGAIN, and then the mayor steps in and forbids anyone to go near the ruin, making the two idiots there run off and make Raine take the blame. Anyway, you now have to leave. Head back downstairs and take a right, then head up the stairs and enter the house on the right. That's the house of one of the half-elves (Linar) and his sister, Aisha. Fact is, the guys wanted to destroy the ruin so that they could save Aisha's life.

The Summon Spirit of Wind, apparently, is demanding sacrifices and wants Aisha's life. Alright, now something's seriously screwed up there. Head outside and take a left, and go upstairs and talk to the mayor. Raine volunteers to dance and call forth the Summon Spirit of Wind, so now we get to see her in a rather snazzy outfit. And sure enough, a large creature does appear, but this isn't the Summon Spirit of Wind! This is an evil creature, of course. And here it comes to attack...

-----  
|| Boss: WINDMASTER || HP: 10000 || Drop: Talisman || EXP: 1325 || GALD: 800 ||  
-----

|| Party: Lloyd (Lv. 21), Genis (Lv. 21), Raine (Lv. 21), Kratos (Lv. 21) ||  
-----

	This thing looks tough, but it's really a pansy. Make sure Genis's and	
	Kratos's Wind Blade/Air Thrust abilities are turned off, and instead use	
	Stone Blast or Stalagmite/Grave to handle this. The Windmaster can turn	
	itself around and slash through you for about 300 damage, but that's	
	naught to worry of. Raine's great for healing as usual, and Lloyd will cut	
	through a majority of the Windmaster's HP in no time with Sonic Sword Rain	
	(or if you don't have it, Super Sonic Thrust or Beast), and Kratos is	
	strong as always. Guard if you need to, and win the easiest boss fight in	
	awhile.	
-----

After some flattery by even the mayor and the two half-elves we met earlier, we see that Raine disappeared. She's back in Linar's house, studying things. The Windmaster dropped a stone tablet called the Balacruf Map, which is what Raine's study is based on. After some more shameless flattery, there's one thing we can do. Go to the large inn at the northwest part of the first screen of Asgard, and stay for 400 Gald. Lloyd will then train with Kratos again. Okay, now it's time to go to the Balacruf Mausoleum, which is where the wind seal is! Leave Asgard, and start by heading northeast.

\*\*\*\*\*  
25. Balacruf Mausoleum  
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Enemies:

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Harpy

Iapyx (Boss)

Resolute Assassin (Boss)

Guardian - Lightning (Boss)

Head forward to find no stone tablet here... oh wait, Raine has it in her hands, it's the Balacruf Map itself. I guess the Windmaster was part of the Chosen's trial here. Colette puts it down and touches it, and thus it opens. And here we are inside, in a much darker ruin than the last two. I should tell you, though. This is a FAR shorter ruin than the previous two. It involves lots of complicated study, pressing switches to stop wind and igniting fires and stuff like that, to solve the puzzle at the end... but hey, you have this guide. ;)

There are two paths here, an upper one on the right, an upper one on the left, and one path going left. Take the upper one on the left, but beware of the spike traps! Every time you walk into one of them while they close, you take about 250 damage. Ouch. We need to conserve that HP for the battles here, which all give great EXP. I was at Lv. 23 at this point, but you can be at what ever level you wish, since the following (two) boss fights aren't particularly difficult. But just... enjoy the battles here.

Follow that path, and take a left. Head up, fight the enemy (and try to get a Memory Gem), and you'll find two spike traps on the wall. One is very slow, one is very fast. Watch out for the second one, and you'll find a door with two torches near it. Light both torches near the door, and it'll open. Do not enter, though. Instead, take a right down the stairs, and head up and down to collect the two treasures there. After that, take a left (not upstairs) and you can change your ring from fire to wind.

Now enter the room we opened earlier, and what do you know, a scene. Sheena, again, is creeping up to the ruin. She's prepared to see Noishe here, however. She summons the little puppy-like creature, Corrine, to keep Noishe busy, and then she just storms past. Alright, back to Lloyd's group. Fight all the enemies in this room, and look around the room. There is a red pinwheel, a yellow one, a green one, a white one, and a big blue one. To open the door and/or collect treasures, you have to spin them in a certain order. Here's the order.

Red -> Green -> Yellow -> White -> Blue -> EX Gem Lv. 2

Blue -> Red -> Yellow -> White -> Green -> Blue Ribbon

Red - Yellow -> Green -> White -> Blue -> Iapyx

Except... Iapyx is not a treasure, but the boss. ;) If you got a Memory Gem (or even if you have one), do not go in and fight Iapyx yet, though. Return all the way to the beginning of the ruin if you're worried about losing, since you have

to fight two boss fights and you will not get to save between them. If you're not worried about dying, do not bother going all the way back and just enter to fight the guardian of wind, and this time it's the real guardian of wind (and the easiest guardian of all of them).

-----  
|| Boss: IAPYX || HP: 14000 || Drop: Spirit Bangle || EXP: 1324 || GALD: 2000 ||  
-----

|| Party: Lloyd (Lv. 23), Raine (Lv. 23), Colette (Lv. 22), Kratos (Lv. 23) ||  
-----

	My party for this boss fight really varies depending on whether or not I	
	have Genis's Eruption spell. If I do, I have him instead of Raine. If I do	
	not have Eruption (which may do up to 1000 damage), I use Raine instead.	
	Anyway, Iapyx isn't that strong. He can kick your characters for about 200	
	damage, and can attack by throwing its feathers at you (about 200 damage	
	also), and it uses some wind-based spells, but those aren't too damaging.	
	Keep Colette busy using Angel Feathers or healing with Apple Gels if you	
	get low on HP, and keep Raine using Photon (or Genis using Eruption),	
	Kratos attacking (but not using wind or lightning spells), and Lloyd	
	trying to beat Iapyx into a corner and guarding when necessary, and it's	
	easy.	

-----  
Colette will have one of her usual talks with Remiel, collecting more angelic powers and learning the ability Holy Song. Anyway, your HP and TP were restored from that battle, and you should really be happy about that. Return to the beginning of the ruin, and what do you know? Sheena turns up! Yes, you have to fight her again.

-----  
|| Boss: RESOLUTE ASSASSIN || HP: 4500 || Drop: Dark Bottle || EXP: 300 ||  
-----

|| Boss: GUARDIAN - LIGHTNING || HP: 5500 || Drop: Magic Lens || EXP: 250 ||  
-----

|| Party: Lloyd (Lv. 24), Genis (Lv. 24), Raine (Lv. 24), Kratos (Lv. 24) ||  
-----

	Argh! I bet you're thinking, "Only 4500 HP? That's 500 more than the first	
	boss in the game! I'll beat her ass all the way across the ruin and then	
	some!" Don't be fooled. First of all, there are two of them, so it really	
	accounts for 10000 HP. Second of all, Sheena is very powerful and	
	extremely fast. She will run around almost all the time, beating and	
	punching away at any character in sight, then finishing with a Pyre Seal,	
	which will bring them to a lot lower HP than they used to be at. Even	
	worse, she has an Overlimit she reaches very early in, so you do about	
	40-50 damage a hit while she knocks you down and reduces you to nothing.	
	I'd recommend spanking Sheena before the Guardian - Lightning, since she's	
	far deadlier and has lower HP, to boot. However, once you knock about 1000	
	HP off, she goes into Overlimit. From there, concentrate on the Guardian -	
	Lightning until she goes back into regular mode. The Guardian isn't nearly	
	as tough as Sheena, although it can knock you into the air with a tail	
	swipe, but Sheena can knock you down, which is even more annoying. In case	
	either hits you like that, block the attack with X and you'll get back on	
	your feet in a lot less time. Make sure Raine's busy casting First Aid (or	
	Photon), Kratos is using attacks like Light Spear (and occasionally curing	
	the party), Genis is using Eruption or Stalagmite, and Lloyd is beating	
	away at Sheena, and the fight will be easy from there.	

-----  
Sheena gets angry and runs away, letting you go. Alright, save if you unlocked

the memory seal, but otherwise don't bother. Outside, Colette once again passes out, making you camp out here. The cutscene that follows is very humorous. Lloyd brings Colette coffee and says it's hot. Colette agrees. Lloyd then says it's actually iced coffee, and Colette says, "Yeah! Of course it's cold." To which Lloyd says it's actually hot. Haha, he proved it. Colette cannot feel anything anymore. She cannot taste anymore, sleep anymore, or feel anything anymore. Just how terrible is that? Anyway, after that emotional scene, there's something to do.

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26. Luin

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Enemies:

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N/A

From here, I really hope you've been following the guide up to here, since it really affects the game. Head to Luin (northwest, surrounded by water), and... what the hell? The village is a complete mess. The bridges are ruined, the shops are in pieces, half of the place is gone, one place is so ruined you can't even cross it, the fountain is ruined, the village is deserted, I could go on... anyway, head up and left to get to the next screen, where Sheena is half-dead. She was one of those beaten up by Desians, who attacked the village and captured everyone.

Even before Raine gets to cure Sheena (whom Colette pities, believably enough), Sheena has to fight off none another than Clara, the woman who turned into an Exsphere monster. Clara disappears and the priest she was attacking was saved, so after that, Raine cures Sheena. After that, Sheena asks for permission to come along. Alright, be nice and tell her yes. No matter what Raine says, Sheena is allowed to come here. She's an awesome character you should really try out in battle. Gain a level or so, and head north to the Asgard human ranch. You can't miss it, although it's not the huge tower that ascends to the sky (that's the Tower of Mana).

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27. Asgard Ranch

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Enemies:

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Bowman

Spearman

As you storm in, you'll notice that it's more heavily guarded than the Iselia or Palmacosta human ranches, so Raine comes up with an idea of barging in while disguised as a Desian. Fight the battle, and let Lloyd, Genis, Sheena, and Kratos (well, that was my party here) kick ass, and you'll get two outfits. You'll then camp out here, and guess the two who get to wear the uniforms? Raine and Sheena. \*resists the urge to make a sexual joke\* Anyway, you can then get into the ranch since they fall for Raine's idea, that everyone else has been captured.

Once inside the ranch, head to the right to open a chest, and then head up the stairs to the north, and then go northwest to find yourself in a small room... but eh, you've got company. Desians, and the boss of this ranch. As Forcystus was to Iselia and Magnius was to Palmacosta, Kvar is to Asgard. This guy is pure evil, much more so than Forcystus or Magnius, and only beaten by Rodyle... anyway, remember Botta? We haven't seen him in a while, have we? He storms in



for some reason, denying that he and his men are Desians. Anyway, after a cross between Kvar and Kratos, you will escape from this guarded room.

Collect the chest nearby for a good robe for Raine, and then go down and take a left to find a save point. Take a left further, beating the Desians in your way, and at the fork, take a left and collect the treasure chest down there. Now head back and up, and what do you know, Desians come in. But far more horribly than that, you now realize how Exspheres are made: from processing human bodies and turning them into Exspheres. Kvar and his men step in and surround Lloyd and his group. And from here it gets worse. We find out Lloyd's was made from his mom, who was turned into a monster by Kvar and killed by Lloyd's dad.

After a rather emotional scene, Sheena summons the last Guardian, and then she and Lloyd's group disappear from the ranch. You'll then camp out yet again, after Kratos and Colette have to tell Lloyd off from throwing his Exsphere away. Now you'll have to go to Hima, to get a clue on how to escape from the Asgard human ranch. Or, if you do not have Sheena, go to Luin and speak to her there, and she'll join you. Let's hope you don't have to do that, though. Anyway, we need to go to Hima to find someone who did escape from the Asgard ranch.

\*\*\*\*\*  
28. Hima  
\*\*\*\*\*

Enemies:  
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N/A

Hima is on the southwest corner of the third continent of Sylvarant. That's a long way from the Asgard ranch, but fortunately, there is a shortcut and something to do in the area of the shortcut. Head to Luin and talk to the man in front of the ruined weapon shop, and then Lloyd and Kratos will train yet again. After that, head to the left and talk to the man in green near the fountain. Tell him you'll go with him to Hima, and boom! There you are at Hima. Now wasn't that convenient?

Enter the inn, and first of all take a right and head into the room there to find the Wonder Chef, who teaches you another wonderful recipe. Now head to the main room and speak with the woman blocking the way upstairs about Pietro. My, that was sudden, Pietro passed away. After everyone (even Kratos) gets surprised, she tells you to go to his grave site, from the path behind the inn, and what do you know, Pietro is alive, but in a considerably bad state. He's under a terrible curse and only speaks nonsense now.

Apparently, though, the way out of the Asgard ranch is by pushing a boulder. Remember the boulder near the entrance? That's the one. Of course, after the Asgard ranch you need to find a cure for Pietro to lift his illness, but that's for later. Leave Hima and then re-enter, and the man in green will be there again, wanting to go back to Luin. Take him there, but fight every battle on the way between Luin and the Asgard ranch, alright?

\*\*\*\*\*  
29. Asgard Human Ranch  
\*\*\*\*\*

Enemies:  
-----  
Whip Master  
Bowman  
Evil Sorcerer

Kvar (Boss)

Energy Stone (Boss)

As soon as you enter, Lloyd and Kratos spot the boulder. They try to push it out of the way, but they can't... before Colette saves the day, heh. Anyway, that sewer passage leads into the main room of the ranch. There are two paths, one leading to Kvar's room (which is guarded by a system which can be opened from the other end of the ranch, which happens to be a complicated system, while the system that's opened from the other end of the ranch is guarded by a conveyor belt system). Not exactly easy. Therefore, you have to split in two groups.

You can choose in whatever way you wish to split your party up, except Lloyd will be in the infiltration group that faces Kvar. Put Kratos in that party. I repeat: PUT KRATOS IN THAT PARTY. You will not regret it, especially you who are Kratos fans. The other character is your choice, although I always take Genis or Sheena, preferably the latter. When I'm controlling the second party, I use Colette as the controlled character so that I can use some of her skills and get stronger ones.

We start as Lloyd's group. Enter the upper-right door and head up to collect a Cleric's Hat (equip it on Lloyd or Kratos... immediately), and two other treasure chests on the left (and you can stop the Exspheres using the panel on the right). After doing that, exit through the right, and enter the door on the lower-left. Using the machine on the left, change your ring. WHOOP-DE-DOO, WE GOT STRONGER FIRE FOR THE SORCERER'S RING! I THINK I'LL JUST DANCE OMG!

The next part, it may be recommended to have Lloyd's Lv. 2 EX Skill Personal, as that'll make it a lot faster. Use the Sorcerer's Ring to hit the three machines on the left, and then fight the Desian and head down, left (after saving and beating the asses off another Desian guard), and up to get on the next conveyor belt, and be able to shoot another three machines. And boom. The conveyor belt becomes a floor. We need it like that to get to Kvar's room, you know that from Raine's research.

Defeat the rest of the Desians in here, and head upstairs. After beating yet another two Desians, you'll see the teleport going to Kvar's room. Except it doesn't work. Lloyd and Kratos's party then has to wait for Raine's group... alright, over to Raine's group. Head through the door at the lower-right, and what do you know, you're caught by a Desian. Eh well, who doesn't like kicking Desian ass? The door he was guarding, however, does not open, so head down instead of right.

Beat the Desian in here and take a right and push the block out of the way. Push all the blocks to decent areas so that you can push the following ones out, and you'll see a door. Enter, and head downstairs and beat the Desian on the way. Now take a left, and you'll find a switch. The way behind you gets closed off while an already closed off area back there is open. Eh well, that's what we want. Grab the treasure and take a right, leading us to the room the captives are guarded. Easy Desians to beat, as usual!

One of the captives here from Palmacosta will tell you that Chocolat was taken to the Iselia ranch. We'll rescue her at the end of Disc 1. Anyway, go out through the southern exit and go all the way around to the side on the left and we'll find out why we pressed that switch earlier. There's one of the two switches here that we needed to press to take down the guard system for Kvar's room. Beat the robots guarding it, and that's one out of two. Now, head back and take a right to find the next guard system. You know what to do.

And now, as Lloyd's group, we can take the teleport to Kvar's room! There's a memory seal on the right, but don't unlock it. Head back to the previous room,

where there's a save point. Use it, and heal up, since the fight isn't too easy. Once in Kvar's room, you'll find him talking to the leader of the Five Grand Cardinals, some evil chick named Pronyma. After that, he'll attack you so that he can get Lloyd's Exsphere.

-----  
|| Boss: KVAR || HP: 10000 || Drop: Holy Ring || EXP: 1680 || GALD: 1500 ||

-----  
|| Boss: ENERGY STONE X3 || HP: 5500 || Drop: N/A || EXP: 300 || GALD: 765 ||

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|| Party: Lloyd (Lv. 26), Kratos (Lv. 26), Sheena (Lv. 26) ||

-----  
	It's been a while since our last boss fight, and Kvar makes up for that in	
	every way possible. Kvar brings not one not two but THREE buddies along,	
	and believe it or not they could be alone without Kvar and the battle	
	would be challenging enough. They like to get near you, hit you for about	
	400 damage, shock you over and over (for about 300 damage), and then let	
	Kvar get in and use a Lightning spell for about 150 damage. The Energy	
	Stones are plenty fast, and plenty powerful. But if you can get rid of	
	them, Kvar himself won't be too hard. Disable Kratos's Lightning and	
	Thunder Blade spells (or Genis's if you have him) and set him to full-out	
	attack.	

	I didn't bring Raine, so you really have to keep up with the Apple Gels in	
	here. I would recommend using one every time your HP descends below 600,	
	which will happen quite often. Sheena should be more of a support	
	character and do this, while Lloyd and Kratos are full out attacking the	
	Energy Stone that gets near you. If you can trap one in a corner, Kvar and	
	the other two 'Stones are sure to be shocking you over and over, but	
	you'll get rid of the 'Stone you're currently attacking much faster. Be	
	warned that once the Stones are gone, Kvar is still tough. He has	
	Lightning (150 damage), Spark Wave (400 damage), and Thunder Blade (400	
	damage), and his physical attacks are strong. And he goes into Overlimit.	
	Get near him and guard when necessary, and you should be able to pull off	
	a victory.	

-----  
What follows is perhaps my favorite scene in the entire game. Lloyd's group meets up, and Raine talks about destroying the ranch again, but then Kvar gets up! He is about to stab Lloyd across, but Colette blocks, and her back gets cut open instead. Ouch... but she can't feel anything, so it doesn't really matter. Lloyd gets furious at Kvar and thrusts his sword right through him. Now, the good party! Kratos runs over, and while Lloyd's sword is STILL IN Kvar, he says, "Feel the pain" angrily, and sticks his sword in Kvar's body, adding, "of those inferior beings" as he cuts Kvar's face wide open, and as Kvar drops dead, he finishes with, "as you burn in hell." The emphasized way he says this is badass.

Alright, that scene would be absolutely perfect is Kratos had finished by sticking his sword through Kvar's dead body and burning it to dust. What follows is an emotional scene, as Lloyd has to tell them Colette's secret, that she can't eat, sleep, cry, or feel hot, cold, or pain. You'll go back to Asgard and rest, though. Now, while you're at it, go to the ruin where you fought the Windmaster. There, you'll find those imposters. The bastards will run away, as they've been caught. The Fake Genis, however, begs for forgiveness. It doesn't matter which option you take, though.

\*\*\*\*\*  
30. Hima  
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Enemies:

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N/A

Now, we should return to Hima. Take the usual shortcut from Luin, and go to the inn. Who's there? None other than Clara, Governor-General Dorr's wife. Before some citizens can kill her, Colette tells her to stop, and as usual Clara gets away. But, she does drop something. None other than the key to the Tower of Mana.

Now we can get Ludwig Boltzmann's (yes, Boltzmann was a real scientist!) book on healing arts, and release the seal to the Tower of Mana. Shall we get going?

\*\*\*\*\*

31. Tower of Mana

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Enemies:

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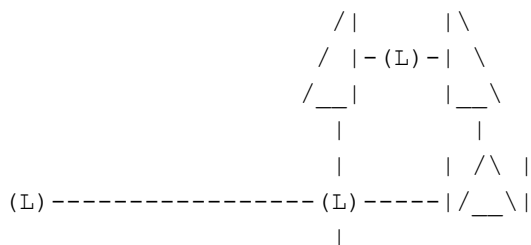
Iubaris (Boss)

And we begin with the usual "I can't wait to do this, I can't wait to do that!" quote from Lloyd, and the usual, "Oh, I can't wait to go inside! Fascinating!" quote from Raine. Good old characters. Inside, there's an oracle stone. As Colette puts her hand on it, an apparatus is powering. Raine grows more hearts above her head about this and stands on one of the circles, and then asks Lloyd and Genis to go over and stand on the other two. When they're stood on, the door opens but it closes if someone walks off of it, which means that three have to stay here.

Lloyd and Colette have to go on into Remiel's room, and one other character can go. I'd pick Kratos, since Sheena's slightly easier to control manually. Now, you'll go through the door on the right. Head upstairs... up, up, up. It's a long way up, but you'll make it. Fight all the battles on the way, and then you'll find a room with a large block, an unlit lamp on the right, some sort of tapestry on the upper wall, and a locked door on the left. Not your everyday room. Anyway, burn down the tapestry with the Sorcerer's Ring, and... shiny light!

Push the block between the light, locked door, and lamp. The lamp will be lit, destroying the seal on the door to the left. Go in, but it's a dead end? No, examine the machine on the bottom and Raine will tell you that the door on her side opened and she's going on ahead. Am I the only who's forgetting Raine's purpose from where she was? Meh, Lloyd can't go forward anyway. Alright, as Sheena, Raine, and Genis, move Sheena to the front and make her your avatar if you want (I did) and you'll be in a similar room to the last one.

Burn the tapestry on the left, and push the block into the middle like before, opening another door. Enter, and you'll find four blocks, a tapestry, and three lamps. Burn the tapestry as usual, and OMG WE HAVE TO REFLECT LIGHT ALL OVER THE ROOM; IT'S A CONSPIRACY! And we have to push the right blocks into the right places. What a perfect puzzle. Anyway, I refuse to write this. Instead, I will draw a map.



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Anyway, the large square at the bottom-left is the light source, and the white area on the blocks is the part I drew onto the map. Solve the puzzle like this, and then a bridge made of pure light will appear above. Head up and collect the three treasure chests and save if you wish, then enter and take a right. From there, head down and you'll find yourself at another really long staircase. Watch out for the evil teddy bears of doom, because they don't offer to snuggle with Genis. They cast Stalagmite.

Once you're at the top, enter the door and get the treasure. Now head left across that bridge of light we formed, and you'll find an apparatus. One group needs to stand on one, another group needs to stand on the other. Fortunately, when Raine's group stands on the first one, a bridge forms on Lloyd's side. Cross that bridge, and head upstairs fighting the enemies and following the path, and you'll get to Raine's part and unlock the teleport to Iubaris. Now, choose your party and then hop in the teleport.

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|| Boss: IUBARIS || HP: 16800 || Drop: Brass || EXP: 2650 || GALD: 2500 ||

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|| Party: Lloyd (Lv. 27), Genis (Lv. 27), Colette (Lv. 27), Kratos (Lv. 27) ||

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|| Iubaris may look tough, but he's really not that bad. He is pretty strong, ||
|| though, and you'll need to heal if you go below 600 HP. Iubaris can pound ||
|| you from below his feet, he likes to jump forward (pretty strong), and he ||
|| can use a spell called Force Ray which will do the usual damage, but the ||
|| attack to watch out for is when he sends dark unicorns after you, which ||
|| will hit everyone several times. It is easy to catch Iubaris when he isn't ||
|| at his best, though. Hit him with Sonic Sword Rain or Psi Tempest, and try ||
|| to block his attacks, since letting him go his way is not good. ||
|| ||

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|| However, Iubaris is great combo fodder. I had Lloyd attack three times, ||
|| use Sonic Sword Rain while Kratos attacked three times and Genis cast a ||
|| Stalagmite spell, and then Lloyd and Kratos kept attacking, followed by ||
|| another Sonic Sword Rain from Lloyd, and then I started a Unison Attack. ||
|| Lloyd used Sonic Sword Rain, Genis used Spread, Colette used her beautiful ||
|| Angel Feathers, and Kratos used Fire Ball. And boom, I got about a 50 hit ||
|| combo, along with a lot of EXP after the battle and Lloyd's new Comboist ||
|| title, as well about 3 extra Grade. Getting all that is very nice. ||

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Colette flies up to the altar as usual, but for some reason Remiel does not appear. Instead, a girl with blond hair and nice blue and pink clothing appears, asking where Aska is. This is Luna talking, and she is the Summon Spirit of Light. Anyway, Luna disappears and Remiel goes over and grants Colette more angelic power, and tells her to go to the final seal, after the usual father to daughter talk. Lloyd still tries to stop Colette, but she refuses to stop the world regeneration. She then gets the angel spell "Sacrifice".

Unfortunately, we have to go ALL the way back to the beginning of the Tower of Mana. Oh well, it's really not that long. Take a right, head downstairs and through the door, down the stairs, and make your way to the simple entrance from there. Plus, in the room with the three blue circles, there's something to get.

Head to the northwest corner of the room and examine the bookshelf to collect Boltzmann's Book. Raine says that she has to have a medical herb or a unicorn horn to heal Pietro, though.

As you go out, Colette trips again and this time, she loses her voice. \*sniff, sniff\* Now, whenever she wants to talk, she has to write on their hands. During the camping trip, Sheena explains why she originally wanted to kill Colette. She comes from a world called Tethe'alla that cannot be seen from Sylvarant, because it's in a different dimension. If one world is flourishing, the other doesn't have enough mana, so she had to kill Colette to keep Tethe'alla with enough mana. Which starts another large part to the plot, but we'll talk about that later.

\*\*\*\*\*  
32. Lake Umacy  
\*\*\*\*\*

Enemies:  
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N/A

Now we have to find a unicorn horn to strengthen Raine's healing ability, no? The place to go is to the east of the top continent. On your way around the third continent of Sylvarant, you may have seen a lake surrounded by trees. That's Lake Umacy. Enter, and you'll find a unicorn underwater, but we can't reach it. To get to it, you have to summon Undine. Sheena is the only one who can summon, so now we have to go to the Water Seal to find and defeat Undine. I like this...

\*\*\*\*\*  
33. Thoda Island  
\*\*\*\*\*

Enemies:  
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Octoslime  
Starfish  
Float Dragon  
Green Roper  
Water Element  
Undine (Boss)

It's a long way to Thoda Island again to fight Undine, but it's easy to remember. Go to the southeast part of the large continent and to Hakonesia Peak, and then cross and go to the southeastern part to find the Thoda Dock. The girl inside the House of Salvation will take you to Thoda Island for free. Hop in and go to the island, and then head up and right, and cross the path to the top. Once inside, you can easily find your way to the altar where you met Remiel in the Water Seal area.

Once inside, Sheena steps forward and we find a feminine Summon Spirit who just so happens to have a beautiful voice and an awesome battle theme. However, she cannot form a pact with Sheena because she has a pact with Mithos, the hero. Kratos explains that Mithos may have died or broken his vow, and if he has then Sheena can form the pact with Undine. And yes, Mithos has either died or broken his vow. However, Undine has to test your ability to make a pact. Enter: boss fight with great music!

-----  
|| Boss: UNDINE || HP: 13000 || Drop: Guardian Symbol || EXP: 2110 ||

-----  
|| Party: Lloyd (Lv. 28), Genis (Lv. 28), Sheena (Lv. 28), Kratos (Lv. 28) ||  
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	She's pretty strong, but she's only tough if you only have Sheena's weapon	
	"Card of Water". It's water-elemental, so it heals Undine. If that happens	
	then you have to set Sheena to never attack and just support, which really	
	sucks, since you have to have Sheena in your party. Anyway, Undine is a	
	good physical fighter, doing about 500 damage in all from combos. But the	
	main problem is her Spread spell, which does up to 750-800 damage! Do, do	
	avoid that. Guard when she attacks, and use Guardian a lot, and when she's	
	not attacking or guarding, use your all against her and only stop when she	
	hits Overlimit, when she won't be stunned and when you should use gels.	
-----

Now that we have Undine, we can take a little optional quest and go to the Balacruf Mausoleum (to where Iapyx was, to fight Sylph) and Triet (to where Ktugach was, to fight Efreet), but they're very strong and not worth it now. Plus, we have to fight them later in the game, so let's save it for then. Leave this place, and then go back to the Thoda Dock, and then to Hakonesia Peak, and then to Lake Umacy. Inside is a funny cutscene.

Lloyd, Kratos, and Genis can't go to the unicorn because they're male, and Raine can't go because she's an adult, although I really think she doesn't want to get near the water. Sheena summons Undine and the unicorn rises to the water, and then she and Colette skate over. The unicorn then fades away, but gives you the horn. With that horn, you probably could have taken care of Colette, but she refuses to be taken care of. Stubborn as a mule. So, I guess we're stuck curing Pietro instead of Colette. Anyway, time to go to Hima.

\*\*\*\*\*

34. Hima

\*\*\*\*\*

Enemies:

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N/A

After the usual shortcut from Luin, go the inn and up the stairs to the second floor. You'll find Sophia and Pietro here, and Raine can use her Resurrection spell to bring Pietro back to his normal self. He talks about the Desian Mana Cannon project, and now... to the Tower of Salvation, right? But how do we get there? Take the path on the right and go to the summit of the mountain, where you'll find a weirdo who will offer you three dragons to fly to the Tower of Salvation. Well, how lucky can you get?

The dragons are said to be there by the morning. Talk around with everyone except Colette, especially Sheena and Kratos. Sheena speaks of Tethe'alla's Chosen, who is supposedly an idiot, and if you talk to Kratos twice he'll give you the final training cutscene, which is fairly humorous. Now talk to Colette. The two will talk on the summit (Colette has to write), and you'll see just how convinced Colette is to regenerate the world. After that scene, you'll go to bed. But as you wake up, Kratos leaves.

Go outside, and he'll talk to Noishe, but then suddenly, he's attacked! Remember the guy with the blue hair who was wearing black and threatened to kill Lloyd next time they met, way back in the Sylvarant Base? Probably not, and Lloyd didn't remember him either, but I did. As Kratos is about to take one big beating, he slashes the man in black really hard, giving him a really dangerous injury and making him retreat. He also drops a ring, marked Y.M. You'll find out what the Y means soon and what the M means later.

Kratos talks some nonsense about how Lloyd should not die, and then walks away. Oh well, time to prepare and go to the Tower of Salvation. Since the battles there are not easy, stock up on things while you're here. You cannot choose your party either; you have to use Lloyd, Genis, Raine, and Sheena. Make sure they're ready to kick some ass, and then go to the summit and talk to the guy with the dragons. He realizes that you're the Chosen group, and lets you ride for free. You can ride with anyone you want, except Kratos and Colette, who ride together. I prefer Genis, however.

\*\*\*\*\*  
35. Tower of Salvation  
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Enemies:

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Remiel (Boss)  
Kratos (Boss)  
Yggdrasil (Boss)

The person who you rode with and Lloyd will run in and find the other two there... but where are Colette and Kratos? Run inside, and you'll find quite the horrible sight. The area below is flooded with coffins, containing (duh) dead bodies. Take the teleport forward, and you'll see Colette praying to Remiel, but where is Kratos? Remiel then appears, and tells Colette that the final sacrifice she has to make is that of her heart and memory. It just gets more horrible, doesn't it?

Raine gives some explanation on the world regeneration, to which for some Remiel gets very angry. She then takes about Tethe'alla, angering Remiel even further because "it's not for you to know". Colette's about to do it, but Lloyd tries to run and stop her, only to be stopped by Genis. After a bit more talk, Lloyd explains to Remiel that Colette is his daughter and surely there's something to do. Remiel gets even angrier, calling them "inferior beings" (I'm sick of this term), and that they just started calling Colette his daughter on their own. Okay. We now know that Remiel isn't the nicest person ever, so to speak.

Lloyd teleports to the altar, to where Colette uses the rest of her strength to tell them that she knew what was going on, in thoughts. Before Lloyd can stop her, Colette then ascends into the sky and loses her heart. Her eyes become red, and she becomes a lifeless being. Remiel then does an evil laugh and says it was all for nothing; he came down to Sylvarant to play the role of taking Colette away to Cruxis, which is also a big lie. Obviously, some people aren't happy, so what do you say we kick Remiel's ass?

-----  
|| Boss: REMIEL || HP: 16000 || Drop: Rune Bottle || EXP: 2795 || GALD: 1840 ||  
-----  
|| Party: Lloyd (Lv. 29), Genis (Lv. 29), Raine (Lv. 29), Sheena (Lv. 29) ||  
-----  
	Alright, this is the best boss music in the entire game, and that cannot be	
	denied! Anyway, onto the battle. I bet you're so angry at Remiel now you	
	want to beat him across the entire screen, right? Don't get too carried	
	away in this battle, since Remiel is a tough customer. He uses a lot of	
	light-base spells, such as Photon (600 damage), Holy Lance (about 700	
	damage), Ray (about 400 damage every random hit), etc... and he likes to	
	teleport around. Set Raine to Heal and Genis to At Once, and let Raine make	
	full use of Nurse. Lloyd, while this is going on, should beat Remiel around	
	with Sonic Sword Rain and Psi Tempest. He's one of the hardest bosses in	
	the first part of the game, so give him a big pounding and use your gels.	



-----  
After the typical line from those who don't like humans, Kratos appears. He tells Lloyd's group off for something, and then Remiel begs him for mercy, calling him "Lord Kratos". Kratos reveals that he's an angel (it's just getting cooler) and since he was once a human and Remiel has always hated humans, Kratos lets him die. Good for Kratos. Except Kratos admits that he deceived you, and then Lloyd decides to fight him. Good, we get another awesome chance to hear that awesome boss theme.

-----  
|| Boss: KRATOS || HP: 22500 || Drop: EX Gem Lv. 3 || EXP: 3280 || GALD: 2900 ||

-----  
|| Party: Lloyd (Lv. 30), Genis (Lv. 30), Raine (Lv. 29), Sheena (Lv. 30) ||

-----  
	Another boss whom you are bound to be angry with, but remember that you do	
	NOT have to win this fight. Plus, Kratos is really friggin' hard. He has	
	Lightning Blade, bound to do about 700 damage, he'll add attacks up really	
	fast (400 apiece), his spells are very powerful (Thunder Blade, Grave, and	
	Eruption will do about 800 damage apiece), and if you knock him over he'll	
	get up in an instant and usually attack. Keep at him a lot, and guard his	
	attacks. If he uses a spell, hold X and then press down on the main stick.	
	Try to get behind him, and use Fierce Demon Fang or Sonic Sword Rain. And	
	make sure Raine is healing like there's no tomorrow. Again, you don't have	
	to win but you will get a LOT of EXP (about 4000) and an EX Gem Lv. 3 if	
	you do, and since it's the last boss for a while, give it all you got.	

-----  
Depending on whether you won or not, either Lloyd will kneel while Kratos stands over him, or Lloyd will point his sword at a wounded Kratos, about to "finish this" as someone descends from the sky. A much stronger angel, who just so happens to resemble Colette, although there is no connection, yet. It just so happens this feminine looking man is Lord Yggdrasill, the leader of not only the Desians but of Cruxis as well. Oh well, we know that Cruxis is bad now, so that's no problem.

You'll fight Yggdrasill, but YOU CANNOT WIN. You will do 1 damage a hit, and even with a cheat code you cannot hope to win this fight because once he loses 10,000 of his 40,000 HP (wow), the screen blacks out suddenly and the scene continues as normal. Damn it, thanks Namco. Kratos goes over to Yggdrasill and obeys his orders. Yes, Kratos deceived you all along. Just as Yggdrasill is about to finish everyone off, noneanother than Botta and his men show up and rescue Lloyd. And that ends as Kratos says, "Don't die, Lloyd." Don't worry, you'll find out why he said that later.

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36. Sylvarant Base

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Enemies:

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Foot Soldier

Raybit

Evil Soldier

Well, we aren't exactly in the best of shape. You were saved by Botta and his men, and were taken to the Sylvarant Base where Lloyd was captured earlier. Colette won't respond to anything that anyone says, and Kratos is your enemy now; he deceived you from the very beginning. However, Raine has a deal of explanation to do. Cruxis and the Desians are the very same group, except the

Desians are a smaller part of Cruxis, and their leader is Yggdrasill. Also, Botta and the guys who saved you aren't Desians. They're a force formed to fighting the Desians, called the Renegades.

A Renegade then steps in and asks you to meet their leader. Well, it is not Botta. It's that awesome blue-haired guy with the black robes. He'll also give you some explanation, except it gets weirder from here: Yggdrasill created the world, the Renegades attacked Iselia and went after Colette because they knew it was about Martel's revival and that it was wrong, and that Colette's only goal now is self-preservation and is now extremely dangerous. However, the blue haired guy and Botta aren't exactly friendly with you now. They do not want Colette. They want Lloyd.

Several Renegades surround Lloyd to capture him, but the blue-haired man falls to the floor. A Renegade calls him "Yuan", so yep, we finally learn his name. That explains the "Y" from his ring. Anyway, Yuan falls to the floor because of the injury Kratos gave him back in Hima. And here Lloyd uses this opportunity to escape. I think we might recognize it from back there. You can't take the bottom path, which led to the area where you controlled a GameCube machine, because it's guarded by Renegades. Therefore, the upper path is the one.

Fight the Renegade on the way, and then take a right. There's a refresher machine here, but it doesn't heal you. It only sells you items. After stocking up, take a right and to get out, we have a little puzzle to solve. Head left and upstairs, and find the two blocks around here. Pull them between the ledge with the block, and the floor you were on previously, and then go upstairs and cross that little bridge. Push the block onto the floor, and here we can take a little more time to get a Straw Hat and EX Gem Lv. 2. Skip to the paragraph below the next one if you don't want them.

Pull the two blocks to the right of the ledge around the middle of this section of the room, in which you can get up to with stairs. Push them to the right of it, and then use the block we got before and push it to the very right. DO NOT PUSH INTO THE BLUE PANEL! I REPEAT: I CANNOT STRESS HOW MUCH YOU SHOULD NOT PUSH IT IN THERE! THEN YOU WILL NOT GET THE TREASURE! Alright, put it between the two ledges on the right. Now head upstairs to the middle ledge and cross the two blocks, and then the one block, and you have your two treasures.

No matter where the blocks are, finally push them to the same place they were before, but put one block above the other. I repeat: put them on the off-color section between the stairs and the platform that originally had the gray block, but put one above the other. Now push the gray block into the blue panel, which will reveal an opening. Head back upstairs, and change your Sorcerer's Ring from fire to lightning. Head downstairs through that opening, and first of all take the right stairway down and push the gray block into the water. Really.

After that, head to the left part of the room and shock the pillar with lightning. Now you can use the machine on the left. Use it, and a platform will descend. That was the off-colored section that connected the original path and the platform with the gray block! Now you see why we finally had to align the blocks in such a way. Head down and shock the pillar there, and use the machine to drain all the water. For some reason, I want to make a pitstop joke, but I will not. Instead, for Seinfeld fans... WE'RE GONNA HAVE TO HAVE SOME WATER HERE!

...Right. Head above the machine to find a treasure chest which is somewhat out of view. For continuing, there's a somewhat hidden stairway going down into the area which originally had water, but hold up and you'll find it. Go downstairs twice, and push the gray block down there a few squares to the left, and push it into the blue panel, which lowers the wall on the left. Then shock the pillar on

the left and the door at the bottom of the room opens. Cross through, and we're at a very familiar room of the Sylvarant Base.

After some rather... unusual language from Lloyd about the Renegades, Raine suggests that you find a way to Tethe'alla so that you can cure Colette. Sheena knows the way: you have to use a craft called a Rheaird to get there. No problem. Use the door on the left, fight the Renegade, head downstairs, fight the robot, and there you are at the Rheaird hangar. Everyone (including Noishe and Colette, neither whom I have any idea how got on board) will hop inside, and they use the power of the Sylvarant Base to go all the way to Tethe'alla. Time for the next chapter in our adventure... which is only beginning.

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 `` 5. WALKTHROUGH (TETHE'ALLA) ``
+++-----+++-----+++-----+++-----+++-----+++-----+++-----+++-----+++-----+++-----
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But where do we go from here? Anyway, you're flying the Rheairds, and going forward... but you realize that there isn't enough mana to prosper in Tethe'alla because you broke the seals in Sylvarant! And thus, your entire party crashes at the top of a mountain.

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1. Fooji Mountains

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Enemies:  
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And here we are, at the top of the Fooji Mountains. After a long talk about Tethe'alla's Tower of Salvation (which just appeared here) and Derris-Kharlan, you're free to wander down to the bottom of the Fooji. Anyway, the enemies are hard to avoid, but even if you do avoid them I'd fight them anyway, since they give nice EXP and Gald. Also, I'd enjoy the new battle theme; it's even better than the Sylvarant one. The path to the Fooji Mountains is incredibly linear, but make sure you pick up the treasure chests and the enemies at the bottom. =P You'll find an exit eventually, and Sheena will tell you where to go.

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2. Meltokio

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Enemies:  
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N/A

Our destination is Meltokio, which is just a bit north of the Fooji Mountains. Not only does Tethe'alla have a new battle theme, but it has a new world map theme, which is also awesome. Enjoy it and pace around Meltokio awhile, fighting enemies and getting to about Lv. 32. There aren't any bosses around here, but you might as well level up while you're at it. Inside, Sheena has to leave, since she has to deliver a letter to her town, Mizuho, about how she failed to eliminate Colette and what the plan is now.

Meltokio is an awesome city, and probably the most visited one in the entire game. There's a battle coliseum where you can fight at, which unfortunately isn't open now but will be in Disc 2, and there are two characters you'll meet here, as well as some good weapon shops. Head forward and then a dog will sniff at Colette, and although this is kind of crude, it's pretty humorous. As it starts sniffing, Colette kicks it all the way off the screen. This adds to the meaning of the phrase, "DON'T KICK MY DOG!"

None other than the Desian who was deceiving Magnius and Kvar shows up. Rodyle, the evil mastermind. He insults Colette and makes a sarcastic remark, and then runs away. You already start to hate his pathetic guts. Anyway, head upstairs for one of my favorite cutscenes (only matched by Kratos murdering Kvar and one at the very end of the game). A man with long red hair and a magic sword steps forward, followed by four young ladies. Colette runs forward, and then the girls get pretty angry.

The red-haired guy talks to Colette, who ignores him and instead stares right ahead at the girls. "Master Zelos has deemed to speak to her, and look at how she acts!" they say, something like that. Anyway, the red-haired guy is Zelos. Lloyd makes a hilarious joke toward a girl who says what a hag Colette is, saying that the girl never looked in a mirror. I like her ALL CAPS response. After Zelos hits on Colette, she throws him all the way across the plaza! CLASSIC!

Followed by Zelos immediately getting up and walking over to Lloyd, Genis, and Raine. When Lloyd asks Zelos something, he replies with a stupid, "No offense, but I'm not interested in talking to guys" line. And then he hits on Raine, who copies Lloyd's "give me your name and I'll give you mine" usual line. And then Zelos walks away with his four hunnies. Genis obviously doesn't like Zelos, and even at the end of the game he doesn't like the guy, but you have just GOT to love Zelos. Best character in the game, easily.

Anyway, it's time to go forward. Head up and forward to the stairs near the castle, but the guards refuse to let you in because the king is supposedly ill and doesn't want to see anyone. The best clue for continuing is the church. Head to the building on the left and talk to the pastor there, who will tell a young girl named Presea to carry sacred wood into the castle. And so she walks off, as Genis goes into a daze. Alright, a relationship between Genis and Presea is already beginning.

Lloyd then decides to help carry the wood for Presea, triggering another funny cutscene. Presea is there talking to some big, fat, bald ogre named Vharley, who is working under Rodyle. And Rodyle is the evil Desian mastermind who tricked Magnius and Kvar, remember! Presea then drags the wood forward, only to be stopped by Lloyd and Genis. They try to convince her to help, but she says absolutely nothing and just continues dragging the wood across. More persuading from Genis and Raine; she drags the wood across. No answer.

Eventually, after Genis makes one more plea (I thought Genis was going to get angsty here, but he didn't), Presea finally listens and says a simple "Understood", and lets you carry it. Lloyd and Genis pick you off, but sweat starts dropping from both of them. As Lloyd goes, "Oh my g---... ugh, it's heavy..." while trying to carry it with two hands AND Genis's help, Presea, who is smaller than even Genis, drags it along with one hand. And now for the humor. Lloyd finishes with the sentence, "I've lost all confidence as a man." LOL.

Go up to the church, and Presea will allow the other four in. Namco then intentionally lets you hear the guards talking about how Presea almost never speaks. Once you're inside, Lloyd decides that Presea should come along, and then after Presea says a simple, "Understood" you have a new character in your party. Although there is a serious problem with Presea at this moment, it should be noted she's a great character. I was Lv. 32, she was Lv. 30, and she had slightly more than Lloyd did, even if she did have the Vitality Lv. 2 EX Skill. And she is strong as hell, although a bit slow. A nice addition.

So far, this part of the game will indiscriminately go down in the annals of gaming as beauty. And it hasn't even ended. However, this castle is really big.

You want to get to the top floor, where the King and Pope are, but where is that? Take a right and head upstairs, then take the next staircase up and head to the upper-left. Take a third staircase up, and then take a left and speak to the guard there. Raine will lie that you're sent by the Pope, to which Lloyd beats him up and barges in.

Once inside, you'll find the King, the Pope, and Zelos. And now, we realize that none other than this idiot, Zelos Wilder, is the Chosen of Tethe'alla! Now that is just sad. Anyway, the King isn't exactly happy, but the Pope tells you to wait outside. In there, after a bit of talk, the Pope barges in with two Papal Knights, and he orders them to kill your party. Fortunately, Colette beats them up right there without even needed to fight. Hmmm... is it just me or is a holy man of the church saying "damn" rather unorthodox?

Anyway, the deal now is to ignore Sylvarant and try and rescue Colette, for the time being. The Pope then allows Zelos to come along with you, so he can keep tabs on you. Zelos then tells you to meet him the church, so you can do that right now. He also calls Raine a "gorgeous beauty", Colette a "beautiful angel", Presea a "darling rosebud", and Lloyd and Genis "servant boys". Just leave this place through the same path you came in, and go to the church and talk with Zelos. More funny cutscenes, as he grins like an idiot, calls you affectionate names and very non-serious comments.

Zelos is in your party now, so we might as well use him! My party for going forward was Lloyd, Genis, Presea, and Zelos. Anyway, for those who don't know him yet, Zelos is just the same as Kratos. Well, his skills are the same, but he isn't... he's a faster fighter, but not as powerful or enduring as Kratos is. He had about 1800 HP in my game, which is really sad. Oh well... time to leave Meltokio and go to the Grand Tethe'alla Bridge, which we need to cross to get to Sybak, where the Imperial Research Academy is.

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3. Tethe'alla Bridge  
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Enemies:  
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N/A

I should make a note that from now on, the game is entirely less dark and extremely entertaining, since Zelos will always be babbling. The Tethe'alla Bridge is just north of Meltokio. Enter, and Lloyd will explain how Exspheres are made to Zelos. After he acts extremely rude, he asks Presea where she got her Exsphere. Now this I like,

Zelos: "Beats me. Well, little one?"  
Presea: "..."  
Zelos: "She's so talkative."

Alright, back to the game. It's pretty straightforward from the beginning of the bridge to Sybak, although this bridge is gargantuan. Forward, forward, forward... although, you will get skits. I especially like the one where Zelos names Colette "Miss Angel", Presea "Little One", Lloyd "Hey You", Genis "Brat", and has to decide between Raine's "Gorgeous Ultra Cool Beauty", "the bewitching female teacher", "Her Highness", etc. etc. Just run forward with Lloyd's Lv. 2 EX Skill Personal, and you'll be on the world map in no time.

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4. Sybak  
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Enemies:

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N/A

As you enter, Presea remarks that she hates Sybak. We'll find out a bit about that in just a few moments. Anyway, Sybak has some good weapons to buy, despite the price on them. Get Zelos an Aqua Brand, so that he's got a real weapon equipped. Stock him up with the rest of Kratos's old stuff, and get everyone the best weapons you can afford, especially the awesome Shiden weapon for Lloyd. After you're done "stocking up", enter the academy at the top and examine the porn magazine rack at the top to find out it was the Wonder Chef. You little tom peeper.

He'll teach you a new recipe, so it's all good, despite the Wonder Chef's officially being a pimp. Anyway, go to the left and enter the large building there, and after some chit-chat with a woman working there, enter the second room on the left, and Colette gets the title of "Ill-Fated Girl". Unfortunately though, you cannot make a Key Crest for Colette, we need materials... however, that's easy. Go to the weapon shop and talk to the junk dealer near it, who will sell you a Key Crest for 10,000 Gald.

Okay, who wants to pay several thousand Gald? Fortunately, Zelos is his usual self and makes this guy give it to you for free. What a great man, that Zelos. Speaking of him, go around Sybak with Zelos as your avatar and talk to every woman you meet. Of course, Zelos eternally turns women on, so you'll get an item every time you talk to them. There are lots of women in Sybak, so Zelos will have quite a job here. After that's done, time to go back to the facility. Enter the room you were in before, and Lloyd will fix a Key Crest...

...alright, now that's done. Leave the room and go outside, and eventually Zelos will speak of leaving Tethe'alla and going to Sylvarant, which is when the stupidest thing in the entire game happens. The Pope's Papal Knights appear and say something like this, "Because you are going to leave and go to our enemy, we classify you, Zelos the Chosen of Mana, as a traitor" and then they go over to Genis and Raine. Wait, weren't they elves? No... they reveal it now that they are actually half-elves and were hiding their identity. Well, that came out of nowhere.

Well, half-elves are at the bottom of the chain in Tethe'alla; everyone hates them for no reason. And thus, the Papal Knights chain Raine and Genis up for their identity and take them to be executed in Meltokio, and throw everyone else in jail. Great, now that was pathetic. There's a woman there named Kate, who happens to be a half-elf and has to spend her life in here working on bizarre projects. Presea, apparently, was one of them. She recognizes her immediately, and reveals that she was ordered to do an experiment on Presea that would subdue her emotion. Now that is just horrible.

She will, however, show you a secret path out of the jail, but after you rescue Genis and Raine, she wants you to come back so she can fix Presea. Anyway, time to head for the Tethe'alla Bridge to save our friends. Leave Sybak and head south, and there you'll find that mammoth bridge.

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5. Tethe'alla Bridge

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Enemies:

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N/A

We have to chase after Raine and Genis! Unfortunately, we have to cross six straight similar screens all over again, so have Lloyd's Lv. 2 EX Skill Personal on to make this quicker. Do the usual stuff, and there, the Pope's stupid Papal Knights dragging Raine and Genis along, and lowering the drawbridge. Although Zelos disagrees altogether, Lloyd takes the chance of jumping. All five jump... Colette flies across, everyone else falls. But RAWK Sheena, as she summons Undine to squirt them all to the top! A lifesaver.

Now we have to fight the Papal Knights, but they're extremely easy. And they give 800 EXP or so, which is an added bonus. :) Your party now regroups, but what to do about the Rheairds? Zelos seems to have some surprise going, but will not speak of it. Alright, we have to fight a boss at the Fooji Mountains. I'd recommend Lloyd, Raine, Presea, and Zelos as the battle party. When you're about Lv. 33 or so, let's head to the Fooji Mountains.

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6. Fooji Mountains  
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Enemies:

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Pronyma (Boss)

I think we know where the Fooji Mountains are by now, but for those who don't, it's at the very bottom of the continent you're on. The party I recommend for going in is Lloyd, Raine, Presea, and Zelos. Trust me. When you're in there, beat all of the enemies in the way as usual, although they aren't really that high on EXP. The path to the top is narrow and straight, as always. When you get to the top, Zelos and the rest of your party will run forward to see what he has planned, and then you're surrounded by a yellow circle... you just walked right into Yuan's trap.

Yes, here Yuan will show up with the Renegades. Presea delivers a strangely hilarious line: "Zelos... is clumsy", followed by Zelos's "I am so sad now". Funny, funny. Yuan's appearance is then followed by that chick that Kilia spoke of and that Kvar was talking to: Pronyma, the leader of the Desian Five Grand Cardinals. Pronyma and Yuan are not on the same side, however. After they confront each other, Pronyma attempts to take the one who did not get trapped in the circle: Colette. She then scoffs at her Cruxis Crystal and removes it, but Colette suddenly says "No!".

Been a long time since we heard Colette's voice, aside from the exception in the Tower of Salvation, huh? Well, she then trips and "accidentally" lets everyone out of the circle, after more silly apologizing. After some greeting, you'd think that Pronyma is angry for you making such a fool of her like that. Well, she is.

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|| Boss: PRONYMA || HP: 18000 || Drop: Rosemary || EXP: 3000 || GALD: 1500 ||

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|| Party: Lloyd (Lv. 33), Raine (Lv. 32), Presea (Lv. 32), Zelos (Lv. 32) ||

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	As the leader of the Five Desian Grand Cardinals, Pronyma is a bit strong	
	but not that hard, all the same. Lloyd should be using Fierce Demon Fang	
	and Sonic Sword Rain to beat Pronyma halfway across the field, while Raine	
	uses Photon (extremely strong, about 1500 damage!) and Presea and Zelos	
	spank her like a rambunctious child. Do watch out if Pronyma uses her Dark	
	Sphere or Aqua Laser attacks; it's really worth blocking the two of them.	
	Seal all of Zelos's spells and seal all of Raine's spells except Nurse and	

|| Photon, and this fight will take a thumb's snap worth of time to beat. ||

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As Yuan is about to fight Lloyd, none other than the silent warrior who betrayed us appears: Kratos. He'll tell Yuan that Lord Yggdrasill summoned him, which is followed by Yuan spreading his wings and flying off... yes, Yuan is an angel too. But why on earth is Yuan, who is not of Cruxis, reporting to Yggdrasill? I won't spoil it here... after some confronting between Lloyd and Kratos, the latter disappears. But now the problem is Presea. You want to get to Meltokio, but the gate is closed. Zelos knows a way in, though. Time to head to Meltokio.

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7. Meltokio Sewers

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Enemies:

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Sewer Rat

Convict

Blargh. I loathe this section of the game with the blackest heart of consent, but I assume that some people will indeed get stuck in this hellhole. =D Head to Meltokio as usual, which is just north of the Fooji. Inside, Zelos will take you to the left to show you a secret passage. He talks about how he used it many times in the past to sneak into Meltokio at late nights when he was out doing a little something special. =P Flirting with girls, perhaps? After the scene, enter through the hole.

Ignore those little blue panels on the floor; they have no immediate use. Follow the path and take a left, ignoring the spider web on the right. And as you follow the path, you find a ring change. What happens when Lloyd uses it? He shrinks! As you would have guessed, the first thing that Zelos thinks of this is that he can do nasty deeds to girls when he's shrunk, although Raine has the more logical idea of getting to places you couldn't before. Like, say... that spiderweb?

There's one thing we can do first, though. Shrink yourself and walk across the path to the left of the machine, enter, and WHOOOOA THAT'S HUGE?! will be your impression. Yeah, that rat is a gigantic creature, but fight it anyway. After beating it, examine the huge bag to collect an EX Gem. Leave this forsaken room and walk across the normal path, and then go over to the spider web. Cross it and fight the monster at the top of the stairs to collect a memory gem. Hooray. Head forward to find a door that's locked. You were expected.

Do collect the EX Gem Lv. 3 under the stairs before you leave, though. :) Head upstairs and take the next stair up to find a large machine, but let's handle a little something else first. On the right wall is a hole which you can creep through while shrunk to collect a treasure, and to the left of the machine is a hole that leads to a Great Ax for Presea. Alright, now for the machine! Turn it on, and we see a very boring scene as it makes dust and turns it into a large block. There's a bit to do from here.

Look to the left to see three small breaks in the floor. There are also a couple of small breaks on the bottom-right, which is another key area. Once you make a dust block, pull it down and push it in the middle break in the left part of the floor. Push, push... splash! In the water, but that's where we want it. Now create two more blocks and push them to the breaks in the bottom, and they'll form a bridge of sorts. Okay, now for some shrinking and growing business. Go down the set of the stairs and head down, and take the staircase down.



Down there, beat the rat on the way, and then shrink yourself and cross the bridge of blocks you just made. Once you re-grow yourself, you'll find a wheel to pull which opens the door above. Finally. Head upstairs again and then under the following staircase, and enter that door. And thus we find a huge new area to explore, just what we need. Unlock the sealed save point if you wish, and then take a left and head down the stairs. There's a box there, but it's not a box you open and find a gift. It's one you shrink yourself to jump in and sail.

Okay, it'll automatically take you forward. Hop off that box and pull the wheel you find there (after growing yourself back, obviously), and a door opens a little way back. Jump back and cross the little narrow path to find yourself back on the first screen. That's where we want to go anyway, so consider it a shortcut. Head upstairs, then take another two flights of stairs up and enter the door at the top, and voila! It's a bird! It's a plane! ...It's another trash compactor.

This is the most stupid, pointless, and retarded thing the entire game makes us do, but we have to do it. There are spiderwebs all throughout this narrow path, and you have to push the block across it while using the spiderwebs to get behind it. I'm not going to go deep into detail about this, but continue pushing until you see no spiderweb in front of you, and then push it off and there's a 99% chance that it'll fall in the right place. Once you push this one off the edge, head to the previous room and go downstairs twice, and down that other flight of stairs, to where you commonly shrink yourself.

Shrink yet again and take the path on the right forward, using the new block that's fallen. Take the path above yourself and walk forward, to find a growth panel. Use it and head upstairs, then shrink yourself again, and walk through the bars of the cage there. Heh heh... grow yourself again and stand on the panel there... what? A bridge formed over there? Yay! Let's go over to it! ...Unfortunately, something has to be sitting on it for it to be open. Now that sucks. Open the cage door on the right, and now go back to the first room and up the stairs to the second trash compactor.

Another spider web has formed, but the bad news is that we have to do all that crap all over again! What gives?! Anyway, push, push, push until you can't go to the other side of the block, and then push it off the edge and it will fall to the floor of the second area. Good, good. Return to the previous room, go downstairs and enter the door on the right, and move over to the block and push it into the cage. Once the block is on the switch, the bridge is open and we get some exciting new rats to fight!

Once you've done a bit of friendly elimination, take the bridge onward and fight some more rats, but shrink yourself and walk until... the path ends? Does that mean that... yes, our nightmare has come true. We have to do the bridge, block, spiderweb thing ALL THE HELL OVER AGAIN! Don't worry, this is our last time we have to do this damned garbage. Push to the very end of the path and pull it over, and go back to the second room. Once in there, head right and upstairs to find that same block. Alright, push off the edge and it'll fall to create a clear path forward.

Return to the left side of the room and take the bridge, and this time we can cross and find a wheel to pull. After you do that, the door at the top of the room will open, and we hear that famous jingling noise. Head all the way across the room and upstairs, and go through that door that just opened. Head left across the path, shrinking yourself so you can cross, and then walk until you reach the blue panels, and then we are attacked by none other than three old bald guys who carry clubs. Go figure.

These convicts are extremely easy to beat, however. They don't have too much HP,

so just hit them and they'll fall in no time. Zelos will then walk forward, and... a large man with long blue hair and hands shackled jumps all the way down and lands on Zelos, refusing to move. Now that is just completely unrealistic, but that's what's happening. Zelos, who is trapped under this man's feet, gives a funny line to Lloyd, and then Presea runs forth and is about to swing her axe, so obviously the convict has to move. He seems to recognize Presea, but that's all we know now. He and his men will then retreat.

Head upstairs and you'll find a treasure chest there, but it's actually a monster. If you plan to fight it, I recommend a party of Zelos, Genis, Colette, and Raine. Anyone who has the slightest bit of magic in them is necessary, because it cannot be harmed with physical power. You'll get an All-Divide and an Elixir if you fight it, however. That's a nice reward. But anyway, head upstairs and get out of this blasted, god-forsaken piece of junk place.

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8. Meltokio

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Enemies:

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N/A

Anyway, now that we're here, head left and down to the main screen, and then head to the far right. Ignore the sandy path that leads into the slum, and head to the upper-right and enter the Elemental Research Laboratory. Go inside, and there you will meet a friend of Sheena's named Kuchinawa. The people here will tell you that they'll prepare a watercraft called the E.C., but it'll take a day to prepare. Zelos offers to allow you to stay at his mansion, so let's do that now, shall we?

Leave the Elemental Research Laboratory and head west until you reach the grand stairs, and then head up. After another set of stairs, you'll be at the screen with the castle and the church... pretty memorable place, eh? Go east and you'll come to another street of Meltokio, and Zelos's mansion is the second one on the right. Be sure to have Zelos talk to the girls and Colette talk to the dogs, however. Once you've done that, enter the mansion to find Zelos's butler, Sebastian (how strange, Zelos's butler is male). Hence comes something worth a chuckle. Zelos calls Lloyd his "bud" and from there on, Sebastian calls Lloyd "Sir Bud", no matter how much Lloyd tells him his name is not "Bud".

Now just talk around with everyone to pass some time, especially Genis and Presea, who are both blushing. If you haven't yet, examine the item near them and you'll discover it's the Wonder Chef, teaching you the great Fruit Cocktail recipe. Now just speak with Sebastian, and there you'll rest. After that night, however, Colette will find something wrong with her shoulder, but she'll say it's nothing. Who knows (yet), maybe Zelos did something? =P Anyway, time to head back to the Elemental Research Laboratory.

When you enter, they'll explain that you get an item called a Wing Pack with the E.C. so that you can shrink it and carry it around with you. Very... interesting, to say the least. Anyway, Corrine was tested here and will jump up and curse the place, although he'll be scolded. After that, it's time to head to the Tethe'alla Bridge, where Kuchinawa is. Leave Meltokio through the sewer entrance at the back (don't worry, you don't have to go through that damned hellhole again, you're taken right back to the entrance of Meltokio!) and leave Meltokio.

On the world map, head to the Tethe'alla Bridge and take a right, then head downstairs. It's locked, but Lloyd will break the lock to the door quite easily.

Downstairs is Kuchinawa, who will show you the E.C. Everyone will now goof around, growing it and shrinking it on end. Finally, you'll be on board the E.C., heading to Sybak. Anyway, from there, just drive forward with A and you'll find a pier there to dock. Get off the boat and head to Sybak, which is right nearby.

Who's there? Kratos. He'll talk to everyone about how useless their quest is and crap like that, and then speak ill of Lloyd and Colette, and then storm out. Sheena and Zelos take the opportunity to be funny, as usual.

Zelos: "Man, what an arrogant SOB. Talking like he knows everything."

Sheena: "Now that we're on the subject of talking, why don't we do something about the vulgar language?"

Zelos: "Heh heh heh heh heh heh heh heh..."

A classic Zelos convo followed with an evil laugh. Damn, Zelos rocks. Oh wait, this is off topic. Head west to the next screen and then enter the secret passage on the left and there you'll find Kate, who will tell you to go through Gaoracchia Forest to meet a dwarf named Altessa, who can fix Presea up, Shall we do that? Leave Sybak and then take to the northeast and there you'll find a rather... large forest.

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9. Gaoracchia Forest

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Enemies:

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Pumpkin Tree

Boxer Iris

Tropical Worm

Ghoul

Phantom

Undertaker

Sword Dancer 2 (Boss)

Convict (Boss)

Guess what we find as we exit? The Papal Knights, still angry at Zelos. Beat them like a sock, and we continue. There's a machine just up ahead that will turn the Sorcerer's Ring from fire to light. It will, however, lose its power gradually unless you're standing in sun lit areas, and it'll lose the power even quicker if you use it to burn plants (which is its real use). Anyway, take a right at the intersection and you'll find a sunny spot. Charge the ring up to full energy.

This won't give it any more blast or anything, but it'll last longer. After that, head up and burn the plant right ahead and collect the treasure chest underneath it; nice. On a side note, walk around a bit and you'll find a skit as Zelos will tell Lloyd and Genis that a thief hid a 2,000,000,000 gald treasure in here and murdered anyone who looked for it, and the forest became so stained with blood that it was haunted, and then the ghost of the thief and the murdered came back to kill anyone who entered. Truly ghastly.

Head down, and burn the vines from the chest as you pass. After collecting it, head right. Now, just head to the bottom-right as much as possible, until one point where you'll have to head to the upper-right. From there, head southeast and take a right; the left leads to Sword Dancer 2, and we're a tad bit unprepared for that beast now. When you reach a new screen, Colette will hear something. Sheena sends Corrine to scout, but then the convict that attacked in the Meltokio Sewers returns. He wants to speak with Presea, but he's not allowed

to do that! Fight!

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|| Boss: CONVICT || HP: 12000 || Drop: Elixir || EXP: 2250 || GALD: 1500 ||

|| Party: Lloyd (Lv. 34), Genis (Lv. 34), Raine (Lv. 34), Zelos (Lv. 34) ||

|| He is a very strong fighter, and one that will take any opportunity to ||
|| catch you off guard. He's very quick and will kick over and over and then ||
|| follow with a Crescent Moon, as well as jump above you and land with an ||
|| Eagle Dive. Try and jump over him instead of letting him do the same with ||
|| you, and whack him from behind. Genis's Dreaded Wave attack is very strong ||
|| so make him use that, while Raine uses Nurse here and there. With Lloyd ||
|| and Zelos beating the Convict down, he won't stand too much of a chance ||
|| with that puny 12,000 HP worth of child's play that is on him. ||

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After that battle, the convict passes out, but he's anything but dead. They decide to take him prisoner, and Sheena tells Zelos to carry the convict, but he doesn't want to do it. Now this is amusing. Colette offers to help, and then walks over and picks up the ogre with one hand! Reminds you very much of Presea carrying the sacred wood with one hand when Lloyd and Genis couldn't do it... men can't do anything themselves, can they? =P Alright, sorry. Corrine will arrive and tell them there are soldiers on Altessa's path, so take the bottom path.

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10. Mizuho

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Enemies:

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N/A
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Cross the bridge near the exit of the forest, and then just follow the path forward and you'll find Mizuho right there. As you arrive, the convict wakes up. He's unusually silent, with lines such as "I see" when he's told he's their prisoner. Anyway, ignore him and head near the building at the top, and you'll be told that the chief is in a coma, and you can't go in. And just try going in, you'll be jumped on and chased out! Near the ninja standing near the entrance, there's a secret entrance. Examine the wall, and you'll get into the room without trouble.

When you're in there, you'll be speaking to the Vice-Chief (wow, just like here in America, Bush to Cheney, Mizuho has a vice-chief?) Tiga. Lloyd will then explain that he has an ideal of saving both Sylvarant and Tethe'alla. After some support, we have to deal with Presea, no? Do not leave the building yet, though. Examine the item at the upper-right. It's the Wonder Chef, as sneaky as he always is. He'll teach you a new recipe, just as usual. After that, leave the building and you'll speak with the convict, who STILL seems to have some link with Presea.

Zelos has an idea of allowing the convict (alright, his name is Regal) to fight with you, to which even Raine agrees with. Regal likes the idea, as he wants to learn a bit about Presea. After a threat from Genis, you can now leave this place and head back to the forest and to Altessa's house.

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11. Ozette

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Enemies:

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N/A

Alright, we have to go through the forest, but only for one screen and out through one exit. Enter the forest and take the path on the right, and then you can spot Ozette right near the exit. Once you find it, enter to meet up with a very dark looking place. Geez, how does the grass grow here with hardly one bit of sunlight? Anyway, Presea will run off. Explore the village if you want, but otherwise head down the path to the right and make your way down the small hill to find Presea standing next to Rodyle.

Wait, Rodyle? The group doesn't know he's one of the five Desian Grand Cardinals yet, but to hell if it's not quite obvious, with how he used Magnius and Kvar to gain him money and equipment to build the Mana Cannon. He speaks softly and pretends to be a kind man, after wandering off. After you discuss how he's a creepy looking guy, Colette has to feel sorry for him because he's a half-elf. And indeed, Ozette hates half-elves more than any other town in Tethe'alla. I don't suppose Colette will think THAT later.

Follow Presea into the house, and you'll find her dead father's body buried under a blanket. Ugh, that's just sickening. But anyhow, you can't force Presea out of this house that reeks of death and torture, so you'll obviously want to do something about her. Leave the house and then head southwest to leave Ozette, but it appears something is wrong with Colette... something strange is going on. Meh, time to head for Altessa's place.

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12. Altessa's House

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Enemies:

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N/A

Altessa's house is just a few steps from Ozette; you can't miss it. Inside, enter the "house" (more like a hut) and you'll find an extremely unusual girl there. She has a dollish looking face, weird clothing, she talks VERY unusually, and her text is ALL CAPS. Her name is Tabatha, though. She'll allow you to see Altessa. As soon as you speak to him and show him Presea, he yells "Leave!" and then yells that he doesn't want anything to do with her. And thus, Tabatha gives a bit of an explanation and chases you out.

Outside... man, that was a really nice dwarf, compared to Dirk. But what to do about Presea? Regal will explain that there's a mine where inhibitor ore, which can restore Presea, is mined. It's between Altamira and Fooji, apparently. Zelos particularly wants to go to Altamira (because it's the beach, hot chicks, etc.), but he really wants to annoy Sheena. But now, the main choice is to go to the Toize Valley Mine. As everyone leaves, Zelos asks Regal a question. Have they met? Regal is as laconic as usual, and storms out without a question. Gotta love Zelos's grin.

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13. Toize Valley Mine

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Enemies:

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Basilisk

Red Bat  
Red Roper  
Roller Snail  
Rock Golem  
Bacura  
Defense System (Boss)  
Guard Arm (Boss)  
Orbit (Boss)  
Auto Repair Unit (Boss)

This happens to be one of the more interesting dungeons in the game. Anyway, walk forward and you'll find that you cannot enter because of the large defense system! Anyway, Lloyd has the best method of getting past. The last person who came by here smashed it up, so you can smash it up even better. Very good plan indeed... but it fights back, you know.

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|| Boss: DEFENSE SYSTEM || HP: 12000 || Drop: Metal Sphere || EXP: 2350 ||

|| Boss: GUARD ARM || HP: 8000 || Drop: Mythril || EXP: 150 || GALD: 0 ||

|| Boss: ORBIT || HP: 3000 || Drop: N/A || EXP: 180 || GALD: 800 ||

|| Boss: AUTO REPAIR UNIT || HP: 5500 || Drop: N/A || EXP: 1000 || GALD: 0 ||

|| Party: Lloyd (Lv. 35), Raine (Lv. 35), Regal (Lv. 35), Zelos (Lv. 35) ||

|| From all the stuff up there, you'd get the impression that this would be a ||
|| tough boss battle, but it really isn't if you know how to fight it. If you ||
|| bring a party like Lloyd, Colette, Sheena, and Regal in here and then just ||
|| slash away the defense system itself, you will lose without much question. ||
|| The proper strategy is to bring a healer like Raine along with someone like ||
|| Regal or Zelos to add damage up. The first thing to do is destroy the auto ||
|| repair unit as quickly as you can. Make everyone go for it, and it will be ||
|| gone in no time. Use Unison Attacks on the Orbits, because for some reason ||
|| you cannot use them to the Auto Repair Unit or Defense System. ||
||
|| Raine should be busy using Nurse on everyone, so that the Guard Arms don't ||
|| beat you up too bad. If you hit the Defense System too much, then you'll ||
|| end up in trouble as the Guard Arms will do about 700 damage to you. Don't ||
|| bother attacking them, however. When the Auto Repair Unit is gone, ignore ||
|| the Orbits and go straight for the Defense System with attacks like Sonic ||
|| Sword Rain, Hunting Beast, and Psi Tempest. The Auto Repair Unit and Orbits ||
|| can and will come back, so that's when you've got to go for them. After a ||
|| minor stray, you should easily be able to finish the rest of the 'system. ||

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Anyway. After a rather stupid line from Regal, enter the mine and go forward, beating the enemies on the way, since they give good EXP. Once you've beaten a few off, take a small right to find a long rail, with the left being at your side and the upper and right parts being on it, going to different areas. Pull the switch near the rail, and the platform that'll take you from left to right will go much faster. Once that's done, jump on the platform and try to hit the bulls-eye between the left and upper paths with the Sorcerer's Ring.

This apparatus will change the path from left to right to left to up. That's what we want. Once you're on the upper-path, head forward and fight the enemies on the way, and ignore the door on the way, since it's meaningless. Get on the elevator going up and down, and zzzZzzZZZ... ugh, wake me up when it gets to the bottom... oh! Finally, that took a while. When you're on the floor, take the

upper-path to collect a treasure chest on the way, and head to the upper-right to collect another treasure chest there. I like this.

Once you've beaten an enemy or two, head to the lower-right and change your Sorcerer's Ring from fire to bombs! Good, good... now take that elevator back up, and take a left. Blow up the boulder there, but keep a distance or you'll be damaged as well. When the boulder is gone, you can jump back and forth at your leisure. But, I'm afraid that to continue, we have to change the ring from bombs to fire... read a magazine (I did that, actually) in between the elevator going up and down, while holding the main stick to the lower-right. It works.

When you're there, change the ring from bombs to fire, and skip to a good part in that magazine and start looking there, while you go from down to up, and then hold left to jump across. After you're there, put the magazine down and get on the rail, and hit the apparatus on the way. It may take a few tries, but you can do it. When it's changed, take a second and go back to your book or magazine, look at the good parts and jump from ledge to ledge and take that slow elevator down, and change the ring from fire to bombs...

After that's done, go back to the elevator, and go to a finishing area in your magazine (alright, I'll stop with the magazine now =D). And now jump across the ledge and find the rail, to go from left to right (how fun is this?!) and go to the next room. Whoop-de-do, a big boulder blocking the way. Blow it to pieces with the Sorcerer's Ring's bombs, and then head up along the path, destroying all boulders on the way. The path forward is on the right. Save just in case, and head down... what?! A boulder dash! Lloyd runs quickly, and the boulder misses...

Man, that was scary. Regal will tell you that there's a switch on the lower right, but do NOT press it. Also, if it's not on at the moment, Lloyd's Lv. 2 EX Skill Personal will really help. Regal will tell you there's a Bacura in the way, and it attacks any who go on through the narrow path, and throw them back. The only way to destroy it is to hit it with a powerful impact. And yes, stronger than your bombs. Do you know what I'm thinking about for that? Yep, the boulders. ;)

Move slowly. Very slowly. The Bacura will follow you, if only by a slight margin. Continue until it stops moving, and then dash to the switch in front of the boulder area, and move to the safe area on the left so that the boulder crushes the Bacura into VERY many pieces. There is a large secret about the Bacura that we'll discover very shortly. The fact is, it was an evil stone that could be put together to form a cursed chakram. We'll handle that soon. Head down and turn off the boulders, and then take a right.

As you go downstairs, beat the enemies on the path and collect the treasure chests (I love EX Gems) and you'll find a huge stack of boxes. Zelos has the correct suggestion, of blowing them up and collecting the inhibitor ore in the remains. Go to the very right and blow a few boxes up, then when there's one left, blow that one up. In the remains lies the inhibitor ore. Now we can take all the way back, but not before we examine what the boulder turned the Bacura into dust.

With the boulders off, head up and to the left, and then go down and follow the path to get to the Bacura remains. Raine will then pick them up and turn them into an Evil Eye. That is what we want, although the Evil Eye has no immediate use (it had less than 200 attacking power compared to about 550 from my Colette's weapon in my game). Just head back up and all the way back through the mine. Thankfully, you don't need that magazine anymore (okay, my apologies). Although at the exit, you get a little greeting...

The bastard who was ordering Presea around when you first met her in Meltokio: Vharley. He's a huge money pig, and ugly as a pig as well, not to mention evil... he'll criticize Regal a little bit, and then go out with his knights. Regal will speak a little of the crime he supposedly committed, and now you can leave. What do you say we go back to Ozette and remove Presea from her current predicament?

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14. Ozette  
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Enemies:

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Cardinal Knight  
Commander Knight

As soon as you arrive... geez cripes almighty, not the Papal Knights again. As usual, they're pitiful fighters, though. Whoop 'em around in seventeen different easy forms of attacking, and then after a small talk (Zelos is the wise man, that's rare), Colette falls to the ground in pain. What's wrong now? Anyway, Presea appears and claims to know how to do it, but stupid of Raine, she trusts her. So Presea walks over to Colette, swings her ax, and...

You bet. She swings it at the party (they avoid it) and hits Colette in the neck, only to be followed by the man in green whom we've seen twice already and whom appeared when Magnius and Kvar died (Rodyle) showing up, thanking Presea, and before Sheena can stop him, putting Colette on a dragon and taking her off. How many more problems are we going to have concerning Colette, I'd like to know? Anyway, they still manage to forgive Presea, because, you know, she's how she is.

So they fix her up, and she realizes she's killed her father. Ouch. Anyway, a short scene will follow that, and she decides to join you so that she can help Colette, since it's really her fault that Colette got taken. Of course, before they leave, Kratos shows up. He'll give them advice, and leave. Very strange is that man. After a somewhat amusing scene as Lloyd takes Genis's girl, exit this place and Quick Jump to Mizuho.

\*\*\*\*\*  
15. Mizuho  
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Enemies:

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N/A

Head to Vice-Chief Tiga's house (northern part), and he'll tell you that now is the time that Sheena has to overcome Volt. She'll then storm out of the house, in a rut. Or rage. Or whatever. Head outside and go to the bottom side of this area, and speak to her. Lloyd will promise to protect her, so after a little bit of convincing, she'll finally agree to do it. Stock up here, and buy a Mizuho Potion. I'm serious. Good. Now, it's time to get the show on the road.

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16. Temple of Lightning  
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Enemies:

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Lamia



Gold Skeleton  
Thunder Sword  
Gold Slime  
Lightning Bird  
Volt (Boss)

To get to the Temple of Lightning, just head to the Gaoracchia Forest and to the Ozette side, and then head to the pier and then to the northern part of the world map. Dock there, and prepare to start the most annoying, retarded dungeon in the entire game. I'm serious; only the Temple of Darkness can rival this nonsense. I recommend you follow me, word for word. Anyway, once you're inside, head north and take a right. Head up there, and examine the lightning rod, and there. Now if lightning strikes here, it's drawn to this.

From there, head south to the main path and head one path to the left, and head up. Lightning will then strike, and roll down from that tower. Nice... but for now, go to the tower in front of you and lower the rod there. After that, head back to the first one you raised, and turn that one off as well. Once you've done that, head left and whoop anything you see. All the enemies give no less than about 400 EXP per battle, so try and be at Lv. 38 before we fight Volt, m'kay? Volt's a long way from now anyway.

Take the lefternmost path up and raise the lightning rod there. Now head back and take a right, and head to the central tower, but don't do anything. Instead, walk forward and lightning will strike from the one on the left, rolling a block right off the floor! Good... go all the way over there and past where the block was, and you'll get your ring changed into blue electricity. Believe it or not, in this place there's another machine that turns your ring into yellow electricity, and one that turns it into red electricity.

With your new blue electricity charged ring, head to the far right, and watch out for the lightning traps. Losing 150 HP to one of them is not exactly a funhouse. Destroy at least one of the blue blocks in front of you, and then avoid another lightning strike to find a treasure chest. Now we can get out of this crummy room. Return to the main path and head to the central path leading up, and go to that room. When you're in here, first head up and destroy the blue block that's blocking (gotta love my puns, eh? ;D) the way forward, but don't take that path yet.

Head right, and take that path upstairs. Fight the monsters on the way, and once you're at the top, you'll see a blue block, a yellow block, and a red block. Blue blocks are the only ones you can destroy right now, so blow the blue block up and then take either path downstairs. Do not take the path leading right from the eastern part of the staircase, however. That one leads to a very dark room, which leads to a dead end unless you have yellow electricity. Go to the bottom of the room, and head into the room that was originally blocked.

You'll find a sealed save point there, which is worth a small little Memory Gem. After it's unlocked, you can check the machine on the right and fight the monster, but this machine is just an apparatus for an even bigger machine. Head to the left side and shock the block (hey, that rhymes) and a skull monster will come out. Beat it like a strong man, and head upstairs, fighting another battle on the way. Then head to the next room. Now this is one hell of a dark room! You have to tiptoe carefully, or you'll fall into the room with the huge staircase.

Carefully make your way to the other end of the room, which really doesn't require direction because it's so linear. Anyway, that'll take you to a pretty large room. Exit through the path on the lower side of the room, and then take a far right. DO NOT RAISE THE LIGHTNING ROD YET! Instead, destroy the block in the air with your Sorcerer's Ring, to drop a treasure chest down there. Now, raise

the lightning rod. BANG. The floor just collapsed! Yes, every time you activate a lightning rod, the floor collapses.

Repeat this silly process, shocking every block first and collecting the treasure chests, then destroying the lightning rods, until you come to a lightning rod on a bigger area. Turn that one on, and... no explosion? Oh well, who cares? This is another vital part of the puzzle. After you raise the lightning rod, take a right and head to the next room. It's pitch black, but head forward instead of upstairs when you get the opportunity, and mash A to find a very useful Spirit Bottle.

After we get that, just fall into the darkness below. You'll be taken right into the room with the staircase, but that's just faster. Head into the room right ahead, and take a left and go downstairs, into the water. Trust me. Raise the lightning rod on the way, and head right and upstairs, and your ring will change into yellow lightning! Not bad, we're about 2/5 through with this damn puzzle. Now that we have yellow lightning, return to the last room and then to the very first one in the entire temple. Take to the far left, and head down.

Destroy the two yellow blocks on the way, and you'll find another treasure chest there. Go back to the main room with OMG A STAIRCASE THAT GOES ROUND AND ROUND, and take the left path. Destroy the two yellow blocks on the way, but doesn't go in there yet. Head to the top level where there were originally three blocks, and then destroy the yellow block to clear it down to a remaining one red block. And the mindless destruction of blocks does not end, either! Go to the right side of the room, fight the enemy, and into that door there. I mentioned this earlier as a dark room you should not go in, but it's time to now.

This is a pretty easy dark room to traverse, so you shouldn't have any trouble at all. After the dark room, destroy the yellow block on the left and a lightning rod will fall onto the apparatus down there. Okay, now what the hell was that for? Return to the dark room and fall into the pit to return to the room with the staircase. Then head to the next room and take a right to find the apparatus. But it's not active yet. Examine it to raise the lightning rod, but the lightning is drawn to an area far above that. Another long, drawn out trip to the highest lightning rod...

Remember when we destroyed the floor constantly? Let's go over there. Head to the far left side of the room, and go upstairs to the dark room. Cross it by making the lightning illuminate the room, and when you're at the other side of it, cross the bridge and take a right. You'll pass the machine that the apparatus charges, and twenty yellow blocks on the way (you'll learn what those are for later, but don't waste time blowing them up, as they just come back), but ignore both.

Enter the room on the right, and what do we get? A long, dark room. Make sure you walk by slowly, as we wouldn't want to do all this crap again. When you're in an actual room, take a left to take down the lightning rod there. And thus, lightning is now drawn to the apparatus, charging it. It's now charged, so let's go play with the machine! When you return to the dark room, intentionally fall into the pit to return to the staircase room, and head onward. Take a left, and into that dark room... man, am I the only one sick of dark rooms?

When you get to the end of the dark room, head to the right but don't enter the room there this time. You'll see the machine there, which is supposed to create lightning currents. First of all, don't do anything stupid, since the yellow blocks are supposed to direct the lightning to the proper pillar. There are five; if the lightning goes to the middle one, a boulder falls and knocks a path down, which is what we want to happen. If it goes to any others, the lightning hits Lloyd. 150 HP out the window.

Go upstairs and ignore both yellow blocks. Then head upstairs and ignore the two blocks there, and once again, head upstairs. From there, destroy every single yellow block in your path, and fight the Lightning Bird at the top. When you can't go any higher up, head all the way downstairs but DO NOT TOUCH THE YELLOW BLOCKS. That's important. When you're back at the machine, select "Start" and the lightning starts from pillar #5. We want it in pillar #3. It goes left to pillar #4, up and left to pillar #3, up, up, up... BANG! It hits the boulder, knocks it down, creates a path. \*thumbs up\*

Head left and down that path that just formed, and into the next room. You find... \*drum roll\* a machine there! Yay! It'll turn the Sorcerer's Ring from yellow lightning to red lightning, which will now allow us to get to Volt. However, let's not rush. Volt is a devastating boss who will definitely give you a run for your money, so we'd better be prepared. Plus, there are a few things to get. From the red lightning machine, head back and upstairs, and then head west to the dark room there, and fall off the edge.

You're in the staircase room, but hold your horses for Volt, alright? Head to the first room and down to the main path, and take a right. Avoid the lightning traps on the way and blow up the red blocks to collect a treasure chest. Now return to the room with the staircase, and head upstairs and left. It's a dark room, but be especially careful here. Don't worry, you can make it. When you're at the top, destroy the red block to collect a weapon for Regal, which will come in handy.

Now we're ready to fight Volt. But don't go unprepared! Your party has to include Sheena, and I always like to have Lloyd in the party. Raine is a very useful choice, because of her amazing Nurse spell. Genis is usually my other character, although Presea, Zelos, or Regal will do. If you have Sheena's Card of Lightning equipped, remove it immediately and switch it out for that nice Card of Wind. Trust me, doing no damage to Volt when you attack is not fun. A Thunder Cape on Lloyd also won't hurt. When you're ready, go to the room where your ring got changed to yellow lightning, and SAVE.

Good. Go back to the room with the staircase, and head to the top level to destroy the final block. Raise the lightning rod there, and Volt will appear. I hope you're ready... scroll through Volt's incredibly interesting dialogue with the A button, to find he refuses a pact. Sheena demands his power, but Volt follows by getting angry and shocking the entire staircase, making everyone fall off, backwards. Geez, they'd be dead if they didn't have Exspheres. And at the bottom, Volt is about to make the final judgment on Sheena and eliminate her with lightning, but Corrine blocks the way, and...

Corrine is hit with lightning and falls to the floor, near death. Volt then goes for Lloyd, but he's smart enough to know how to block the lightning. Watch a sad scene as Corrine dies... after Lloyd gives her some advice, Sheena musters up the courage to demand Volt's power before he eliminates everyone, and thus the battle with this bastard begins.

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|| Boss: VOLT || HP: 24000 || Drop: Emerald Ring || EXP: 3580 || GALD: 2800 ||

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|| Party: Lloyd (Lv. 38), Genis (Lv. 38), Raine (Lv. 38), Sheena (Lv. 38) ||

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	Hit at Volt like crazy and avenge Corrine, right? Errr... wrong. Volt is a	
	very dangerous opponent; get near him and he'll hit you with lightning	
	three times, doing about 600 damage. But that's not all, Volt's Spark Wave	
	and Thunder Blade spells will take off about 1200 damage. While he's in the	
	early state, have Lloyd use Psi Tempest on him while Genis uses Spread,	

	Raine keeps your party under control, and Sheena pounds him like a pizza.	
	But Volt will hit Overlimit, and here's where to run away, or he'll do a	
	much stronger version of Strike, which will hit everyone for about 1300	
	damage. And his Indignation spell will kill 2-3 characters. Be cautious	
	during this time and toss out Apple Gels like mad, and then return.	

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Volt now agrees to form a pact with Sheena, which is then done. After that, Undine appears and tells them that since Sheena has made pacts with lightning and the opposite, water, a mana link is severed. Sever all of them, and the worlds are separate, which is what we want. Enjoy Volt and T. Seal: Lightning. Anyway, now you can go back to the beginning, where Orochi will await you. He'll tell you where the Renegade base is. What do you say that we storm Yuan and Botta's base right here and now?

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17. Tethe'alla Base

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Enemies:

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Foot Soldier

Evil Warrior

Commander

Raybit

Yuan (Boss)

Botta (Boss)

This place is rather annoying to find, however. Start by sailing up over to the northeast, and swim between the mountains, particularly the lower part of them. Around there, you'll find a port there in which you can dock the boats... but why build a base out here? Beats me. Anyway, enter the base to find a Renegade waiting there. Except... it's not a Renegade, it's Orochi in disguise, so you can get in undetected, I guess.

Anyway, Orochi will lead you inside, and will explain that you need three random pass codes to enter the main part of the base, where Yuan, Botta, and the Rheairds are. And the main part of the base happens to be the deepest part. As for the pass codes, three Renegades have them, so their asses we must kick. In this main room, anyway, you can buy stuff from the machine, save, and change the Sorcerer's Ring to lightning instead of fire. I'd do at least the second and third.

Enter the room at the bottom, and talk to Orochi to immediately heal yourself, that's always a help. After that, use the bottom door to get into a room, this one with one entrance and three exits. Beat the Renegade in this room if you do please, but otherwise take the exit on the left. You'll find a laser blocking the path, but that's easily resolved by pushing the nearby blue block into the path of a laser. Hey, if the laser can do this much damage, why doesn't it melt the block down? Video game logic.

Ignore the path leading up, and take a left to find two rooms, one with an EX Gem Lv. 2 and one with a Card of Ice for Sheena. That's a good improvement over the Card of Wind, and it works well against human enemies as well. Once you have the treasures, leave the room and return to the path leading up. From there, go through the door, and take a left to find a Renegade in blue. He just happens to be one of the Renegades with a passcode, so beat him up. Not difficult.

The passcode is random, but not too difficult to remember. Take a note if it is absolutely necessary, and open the chest if you want to collect an EX Gem Lv. 3.

You can never have enough EX gems. After you've gotten everything in here, just leave the room and then go to the previous room and head up. There's nothing in here to be bothered with except a Raybit, whom you can beat up to collect none other than a Memory Gem.

Now we can return. Just head into the previous room, back down the hall, and to the room with the four doors and where there's a Renegade patrolling, and then go through the door on the right. There's another blue block here in which you will have to push into a laser. After that, head to the far east and into the room there, where you will find a Renegade with another part of the pass code. Two down, one to go.

Return to the previous room, and move the block into the path of the laser so that you can pass up to the northern room. In this next large room, you'll find a hell of a load worth of lasers. O\_o There is a block so that we can do this, however. First of all, push the block in front of the eastern lasers so you can pass through there and collect a Silver Circlet, and then position the block so that you can enter the door on the west, making sure you notice this one, as it is important.

Another hall, another laser, another block. Push the block in here in front of the burning laser, and head beyond it to find a Renegade in purple in the room there, with the third pass code. Good, now all we have to find is the hangar. Before you leave this room, head up the short set of stairs and fire a bit of lightning at the coil above, and then go down the stairs again and examine the control panel. A platform will rise, but for some reason, the control panel burns itself after that. Very weird.

Making sure the platform has risen, return to the room with four doors, then take a left and move the block so that it "blocks" (I'm so witty and you know it in your soul) the laser, and head up to the room with a Raybit and a long staircase, and head to the very top. I see a connection to the room below, that I do! There's a block on the platform at the top, so pull it over to the left, and continue pulling until you find a gap to push it through.

It'll now crash on and burn a device creating lasers. Heh heh... gotta love blowing things up, yeh? Now go all the way back over there to find a Lightning Sword for Zelos and a Dragon Tooth for Lloyd. Equip both of them, especially the Dragon Tooth as it'll increase Lloyd's attack power by quite a bit, and the boss fight AFTER the one in the Tethe'lla Base is against dragons, and the 'Tooth does extra damage to them. Kill two birds with one stone.

On a side note, in here I got two skits called "Tingles" (where Presea tries to electrocute Lloyd) and "Renegade's Technology" (where Genis wonders whether the Renegades are making Exspheres like the Desians). Anyway, leave this room, and climb up the stairs in the eastern hall, from the large room with four doors. If you thought that this place has been annoying so far, you ain't seen NOTHING. All of the most annoying parts of the dungeon take place in this very room, so follow me closely.

First of all, head up the nearby stairs to collect a Silver Mail (equip it on Lloyd), and unlock the memory seal at the bottom. There could be nothing worse than doing the dungeon in one go without saving, and then fighting the boss at the end, losing, and having to do everything again. Now push the two blocks in this room to the very upper-left side of the area, in the gaps between a normal, stationary block and one containing a treasure chest.

When the blocks are in the very upper-left side and form a bridge, take the stairs below yourself up, and then go down the staircase that's just there, so you can cross the bridge of blocks you made to collect a Lavender! This item

will increase your strength by one point, but don't use it unless you have a Rune Bottle. Anyway, after you collect the Lavender, take your ring and move a bit to the left, but at an angle so that you can fire lightning at the coil below the chest. Just stand diagonally and shoot, and you can do it.

This will activate a lift at the northern part of the room, yay. Of course, Namco had to make all of this work so far about 1/4 of this room, so kudos to them for doing a good job pissing us off. Especially being that the next part is plain confusing. Drag a block over to the lift that has now become blue. But now you will have to pay attention to what I say, WORD FOR WORD. There are four "parts" of this lift, each which can hold a block. The "part" we want this one to be on is the very upper-right one.

Got it as upper-right as it can go? Good. Now head to the upper-left and take the lift up, and then head below the block there and push it UP. That's up, I say, up, so that it's off the lift. After that, take the lift down again, and head to the western side, taking the stairs up. Instead of from there taking the stairs down, like we did the last time, take 'em up. From here, beat up the Renegade for kicks, and then head down the stairs on the right.

See a coil at the bottom-right part? We need extra range to be able to touch it with our lightning, and that's what the block is for. Head to the left and pull it out to the right until there's room for you to get behind it and push. From there, take it to the bottom-right side and push it down, so that you can fire your lightning at the coil, while standing on the block. Good, that will turn on the lift at the bottom-right side of the room.

This is just so freaking annoying, but the good thing is that it's almost over. Go all the way back around the stairs to the bottom part of the room, and just leave the room and come back. That's simpler, since now all of the blocks will be put back in their original places. Drag a block over to the blue lift at the bottom-right side of the room, and then take it up. We could go to the hangar with the Rheairds now, but it all depends on whether or not you want a great new weapon for Presea, a new shield for Zelos, and an EX Gem Lv. 3.

Assuming you want the items... with the block on the lift, don't worry. This is not nearly as cramped as the last part was. Take the lift up, and drag it up to find two areas you might want to drop a block in to create a bridge. The left one has a chest with the Tomahawk Lance (GREAT new weapon for Presea) and the right one leads to the hangar. So... create a bridge to the treasure chest for the new weapon.

Having gotten that, head up the stairs on the left and to the far left side, but ignore the lift for a second. Head up and check the corner there to find a Beam Shield, which works very well with Zelos. After that, hit the nearby coil with a bit of lightning to get it to work, and take the lift with the block down and shove it into the gap there, so you can cross and collect an EX Gem Lv. 3. But we've used up all of our blocks, so now we're trapped. Can't get to the hangar, sorry!

...Or not. Just leave the room and return to find all the blocks in their first positions again, and then take a block and put it on the lift to the right, but save first. Now take the lift with the block up, shove it out, and drop it in the upper-right corner, and then cross and take the elevator up. From here, just insert the passcodes on the door, and enter to find Yuan and Botta waiting for you. A good beginning to the fight though, Yuan saying something, then Lloyd and Zelos telling him he can't say anything original. That made him mad. So... we'll kick his ass now, what do you say?

-----

|| Boss: YUAN || HP: 16000 || Drop: EX Gem Lv. 4 || EXP: 4890 || GALD: 3150 ||

|| Boss: BOTTA || HP: 12000 || || Drop: N/A || EXP: 1680 || GALD: 2800 ||

|| Party: Lloyd (Lv. 41), Genis (Lv. 40), Raine (Lv. 40), Presea (Lv. 39) ||

	Yay! We finally get to fight Yuan! And fortunately enough, this is one of	
	the hardest fights in the entire game. Yuan and Botta do have different	
	fighting styles, however. While Yuan will be going around and slashing at	
	you, Botta will be in the back using spells such as Stalagmite and if Yuan	
	is gone, a frequent Ground Dasher. That is one hell of a strong spell, but	
	Yuan gets worse. While Yuan is a much better physical attacker than Botta,	
	if you knock our talented magic user here (Botta, for the lazy) out, then	
	Yuan will cast Indignation far more. Remember this spell from Volt? It is	
	deadly as hell. Run like mad if he uses this, and expect a few characters	
	to be knocked out. Still, Botta is the main target right off the bat.	

	Why is that? Botta's Ground Dasher and other strong spells will be very	
	hard to avoid and extremely powerful. At the very least, Yuan's Indignation	
	spell is easy to avoid with Lloyd, anyway. =) Beat Botta down like crazy	
	with Lloyd's Rising Falcon, Demonic Tiger Blade, and Tempest Thrust techs,	
	as those are his best techs here. While Raine and Genis should be in the	
	back (disable Genis's Lightning and Thunder Blade spells because Yuan is	
	strong against lightning) casting spells, make Presea a complete attacking	
	machine. Once Botta is gone, however, Yuan is a large threat. Watch out for	
	Thunder Blade and Indignation and run like hell if he casts either. He'll	
	go down after a bit of whooping from Lloyd, Genis, and Presea, though.	

Following Yuan's defeat, an earthquake strikes. Why? Who knows... as of now.  
Yuan just lets them take the Rheairds. It seems there's more to the Renegades  
than meets the eye...

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``` 6. WALKTHROUGH (BOTH WORLDS) ```

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Now we're off to greener pastures! ...Not really, but at least we've got our
airships now. Anyway, we can't yet go from Tethe'alla to Sylvarant, but really,
who cares? We've yet to explore much of Tethe'alla anyway, so we might as well
finish that. After we rescue Colette, of course.

1. Dragon Nest

Enemies:

Baby Dragon (Boss)

Winged Dragon (Boss)

We're left with no clue to where Rodyle took Colette, except we know that he
went off toward the east. Start by flying the Rheairds over around halfway up
through the very eastern side of the map. Once there, sail down a bit until you
find what appears to be a mountain in midair, surrounded by heavy fog. That's
the place we need to go, but did I mention that it happens to be a nest for the
dragons that Rodyle happens to keep as pets? >_>

The group will jump off towards the nest, to find Colette in what she claims to
be a "trap". And what do you know, step forward and Rodyle appears. And nope,

Presea can't chop him to pieces, because it's an illusion. And thus Regal gives us one of the best lines in video game history: "Indeed. It is enough that I alone bear the weight of sin. You and I are the epitome of sin. I'll drag you down to hell with me!" I also like Rodyle's response of, "Take me to hell? You inferior beings and your silly jokes."

And thus he sics a huge dragon and two little ones after you. Now that's just great. Enter boss fight.

|| Boss: WINGED DRAGON || HP: 18000 || Drop: Venom || EXP: 2350 || GALD: 1200 ||

|| Boss: BABY DRAGON || HP: 12000 || Drop: N/A || EXP: 1250 || GALD: 500 ||

|| Party: Lloyd (Lv. 42), Genis (Lv. 41), Raine (Lv. 41), Zelos (Lv. 41) ||

	Come on, Namco! Let us beat Rodyle to shreds! Well, it won't allow that,	
	so we might as well beat these dragons instead of that evil madman. This	
	battle can be very tough if you're playing Hard or Mania mode, but if you	
	aren't, it's really not anything that tough. Start by going for the Baby	
	Dragons, since there are TWO of them and ONE of the Winged Dragon. That big	
	ass Winged Dragon likes to swoop on you by sticking its head out to you and	
	attacking, so stay around the center of this arena.	

||
	The Winged Dragons like to use earthquake type attacks, so give them your	
	all. By now, I had Lloyd's Rising Falcon move, which proves EXTREMELY	
	useful here, since after you get behind the dragon (1200 damage or so, on	
	the way) you can whoop their scrawny butts from behind, and then repeat,	
	with another Rising Falcon. Have Genis use his most powerful techs (Tidal	
	Wave works quite well here) while Raine uses Nurse if the need arises. As a	
	melee fighter, Zelos is quite strong, so you won't have much difficulty in	
	fighting this one.	

The dragons die, but something bad happens here. The mana from Colette's body begins to flow out and bring the nest down. Get some self-esteem already, girl! Presea's the only one who attempts a daring chance to get Colette out of that circle, and that takes the entire nest down, where it lands somewhere. And thus, Presea smiles for the first time ever. Add to that, Zelos has to hit on Presea. Come on, an age difference of 12 and 22?

So now that we've got Colette back, we need to continue severing the worlds. A good place they consider starting is Gnome of the Temple of Earth, which is right near here. Restock and anything you want, and then enter the Temple of Earth by following the world map path.

2. Temple of Earth

Enemies:

Earth Element

Cave Worm

Giant Snail

Clay Golem

Neviros

Dragon

Gnome (Boss)

Once in here, check the usual machine on the left, and then Lloyd will change the Sorcerer's Ring from fire to earth. That's right, earth. Now whenever you use it, it'll create an earthquake, so that's always something we didn't have. With an earthquake, you can change the shape of the Temple of Earth, in some ways at least. Anyway, head to the upper-right to find three stone pillars, all blocking the way. No problem, just create an earthquake and they break down.

Talk to the gnomelette on the bridge, who wants to fight. However, no one has anything to say about something this small, so they turn his offer down. In any case, this guy won't let you pass unless you find Gnomelette #1, the eldest of them, and get his permission to let you pass. Well, that's just great. This guy is in the Toize Valley Mine, so just leave the place, embark on the Rheairds, and head there.

3. Toize Valley Mine

Enemies:

Basilisk
Red Bat
Red Roper
Roller Snail
Rock Golem
Bacura

Remember me telling you to buy Mizuho Potion before we left for the Temple of Lightning a while ago? It pays off here; we have a special kind of potion to Big Brother to make him leave (examples are Palma Potion, Mizuho Potion, and Flanoir Potion). Take that bottle and go to the third part of Toize Valley Mine, and to the northern part. Head down with the ramp and talk to the gnomelette there. He looks just like his younger brother back in the Temple of Earth, so you should be able to spot him.

Talk to him and have him any potion that Raine mentions you have, and give it to him. He doesn't "drink" the potion, he eats the bottle with the potion inside it! Gotta love the little guy... or actually, hate. After he calls you "losers" again, just leave the Toize Valley Mine, get on the Rheairds, and head back to the northwestern tip of the Fooji/Meltokio continent.

4. Temple of Earth

Enemies:

Earth Element
Cave Worm
Giant Snail
Clay Golem
Neviros
Dragon
Gnome (Boss)

Make sure that your ring is of earth and is not of fire, and head north to the bridge in which the Gnomelette is blocking, and Big Brother will appear and let the group pass. Albeit, rudely, that is. Sheena will then talk about how they are quite much like Zelos. Regal is smartest in suggesting that's it fine to ignore the idiot, though. Poor, poor Zelos. Anyway, head past that bridge and go

to the east.

There will be a few skits around here, one involving Presea and the time she has lost, another where Presea gives Genis a gift, and another where Zelos gives Genis some advice on giving Presea presents. At least there's ONE thing that Zelos can do right! Anyway, from the eastern side, first take the path on the left to collect a Mythril Circlet there, although it's not exactly a marvelous piece of armor.

Return to the fork and then take a right, heading through the hole to find yet another intersection. First of all, take the upper path to find a Bellebane at the top. Not absolutely necessary, but something worth taking a look at. Once again, return to a fork, and take the bottom-left path to get blocked by another Gnomelette, this one who won't let you pass unless you find something spicy. There's something spicy cooking at Altessa's house, so that's where we need to go now.

5. Altessa's House

Enemies:

N/A

Just go in the front door to find Tabatha there, the same as always. She obeys orders just like any good servant would, and speaks in ALL CAPS, just the same as she usually does. Speak to her, and just like the Wonder Chef would, she'll give you the recipe for curry, and she'll give you the ingredients so we can get past this little bastard. Anyway, return again to the Temple of Earth.

6. Temple of Earth

Enemies:

Earth Element

Cave Worm

Giant Snail

Clay Golem

Neviros

Dragon

Gnome (Boss)

Don't worry, this is the FINAL time we have to come here. So pack your bags and get ready to fight Gnome at the end of this place, and return over to the spot where that Gnomelette loser asked you for curry, but who to make it? Whomever you pick to cook it will get an affection boost with Lloyd, so that puts Genis, Sheena, and Colette out of my book. I personally picked Zelos, as he's always the funniest character.

And thus, the Gnomelette eats the curry with loud crunches. Dear, dear, what has become of this world... he'll let you pass, however. As an interesting side note you'll probably get a skit between Lloyd, Genis, and Zelos eventually, which explains how Zelos got to the top of his class. His hunnies did all the studying and the role call for him, while the only thing he excels at is math! I dare you to e-mail me telling me reasons why this is not quite obvious.

Okay, back to the walkthrough... walk past the place where the Gnomelette was

originally standing, and you'll find yet another Gnomelette who calls you losers and asks if you want to fight. Man, these guys are really lame. However, this one is nice and will read Lloyd's mind somehow (dunno, I guess they just built a puzzle for their father so that he'd be guarded well) and offer to help you. I suppose the Gnomelettes aren't all bad!

There's just one problem: he doesn't give any explanation on how to get anywhere further, when he jumps down a bridge. Okay, my common sense will tell you any time you wish that that's out of the question, even with Exspheres. So... you'll have to use the bridge, breaking it with the Sorcerer's Ring. That is not a bit of problem. Just standing on any of the planks you want, and any wood below you will break; otherwise you can walk over to other pieces of wood and break those until you get to the bottom.

You'll get some treasure chests down this path, although none of them are really that important. You'll get a few EX Gems, a few weapons which aren't too great, and that's it. So, no need to talk about those. When you reach the bottom, take a left for a second and speak to the Gnomelette there, who won't let you go any further. However, Big Brother will then step in and let you use a secret passage leading back to the entrance, so how nice of him for that.

Before going that way, however, take the path on the bottom-right to fight a Dragon there. These guys aren't the easiest of the group, but they'll drop no less than 10,000 Gald when you defeat them. This is a very cheap and easy way to collect Gald, especially if you want to partake in a side quest around the end of the game. To defeat the Dragon, the best method is to use your highest ranked Tempest tech, or Rising Falcon. Not really that hard, but try to stay behind it and hit it from there.

The path beyond the dragon is guarded by a Gnomelette who won't let you through under any means. So... screw that. Just head to the left and take the secret passage that Big Brother showed you to arrive at a familiar looking area. Right, that's the beginning of the area. However, head to the southeastern part and you'll find Gnomelette 3 there. Remember him? The nice guy? Now he'll guide you a bit further into the Temple of Earth, but under one condition. You prevent enemies from touching him.

Nice mini-game music for this. This isn't difficult at all, but if you do happen to fail, you have to pay the Gnomelette for him to continue. Meh, that's where the Dragon came in. Walk a bit ahead of the Gnomelette and eliminate the enemy upon first sight, and then you'll reach a wooden bridge. No way to get down, so you have to break it down by creating a large earthquake, with the Sorcerer's Ring and with the Gnomelette. So, when the Gnomelette lands on the bridge, you have to cause an earthquake.

Just activate the ring when the Gnomelette is at the top of his jump, and then the bridge will break and the ruins will form a bridge from a gap below. Wow, if that isn't dangerous, I don't know what is, but the Gnomelette says that he did not think about what would happen after they fell. What a jackass. Anyway, let him go and then head south, to the end of that path, and up the small hill to find a Mythril Bracelet there. Not bad for Genis.

After collecting that, head forward up the path and through the hole, and then use your Sorcerer's Ring to create an earthquake which will shake a treasure chest with a Mythril Guard in it off a pillar, so equip that on Lloyd or Presea as soon as you can! Now, as for the next part... head north at the pile of rubble ahead of you to turn it into a bridge, and then you can cross a path to the main part of the ground.

That's enough collection and schtuff for now. Return to the previous room and

continue to head north until you find a save point, as well as the altar. Watch Lloyd get made fun of as he thinks that Efreot of fire is Gnome's of earth's opposite, haha. Anyway, Gnome will appear from the earth. He's a cute looking thing, sort of like a woodchuck with a red ribbon. He dislikes Sheena's way of speaking, but he can get over it. Of course, Mithos has already made a pact with him, but time to break it, eh?

|| Boss: GNOME || HP: 28000 || Drop: Holy Symbol || EXP: 5890 || GALD: 4280 ||

|| Party: Lloyd (Lv. 43), Sheena (Lv. 42), Presea (Lv. 40), Raine (Lv. 41) ||

	First of all, for the party. Sheena, we have to have, and Raine is always	
	good because of her healing ability. Lloyd is always good to have, and for	
	a melee fighter, Presea is best because Regal's best weapon happens to be	
	the Venom, and that's earth elemental. Therefore, that's a no-no. Anyway,	
	I've found certain patterns with Gnome. He'll attack with Stalagmite and	
	by jumping from 28000 to 14000 HP, he'll start using Ground Dasher and a	
	bit more magic at 14000 to 7000 HP, and from 7000 HP to 0 HP, he'll become	
	a much nastier physical attacker, along with Ground Dasher. So be careful.	

||
	A good idea might be to seal anything from Raine except Nurse. While her	
	Healing Circle tech is nice, it misses far too often and 48 TP is a little	
	bit too much. Keep her using Nurse, and you'll be just fine. Try to get at	
	Gnome's back with Rising Falcon, and continue hitting him from behind. At	
	the point where he comes to love magic, keep the X button ready so you can	
	use Guardian, though. Try and avoid it, and slash a bit while he's busy,	
	and then mash Rising Falcon like mad when he goes physical, because he'll	
	try and ram you. That's not nice. Otherwise, he's not too hard.	

Gnome will complain about Mithos having beaten him by himself while you had to have four with you, but once again, that's something he can get over. He'll then grant Sheena the power to summon him, as well as give her a Ruby. Oh, and as a side note, while Sheena usually says, "I ask that thou grant me thy power", she says to Gnome, "gimme your power". Pleasing for the guy, huh. You can take the path that we opened earlier out to get through here, after watching a skit as Colette thinks that Gnome's ribbon is cute, as Genis flirts with Presea. Heh.

7. Temple of Ice

Enemies:

Ice Spider
Ice Warrior
Bigfoot
Feather Magic
Lobo
Penguinist
Celsius (Boss)
Fenrir (Boss)

As Regal suggested, a good place to continue would be Celsius, the summon spirit of ice, residing on the northeastern snowy continent, near a town called Flanoir and near the Tethe'alla base. Get off of the Rheairds and then enter the Temple of Ice, another place in which we have to visit twice. No annoying Gnomelettes in this place though, that's a small bonus. The Temple of Ice itself is around the northern part of the continent, across from Flanoir at the middle.

When you do arrive in the Temple of Ice, look around for a penguin running through because we need to go for those Penguinists, believe me. Just beat 'em up like you would any monster, and leave and re-enter if necessary to collect three Penguinist Quills if you didn't get all of them from the first battle. The Penguinist Quills are what we need, so once you have them, leave the Temple of Ice and head south to Flanoir. You can walk, as the enemies are easy and are worth beating for EXP.

8. Flanoir

Enemies:

N/A

The Penguinist Quills aren't the only reason we're here, though. Head to the north, in front of the building there to find a homeless man sitting there. He will see that you have Colette's pitiful weapon of the Evil Eye, and will tell you that he is the surviving member of a family, but is under a curse from nine weapons called the Devil's Arms, one in which he has. And the Evil Eye is one of the Devil's Arms. So keep that and accept the Nebilim and Nebilim Key which he will give you.

This is part of a side quest we can take down a little later. The Nebilim is a weapon for Lloyd, but it, too, does so little damage that you'll never use it. Anyway, after you've gotten Nebilim, head northwest of the man (Abyssion's) building, and then head further north up to the accessory shop here. You can buy Black Onyxes here for 22,500 Gald apiece. These accessories will raise your HP by no less than 30%, so Lloyd, Zelos, Presea, or Regal should like them.

Talk to the old man at the left, near the hearth. He'll see that you have the three quills, and tells you that he can make Penguinist Gloves out of them. So just give him the quills and wait a moment, and then he'll give you the gloves. Why do you need these? So that you can touch the Celsius's Tear, hidden inside the Temple of Ice, and which is a mandatory part of the puzzle. So now you can get back on the Rheairds and head back to the Temple of Ice so we can kick some hot Summon Spirit chick ass (although Celsius is cold, being of ice).

9. Temple of Ice

Enemies:

Ice Spider

Ice Warrior

Bigfoot

Feather Magic

Lobo

Penguinist

Celsius (Boss)

Fenrir (Boss)

Head to the northeastern hole in the wall, which happens to be the entrance to the Temple of Ice. Naturally, as soon as you enter, you'll find a machine that will change the Sorcerer's Ring from fire to ice. Efreet, you got rejected. This new upgrade for the ring can freeze moist areas to create blocks of ice, which are used in this dungeon for a variety of purposes. After you do that, head up

the path starting at the bottom.

There are some enemies around here, including the scary-looking Lobo, but none should prove much of a problem. Continue to head up the path until you reach a fork, upper-left or east, across an ice bridge. Take the upper-left path, all the way up to the top of the hill. Fight another enemy over here and then head out through the opening there, and then head south. A dead end, eh? We came out here for nothing...

Just kidding. Use the icy ring on the moisture-dripping stalagmite, and then cross the bridge that you've made and head down the hill, where you'll find a platform with the Celsius's Tear. Yay, this has even more absolute zero powers than the icy Sorcerer's Ring did! =) With your new item, head back to the path, down the hill inside the temple itself, and then to the east, across the ice bridge.

After crossing the icy bridge, head south. Ignore the stalagmite dripping the water at the northern part; that's part of a hint used to beat this place, but if you have my guide, who needs hints? ;) Head all the way south, and freeze the stalagmite at the eastern side, and a block will form. Now pull it out and shove it into the lake, and now you can cross to the other side of the southern side of it. Or whatever.

Of course, we can't cross to the northern part, where Celsius is. Try freezing the waterfall at the upper-left with your Sorcerer's Ring, but it'll fail. Lloyd then pulls out the Celsius's Tear. Ho ho, that worked. However, even if it is completely frozen, you cannot cross it completely. You have to skate through it, but the only problem is that when you turn one direction, you'll go the whole way until you bump into something or get off the ice, so follow me. Really, word for word.

Up
Left
Up
Right
Down
Left

From this platform, you can collect a treasure chest containing a Rosemary. As usual, it has its uses but should not be used without a Rune Bottle, mark my words. Anyway, head to the southmost opening of the ledge, and prepare to skate across the frozen lake...

Right
Up
Left
Down
Right
Up
Right
Up

No save points before Celsius, that sucks. Anyway, there's a small puzzle. There are four statues in here with red eyes, and they have to be positioned in a certain way to open the door. You could have found that out with the hint that I mentioned earlier, but then again, you could use my guide. ;) Anyway, ignore the western statue, examine the top and bottom statues thrice, and the eastern statue once.

So thus, the door busts open. You'd better have a good party, with one that has

little chance of losing. I took Lloyd, Sheena, Regal, and Zelos, personally, as Zelos is well-rounded, Lloyd is a great fighter, Sheena is necessary, and Regal is a good support and backup melee fighter. Enter the room in front of you, and then it'll freeze up. Celsius turns out to be a badass Summon Spirit chick, which is exactly what I want.

|| Boss: CELSIUS || HP: 18000 || Drop: Spirit Symbol || EXP: 5120 ||

|| Boss: FENRIR || HP: 12000 || Drop: Blue Quartz || EXP: 1380 || Gald: 1380 ||

|| Party: Lloyd (Lv. 44), Sheena (Lv. 43), Regal (Lv. 43), Zelos (Lv. 42) ||

	Wow, just as Shiva was the big-breasted female ice summon of the FF series,	
	Celsius is the big-breasted female ice summon of Tales of Symphonia. For	
	some reason, she brought the famous wolf beast Fenrir with her as a friend.	
	Anyway, Celsius is (somewhat) a magic user, but she's more of a martial	
	artist, and she just loves to use some of Regal's techs. She also has the	
	nasty Freeze Lancer spell, which will do about 1000+ damage to a single	
	character. Overall, not really too bad.	

||
	Fenrir is a little less of a threat. He'll lunge at you to bite, and he'll	
	do a Tempest-like move which might shove a bit of HP off, but the reason	
	that he is so easy is because of his HP. Only 12,000? That's an honest joke	
	in my book. Have Zelos use Fireball and Eruption if he has it, along with	
	Thunder Blade and Lightning Blade, if he has those. Lloyd's best tech here	
	would be his best Sword Rain, and Regal is best off attacking Fenrir with	
	Lloyd, using his best techs. After that, use Tempest to get behind Celsius	
	and then whoop her from there, using fire abilities. Not too hard.	

So now you have another Summon Spirit, as Celsius admits to her loss. But in any case, what to do now? Just wait. Return to the entrance of the temple, and on the way, watch the Zelos skit, where Sheena brings up "philanderers" and Lloyd asks if they're edible! Okay, Lloyd eating Zelos. That's just wrong. Prolly one of the game's funniest skits, though. Leave the Temple of Ice, and then you'll see the lightning of judgment, falling upon Ozette and destroying it... Presea can sense this. Over to Ozette, automatically.

10. Ozette

Enemies:

N/A

The entire village is completely burned down, with only one living body lying in the fiery wreckage. Presea is in complete horror, but Lloyd manages to rush down as a burnt piece of wood falls, before it hits the unconscious living body. So, how all that fire got put out, I don't know, but the kid there will then regain his consciousness and see the party, although he's somewhat scared. He will not admit that he's a half-elf, because they're so much hated. He then admits he is a half-elf when he hears about Genis and Raine, and says his name is Mithos.

Yep, you betcha. He has the same name as the ancient hero of Kharlan, Mithos. But of course, the group can't just leave him here, can they? Anyway, Altessa (you remember him, right?) will walk in with Tabatha, look at Ozette in horror, and then leave the village. TABATHA WILL EXPLAIN THAT ALTESSA BELIEVES IT TO BE HIS... (okay, I'll stop ^_^) fault that Ozette was destroyed, so we'd better

have a good talk with Altessa. Mithos will come with you for the time being.

11. Altessa's House

Enemies:

N/A

Inside the house, Altessa will then do some explaining about how he originally worked for the angels of Cruxis, who were the ones that attacked the village. He will do a little explaining about Yggdrasill, Mithos the hero, and something called the Otherworldly Gate, which connects Sylvarant and Tethe'alla. This is something Raine takes a certain interest in, for some reason. However, Altessa tries to apologize to Presea because it was his fault that Ozette was destroyed, but she can't accept the apology. Poor Presea, huh.

Altessa then happens to tell you that he made Tabatha as an automated doll to be as a servant. Well, that explains her certain way of speech. Anyway, he'll let your group and Mithos stay over that night. However, you'll be somewhat rudely awakening in your sleep by Colette, telling Lloyd that Raine took her Rheaird and left suddenly. She went off to the east, in which Regal tells them is the direction of a seaside town called Altamira. However, Mithos wants to come with you to Altamira. Let him do that; this will build Genis's affection for you. After that, time to set out on the Rheairds and go to Altamira.

12. Altamira

Enemies:

N/A

Altamira is easy enough to locate. Start from the center of Tethe'alla, and go a little bit southeast from there to land on a small island, with a really large blue building in front of a small village. And lots of water, yes. Land on that island and then enter the building, although that large blue building happens to be a hotel, haha. Anyway, once inside, Regal refuses to enter. He won't say why, so freaking ZELOS is the one who says, "That's your business. C'mon Lloyd." Wow, Zelos being polite to a guy like Regal. Weird.

This is a pretty nice town, with some lovely seaside music playing. However, not all the business is that way. Head north and up the path there to find an old guy looking at what I believe to be a tombstone, but anyway, he looks at Presea and confuses her to Alicia, her supposed "younger sister" who recently passed away. Of course, Alicia got sent her to work under a noble family, now that is plain weird for a 12-year old's younger sister. The old man (named George) will give you an ID so you can get into the building of a company named Lezareno, where Alicia lies. Better go there, now.

To get there, head a bit south and take the bridge on the west. Head down the stairs over yonder, and speak to the guy standing near the boat, telling him you want to get to the Lezareno company building. And so you go there by boat. Really, the layout of this town is really unusual, but once you get here, give the man standing near the rightmost elevator the ID card that George gave you, and then go to the Sky Terrace.

When you arrive at the Sky Terrace, head forward to the tombstone, where there

is an Exsphere. An illusion of Alicia will then appear and explain that she was working under a noble family called the Bryants, but her master (also part of the Bryant family) killed her. Before she can explain, she disappears. Presea's one request for Lloyd is to help her find Alicia's killer. Genis agrees, as Mithos looks over at the tombstone, remembering his sister whom he has lost. Didn't mean to put that on ya, Mithos.

Anyway, after you do that, return to the first floor of the building to find two idiots talking there about the Otherworldly Gate. They will then explain that it opens that night because of the full moon. So that's a passage back to Sylvarant which is opening. The Otherworldly Gate happens to be Raine's destination, so let us make haste. Mithos, however, will come with you for this much longer, however.

13. Otherworldly Gate

Enemies:

Cardinal Knight
Commander Knight

This place is around the very eastern side of the world, on a small island. You will see it on this island as merely a pile of gray stones and rubble, but that is indeed it. When you do arrive, it'll already be nighttime, but Raine will be there, examining the stone. Anyway, Lloyd and Genis will quickly run over there, as Raine explains something we all didn't know. She and Genis were actually born in Tethe'alla, but their mother abandoned them at the Otherworldly Gate for some reason, so they got taken to Sylvarant.

Anyway, a voice yells after that, "Then let me drag you to hell this time!" Now, for some reason, I love this scene. Do you remember Kuchinawa, from when you first left Meltokio to get to Sybak? I didn't, but here he is, all angry and supported by the Pope's men. He's extremely furious at Sheena (who is like his sister, give me a break) and wants to kill her because her failing to summon Volt brought death upon his friends and family. So, he sics the Pope's knights after her.

Yawn... I do grow weary of these guys. Just attack them and enjoy 1500 EXP or so because they're pushovers. After that fight, Sheena then demands that everyone except herself and Kuchinawa are out of the fight, and that they duel to the death. Kuchinawa accepts but prepares himself as the Otherworldly Gate leading to Sylvarant opens, and Zelos ignores Sheena's demand and drags her by the arm into the gate. And then everyone, including Mithos, escape into Sylvarant. Too bad for losers like Kuchinawa, I guess.

14. Palmacosta

Enemies:

N/A

So we've escaped from Kuchinawa and returned to Sylvarant (that's a first for Zelos, Presea, and Regal), that's all well and good by me, but where exactly did we land? Genis immediately recognizes it as outside of Palmacosta, but you can't drag Mithos into all of this, though. Sheena is, of course, angry with Zelos for ruining the show, but Lloyd gives her the facts. So Sheena finally forces her

poor self to say "thanks" to Zelos. But it's not good enough for the bastard, he demands a kiss. Kudos to Presea for pointing out what a monster he is.

Hahaha, and what is and what not. The group agrees to turn Mithos over to the Palmacosta government (you know, Neil as Governor-General in compared to Dorr, who was killed by Pronyma's servant Kilia) to be looked after for the time being. It would have been REALLY awesome if Mithos had an Exsphere and could join your battle party, but meh, that's kinda shameless. By the way, on the path to the town itself, Colette will mention the Palmacosta Ranch, Lloyd will talk about how there should be no more innocent victims, and Regal says the same to himself about Alicia. The plot thickens...

When you arrive in Palmacosta, go to the usual building. Neil will welcome the Chosen upon seeing her, and ask her how the world regeneration is going. Ouch. So Colette has no other choice but to lie and say it's going well. However, Neil has a problem that there are Desians at the Palmacosta human ranch. But Magnius is gone, so what could that be? Time to investigate it. Say goodbye to Mithos, who will give you a pipe that he had as a memento to Mithos. Not everyone who will do that. Anyway, it's just to the Palmacosta ranch.

15. Remote Island Human Ranch

Enemies:

- Whip Master
- Bowman
- Spearman
- Evil Sorcerer
- Giant Slug
- Sea Horror
- Evil Jelly
- Rodyle (Boss)

Just GUESS who is at the entrance of this place. Well, none other than Yuan and Botta. Neil and the Palmacosta government mistook the Desians for the Renegades. However, before you fight, Yuan will explain that it's best for them to join forces, so that they can split the two worlds again. Yuan will explain a little about the cycle, and how to do it, the four mana links will have to be severed, and the Great Seed germinated. Sheena's the only one who can do all of that, so the Renegades really have no choice.

As for Yggdrasill, he and the Desians want Colette so they can bring Martel back, for god knows what reason why, as of now. Anyway, Yuan and Botta will send you on a quest to Rodyle's ranch, because the Mana Cannon that he's developing happens to be a crucial part of the plan. So, anyhow, you can speak to Botta any time you're ready to go to Rodyle's ranch, which happens to be on an island, thus the name. There can be some annoying enemies in there, so save and stock up on items first, before you talk to Botta.

However, when you get to this ranch, Botta will clearly warn you not to destroy it and the Mana Cannon. So, well, there you have it. Anyway, when you enter the area, head further down the tunnel (looks kind of like a long pipe, though). When you reach the end of it, you'll find yourself in a large room with drawbridges which point up, and a few Desians walking around. Beat up the Desians for kicks, and go over to the platforms with unlit/lit dots ahead of you.

This is simple enough. You cannot retrace your step to the previous dot you step

on, and if you step on one, it triggers from off to on, or vice versa. Anyway, run around this area clockwise, and then return and go to the dot in the middle, and the next bridge will go down. Now head east, beat the Desian, and find yourself faced with a large set of squares. I'll guide you through this, but remember that you can return all the dots to their original colors by leaving via the left.

Up
Up
Right
Right
Down
Down
Right
Right
Down
Down
Left
Left
Down
Down
Left
Left
Up
Up
Right
Right
Up
Up
Left
Left
Down
Down
Left
Left
Up

Whoa, that sucked. Anyway, on the other side of that nonsense. Another bridge will become "crossable" and you can reach an elevator. Once inside, examine the machine that seems to appear in every dungeon, and you'll find yourself a ring which shoots sound. All... right, looks good. Anyway, examine the elevator in the middle and it won't take you all the way up. So Lloyd, Raine, and Sheena devise a sneaky plan that forces the Desians to move the elevator. You'll find out what soon enough!

Anyway, in the next room, walk around the room and collect the weapons here, a majority of them being new weapons for your characters. As well as that, hit all the switches in the room to free all the captives. So as they escape, Desians come in, and then AFTER the elevator has been raised, they come in, then Lloyd and Colette trounce them. Owned for life. So now, the problem has been resolved. Return to the elevator room, and take it to the top.

This puzzle here really sucks, and I'm afraid that because of my not being able to type at the speed of light, this thing being insanely fast and your not even being able to pause it. Blargh. You have to ride a ship-like thing through a maze of lines which lead to elevators, which may lead up or down, who knows. To control which direction you take when you reach an intersection, press X. Your ship will take the direction that the orange light is faced with.

Like I said, it's really hard to give precise directions, but on the third floor

you have to take the left elevator, on the fourth floor you have to take one on the right, and on the fifth floor, you have to reach the rightmost line, which will take you to the left, where you can get off. Whoa, that was by far the worst part of this dungeon. The next part would have been annoying if no chests with shiny treasure were in it, by lo and behold, it's full of chests. Before you get in battles, though, have Raine heal your group of paralysis. Really.

When you reach the next room, take a right. The portals in this room will all connect to different portals in which you can't get to otherwise, and you can change the color with the Sorcerer's Ring. As for the portal in front of us... turn it red with one press of X, then take it to another small section. There's an EX Gem Lv. 2 to the left side, and a blue portal here can be taken to the very top of the room, which leads to Rodyle. Unfortunately, though, you need to release three locks, somewhere in the room. I know, loads of bullcrap.

So... ignore that portal and take the red one back, and then turn it green with another tap of X. In the next section from there, open the chest to collect a Saffron. Another return to the previous section, eh. From there, turn that portal blue, and take it to another part, yay. However, this time we're here to stay. Head a little bit forward to find a white portal, and turn it red with a tap of your ring, and in that small section, disengage the second lock.

Where's the first? Elementary, my dear Watson. Patience is a virtue. Return to the previous room, and turn the portal there blue to get to another typical section of this room. By here, you'll probably get a skit where Lloyd complains about how complicated the place is. Come on, you dumbass, that makes the seven hundredth time you've moaned about the dungeons? Urgh... turn a nearby portal red, and take that to another section, containing an EX Gem Lv. 1 and a few disgusting creatures. Hooray.

Get the treasure and return to the last room, turning the portal green. Now we get a fight with Rodyle! ...Actually, it's a bundle of coal with a flying goat tapdancing over Regal's body. SERIOUSLY, it's nothing but a staircase. Take the staircase to the left, where you'll find a Holy Cloak for Genis or Regal, which will be a small improvement. There's also a portal there, so first turn it to a nice Irish (green) style, to find the first lock. Aha, but there is still one more to come.

Now return to the previous portal, and transform it to a deep, underwater type (blue), where you'll find an EX Gem Lv. 2. Nothing more, nothing less. Take it back (again), and then change it to a scent of blood (red), you may have been wondering why we hadn't done that yet. That's because it's the one that leads forward and find two treasure chests, one containing an EX Gem Lv. 4 (!) and one with a Minazuki, that being a robe for Sheena. Not bad, but not exactly great either.

There's also a blue portal near the red one, but you can't change this one to any other color. When you reach the next floor, collect the Mythril Ax on the left, and do equip it on Presea. Anyway, yet another portal... turn it red to get an EX Gem Lv. 3, turn it green to continue, and turn it blue to collect a new weapon for Regal, and a Revive Ring (very snazzy). Turn the portal green after you get those, and climb the staircase to disengage the final lock! Now, it is time to get even with Rodyle...

Find the nearby portal and turn it green, where you'll find yourself in the big room. Save, as we wouldn't want to do the puzzle with the lights, the maze, and the portal warp puzzle again, would we? When you reach the next room, just take the elevator up and enter the room on the right. Personally, I'd take Lloyd, Zelos, Raine, and Regal into this battle, but that was just me.

In that room... there's Rodyle there, in front of a projector. He and Presea have a little cross-off, and then he shows you something perfectly sickening, and that is water rising in a room filling with captives. In other words, they are about to be drowned. Just... evil. After that, Rodyle tells you that you'll never find the Mana Cannon, and he's going to use it to control all of Cruxis, and even Yggdrasill. Anyway, after that, he uses a Cruxis Crystal to mutate himself. Time to beat his freaking ass.

|| Boss: RODYLE || HP: 35000 || Drop: N/A || EXP: 6420 || Gald: 5800 ||

|| Party: Lloyd (Lv. 47), Zelos (Lv. 45), Raine (Lv. 46), Regal (Lv. 45) ||

	Rodyle won't seem too tough at first sight, but appearances can be quite	
	deceiving. First of all, just about all he'll do is use Grave, and use a	
	swipe-type attack with his long claws. The first is easily avoiding, but	
	the latter can be slightly annoying as it'll stun you and you have to do	
	some time wasting, getting up. Urk. In addition to that, Rodyle has by far	
	the most HP of any boss we have yet fought. So he'll get to an Overlimit,	
	at least twice in the battle. Possibly three times.	

||
	His Overlimit is by far the worst thing he's got to offer; with a plain	
	evil attack called Insanity Force, that is white lightning which does	
	nearly 1000 damage to anyone in the surrounding area, and a frequent	
	Gravity Well (which Genis probably has), which will really do damage. So	
	try and keep away from Rodyle, or have Lloyd use Rising Falcon. Just try	
	and avoid his attacks, while keeping everyone else on the other side of	
	Rodyle, so he's kept busy. Don't be conservative with your Apple Gels,	
	although there will be another battle after this already annoying one.	

After you beat this moronic felon, he falls to the ground and complains about Pronyma tricking him, and then disintegrates. Good riddance. However, he just started the self-destruct system for the ranch, so it's gonna blow. That's just great, Yuan told you not to blow it. Raine and Presea try to deactivate it, but that's impossible. Okay... this I'm not going to explain. I'll sum it up though: Botta and the Renegades enter to complete Yuan's mission, and end up drowning themselves. Very sad scene, as not even Regal can break the glass down.

So Namco decides that they'll bring in Rodyle's pet dragons to get you, right after they kill off Botta. Really, Namco, get real. They're still a bit strong, but I had leveled up five or six times since the last fight, and they don't have a Winged Dragon to assist them, so beat them up. After that, a bunch more of them swarm in, so it's a hopeless struggle. However, Genis calls Mithos on his pipe, and then guess who comes in?

If you guessed Mithos, Yuan, Kratos, or Martel, you're wrong. Aska is the one who happens to come, shooting beams of light to instantly kill the dragons. And then Mithos comes in on Rheairds, so you can get out of this hellhole. Still, Aska's coming to save them was very unusual, and Mithos seems to be hiding something, although he said he borrowed a Rheaird from the Renegades. So anyway, you'll then return to Palmacosta to have a work with Neil.

There are a few skits after that, so check 'em out for a bit. They include Presea acting a little weird, one in which Mithos and Presea are really sad, and Genis tries to cheer them up, and one in which Lloyd is depressed because Botta died. Anyway, you now have to return Mithos's Rheaird. Go to the Sylvarant Base just nearby Triet (remember that place?) and talk to Yuan inside. He does know about Botta's death, but after they give him back the Rheaird that Mithos borrowed, he says that the hangar is still full... alright, fishy.

16. Altamira

Enemies:

N/A

So, one more thing I should mention. You can now (finally) use the Rheairds and fly above the Sylvarant Base to get to Tethe'alla, or vice versa. You'll be taken to Altessa's house, where the group will say goodbye to Mithos, who hopes that they find Presea's sister's murderer. And then Zelos talks about how her sister isn't important. You call yourself a pimp, you jackass? However, the wise man with little words, or Regal, knows the murderer and asks for you to take him to Altamira. On we go.

When you finally arrive at Altamira, take the western bridge and the boat to the Lezareno company as usual, and go to the Sky Terrace to find Vharley and George there. As much as I would have loved to kill Vharley here, Regal has a few words with him, and then Kuchinawa randomly appears, and Sheena finally realizes that he IS working with the Pope. George survives, but you just now find out that the president of the Lezareno company the one who murdered Alicia was none other than Regal Bryant.

Alicia then appears from the gravestone and explains the story. Vharley used to be around the company and was working on Alicia, when she and Regal were in love and engaged to be married, but Alicia failed the experiment and turned into a monster just like Clara and Marble. So Regal had no choice but to kill her with his bare hands, and then to punish himself, he threw himself in jail in Meltokio and shackled his hands. Alicia then wishes to disappear, as she would live on as a lifeless vessel in the Exsphere if she went on for much longer.

So she dies for good... and now you find out why Regal attacked Zelos in the sewers and tried to capture Colette. He was deceived by the Pope, who had issued the order in return for putting Vharley in prison, but of course, never did it. Presea ends up forgiving Regal somewhat, since it was really Vharley who killed Alicia, not Regal. Alright, that explained quite a bit of the story between Regal and Presea. So now... it's about time to strike back and form pacts with some more Summon Spirits.

17. Triet Ruins

Enemies:

Brown Pot
Fire Element
Fire Bird
Fire Warrior
Fake
Efreet (Boss)

Time to form a pact with Efreet, the summon spirit of fire. Return to Sylvarant and head to the southwestern side of the bottom-left continent, and go into the ruins. This is a perfect opportunity to get even with the Fake that was a bit too hard for us the first time we were here (seems like years now, when Kratos was with you). If you have Genis, Raine, or Zelos, it'll be an extremely easy fight, and you'll get a Spirit Bottle. This handy-dandy item will restore 30%

of your whole party's TP, so keep that ready.

After you finish the Fake off, head south and enter the central passageway on the left, and then head up the path on the left, preferably saving on the way if it's already unlocked from when you fought Ktugach, or if you have a Memory Gem. Take the teleport when you're ready, and Sheena will call Efreet from the altar, after Lloyd complains about something. Wow, that's about as new as Bowser trying to kidnap Peach. So Efreet will appear, and burn everything to ashes. Or not. Who knows, just fight the battle and see.

|| Boss: EFREET || HP: 30000 || Drop: Attack Symbol || EXP: 2430 || Gald: 945||

|| Party: Lloyd (Lv. 48), Sheena (Lv. 47), Raine (Lv. 47), Presea (Lv. 45) ||

	Efreet is the bare-bones all powerful but somewhat slow type summon, and	
	shows that in this battle. His attacks will include Eruption (almost all	
	the time), an exploding fire attack which stuns anything in the area (an	
	incredibly annoying attack), Explosion in Overlimit (try 2000 damage to	
	characters in the area, hence Presea here), and Raging Mist, by far his	
	weakest spell. If you can guard yourself against fire magic, it'd be very	
	useful in this battle. And he's not weak against ice or water. Really.	

	When Efreet raises his arms, guard. If you see fire beginning to burn from	
	under you, hold X and turn the control stick down so that you initiate	
	Guardian and suffer minimal damage. Rising Falcon, as usual, is extremely	
	useful in this fight because it's especially important to get behind him.	
	If Sheena goes into Overlimit, don't have her summon Celsius as some might	
	think, but summon Undine. You'll get nearly 1500 HP back, and have some	
	chance of damage. While this is being done, seal Healing Circle and have	
	Raine keep using Nurse; Revitalize (if you have it) is too hungry of TP.	

After Efreet compliments your power, Celsius shows up, as rude as she always seems to be. After a little bit of talking, you can head back to the entrance of the ruins and an earthquake begins. Remember the one in the Tethe'alla Base, when the mana link between Undine and Volt was broken? The same thing here, but this time there was a larger effect and shorter time between the link being broken and the earthquake. After Regal gives a bit of explanation, it's time to go for another summon from Sylvarant: Sylph of wind.

18. Balacruf Mausoleum

Enemies:

Sephie (Boss)
Yutis (Boss)
Fairess (Boss)

While still in Sylvarant, leave Triet and embark on the Rheards, heading to the very east tip of the world. Then land into the Balacruf Mausoleum and enter, taking the second passageway forward on the left. From there, dodge the spike traps and head up, fighting off the enemies on the way. After they're gone, up the stairs to the left, up and to the right, and avoid the rapid spike traps. Continue moving to the right, into the door, forward, and up to the altar where Sylph is. Except, there are three of them.

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|| Boss: SEPHIE || HP: 13000 || Drop: Savory || EXP: 880 || Gald: 320 ||
-----
|| Boss: YUTIS || HP: 12000 || Drop: Sage || EXP: 770 || Gald: 290 ||
-----
|| Boss: FAIRESS || HP: 10000 || Drop: Saffron || EXP: 690 || Gald: 285 ||
-----
|| Party: Lloyd (Lv. 49), Sheena (Lv. 47), Zelos (Lv. 47), Raine (Lv. 48) ||
-----
|| Not as difficult as Efreet, believe it or not. However, these three gals ||
|| can quickly overwhelm you if you let your guard down. Anyway, Sephie's ||
|| attacks are with a small sword (it looks like Yuan's, hehe), Yutis will ||
|| fight with a bow and arrow, and Fairess will fight by banging you with a ||
|| shield and casting Air Thrust, which obviously hurts quite a bit. But that ||
|| isn't the annoying part: what's truly bad is that Fairess is practically ||
|| always guarding against your attacks, which makes her much tougher to get ||
|| than the others. But you want to take one of them down, so which one...? ||
|| ||
|| Go for Yutis. She only has 2000 HP more than her younger sister, but she ||
|| doesn't guard half as much as Fairess does, so it's like she 8000 less ||
|| than Fairess. => Sheena should be acting out in the melee with you, while ||
|| Zelos occasionally attacks and Raine lays low and uses Healing Circle and ||
|| Nurse to keep everyone under control. Use a Super Sonic Thrust or Fierce ||
|| Demon Fang with a Raining Tiger Blade to finish it off to eliminate Yutis ||
|| as fast as you can, and then handle it'll be very easy from there. Just ||
|| try and use Psi Tempest and Rising Falcon on Fairess so that she cannot ||
|| block you, and handle Sephie like you did Yutis. Not as hard as Efreet! ||
-----

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So... after Sylph joins you, that means there are only two elements left, those being darkness and light. Gnome will have a bit of a talk with Sylph, and thus commences a really large earthquake. Getting larger now, aren't we? Anyway, it's now time to head out of this mausoleum and to the world map. Remember: stay in the wonderful world of Sylvarant.

19. Triet

Enemies:

Sand Worm

Now would be a good time to take on a small side quest. And that is, the quest of finding the Devil's Arms for Abyssion. So first of all, go to Triet and head to the second screen, looking for a guy standing next to a dog. Speak to him, and he'll tell you about a cursed weapon. Dun dun dun... now go to the previous screen and head west, looking around for a man near the item shop. He'll then tell you about a giant worm that eats people. Sounds like something the strong swordsman Lloyd Irving can do.

Leave Triet and head northwest to find a skit point, that is a ball of shining light. Do NOT use the Rheairds, because they won't appear if you use them for some stupid reason. Anyway, when you find the skit point, you'll fight with a Sand Worm. It's got 13,500 HP and some annoying defensive capability, but bring Genis in for Tidal Wave and Spread. It's weak against water, making Genis and Sheena extremely powerful in this fight. Also, Zelos wouldn't be bad. After you finish, it drops Soul Eater, a Devil's Arm for Zelos. One third of the way!

20. Temple of Earth

Enemies:

Earth Element

Cave Worm

Giant Snail

Clay Golem

Neviros

Dragon

Another Devil's Arm happens to be hidden inside the Temple of Earth, so it'd be best to get it now. First of all, return to Tethe'alla and head for Altessa's house, which is on the northeastern part of the upper-right continent, looking like it's stuck into another dot. Anyway, from there, enter the house and head to the left to find Gnomelette #2. Yeah, that idiot. Anyway, the group will tell him that Big Brother is at the Temple of Earth, so that should be our next trip, since something good is coming.

When you reach the Temple of Earth, follow the path until you reach the hole in the wall that just so happens to be a shortcut. Enter and follow the path to the lower-right, fighting the Dragon on the way. 10,000 Gald, and 20,000 if you've got a Blue Sephira, can't beat that. Once past it, talk to the Gnomelette at the end of the path, and he'll let you pass. What a nice guy. Just follow the path to collect Sheena's Devil's Arm, Gates of Hell. So that makes four as of now; we'll get two more during this disc, but let's take a break.

21. Meltokio

Enemies:

Duelist

Sorceress

Ignore the fact I list it as Meltokio. Really... alright, head to the Temple of Darkness, it's time to form a pact with the Summon Spirit of Darkness, and that being Shadow. The Temple of Darkness is on the southern tip of the Meltokio continent, on top of a mountain. To get into it, you'll have to land right on the hill near it, so it may take a few moments to do it, but you'll get it soon enough. When you do land, just enter the hole in the mountain to find an area that is completely pitch-black.

That's right, there's no way you could find your way through here. Even Lloyd trips, and right on Zelos's foot, that is. =D Gotta love the guy. Anyway, Sheena will point out that Meltokio probably has an item called a Blue Candle which can light the way through this place, which means that we have to go to the great city of the Pope. Or NOT. Anyway, just go a little bit north to Meltokio, take the shortcut through the sewers, and arrive in the main town.

Now head west and to the main plaza, where you can head east to the Elemental Research Laboratory, but Kratos will stop you before you get there. He'll ask Presea where you can get sacred wood, and then demand that Sheena stop forming pacts with Summon Spirits. No fool needs to tell you that Lloyd isn't going to take advice from Kratos here, but Presea ends up telling him where to get wood. So Kratos walks away, not attacking you or anything, but acting just as weird as he always does.

We can figure Kratos out later, after another dungeon. Continue east, then going

up the northern path and into the blue lab. Sheena will make a request as soon as you enter, but then one of the guys will tell you that it's your fault that Kate (remember, the girl who was forced to do this to Presea, from the Pope?) is in prison and facing execution. Regal will tell you that you can get into the prison and rescue Kate by participating in the Coliseum, so that's the only choice.

Ah, the Meltokio Coliseum! Later on, in Disc 2, it'll just grow on you like a teenager hitting puberty for the first time. It's between one character and a few tough enemies, and it'll quickly allow you to double (perhaps triple) your battle skills which characters other than Lloyd. Plus, battle arenas and things that demand your true perfection in combat... that is my thing. From outside the lab, head west and to the main plaza, and then up the stairs, but don't continue to the next screen. Rather, head west.

Continue to the west until you reach the weapon shop, then head south to the Coliseum there. Make sure you save your game to the left, although the battle shouldn't prove any bit of challenge unless you're on Hard mode, whereas it will be a heated struggle. The receptionist, however, will not allow you to enter if you have less than 10,000 Gald, whereas Raine will bribe her to let you enter, heh. But still, something to consider is your character selection.

Lloyd is the easiest and most agile character, and also happens to be the one that you're probably the most accustomed too, but he'll cost 10,000 Gald. But all the same, so will Genis, Colette, Raine, Sheena, or Regal. Presea will only cost 5,000 Gald, as she's not a culprit. And Zelos will get you in there without one bit of a profit loss. So... I'd select Zelos for the fight in the coliseum! Select him, and Raine will NOT bribe them, but rather, they disguise Zelos as a bird-beaked handsome guy-esque.

Although this scene is for comical purposes, I somewhat have to agree with our Lloyd on this point. How could this idiot POSSIBLY be the Chosen? Eh, he can enter the tournament, and he can enter for free. After registering, head to the door at the front and speak to the guard to enter the fight. If ya want some dough saved, you'll be fighting this with Zelos, and I hope you've got Hell Pyre and Lightning Blade, or this will be somewhat annoying.

However, if you have Hell Pyre, Zelos can simply jump into the air and unleash a ball of flame with quite a bit of radius on it, or with Lightning Blade, he can thrust his sword forth and create a lightning blast. There are two guards and one sorceress, but go for the guards first by creating a large ruckus. Do not bother using spells, however, as they obviously take far too long to charge. It shouldn't be too hard, so after you've won, enter the room on the right, since there aren't any guards there.

Inside, head forward and you'll find Kate. The Chosen to the rescue of females and half-elves, eh? Outside, she'll tell you that she can't trust her father to take care of her and her mother is dead, so she makes a request to be taken to Ozette. So they do that, but once inside, she'll explain that her father is none other than the Pope and wants to execute her because she's a half-elf. Okay... now that is just AWFUL. I know that you do want to kill the Pope for this right now, but we'll have to wait on that.

Return to the Elemental Research Laboratory and speak with the guys there, who will give you a Blue Candle. Now it's time to tackle Shadow in the Temple of the evil Darkness.

22. Temple of Darkness

Enemies:

Manticore

Druid

Pharaoh Knight

Coffinmaster

Shadow (Boss)

When you enter, Lloyd will use the Blue Candle to light the place up, so yay for that. It's not quite as pitch black as it was when you first saw it, although it's still pretty dark. Anyway, once you gain control, head southwest a little to the fork, and then head northwest and behind the small objects there to find a chest hidden behind. Always explore the nooks and crannies, yanno?

Return to the fork and then head down to reach a new screen. From here, you'll find one path that's blocked off with a face-shaped block (typical temples in video games and RPG logic) and one path that's open, to the right. Take that one to be blocked by a small dark creature. It's not an enemy, so no fighting... yet, that is. Raine plays her usual role as being fascinated at how this creature is built, going into her universal ruin mode, as usual.

Genis will point out that this creature is one fifth of the summon spirit of darkness, Shadow, which means you have to find five of these little guys, find some way to put out the light so that they will follow you, and lead them to Shadow's altar. And thus Raine goes, "Wait! I haven't had the chance to study it!" Typical, classic Raine for you. After you regain control, you'll have to start moving really slowly so that the guy gets to follow. I know, I hate it too.

Head to the right, entering the room and paying no attention to the little black guy for now. Head down the stairs until you find a passage into light there, and Lloyd decides to enter it himself, with Colette/Genis/whomever your soul mate is waiting outside. Once you're there, examine the machine to change the Sorcerer's Ring into a darkness shooting item. Whoop-de-do, that'll solve our problems with the light, but what else is it for? Try shooting it into the large face-shaped block to see.

After the darkness is in the nose of the block, pull it out of the wall a little bit, and Lloyd will suggest pushing it out. Look here, smart guy, how are you supposed to push something out of a wall? By entering the wall? I swear, ugh, but the thing is, something happened a little bit back where we were. So let's go over there, shall we? Get out of this area of the light, and then hurry back upstairs, to the second room we have so far entered.

Touch the little dark guy so that he follows you, then head to the left and put a touch of darkness into the light crystal, after heading to the left, PAST the block which was originally getting in our way! After that, make sure that the first piece of Shadow is following you, and then head downstairs to find two faces stuck in the wall. Spew darkness into the one on the right, and then push it to free a second piece of Shadow. Good, good. Find him and make sure he's following you, and then spew darkness into the block on the left.

Push it out of the wall altogether, so that a block on the lower-right side will move. By now, it doesn't matter if the Shadow pieces are following you, since you can just get them back a little later. Head down the now opened staircase to the upper-right, so that you can find a block with a Shadow piece on it and then push it to the upper-right into a gap. Falling, falling, BOOM. We'll grab that little guy in just a minute. Before that, head to the upper-right corner of the bottom floor to collect an EX Gem Lv. 3.

Having gotten that, get the Shadow piece and head back up to collect the other two pieces. Now head down the slope at the bottom to reach lower ground, where there is also a save point. Also, the Shadow pieces will be drawn to a certain part there, sort of a corral, where they'll stay so you don't have to bother so much with them. Hooray. Anyway, the easy three down, the hard two to go... save your game, and then head down the stairs to the right, fighting the enemies on the way. Who knows, you might even get a Memory Gem!

Once you reach the room down there, head to the right and up the stairs, then enter the small corner by the stairs, where you can find a treasure chest with good schtuff in it. After doing that, head to the area where you found the ring machine a little earlier, with the light. Go back in there, put darkness in the face block, and pull it ALL the way out. As far as it'll go. Too bad you can't get that Shadow piece above... yet. Urgh. Once it's as far out as it can go, leave this room and head all the way to the top of the stairs.

Exit through the passage, and then look down there to find a Shadow piece. It's yet ANOTHER one in which we can't yet get to. I hate these... go to the left to find a block which is a bit into the wall, but Lloyd will look at it curiously. That's the signal: push it into the wall! You bet, further than it looks like it can go, so that the block below will get pulled out as far as it will go, while meanwhile creating a bridge from the lower floor to the Shadow piece! Ain't I just the most intelligent guy you ever seen in yo life?

Once that's taken care of, instead of heading past the block, head back to the long staircase leading to the Shadow corral. Since, of course, we can't spew darkness into any blocks or everything will get messed up. So continue to the right and downstairs until you reach the bottom, then head left to the Shadow corral, and up the slope. When you reach the top, head up another slope (near the light crystal) and then take the path down, past the bridge creating with the block, and then to the right.

And there we are, a bridge over that lonely land down there, to the fourth Shadow piece! Don't worry, the fifth is a little easier than this one. Make sure that the little guy follows you, and move to the left. Remember that you can spew darkness into blocks now, since it doesn't matter if that bridge is there anymore. With the little guy behind you, put out the light in the nearby crystal and proceed down the slope again.

Continue down to the floor level with the corral, and make absolutely sure that the Shadow piece is right behind you. Let him enter the corral, and now we're off to find the fifth Shadow piece! Return to the slope, and find the long block which creates a bridge, and spew darkness into it so you can push, push, push it right into the wall. After it's all the way in, go back down the slope to the Shadow corral, and take a right to go to the large staircase with the passage to the light halfway through it.

Ignore the passage of the light; we're not going to use it once again. Head all the way to the top of the stairs and to the second part of the temple, going down the bridge to find a Shadow piece. Alright, from here, getting the fifth piece to the corral will be just like getting the first one to it, except this time we don't have to bother with two other pieces. :) Lead it off of the small part there, and then it'll get drawn to where the first Shadow piece started. That means it's there to stay unless you lead it away.

I doubt you've forgotten how you got the first one, but in case you did... head to the previous room, and enter the passage of the light. Okay, I lied. You do have to use it one more time. However, just pull it out however much you want after the darkness is in the nose, and then return to where the fifth Shadow

piece is, leading it past the now open block on the left. Once it's past that point, head down the stairs and spew darkness into the block on the left, and pull it out so that you can cross the stairs on the upper-right.

Now, with the Shadow behind you, head down the stairs and lead it to the corral and they will allow you to lead them to Shadow's altar. Before doing that, it might be a good idea to save, however. Lead the Shadows to the far upper-right hand corner, where there is a staircase leading into what I believe to be the basement of the temple. Anyway, the five Shadows will follow you, but there is still a ways to go before the altar.

Bah, I'm not going to walk you through this basement in too much detail, I'm so sick of this dungeon. Just move slowly so that the Shadows follow you, and when you see a path that leads downstairs, take that one, as it'll definitely lead to the altar. When you finally go down a long set of stairs to the very bottom, the small guys will form Shadow, the summon spirit of darkness. I love this guy, for his voice alone. "RUUUMBLEEE", "DIEEEEE", and "DAAARKNEEESSSS", like he has frogs stuck up his throat. He challenges you to a fight, however.

|| Boss: SHADOW || HP: 30000 || Drop: Dark Seal || EXP: 6320 || Gald: 4500 ||

|| Party: Sheena (Lv. 50), Genis (Lv. 50), Colette (Lv. 48), Raine (Lv. 50) ||

	This was one of the only battles in the game in which I chose to exclude	
	Lloyd, but eh. This is a very easy battle, and Shadow is probably the	
	single easiest summon spirit since Undine (Volt was stronger, Gnome was	
	tougher, Celsius was faster, Efreet was more of everything, and Sylph was	
	more overwhelming). Anyway, although Shadow isn't too tough, he's a good	
	magic user and will not hesitate to use Gravity Well, Acid Rain, Dark	
	Sphere, and other really strong spells. To add to that, he can disappear	
	around the field and hit your magic users senseless. Not very nice.	

	However, this still won't be too hard. Have Colette use her light-based	
	magic spells such as Angel Feathers, while Sheena is the melee fighter,	
	Raine plays her normal duty, and Genis uses his strongest magic. However,	
	your main strength comes from Unison Attacks. There's one light elemental	
	spell which will do about 6000-7000 damage to Shadow, and that's Genis's	
	and Raine's combo Prism Stars. Have Raine use Ray while Genis uses Ground	
	Dasher, Tidal Wave, or Cyclone, and there you go. This should happen twice	
	during the battle, so it'll likely be a very easy victory.	

So he grants his power to Sheena with the simple word "vow". No, he really does not waste any words, although his battle quote could have been "show strength", so he wasted the word "your". Heh heh. Anyway, Sheena now has two more skills to strut, and there's one more summon spirit to collect before the end of Disc 1, but let's do a few other things before we end Disc 1, okay?

23. Gaoracchia Forest

Enemies:

- Pumpkin Tree
- Boxer Iris
- Tropical Worm
- Ghoul
- Phantom

Undertaker

Sword Dancer 2 (Boss)

Time to fight an optional battle and collect another Devil's Arm, at the same time. First of all, head near Mizuho or Ozette, it doesn't matter which one. Just head to the forest, and head north regardless of which entrance you take. Head to the next screen, and then go to the upper-left to reach yet another screen, and on the way change your ring from fire to light. Once it's glowin' some spectrum type power, continue until you reach a fork, and then head north until you find a pile of vines covering something.

Burn the vines away with your Sorcerer's Ring, and you'll find a chest you can unlock with Nebilim's Key. After you open it, you'll find another Devil's Arm: Fafnir, a dagger for Kratos/Zelos. Abyssion will then appear and talk to you a bit about your progress, but then Presea starts hurting all of a sudden. If you tell her to bear it, her affection with you goes down. If you suggest giving up collecting the Devil's Arms, your affection with Colette goes down. So I would suggest that. =P

Either way, Presea is fine and Abyssion will walk off. It's now time to fight the optional boss, but I would take Raine and even Colette along. Why? Because the boss has a weakness to light, just like Shadow from the Temple of Darkness did. Just return to the fork and head southwest, and then you'll find a black skull there. Remind you of something from the Ossa Trail in Sylvarant? ;) Talk to it, and it challenges you to a fight...

|| Boss: ???? 2 || HP: 33333 || Drop: N/A || EXP: 6800 || Gald: 15000 ||

|| Party: Lloyd (Lv. 52), Zelos (Lv. 50), Raine (Lv. 50), Colette (Lv. 50) ||

	Remember ol' Sword Dancer 1 from the Ossa Trail, way back when we were	
	getting started in Sylvarant? He's back here, except MUCH stronger. This	
	time he actually uses magic, mainly being Grave and Flame Lance. However,	
	you have Raine and Colette, who can take full use of the sword dancer's	
	weakness: that is Light. Colette should be constantly using Judgment and	
	Angel Feathers, while Raine keeps Photon and Ray/Holy Lance coming. One	
	hit of Judgment or Ray will do about 1000 damage, Photon will do 1500	
	damage in total, and Angel Feathers will be about 1000. Not too bad.	

	When the guy starts doing his sword whirl attack, BLOCK IT. As usual, it	
	would be a great idea to use Rising Falcon or Tempest to get behind him,	
	while you keep Lloyd using Raining Tiger Blade from behind him. Colette	
	should be set to ONLY use Angel Feathers and Judgment, because she's not	
	really that great at anything else. Raine should have everything turned	
	off except her two Light spells, and Nurse, Revitalize, and Resurrection.	
	Even if you do have Raine healing, you'll still need to use Apple Gels and	
	Life Bottles, but this is the perfect battle to use them in.	

24. Altamira

Enemies:

N/A

Time to collect Genis's Devil's Arm, which is named 'Disaster'. Speaking of which, it can be a disaster if you come here and you don't have eight of your

party members, since then you can't get it. Alright, enough rambling. First of all, it has to be nighttime here for you to get it. To do that, enter the huge hotel on the right, and speak with the guy at the desk, reserving a room but saying that you're going out that night. You'll get a room on the fourth floor, so remember to come back a little later.

Anyway, at the midst of night when Zelos can make his moves on Sheena, as was taught in the Temple of Darkness... go over to the elevator and take it down to the first floor. From there, head to the left and get out of this place, and quite simply, you have Altamira at night, with a place for adults open: the Casino & Theater area. Head to the left just as you would typically go to the Lezaren company building, and choose to go to the Casino & Theater area.

When you get there, head up to the area above and take a right past the casino, to the theater area. Except, before you do that, speak to the blond guy on the bridge, switching Lloyd out for Genis as your on-screen character. He'll talk about how he loses at gambling every time, offer to sell you the Disaster for a cheap price of 5,000 Gald, and then walk off to the casino. Typical people and their side which can't tell them to stop gambling. Blah, just a little rant.

In any case, you can now head back to the hotel, just the way you came. Head back down and to the boat, take it back to the main area, and then go back to the hotel and take the elevator to the fifth floor. Head to the room on the left and then examine the bed on the lower-left to return to Altamira at daytime, and then you can leave the village normally. Now it's finally time to strike back and go to the Tower of Mana.

25. Tower of Mana

Enemies:

Luna (Boss)
Aska (Boss)

Except, we can't directly fight Luna and Aska. We have to call Aska to Luna in the Tower of Mana first. Alright... from Sylvarant (and the Tower of Mana) go to the Palmacosta continent, near the southern entrance of Hakonesia Peak. Right near that is Nova's Caravan, which is our current destination. Land there and enter, talking to the scientist there. He'll explain a trip that he and his family made and then tell you somethings.

First of all, there is only place you can call Aska, and that place cannot be reached on foot. There's a tree there which must be growing, but it's withered and to restore it, you need the ground healthy and Raine's healing powers alone cannot cure the tree, much less the ground. And even if Raine's curative spells were stronger, you'd need an Exsphere or Exsphere shard on the tree. And once all of these conditions were met, you'd have to use a flute to call Aska. But your group can already do this!

Raine's got the Unicorn Horn, Sheena's got Gnome and Sylph, Lloyd can ask his father for an Exsphere piece, but as for the flute, that's no problem. Speak to the kid on the left, and he'll tell you he's got something that'll make sweet sounds. That's exactly what you need for this. So that makes only one thing we need to do: to visit Dirk. After talking with Professor Nova a little bit, just leave the caravan and head west to the Iselia continent, where Dirk's house is. Or you can go to Altessa's house, but Dirk's house is quicker.

When you arrive, speak with Dirk and he'll give you an Exsphere Shard. So now

we're ready! Head to the southern part of the Iselia continent; the area should be surrounded by mountains. Just land in the middle of the mountains to find a withered tree there. That's the spot. Once you arrive, everyone does their part of the job, except Colette, Regal, and that lazy Zelos. Sheena calls Gnome to heal the ground, Raine turns this place into a garden, literally, Presea and Lloyd start crafting, and Genis plays the flute.

And then a brilliant two-heading phoenix arrives. However, he cannot create a pact unless Luna is with him, and she's at the Tower of Mana. Just a short trip there, and that's all there is. Return to the Tower of Mana, in the northern Sylvarant (on the Asgard continent), and take either entrance to get all the way to the top. You should probably remember this place from when we were here to fight Iubaris and unlock the seals.

Of course, on the bridge to the teleport, Kratos blocks the way. He won't let Lloyd pass, because he knows something bad will happen when the protection near the Great Seed is lost. Then a thunder ball comes out of nowhere, and he has to jump out of the way. Yuan gets in there and holds him in place, allowing Lloyd to fight with Luna and Aska. So take the teleport onward, and then Aska will reunite with Luna. Now you have to fight both of them.

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|| Boss: LUNA || HP: 18000 || Drop: Moonstone || EXP: 3250 || Gald: 4800 ||  
-----  
|| Boss: ASKA || HP: 19650 || Drop: Rare Pellets || EXP: 3480 || Gald: 2800 ||  
-----  
|| Party: Lloyd (Lv. 53), Sheena (Lv. 52), Genis (Lv. 52), Regal (Lv. 51) ||  
-----  
|| This battle is a lot like the Yuan and Botta one, except the Luna and Aska ||  
|| team is much easier. Luna is the magic user, and will be casting Photon, ||  
|| Ray, and sort of a combination between the two called Limited Ray, while ||  
|| Aska runs around, kicks you, and attack you with his beak and wings. He ||  
|| gets to be quite a nuisance after a while, so go for him first, even if ||  
|| his HP is slightly greater than Luna's. The latter isn't really too much ||  
|| of a threat, even if Photon has incredible accuracy. ||  
|| ||  
|| Seal all of Genis's abilities except Cyclone, Ground Dasher, and Tidal ||  
|| Wave. If you can mash on Aska while he gets caught in one of the latter ||  
|| two, he'll lose HP quicker than you can swallow. Cyclone also does tons of ||  
|| damage, making it a great choice. The spells will be even stronger when ||  
|| you go against Luna, because while she is strong against light, Aska is ||  
|| strong against everything except darkness. So if Sheena goes into her ||  
|| wonderful Overlimit, unless your HP is suffering (in which case you would ||  
|| use Undine to cure you), summon Shadow. Shouldn't be a difficult battle. ||  
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After that fight, Luna and Aska merge into one and join Sheena, and then Kratos and Yuan run in, both in very different moods. A "you did it!" from Yuan, and a "No!" from Kratos. Now we get the second anime cutscene in the game: a gigantic earthquake, and large tree branches emerging from Palmacosta, turning the town into a great pile of rubble. And inside the tree is Martel. Quite an earthquake in which we got from that. The Tower of Mana doesn't seem to be destroyed, but after the anime scene, the group and Kratos and Yuan are outside.

The reason the Great Seed has gone out of control and done this is because the mana links were a cage to prevent it from doing this. When Yggdrasill severed the two worlds, they were supposed to be split completely apart, but this was prevented because of the Great Seed in the middle of it. And the summon spirits of Sylvarant have provided it with mana, so now it's going to destroy all of Sylvarant. And if Sylvarant is destroyed, Tethe'alla will be destroyed, because

the two are connected by the Otherworldly Gate and Derris-Kharlan.

None other than Lloyd decides that the best choice would be to use the Summon Spirits of Tethe'alla to attack the Great Seed, and that can be done from a distance with the Mana Cannon. Yuan and the Renegades were actually waiting for Rodyle to build it in case something like this happened, so that's extremely convenient for this. However, one of Yuan's men runs in and mentions that the Iselia ranch has been activated by Forcystus, which will give mana to the Great Seed. That has to be shut off before Tethe'alla's Summon Spirits attack it.

So anyway, the plan is that Lloyd and his group (with the exception of Sheena) head for the Iselia Ranch to shut them off, while keeping a watch on Kratos. Sheena and the Renegades go for the Mana Cannon, and once at the Iselia ranch, Lloyd gets even with Forcystus, saves Chocolat (remember her from way back in Palmacosta, before it was destroyed?), and saves Sylvarant from the Great Seed at the same time. And believe it or not, Kratos temporarily joins the party, with a new title deemed "Traitor". Haha! Someone who betrayed all trust, that's for certain.

26. Iselia Ranch

Enemies:

Whip Master

Bowman

Spearman

Forcystus (Boss)

Lloyd, Kratos, and others automatically go for the Iselia Ranch, while Sheena is off to the Mana Cannon. However, Tethe'alla isn't in the best of condition. Earthquakes begin in Meltokio, Sybak, Mizuho, Flanoir, and the like. And at Altessa's house, Mithos is off in a corner thinking, and then Tabatha shows up. However, rocks begin to fall right on top of Tabatha! Mithos pushes her out of the way, and he gets hit by the rocks himself, getting knocked unconscious. He isn't dead, but he acts like. His last word is: "Mar---". Short for Martel, anyone?

Anyway, Lloyd, Kratos, and the others arrive. The gate is locked, but Kratos takes care of that by flying over the gate and unlocking it from the inside. You'll probably soon get a skit where Lloyd and Kratos share some of their enmity for each other after that, and Kratos compliments Lloyd in his choice for not trusting him. Okay, after that, you have to choose your party. My preferred choice is Lloyd, Kratos, Zelos, and Presea. Yeah, you have two people with the same style, but this is the only time you get to control Kratos AND Zelos. So I like to take that opportunity.

You'll immediately get attacked by Desians once inside, but to hell with them, enjoy Kratos for a little and beat them up, then you'll get the new title for him, "War God". That's his Lv. 40 title, but we didn't have him when we hit level 40 around the Tethe'alla Base, so it's all good. Anyway, head down the stairs in front of the ranch to enter the main area, and change the function of your ring with the machine. Now it fires mana. There will be uses for that, and quite a few at that.

There's some light glowing ahead of you, but ignore that as it will hurt you upon contact. A loss of 350 HP is never good, so carefully walk past it until you reach a large room full of machines... geez, Forcystus must be an idiot, putting the self-destruct mechanism of the ranch right at the entrance. But you

can't destroy the ranch until the captives are rescued, so we need to work on that. You have to split in two groups: one that goes to the mana reactor, and one that takes care of the captives.

Lloyd decides to go to the reactor; and you will not control the rescue team. So choose the party carefully! I'll go with the same party I've been using up to this point, and that's Lloyd, Kratos, Zelos, and Presea. Of course, Regal or Genis can make good replacements for Presea, but Lloyd has to go, and this is the only time you can control Kratos and Zelos. Alright, but until you meet the captives themselves, you can still control Genis, Raine, Colette, and Regal. Before you continue, head down, near the terminal to find a hidden treasure chest, containing a pair of Lovely Mittens.

After you've gotten that, head to the left and insert mana into the two pillars standing next to the door, effectively unlocking it. Take note that you lose a little TP when you shoot mana, so try not to miss. When the two pillars are activated, head past the red lights all over the room to find another room, this one where the captives are held. Heh, I like this scene. Desians start to kick Lloyd and Colette down, but then Chocolat and a prisoner attack them, so Lloyd gets a chance to repay them, since they seem to like kicking people.

Chocolat hesitates a little before going away, but hey, she's being rescued by Colette in a way, not Lloyd, the murderer of her grandmother. So now the rest of your party and the captives are gone. We can go forward to Forcystus, which doesn't take too long, but first return to the room with the computer terminal, and head north to a room with two paths heading forward. Head left, go up the stairs there, and fight the robot to collect a Solar Spinner for Colette, a Cor Leonis for Genis, and a Muramasa for Lloyd. Equip the latter now!

With the improved Lloyd ready, return to the previous room and take a right to find an Ether Sword for Zelos, and a Rune Staff for Raine. Kratos can equip an Ether Sword later, but right now he's got special Cruxis equipment on, and he isn't really your friend anyway. Plus, the Cruxis equipment is much better than the Ether Sword. Once you have these items, return to the room where the poor captives used to be held, and go down the stairs and enter the room on the lower right.

Of course, you have to deal with no less than four red lights of harmful mana. Quickly go through them while being careful not to walk through, and then you will find a Rune Robe for Raine in the next room. What's with all the stuff for characters I'm not currently using, I say?! Seriously... okay, head up the staircase nearby, and insert mana into the two pillars to find a room with a piece of Rune Mail (for Lloyd or Zelos), a Mythril Shield for Zelos, and Aqua Greaves for Regal. I rest my case.

Anyway, leave that room again and insert mana into the pillars on the right, then enter to find a Rune Guard, a Rune Gauntlet, and a Hairpin. Well, this is quite a surprise. The first is for Presea, the second for Lloyd, and the third for Presea or Colette. With that equipment in hand, leave the room and head down the stairs again, heading to the right and avoiding the red lights in the way. There's always Healing Stream to take care of you if you get hit too much though.

When you get past the lights, head south from the intersection to find a Rune Cloak (Genis or Regal, can't be equipped now) and a Rune Circlet, in which Presea can equip. Oh well. Now head north and down the stairs, where you'll find two paths. Don't take the upper one; it leads right to Forcystus! Instead, take the other one and go forward to find a pillar to insert mana. Activate that; you can find a War Hammer. Great weapon for Presea, that.

Now return to the junction again, and head north to another door in which you need mana to open. Just do that, and then head up and past the red lights, but beware that they're really fast this time. Still not too bad as to give you 1 HP for Forcystus, though. When you do reach Forcystus, he blocks the way to the mana reactor. Alright, he doesn't care about the world, wanting all humans and elves to die while he leads the Desians and Cruxis to Derris-Kharlan, where only they exist. What a complete bastard. Now, payback time.

|| Boss: FORCYSTUS || HP: 20000 || Drop: Faerie Ring || EXP: 7100 ||

|| Boss: EXBONE X2 || HP: 6000 || Drop: N/A || EXP: N/A || Gald: N/A ||

|| Party: Lloyd (Lv. 55), Kratos (Lv. 54), Zelos (Lv. 53), Presea (Lv. 52) ||

	He's just as much a jackass as he is outside of battle, especially when	
	accompanied by the Exbones here. Wipe them out quickly, as they'll fly	
	around, slash you, and cast Wind Blade a hell of a lot, while Forcystus	
	gains on you. The Exbones only have 6000 HP, so you shouldn't have much	
	trouble with them if you keep Zelos using Hell Pyre, Light Spear Cannon,	
	and similarly good attacks, while Presea's there using Fiery Destruction,	
	Mass Devastation, and the like. Lloyd and Kratos are good with regular	
	attacks and Fierce Demon Fangs, as well as Rising Falcons in Lloyd's case.	

||
	Forcystus himself can be really annoying, despite his pitiful HP. He can	
	use an Eagle Fall (a midair attack Regal uses) type spell, Air Blade, Air	
	Thrust, and even Cyclone, which will catch you in about 2000 damage, if	
	you're in that large wind gust. A word of advice: if Forcystus lets off a	
	Cyclone, DO NOT GET CAUGHT IN IT IF YOU'RE LUCKY ENOUGH NOT TO AT FIRST.	
	You don't need 1000 less HP. Watch out for his Overlimit too, and spend	
	most of that time guarding. When Forcystus is open to be attacked, the	
	best choice would be Rising Falcon or Psi Tempest. Demonic Circle is also	
	a good idea, for about 2000 damage. A disappointed end to Disc 1, overall.	

Forcystus stumbles in his weakness, and falls right into the pit near the mana reactor. What a pushover. Anyway, Lloyd and Kratos go over to the machine and safely deactivate it, so now Sheena can fire the Mana Cannon at the Great Seed. Now we have to leave the ranch manually. Meh, no problem. Leave this room, go south and then southwest until you reach the room where the captives were. Head to the upper-right to reach the computer terminal room, and then head southeast to the exit of the ranch.

All of the captives are gathered outside, but then Forcystus steps out of the ranch behind Lloyd, right as Colette recommends contacting Sheena. And then he uses that arm cannon of his to blast Lloyd, knocking him out. Kratos will then insult Forcystus and Cruxis, which brings us to one thing: just whose side is Kratos on? Just when Forcystus is ready to blast Chocolat, Colette runs in the way to block the shot, getting knocked out too.

Now, obviously, Lloyd would be plain sick of Forcystus by now. Running up to him, he thrusts his sword right through his stomach, as Forcystus groans with honor to Yggdrasil. And then he just disappears. Come on Namco, it wouldn't have offended anyone to show us a little bit of blood! Anyway, Colette isn't well off. Right where Forcystus blasted her, she's growing scaly green skin. That's just... wrong. And disgusting. But there's no time to pity Colette; the Mana Cannon has to be fired.

So anyway, Lloyd's group somehow sends the signal to Sheena, and then a cutscene shows the Mana Cannon rising from the ocean, near the ruins of Rodyle's ranch.

Sheena calls Celsius, Volt, Gnome, and Shadow, and then they gather their power to the Mana Cannon, and it fires at the Great Seed, destroying it. However, it isn't going well with Colette. She passes out because of her new scaly body, that's how bad things are. Kratos will then contact Yuan, informing him that things are going well. But now, we have to go to Iselia to take Colette. Though the thing is, you need to insert Disc 2! Yay, time for more enjoyment.

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` `` ` 7. WALKTHROUGH (DISC 2) ` `` `
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Disc 2 isn't nearly as long as Disc 1, but out of the four sections of this walkthrough (Sylvarant to first trip to Tethe'alla, Tethe'alla to the base, Tethe'alla Base to Disc 2, and Disc 2), this section is by far the longest. Not only that, but it's the one with the most side quests. Enjoy.

1. Iselia

Enemies:

N/A

You'll be inside Colette's house, explaining things to her grandmother Phaidra, Kratos still being with you. Zelos decides it'd be a good idea to go around and explore the village to see what's up, so that's that. Exit Colette's house and head northwest to the school where Raine used to teach, and you'll see all the captives, Genis, Raine, and the mayor gathered there. And naturally, the mayor acts like an idiot. He yells about how worthless Colette was, screams at Genis and Raine for being half-elves when they were thought to be elves, and such.

Alright, the mayor's talking shit and everyone knows it. Every kid talks about how nice Raine is, how smart Genis is, how strong Lloyd is, and how determined Colette was, and all the kids and captives gang up on the mayor until he runs away on a whim. Man, he's such a moron. However, Raine ended up running away; we might as well find her. Head southwest, over to Genis's house, where you'll find her somewhat angry there. She'll just say she won't waste time lecturing pigs like the mayor, no problem. Head south, to the entrance of Iselia, to find Kratos waiting there. Time to go to Dirk's house.

This is a very short trip, so I'm not going to write another section for it. As you approach the house, hit the skit for a conversation between Lloyd and Kratos, about how Forcystus was a Desian hero. Anyway, enter Dirk's house and speak with him, but he doesn't know anything about Cruxis Crystals and cannot help Colette; therefore, Altessa would probably be the better choice. Before you leave for Altessa's house, you can speak with everyone around here, but the important one is your soul mate, on the balcony of Dirk's house.

2. Altessa's House

Enemies:

N/A

When you arrive inside the house itself, Lloyd and Altessa will tell each other the news as of late, and then they learn of Mithos trying to save Tabatha. He gets praised extraordinarily by Lloyd and Genis... but Zelos, REFRAIN FROM SUCH

THOUGHTS OF YOUR NOT BEING A NICE GUY! Man, what a person he is. Anyway, after that short scene, Altessa will study Colette and tell you that she is under a strange disease called Chronic Angelus Crystallus Inofficium.

That name is quite a mouthful, whatever the hell it is. But anyway, Mithos happened to know that there are records of this kind of stuff in the library of Sybak, so that should be our next destination. Mithos decides to go with you to Sybak, and of course Genis is quite pleased by this. Embark on the Rheairds once again (Mithos is on Genis's Rheaird) and head for the usual town that doesn't look quite like Meltokio.

3. Sybak

Enemies:

N/A

Once you're here, head up the usual path and head northeast, into the library there. You'll start looking, with Mithos with you, and then Sheena will find a book detailing Colette's illness, and that one of Mithos's companions had it. Unfortunately, the only way to do this is to have a unicorn cure the maiden, and unfortunately the Unicorn Horn won't be enough. Lloyd will then start thinking about trusting Kratos. Choose, "There is a possibility" if you want to raise your affection with Zelos.

I think, "I trust Kratos" will raise your affection with Genis, because Mithos will honor Lloyd's bravery. Either way, Mithos will recommend going to the royal archives in the Meltokio castle, so I suppose we need to go there now. Before you leave, Zelos stands in one place thinking to himself, somewhat angry and stressed out, and mostly angry about Lloyd having any trust for Kratos. Either way, time for us to leave. Head southeast from outside the library, and embark to Meltokio, south of Sybak.

4. Meltokio

Enemies:

N/A

As usual, we can't enter the main city because Zelos and everyone else are traitors. So head west, forward along that path, and entering the sewers. Of course, when you take the quick jump, you won't be all the way through. Hmmm, something's happening! But of course, walk a few steps forward and you'll see Vharley. This is one bastard we still haven't gotten even with, bah. To one of his servants, he'll say that he's poisoned the King, and that soon the Pope is going to take over. Inconceivable, I say!

So, since they both have grudges on Vharley, Presea and Regal are the ones who kill Vharley. Good riddance to bad rubbish, I say. But there's the still the Pope to take care of, so that's where we're headed now. Unfortunately, just like Vharley, we won't get to fight the Pope. And too bad, since he's probably the second most evil character going right now, next to Yggdrasill. Since a certain "faithful" servant of the Pope and Yggdrasill, Rodyle, happens to be gone.

To the point, now. Head southwest out of the little corner in which you exit the sewers from, and head up the large stairs going to the castle. When you reach

the screen with the castle, head west to the church, instead of north to the castle. Once inside the church, head to the upper-left, where the Pope's office happens to be located. Once inside, they interrogate the Pope, but he tries to deny that he poisoned the King. So anyway, cuz of Presea and Raine, he finally barks out it's in his drawer. And that's taken.

Genis asks him why he ordered Kate's execution because she's a half-elf, and the Pope reveals that he's scared of them, and basically thinks that he'll lose his respect if he doesn't get rid of his half-elven daughter. What a complete moron. But he calls the Papal Knights, anyway, and they grab hold of you. He wants to have Zelos gone, the King killed, then he'll become the ruler of this city, with Zelos's sister Seles being the Chosen. Anyway, the Pope escapes in a trapdoor and some other knights take care of the Papal Knights.

You're then taken outside of the church and into the castle, where there are a couple of Papal Knights in front of you. But here, Zelos plays the COOLEST trick EVER. Colette flies into the air as she's about to get hit, and then Zelos fools them and says that this is the return of an angel of Cruxis, Spiritua. In other words, the angel of death and destruction. Lloyd and Zelos make Colette say she'll spare their lives if they find the Pope, but one wonders how the Papal Knights can't hear Lloyd and Zelos playing this trick. Either way, it was really badass on Zelos's part.

Anyway, you'll get Colette's new title "Spiritua Reborn". Not a bad title at all. After that scene, you'll end up in the king's room. Even though you do heal him of his illness, he'll still be somewhat angry with Zelos, but tolerable. Also, he'll let you view the archives on the second floor, which is the thing we've come here for. Simply leave this room, head down one set of stairs, and look around for a wooden door, and go through there. Inside, they look for the book they need, but can't find it.

When you're in an unlucky situation like this, who is the one to change things around? Colette, that's who. She trips, knocking a huge pile of books down, and just so happens to give you the one you're looking for at the same time. Whoo hoo. The book will detail that to cure her illness, you need a Zircon in which Regal knows is in his company, a Mana Leaf Herb in which Raine remembers from the village of elves, Heimdall, and another item which can only be found on a place known as Derris-Kharlan. Oh wait, we know where Derris-Kharlan is: the homeplace of Cruxis.

So, Lloyd decides to save Cruxis for last. Altamira's Zircon is easy enough to collect, but Heimdall's piece is the problem, because only elves are allowed without permission from the king. No problem. Head to the very entrance of the castle, and speak to Princess Hilda there. She'll then run back to the king, pretty quickly at that, and say you have permission. That's great and all, but you have to cross the Ymir Forest to get to Heimdall, so let's go to Altamira and then tackle a side quest beforehand.

5. Altamira

Enemies:

N/A

When you arrive at this place we're accustomed and used to by now, go to the northern part and speak to the guy at the monument, where you originally met George (Costanza? Nah), and you'll meet a person whom Presea used to know. This guy explains that Presea's whole family is dead and you'll have to watch over

them. Awww, why's this all have to happen to Presea? You will get a new title for her, entitled "Mature Kid", however. Now let's go back to the company, shall we?

Inside the building, use the elevator to go to the president's office, and talk with George inside. Regal will report that Vharley is dead; that's something fortunate. George will tell you that what you're looking for is in the archives on the second floor, so we're off to there. Take the elevator down there and head to the left, then right as you find a document detailing this, and then Kuchinawa runs in and swipes it from you. Oh dear god, not Kuchinawa again. But anyway, Sheena decides that she and Kuchinawa fight in Mizuho, so as proof for this, she hands Kuchinawa her memento of Corrine. Geez.

But anyway, Kuchinawa is gone and isn't going to bother us for awhile, and we can fight him whenever we want. After that scene, you'll learn that the last zircon shipment was to Sybak, so we can go there any time, but let's get yet another title for Presea first, m'kay? Take the elevator to Regal's office, where you'll find George speaking to an employee about Altamira's mascot. They will describe it, and then ask Presea to come over! This mascot (yes, it is a Klonoa, before you ask)'s word is "Wahoo" and while Presea wears it, she can't say anything else but weird speak! Haha.

Once she takes it off, she gains the new title and costume of "Dream Traveler". That makes this a fortunate trip for Presea, in this case. Anyway, go back to Sybak and head to the research academy, where the chancellor will detail a rumor that a ten foot tall angel of Cruxis descended from heaven and killed any who opposed Zelos. Wow, these rumors are brilliant. But the zircon is on the second room to the left. Enter the hall via the left passage, and ignore the door right near the entrance, but go into the left on its left.

You'll see a treasure chest right there. Yay, it's the Zircon. To the Ymir Forest now? Nah; time to uptake that side quest I mentioned earlier. It is STRONGLY recommended that you sell a whole bunch of old equipment. In fact, sell anything that isn't of much use. You need at least 500,000 Gald for this. It's also highly recommended you have more than that. 650,000 would be best. Level your characters up a bit for some gald, and once you're ready, fly over the Tethe'alla Base to return to Sylvarant.

6. Luin

Enemies:

N/A

Back in Sylvarant, land around the middle of the Asgard continent, where Luin is. Remember where you meet Sheena? That place, which is now in complete ruins. You'll find Pietro there, who's trying to rebuild Luin. That's not exactly gonna be an easy task, is it? Nope, you need people and money, and to hire people, he needs donations. Don't worry, it'll be MORE than worth it to shell a whole bunch of money over to him, but there's one thing: you could donate infinite Gald to him at the beginning and nothing would happen.

For each step to begin, a certain amount has to be handed over to him. This can be done in some separate donations, but it's important not to give Pietro more than is necessary, or you'll quickly run out of Gald. Here's the list of things that can happen, and the amount of Gald that you need to give Pietro to restore this place.

5,000 Gald: Pietro simply gives his gratitude. Nothing much happens.

12,000 Gald: A villager comes back to Luin, walking around near Pietro. Other than that, there's no real progress.

21,500 Gald: That sad music goes away, and this town becomes Luin: City of Rebirth! That's optimism, and Pietro is no longer as downhearted as he was when you first talked to him.

15,000 Gald: Guess what? Eminem doesn't arrive, thank god, but some workers do! Still a ways to go, however.

20,000 Gald: Limp Bizkit has arrived! No, the horror! ...Actually, it's just even more workers. Still not too much is happening yet.

25,000 Gald: Saliva arrives with new hired rappers. Nah, that'd be like taking all their money from Luin. Actually, even more workers arrive.

35,000 Gald: Finally, some change! The inn and item shops open, and the music changes again. Nice and happy now.

40,000 Gald: A hell of a lot more people repopulate the town. Mostly adventurers but you know that you've made some progress.

45,000 Gald: The Katz team returns to Luin to explore and sell you EX Gems! So that's like two more shops opening.

50,000 Gald: Luin is fully restored, and the weapon and customization shop is back, but Pietro wants more than that. He wants Luin to be even better than it was originally. Let's get to work, ay?

75,000 Gald: Whoo, those streets are purdy! But that's not it; the weapon shop now sells FAR better weapons. And I mean infinitely better. They're some of the very best in the game, and Zelos's and Lloyd's should be purchased immediately. Same with Presea's.

100,000 Gald: Donating past the 75,000 Gald point is really only for those who want to complete the game as much as possible, but eh. The city is called the City of Water again, and the bridges look even better. And the buildings, too.

5,000 Gald: That's right, only a few pieces from here. Doing this will build a statue of Sheena near the weapon shop. Since Sheena did chase Clara away, you have to remember. But meh, it's kind of pointless.

5,000 Gald: Another 5,000 Gald piece, true. This will build a statue of Lloyd at the fountain near one of the entrances to Luin, since Lloyd was the one who made the donations. Again, pointless, however.

5,000 Gald: Yet another piece, and the final one at the that. A statue of Raine is built near the item shop, since Raine is a great healer and cured Sheena, remember. And Pietro leaves, but it's still pretty useless.

Like I've said, it's HIGHLY recommended that you buy the Paper Fan, Baseball Bat, Pow Hammer DX, and perhaps more. Colette's, Genis's, and Raine's aren't too important, but the melee fighters all need some good weapons. I'd like if I still had about 50,000 Gald left over after all that ruckus, though. Anyway, it's time to go to the Ymir Forest. Head to the continent south of the Tower of Salvation, and you'll find a forest on a pond right there. Or so it appears. Time to do Disc 2's first annoying dungeon!

7. Ymir Forest

Enemies:

Storm Claw

Armaboar

Dodo

Orocot

Killer Bee

Baby Boar

Boar

A little pre-note before we get started is that the Ymir Forest has the toughest enemies we have encountered. Two Boars and three Baby Boars is the worst, as those damn Baby Boars just run at you and don't know how to let go, and the attacks the Boars will throw at you are really nasty. Other than that, they're pretty basic enemies, and mostly rehashes of previous enemies, but most of 'em are still worth acknowledging, especially the boars. Since damage can really add itself up quickly, make sure you bring some Lemon Gels.

Head forward and change the ring on the machine, and then Lloyd uses it and... WHOO! That boar charged through here like hellfire! Worst of all was that after Sheena calls Zelos a wimp, he says that he thought Sheena was charging at him. Yeah, right. =D It does seem to have some responses, though, so let's make use of that. Jump on the tree stump to the right and use the ring right near the pink flower, and then a boar will charge at the tree.

Good, so we know that the ring reacts with flowers. Now return to the entrance and take a right from there, heading up the bridge, going right, and heading down when you have the opportunity. Examine the chest to find it's locked but can be opened by hitting it with a strong force. There's a flower on a tree stump right near it, so am I the only one thinking about... this? =P Jump up to the stump and call a boar, and then BOOM. Opened! It's an arm guard for Colette or Presea, not bad.

Jump back down to the ground, and head to the far north of it and go behind the tree to find a Gladius for Zelos. I know, it is a dagger, but it's a real good weapon. Head down and take the path to the left which is directly below you, then climb the tree trunk, heading north after you reach the top. This'll take you to a new screen, and rather high up, at that... follow the path ahead until you reach a tree trunk, and then use that to reach ground level. Once on the bridge below, take a right.

Continue following the path around the tree, until you reach a trunk going to the higher reaches. Climb up there and take that path down, taking a left to find a save point. Hmmm... that was a quick and easy dungeon! Head up to find some elf kid standing there, who won't let you pass and if you ask him why, he says "...". I hate people like this. After Zelos makes a threat, Colette gives him some comfort and he says he's scared because his mom is sick, and to cure her he needs Ymir Fruit. Man, and I thought we were finished here...

Return all the way to the beginning of the dungeon, where you found the change for the Sorcerer's Ring. Take the path on the right, and follow it to the far upper right side, and then follow the paths from there downward. Eventually, you'll find something blue in a tree, a pink flower, and a blue butterfly above it. From now on, remember this: the blue butterflies mark what you need to do. Except for one exception at the end of this forest, always ring your ring (haha) if you see a blue butterfly above a flower.

Anyway, jump on the tree stump and call a boar to ram the tree, and what do you know, a Blue Seed falls from it! We need this to find the Ymir Fruit, so I can say this is a small step. Now go ALL the way back to the very beginning of this place, and head north to the area where you got your ring changed. There's a tiny little garden on the left where you can plant a seed, so just do that and blue flowers will start growing all over the place. Good; now we can control the fish instead of just boars.

But that isn't enough for us greedy people now, is it? Return all the way over to the entrance to Heimdall, where the kid is. Jump to the lily pad on the left, where you'll see a blue flower. Call with the Sorcerer's Ring, and then a fish will push a distance lily pad (WITH A TREASURE CHEST) over to your location, so that should be a surefire signal. After the small animation is over, head one bit below the tree, and then open the chest to the left, which got pushed over to you.

What do you know it, it's a White Seed! Now not only can we control boars and fish, we can control birds too! Return to the beginning of the area yet again, and plant the seed where you did the Blue Seed, then white flowers will begin to bloom. Time to start looking. First of all, head over to the right and climb up the tree trunk, getting to the top of the branch. There's a white flower there, so use your Sorcerer's Ring to summon the bird, and you'll be taken over to a small area with a wooden box.

Wooden boxes, what do we do? Push 'em. With this case, push it off the bridge and into the water, where it falls and creates a path to a pink flower. There will be a time to deal with that important flower later, however. For now, just return to the main area, and head to the northern part of the forest. Ignore the white flower on the upper-left; all that will do is take you to an island with just a boar and nothing else. When you arrive at the northern part, head up the small cliff and jump to the branch on the left, summoning the bird.

The bird will take you to the left side of a huge rock. Jump to the stump above and call a boar near the pink flower, and it'll ram the large rock. Eh, that didn't break it, bah. We'd better take care of that right here and right now, however. Return to the beginning of the area yet again, and take the lower path to the west, not the one using the cliff and going past the bridge. Continue on that path until you reach a new screen, and you'll find several paths, but take the very southernmost one.

Guess what's here? Hint, it's not the wonderful wizard of Oz, it's another side of the rock! Actually, the second of two parts. Call the boar to ram it, and it busts into rubble. You'll find out why we supposedly wasted our times destroying a rock a little later. Return to the northern part of the forest, once again to the place where we summoned a bird from the white flower, to take us to the left side of the rock. Head east to cross a bridge with that wooden block supporting it. Okay, that's great.

Jump to the stump (hey, that rhymes) and summon the boar to ram the tree, and a Ymir Fruit falls from it. But grrr... Lloyd can't reach that far. Man, we need the fish to drag it to us. Summoning them SEVERAL TIMES. What's more, there are big black fish everywhere which eat the Ymir Fruit if you let it get near them. Man, I hate this. Anyway... head to the southwest corner of the area and find a pink flower there, then use the ring to get a boar to ram the tree and send a worm down to please the fish. That'll keep him entertained.

Remember one thing: unless the boulder that we rammed to destruction earlier is remaining, always use your ring on a flower with butterflies hovering above it. There are butterflies above a blue flower to the east, so summon a fish there,

and then they'll push the fruit so that it drifts to the west. And the funniest part is, the large black fish won't eat the fruit. Yay. Of course, a fish that looks even hungrier than the last is waiting to the west of the fruit, so we'll need to remedy that.

Head to the northwest and call at the flower there, and then no less than three worms will fall to please this ugly fish. Good; now the good blue fish can carry that weight a long time. Errr, I mean, the Ymir Fruit. Also, while the fish fall they will push the Ymir Fruit southwest, so that's our next destination. Head southwest a bit and summon the blue fish there, who will push the fruit not only past the black fish, but even past this screen. Yay. Now head west to the next screen.

If this is your first time here, Genis will yell at Lloyd for thinking about the fish. Man, I'd get Raine on his little butt here, because Lloyd actually gives some helpful advice. Basically, when you call the fish at the blue flower on the lillypad here, they'll bring the Ymir Fruit further down, but the thing is, fish are guarding this territory. So, when they swim onward, summon the fish to get the fruit below the area, and you're good to go. This is the hardest part of this annoying little game, but you can do it.

Also, the fish will carry the fruit past where the boulder used to be. So there WAS a point in blowing it to smithereens, like I told you. See, always listen to me. Now, go all the way back to the beginning of the area, for about the fifth time we've done this already. When there, head to the left and cross the bridge to get to a lillypad with a blue flower; from there, summon the fish with the Ymir Fruit, and then it'll be dragged just north of the garden where you planted the Blue and White Seeds. Now, just collect the Ymir Fruit there!

Whoo... I think Lloyd summed it up best when he said that took forever, because it did. Anyway, head all the way back to where that kid wanted the fruit, and just fork over the Ymir Fruit to him, and because he's so nice and all, he'll even give you a Metal Sphere. And best of all, we can finally get into Heimdall. That's the best part. No, wait, the best part is that we're out of this awful forest. Of course. Man, shut up, Rich...

8. Heimdall

Enemies:

N/A

Gloomy music here, isn't it... anyway, Raine and Genis are half-elves and can thus not enter the village, so that sucks. Also, talking about Mithos as a hero is forbidden for some strange reason. Eh. Anyway, there are some shops around the entrance which sell good weapons, but the ones you have from Luin are great. So, if you get my message, that means these are not worth the cash needed to pay for them; just go to Luin after getting done here. The armor shop, on the other hand, is a place very well worth visiting, as it's the best armor you can have by now.

Once you've gotten everything there, head northwest to the next screen, where we'll see if we can find the elder. No problem. Head as far to the north as you can, until you reach a certain small house. More like a shack than a house, but the elf elder inside will tell you that the Mana Leaf Herd you need is in the Lathion Gorge, in which he will then give you a staff allowing you permission to enter. Hang around, name the dogs, find the Wonder Chef in the house, whatever, but once ready, leave the village and shortcut through Ymir Forest, yay.

9. Latheon Gorge

Enemies:

Sea Dragon

Sheldra

Poison Lily

Spiked Snail

Deathseeker

Crush Tortoise

Plantix (Boss)

One thing should be made clear before we begin: this is the worst, most stupid, and most retarded dungeon in the entire game. I could not write enough swear words to describe this place, but anyway, it's east of the Ymir Forest area. It may be a little hard to see, but you'll find it. Once there, you can enter and the elf won't stop you, but if I were him I'd be destroying the place and then building it from the bottom anew, but my ranting and raving aside, head north to find a chest containing an EX Gem Lv. 4.

Nearby is a machine that changes your ring from fire to... well... encasing you in a bubble. Wow. Plants around this place will spit out wind in which can carry you if you're encased in a bubble, so that's something quite helpful. However, some plants are dead and some are alive; the living ones will spit out wind and can be killed with Amango fruit, and the dead ones will remain dormant, but feed them Kirima and they start blooming. So basically, it all comes down to a large puzzle in the end. Man, I hate this place.

Head to the right to collect Rare Pellets; then head up the hill and then you'll have to time this evil creature right so that it spits you forward while you're light. Another reason why I hate this place. Anyway, just use the one there to go forward to the other side, and head forward to find a tree that grows Kirima fruit. Take as much fruit as you can (twenty maximum), since you need these to make wilted plants spit wind out. Now head down and use the Kirima on the dead flower, and then let it take you to the other side of the place.

Go down this little hill, and then head forward until you reach a bridge, over troubled void, or something. But anyway, on the next screen from that bridge, head down the path below and collect the EX Gem Lv. 3 there; always a little good thing to have. Head back up and go up the hill, and head to the upper left side to find not only Presea's Devil Arm Diablos ('bout damn time!), but an EX Gem Lv 3 to the left of it. Now head to the northeastern side of this screen, and give the plant there a Kirima, since it's dead, and dead plants make me a sad panda.

Head to the lower flower and let it take you to the other part of this place, and on this ledge, you'll find another tree, this one growing Amangos. These fruits are just the opposite of Kirimas; while Kirimas bring plants back to life, Amangos kill 'em. They can be used to your advantage, though. But anyway, head up the slope there to reach a third screen. Damn, I'm ready for the whole stupid place to be over all ready, Namco. But anyway, head down the lower area and collect the EX Gem Lv. 4 along the way.

You can also find two dead plants here, so give 'em Kirimas, both of 'em. Then with the living one to the southeast, have it blow you to the left, and from that area, head north and let that flower take you to the upper-left, where you can get Flare Greaves for Regal. Always something good. Then head to the right,

and you'll find a Toroid in a chest. Not bad. Bring the dead flower above back to life, then return to the lower left side, and take it back to the last screen so you can find a blue flower down below, and you'll get taken to a fourth screen. C'mon, Namco, end this idiotic place.

This place splits into five paths, so start by going up the hill to the south east side, and ride that flower there to the left. From here, inspect the plant and give it some Amango. That's right, wilt it with some Amango. Now ride the flower on the left down below, then return to the split. Go back up that hill to the bottom right, and give the plant here a bit of Amango. That makes two plants we've killed. You murderer, you. Head to the hill at the southwestern side, to find a dead plant.

Alright, this time around we aren't gonna play the murderer. This time we're going to give the plant a dose of LIFE! Once it's back, use it to get across, and you won't have the two now dead plants interfering with your passage onward. So anyway, let this flower take you across, and when you land, head up the path and bring the flower where you arrive next to back to life. From there, head up the hill on your left, and you can just ride the wind of this plant to another screen. You have to admit, while this place just freaking sucks, I'm amazed at its layout.

We're about halfway through this place, and I ought to tell you that this part is entirely different from the rest of it. You'll be on top of a cliff, so yay for that... or nay, or whatever. There's a plant here, so use its wind to go forward, and from there, follow the path to reach two plants. Ride on the wind of the one to the right (the blue one), thank you very much. Once on the next screen, ride the next flower forward, and from your landing point, feed the wilted plant a Kirima. Seriously, how fun is this?

Using the other plant, let the wind take you forward, and then enter the cave right in front of you, and you'll find a juicy treasure chest in front of you! Nah, it's another Fake, remember them from the Triet Ruins and Meltokio Sewers? Don't pass this one up, but just remember to put Genis, Zelos, and Sheena in your party, the only three characters who can use more than a couple elements. With all the magic in your arsenal, this one will fall in no time, and you'll get an All-Divide and an Elixir. Overall not bad.

After the Fake is gone, head up the path on your left, and once at the top, head to the right. Head up the next slope, defeating enemies if you wish (one of them has a Memory Gem), and then go left to find a chest with a Draupnir inside. This place bores me, does it to you? Go back to the main path above that Fake, and then take a left and head down, out of the cave. You'll find a dead plant there, so bring it back to life, and let it take you forward. From there, take the big blue flower, and you land on another ledge. Come ON, Namco.

Use the next flower to head to the right, ignoring the plant to the left. Take this next flower to the right, being blown upwards by the flower below at the same time. Now head north a bit, and Zelos will complain about how the place is not over. You're my man, Zelos. Don't worry, we've gotten past all of the place that's annoying now. But anyway, on the next screen, follow the path to the left and down to a bridge. Cross to the other side, and enter the house to meet the storyteller that we came here to find. FINALLY.

It turns out, you'll have to do a little more to get the Mana Leaf Herb. Namco, don't you know when it's time to quit? But anyway, after the short talk, look at the green thing behind him, and the Wonder Chef appears to teach you a new recipe. That guy rocks. Anyway, once you've done that, he'll show you the spot where the Mana Leaf Herb is, except it's behind a waterfall. Might as well fix that. Go back to the last screen, and back to that bridge, where you'll find two

dead flowers.

Give both of the flowers some Kirima, then take the one to the right, and then a boulder will drop right on that waterfall. Looking good. Now take the bottom right path to find a Battle Pick for Presea, and then return to the area with the waterfall, and take the flower there. It'll take you right into the cave we're looking for! Alright, just enter and walk up to the Mana Leaf Herb right in the center. Its guardian, which happens to be an easy creature, comes out to play...

|| Boss: PLANTIX || HP: 36000 || Drop: Blue Sephira || EXP: 7500 ||

|| Party: Zelos (Lv. 59), Genis (Lv. 59), Colette (Lv. 58), Regal (Lv. 58) ||

	This battle is so pathetically easy, I feel like using Colette in this	
	fight, and she's not one whom I typically use. Plantix has the elements	
	of, what else, a plant. Therefore, he's strong against earth and is weak	
	against fire, so I wouldn't bring Presea. Genis, however, is great for	
	using Explosion on this creature, dealing out about 3000-4000 damage a	
	blow. Seal all of his abilities except that, while Colette uses Angel	
	Feathers, Judgment, Torrential Para Ball, Triple Ray Satellite, Zelos just	
	abuses Hell Pyre, and Regal mashes Triple Kick and other strong skills.	

Tell me how that fight wielded even the slightest inch of difficulty. But once it's beaten off, you'll get the Mana Leaf Herb, and this place is OVER. Worst dungeon of all time. But anyway, you'll return to the storyteller's house, and Lloyd will ask him about what he knows, to which he'll reply with Mithos. After they ask him a question, he says that the Four Seraphim in which we heard about quite a long time ago are actually Kratos, Yuan, Martel, and... Mithos Yggdrasill. That's right, Mithos is Yggdrasill. Dead seriously.

Now who saw that coming... biggest plot twist in the whole game. Mithos, Yuan, and Martel were half-elves, and Kratos was a human. Not only that, but Kratos was one of Mithos's guardians from 4000 years ago. Now... that's amazing. But anyway, you'll be taken to the bottom of Latheon Gorge. Our next stop is none other than the enemy's base at Derris-Kharlan, but we need to go to SE Abbey to meet with Zelos's sister before we can get in. However, before we jump the gun and go to SE Abbey, let's do a little optional stuff.

10. Meltokio

Enemies:

Duelist
Heavy Armor

Meltokio is our next destination, with all due fighting with the Pope, all the more. Will the madman ever stop? Oh well, head to the upper screen of Meltokio, you know, the one before the castle. Take a right to Zelos's house, and outside, three girls (the same who insulted Colette when you first met Zelos) will all flock to Zelos. As usual! They'll talk about Colette and Sheena, but Zelos will say that there's only one him, and he can only love one of them at a time, so they have to leave for now.

Sheena, being sick of girls flocking to Zelos whenever they enter Meltokio, decides to disguise Zelos. So after he masks himself, a girl walks by and talks

about how the mask is ugly and how she can't stand country folk. Haha, Zelos was royally owned. But anyway, he gets a new costume of the Masked Swordsman, that's always good. But anyway, enter the house and meet Sebastian there, who will as usual call Lloyd "Sir Bud". He'll tell you that Princess Hilda recently got captured by who else but the Pope's men. Again.

Enter the castle and meet the King inside. The Pope's men want to exchange Hilda for Zelos, ah ha ha. But anyway, the King wants you to pretend to go along with it; the exchange taking place at the Grand Tethe'alla Bridge. Just leave the castle and Meltokio, and go to the Grand Tethe'alla Bridge quickly; it doesn't take too long. Once inside the bridge, Zelos walks over to the "Princess" and says that she's not Hilda, because Hilda is more slender. Wow, how rude of him. But it turns out that he IS right.

Yep, this is actually Kate in disguise. The Pope wanted to use her for his diabolical schemes. After seeing this, Lloyd draws his swords, and that's the end of that. Kate then tells you that the Pope is in Gaoracchia Forest, so that would be our next destination. Just fly there real quick, and then you'll find the Pope with the REAL Princess Hilda. It turns out, the Pope was the son of the former king, but the current king got the title after the former one died, while the Pope should have, which is why he even got the title that he has now.

The Pope then sends a Heavy Armor with two Duelists after you. Seriously, this battle couldn't be any easier. Simply have Lloyd ambush them as soon as he gets the opportunity, and this battle will be over. Afterwards, the Pope is sent back to Meltokio to be questioned and obviously jailed, and Zelos gets the title of Princess Guard. Not bad! But anyway, back at Meltokio, Zelos wants half-elves to be treated more fairly. Well, he's growing up. A party will be held later, here at Meltokio, but that's all we need to do here for now.

11. Exire

Enemies:

N/A

There's yet another thing we can do before we head to SE Abbey and the Tower of Salvation, however. You may have noticed a few times, a dot right in the middle of the ocean, and a city floating in the sky. That's the place we need to go. Simply hover just above that city by tracking down the dot, descend, and then press B when you're just above it, and you'll land in a rather depressing town. Sure, it is floating in the sky and all, but the music is gloomy and there are mysteries brewing.

Ah, right. Mysteries. Head a bit forward, down the stairs you'll find, and find you will what might be called a house, but what I'd rather call a hut. Inside is a single old man, but enter and he'll mistake Raine for Virginia, her very crazy mother who happens to live in this very village. So... we'd better find her so we can have a talk with her, eh? You can take the long way and go through this entire city, but I prefer to go back the way you came to the platform where you started, instantly transporting you out.

Whoa whoa whoa, where did Exire go? It floats in the sky and every time you exit the world map, it appears in a different location. All the same, it never floats above land, so just look for dots on the west and east sides of the Tethe'alla map, and then land there to enter Exire again. But anyway, since you've seen the old guy out, you'll arrive at a different part of Exire, yay. Just walk forward until an old woman stops you, telling you that the woman who lives in the house

just there is a strange one. Well, that's Virginia.

Enter this house, and then Virginia will tell you that her daughter is in her hands, a doll in which she named "Raine", and that she has another child on the way (a doll, most likely) who would be named "Jean" if it was a girl and "Genis" if it was a boy. Man, this is nuts. What's especially interesting is that when Raine yells at her about how she and Genis are right there, she starts clutching the doll, cooing to it, and stopping it from crying when it's, well... a doll. Alright, this is just sad now; and Raine runs out in an angry/heartbroken fit.

Outside, the old man whom you saw earlier will tell you her story; about how her husband Kloitz died of an illness, Sybak's academy started chasing Raine because of her talent, so Virginia had no choice but to use the Otherworldly Gate to send Raine and Genis to Sylvarant, but then lost her mind. Raine, however, will hear none of this, so the old man invites you to his house to read Virginia's diary. Alright, guess we'd better accept. Take the path to the northwest, and go into the tower.

Climb the stairs to the second floor, where you'll find a model of Rheaird which just so happens to be the Wonder Chef. He's a man of hiding, isn't he... after finding him, go up the next set of stairs to the next floor, and then head to the bottom-left to find the house near the place where we first entered Exire. That's the old man's "house"... enter and talk to him, and then you'll read it from Virginia's own words... so finally, Raine believes. Okay, our business in Exire is done, for now. Head southeast to the platform where we first entered, and then set course for SE Abbey.

12. SE Abbey

Enemies:

N/A

SE Abbey is, as the name applies, on the southeast part of Tethe'alla. It looks like a small house (and is, actually), and there isn't anything but plains for a long while around it, so you should have no difficulty tracking it down. When you find it, enter to find that it's kind of like a House of Guidance/Salvation, but this one's a little more "special". Enter the building itself, and then go up the stairs to find Zelos's sister Seles. As you would guess, Zelos has to act all pimpish, even around his own freakin' sister.

Another thing that's easy to guess is that Seles is trying to pretend that she knows Zelos as the Chosen but as nothing else. But anyway, Seles give you the Cruxis Crystal that you need, and then lets you leave abruptly. After some more lines that you've come to expect from Zelos, we're done here and are ready to go to the Tower of Salvation, in which I'm sure you know where the location of is, by now. Leave SE Abbey just the way you entered, train, cook popcorn, whatever, etc.

13. Welgaia

Enemies:

Cybit

Hammer Knuckle

Murder

Perfect Murder
Kratos (Boss)
Yggdrasil (Boss)

You ready to finally head over to the Tower of Salvation and heal Colette's evil sickness? I am, at the very least. You'll go to a large place called Welgaia in the path there, so that's what I'm going to call the place, whether I get sued or not. Supposing you've talked to Seles in SE Abbey, you can come here, so no worries. Just use the Rheairds to go over the Tower of Salvation, then land and save right outside. Recognize this place? We haven't been here since, like ages (actually, since the fights with Kratos and Remiel), but ascend the stairs.

Being that this is Tethe'alla, Zelos is the only one who can open the door, being the Chosen and all. So after an evil laugh of his (what's he coming up with now?) you can enter to see what you did the first time: coffins everywhere. Yep, the Sylvarant and Tethe'alla Towers of Salvation are one and the same. Continue to the teleport, where Lloyd notices a mess he made when Yggdrasil attacked them all those years ago. None other than Kratos appears and reveals that he is evil, and has no intention of good. How 'bout a fight?

|| Boss: KRATOS || HP: 25000 || Drop: EX Gem Lv. 4 || EXP: 7600 || EXP: 4800 ||

|| Party: Lloyd (Lv. 61), Genis (Lv. 60), Raine (Lv. 60), Zelos (Lv. 59) ||

	Nope, he's not friendly. Although he has a new (and extremely deadly)	
	spell and has 3,000 more HP than the last time we fought him, he's not as	
	tough. And we don't have to win, although it's nice to win for an EX Gem	
	Lv. 4 and 9000-10000 EXP. Anyway, on to his attack repertoire... he's got	
	Fierce and Double Demon Fang, which both inflict lots of damage. As well	
	as that, he doesn't hesitate to throw out Thunder Blade and Grave. He's	
	got Super Lightning Blade, dealing 1500-2000 damage, there's Demon Spear	
	for another whole lot of damage, and his physical attacks are quick,	
	powerful, and anything that a strong attacker could wish for.	

	But his strongest attack is his new one: Judgment. This evil-as-all-hell	
	spell will take about 1500 HP off of you for each hit, even if it is a tad	
	bit inaccurate. So the best strategy would really be to have Zelos use	
	his own versions of Kratos's attacks, while Lloyd hurts Kratos as much as	
	he can with Rising Falcon and a Beast Sword Rain from behind. You cannot,	
	sadly, use Genis's new Indignation spell for this battle, because Kratos	
	is strong against thunder as well as light. Therefore, don't make Raine	
	use anything except Nurse, Healing Circle, Revitalize, and Acuteness. One	
	more suggestion is not to use Prism Stars, since it does no damage.	

Once again, you don't have to win that fight, but hey, what's wrong with winning a battle? Anyway, angels will surround the party, as Kratos tell them not to resist. So everyone gets taken away, into the depths of the Holy City, Welgaia. The male characters, of Lloyd, Genis, Zelos, and Regal are trapped in one cage, whereas the females of Colette, Raine, Sheena, and Presea are in another. But Regal does the most badass thing you can imagine. HADOKEN, he breaks both cages with his bare hands!

After you're out, once again will Regal swear that he'll never use his hands in battle. Oh well, Regal can do some cool things sometimes, that particularly. But after that fight is over, ride the "elevator", or platform, whatever you wanna call it, forward. Take a left and save if you want, but otherwise try to use the warp at the upper-left; turns out that it's blocked off. Colette decides to fly off and see what the problem is. So as Colette only, you enter the Holy City of

Welgaia.

This isn't too difficult. Simply push the lower block to the left, then pull the upper one away, and take the warp pad that it reveals back to Lloyd and Raine! Sometimes it's not necessary to hate Colette, I see... but anyway, take that pad to the heart of Welgaia. Everyone here is a lifeless angel who can't do a thing. And Yggdrasill wants EVERYONE to be like that. Sad, eh? But anyway, head to the upper-right side to find two doors. Take the upper one first, to find yourself in a sort of tower.

There are five floors of this tower, each with a main room and two doors. Every single one here is blank except for a few angels you can talk to, except the one to the left on the first floor. Just enter that, and open the black treasure chest there for Regal's Devil's Arm, Apocalypse! Which means that we have all the Devil's Arms except for Raine's, in which we'll get a little later. Anyway, there's nothing left in this tower. Leave this room the way you came, and go back to the place with the angels flying around.

Now this time, enter the tower on the right, where you'll find an angel who seems to be on guard, or something... Colette will ask him for a Mana Fragment, to which he won't distribute. Genis and Raine try to pretend they're taking Lloyd and the other humans besides Colette hostage and need a Mana Fragment for Exsphere research, but the angel doesn't buy it until Kratos appears on a warp pad to deliver a message, that they need a Mana Fragment for Martel's vessel and that a courier is on the way. THAT is enough for the angel. :)

Get out of the building once you have the Mana Fragment, and take the conveyor belt to the upper-left side of the main room. Once there, head up the stairs to find a path with a huge teleportation pad to the upper-left... but unfortunately you can just walk up to that, and even Colette can't persuade the guardian to let them pass, because of the stupid identification. So you can't use that... or at least, not until much later. For now, take the upper-right path to another screen.

Head up a little bit once on the next screen, you'll find two paths, one going upstairs and one downstairs. Ignore the downstairs one for now; head up and to the right. Ignore the first elevator you see; the second one to the right will take you to a refresher, which is always nice. The last elevator will take you to a vending machine that sells Apple Gels and the like; past that is the information database. Apparently it's offline and Raine can't work it, but Colette falls down and it kicks on. Haha, of course.

There are three things to look up here, involving Yggdrasill's ideals, the Eternal Sword, and the two worlds. Also, an emergency exit to Welgaia is at the teleportation pad at the bottom-right. Lloyd decides to escape that way; so return to the upstairs/downstairs fork and then head down the stairs. Cross the elevator going left to right there, and then you'll notice angels right behind you. Heh, they finally realized. Fortunately, you manage to escape into the Tower of Salvation before they catch you. But there are enemies here, beware, be very ware...

I won't count Welgaia itself and the Tower of Salvation as two different places, since come on, you actually entered in the real tower. But anyway, leave this small room by going out through the left. What looks like a door to the upper side of that room is NOT a passage, trust me, just a discolor. But anyway, in the next room, go down the stairs in front of you, head to the left. Don't go up or down, just head straight from there. Continue to follow the path as it goes down, and then head down those stairs.

Follow the next path forward and then down, and enter the door there, where

Lloyd will find himself lifting from the floor. Apparently this is because it's so high up now that Gnome's power can't hold you to the ground, but god bless gravity, right? After that, Zelos starts ramming into walls and going back and forth. Heh heh... but anyway, you can't stop here until you've hit something, which makes this much like the Temple of Ice puzzle, except FAR larger and more complicated. Follow my lead once inside...

Right
Down
Left
Up
Left
Up
Left
Down
Left
Up
Left
Down
Left
Down
Right
Up
Right

Go into that door, and follow the path there to find an EX Gem Lv 4. Not bad, I say! Even better, you'll find a red switch that will deactivate a Red Gate Lock around this area. Noticed a bunch of gates blocking the path across this tower? A few of those are gone, now. :) Go back to that puzzle without the gravity, and head down and to the left to get out of this room and back to the main area. Congrats, a huge new area of the Tower of Salvation has been opened for some exploration.

From the entrance of this place, just after the area where you entered from the large warp pad, head up instead of straight, and ignore the door there. Take to the left, and head down the stairs, then take the two paths downward to collect a Nagazuki (a robe for Sheena) and a Laser Blade (a sword for Kratos or Zelos). Then head to the upper-left, and you'll find a switch to deactivate a Blue Gate Lock. Good, good, now the fun has begun! Now return to the room without the gravity, and let's continue on a slightly different path.

Right
Down
Left
Up
Left
Up
Left
Down
Left
Up
Left
Down
Left
Down
Right
Up
Right

You'll reach a lift there; take it up to reach... yet another room without

gravity! Yep, you have to follow my directions yet again. Hey, it's better than fighting a bunch of Perfect Murders...

Down
Right
Up
Left
Up
Right
Up
Right
Down
Right
Down
Right
Up
Right
Up

From the room you land up in, follow the path in front of you, taking it to the upper-right to collect Energy Tablets. Gotta love those. But anyway, that's all there is there. We wasted our time, I'm dead serious! Oh well. Return to the room without gravity; you may not see yourself because of all the stuff in here, but you're around the upper-right wall. But anyway, this is where you should go from there:

Left
Up
Left
Down
Right
Down
Right
Down
Right
Up
Left
Down
Right

From there, you'll find yet another lift, but we haven't yet explored this one, have we? Oh well, you should be glad that we have a single more room without gravity. Take that lift down, and then simply head to the left to get to another lift to take down. Haha, what the hell was the point of that? But anyway, a single final room. Let's make this one count.

Left
Up
Right
Up
Right
Down
Right
Down
Left
Down
Left
Up
Left
Down

Left
Up
Right
Down
Right
Up
Right

From that room you enter, head down and collect the treasure chest there; you'll get a Holy Circlet inside, which is pretty nice. Now go to the right and examine the terminal thing there, and you'll get an Elevator Key. Now go back to the last room without weight, and go back to the room without gravity, and from there... return all the way to the beginning of this place, with the save point! Not the way we got here from Welgaia; the room just after that. Shouldn't be too hard.

From there, go downstairs and take the upper path from there, and then take a right. From there, head further north to find a locked elevator. Whoop de do, we just got the Elevator Key. =P Use it on the left of the elevator and then enter and examine the orb in the middle to head down. Yep, we're gradually going down and getting out of the clouds and stars where the Tower of Salvation reaches up to, and thus the weightless rooms. In fact, we're just about ground level now. Too bad, the lack of gravity was cool. </lie>

But anyway, follow the path to the left and you'll reach a teleport just like the one you used to get from Welgaia to the Tower of Salvation. Good, we're out of this, and thus, all of the annoying dungeons in all of the game. ^_^ But in any case, from that teleport, you arrive in the main room of the tower, where you find the Eternal Sword right there. Zelos is right when he suggests no one would just leave it there; Lloyd tries to take it but can't because apparently he "doesn't have the right".

So that's where Yggdrasill appears. Wow, we haven't seen him in quite a long time. But anyway, he starts making arguments with Lloyd about his ways of handling things. As well as that, although Genis says next to nothing to him while he's arguing with Lloyd, Yggdrasill seems to be paying attention to him. After some very childish babbling between Lloyd and Yggdrasill, Lloyd refuses to hand over Colette, and then a battle ensues. Which is very much like the last one, sadly...

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-----  
|| Boss: YGGDRASILL || HP: 40000 || Drop: N/A || EXP: 3000 || Gald: N/A      ||  
-----  
|| Party: Lloyd (Lv. 62), Genis (Lv. 61), Raine (Lv. 61), Zelos (Lv. 60)    ||  
-----  
|| But there's one difference between this one and the fake one the first    ||  
|| time we came here, and that was that you can actually damage Yggdrasill  ||  
|| this time. Another is that you can listen to the psycho awesome music this||  
|| time. Before your attacks would each do 1 damage; now they do the usual  ||  
|| 350-400. But anyway, you cannot win this fight; once you do about 10,000  ||  
|| damage to Yggdrasill, the screen fades out and returns to the cutscenes.  ||  
|| Yggdrasill uses very strong light based magic, so remember that this time ||  
|| you can actually lose. You shouldn't have much trouble with this fight and||  
|| doing the damage, what with your incredibly improved stats.              ||  
-----
```

We can't have a real fight yet? Oh well. Because of the sickness she's enduring (hey, bet you forgot that), Colette collapses. But anyway, after that Genis shoots some fireballs at Yggdrasill, and Pronyma appears in reply to this. Man, it's been a long time since we saw her. But anyway, she fires her own ball of

darkness at Genis, and then the unbelievable happens. Yggdrasill blocks the attack for Genis! What? Why would he block an attack for his own enemy just like that? What's worse is what he drops from Pronyma's attack.

But anyway, after Yggdrasill gives his usual talk to Lloyd and looks at Genis in the way he's been doing lately, and then disappears with Pronyma. Apparently, from that attack from Pronyma, he dropped a panpipe which just so happens to belong to Mithos, the kid. Alright, who doesn't see this coming... perhaps three are one? Genis now starts becoming incredibly depressed since he realizes this, but refuses to say anything because he doesn't want to believe it. At this point, Raine suggests you go back to Altessa's house and heal Colette, so let's just do that.

14. Altessa's House

Enemies:

Angel Swordian
Angel Commander

'Tis probably the best visit in the game, and full of plot twists. This part has so many spoilers, you may just send me hate mail if you find them out, so let me just warn you here, DO NOT READ ON PAST THIS ONE PARAGRAPH. Just skip to the Flanoir section, please. Anyway, when you arrive, Lloyd's group has a feast and Altessa prepares to heal Colette. Genis, like before, seems really depressed, yet he says there's no problem, although he doubts Mithos's friendship. Once the feast is over, Lloyd gets really tired all of a sudden and goes to bed. Weird.

Alright, spoilers are coming. Shield yourself. Suddenly, in his sleep, Lloyd gets attacked! Being hurt in your sleep, eh? He wakes up and finds Yuan charging a thunder ball at him, threatening him and his father. Alright, wasn't this guy on our side? Anyway, Lloyd will go outside to fight the Renegades gathered, and they'll put their swords forward. Meanwhile, Yuan and his men are holding Kratos at the other side. Of course, Kratos has to show up in these big scenes, doesn't he?

While usually, he's the tough guy, he isn't here. Yuan keeps threatening him, referring to Lloyd as his son and asking him to unlock the seal of Origin. Here is where this turns into a soap opera. I know, no one could possibly believe it, but Kratos is actually Lloyd's dad. Alright, now if there was ever a plot twist thrown in right inside, it's this. After Kratos and Lloyd are both threatened, Lloyd tries to kill Yuan, but then gets counterattacked and Kratos blocks it, effectively knocking himself out. Man, now we have to like him.

Lloyd then kneels over Kratos, giving his usual somewhat corny speech about how no life should be born to die. Which is followed by a voice saying exactly what I said there, and shooting energy at the Renegades, killing them. Who is this? Mithos, the kid. Genis's friend, Mithos. That's right, you guessed it if it was not already obvious enough. He threatens Kratos some, and then blasts Yuan and starts kicking him around. Serve Yuan right, although he doesn't die. But it is revealed Mithos is Yggdrasill, all the same.

Which means that this kid is Mithos Yggdrasill, the ancient hero, the leader of Cruxis, and the evil guy we all want to kill. Altessa and Tabatha run in to see this, but Mithos blasts the both of them, even Tabatha. Man, what a cruel thing he is. But anyway, Genis dashes in to protect Mithos, although the guy has been hit with a Demon Fang anyway. After that, Pronyma appears to protect Mithos, at the same time bringing in some angels of Cruxis. Lloyd is on his own for this,

but it's not hard at all. Just use Lloyd's strongest techs and block the strong attacks if necessary, and you'll succeed.

Mithos's voice echoes, laughing at the things Lloyd has said and pointing out that he's a hypocrite. Anyway, you'll gain control after that. Raine cannot heal Altessa, the poor guy needs a doctor. And Tabatha... her voice is starting to weaken. No more ALL CAPS, looks like. Anyway, talk to Yuan after that, and he'll explain a few things about how he opposed Mithos's plan, and to unlock Origin's seal, Kratos has to be killed. Yep, his own life seals Origin. But anyway, he's fine, Altessa is not. So you have to take him to a doctor in Flanoir.

15. Flanoir

Enemies:

N/A

I think you can remember where Flanoir is? Yep, it's on the northeast continent of Tethe'alla, not far from the Temple of Ice. Just land inside, and you'll find Zelos gone. Hmmm... getting some chicks now, is he? But anyway, head up to where you met Abyssion quite a while ago, and head east and north from there, to find Zelos talking to himself in front of the doctor's office. He's saying something about ingesting strange rocks. Me wonders? But anyway, enter the doctor's office for a chat.

Yeah, that's right, a chat. He's not very a friendly person, as he talks about how it'll cost you. Of course, we don't need have to pay a single piece of Gald, but still. =D Anyway, Lloyd decides to stay in Flanoir, while four of the other characters leave the village. That was kind of pointless, but anyway, the three who stay are the three who like Lloyd the most, as you may see when Colette and Genis probably aren't the ones who leave. But anyway, Lloyd will then be alone in his room.

Now, let me drop things off with a note: someone will enter the room, and ask you to go out for a walk with them. WHO THIS PERSON IS DETERMINES SOMETHING THAT WILL HAPPEN VERY SOON, and that is if it will be Kratos will rejoin you. Three people will ask you out, and if you deny them, Kratos will talk with Lloyd and then rejoin him later, but Zelos will permanently leave your party and you can NEVER get him back. If you go out with one of the three, Zelos will stay in the party, but Kratos will NEVER rejoin. You can NOT reverse whether is Kratos or Zelos whom you have later, so choose well.

Supposing that you go out with one of the three, they talk about what's ahead of them, and about Mithos. And if you deny them, Kratos will call Lloyd's name, who will then go out and meet Kratos there. They then talk about some stuff that happened in the past. Kvar (remember him? he's one of the Desian Grand Cardinals and died in a simply incredible way in the Asgard ranch) was chasing Anna, whom Kratos had married. Yeah, Kratos married someone who was about 3,980 years younger than him. Go figure.

Lloyd had just recently been born, but soon after that, Anna had turned into a monster, begging Kratos to kill her. Lloyd is disgusted to hear all this, but yes, Kratos did kill Anna after that, and Noishe saved Lloyd from that, and then became sensitive to monsters. But quite unfortunately, Noishe and Lloyd fell off the cliff, to which Kratos soon made his way down but found nothing other than half-eaten Desian corpses. Ick. So he didn't think there was a change that Lloyd and Noishe were alive, until he met them in Iselia and found Anna's grave at Dirk's house. And yes, Dirk DID adopt Lloyd.

And yes, since I'm telling you all this, I chose Kratos over Zelos. Don't ask me why, I just kinda prefer Kratos in battle to Zelos, although come on, Zelos is a legend. But anyway, Kratos says that he cannot join you yet because he still has something to do. So he leaves, and in the morning Lloyd wakes up to find Noishe with a gift from Kratos to Lloyd. So yes, we can't exactly consider Kratos to be a bad guy anymore. So... after that, everyone will meet up with Lloyd outside the inn.

Lloyd decides that he wants to defeat Cruxis before they can make their move, which would mean that what's ahead is the final battle. Lloyd asks Colette to stay behind because Cruxis wants her as Martel's vessel, and he's worried he cannot protect her. He doesn't flat out say this, instead, Zelos says it for him in his usual way. And even Sheena agrees with Zelos; that's not something that happens every day. Raine then mentions that neither she nor Genis can wield the Eternal Sword, but Zelos says that he can do it because he's received magical injections with Tethe'alla's most advanced technology.

Now how is this even remotely believable? Sheena questions Zelos as they leave, but he says that Tethe'alla does indeed have this technology. And as Lloyd exits Tethe'alla, he asks Zelos if he can trust him. Yep, even Lloyd is catching on to the suspicion. But obviously, Zelos says that he can indeed be trusted, but Lloyd has a hard time believing that. So now we're finished with Flanoir, we can go straight to the Tower of Salvation again to raid Cruxis, but there's just one little thing we should do before that. Be warned: this is our only chance if you chose Kratos, and it's funny stuff anyway.

16. Hot Springs

Enemies:

N/A

Where is this place, you ask? On a side note, I suppose you can guess who this involves even before being here. ;) But anyway, the Hot Springs are in the north eastern part of Tethe'alla, on a small island. Just drift around a little in the Rheairds, and you'll find it eventually; it looks like a little house near some bushes, although it isn't. But anyway, once inside, talk to the priest at the eastern side of the area, and he'll tell you that the maintenance work is done here and you can enjoy the hot spring. Hahaha...

Once you get there, the first thing you'll notice is that there's one bath. Of course Zelos would want to bathe with the females, but Sheena will have none of that, and just walks away with the other girls. Haha, Zelos got served, and the males have to go first. So... Lloyd, Genis, Zelos, and Regal. You can imagine that Zelos doesn't like that, but Genis tells him that Sheena and the others will go in after the males are done. Hahaha... so anyway, after that quick scene you'll be outside with the priest.

Talk to him again, and you'll get a choice of whether to let the females or the males bathe. You know the answer to that one. ;) So anyway, after choosing the "first" option, the four will be in the spring, talking with each other about the relaxation and the journey ahead, and such. So after that, Lloyd and Zelos emerge from the "house", Zelos to spy on the girls and Lloyd to stop him. In the meantime, the girls overhear them, and then Zelos runs off right in time, before all four girls catch Lloyd there and blame him! Oh dear... anyway, after that hilarious scene, Lloyd will gain the new title of Peeping Tom. LOL.

17. Tower of Salvation

Enemies:

Bomb Seedling
Bomb Plant
Mocking Plant
Angel Swordian
Angel Spearman
Idun
Gatekeeper (Boss)
Zelos (Boss)
Pronyma (Boss)
Yggdrasill (Boss)

Yep, we're going back to the Tower of Salvation now to take care of Mithos. I hope that all your bags are packed for this certain very special moment, since it's a pretty long dungeon with several boss fights. Level 64 would be nice for Lloyd, and if everyone has the weapons from Luin, that's all so much the better. When you're finally ready to proceed quite a bit into the game, stop near the Tower of Salvation, enter, and get ready to tackle one of the best dungeons in all of RPG history.

Go up the stairs, to find Cruxis angels waiting for you. Okay, we can't just start fighting them here. Guess who comes to your rescue here? None other than Yuan, atoning for what he's done? Nah, not really, but he'll lead you to a secret path away from the angels. After Yuan gives Lloyd a few cold words, he'll disappear and allow Lloyd to advance on his own. There's a machine that allows you to buy items on the upper-right, so stock up on all the necessities. Having done that, take to the upper-left.

Zelos will run forward and say he's "prepared something". We all remember what happened when he did this in the Fooji Mountains, though... anyway, he calls Colette over, and then Cruxis angels have to surround her, naturally. Followed by Pronyma, he gives Colette to them! After, of course, Genis and Sheena are absolutely shocked, he tells them that he's putting himself on Cruxis's side, and Pronyma even says that Zelos was her spy from the very beginning. It turns out, Zelos hates his life as the Chosen, and wants Yggdrasill to free him of it.

So in other words, he hates himself so much that he would betray his own friends. Now, things come in to play. If you chose Kratos (in which I did), Pronyma and the Cruxis angels will take Colette away and Zelos will fight you, and if you chose Zelos to rejoin you later, he'll disappear with Pronyma, and leave a leader of the Cruxis angels to duel with you, as Orochi and some other people from Mizuho appear and assist. While I did choose Kratos, I'll help you with both fights.

|| Boss: GATEKEEPER || HP: 18000 || Drop: Mystic Symbol || EXP: 8880 ||

|| Party: Lloyd (Lv. 64), Sheena (Lv. 62), Presea (Lv. 60), Regal (Lv. 61) ||

	This fight is really, pitifully easy, although Colette and Zelos can't	
	battle with you. The Gatekeeper will cast a bunch of spells like Spread,	
	while flying around with his two wingmen and slashing around with a couple	
	swords, big deal. I'd start with his kinsmen and then try and rid off his	
	puny HP last, though. The force of Presea and Regal combined will easily	
	take off the other angels, especially if you use Eternal Damnation and	

|| Wolverine, their best respective techs. After that, quickly beat the big ||
|| guy to shreds, and enjoy the easy win. ||

That was a disappointingly easy battle if there ever was one. The one with Zelos is much harder and much cooler, to boot. Because Zelos takes out golden colored wings and draws his sword. Yeah, Zelos is an angel too, that can't come as any sort of surprise, even if he joins you, he never reveals that he's an angel, for god knows what reason why not. All the same, the traitor has to be stopped, does he not?

|| Boss: ZELOS || HP: 28000 || Drop: Mystic Symbol || EXP: 9300 || Gald: 9800 ||

|| Party: Lloyd (Lv. 64), Raine (Lv. 62), Presea (Lv. 60), Regal (Lv. 61) ||

	A good enough beginning... anyway, Zelos fights exactly like Kratos, except	
	his style is slightly different. While Kratos was a heavy fighter who did	
	not seem to think of anything but death and the taste of blood, Zelos is a	
	rapid and nimble swordsman. He's got almost all of the attacks that Kratos	
	had, quite obviously. He's got Grave, Thunder Blade, Super Lightning Blade,	
	Judgment, among others. However, to prevent himself from further straying	
	down a different path, Zelos has 28,000 HP compared to Kratos's 25,000, so	
	he may be slightly harder. Plus, you have to win this battle.	

	Handle Zelos like you would Kratos, but Raine is highly recommended for it	
	because the Gatekeeper wouldn't have put nearly as much damage on you as	
	Zelos would have. Seal all of Raine's abilities except Nurse, Acuteness,	
	Field Barrier, and Revitalize, and then let the attacks fly out at Zelos.	
	Presea and Regal should be set to plain attacking, while Lloyd attempts to	
	get behind Zelos and whoop his ass from there. Rising Falcon and Raining	
	Tiger Blade are probably the best recommendations. Let Raine keep you alive	
	and you'll win without too much difficulty.	

It doesn't matter whether you chose Kratos or Zelos; this all ends horribly. If you chose Zelos, then he's off with Pronyma and everyone else, working for none other than Cruxis now. If you chose Kratos, even worse. Zelos falls to the floor in agony, and goes from a bad guy to a good guy again. He fought them so he'd be able to die; he was tired of living anyway and Seles could live better without him anyway. Well, we'll see about that. Telling them Colette's location, Zelos dies. Poor guy... well, I'm gonna assume Zelos is dead now.

Well, either way, you'll continue, whether Zelos is dead or not. The thing is, whether Zelos died or not won't affect whether he's with you or not now, because he's NOT. Anyway, from this point on I will assume that you took Kratos, since actually, I did the first time I played through the game. Moving on... this is just not the place you would have thought the Tower of Salvation to be, even if it is underground. There are tree roots everywhere, and all the enemies except Cruxis angels are plants. It's still a great dungeon, though.

Roots block the way through this place, but the Sorcerer's Ring can easily distinguish that, what with a little fire. First of all, start by going to the northeast of the entrance, burning any roots you might find in your way. When you reach the next screen, go over to the bridge and jump to it, to find that it'll start tilting just as soon as you walk across it. Man, talk about a thing that's lightweight. Presea and Regal will point out a rock high above, held by some vines, which can weigh it down. So that's the destination.

One of the skits here, in which Raine tells Regal some plans, is a bit of a big

spoiler. Hehehe. Anyways, open the nearby chest to find a Diamond Shell, and then head up and to the right, up the stairs, and back to the ground we were formerly at. Now, hop back to that tilting lightweight bridge, and climb up. Yep, who said it was nonexistent? =D Just climb up, to find it'll tilt halfway and then go all the way down. Oh well. From the floor, go through the next door to find a new area. Hooray.

Head down and follow the path there, and then head right to find some more branches blocking the way. Give 'em some fire, and then you'll pick up three chests, containing an Ogre Ax, a Hanuman's Staff, and a Southern Cross. Pick 'em all up, I say. Now head back a bit and then head north to find some stairs, some branches, and the usual. Just burn your way through, and then head up the stairs and you'll find a machine next to a locked door. Easy, right? Just tap that and you've got a door going back to the entrance. Not bad.

Return up, and then head up the stairs and follow the path there to reach a bit of a larger area. Head south from there, to find a treasure chest containing a Heavenly Robe. We can guess who that's for. Now head back to the intersection from where we went south, and then head north burning a branch on the way, until you pick up a chest with Energy Tablets. Whoa... that's awesome. Now take the other path to find yourself above the room with that bridge that won't stay in one place. Oooh...

Send a little fire over the way to the vines holding up the boulder, and then it will fall right down, right on top of that bridge! Oh yeah, baby, hit me one more time... or not. Check out the nearby chest for a Phoenix Cloak, also. Now return to that door you opened up earlier which acts as a shortcut back to the entrance, and then head north to that bridge. Don't worry; the boulder is there but we can walk past it. :) One wonders why it wouldn't slide off, though. Just go to the stairs above and descend.

Walk up the path there, to find it tilts a bit halfway. Oh well, you won't go all the way to the bottom. Go up to where you can, and open the chest for a Star Guard (for Colette and Presea) there. Now head up the stairs, and then head to the teleport pad to arrive in a large room. Lloyd and Regal will look at the opposition here, and find themselves surrounded by angels. You'll have to fight two angels here, but man, are they easy. Plus, Beat the Angel plays again here, that's cool enough!

Regal then asks Lloyd to pass through a door with a pillar to its right, but as Lloyd goes through, Regal breaks the pillar down! Uh-oh, Regal is going to trap himself in here and fend off the angels. Lloyd is very worried about him, but Regal just tells him to continue. And with that, Regal yells "You shall not pass" to the angels. Hmmm... that reminds me of a certain movie! Read on a bit more to find out which one! Anyway, Regal is gone, and that's not to mention Zelos and Colette. That's no good, so make the most of your five characters.

So anyway, in the next area, a teleport pad is right nearby to proceed to the next area, but a refresher is nearby, along with a chest containing a Shaman's Dress. To the upper-left, you can also find an EX Gem Lv. 3. So anyway, just take the nearby teleport pad, to reach the top of a VERY long spiral of stairs. Just head down these long stairs, and at the bottom, you'll find a piece of the Giant Tree, left over from what Sheena destroyed at the end of disc 1. Sheena will repeat that; summoning Celsius, Volt, Gnome, and Shadow. With that...

Lloyd runs under the tree, and Sheena blasts it to oblivion, destroying it and a large portion of the floor. But as that happens, a root of the tree drags the weakened Sheena under. Alright, you can guess what movie now upon what Sheena does then: tells Lloyd to escape, and then lets go. Yep, it's Fellowship of the Ring. Just replace Sheena with Gandalf. With that, Lloyd has to escape into a

new area. In this next place, just follow the path, collecting the Star Helm along the way. Then take the next teleport pad.

There's a computer terminal in the center here, in which Raine will operate to open the doors at the upper-right, but as she does this, pieces of the floor begin to fall! Ouch... as she opens more and more doors, some plants come out to attack you. They may be a bit of a hassle because you've only got Lloyd, Genis, and Presea, but they won't be too bad. Eventually, the room starts to completely collapse into a pile of rubble, as Raine is left alone, unable to escape, in the center. After Lloyd talks like an idiot, it collapses... uh-oh.

So now, we have three characters left. Better not get into a bad situation. In the next area, head to the bottom-left and go along that path to find a Star Shield in the way, and then just head a bit forward to find the teleport pad, where you'll find yourself in front of a locked door and a small hole at the top, in which Presea can crawl through. But inside, the ceiling begins to fall; to get through, Presea needs to hold it up with her ax. But stuff happens, and she gets trapped in the room behind some vines.

Lloyd manages to escape before the ceiling completely collapses on top of the ax. So anyway, in the next area, you may want to avoid battles, because the angels are the same power as before, but they can quickly beat up only Lloyd and Genis if you don't keep HP up, since Apple/Lemon Gels are limited and Raine is gone. Alright, head to the bottom-left part of this room to find a Star Circlet, and then to the upper-right, where you'll find a teleport pad. We don't get a local disappearance of Genis yet, though...

There are three other paths from the entrance, here. Take the left and right respectively for an EX Gem Lv. 2 and Star Bracelet, and then continue forward, until four light barriers begin to block all four paths, and start going toward you. Ouch. So anyway, Genis and Lloyd decide to take a barrier at once to get out, but Genis ends up trapped. Alright, this is so obviously faked it's not even funny. It's very clear Genis is trying to look all tough with this. So, one more portal from here.

Look around for an EX Gem Lv. 4 and a Spirit Bottle, and then head to the upper right, to find yourself faced with one long path. As Lloyd crosses, it collapses and at the end, an arrow comes out to strike him. If you chose Kratos earlier at Flanoir, Lloyd will get struck by the arrow and collapse, to find out later he's alive and Kratos kept him alive. Or if you chose Zelos, and he or Colette are Lloyd's soul mate, then they'll protect him. Or, Lloyd may just avoid it if they aren't. Either way, head up and examine the wall, where Lloyd will meet up with Yggdrasil, at last.

Colette is inside a large machine, and Yggdrasil is trying to place Martel's mana into her. Pronyma is also helping Yggdrasil out, but before Martel's mana is completed to put into Colette, Lloyd storms in and stops Yggdrasil right in his track. And before Lloyd can get finished, Genis throws a fireball at Yggdrasil's back... heheh, yep, Genis and everyone else survived. If that was not obvious enough. Too bad, a Lloyd vs. Mithos solo would be hella awesome. You'll get a chance to throw together a part, and then... fight Pronyma. Get ready.

|| Boss: PRONYMA || HP: 32000 || Drop: Red Savory || EXP: 7000 || Gald: 4800 ||

|| Boss: IDUN X2 || HP: 11000 || Drop: Black Quartz || EXP: 1200 ||

|| Party: Lloyd (Lv. 65), Genis (Lv. 64), Raine (Lv. 64), Presea (Lv. 62) ||

	As you can see, Pronyma is accompanied by two Iduns. Being that we are	
	playing on normal mode, they're easy but should be beaten before we take	
	on Pronyma. Unlike most bosses whom we have to fight twice, such as Kratos	
	or Yggdrasill (see the next fight!), Pronyma has barely strengthened any	
	since the event on the Fooji Mountains. She still has Dark Sphere, Spread,	
	Agorazium, and other similar attacks which are slightly stronger, but if	
	you put that aside, there are no improvements except her HP. No new spells	
	or anything of the such, so she's absolutely nothing to fear.	

||
	Like I mentioned earlier, take out the Iduns first. They have more HP than	
	your average demon accompanying a hot chick second in command of a very	
	evil organization, and they're not actually weak against light, but just	
	LET Genis use Indignation, Explosion, or Ground Dasher, hopefully keeping	
	Pronyma at bay as well. And no matter what, Prism Stars needs to be used	
	as much as possible, along with the solo Ray and Indignation to follow. A	
	single use of Prism Stars will do about 8000-9000 damage to someone weak	
	against light like Pronyma, so let Twin Tiger Blade and Eternal Damnation	
	come in, and Pronyma will be finished for good. Yay, yay, yay.	

Pronyma begs Yggdrasill for mercy, but the guy just burns her to pieces. Presea is right. But anyway, Martel then descends to the floor, talking in Colette's body. Unbelievable as it may be, Colette (or rather, Martel) is disgusted at what Mithos is doing, and rejects his ideals. That's when Kratos comes in; it doesn't look like he's going to show Mithos much grace. He's gotten Lloyd the way to use the Eternal Sword, not bad.

So anyway, Martel then leaves, and thus Colette returns, telling Mithos that Martel wants the group to stop him. As Mithos is about to leave (while being somewhat arrogant and thinking that Martel is just angry and wants to return to Derris-Kharlan), the group reforms, and we finally get to fight Mithos, although he changes back into the Cruxis leader form. Fortunately you can use Kratos here, in which you damn well should.

|| Boss: YGGDRASILL || HP: 40000 || Drop: EX Gem Lv. 4 || EXP: 8320 ||

|| Party: Lloyd (Lv. 66), Kratos (Lv. 64), Sheena (Lv. 65), Raine (Lv. 65) ||

	This time, he's in a far more evil mood than he was in the previous two	
	fights. He should have been wielding a sword, but oh well. Anyway, this	
	wimpy bastard who just so happens to be voiced by James Arnold Taylor, who	
	bears the rock singer's and the filmmaker/governor wannabe's name (James	
	Taylor and Arnold Schwarzenegger) and voiced Tidus and Ratchet from FFX	
	and the Ratchet & Clank series *ahem* has all the same abilities he did	
	the previous two fights. He's got Holy Lance, the extremely powerful	
	Thunder Arrow, an overlimit he'll twice or thrice, and a really strong new	
	attack called Death Eater. Never good.	

||
	Anyway, I recommend Sheena even if she hasn't come close to Overlimit,	
	since using T. Seal: Darkness on Lloyd, Kratos, and herself is just gold.	
	And if Sheena is close to hitting Overlimit, have her summon one of these	
	four: Undine, Sylph, Volt, or ultimately, Shadow. Undine will heal you,	
	Shadow is plain common sense, and Volt and Sylph are the most powerful	
	summons. Anyway, with your new found darkness, whoop Yggdrasill with all	
	your combined power, using Raine's Acuteness to even more add to your	
	strength. With Kratos, First Aid, Healing Stream, and just about all the	
	good stuff he learned is recommended; and Lloyd's Rising Falcon, Raining	
	Tiger Blade, and Demonic Circle are good as always.	

Yggdrasill shuns his loss, and then decides to go back to Derris-Kharlan with Martel. After that, Lloyd and Kratos discuss what must be done to unlock Origin; whence Kratos will be waiting at the seal, in the Torent Forest in the depth of Heimdall. You'll then be taken out of this tower, and to the bottom of the stairs there. So anyway, just leave the Tower of Salvation and take the Rheairds to Ymir Forest, quick jumping to Heimdall. The next section includes Heimdall, despite the name, by the way.

18. Torent Forest

Enemies:

Torent
Airaune
Carnivorous Plant
Maneater
Cutlass
Bellpepper Head
Gold Dragon
Kratos (Boss)
Origin (Boss)

The gatekeeper here will allow Genis and Raine in. How considerate. Anyway, you should know your way around Heimdall by now. Talk to Colette near the inn to spend the night there, and inside, your soul mate will wake you up to go for a walk and talk about what's ahead. Mine was personally Colette, but to each his own (I like Genis more anyhow). In the morning, just head northeast into the Torent Forest itself. It isn't a bad place for enemies, and they give some purdy good EXP.

Head up the path near the entrance, until you see a little squirrel (at least, that's what I think it is) enter a tree stump. You'll need to use the Sorcerer's Ring to aim into the tree stump, because wherever the squirrel goes is the only place you can go. Otherwise, the place will just loop itself around. So anyway, after you've sent the fire into the tree stump, the squirrel will leave and head along the path. Just follow him along until he exits to the northern side of the screen. Exit from there.

In the second screen, shoot the stump to the left, then the squirrel will leave once more. But before you follow it, head to the northwest and collect Sheena's Acalanatha there, although it's not that great. Anyway, return to following the squirrel. Head back to the path the squirrel took, and collect the Angel's Tear there (although it, too, is not fantastic). From there, head past the waterfall to the third part of the forest. In the third part, head all the way north to find a flower enemy there. Just beat it up for the Memory Gem, you'll definitely want it this time.

Now head along the path to the northeast to reach to find another tree stump. You know what to do. Just follow him along the path to reach a fourth screen, only to find another two way fork. I'm getting tired of these. But anyway, take the left first, and follow the path upward to collect an EX Gem Lv. 4, and then return and take a right. Follow the path along to the right to collect an EX Gem Lv. 3 there. Cheated off, I say. Anyway, from there take the other path to find a sealed save point. That means DA BOSS is somewhere close by, so be prepared.

From there, head to the right to find an EX Gem Lv. 4 there. Now return and go downward, taking the path to the right around the waterfall, where you'll find a

Warlock Garb and a Shield Ring. Now head back and go to the left, following the path downward to another tree stump. Uh huh. Just follow the squirrel to the right, to reach a fairly nice looking area. You know what to expect. Head to the northeast from here, where you'll meet yet another tree stump. Don't worry, this is the LAST one. =D

That squirrel will head to the right, so just follow it there to find an empty area with a tombstone. Kratos is there, ready to duke it out to the death with his son over the future. Lloyd's soul mate will cheer him on for this battle, and as Lloyd and Kratos have an epic few words, the brawl we've been waiting for begins.

|| Boss: KRATOS || HP: 12000 || Drop: N/A || EXP: 9990 || Gald: 5520 ||

|| Party: Lloyd (Lv. 68) ||

	sigh This fight should have been one of the hardest in the game, yet it	
	comes across as one of the easiest, unless you don't use Lloyd regularly,	
	are short of healing items, or for some reason hate the gift from Namco	
	that was bestowed upon Lloyd called Rising Falcon. A single one of these	
	will do about 1,000 damage to Kratos, but just using these over and over	
	won't automatically ensure a win. Kratos has all of his usual attacks,	
	such as S. Lightning Blade, Grave, and Light Spear Cannon. Not to mention	
	that this time, if Kratos knocks you out, it's a game over.	

||
	So you'll have to keep an eye NOT to get caught in Kratos's long chains,	
	since they can take up to 1,500 HP from you in an instant. So basically,	
	toss out a Rising Falcon, then when Kratos is ready to throw some Demon	
	Fangs at you, BLOCK THEM. Especially Light Spear Cannon, that's a very	
	nasty, hard hitting attack. So basically, all I can recommend is that you	
	block his attacks if he starts with his combos, enjoy the awesome music,	
	and use Raining Tiger Blade and Rising Falcon when he's off his guard.	
	Also, another tip is to not preserve Elixirs and Miracle Gels, because the	
	former gets common later in the game, and you can buy the latter.	

Kratos collapses, as Lloyd starts to get all mushy on him. And typically, Lloyd makes the umpteenth corny speech about how no one needs to die. Shut up, I have to say. Kratos then falls for good, but doesn't die; Yuan comes right in time to give him some mana. Lloyd then calls Origin forth, who has lost faith in humans and doesn't want to make a pact. Then Lloyd and *gasp* Kratos convince him otherwise, and he decides, just like any other summon spirit, to fight you. And yes, you must win this one.

|| Boss: ORIGIN || HP: 40000 || Drop: Reflect Ring || EXP: 10240 ||

|| Party: Lloyd (Lv. 68), Sheena (Lv. 66), Regal (Lv. 66), Genis (Lv. 66) ||

	Wow... this fight is actually a little tougher than Kratos. While Origin	
	is anything but immortal (if you have Lloyd, Sheena, and Regal join up	
	with their physical attacks and Genis cast magic, you'll win in seconds),	
	he's got some extremely nasty attacks. Usually you'll just surround Origin	
	and then try to kill him there, but that's just a mistake if you see the	
	word "Rameesh" appear on your screen. This attack will do 1500-2000 damage	
	to surrounding enemies; this is especially nasty to Genis. Origin also	
	loves to cast Absolute, as well as teleport himself all over the place.	
	Anyway, an all-out offensive should probably work, but you should make	

	sure to guard against Rameesh when he uses it, or you'll see your HP cut	
	in half very quickly. His spells really aren't that much to worry about,	
	but if you're paranoid, just run away or use X + Down for Guardian. Long	
	distance attacks work fairly well here, so just as long as you don't play	
	this too aggressively, Origin will fall without a problem.	

Origin entrusts his power to Sheena, and to a lesser extent, Lloyd. However, a soul from a Cruxis Crystal enters Lloyd here... uh-oh, that happens to be a man we call Mithos. Lloyd's soul mate, be s/he Colette, Genis, or whomever, will oppose this, and get taken over instead. And regardless of who, this character will get taken away. So with that, Mithos is gone for now, and now tries to bring the Tower of Salvation down to seal off the path to Derris-Kharlan. And it will fall upon Heimdall.

Anyway, inside the village, head to the left to find an elf behind a collapsed windmill. Once you've saved this elf, head to the far right, and head past the bridge to find two elves behind a boulder. Awww come on, can't you climb over a small boulder like that? Save them, then head to the northwestern part and enter the elder's house. After being convinced a bit, he'll evacuate as well, and that will be all the remaining elves out. After that, just leave the village, and the whole sky will turn purple.

That's right, not far from Tethe'alla here is Derris-Kharlan, and that's why the sky is purple. And if Mithos gets his way now, the whole world will die out from mana deprivation. But since Lloyd and Sheena made the pact with Origin, Lloyd has the power to stop it with the Eternal Sword, but he still needs a dwarf to forge the ring of the pact, so since Altessa can't move, Lloyd's "father" Dirk is the only one who can do it. Kratos decides to go with you, so this ends that. Just return to Sylvarant and go to Dirk's house, near Iselia.

19. Dirk's House

Enemies:

N/A

Go across the bridge and enter the house, and talk to Dirk there. The poor guy is losing his skills, but he can't refuse to make the ring, being that Kratos has gone through all of Tethe'allato collect these. Yep, that's what he was doing all that time. After Kratos hands Dirk the parts, he forges not only the ring, but an absolutely marvelous sword for Lloyd, called the Material Blade. Despite this being a bit of a Final Fantasy VII rip, you should definitely equip it. Only two other swords, both hard to collect, can match it.

So with that, Kratos will join you finally, and isn't going to leave you again anytime soon (or actually, ever). Once that's done, go over to Tethe'alla; the Tower of Salvation to be specific. When you're inside, head up to the top of the broken place, and tell Raine that you're ready. Lloyd will then pick up the Eternal Sword, and being that he naturally uses two blades, it turns into two lights, and he gets the title of Eternal Swordsman, which is an awesome title. Lloyd says that he wants to go to Derris-Kharlan, and that you do.

20. Derris-Kharlan

Enemies:

Samael
Doom Guard
Dark Archer
Dark Commander
Death
Dark Sword
Dark Spear
Phantasm
Phantom Knight
The Neglected
The Fugitive
The Judged
Dark Dragon

A couple notes before we begin. First of all, if Lloyd is equipped with the Material Blade and the Eternal Swordsman title, then get him critical and press X, A, and then B, and you'll use an attack called Falcon's Crest which costs a lot of TP, but is nevertheless EXTREMELY powerful. And second of all, although this is kind of the "last area", just as long as you get Colette or whomever your soul mate is back, and collect an item called the Derris Emblem, a whole bunch of side quests open up. Also, enjoy the new battle theme.

Anyway, from the entrance, head down and follow the path from there to reach an EX Gem Lv. 2 (bah), and then head up a little bit to find an EX Gem Lv. 3 (more bah). After that, take the path around the bottom and follow it to the right, continuing at the fork, to reach another area, which happens to be absolutely gigantic. Anyways, head right up at the beginning to find a Golden Helm, then follow the path to the left. It's one hell of a long path, but sometime, it will end.

Continue to the left, and then once again, you'll find a fork; take this one to the right, and when it ends, you'll find a Magical Ribbon there. Now head back to the first intersection, and take the other path to reach the umpteenth fork here. Anyway, you can head to the right here, following the path there across to find two EX Gems, although this path is extremely long, just for the record. Otherwise, just head northeast at that fork to reach a green panel there. And suddenly, everyone except Lloyd gets trapped inside.

Everyone within the circle disappears, asking Lloyd to find Colette or whomever his soul mate is. As a surprise, Lloyd lets them go. Just head a bit forward from there to find a warp, and from there, just head forward a bit to find your soul mate (Colette in my game, so sorry, but I will refer to him/her as Colette from hereon). Mithos delivers one of the stupidest insults ever to Lloyd ("you son of Kratos") and then we get a flash of Martel dying, what with Mithos, Yuan, and Kratos there. But anyway, thus, Colette will be freed.

She'll also join you, but still, just Lloyd and Colette, that's a bit light. Follow the next teleport to enter none other than Welgaia, at the one large intersection. Head northwest a bit to the main area, and then head north to the room there, and head upward to find Genis and Raine there, being taunted by the mayor of Iselia and Virginia about how they're half elves who deserve to die. However, Mithos and Lloyd appear from their respective sides, and Genis and Raine get freed, the mirror there breaking.

After that scene, examine the mirror shards there, and you'll fight a mini boss called The Neglected. It's pathetically easy, even if you've only got Lloyd, Colette, Genis, and Raine. So anyway, with your combined group, return to the main intersection, and head south from there to reach the main area, where Lloyd will fade out into the darkness, and you'll see Kratos and Sheena there. They

have to run fast to avoid a portal at the bottom there, where a monster will devour them. But as they run, Lloyd and Kuchinawa appear. That's right, Lloyd.

The two taunt Kratos and Sheena respectively, saying how they're traitors who shamelessly came back. Mithos appears with them, saying he can help them. But the real Lloyd's voice calls them from below, and they both give in. It just so happens that the monster was actually Lloyd. Once that scene is over, examine the spider artifact there, where you'll fight another creature, this called The Fugitive. It's even easier than The Neglected, since you get choices between Kratos and Sheena now.

Once you're finished with The Fugitive, head south, to the area where you were imprisoned the first time you came to Welgaia. Now head up to the pad there, where you'll find Presea and Regal trapped there. Their cell will open, but the both of them think they see Lloyd, but he disappears before it can be as easy as that. That's where Alicia shows up and taunts them a bit. Regal decides it's an illusion, but Presea is indecisive and won't let Regal attack. That's where Lloyd shows up and tells them they're friends and should stop fighting.

Mithos does his usual taunting, but after that, you've got Presea and Regal back, and eight party members again. Examine the pool of blood there, to meet up with another creature, this one called The Judged. It's the strongest of the three, but since you can now put two of the strongest physical attackers in the party, The Judged is no match for you. So, anyway, once that's done, return again to the large intersection, and take an upper-left. Along the way, you'll collect the Derris Emblem. VERY important item.

Take the teleport there, and you'll end up inside Mithos's castle, dubbed Vinheim, appropriately. You can head upstairs right here and fight the very pitifully easy Dark Dragon there, then go on and fight Mithos to end the game, but... there's still tons of stuff to do before that. We can do it all right now, but if we do an optional thing right here, we can go right from the Tower of Salvation to Vinheim instantly. If you don't care for any of this, skip or search down for 32. Vinheim.

First of all, head to the right side of the room (not up the stairs, that will just take you to the Dark Dragon and Mithos) and enter the room there. Around the stairs there, you'll find an angel enemy, but this one is important to face. After he's dead, a treasure chest at the upper left will appear, containing Energy Tablets. See, told ya. Now return to the main room, and go through the door on the upper left. Nearby is a Blue Shield for Kratos, so get that and head up the staircase.

You'll see some passages along the way, but ignore the first two. When you count to the third passage, enter to find an Elixir, then head back to the staircase, heading forward to find another passage. Go through here, fighting the angel inside to collect a Past Stone. Now continue to the right, where you'll find the way to none other than the roof. Just head to the far right side and enter the door there, to find yourself at the top of a second spiraling staircase. Ain't dat fun.

Head down the staircase and go through the first door you see, to find a chest lying about that contains a Spirit Bottle. Now look behind the couch to find a Mortality Cloak. Wow, Mithos isn't the most organized guy. Leave this room and then head down the stairs, ignoring the passages you see, until you reach a chest right in the middle, containing an EX Gem Lv. 4. Now head back up the stairs, and enter the first door there (in which we have already once passed). Now we're above the hall with the Dark Dragon and gate.

Follow the bridge to the left side, to find two more doors. Take the bottom one

of the two (the one on the straight path), and in here, head to the far left side of the room, and enter through the door there, to find a Shield Ring inside there. Now return to the last room and head up the stairs, fighting the angels if you wish. Continue up to where you find a left/right fork (yes, it may be hard to see but you can do it), and take a left from there to reach a single room. Collect the Demon's Seal in here and then return to the fork.

Head up to the right now, following the linear path at the top of the castle, beating up the angels along the way, until you reach a balcony with a single treasure chest, containing the Future Stone. YES, that's what we wanted. There is no Present Stone, but there's still a lot to do. Return to the main hall, despite the long trek, and stand at the left and the right sides of the room. Each, respectively, will make a bunch of blocks appear, as well as two teleports active in the left and right respectively.

Start by finding a black box, and pushing it into the left teleport. From there, continue to push it forward and into the gap there. It's very important what order you do these in, so just follow my lead. Repeat with the blue box, and then the red box. After you've got those, just push the combination of those three colors - purple, into that teleport and across the bridge you've formed with the black, blue, and red boxes. That completes the left side, now it's time for the right side.

Head to the right and push the yellow box into the teleport on that side, further into the gap there, then continue with the green, and then the aqua boxes. After those are in there, find the white box and push it across the gap to lie a bit apart from the purple box, and that completes all that nonsense. After that's done, you'll get a Sacred Stone. They coulda made it the Present Stone, but eh well, this will allow you to go from the Tower of Salvation and Vinheim instantly. And it also has a far more important use for a latter side quest.

That being done, now we have even more side quests to venture into. You COULD fight Mithos right now, but if you really want to do that, just search for 32. Vinheim. So anyway, with that done, use your new found Sacred Stone to teleport from the entrance of Vinheim to the Tower of Salvation, and make your first stop at Heimdall, which is the closest, easiest, and one of the most rewarding things to do first.

21. Heimdall

Enemies:

N/A

Not as good looking as the place used to be... but anyway, head to the eastern side of the place, and talk with the old man and young elf there, who will then challenge Genis to a fight, but obviously the kid isn't going to do that, or at least, until this is all over. So anyway, a tactic will be passed down to Genis, that being Meteor Storm. This is BY FAR Genis's best skill; the only one that even comes close is Indignation. Anyway, with that, head over to Meltokio, so long as you've got a good feel for all of your characters.

22. Meltokio

Enemies:

Rogue
Duelist
Ranger
Sorceress
Heavy Armor
Boxer Iris
Coffinmaster
Feather Magic
Sasquatch
Dragon Rider
Velocidragon
Crush Tortoise
Drake
Ice Warrior
Dragon Knight
Seahorse
Super Star
Kraaken
Specter
Grim Reaper
Pharaoh Knight
Druid
Beast Ogre
Baby Boar
Boar
Red Mantis
Cutlass
Evil Teddy
Seles (Boss)
Garr (Boss)
Farah (Boss)
Meredy (Boss)

This is the biggest, and my single favorite part to do after you've got the Derris Emblem. The Coliseum in Meltokio was experienced in the main story when trying to save Kate, but only after you've collected the Derris Emblem. It's highly recommended that you have a good level before trying this, 65-70 is ideal, but by doing this you'll collect a number of great items and titles for all the characters, as well as two above average difficulty boss fights. If you are ready, start with the single matches. Let's do this one by one.

But first of all, some recommendations. Lloyd should have the Material Blade (or if you have it yet, the Kusanagi Blade) ready, Colette should have all techs mastered, Genis should have Meteor Storm as well as Concentrate, Raine should have Concentrate as well if possible, as well as Photon ready to shine-shine, Kratos is good with the EX Skill Slasher (six hits is good), and it'll help if you have Lightning Blade, the Light Spear series, and Hell Pyre.

There's no particular call for summons as far as Sheena is concerned, although I suppose they could help. Pyre Seal, Cyclone Seal, and perhaps Demon Seal are good enough. You've GOT to have Eternal Damnation as far as Presea is concerned; otherwise she's just incomplete. As for Regal, having Wolverine, being able to use three attacks in a combo, and being rather skilled at using him, will be enough. Anyway, that's it. If you're ready to step into this, start with the beginner matches.

Your first opponent in the beginner match is a Rogue, who won't give you any trouble at all. The only problem you could possibly have is if you're using Genis or Raine and you don't have Concentrate; that's bad. Otherwise, very easy

battle. The second fight is against a Duelist, who's slightly stronger but goes down almost instantly, not to mention he's slooow. Even without Concentrate, you might be able to get a Meteor Storm or Photon in before he attacks you. And the last battle is against a Heavy Armor. That's no big deal, just finish it off.

As for the intermediate matches, your first opponent is a Boxer Iris. It's a rather fast opponent, but Lloyd's Rising Falcon, Genis's Explosion, Presea's Eternal Damnation, and Regal's Eagle Dive... all of these can undermine it. The next fight is an enemy who's weak against light and slower than a slug trying to do a hand job (excuse me). Colette's Angel Feathers, Genis's Prism Blade (or Meteor Storm if you're not an S-Type), Raine's Photon, Ray, or Holy Lance if you are an S-Type, and the usual skills work well there.

The next battle there is a Feather Magic, quite possibly the easiest of all the intermediate matches. With physical attacks alone, anyone (even Genis or Raine) can finish it off as long as you don't allow it in the air too much. And as for the final fight, it's against a Sasquatch. Wow, it really does exist. ;) Earth based attacks aren't too effective, so Presea's Eternal Damnation may be a no. It's weak against fire, though, so Genis's Explosion as well as Meteor Storm are godsend. Just watch out for its tongue attack, since it causes Curse. That's not to mention Kratos's Hell Pyre.

Once you're done with that... well, you've come to the advanced class, and let me just say that Beginner and Intermediate were NOTHING compared to Advanced. When you're ready, start against a Dragon Rider and a Velocidragon. What, two against one?! That's not fair. :(But anyway, Meteor Storm works particularly well here, since hitting two opponents at once is hella good. Other than that, it's the usual. Eternal Damnation, Rising Falcon, Hell Pyre... it all works very well. It's one of the harder battles, though, so be on your guard.

The next fight is against a Crush Tortoise, which is rather slow but very strong at the same time. Skills that work from a distance, like Rising Falcon and Hell Pyre, are very good here. And hopefully if you're Genis, you can set off a Meteor Storm before it does too much damage. And as for the third fight... well, it's just a joke. Absolutely nothing compared to the dragon duo, the two fights coming right up, or hell, even the Crush Tortoise. It's just like the Feather Magic, with a little more HP and a bit of magic, but physical attacks will kill it. Just don't let it get Spark Wave off, because it charges FAST.

Unfortunately, that battle was the calm before the storm. The next battle pits us against an Ice Warrior, which can quickly and easily kill you if you let it get the better of you. The following techs, however, work very well: Lloyd's Rising Falcon (as always), Genis's Indignation, Explosion, and Meteor Storm, Colette's Torrential Para Ball, and Kratos's Hell Pyre. It's a very slow enemy, much like the Crush Tortoise, but far stronger. If you can undermine its slow speed, you can win.

Supposing you managed to win the previous four fights, your opponent is the Dragon Knight. It has 13500 HP, a spear in hand which can do considerable damage, a fire breath which will decimate you if you're caught in it. And you've taken a huge beating from previous enemies most likely; plus it likes to block a lot of your attacks, it's much larger than you, and will quickly overpower you. Just how do you stand up against this? If you're Lloyd, Kratos, Zelos, Regal, Raine, or another such tall character, you'll have to handle things otherwise. But size can be a weakness.

Genis, Presea, and possibly even Colette or Sheena, are small enough so that they can get under the Dragon Knight and attack from there. Meteor Storm, Beast, Eternal Damnation, Torrential Para Ball, Demon Seal... they all work very well if you do this; just try and crouch under the Dragon Knight when it's attacking.

Otherwise, another good opportunity to attack is when it starts hovering into the air trying to fire breath you. You can just run under it and behind it, and smash it from there, and it won't even know what hit it!

So anyway, supposing that you could beat that fight, you may have noticed the stuff that's been going on between Zelos and his butler. Personally, I did the Beginner and Intermediate ranks while Zelos was still alive, and there was a lot of tension between him and Seles. Many people seem to have problems triggering her appearance, supposing that you choose Kratos instead of Zelos, but I chose Kratos and triggered a battle with Seles at the end, either to settle things with Zelos if you choose him, or to avenge Zelos if you didn't. Either way, 'tis a battle.

|| Boss: SELES || HP: 12000 || Drop: Last Fencer || EXP: 8960 || Gald: 12000 ||

|| Party: Lloyd (Lv. 72) or Kratos (Lv. 70) ||

	This fight is only hard if you've worn everything out in the fights before	
	this one. If so, you'll have to play a full out defensive here, unless	
	you're using Kratos, get lucky, and get a First Aid in there before Seles	
	hits you. Or, another good occasion: Seles tends to use magic, notably	
	Freeze Lancer. The thing with Freeze Lancer is that it will fire in the	
	direction that Seles is faced. Just jump behind her while she's casting,	
	and either use First Aid or attack her from there. :) If you're using	
	Lloyd, Rising Falcon or Psi Tempest work wonders here. Not difficult.	

So anyway, Seles gets angry if she loses and Zelos is dead, but if the playboy dude is alive, then she and Zelos have a resolve. So a good ending, either way, not to mention the end of the single player fights. And that's not to mention what you'll get for each character, supposing you manage to beat those battles. These are the titles and weapons you will collect:

Lloyd: Sword of Swords and Valkyrie Saber

Colette: Super Girl and Angel's

Halo

Genis: Ultimate Kid and Final Player

Raine: Gladiator Queen and Crystal

Rod

Kratos: Conqueror and Excalibur

Sheena: Rose of Battle and Divine Judgment

Zelos: Grand Champion and

Excalibur

Presea: Deadly Flower and Bahamut's Tear

Regal: King of the Coliseum

and Kaiser Greaves

All fantastic titles. But of course, aside from the single player matches, there are the group matches, but there's only a beginner and an advanced match this time around. You get three characters (yeah, three, not one or four) for these, but they really aren't that tough at all if you use the right characters. You should definitely include Lloyd and Raine in the main party, as well as another attacker. The best characters are Kratos, Presea, and Regal. I'm not going to bother much with strategies for these, except a few noticeable ones.

When you're up against the boars from Ymir... well, you may just get your rear end handed to you. They're fast as always, so make sure you let Lloyd and your other physical attacker finish them as quickly as possible. Also, you'll end up against a lot of magic users, as well as two with a Dragon Knight. They should

usually be the ones to go for, as the Dragon Knight isn't nearly as long ranged. Once you get past the final advanced match, you have to do an exhibition match against former Tales heroes. Bonzai...

|| Boss: GARR || HP: 20000 || Drop: Mumbane || EXP: 3200 || Gald: 4800 ||

|| Boss: FARAH || HP: 20000 || Drop: Star Cloak || EXP: 3300 || Gald: 2800 ||

|| Boss: MEREDY || HP: 16000 || Drop: Krona Symbol || EXP: 2100 || Gald: 2800||

|| Party: Lloyd (Lv. 72), Kratos (Lv. 70), Raine (Lv. 71) ||

	This fight is MUCH harder than the one against Seles, and if you had	
	trouble with that, then these three former Tales characters will give you	
	a run for your money. In fact, this is debatably the toughest battle in	
	the game besides a certain other optional boss. Anyway, aim for Meredy	
	first, and definitely first. Raine should have EVERYTHING, that's right,	
	everything except curative magic sealed. Hope Kratos helps you out, since	
	you want even Raine's offensive magic to be sealed up for this battle.	

	You'll want to play the defensive a bit in this fight, and try not to rush	
	anything. Meredy should die quickly; once she dies, this fight is	
	practically finished. Still, don't underestimate these three; their	
	combined might is far more than your Lemon Gels. You should probably just	
	hit Meredy some and then avoid them and heal up, then hit Meredy a bit	
	more until she falls, but just don't kill Garr or Farah before Meredy, or	
	she'll bring them back to life. Seriously. After that, go for Farah. Garr	
	may be a bit annoying, but he's not as tough as Farah overall. Just don't	
	get too aggressive here until Meredy is gone, and you have a good chance.	

If you manage to win that incredibly tough fight, you get a lot out of it. Okay, so that really wraps that up. This might be a good opportunity to go to Exire and get a new summon for Sheena, as well as fight a new boss. Put your new titles to use, if at all possible, since leveling up will now be far more rewarding.

23. Exire

Enemies:

Maxwell (Boss)

Before we tackle this little quest, get out the Aquamarine, Garnet, Opal, and Ruby gems, and equip them and only them on the three characters that you're going to use to fight Maxwell. You have to include Sheena, so besides her I put in Lloyd, Kratos, and Raine. Once you have those on, enter Exire itself, and go to the second area. Find the elder's house, and climb up the stairs (do not enter) then go around to find yourself at a different side. Now just cross the long, long path...

Examine the tombstone there, which will demand that you have the four gems of water, earth, wind, and fire equipped. Well, that's exactly what I told you to put on. ;) The master of the elements himself will then challenge you for a pact with him. Let's get it ON!

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|| Boss: MAXWELL || HP: 60000 || Drop: Spirit Robe || EXP: 10800 ||
-----
|| Party: Lloyd (Lv. 73), Sheena (Lv. 71), Kratos (Lv. 71), Raine (Lv. 71) ||
-----
|| If you treat this fight the wrong way, it can be one of the hardest in the
|| whole game. Maxwell casts Meteor Storm, which is really based on luck once
|| it goes off. It can do absolutely nothing, or it may eliminate your whole
|| party if everyone gets blasted down. You're best off trying to block that
|| and stay blocked for the whole time once Maxwell gets that off. Still, he
|| IS an old man, so you CAN beat him up well and good enough. If you have
|| everyone join in with their strongest attacks, which will likely happen (I
|| for one especially like Raining Tiger Blade), then Maxwell won't stand a
|| chance at all. But just keep a good eye out for Meteor Storm. Trust me. ||
-----
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Now you have the very strongest summon. That might be a good opportunity to do another Sheena related side quest, this one taking place in Mizuho. Remember Kuchinawa challenging Sheena to a duel? Well, Genis and the kid from Heimdall never will, but Sheena and Kuchinawa very well can. Just go to Mizuho and start this up.

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*****
24. Mizuho
*****
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Enemies:

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Kuchinawa (Boss)
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As soon as you enter Mizuho, Orochi will speak to Sheena about this duel, and then they'll go to the Vice-Chief's house to discuss it. The chief probably wouldn't have allowed it, but Sheena and Kuchinawa have to do it (no, not in THAT way). You won't be able to leave Mizuho until you've done this, so after talking with the Vice-Chief, find Orochi and talk to him, and then Lloyd will paddle Sheena to the Isle of Decision, where Kuchinawa awaits. Two ninjas, one battle, one strategy. Uh huh.

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|| Boss: KUCHINAWA || HP: 10000 || Drop: Asura || EXP: 2400 || Gald: 2860 ||
-----
|| Party: Sheena (Lv. 72) ||
-----
|| Some regard Kuchinawa to be the toughest boss in the game. I'll admit, if
|| Sheena is a bit underleveled or you don't know how to use her, this fight
|| is going to be nearly impossible. However, I'm pretty good at using Sheena
|| and even if I wasn't, the cheapest way to win is to simply put Sheena on
|| auto, and let her fight Kuchy on her own. She'll land some hits in and
|| then immediately dodge his onslaught. Then by the time Kuchinawa is up,
|| Sheena will already be landing hits. That's by far the easiest way to win
|| and if you're paranoid, I fully recommend you do this. ||
||
|| If you're more of an "honest" type, this fight is still anything BUT
|| impossible. First of all, you can't use items, so you'll want the most in
|| HP. Equip Sheena with two Black Onyxes and you're good to go. Make sure
|| you've got a decent amount of money, with the Money Bag equipped, quite
|| obviously. The three skills you should use the most are Pyre Seal, Demon
|| Seal, and Cyclone Seal. Or Life Seal, if you're really desperate. Kuchy
|| himself fights in exactly the same way as Sheena, but if you follow either
|| strategy, it's actually more of a challenge to LOSE this fight. ||
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Kuchinawa will be disappointed either way, but if his parent's murderer (aka Sheena) defeats him, he'll start to cut his throat. I think if you stop him from doing this, your affection with Sheena will go up, but I could be very much mistaken. In any case, there's yet one more Sheena related quest to do, but you will not get anything out of it, just another quick scene and a fuzzy feeling with it. If you don't care for it, skip to 26. Iselia Forest. Otherwise, float on.

25. Martel Temple

Enemies:

Zombie
Ghost
Slime
Spider
Golem

Back in Sylvarant, enter Iselia and then a skit will pop up, with Sheena telling Lloyd that she feels Corrine's presence somewhere. Uh-oh. Now enter the Martel Temple (yeah, it's that temple in which you can access from either the Rheairds or the northeastern exit of Iselia). Either way, head to the room where you first met Remiel. You'll meet none other than an elder Corrine there, but he unfortunately cannot join you. Oh well, too bad, but that was a nice quick thing to do. However, there's something a bit tougher and more rewarding right near here: the Iselia Forest.

26. Iselia Forest

Enemies:

Spider
Slime
Minicoid
Rabbit
Giant Bee
Sword Dancer 3 (Boss)

Remember ol' Sword Dancer 1 and Sword Dancer 2, back from the Ossa Trail and the Gaoracchia Forest? Well, there's a Sword Dancer 3 to complete the trio, and he's in the Iselia Forest between Dirk's House and Iselia. Enter from the side of Dirk's House, and if you've beaten the previous two before disc 2 and have all eight party members, then you can fight him here. Be warned, this guy is fairly tough.

|| Boss: ???? 3 || HP: 99999 || Drop: N/A || EXP: 9800 || Gald: 30000 ||

|| Party: Lloyd (Lv. 70), Kratos (Lv. 67), Genis (Lv. 68), Raine (Lv. 68) ||

	If you wish to take this battle on, you'd be pretty well prepared or you	
	will be quickly and easily slaughtered. First of all, you want to be able	
	to do light based damage, and you'll definitely need Raine here. I also	
	recommend you stick a Laser Sword on Kratos, and if you're desperate, you	
	can substitute someone (probably Genis) for Sheena, who can use S. Seal:	

	Light on you, or if she's near Overlimit, cast Luna, which will be VERY	
	powerful. But the best light based attack is still Genis and Raine's	
	unison attack, that being Prism Stars. Use that and witness beauty.	
	You'll have to play this one out somewhat defensively, possibly trying to	
	block the Sword Dancer when it uses its spin attack, which is absolutely	
	lethal. It's upper slash attack is somewhat dangerous, but really nothing	
	to worry about. What you need to worry about is Indignation. If you see	
	the large build up of electric energy, use Rising Falcon, run away, do	
	anything, just to get away from that. Ground Dasher is also quite strong,	
	although not nearly as dangerous. You're playing this whole fight to lead	
	up to Prism Stars; in fact, you may just want to control Raine. Seal	
	everything except Photon, Ray, and curative abilities, while at the same	
	time having tons of items, and with some effort Sword Dancer 3 will fall.	

Supposing you could win that battle, you'll be awarded with the Kusanagi Blade, which is easily Lloyd's strongest weapon aside from his Devil's Arm, the quite obvious Nebilim. Now it's time for one of two "real" optional quests, the first one probably being the easier of the two. Start this by going to Tethe'alla's Sybak.

27. Sybak

Enemies:

N/A

Once you're in Sybak, enter the library at the upper-right side, and head to the bookshelf on the right side of the area, examining the yellow book with a red red orb (or whatever that thing is), and Lloyd will comment a bit on it but then decide to leave it alone. This is only the beginning of a quest that's about to begin involving that book. That's all that there is to do in Sybak for now; now just go over to Heimdall.

28. Heimdall

Enemies:

N/A

Make absolutely SURE before doing this that you have the Spirit Stone from the puzzle in Vinheim, of Derris-Kharlan. If not, do that right now by referring to the end of the Derris-Kharlan section, but anyway, assuming you have it. Head to the second area of the place and talk to the elf that's wandering around, and he'll notice that you have the Spirit Stone, and will speak of the book in Sybak, which is apparently a bit deeper than it seems. So anyway, now just go back to Sybak, supposing you're ready for this dungeon.

Once in Sybak, examine the book again, and one of the summons you've got for Sheena, Origin (as if you could forget him), will tell you that you'll be sucked in. Just enter the dungeon like a big man.

29. Niflheim

Enemies:

Pretty much every enemy in the game

Hell Knight (Boss)

Living Armor (Boss)

Niflheim is the forbidden anaemosis... the underworld, inside the book from Sybak. Origin will tell you that you need to destroy this book, which can only be done by launching a force called Soulfire into the very deepest area there, and since this is the underworld and all that, it's not like you're going to be ushered down there. Well, anyway, that's pretty much it for that, but this is an incredibly complicated dungeon, consisting of three "stratums" and fifteen floors.

Like any other similar dungeon, the floors are randomized, so I can't write a walkthrough for the place, but I can give some information you should read. The place practically runs on a force called Soulfire, in which you start with a default of 100 of. As time goes by, Soulfire will slowly decrease, but there are a few ways to increase it. First and foremost, torches scatter the area of Niflheim; light one of them with the Sorcerer's Ring, and you'll get thirty extra Soulfire.

If you use your Sorcerer's Ring at ALL, you'll lose 10 Soulfire, but since you light the torches with the ring, you'll have to be careful not to miss. The same goes with shooting a couple other things, which will be covered in a moment. If your Soulfire reaches 0, you'll die, but that probably isn't going to happen. There are fifteen floors here in total, and after you complete all of them, you should have a rather large amount if you want to fight the boss down there. Not good.

To progress from one floor to the next, you'll have to find a teleport pad, but depending on the type of floor, the way to do this varies. If the surrounding background is red, you'll have to defeat all enemies in the area to make one disappear. If it's natural (green type color), then you just have to search to find one, lighting any torches you find along the way. And if it's blue (which it hopefully isn't), it's the same as green, except you'll have to fire on a bunch of switches to make paths appear, which obviously costs Soulfire.

Another way to increase Soulfire is simply to defeat enemies, but it's deeper than that. Niflheim consists of practically every single enemy in the game, so how quickly you beat the enemies differs. You'll obviously beat enemies from the Meltokio Sewers in a few seconds, but enemies from Derris-Kharlan will take a bit of time. If you do it in around less than half a minute, you'll gain 1-10 Soulfire, but anything below that, and you'll LOSE 1-10 Soulfire, so try and finish battles quickly.

One more thing to note is the torches themselves. Once you light them, the ensuing flame will be either red, green, or blue. You can increase the flames after they're lit, but your Soulfire will decrease more quickly. If it's red when you increase the flame, you'll get an item; how high the flame is will affect the item. Green will get you a bonus, and blue will restore your HP, TP, or give you some soulfire, also depending on the size of the flame. And of course, each floor has a special effect.

That's right, every time you'll enter a floor you'll get a randomized effect, for good or bad. They range from gained EXP or Gald acquisition after battle, to lose 1% of HP at rapid intervals. Or occasionally, you'll get a choice of no penalty, no menu usage, having only one chosen character for battles, having one random character for battles, or having no menu usage AND one random person

for battles. The worse the penalty you give yourself, the more Soulfire you gain; if you choose the worst, you'll even get 200 Soulfire. Still, I wouldn't recommend this. I had 900+ at the end and always forbade menu use.

Well, anyways, that's just about it. When you reach the end of the first stratum, Lloyd will whine about how it's not over, and Colette will act as stupid as ever. Blah. Just proceed down to the end of the second stratum, where an entity known as the Hell Knight, which seems to be a souped up Dragon Rider and Velocidragon duo in one enemy, will attack you. En garde!

|| Boss: HELL KNIGHT || HP: 88000 || Drop: Force Ring || EXP: 9800 ||

|| Party: Lloyd (Lv. 75), Genis (Lv. 73), Presea (Lv. 73), Regal (Lv. 73) ||

	The Hell Knight is a very agile boss, and his sword can hit about a half	
	of the whole field. Not to mention his HP, which is rather formidable.	
	Still, you'd be surprised how quickly a mage and three physical tanks can	
	beat that HP up. You may have to do a fair bit of chasing around the field	
	to get at the Hell Knight, since he likes to run around a lot, then spin	
	his sword around, but still, this fight shouldn't prove too much of a	
	problem. Wait 'til you fight Living Armor.	

Once that rather easy boss has been finished off with, the "king of the netherworld" will speak with you. Hehehe... now just proceed through the next five floors, treating them carefully. Do NOT choose a random character, because if you have to beat all enemies as ANYONE (especially Colette, Genis, Raine, or Sheena), then you're in major trouble. Supposing you're careful enough, once you get to the end of the third stratum, one HUGE sonuva called the Living Armor, the king of the netherworld, challenges you. Can't turn back here, eh...

|| Boss: LIVING ARMOR || HP: 120000 || Drop: N/A || EXP: 13000 || Gald: 25000 ||

|| Party: Lloyd (Lv. 76), Genis (Lv. 74), Presea (Lv. 74), Regal (Lv. 74) ||

	The king of the underworld... and I assure you that he's big. If you use a	
	Magic Lens on the Living Armor, you'll see that he has 0 TP, but that's	
	not going to stop him from pulling an Earth Bite, an Atlas, or a Dreaded	
	Wave out of his ass instantly. Unison Attacks work extremely well in this	
	fight, as the only thing that Living Armor has going for him is his magic	
	power (and his HP is insane). A combination of Rising Falcon, Meteor Storm	
	or Indignation, Eternal Damnation, and Wolverine will make him feel some	
	pain in the morning, though. A full out assault from everyone works well.	
	Don't be afraid to use Guardian when the Living Armor catches you in one	
	of his area spells; you may also find some characters dropping like flies	
	quickly, so if it gets the better of you, you may want to switch Genis out	
	for Raine, although unison attacks won't be as useful. Just make sure you	
	win this fight, since you don't want to trek all the way from Niflheim	
	again, making sure you have the necessary Soulfire. Also, don't be afraid	
	to use Elixirs, as there are a huge portion of them in the game.	

Well... you've finished Niflheim, and you get the choice of whether or not to burn the book. If you don't burn it, you can come back here and build yourself up and such, but if you burn the book, you can't return. So it's really your choice. Supposing you burn it, Origin will congratulate you, and you get to move on to a boss that's actually tough. :) Remember the Devil's Arms quest? It's

only unfolding.

30. Temple of Darkness

Enemies:

Manticore

Druid

Pharaoh Knight

Coffinmaster

Abyssion (Boss)

Before we start any of this, make sure that you have eight Devil's Arms. In case you don't know the locations of all them, I'll list them all here. We're not immediately going to the Temple of Darkness, but rather, Flanoir. Anyway, here are the locations:

Colette - Evil Eye - collect this from Toize Valley Mine

Lloyd - Nebilim - talk to Abyssion after getting the Evil Eye for this one

Kratos/Zelos - Fafnir - collect this one in Gaoracchia Forest, upper-left part

Kratos/Zelos - Soul Eater - enter Triet and listen to the rumors going about, then go to the skit point outside to collect this

Sheena - Gates of Hell - once you're done with the Temple of Earth, return to where the Dragon was, and head south to talk to the Gnomelette; this is beyond

Genis - Disaster - at night, have Genis as your avatar and speak with the guy in Altamira outside the casino

Presea - Diablos - second screen of Latheon Gorge, pray to god you've got this

Regal - Apocalypse - find this in the left room of Welgaia's tower

So that leaves one final Devil's Arm to collect, and that's the Heart of Chaos for Raine. Once you have all eight of these, go to Flanoir and speak with Abyssion there. Somehow, Lloyd has a feeling that Koton, the old geezer from Hakonesia Peak who likes to collect things, has it. So anyway, just hike over to Sylvarant and to Hakonesia Peak, and speak with Koton there. Raine reasons with him, and you'll get the Heart of Chaos from him. With nine Devil's Arms, head over to the Temple of Darkness.

Go over to the room where you fought Shadow, referring to the earlier Temple of Darkness section if you can't remember. When you reach it, Abyssion will take the Devil's Arms, and then take out the forbidden book of darkness. Uh-oh... he will now give himself new power from them, and become the toughest boss in the game. And you've gotta fight him, too, forgot about that...

|| Boss: ABYSSION || HP: 120000 || Drop: Jet Boots || EXP: 8000 || Gald: 6800||

|| Party: Lloyd (Lv. 78), Kratos (Lv. 76), Genis (Lv. 76), Raine (Lv. 76) ||

	Here we are... the most difficult fight in the game, against this evil man	
	who deceived you. I will ATTEMPT to name all of his attacks: he has many	
	attacks that your characters have, such as Double Demon Fang (Lloyd),	
	Super Lightning Blade (Kratos), Ring Cyclone (Colette), Mass Devastation	
	and Beast (Presea), Swallow Kick (Regal), and he has such a numerous	
	plethora of spells, I can barely count... okay, I will. Eruption and	
	Explosion, Gravity Well, Indignation, Spread, Prism Sword, and Meteor	
	Storm. Add to that, he has about one second of casting time for anything.	
	What does this mean? He can run right up to you, hit two of your allies	

	with Ring Cyclone or an equally powerful attack, and then use Eruption or	
	Gravity Well before you have a chance to get up. Indignation is especially	
	nasty, as it'll do 3000-4000 damage to anyone caught inside. Simply avoid	
	those attacks, while having Kratos as a somewhat supporter, while letting	
	him use a 6-attack combo. Genis should have his compound EX skill letting	
	him concentrate when he casts spells, as Abyssion is much faster than he	
	is and will land one hit after another on you.	

	As for Raine, she should be quite obvious. That is, let her use a few	
	support spells, and set her strategy to Heal. It's much more important to	
	have her use Nurse or Revitalize every turn then to use Photon or support	
	spells. It's also HIGHLY recommended to have Raine's EX skill Concentrate	
	so Abyssion doesn't interrupt her. As for Lloyd, use a Rising Falcon and	
	Raining Tiger Blade combo every single turn, aside from standing aside and	
	using a Melange Gel, Lemon Gel, or Pineapple Gel. Be warned that Abyssion	
	will get up quickly and attack you like crazy after that, though. So be	
	ready to take drastic action at all times. Blocking his attacks with X and	
	following with a strong attack is always nice. Also, Guardian works well.	

	Only problem is when Abyssion gets down to 40,000 HP or so, which is when	
	he really gets serious about this. He'll usually just throw a Prism Sword	
	or Meteor Storm out then, and that's when to panic. Prism Sword does near	
	3500-4000 damage if it hits, and Meteor Storm is worse, at nearly 1500	
	damage a meteor. They aren't exactly precise, but there are lots of 'em,	
	so expect to need to turn out a few Life Bottles. Keep your guard up at	
	all times during this battle, and be prepared to respond to his brutal	
	force by blocking, at all times. You'll have to heal whenever you drop	
	below 2000 HP or so, while at the same time, trying to dodge his attacks	
	and when a good time comes, getting behind him and attacking.	

	However, there are two easy ways to win this fight, even if they are a bit	
	cheap. Those are equipping everyone with a Black Onyx, and even cheaper,	
	using an All-Divide. Raine's power will stay the same if you do that, and	
	you'll get far more opportunities to heal yourself while fighting. There	
	is one flaw with this, though, in that it makes the battle far too long.	
	Without it, it'll probably take five or ten minutes in total, but with the	
	All-Divide, it'll take perhaps half an hour. Besides, it really ruins the	
	hardest fight in the game if you just do that, so choose at will.	

If you were at all possible to win that fight, then you'll be good to go; able to defeat any enemy in this game. All the Devil's Arms are in your possession now, plus much more powerful. Now they're dependant on how many enemies you've beaten, so characters like Lloyd and Presea will have extremely strong weapons whereas ones like Genis and Raine won't. Oh well. You'll also get Presea's very best title, the Empty Soul, plus satisfaction, and whatnot. Anyway, that pretty much wraps everything up before the final boss...

31. Final Touches

Obviously there's no place called Final Touches, but hey. ;) There are a few things which you may want to do before going on to the final boss, in which I'll name here.

>> If your Presea is Lv. 80 or above, go to Ozette and talk with the guy next to her father's grave. If you're strong enough (i.e. level 80!), then he'll pass down the Gaia Cleaver to you, which is her strongest weapon besides the very obviously unmatched Diablos.

>> Likewise, Regal has a similar item, but it's a bit harder to collect. Head to Meltokio, putting Regal as your avatar. Head right up to the castle and look to the left, where you'll find the Wonder Chef and another chef arguing. After a quick scene, along with some rewards for Regal, enter the castle and go down to the prison. Speak with the prisoner at the left side of the area, and then go to the Hot Springs. Head to the far right, near the actual spring, and talk with the old man there. He'll pass down Regal's strongest weapon par Apocalypse there, supposing that you're Lv. 80 or up.

>> There's an island at the upper-left part of Sylvarant called Katz Island, where it's, well, a land of the Katz you've seen a lot throughout the game. At the northern side of the area, speak to the elder there. You can view any skit in the whole game here, even if you've never seen them before! Cannot beat that. At all.

>> After you've spoken with the elder in Katz Village, head to the eastern part of Meltokio, inside the slums. After a quick scene there, Genis will get the humorous title of Katz Katz Katz. Bahaha.

>> Fight lots of battles before the end, for two reasons. The more enemies you kill, the stronger the Devil's Arms will be. And the second, and more important reason is, you get Grade. After finishing the end up, there's a Grade Shop in which you can purchase stuff from with your Grade. If you want to continue after this, you might as well get that stuff.

So anyway, you can do as many of these as you want before going to the Tower of Salvation for the final time, and using the Spirit Stone to instantly teleport into Vinheim.

32. Vinheim

Enemies:

Samael
Doom Guard
Dark Archer
Dark Commander
Death
Dark Sword
Dark Spear
Phantasm
Phantom Knight
Dark Dragon
Mithos (Boss)
Mithos II (Boss)

Yep, it's still Vinheim, the one in which we all know by now. Except a bit different this time. Head up the stairs right at the entrance to find the Dark Dragon there, gatekeeper of Mithos. If you've done ANYTHING since the Derris Kharlan trip, this will be a complete pushover, and even if you haven't, it's not a hard fight anyhow. Once it's gone, you'll get the Vinheim Key, in which you can use to enter the room behind you. Once inside, everyone will talk about how everyone deserves to live freely, not under discriminations.

Use the central teleport to reach Mithos's room, where you'll find him in the form of Yggdrasill. Colette's energy will enter him, and then after some weird chanting from him, he'll turn back into Mithos, talking about how the best way

to live, and the way to end discrimination, is for everyone to become a lifeless being. Obviously, no one's going to stand for this. So, anyway... let's give him what we really should have given him on our first trip to the Tower of Salvation, right? Final boss time!

|| Boss: MITHOS || HP: 55000 || Drop: N/A || EXP: 8280 || Gald: 1690 ||

|| Party: Lloyd (Lv. 80), Kratos (Lv. 78), Genis (Lv. 78), Raine (Lv. 78) ||

	Well... he's much tougher than the Yggdrasill form, I'll definitely give	
	him that. He's easily one of the hardest bosses in the entire game, and	
	worthy of the final boss title, even if he isn't really one of the worst	
	final bosses I've ever fought. He has the typical light based spells that	
	we've see before, such as Holy Lance, Ray, Judgment, and such. To add to	
	that, Mithos has got a brand new array of powerful spells, as well as an	
	incredibly annoying attack called Retribution which inflicts a bunch of	
	random status effects. Deadly Poison, Curse, Weak, it's all over it.	

	But anyway, I recommend Raine to have everything sealed except her healing	
	spells (particularly Revitalize), Purify, Acuteness, and Field Barrier.	
	Genis should be ready with Meteor Storm, Indignation, Explosion, and all	
	the others. Sadly, Prism Stars is obsolete in this fight, since Mithos is	
	immune to light. Lloyd's Rising Falcon, as usual, is extremely useful;	
	also enjoy Mithos and Lloyd having a conversation halfway through the	
	battle. Kratos with S. Lightning Blade is also great, but make sure that	
	he can use Healing Stream and First Aid when necessary, and doesn't have	
	the EX ability Slasher on. Again, this is a tough but not "toughest" fight	
	but also the second to last one, so use up those All-Divides if needed.	

Following in with how final bosses have gotta have two forms, there'll be one quick show of Mithos in a different form very much like those of the Neglected, Fugitive, and Judged... and then we get a whole new form to fight! Oh yeah.

|| Boss: MITHOS II || HP: 60000 || Drop: EX Gem Max || EXP: N/A || Gald: N/A ||

|| Party: Lloyd (Lv. 80), Kratos (Lv. 78), Genis (Lv. 78), Raine (Lv. 78) ||

	Mithos may have 5000 more HP this time around, but he's not NEARLY as hard	
	as he was the first time around. His magic is much weaker; he still uses	
	the light based spells, but come on, Flame Lance and Spark Wave? You can	
	do better than that! So anyway, Lloyd with Rising Falcon, Raining Tiger	
	Blade, and an advanced Tempest attack work very well. Genis's Meteor Storm	
	is much better here than in the previous fight, since Mithos is a much	
	larger target. Overall you shouldn't have too much problems if you could	
	get past the last fight. Oh well, the last fight was at least worthy.	

If you managed to beat that fight, or even better, Abyssion... then give yourself a pat on the back; you've just beaten one of the best RPGs ever released and the best on the GameCube, bar none. Of course, after the ending is over (no, I will not spoil it!), save your game and then you can enter the Grade Shop, get 10x EXP every battle and get to Lv. 255, and have even more fun with an already great game. Of course, that wraps up the walkthrough, so if you're still here, well... heh.

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+++-----++-----++-----++-----++-----++-----++-----++-----++-----++-----
Weapons and stuff like that, eh. You know you like 'em.

1. Weapons

Alright, this was not a section that I particularly enjoyed doing. Some praise e-mail would be nice.

TWIN BLADES

Name: Angel's Tear

Slash: 750

Thrust: 730

Added: N/A

Comments: This sword, I really don't have too much of a comment on, but once you end up equipping it, it'll be quite a bit better than the one you've got on you, and as we all know, superior equipment makes us happy.

Name: Defender

Slash: 500

Thrust: 495

Added: Defense + 15

Comments: For some reason I used this one very little. Don't know why, but it's easily replaceable.

Name: Dragon Tooth

Slash: 440

Thrust: 470

Added: added damage to dragons

Comments: Certainly an improvement over any weapon you can have at the time you get this (Tethe'alla Base), and because there's a boss fight with three dragons not too long after you pick this one up, it's certainly something worth a look at. ;)

Name: Elemental Brand

Slash: 530

Thrust: 510

Added: N/A

Comments: No comment available on this one, sorry.

Name: Knight's Saber

Slash: 100

Thrust: 90

Added: N/A

Comment: Just an average sword you can pick up at Triet to replace the Wooden Blade. Worth getting to replace the Wooden Blade's crappy slash ability, but it isn't a remarkable difference.

Name: Kotetsu

Slash: 350

Thrust: 320

Added: N/A

Comments: This is an excellent blade you can pick up in Tethe'alla, but I try to get a better weapon as soon as I can. I suppose the Dragon Tooth is just a lot more of my style, what with the thrusting power.

Name: Kusanagi Blade

Slash: 930

Thrust: 850

Added: Added damage to undead

Comments: Not exactly easy to get, but this is by far Lloyd's strongest weapon aside from Nebilim, which of course can be infinitely built up. It's got just about everything, although it's better for slashing than using attacks such as Sonic Thrust or Sword Rain.

Name: Masamune

Slash: 190

Thrust: 165

Added: N/A

Comments: Why did they make a blade with such a famous name appear to us so very early? You get this on your first trip to Palmacosta, for crying out loud. All the same, it's an improvement over the Mumei.

Name: Material Blade

Slash: 820

Thrust: 820

Added: N/A

Comments: This is by far Lloyd's coolest looking sword, the only problem is that you get the superior Kusanagi Blade a bit after this (and possibly before it) so you won't see it too much. ;) Not to mention it comes a bit before the very end of the game... still, it excels in everything.

Name: Mumei

Slash: 115

Thrust: 110

Added: N/A

Comments: This twin sword is helpful against Ktugach, since you'll want all the power from Lloyd that you can get when you fight that big boy. Only problem is that the Masamune is really close after this one.

Name: Muramasa

Slash: 590

Thrust: 560

Added: N/A

Comments: As the description says, this sword is really sharp, and therefore good for the slashing ability. ;) An excellent all-out weapon you can get in the Iselia Ranch at the end of the first disc.

Name: Nebilim

Slash: 0

Thrust: 0

Added: Evasion - 20, Luck - 20

Comments: Why is this my favorite Devil's Arm? It's the second you'll get, very little doubt, but more importantly, Lloyd kills more enemies than any other, really, so Nebilim will likely be the strongest of them all. :)

Name: Nimble Rapier

Slash: 265

Thrust: 295

Added: N/A

Comments: Despite occasionally coming across as a bit of a black sheep, this is a fairly good weapon with some strong thrusting power, and it's better than the Sinclair, but hey, the Ogre Sword is also better.

Name: Ninja Sword

Slash: 860

Thrust: 820

Added: attack element darkness

Comments: This sword isn't quite as powerful as the Kusanagi Blade, but it's possible you'll get it before that point, so that's good. Only problem is that it simply doesn't work on Sword Dancer 3, the only point you'd wish to use this sword.

Name: Ogre Sword

Slash: 320

Thrust: 300

Added: added damage to undead

Comments: Nah, this one can usually wait. Mostly because Sybak offers a bit better stuff than what you can find in Meltokio.

Name: Osafune

Slash: 220

Thrust: 200

Added: N/A

Comments: No comment available on this one, sorry.

Name: Paper Fan

Slash: 850

Thrust: 750

Added: Accuracy + 30, Luck + 30

Comments: One of Lloyd's best weapons, that's for sure. Of course, it's quite obviously best for slash attacks, since I believe a very sharp piece of paper would hurt more being slashed across my face than thrust into my chest. ;)

Name: Rapier

Slash: 130

Thrust: 155

Added: N/A

Comments: No comment available on this one, sorry.

Name: Saint Rapier

Slash: 410

Thrust: 440

Added: attack element light

Comments: A great weapon rising above the Kotetsu but falling below the Dragon Tooth, in which you can pick up in the Toize Valley Mine. It's a bit easy to miss, though.

Name: Shiden

Slash: 410

Thrust: 380

Added: attack element lightning

Comments: Try to get a superior sword as quickly as possible, because if you use this one against Volt (like I did) you'll regret it thereafter. Still, it's not a bad looking weapon.

Name: Sinclair

Slash: 235

Thrust: 265

Added: N/A

Comments: I always try to get this sword as quickly as possible, since it's a large step above the sword you have at the time. Anyway, an excellent step up, and it's great for attacks like Sonic Thrust, so build those up while you have this sword.

Name: Valkyrie Saber

Slash: 850

Thrust: 930

Added: N/A

Comments: Extremely powerful weapon, with the same powers except Slash and Thrust in reverse, but I just really prefer the Kusanagi Blade.

Name: Wasier Rapier

Slash: 600

Thrust: 630

Added: Defense + 15

Comments: No comment available on this one, sorry.

Name: Wooden Blade

Slash: 70

Thrust: 60

Added: N/A

Comments: What more can I say? It's the last alphabetical weapon, yet it is Lloyd's first and weakest weapon of all of them. Try and get an improved weapon as quickly as possible.

KENDAMAS

Name: Cool Orbit

Attack: 250

Added: Intelligence + 5

Comments: Not bad stuff. Try and pick this up as soon as you reach the Fooji Mountains; it's hard to miss.

Name: Cor Leonis

Attack: 464

Added: Intelligence + 9

Comments: Odds are that besides perhaps Disaster, this will be the weapon you are using later into the game. Good stuff, really, although it pails very much in comparison to Squall's Lion Heart from FFVIII.

Name: Disaster

Attack: 0

Added: Intelligence - 30, Accuracy - 30, Luck - 50, Evasion + 100

Comments: It's Genis's Devil Arm, you know all about these by now. I hate the stat drop in intelligence that it gives you, so you may want to think twice on this one.

Name: Duel Star

Attack: 120

Added: Intelligence + 3

Comments: Stuff from Asgard is always good. This is no exception; trust me on that one.

Name: Falling Star

Attack: 188

Added: Intelligence + 4

Comments: No comment available on this one, sorry.

Name: Final Player

Attack: 650

Added: Intelligence + 12

Comments: Absolutely amazing weapon from the Coliseum, and Genis's second best

one. Make this an equip.

Name: Fine Star

Attack: 80

Added: Intelligence + 2

Comments: Whether or not you get this weapon is really up to you. Because he is a black mage and nothing else, it'll have little to no effect on Genis at all, but this is up to you on whether or not you want him to have a slightly stronger attack power in Triet.

Name: Northern Lights

Attack: 504

Added: Intelligence + 10

Comments: Sure, why not. Stuff from Flanoir isn't bad at all, and this one is particularly good.

Name: Nova

Attack: 60

Added: Intelligence + 1

Comments: Just your average, first, piece of crap weapon that we're all used to. And hey, this one's even weaker than the majority of 'em!

Name: One World

Attack: 680

Added: Intelligence + 14

Comments: No comment available on this one, sorry.

Name: Phantasmagoria

Attack: 600

Added: Defense + 20, Accuracy + 50, Evasion + 10

Comments: By the time I get to Luin, I usually simply do not have money enough to buy all these 27,000 gald weapons for everyone, but I recommend getting this one, because it's one of those that'll finally make Genis a decent fighter, as well as give him some extra defense as a bonus.

Name: Shadow Dancer

Attack: 416

Added: Intelligence + 8, attack element darkness

Comments: Guess where you get this one. It's a very annoying dungeon, I'll let ya know. So make this an "optional" weapon.

Name: Shining Star

Attack: 356

Added: Intelligence + 7

Comments: Piece of crap. Northern Lights very easily replaces this one, as soon as you get the Rheairds.

Name: Southern Cross

Attack: 550

Added: Intelligence + 11

Comments: Yeah, man, yeah. Good all in all weapon, despite Phantasmagoria being much better, obviously.

Name: Thunderbolt

Attack: 304

Added: Intelligence + 6, attack element lightning

Comments: No comment available on this one, sorry.

DISCS

Name: Angel's Halo

Attack: 850

Added: N/A

Comments: Well... it's Colette's best weapon. Nothing more and nothing less than that.

Name: Chakram

Attack: 68

Added: N/A

Comments: Nothing more and nothing less than Colette's first weapon, which, of course, is a piece of junk. Replace it quickly.

Name: Duel Ring

Attack: 130

Added: N/A

Comments: No comment available on this one, sorry.

Name: Evil Eye

Attack: 0

Added: N/A

Comments: Hey, what do you expect, this is just Colette's Devil's Arm, and also almost definitely the first one that you'll pick up.

Name: Flying Disk

Attack: 100

Added: N/A

Comments: I definitely wouldn't toss this to a dog, but anyhow, it'll work okay for going on to the Triet Ruins. Try and get it after beating Botta.

Name: Lunar Ring

Attack: 500

Added: N/A

Comments: Well... might as well. It IS the best chakram in Altamira, after all, although that doesn't say much.

Name: Mystic Ring

Attack: 235

Added: N/A

Comments: No comment available on this one, sorry.

Name: Mythril Ring

Attack: 350

Added: N/A

Comments: Meh. I suppose you might want to pick this one up, although I could live without it.

Name: Ray Thrust

Attack: 320

Added: attack element light

Comments: Despite not resembling the Ray Thrust skill at all, you may just want to pick this one up when you reach Sybak, although by that point I almost never use Colette.

Name: Shuriken

Attack: 410

Added: N/A

Comments: Mizuho shtuff.

Name: Slicer Ring

Attack: 160

Added: N/A

Comments: Eh, why not pick it up. I still use Colette a lot during disc 1, for things like the Sword Dancer.

Name: Solar Spinner

Attack: 590

Added: N/A

Comments: I'd like this if I used Colette more in disc 2... but while it's there, might as well use it for her.

Name: Stardust

Attack: 750

Added: N/A

Comments: No comment available on this one, sorry.

Name: Stinger Ring

Attack: 280

Added: N/A

Comments: No comment available on this one, sorry.

Name: Tambourine

Attack: 740

Added: Accuracy - 20, Luck + 50

Comments: Stupid idea, good overall weapon. Hey, it comes from Luin, so it's great.

Name: Toroid

Attack: 670

Added: N/A

Comments: How can it not be good? It comes directly from Flanoir, which has obviously got great weapons.

SWORDS

Name: Aqua Brand

Attack: 350

Added: attack element water, added damage to humans

Comments: This sword is decent, but by the time you've got Zelos, you can put this on for a few seconds, cross a bridge, fight a few battles with it, and go to Sybak and get an improved sword.

Name: Baseball Bat

Attack: 750

Added: Accuracy + 40, Defense - 30, Luck - 20

Comments: This weapon is... really lame, to say the least. It looks okay if Zelos wears it, as an easygoing horny guy like him, but with a mercenary such as Kratos... just no. Toss it aside, there's the Excalibur anyway.

Name: Ether Sword

Attack: 590

Added: added damage to humans

Comments: Excellent for going into Iselia in, if you're like me and used both Kratos and Zelos. Although the Flamberge in which Kratos has on is better, so give it to Zelos.

Name: Excalibur

Attack: 800

Added: added damage to humans

Comments: The Excalibur is by no means NOT an absolutely fantastic weapon in every way possible... but the only problem is that there's the Last Fencer, in which is slightly better. Oh well, you might not get it, so the Excalibur rocks in every way anyway!

Name: Flamberge

Attack: 650

Added: attack element fire, added damage to humans

Comments: This weapon is made with Cruxis technology and can only be equipped by Kratos. Aside from once at the end of Disc 1, if you don't choose Kratos over Zelos, you'll never get this weapon.

Name: Ice Coffin

Attack: 500

Added: attack element ice, added damage to humans

Comments: Found in the Temple of Ice, the collecting of this sword is at a very bad time. Do NOT use this against Celsius or hell, any enemy in Flanoir or the Temple of Ice.

Name: Laser Blade

Attack: 710

Added: attack element light, added damage to humans

Comments: It's easily one of the coolest, in both appearance and idea, in the game, looking something like Zero's saber from the Mega Man X series, but don't make my mistake and equip this in the fight against Yggdrasill. >_<

Name: Last Fencer

Attack: 920

Added: added damage to humans

Comments: What a surprise, it's a true sword and it's the best weapon out there for Kratos or Zelos, with the exception of Fafnir (and that's a Devil's Arm, so nyah). Equip the Excalibur to fight Seles for this one, and then equip it for a duel with Abyssion.

Name: Lightning Sword

Attack: 470

Added: attack element lightning, added damage to humans

Comments: This sword may be the reason I don't bring Zelos to fight Yuan and Botta. It's because it's the best weapon you've currently got for Zelos at the time, and I go for the maximum in equipment, and thus bring Presea along.

Name: Long Sword

Attack: 85

Added: added damage to humans

Comments: Kratos's first sword, go figure. Anyway, this sword is pretty much not something worth leaving on, so just replace it with a better weapon (heck, even a dagger) as soon as possible.

Name: Sand Saber

Attack: 440

Added: attack element earth, added damage to humans

Comments: Being found in Toize Valley Mine... don't equip this or use it; just toss it aside. And ESPECIALLY don't use it in the Temple of Earth.

Name: Silver Sword

Attack: 265

Added: added damage to undead

Comments: By no means necessary; this can be completely tossed aside and it

won't matter.

Name: Soul Eater

Attack: 0

Added: Defense - 50, Intelligence - 50, Accuracy - 30, Evasion - 30, Luck - 30

Comments: I usually prefer swords to daggers, but this is one of the few cases in which I prefer the dagger to the sword, even if the sword has the cooler name. It'd be a really awesome Devil Arm, but the stat decreases are absolutely devastating, so I'd just stick with Fafnir.

Name: Steel Sword

Attack: 160

Added: added damage to humans

Comments: The best available weapon for Kratos when you get it, so make sure that you do so. It's twice as good as his original weapon, and Kratos needs more swords anyway.

DAGGERS

Name: Assault Dagger

Attack: 410

Added: Accuracy + 15, added damage to beasts, attack element wind

Comments: This is an excellent dagger for Zelos (he's the one you have at the time of getting this, if I'm not mistaken) which can do lots of damage to beast type enemies. While I still prefer long swords, this is one of the few daggers I use a bit more than others.

Name: Crystal Dagger

Attack: 750

Added: Accuracy + 30, TP heals with time, added damage to beasts

Comments: No comment available on this one, sorry.

Name: Earth Dagger

Attack: 250

Added: Accuracy + 10, attack element earth, added damage to beasts

Comments: This weapon, I like to give a direct "nah, other weapons are more rewarding for less cost" to.

Name: Fafnir

Attack: 0

Added: N/A

Comments: Now you know why I prefer Fafnir to Soul Eater. You get the worst handicaps in the game from Soul Eater, yet Fafnir is the only Devil's Arm which gives you no handicaps at all!

Name: Flame Dagger

Attack: 530

Added: Accuracy + 15, attack element fire, added damage to beasts

Comments: No comment available on this one, sorry.

Name: Gladius

Attack: 620

Added: Accuracy + 20, added damage to beasts

Comments: This is a great dagger, and one of the best ones in the game. Should have been a light-elemental one, but eh, not really a big deal. Anyway, it's a great weapon and better than any swords you can have by the Ymir Forest.

Name: Hydra Dagger

Attack: 220

Added: Accuracy + 10, attack element water, added damage to beasts

Comments: Well... here's another weapon in which I pass up quite a bit, but if need be, stick it on Kratos. Not that I do much.

Name: Stiletto

Attack: 130

Added: Accuracy + 10, added damage to beasts

Comments: I usually just pass this dagger up, since the swords available for Kratos at the time are always more powerful than this one. Plus, it may be just me, but I find that swords suit Kratos better than knives, even if he is a mercenary.

Name: Toy Dagger

Attack: 700

Added: Accuracy + 30, Evasion + 80, Luck - 50

Comments: I rarely have Kratos equip this (or the Baseball Bat, neither weapon suit him, but they both suit Zelos), but it's an excellent weapon for Zelos, since having so much evasion will help him quite a lot.

RODS

Name: Ancient Rod

Attack: 364

Added: Intelligence + 8

Comments: Collected in the Temple of Earth, you might as well throw this one in for Raine.

Name: Battle Staff

Attack: 115

Added: Intelligence + 2

Comments: Rather decent stuff here in which you can buy if you want, but I very rarely take Raine's weapons into account.

Name: Crystal Rod

Attack: 640

Added: Intelligence + 12

Comments: Extremely good weapon here, for Raine... let's just see whether you can get it or not. ;)

Name: Deck Brush

Attack: 550

Added: Accuracy + 50,

Evasion + 20, Luck + 30, attack element wind

Comments: Fantastic weapon, unless you like to go for a lot of intelligence and such.

Name: Earth Rod

Attack: 192

Added: Intelligence + 3, attack element earth

Comments: No comment available on this one, sorry.

Name: Gale Staff

Attack:

268

Added: Intelligence + 5, attack element wind

Comments: No comment available on this one, sorry.

Name: Gem Rod
Attack: 140
Added: Intelligence + 2
Comments: Odds are you won't have enough money to buy this, and it's not needed anyhow. 1500 Gald for a 25 attack increase? Forget about it!

Name: Hanuman's Staff
Attack: 524
Added: Intelligence + 11
Comments: Excellent weapon, found in the trio underneath the Tower of da Salvation.

Name: Heart of Chaos
Attack: 0
Added: Intelligence + 50, Accuracy - 30, Luck - 30
Comments: A Devil's Arm which actually treats you right, for the first time in a while. You may actually want to equip this naturally, and that's not something you can say for a lot of Devil's Arms.

Name: Holy Staff
Attack: 436
Added: Intelligence + 9, attack element light, HP
heals with time
Comments: Might as well. HP healing with time is worth it.

Name: Phoenix Rod
Attack: 316
Added: Intelligence + 6, attack element fire
Comments: Not extremely necessary all in all. The Holy Staff is quite a bit better.

Name: Rod
Attack: 80
Added: Intelligence + 1
Comments: Need I really tell you that as Raine's initial weapon, it's just crap? I don't think I do.

Name: Ruby Wand
Attack: 212
Added: Intelligence + 4
Comments: No comment available on this one, sorry.

Name: Rune Staff
Attack:
472
Added: Intelligence + 10
Comments: This one can be found inside the Iselia ranch, although I wasn't using Raine there.

Name: Thunder Scepter
Attack: 336
Added: Intelligence + 7, attack element lightning
Comments: Insert three dots here for this one.

CARDS

Name: Acalantha

Attack: 720

Added: attack element fire, elemental defense fire, elemental defense darkness, added damage to undead

Comments: No comment available on this one, sorry.

Name: Asura

Attack: 650

Added: added damage to undead

Comments: The problem with this card is that you'll probably have Money Bag by the time you've beaten Kuchinawa, which is when you collect this card. So you'll probably end up selling it immediately.

Name: Card of Earth

Attack: 240

Added: attack element earth, elemental defense earth, added damage to plants

Comments: I'd use this one when you get it in the Asgard ranch, but you won't use this one much, or at least until you get to Mt. Fooji. Just make sure you don't have the Card of Water against Undine.

Name: Card of Fire

Attack: 270

Added: attack element fire, elemental defense fire, added damage to beasts

Comments: Once again, a great weapon to use once you get it, but not exactly a one you'll have for a long time. It does have extra damage to beasts, though, which are the most often fought type of enemy.

Name: Card of Ice

Attack: 430

Added: attack element ice, elemental defense ice, added damage to humans

Comments: Yep, it's Sheena's strongest elemental card and if you're using it to go against Efreet, it'll work awesome, since you DO have to get Efreet sooner or later, and you have to use Sheena.

Name: Card of Lightning

Attack: 350

Added: attack element lightning, elemental defense lightning, added damage to insects

Comments: No comment available on this one, sorry.

Name: Card of Water

Attack: 175

Added: attack element water, elemental defense water, added damage to aquatics

Comments: It's better than most initial weapons, but do NOT bring it against Undine; make sure you have the Card of Earth by then. And you don't get many aquatics, just saying.

Name: Card of Wind

Attack: 380

Added: attack element wind, elemental defense wind, added damage to birds

Comments: You can buy this at Mizuho, but I overlooked it the whole time and got the Card of Ice, which is Sheena's strongest elemental card, almost immediately. So, like, no.

Name: Divine Judgment

Attack: 810

Added: added damage to undead

Comments: Yep, this is Sheena's best weapon but unfortunately probably not one you'll end up finding.

Name: Gates of Hell

Attack: 0

Added: Intelligence + 10, Evasion + 60, Luck + 10, Defense - 40, Accuracy - 20

Comments: Well, it's your choice of whether or not you want to use it, although the defense decrease sucks. All the same, the Intelligence gain is great, and it should be common sense that more evasion for a ninja is fitting.

Name: Money Bag

Attack: 760

Added: Accuracy + 10, Evasion + 10, Luck + 50, twice as much Gald

Comments: Alright. I sometimes use this weapon even if I have Sheena's best weapon, that is Divine Judgement or Gates of Hell, depending on if you're doing the Devil's Arms quest. It's got nearly as much power, awesome stat gains, and best of all... the Gald...

Name: Spell Card

Attack: 135

Added: added damage to undead

Comments: Yuck. Don't use this junk, even when dealing with the most dead of dead creatures. No positive effects except that, and it's got less (much less) power than Sheena's first weapon, the Card of Water. A complete rip-off.

Name: Vajra

Attack: 520

Added: added damage to undead

Comments: The first good non elemental card, the Vajra is appropriately found within the Remote Island Human Ranch. And that's good, you never want to risk using an elemental against a boss.

Name: Yaksa

Attack: 590

Added: added damage to undead

Comments: No comment available on this one, sorry.

AXES

Name: Bahamut's Tear

Attack: 920

Added: added damage to dragons

Comments: This is Presea's Coliseum weapon, and her second strongest in the whole game, but come on... there's Gaia Cleaver just a little bit after it, and there's such a small difference from Pow Hammer DX (and stat losses, boo) that I'd just stick to that until getting the Gaia Cleaver.

Name: Bardiche

Attack: 520

Added: added damage to plants

Comments: No comment available on this one, sorry.

Name: Battle Ax

Attack: 360

Added: added damage to plants

Comments: Good stuff here from Sybak, although not entirely necessary, in my very humble opinion.

Name: Battle Pick

Attack: 700

Added: added damage to plants

Comments: I echo what I always say about weapons from Flanoir... they're always

great.

Name: Crescent Ax

Attack: 450

Added: attack element light, added damage to plants

Comments: No comment available on this one, sorry.

Name: Diablos

Attack: 0

Added: Accuracy - 20, Evasion - 20, Luck - 20

Comments: No attacking power... ah, but of course, it's Presea's Devil's Arm. This isn't as bad as some others, although it decreases two of her stats which can make you proud of her.

Name: Francesca

Attack: 330

Added: added damage to plants

Comments: It's Presea's first weapon, but still, she's a great melee fighter who racks up a ton of damage using this ax. It's not hard to get an improved ax very quickly, however.

Name: Great Ax

Attack: 390

Added: added damage to plants

Comments: Uh-uh. No. Pass this weapon up, I don't care for the Meltokio Sewers at all, and it's not really much of an improvement over the weapon you had on previously. So just stick with what you've got.

Name: Gaia Cleaver

Attack: 999

Added: attack attribute earth, added damage to plants

Comments: You guessed it, this is the single strongest weapon in the entire game and then some. It's got great power, it looks cool, and the only flaw is that it has the earth element. Oh well, that's good for her techs.

Name: Great Ax

Attack: 390

Added: added damage to plants

Comments: If you weren't like me and didn't hate the Meltokio Sewers to death, this one is an easy one to get, and one worth picking up. If you are like me, just wait until you get to another town and can buy a different ax.

Name: Halberd

Attack: 560

Added: added damage to plants

Comments: This is an excellent purchase, along with the equally good Bear Claw for Regal, but don't waste time synthesizing it; I'd rather spend money than the necessary stuff for this.

Name: Mythril Ax

Attack: 590

Added: added damage to plants

Comments: Pretty good stuff here; fairly much equal to Sheena's Vajra except axes are superior to cards and Flanoir rocks them both... errr, yeah.

Name: Ogre Ax

Attack: 830

Added: Evasion - 20, Luck - 20, added damage to plants

Comments: The strongest weapon you'd seen up to that point, together with the weapon trio underneath the Tower of Salvation. Absolutely fantastic weapon,

this one.

Name: Pow Hammer DX

Attack: 900

Added: Accuracy + 30, Luck + 20, added damage to humans

Comments: This is most definitely a weapon you'll want to get, unless you really overlevel and are Lv. 75 or so before rebuilding Luin completely and can just get the Gaia Cleaver in Ozette, at Lv. 80. Excellent weapon, and incredible for Coliseum fighting.

Name: Strike Ax

Attack: 780

Added: attack element lightning, added damage to plants

Comments: No comment available on this one, sorry.

Name: Tomahawk Lance

Attack: 490

Added: added damage to plants

Comments: An excellent pickup at the Tethe'alla Base, this is one you'll want to get, especially if you take Presea into the Yuan and Botta battle. As usual, an improvement over the previous weapon.

Name: War Hammer

Attack: 630

Added: Accuracy - 5, added damage to plants

Comments: No comment available on this one, sorry.

GREAVES

Name: Apocalypse

Attack: 0

Added: Defense - 20, Accuracy - 20

Comments: The Devil's Arm couldn't even spare Regal's defense? =(Oh well, this is one of the better Devil's Arms, because it doesn't completely kill Regal's stats, like some others do... *cough Soul Eater cough*

Name: Aqua Greaves

Attack: 590

Added: Defense + 10, attack elemental water, added damage to immaterials

Comments: This weapon, collected at the end of disc 1, will be a very slight improvement over Regal's current weapon, but it's really not that great. It's still nice in the Ymir Forest, though.

Name: Bear Claw

Attack: 535

Added: Defense + 8, added damage to immaterials

Comments: Yeah, it is a little expensive and all, but try to get this weapon as soon as you can from Altamira, although you will end up getting some better weapons later.

Name: Crystal Shell

Attack: 610

Added: Defense + 12

Comments: It is a great weapon and all, but I would really try and get Glory Arts, Dynast, or Flare Greaves as quickly as possible, since they're all even better, and by a longshot.

Name: Diamond Shell

Attack: 800

Added: Defense + 15, added damage to immaterials

Comments: Fantastic weapon found a bit into the last trip of the Tower of Salvation.

Name: Dragon Fang

Attack: 710

Added: Defense + 15

Comments: No comment available on this one, sorry.

Name: Dynast

Attack: 920

Added: Defense + 18, added damage to immaterials

Comments: Yep, this is Regal's best weapon and it works incredibly. If you have not yet done the Coliseum, this is the weapon to do it with, although Regal's level has to be at Lv. 80 to pick this one up.

Name: Flare Greaves

Attack: 670

Added: Defense + 12, attack element fire, added damage to immaterials

Comments: Not entirely necessary, but fairly good weapon. Pick it up if you can.

Name: Ghost Shell

Attack: 500

Added: Defense + 10, Luck - 10, attack element darkness, added damage to immaterials

Comments: Now this is what we're talking about. Far superior to Venom, and especially against Gnome.

Name: Glory Arts

Attack: 850

Added: Accuracy + 30, Evasion + 30, Luck + 30

Comments: This is THE weapon to use if you're up for tough challenges and are a completionist, in completing the Coliseum and wanting to reach Lv. 80. A fine weapon, and the third best for Regal.

Name: Iron Greaves

Attack: 440

Added: Defense + 8, added damage to immaterials

Comments: No comment available on this one, sorry.

Name: Kaiser Greaves

Attack: 880

Added: Defense + 16, attack element light, added damage to immaterials

Comments: Great, fantastic, awesome and all that, but the Dynast is still quite a bit better.

Name: Leather Greaves

Attack: 400

Added: Defense + 5, added damage to immaterials

Comments: Sucks. 'Nuff said.

Name: Mythril Greaves

Attack: 570

Added: Defense + 10, added damage to immaterials

Comments: An awesome weapon in which you can pick up in the Remote Island Human Ranch, and if you like Regal's fighting style, definitely pick this one up, as it's a gigantic improvement over your previous weapons.

Name: Power Greaves

Attack: 460

Added: Defense + 5, added damage to immaterials

Comments: Very easily replaceable by the Venom, which you get a very little bit after you can find these. Plus the Venom is a lot easier to find (well, it's impossible to miss).

Name: Venom

Attack: 480

Added: Defense + 8, attack element earth, added damage to immaterials

Comments: A little word of advice: don't bring in Regal with this weapon for the Temple of Earth. He'll just heal Gnome and the Earth Elements. If this is your strongest weapon (it was for me), it's just better to take Presea instead.

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          ``` 9. TECH LIST ```
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```

First of all, a note on techs. For most techs, you have to be at a certain level to learn it, AND you must be Technical or Strike to learn that ability. There are an equal number of abilities for most character's T or S types, but some characters are better as S-Type, some better as T-Type. And you cannot learn both T and S-Type versions of spells. For example, Genis cannot learn both Thunder Blade and Spark Wave. Only one or the other, depending on what type he is.

```

1. Lloyd

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```

TECHS

```

```

Name: Demon Fang
Learned: Lv. 1
Type: N/A
Req: N/A

```

This is a nice long-range attack, and one which I put onto my regular B button for a while before I got Lloyd's stronger attacks. When you want to make combos of Lv. 1, Lv. 2, and Lv. 3 attacks, Demon Fang or Sword Rain are definitely the best uses, even when Lloyd is Lv. 70 or Lv. 80.

```

Name: Sonic Thrust
Learned: Lv. 4
Type: N/A
Req: N/A

```

I really don't use this tech as much as Demon Fang, but it's a great tech to use if you want your enemy to be as far away from you as possible, and you're taking a hit n' run approach, since the thrust will drive the foe back.

```

Name: Sword Rain
Learned: Lv. 7
Type: N/A
Req: N/A

```

If you know me well, you know that I love multi-hit sword attacks. This is a good example: the damage is good, it hits several times, and as many of its sons are, it's a great ability. Just try not to neglect the others.

Name: Tiger Blade  
Learned: Lv. 9  
Type: N/A  
Req: N/A

This blade skill will hit twice and slash the enemy across, up and down, but I really prefer to use Demon Fang, Sword Rain, or Tempest, as they seem to do a bit more damage.

Name: Tempest  
Learned: Lv. 11  
Type: N/A  
Req: N/A

If you're like me and enjoy getting behind enemies and whoopin' their arses from there, you'll fall in love with this tech. Lloyd will hurl through the air, slice the enemies on the way, and then get behind them from there, allowing for excellent attack opportunities. Excellent for flying and/or large enemies.

Name: Beast  
Learned: Lv. 14  
Type: N/A  
Req: N/A

This is an all-out, extremely powerful attack, but one which is somewhat slow, and should be a little bit reserved because of a somewhat high TP cost. All the same, a pretty good attack, as it can knock an enemy down without any difficulty at all.

Name: Double Demon Fang  
Learned: Lv. 16  
Type: Technical  
Req: Demon Fang x50

Not nearly as good as the ability after it, since it actually doesn't hit as many times and not nearly as powerful. One of the reasons why I prefer Lloyd as an S-Type.

Name: Fierce Demon Fang  
Learned: Lv. 16  
Type: Strike  
Req: Demon Fang x50

You would think that Double Demon Fang would hit more times, but Fierce Demon Fang hits a few times, rare for an S-Type skill. A very powerful tech, even near the end of the game (I used it a lot in a dungeon of Disc 2, so sue me).

Name: Hurricane Thrust  
Learned: Lv. 18  
Type: Technical  
Req: Sonic Thrust x50

The difference between this and Super Sonic Thrust is that Hurricane Thrust hits once and is followed by a wind attack, while Super Sonic Thrust is an extremely powerful attack. Anyway, I highly prefer Super Sonic Thrust, as it seems to do more damage, and the second attack of this one is Wind elemental. Can be bad.

Name: Super Sonic Thrust  
Learned: Lv. 18

Type: Strike  
Req: Sonic Thrust x50

Yep, it's much better than Hurricane Thrust is, since it throws in the enemy and then shoots them back quickly, and isn't that the point? Plus, it can knock the enemy down and doesn't have the annoying wind element at the end; now that will piss you off really bad in some boss fights.

Name: Sword Rain Alpha  
Learned: Lv. 21  
Type: Technical  
Req: Sword Rain x50

One of Lloyd's few T-Type techs in which I actually prefer to his S-Type counterpart. The real point of a Sword Rain tech is to hit more times, and that's what Sword Rain Alpha does, even if Sonic Sword Rain's are slightly more powerful.

Name: Sonic Sword Rain  
Learned: Lv. 21  
Type: Strike  
Req: Sword Rain x50

A powerful attack, and one that I used a lot in my S-Type Lloyd file, but the T-Type tech is slightly better since it hits more times. Still, Sonic Sword Rain is not bad by a long shot, I just prefer Sword Rain Alpha.

Name: Demonic Thrust  
Learned: Lv. 32  
Type: N/A  
Req: Demon Fang & Sonic Thrust techs x50

One of Lloyd's weaker "chain" skills, Demonic Thrust is really just a Double Demon Fang and then a Super Sonic Thrust. Not much when it all comes down to it.

Name: Demonic Tiger Blade  
Learned: Lv. 35  
Type: N/A  
Req: Demon Fang & Tiger Blade techs x50

Pretty much the same skill as the last one, except instead of the Sonic Thrust, it's a Tiger Blade, and it costs two more TP. What a huge difference.

Name: Tempest Thrust  
Learned: Lv. 38  
Type: N/A  
Req: Tempest & Sonic Thrust techs x50

Nope, I don't like this one too much, since it really takes the purpose off of Tempest. What it does is send Lloyd hurling through the air a bit (but in one stationary position) and then ending with a sword thrust. Bleh. You'll end in front of the enemy, so I'd prefer to use something else.

Name: Rising Falcon  
Learned: Lv. 40  
Type: N/A  
Req: N/A

This, aside from Sword Rain Beta or Demonic Circle, is probably Lloyd's best

tech of all. Not only is it completely original (well, it's kind of like Tempest but not quite), it's VERY powerful and gives you chances. Just don't be like me and abuse this skill, or you'll be throwing out Pineapple Gels like a madman.

Name: Tempest Beast  
Learned: Lv. 41  
Type: N/A  
Req: Tempest & Beast techs x50

Once again, this tech really takes out the point of Tempest, as it'll just have Lloyd hover through the air while slashing across, and then follow with a Beast. It is good for adding combos up, and it will do a lot of damage, but I'd stick with the earlier Tempest form techs.

Name: Raining Tiger Blade  
Learned: Lv. 44  
Type: N/A  
Req: Sword Rain & Tiger Blade techs x50

This really isn't too much of a change over a regular Sword Rain ability, but it is a pretty badass ability in that Lloyd will do the attacking and then finish with an overhead slash which usually knocks the enemy down. So then you can run away and guard while the enemy gets up, not bad. ;)

Name: Beast Sword Rain  
Learned: Lv. 47  
Type: N/A  
Req: Sword Rain & Beast techs x50

An excellent touch to a Sword Rain ability, as it'll have the normal power of Sonic Sword Rain and then end with a Beast, knocking most enemies over, and allowing Zelos and Raine to heal you or whatnot. I don't use it as much as RTB, but both are great abilities.

Name: Demonic Chaos  
Learned: Lv. 50  
Type: Technical  
Req: Double Demon Fang x50

Pretty much a few stronger Demon Fangs all chained together, which is fairly nice overall. Still, I highly prefer Demonic Circle to this one, much afraid.

Name: Demonic Circle  
Learned: Lv. 50  
Type: Strike  
Req: Fierce Demon Fang x50

This is definitely one of Lloyd's best techs, as he does a Demon Fang and then follows with a Fierce Demon Fang, creating a circle of energy. While this one will eat your TP like mad, the power is well worth it.

Name: Twin Tiger Blade  
Learned: Lv. 54  
Type: Strike  
Req: Tiger Blade & Heavy Tiger Blade x50

Although the ultimate T-Type tech is better (admittedly), Twin Tiger Blade is still one hell of an awesome attack. It'll hit the enemy four times for some average damage, and the TP cost just isn't really that much anymore, once you gain four levels since the previous one.

Name: Sword Rain Beta  
Learned: Lv. 59  
Type: Technical  
Req: Sword Rain & Sword Rain Alpha x50

Sword Rain Beta is a very small addition to Sword Rain Alpha, but it all comes down to one of Lloyd's altogether best abilities. Only problem is that it's Technical. =P

Name: Guardian  
Learned: N/A  
Type: N/A  
Req: N/A

You likely won't use it much, and the TP cost grows SKY HIGH around the end of the game (like 50-60 TP at Lv. 80), but it's extremely useful if you get caught in a slow spell like Indignation but can't get out. Really nice in the Yuan and Botta fight and the Abyssion fight. As a side note, you can use this skill by pressing X and Down simultaneously.

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2. Genis  
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TECHS  
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Name: Fire Ball  
Learned: Lv. 1  
Type: N/A  
Req: N/A

Fire Ball will be a good, useful ability up until Lv. 15 or so. Then, you'll have strong spells to take its place. Make sure to use it a lot for the awesome Eruption/Flame Lance spells, though.

Name: Stone Blast  
Learned: Lv. 3  
Type: N/A  
Req: N/A

Stronger than Fire Ball, although like Fire Ball, its use dies down once you get Stalagmite or Grave.

Name: Wind Blade  
Learned: Lv. 5  
Type: N/A  
Req: N/A

About equal in power to Fire Ball or Stone Blast. Again, the use dies down, but make sure you use it 50 times, especially if you have a T-Type Genis! Air Thrust is a great ability.

Name: Aqua Edge  
Learned: Lv. 7  
Type: N/A  
Req: N/A

Bah. It's even weaker than Stone Blast or Wind Blade. Still, make absolutely sure you use it 50 times! Spread is a great ability, and Aqua Laser isn't bad at all.

Name: Lightning  
Learned: Lv. 9  
Type: N/A  
Req: N/A

It's slightly stronger in power than most of the previous spells, but it hits once instead of thrice. Once again, make sure you use it 50 times. Thunder Blade and Spark Wave are great abilities.

Name: Icicle  
Learned: Lv. 11  
Type: N/A  
Req: N/A

The strongest of the six starting abilities, and besides Lightning it's the only one you will probably use past Lv. 20 or so. It doesn't have awesome follow-up abilities, though. :(

Name: Stalagmite  
Learned: Lv. 14  
Type: Technical  
Req: Stone Blast x50

Much, much stronger than Stone Blast. It usually does lots of damage, much more than any of the first six spells. I do, however, prefer Grave over this spell, but Kratos and Zelos have Grave, so stick with T-Type.

Name: Grave  
Learned: Lv. 14  
Type: Strike  
Req: Stone Blast x50

That much better than Stalagmite, if you ask me. A lot cooler of an attack, and even slightly stronger. However, Kratos/Zelos have this spell, so stay on T-Type.

Name: Spread  
Learned: Lv. 17  
Type: Technical  
Req: Aqua Edge x50

An awesome spell, even at the end of the game. It hits about four times, driving the enemy away from you, and doing great damage. Much better than the S-Type counterpart.

Name: Aqua Laser  
Learned: Lv. 17  
Type: Strike  
Req: Aqua Edge x50

It's a good spell, but I really prefer Spread, which is a lot stronger. Plus, Air Blade is a much stronger spell than Aqua Laser is, and they're practically the same attack, only Air Blade is wind instead of water.

Name: Air Thrust  
Learned: Lv. 20

Type: Technical  
Req: Wind Blade x50

Even at Lv. 50 or Lv. 60, Air Thrust was still one of my most used spells. Simply because it's an excellent spell to use in a combo/Unison Attack and does lots of hits for great damage, it's a very useful spell and better than the S-Type counterpart, that's for sure.

Name: Air Blade  
Learned: Lv. 20  
Type: Strike  
Req: Wind Blade x50

Like I mentioned a minute before, Air Blade and Aqua Laser are practically the same spell, except Air Blade is stronger than Aqua Laser and Air Blade is wind while Aqua Laser is water. But a similarity is that Air Thrust is much better, like Spread is much better than Aqua Laser.

Name: Eruption  
Learned: Lv. 23  
Type: Technical  
Req: Fire Ball x50

Eruption is an awesome spell, and another one you'll be using well into Genis's spell learning career. It'll hit the enemies it hits several times, and they'll take every hit.

Name: Flame Lance  
Learned: Lv. 23  
Type: Strike  
Req: Fire Ball x50

This attack is cooler than Eruption, but in terms of damage it's like a shortened version of Eruption, with therefore less damage. Like I always say, T-Type is better.

Name: Thunder Blade  
Learned: Lv. 26  
Type: Technical  
Req: Lightning x50

Thunder Blade is probably the best Level 2 T-Type spell, and it's not easy to beat Spread, Air Thrust, or Eruption. It sends a blade down, and hits them with lightning three more times. The damage is excellent.

Name: Spark Wave  
Learned: Lv. 26  
Type: Strike  
Req: Lightning x50

One of the few really good S-Type spells for Genis. It's possibly almost as good as Thunder Blade, as it hits even more times (although for less damage). Only thing is, it's not half as accurate.

Name: Ice Tornado  
Learned: Lv. 29  
Type: Technical  
Req: Icicle x50

It's more accurate than the S-Type spell, but the S-Type spell is really better

since it has more power. What really sucks is that Ice Tornado is the last ice spell on the T-side.

Name: Freeze Lancer  
Learned: Lv. 29  
Type: Strike  
Req: Icicle x50

One of the two S-Type spells for Genis that are better than the T-Type counterpart, and Ice Tornado isn't a bad spell by a long shot. Freeze Lancer does lots of damage, and hits about 3-4 times. And it's one of the few S-Type spells with accuracy.

Name: Dreaded Wave  
Learned: Lv. 32  
Type: N/A  
Req: N/A

This is like a low level Ground Dasher, except it costs a lot less TP and is usable even while Genis is an S-Type. It'll start an earthquake below the foe and start a-rumblin', for about six or seven hits.

Name: Raging Mist  
Learned: Lv. 35  
Type: Technical  
Req: Eruption + Spread x50

A lot more accurate than the S-Type counterpart, which is an addition to the many reasons why Genis is better as a T-Type character. Burns down on the ground and hits the enemies, and is very powerful. That's good.

Name: Spiral Flare  
Learned: Lv. 35  
Type: Strike  
Req: Flame Lance + Air Blade x50

Yet another unoriginal S-Type spell for Genis, courtesy of Namco. It's EXACTLY like Aqua Laser or Air Blade, except that it's fire type and hits a few more times, and still has disappointing damage. Wake me up later.

Name: Tidal Wave  
Learned: Lv. 38  
Type: Technical  
Req: Spread x50

One of my favorite T-Type techs, since it hits everything on the screen that isn't in the air (except you). Sure, it's not Indignation or Meteor Storm power, but it's got far more accuracy.

Name: Thunder Arrow  
Learned: Lv. 40  
Type: Strike  
Req: Spark Wave + Flame Lance x50

This is... simply, one of the greatest S-Type spells in which Genis can use. It will start off with a gathering of lightning, and then hit the enemy several times with blasts of fire and thunder. Awesome damage.

Name: Gravity Well  
Learned: Lv. 42



Type: Technical  
Req: Thunder Blade + Stalagmite x50

One of the best spells in the entire game. Much like Dreaded Wave, it will surround the enemy in an attack, but it's even stronger AND cooler. And it hits more times, most likely.

Name: Absolute  
Learned: Lv. 44  
Type: Strike  
Req: Freeze Lancer + Grave x50

One of the few S-Type spells in which I really love. It's one powerful attack, followed by another powerful attack. And it has some accuracy, fortunately. Use this spell a lot, along with the sub-par Atlas.

Name: Ground Dasher  
Learned: Lv. 46  
Type: Technical  
Req: Stalagmite x50

Definitely worthy of the lv. 3 earth spell, Ground Dasher will trap an enemy inside a cracking piece of ground, and then shake 'em around a bit. Just keep your TP ready, and you've got a great ability on your hands.

Name: Atlas  
Learned: Lv. 48  
Type: Strike  
Req: Air Blade + Aqua Laser x50

Atlas is an extremely disappointing end to the wind-based S-side. All it really is is a slightly stronger Air Thrust, while the T-Type spell costs a lot less TP. Still, it's worth using this and Absolute to get Prism Sword.

Name: Cyclone  
Learned: Lv. 50  
Type: Technical  
Req: Air Thrust x50

Now this is a good wind spell, unlike Atlas! Although it's a lot like Ice Tornado, it hits several more times and is more powerful, not to mention it's slower so you can toss an Apple Gel in, in the animation time.

Name: Earth Bite  
Learned: Lv. 53  
Type: Strike  
Req: Grave + Spark Wave x50

It's kind of disappointing for what it is, but I suppose it'll do. This ability surrounds an enemy in a cloud-like thing for a moment, then the earth hits them around a bit. It'll do lots of damage, sure, but T-Type just suits Genis a lot better. Plus, Ground Dasher is just much stronger anyway.

Name: Explosion  
Learned: Lv. 56  
Type: Technical  
Req: Eruption x50

It's not as powerful as Indignation, a thunder-based T-Type tech learned at Lv. 60, but it comes real damn close, and it doesn't have such a long build-up

time. ;) Extremely powerful, very useful spell, although it only shows its full use between levels 56 and 60.

Name: Prism Sword  
Learned: Lv. 58  
Type: Strike  
Req: Absolute + Atlas x50 (!)

Prism Sword, Genis's only light-based spell, is absolutely devastating. It's fixed and therefore accurate, and hits the enemies several times, usually at least halving their HP. Only problem is, it'll take a while to get this spell, what with the need to use Stone Blast, Icicle, Wind Blade, Aqua Edge, Grave, Freeze Lancer, Air Blade, Aqua Laser, Absolute, and Atlas 50 times apiece, and be at Lv. 58.

Name: Indignation  
Learned: Lv. 60  
Type: Technical  
Req: Thunder Blade x50

Words cannot describe just how powerful this spell is. Besides Meteor Storm, Indignation is by far the strongest spell in the game, only rivaled by Explosion, Earth Bite, and Prism Sword. Although it has a long charge time and the lightning builds up for a while before striking, keep in the enemy and the explosion range and they take 3500-4000 damage. Now that's strong.

Name: Meteor Storm  
Learned: N/A  
Type: N/A  
Req: N/A

Now this is the ultimate spell. If you are faced with a large array of enemies, it's just the thing you want. Several large meteors land, and each meteor will do an enemy about 1200 damage. Since so many meteors will fall, that can quickly add up. Usually, when I use this attack in the Coliseum, my enemy takes 4000 damage. That's even more than Indignation.

Name: Force Field  
Learned: N/A  
Type: N/A  
Req: N/A

What can I say, it's just like Guardian in which Lloyd, Kratos, and Zelos can use. =D Anyway, Genis seems to know when to use this, and he'll block himself if he gets into a multi-hit attack like Ground Dasher. But seal this when you get to a high level, because it's FAR too much TP (about 1/7 of your TP; that's more than it sounds).

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3. Colette  
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TECHS  
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Name: Ray Thrust  
Learned: Lv. 1  
Type: N/A  
Req: N/A

Your standard first tech, in which Colette launches the ring forward for a bit of damage. Just a little, of course.

Name: Pow Hammer  
Learned: Lv. 8  
Type: N/A  
Req: N/A

Sure, it's not a bad ability in its own right, but its best use is in a Unison Attack with Lloyd, combined with Tiger Blade. That's some decent damage, while this is just a standard decent damage attack.

Name: Item Thief  
Learned: Lv. 10  
Type: N/A  
Req: N/A

Item Thief will allow to take (omg) an item from an enemy, but stealing just is not as useful in Tales of Symphonia as it is in most other RPGs; plus shouldn't have Sheena had this? Oh well, use it a bit, you might get something.

Name: Ring Whirlwind  
Learned: Lv. 12  
Type: N/A  
Req: N/A

Basically Colette banging her discs around a little bit on an enemy. Nothing much to behold.

Name: Dual Ray Thrust  
Learned: Lv. 15  
Type: Technical  
Req: Ray Thrust x50

Nothing much more than Ray Thrust at all, except a tiny little addition. Strike version is much better.

Name: Ray Satellite  
Learned: Lv. 15  
Type: Strike  
Req: Ray Thrust x50

Not incredibly much better than Dual Ray Thrust (although ANYTHING is better than that), Ray Satellite is a short ranged attack next to Colette. I'm not that impressed.

Name: Pow Pow Hammer  
Learned: Lv. 18  
Type: Technical  
Req: Pow Hammer x50

Sure, it's not a bad ability, just a bit of an addition to Pow Hammer, but Para Ball and especially Torrential Para Ball are just far better, even if they are lightning elemental.

Name: Para Ball  
Learned: Lv. 18  
Type: Strike  
Req: Pow Hammer x50

A lightning based attack, I find Para Ball and especially the amazing Torrential Para Ball to be much better than the set on the Technical side.

Name: Item Rover  
Learned: Lv. 28  
Type: N/A  
Req: Item Thief x50

I still don't use this one too much, but I suppose it's slightly better than Item Rover, in that it has a higher chance of success.

Name: Grand Chariot  
Learned: Lv. 32  
Type: N/A  
Req: Ray Thrust & Pow Hammer techs x50

A fairly good skill all in all, Grand Chariot is pretty much a large combo between Ray Thrust and Para Ball. Not bad.

Name: Triple Ray Thrust  
Learned: Lv. 36  
Type: Technical  
Req: Dual Ray Thrust x50

Slightly better than its S-Type brother, but that doesn't say too much. It's mainly a long ranged attack, which chains some Ray Thrusts.

Name: Triple Ray Satellite  
Learned: Lv. 36  
Type: Strike  
Req: Ray Satellite x50

A huge chain of Ray Satellites. It's not really that good, and slightly worse than Triple Ray Thrust, but the S-Type still has FAR better techs overall.

Name: Ring Cyclone  
Learned: Lv. 40  
Type: Technical  
Req: Ring Whirlwind x50

Absolute crap; basically just a Ring Whirlwind with a couple hits added on. I don't like this one at all; just stick with the far superior Whirlwind Rush, which is a great ability.

Name: Whirlwind Rush  
Learned: Lv. 40  
Type: Strike  
Req: Ring Whirlwind x50

This is one of Colette's best abilities; pretty much a charge, then a ring spin for a bit of extra damage, and then a Ring Whirlwind thrown it. Which is better, everything before I mentioned the Ring Whirlwind, or a single other Ring Whirlwind?

Name: Hammer Rain  
Learned: Lv. 44  
Type: Technical  
Req: Pow Pow Hammer x50

Hammer Rain is infinitely better than the horror that is Pow Pow Hammer, but it is not as good as Torrential Para Ball, if you ask me. Still, a lot of weak attacks. That's kinda my style.

Name: Torrential Para Ball  
Learned: Lv. 44  
Type: Strike  
Req: Para Ball x50

A little too much TP, but otherwise a fantastic ability doing lots of chains of lightning worth of damage. Not bad at all.

Name: Stardust Cross  
Learned: Lv. 50  
Type: N/A  
Req: Pow Hammer + Ring Whirlwind techs x50

Excellent multi hit attack, Stardust Cross is pretty much a combo of what it says it is, only hitting a lot more times than Grand Chariot.

Name: Damage Guard  
Learned: N/A  
Type: N/A  
Req: N/A

Basically, just like Lloyd and Kratos's/Zelos's Guardian, or Genis's Force Field. Not much more.

Name: Angel Feathers  
Learned: N/A  
Type: N/A  
Req: N/A

This is an extremely useful spell within most of disc 1, especially against enemies like Sword Dancer or Kilia, who are weak against light. Plus, it's got great power, so it'll be something you'll use a lot.

Name: Holy Song  
Learned: N/A  
Type: N/A  
Req: N/A

Here's yet another very useful spell, this one improving the stats of your whole party. It's not quite as useful as Angel Feathers or Judgment, but hey, that's just how I think things.

Name: Sacrifice  
Learned: N/A  
Type: N/A  
Req: N/A

This is Colette's least useful magic spell, pretty much because I have NEVER seen her use it normally, and costs way too much damn TP for what it is. If you don't care for Colette, you'll have to manually control her for it.

Name: Judgment  
Learned: N/A  
Type: N/A  
Req: N/A

Extremely powerful light based spell; perhaps not as useful as Raine's Ray, but use this if there are a lot of enemies (especially darkness based) and you'll see a lot of damage. Kratos has it too, but Colette is much faster to cast it.

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4. Kratos/Zelos

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TECHS

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First, I should note that Kratos and Zelos have exactly the same techs and EX skills, so please don't start a rumor that Zelos is Kratos's alter ego or other similar nonsense.

Name: Demon Fang

Learned: Lv. 1

Type: N/A

Req: N/A

Just the same as Lloyd's skill, although Kratos won't use it as much as Lloyd does. You'll use it to create a combos a fair amount if you happen to control Kratos or Zelos a lot.

Name: Fire Ball

Learned: Lv. 1

Type: N/A

Req: N/A

Meh, I never really used it. Just let Kratos or Zelos occasionally stay in the back to cast this so you can get the awesome Eruption spell, but otherwise it's pretty much forgettable.

Name: First Aid

Learned: Lv. 1

Type: N/A

Req: N/A

Just like with Raine, this skill will pull your ass out of trouble on a number of different occasions, and it's just about the only spell that my Kratos ever used. So... it's excellent, or at least until you get Healing Wind.

Name: Sonic Thrust

Learned: Lv. 1

Type: N/A

Req: N/A

Definitely better than Demon Fang with Kratos, since it just does not suit him to use a bunch of long ranged shockwave attacks. Still, we'll get some better techs a bit later.

Name: Wind Blade

Learned: Lv. 8

Type: N/A

Req: N/A

Nah. I really prefer to just let Genis use the magic while Kratos handles the duty of attacking and performing some healing. Only bother with this if you're going for Super Lightning Blade.

Name: Stone Blast  
Learned: Lv. 10  
Type: N/A  
Req: N/A

This one's slightly better and more suitable for Kratos, since you have to admit that you want these two to be able to use Grave. All the same, it'll take some work to get to fifty uses.

Name: Lightning  
Learned: Lv. 12  
Type: N/A  
Req: N/A

No. Plain no... or wait, we need Lightning Blade and Thunder Blade, don't we? So use this a lot, and I mean one hell of a lot, manually controlling Kratos or Zelos.

Name: Double Demon Fang  
Learned: Lv. 15  
Type: Technical  
Req: Demon Fang x50

Yeah, try and use it a bit, since it does do some good damage and all, and it seems to suit Kratos and Zelos better than it does Lloyd. I still prefer the Fierce counterpart, however.

Name: Fierce Demon Fang  
Learned: Lv. 15  
Type: Strike  
Req: Demon Fang x50

Much greater than the Double counterpart, if you ask me. You'll do TONS of heavy damage with this attack, so it's recommended that at least before Kratos leaves, you use Demon Fang a lot.

Name: Air Thrust  
Learned: Lv. 18  
Type: N/A  
Req: Wind Blade x50

You read it right; this skill is not Strike or Technical. It's enough of a struggle getting this ability because using Wind Blade fifty times is so plain boring, but in the end, you'll REALLY want to use Air Thrust. Trust me.

Name: Thunder Blade  
Learned: Lv. 21  
Type: N/A  
Req: Lightning x50

As well all know, Thunder Blade is an ace ability. Learn this one, as you'll have to put it together with Air Thrust to gain Kratos's or Zelos's strongest ability -- Super Lightning Blade.

Name: Light Spear  
Learned: Lv. 23  
Type: N/A  
Req: N/A

Kratos's first exclusive attack, and about time. This attack will send a foe into the air and then hit them a few times from there, all in all doing a lot of damage. Only problem is that it isn't Light elemental.

Name: Healing Wind  
Learned: Lv. 26  
Type: N/A  
Req: First Aid + Wind Blade x50

And an exclusive spell, that's also nice. This ability will restore your HP considerably in compared to First Aid, probably about 1500 HP for everyone in the wind. Only problem is that it's a little inaccurate, but oh well.

Name: Hurricane Thrust  
Learned: Lv. 28  
Type: Technical  
Req: Sonic Thrust x50

Nope as Kratos, yay for Zelos, because I like making him a T-Type character in comparison to Kratos. It'll do the usual sword thrust, and then the strong gust of wind, although I still prefer Super Sonic Thrust if you're using Kratos...

Name: Super Sonic Thrust  
Learned: Lv. 28  
Type: Strike  
Req: Sonic Thrust x50

The same ability that you'll likely get for Lloyd. I don't like it as much for Zelos as I do Kratos, since Zelos is a bit more of a nimble fighter. But hey, that's just how I work.

Name: Eruption  
Learned: Lv. 31  
Type: N/A  
Req: Fire Ball x50

It's great, what more can I say? You'll want to use this quite a bit, as a fantastic ability for Kratos and Zelos alike requires you to use Eruption fifty times. It may still be Genis's, but it rocks.

Name: Grave  
Learned: Lv. 34  
Type: N/A  
Req: Stone Blast x50

What more can I say; you get the better of the second level earth spells, which isn't to mention that Grave is better than Stalagmite. Make sure you use this fifty times so that you get Healing Stream.

Name: Lightning Blade  
Learned: Lv. 37  
Type: N/A  
Req: Lightning x50

Fantastic ability, and definitely comparable to Super Lightning Blade, which is really just a stronger version. That's not to mention Lightning Blade is less TP, so you may want to stick with only this one.

Name: Hell Pyre  
Learned: Lv. 40



Type: N/A  
Req: Eruption x50

Yet another magnificent ability, and let me tell you that it'll save your ass in the Coliseum, especially against Sasquatch and the Ice Warrior, both of who are weak against fire and shouldn't be charged at, so to say.

Name: Victory Light Spear  
Learned: Lv. 43  
Type: Technical  
Req: Light Spear x50

Nah, I really prefer Light Spear Cannon to this one; not saying this ability isn't good, though.

Name: Light Spear Cannon  
Learned: Lv. 43  
Type: Strike  
Req: Light Spear x50

Yet another great ability, even if it is little more than a small addition to Light Spear, as well as much better damage when it all comes down to it. Just how many great Kratos/Zelos abilities does this make?

Name: Healing Stream  
Learned: Lv. 46  
Type: N/A  
Req: Grave x50

Infinitely better than Healing Wind; this is not only more powerful, but it's far more accurate at the same time. Only two problems: you need to use Grave fifty times, in which few are going to do, and neither Kratos nor Zelos can ever surpass Raine, even if they're both better than Regal in healing.

Name: Demon Spear  
Learned: Lv. 49  
Type: N/A  
Req: Demon Fang and Light Spear techs x50

Good stuff here, although it's all in all one of my least favorite Kratos/Zelos techs. I don't know why, but it just doesn't suit the meaning of either Demon Fang or Light Spear. Oh well, it's not that it's bad or anything.

Name: Super Lightning Blade  
Learned: Lv. 52  
Type: N/A  
Req: Lightning Blade + Air Thrust x50 (!)

You'll have to put a lot of work into gaining this ability, but it's worth it to hell, believe me. First, it does one lightning attack and is then followed by a powerful gust of wind, which will do about 2000 damage every time you use it. This is the definite skill to turn Kratos or Zelos into demigods.

Name: Guardian  
Learned: N/A  
Type: N/A  
Req: N/A

Besides Sheena, Zelos, Presea, and Regal (of course), Kratos is the only one who immediately has a defensive skill. It's just the defensive tech we know it

is.

Name: Judgment

Learned: N/A

Type: N/A

Req: N/A

Only Kratos can learn this ability, but unless you pull Concentrate with a whole bunch of EX Skills that only I love to use, then you'll never use this much, first of all because Colette has it, because Kratos isn't a complete mage, and most importantly, because it takes a LONG time to charge. That being said, the damage is fantastic, so use it as you will.

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5. Raine

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TECHS

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Name: First Aid

Learned: Lv. 1

Type: N/A

Req: N/A

Raine's most basic healing spell; this one will recover about 30% of an ally's HP, which is like a charged Apple Gel, and better than one. You'll use this one a LOT.

Name: Charge

Learned: Lv. 8

Type: N/A

Req: N/A

You will NEVER use this ability, mainly because it's a bit of a price to pay, and because there are just other alternatives to it. That's not to mention Raine, who will use it as little as Colette will use Sacrifice.

Name: Barrier

Learned: Lv. 10

Type: N/A

Req: N/A

Barrier will improve the defense of a single character, which isn't really all that useful until it goes onto Field Barrier. Permaguard, on the other hand, is just plain redundant.

Name: Recover

Learned: Lv. 12

Type: N/A

Req: N/A

Extremely useful ability in which you'll use quite a bit, this will restore any physical effect you get on you. And you get it this early, that you can't pass it up.

Name: Sharpness

Learned: Lv. 14

Type: N/A

Req: N/A

Sharpness is of attack, just like Barrier was of defense. Slightly more useful, I think, and similarly, Keeness is redundant (and a bad name), whereas Acuteness is far better.

Name: Photon

Learned: Lv. 18

Type: N/A

Req: N/A

Let me ask you. Before reaching level 18, how often did you use Raine? Were you discouraged at her lack of offensive magic? Well, be discouraged no more, cuz this is stronger than any of Genis's spells at this point, and is right in time for the age of bosses weak against light.

Name: Nurse

Learned: Lv. 26

Type: Technical

Req: First Aid x50

Nurse, in my honest opinion, is Raine's most useful spell. It's not that expensive in TP, only 28; but man is it useful. It'll heal about 40% of EVERY character's HP, even if they aren't in the nurse's circle. Immensely useful, and you'll use it a lot.

Name: Heal

Learned: Lv. 26

Type: Strike

Req: First Aid x50

This ability is crap compared to Nurse, first of all it's not really that much stronger in the first place, only a difference between 40% to 60%, and it only affects one character. Plus you get Lemon Gels not too far from now, which are not as valuable as Energy Tablets to begin with, and Nurse is better than them Energy Tablets! ...So anyway, this ability should be passed up.

Name: Field Barrier

Learned: Lv. 29

Type: Technical

Req: Barrier x50

Raising the defense of every active party member, Field Barrier is a very good ability, and far superior to Permaguard. It's a must overall, and it may save you through some boss fights.

Name: Permaguard

Learned: Lv. 29

Type: Strike

Req: Barrier x50

Very bad ability. Consider what small difference there is between the small effect that Field Barrier has on everyone, and the nearly as little effect the Permaguard has on one character, and you'll see that it sucks.

Name: Purify

Learned: Lv. 32

Type: Technical

Req: Recover x50

Purify is a circle which will remove the physical effects of any character that enters it, which isn't too bad, although you likely won't use it that much.

Name: Restore  
Learned: Lv. 32  
Type: Strike  
Req: Recover x50

Restore will make a character immune to a status effect, but is a target, not a circle. Which obviously means that it's not as good.

Name: Acuteness  
Learned: Lv. 35  
Type: Technical  
Req: Sharpness x50

Very much better than Keeness, if I do say so myself; it'll raise the whole party's attack power. I used it quite a bit throughout the game.

Name: Keeness  
Learned: Lv. 35  
Type: Strike  
Req: Sharpness x50

The ONLY occasion in which this might be better than Acuteness is in the Meltokio Coliseum. Otherwise, it's very, very slightly stronger than Acuteness, and Acuteness is on the whole damn party.

Name: Nullify  
Learned: Lv. 38  
Type: Technical  
Req: Dispel x50

Nullify will dispel the whole party of its magical ailments, which is very nice. Especially against the second to last boss.

Name: Anti-Magic  
Learned: Lv. 38  
Type: Strike  
Req: Dispel x50

Status effects almost NEVER bothered me in Tales of Symphonia, so this is just one more of Raine's skills which pale in comparison to its T-Type counterpart.

Name: Healing Circle  
Learned: Lv. 42  
Type: Technical  
Req: Nurse x50

I really prefer Nurse to Healing Circle, even if Healing Circle is slightly more powerful. The reason being that Healing Circle heals a small portion of the field, while Nurse heals the whole field. Nurse is worth 40% instantly, while you have to stand around for Healing Circle to get you 60%. Use this fifty times and then stick with Nurse.

Name: Cure  
Learned: Lv. 42  
Type: Strike  
Req: Heal x50

Consider something. You've got four characters, duking it out against a boss. Then you use this ability that completely heals a character for 100% of HP, called Cure. But lo and behold, the rest of your party gets slaughtered! ...So anyway, what I'm trying to say is, even Healing Circle is better.

Name: Ray  
Learned: Lv. 46  
Type: Technical  
Req: Photon x50

Perhaps not as good as Holy Lance, and it's probably not as good as Judgment either, Ray will start a light field at the top of the sky and rain light down. It's good and all, but I prefer Holy Lance slightly. Still, don't convert Raine to S-Type for it.

Name: Holy Lance  
Learned: Lv. 46  
Type: Strike  
Req: Photon x50

Holy Lance is perhaps the only one of Raine's abilities that's better than its S-Type counterpart. Good stuff all in its all, it's more of a "fixed" spell, and as such will likely do more damage than Ray.

Name: Revitalize  
Learned: Lv. 50  
Type: Technical  
Req: Healing Circle x50

The single fourth level spell in the game, and the strongest healing you can get in the whole game, but... 96 TP? That's a bit extreme. But it's worth it; it'll heal the whole field for SEVENTY PERCENT OF THEIR HP. Is that good, or what?

Name: Revive  
Learned: Lv. 50  
Type: Strike  
Req: Cure x50

Oh man, it just goes downhill... this is the equivalent of an Auto-Life, in that once a character is killed, he'll return to life. But the cost for this is just insane, plus it's one character. Just stick with T-Type.

Name: Force Field  
Learned: N/A  
Type: N/A  
Req: N/A

Exact same name, exact same game. I needn't go any further than that, wouldn't you agree?

Name: Resurrection  
Learned: N/A  
Type: N/A  
Req: N/A

Perhaps the most useful of all of Raine's spells, Resurrection will bring a single character back to life. She'll usually use it as soon as someone goes down, so don't worry about that. Make sure she's always got enough TP to use this spell, because you need it.

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6. Sheena

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Sheena has the single most techs of any character in the game, so brace yourself with this list.

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TECHS

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Name: Power Seal

Learned: Lv. 1

Type: N/A

Req: N/A

Not that great of an ability, and this one is very easy to replace with some physical attacks or a Pyre Seal. But hey, it lowers an enemy's defense, which would make Sheena an oracle.

Name: Pyre Seal

Learned: Lv. 1

Type: N/A

Req: N/A

This is actually one of Sheena's best techs out of all of which she has, not including the summons. What it does is do a powerful attack, knock the enemy down, and give Sheena time to manuever. Fun.

Name: Guardian Seal

Learned: Lv. 1

Type: N/A

Req: N/A

You do realize that this is another rehash of Guardian and Force Field, right?

Name: Summon Corrine

Learned: Lv. 1

Type: N/A

Req: N/A

Corrine is Sheena's ONLY summon which doesn't need to be in Overlimit, but very obviously, Corrine is her weakest but most used. A decent stomp type attack, you'll lose it at the Temple of Lightning, however.

Name: Life Seal

Learned: Lv. 22

Type: N/A

Req: N/A

It's a bit of damage plus an HP drain, but it's extremely weak. I'd really rather just use gels or Raine, unless you're fighting Kuchinawa, of course.

Name: Mirage Seal

Learned: Lv. 26

Type: N/A

Req: N/A

It's a decrease of evasion. Would you agree with me that that is more or less

useless?

Name: Spirit Seal  
Learned: Lv. 30  
Type: N/A  
Req: N/A

This is a drain attack of TP, which is slightly better than Life Seal, but still sucks all in all.

Name: Serpent Seal  
Learned: Lv. 34  
Type: N/A  
Req: N/A

Bah. It's basically the exact same skill as Power Seal, except it lowers evasion. Can I say not useful?

Name: Power Seal Pinion  
Learned: Lv. 37  
Type: Technical  
Req: Power Seal x50

Two attacks, one in which is fairly decent. If you're going for lowering stats, then go with Absolute. If you want damage, then go for Pinion.

Name: Power Seal Absolute  
Learned: Lv. 37  
Type: Strike  
Req: Power Seal x50

I prefer going for damage rather than lowering stats, so the T-Type is always what I go for with Sheena. Absolute isn't that strong, but is better for stat lowering. So... right.

Name: Force Seal  
Learned: Lv. 40  
Type: N/A  
Req: N/A

This is one of Sheena's stronger attacks and one of her best techs, but it's still not really that useful... it'll increase the time it takes for an enemy to get up. Nasty.

Name: Mirage Seal Pinion  
Learned: Lv. 44  
Type: Technical  
Req: Mirage Seal x50

You've unlocked the Mirage Seals... so you obviously know what the Pinion does (and as a note, it's fairly useless).

Name: Mirage Seal Absolute  
Learned: Lv. 44  
Type: Strike  
Req: Mirage Seal x50

Read the above description and the one for Power Seal Absolute. Then get some Teddy Grahams.

Name: Purgatory Seal  
Learned: Lv. 48  
Type: N/A  
Req: N/A

A VERY weird spell, Purgatory Seal will restore a character to 0 HP. Which means, basically, that another hit and they'll go back down. Resurrection or Life Bottles are far superior.

Name: Serpent Seal Pinion  
Learned: Lv. 52  
Type: Technical  
Req: Serpent Seal x50

You've unlocked the Serpent Seals... so you obviously know what the Pinion does (and as a note, it's fairly useless).

Name: Serpent Seal Absolute  
Learned: Lv. 52  
Type: Strike  
Req: Serpent Seal x50

Read the above description and the one for Power Seal Absolute. Then get some Teddy Grahams.

Name: Cyclone Seal  
Learned: Lv. 56  
Type: N/A  
Req: N/A

One of Sheena's better overall techs, Cyclone Seal will lift the enemy and give them a good throttle in the air, unless they have wings or are really large. If they're one of the latter, use Pyre Seal or Demon Seal.

Name: Demon Seal  
Learned: Lv. 60  
Type: N/A  
Req: N/A

Here we have it; Sheena's best non-summon ability. It IS light elemental, even if at first sight it looks like a darkness elemental. It's like Pyre Seal, except it's of an element in which very few creatures absorb, and of which does twice the damage of that somewhat outdated tech (by now).

Name: S. Seal Water  
Learned: N/A  
Type: N/A  
Req: N/A

Never used it.

Name: S. Seal Wind  
Learned: N/A  
Type: N/A  
Req: N/A

Never used it.

Name: S. Seal Fire  
Learned: N/A



Type: N/A

Req: N/A

This was pretty good in the Coliseum, plus Lloyd with Rising Phoenix isn't too bad.

Name: S. Seal Light

Learned: N/A

Type: N/A

Req: N/A

Extremely useful thing we've got here; it'll be a lifesaver when going up with the Sword Dancers and Pronyma, as well as some other enemies that are weak against light.

Name: T. Seal Earth

Learned: N/A

Type: N/A

Req: N/A

Never used it.

Name: T. Seal Lightning

Learned: N/A

Type: N/A

Req: N/A

Perhaps good against some Coliseum enemies and some random assorted enemies, but not something I used a lot.

Name: T. Seal Ice

Learned: N/A

Type: N/A

Req: N/A

Never used it.

Name: T. Seal Darkness

Learned: N/A

Type: N/A

Req: N/A

One of the only ways you can deal darkness damage, you'll love using this while fighting Yggdrasill.

Name: Summon Water (Undine - maiden of the mist)

Learned: N/A

Type: N/A

Req: N/A

Undine is definitely one of Sheena's best summons, even if the waterfalls are like Judgment or Ray in that they're pretty inaccurate, and there are only three or four of them... each waterfall does about 1500 damage, and your party will get healed for 1000+ HP or so upon use of this. Can't beat that.

Name: Summon Wind (Sylph - heavenly messengers)

Learned: N/A

Type: N/A

Req: N/A

Sylph is an all-in-one package. You'll get an Air Thrust, a wind technique, and sword slashes, all in one summon. While she isn't the strongest or the most practical summon, this is a pretty cool one.

Name: Summon Fire (Efreet - ruler of hell fire)  
Learned: N/A  
Type: N/A  
Req: N/A

Efreet is an all brawn summon, albeit not one of the best ones, who will bring a huge Explosion type charge down on the ground. It is useful, but it's really not one of my favorite summons. Still, all of the summons are good, don't let me dissuade you.

Name: Summon Earth (Gnome - servant of Mother Earth)  
Learned: N/A  
Type: N/A  
Req: N/A

Gnome will appear, start creating earthquakes, all of which will engulf the enemy and do a big ton worth of damage. A very accurate summon we've got here, and one which is quite powerful. One of the better summons, with Volt, Undine, and Luna being the biggest competitors.

Name: Summon Lightning (Volt - hammer of godly thunder)  
Learned: N/A  
Type: N/A  
Req: N/A

Volt is... just the power of matter itself. He'll build up a field of thunder around the enemy, and then shock them several times around, just like how he did when he fought you. I tell you, summons of lightning always rock, especially if the lightning is more violet than blue.

Name: Summon Ice (Celsius - disciple of everlasting ice)  
Learned: N/A  
Type: N/A  
Req: N/A

Not one of my favorite summons (my favorite personality though), Celsius will raise your accuracy and blast the enemy with a lot of ice. I hardly ever used it.

Name: Summon Light (Luna - light of the heavens)  
Learned: N/A  
Type: N/A  
Req: N/A

Luna is actually an excellent summon, although you really KNOW what it's going to be. Luna will appear, create a light explosion type thingy, and will start firing off a Limited Ray in a fixed area, therefore increasing the accuracy. There are a decent number of blasts, AND they're really strong.

Name: Summon Darkness (Shadow - envoy from the dark abyss)  
Learned: N/A  
Type: N/A  
Req: N/A

Shadow will create a Dark Sphere attack which is a bit inaccurate, but another privilege is that you get a positive status effect thrown in. He's far from the

best summon, but the status effect is a bit of a nice thing.

Name: Summon Origin (Origin - source of heaven, earth, and between)

Learned: N/A

Type: N/A

Req: N/A

Origin takes slightly longer to summon than others, but doing this is a large triangle full of elemental damage, as well as increasing some of your character stats. Awesome.

Name: Summon Birth (Maxwell - ancient ruler of the elements)

Learned: N/A

Type: N/A

Req: N/A

There's no difference between Sheena's Maxwell and Genis's Meteor Storm... but Maxwell is Sheena's strongest summon, and having Meteor Storm is an excellent ability, if you ask me.

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7. Presea

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TECHS

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Name: Destruction

Learned: Lv. 1

Type: N/A

Req: N/A

This is a skill which separates Presea from what a melee fighter. What it does is smash at the ground, sending rocks forward at the enemy. Horrible against enemies that absorb earth, brilliant against everything else.

Name: Infliction

Learned: Lv. 1

Type: N/A

Req: N/A

Only against enemies in the air, as what this skill does is draw a moon forth, in front of Presea. It'll knock 'em out of the air, usually, so that's a good opportunity to link it up with Punishment or Devastation.

Name: Beast

Learned: Lv. 1

Type: N/A

Req: N/A

Just... I don't know how to describe it. Presea will spin her ax around and then draw the face of a lion in front of her, dealing MASSIVE damage to enemies. One of the strongest techs in the game; just don't use it against fast monsters.

Name: Earthly Protection

Learned: Lv. 1

Type: N/A

Req: N/A

A regular Guardian-type move, which will protect Presea from magical damage. It works really well in the Coliseum, which is the only time you'll really get Presea fighting solo.

Name: Punishment  
Learned: Lv. 25  
Type: N/A  
Req: N/A

Punishment is a spin type attack that goes around Presea dealing damage about; sort of like a few of Colette's skills, except much better, obviously.

Name: Devastation  
Learned: Lv. 28  
Type: N/A  
Req: N/A

Devastation is a downward strike from the air, which does great damage and can hit quite a few enemies. A very good ability, and it'll come in handy.

Name: Dual Infliction  
Learned: Lv. 33  
Type: Technical  
Req: Infliction x50

I'm not too keen on either of Presea's level 2 Inflictions, but Dual Infliction is probably slightly better. It's pretty much what the name says it is.

Name: Resolute Infliction  
Learned: Lv. 33  
Type: Strike  
Req: Infliction x50

Resolute Infliction is pretty much an Infliction which does added damage and knocks the enemy down, the latter in which I don't like.

Name: Dual Punishment  
Learned: Lv. 36  
Type: Technical  
Req: Punishment x50

Alright, between Dual Punishment and Finality Punishment, the latter completely wins out. Dual Punishment is pretty much two Punishments, and is slower and not worth it.

Name: Finality Punishment  
Learned: Lv. 36  
Type: Strike  
Req: Punishment x50

Finality Punishment is a very strong ability, although it's not got as good range. Still not excellent, but it's much better than Dual Punishment and isn't exactly bad.

Name: Deadly Destruction  
Learned: Lv. 39  
Type: Technical  
Req: Destruction x50

Fairly taxing overall, but Deadly Destruction is a large addition to Fiery

Destruction, and deals a lot more damage. It's great for doing combos, but not worth converting to T-Type.

Name: Fiery Destruction  
Learned: Lv. 39  
Type: Strike  
Req: Destruction x50

A bit of a slower attack, although it does some fairly decent damage. Still not too great, though, I really prefer Deadly Destruction overall.

Name: Endless Infliction  
Learned: Lv. 40  
Type: Technical  
Req: Dual Infliction x50

I don't like this chain that much, simply because it goes into depths that it shouldn't. Stick with other stuff; this one is, much like most T-Type skills for melee fighters, not great.

Name: Finite Devastation  
Learned: Lv. 42  
Type: Technical  
Req: Devastation x50

Mass Devastation is quite a bit better; Finite Devastation is a bit too time consuming to use, plus it's really just an overhead strike in addition to Devastation for more TP. Not worth it.

Name: Mass Devastation  
Learned: Lv. 42  
Type: Strike  
Req: Devastation x50

Although it's got the earth element in it, Mass Devastation is some great stuff, as a close range attack dealing damage in front of Presea. Not really altogether long ranged though.

Name: Rising Punishment  
Learned: Lv. 44  
Type: Technical  
Req: Dual Punishment x50

Extremely good, powerful attack, and Presea's best T-Type skill by far. STILL not worth converting, but it's powerful as hell for a cheap TP cost.

Name: Fiery Infliction  
Learned: Lv. 48  
Type: N/A  
Req: Destruction and Infliction techs x50

Awesome skill and isn't that TP expensive considering what it is, it's really just a combination between Destruction and Infliction, one after the other.

Name: Eternal Damnation  
Learned: Lv. 51  
Type: N/A  
Req: Destruction and Devastation techs x50

This is my very favorite of all of Presea's techs. This is a few Devastations,

followed by a huge Destruction, but it feels like far more than just that. It has great range, and hits many times, so it all comes down to just plain brute damage.

Name: Eternal Devastation  
Learned: Lv. 54  
Type: Strike  
Req: Mass Devastation x50

Eternal Devastation isn't quite as good as Eternal Damnation, but hey, pretty much nothing is. Eternal Devastation will hit pretty much everything in front of her in a large Devastation.

Name: Infinite Destruction  
Learned: Lv. 56  
Type: Technical  
Req: Deadly Destruction x50

Infinite Destruction is a bit of a longer Deadly Destruction, but it's still not as good as Eternal Devastation, even if it does hit more times. Still, not bad for one of Presea's T-Type skills.

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8. Regal  
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TECHS  
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Name: Crescent Moon  
Learned: Lv. 1  
Type: N/A  
Req: N/A

This skill is good for hitting enemies in the air, by creating a circle above Regal's head which damages enemies.

Name: Spin Kick  
Learned: Lv. 1  
Type: N/A  
Req: N/A

A good ground attack which will attack the enemy right in front of you, by spinning Regal's foot around. Still, Triple Kick and Wolverine are necessary skills to learn.

Name: Eagle Dive  
Learned: Lv. 1  
Type: N/A  
Req: N/A

A very useful ability, in which Regal can use by first jumping over the enemy and then landing on it with the button usage. Of course, Eagle Rage and Eagle Fall are improvements.

Name: Healer  
Learned: Lv. 1  
Type: N/A  
Req: N/A

A nice use, with Regal using the magic of yin and yang, but it takes a little too long to charge, whereas Raine and Zelos can heal you quicker with First Aid. Still a great addition to Regal.

Name: Mirage  
Learned: Lv. 1  
Type: N/A  
Req: N/A

This skill is just amazing against large or slow enemies, as it's used to sneak behind the enemy and kick them around from there. It's not very good against small or fast enemies, however.

Name: Bastion  
Learned: Lv. 1  
Type: N/A  
Req: N/A

It's Earthly Protection for Presea, Guardian for Lloyd and Zelos, Force Field for Genis and Raine, Guardian Seal for Sheena, etc. You'll only use it in the Coliseum in Disc 2, however.

Name: Swallow Kick  
Learned: Lv. 31  
Type: N/A  
Req: N/A

This is a great anti-air attack, as well as good against large enemies, in which Regal jumps and attacks from the air. Not bad.

Name: Rising Dragon  
Learned: Lv. 34  
Type: N/A  
Req: N/A

Great attack, good for just about any purpose, consisting of Regal doing a heavy kick and throwing an enemy right into the air.

Name: Triple Kick  
Learned: Lv. 38  
Type: N/A  
Req: Spin Kick x50

Excellent quicker skill, and it gets even better as you build up to Lv. 60 and get Wolverine, which is just a huge addition.

Name: Swallow Dance  
Learned: Lv. 40  
Type: Technical  
Req: Swallow Kick x50

Dragon Dance is better, simply because Swallow Dance doesn't suit what I want it to do.

Name: Dragon Dance  
Learned: Lv. 40  
Type: Strike  
Req: Swallow Kick x50

A great anti-air attack, with some great damage at the end, plus it does what a Swallow Kick type move is supposed to do, so this is where you want to go.

Name: Eagle Rage  
Learned: Lv. 43  
Type: Technical  
Req: Eagle Dive x50

Basically a standard Eagle Dive then some attacks from the ground. I prefer Eagle Fall although Eagle Rage is a bit cooler.

Name: Eagle Fall  
Learned: Lv. 43  
Type: Strike  
Req: Eagle Dive x50

This really isn't any difference from Eagle Dive, except it does critical damage and is therefore far stronger. Eagle Rage is slightly more unique, although I'd keep Regal as an S-Type.

Name: Dragon Fury  
Learned: Lv. 46  
Type: Technical  
Req: Rising Dragon x50

Dragon Rage is more powerful, plus I tend to like it more than Dragon Fury anyways. So don't delve into Dragon Fury.

Name: Dragon Rage  
Learned: Lv. 46  
Type: Strike  
Req: Rising Dragon x50

Basically an addition with Regal throwing a kick from the land chained up to the Rising Dragon.

Name: Heaven's Charge  
Learned: Lv. 49  
Type: N/A  
Req: N/A

I've only got one thing against this skill, and that's that it knocks the enemy down. Other than that, it's an enhanced version of Mirage, which does a bit more damage.

Name: Chi Healer  
Learned: Lv. 52  
Type: Technical  
Req: Healer x50

Neither Chi Healer nor Grand Healer are that good, although Grand Healer is slightly better. Grand Healer varies in its use, while Chi Healer will cure a fixed percentage amount. Meh, Raine is better.

Name: Grand Healer  
Learned: Lv. 52  
Type: Strike  
Req: Healer x50

Grand Healer is slightly better than Chi Healer, but seriously, I don't use



Regal for my healing.

Name: Triple Rage Kick

Learned: Lv. 55

Type: N/A

Req: Spin Kick + Eagle Dive techs x50

Not one of my overall favorite skills, although it's fairly damaging. Decent attack which consists of Regal pulling a Spin Kick and then some faster kicks. Not too accurate though.

Name: Crescent Dark Moon

Learned: Lv. 57

Type: N/A

Req: Crescent Moon x50

This is a good all-purpose move, hitting the ground or the air. It's pretty much a Crescent Moon with a Triple Kick extra.

Name: Wolverine

Learned: Lv. 60

Type: N/A

Req: Triple Kick x50

Excellence in combat. Using this, Regal will kick the enemy around thrice, and then shoot them up in the air with another large kick, effectively stunning them. It can be linked up to other attacks such as Rising Dragon, therefore turning the second slowest fighter into a kicking and punching machine.

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                ``` 10. BESTIARY/BOSSES ```
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1. Bestiary
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I'm extra glad this wasn't another case like Final Fantasy IX, in which you had to get everything from web sites. ;) This one, however, I took notes from my monster list. Much quicker. I will do the list in the format the Monster List was done, but if for some reason you don't understand anything:

Name: Why, the name of the enemy, of course. It's not like these are the names of my favorite kittens or anything.

No.: The number that the enemy is listed as in the Monster Book. I don't know what order it's based on, though.

HP: The number of hit points the enemy has (duh). So, in other words, the more that you have to whoop the enemy before it'll go down.

TP: The number of (un)fair tech points that an enemy has to cast magic. This can go up if you attack an enemy, though.

EXP: The number of experience points that the enemy gives, but do take note that it has to be split among your surviving party members, equally.

Gald: The amount of the money that the enemy will drop, but hey, at least this one doesn't have to be split among characters.

Atk: The amount of attacking power that an enemy has, listed just like yours is on the status screen.

Def: The amount of defensive power that an enemy has, listed just like yours is on the status screen.

Type: The type of enemy that one is, such as a human type, a beast type, a plant type, etc.

Location: The area(s) that you can find this certain enemy and give 'em a good kick in the groins.

Weakness: The elemental weakness that an enemy has. This type of elemental spell will do more damage than usual.

Strength: The elemental strength that an enemy has. This type of elemental spell will be halved/blocked/absorbed by the enemy.

Comments: Last but not least, my say on how difficult the enemy is and how you should deal with it.

And here we go.

+++++ +++++ +++++ +++++ ~ #1 ~ +++++ +++++ +++++ +++++

Name: Torent		Type: Plant
HP: 7480		TP: 0
EXP: 228		Gald: 321
Atk: 1030		Def: 90

Items Dropped:

- Apple
- Apple Gel

Items to Steal:

- Apple

Location: Torent Forest

Weakness: Fire

Strength: Water

Comments: Nothing big, especially by the Torent Forest. Have Genis use Eruption or another fire-based spell as you whiplash it around.

+++++ +++++ +++++ +++++ ~ #2 ~ +++++ +++++ +++++ +++++

Name: Orcrot		Type: Plant
HP: 6390		TP: 0
EXP: 183		Gald: 382
Atk: 856		Def: 79

Items Dropped:

- Red Bellebane

Items to Steal:

- None

Location: Ymir Forest

Weakness: Fire

Strength: Water

Comments: Bah, this creature is just as weak as a regular Torent. Just use some fire magic from Genis and regular physical attacks to finish this.

+++++ +++++ +++++ +++++ ~ #3 ~ +++++ +++++ +++++ +++++

Name: Marcroid		Type: Plant
HP: 1,850		TP: 200
EXP: 63		Gald: 83
Atk: 280		Def: 32

Items Dropped:

- Melange Gel
- Mushroom

Items to Steal:

- None

Location: Palmacosta Overworld

Weakness: Ice

Strength: Water, Earth

Comments: They're similar, everyday, ordinary, regular mushrooms you'll just meet around Palmacosta. Attack. Kiss 'em bye bye.

+++++ +++++ +++++ +++++ ~ #4 ~ +++++ +++++ +++++ +++++

Name: Minicoid		Type: Plant
HP: 470		TP: 0
EXP: 8		Gald: 13
Atk: 140		Def: 8

Items Dropped:

- Apple Gel
- Mushroom

Items to Steal:

- Orange Gel

Location: Near Iselia

Weakness: Ice

Strength: Water, Earth

Comments: Look, I can beat these with only Lloyd, on Semi-Auto, in a coma. A Sonic Thrust assisted with regular attacks is enough to take them.

+++++ +++++ +++++ +++++ ~ #5 ~ +++++ +++++ +++++ +++++

Name: Tentacle Plant		Type: Plant
HP: 500		TP: 0
EXP: 18		Gald: 25
Atk: 150		Def: 12

Items Dropped:

- Lettuce
- Cabbage

Items to Steal:

- N/A

Location: Near Izoold

Weakness: Fire

Strength: Water, Earth

Comments: This enemy can be a little annoying, and it is extremely ugly, but just whack it around a bit with your sword and it'll die.

+++++ +++++ +++++ +++++ ~ #6 ~ +++++ +++++ +++++ +++++

Name: Mocking Plant		Type: Plant
HP: 5980		TP: 0
EXP: 198		Gald: 200

Atk: 850 || Def: 94

Items Dropped:

- Cabbage
- Cucumber

Items to Steal:

- N/A

Location: Tower of Salvation

Weakness: Fire

Strength: Water, Earth

Comments: It's only tough if you're playing hard mode with Lloyd and Genis. In the case of the latter, just use Eruption to take it.

+++++ +++++ +++++ +++++ ~ #7 ~ +++++ +++++ +++++ +++++

Name: Mandragora || Type: Plant
HP: 870 || TP: 0
EXP: 31 || Gald: 36
Atk: 247 || Def: 19

Items Dropped:

- Cabbage

Items to Steal:

- N/A

Location: Ossa Trail

Weakness: Fire

Strength: Water, Earth

Comments: WILL THIS THING EVER SHUT UP?! It's worse than Star Ocean 3's enemies and I mean it when I say it. It is easy to defeat, though, just as long as you use Demon Fang and Sword Rain.

+++++ +++++ +++++ +++++ ~ #8 ~ +++++ +++++ +++++ +++++

Name: Airaune || Type: Plant
HP: 8320 || TP: 100
EXP: 258 || Gald: 331
Atk: 1070 || Def: 99

Items Dropped:

- Red Savory
- Radish

Items to Steal:

- N/A

Location: Torent Forest

Weakness: Fire

Strength: Water, Earth

Comments: ARGH! It's even more annoying than a Mandragora! Ugh, just smack the whiny bitch up with Twin Tiger Blade and Rising Falcon, and fight lots of these for the Red Savory items. =D

+++++ +++++ +++++ +++++ ~ #9 ~ +++++ +++++ +++++ +++++

Name: Insect Plant || Type: Plant
HP: 2990 || TP: 0
EXP: 72 || Gald: 260
Atk: 448 || Def: 21

Items Dropped:
- Melange Gel

Items to Steal:
- Melange Gel

Location: Near Luin
Weakness: N/A
Strength: N/A

Comments: This small spider-like plant is no threat at all. Beat it around a bit with a Sword Rain or fire-based spell for best results.

+++++ +++++ +++++ +++++ ~ #10 ~ +++++ +++++ +++++ +++++

Name: Carnivorous Plant || Type: Plant
HP: 19,250 || TP: 0
EXP: 534 || Gald: 860
Atk: 1,190 || Def: 100

Items Dropped:
- Red Sage

Items to Steal:
- None

Location: Torent Forest
Weakness: Fire
Strength: Water, Earth

Comments: It's big, but really no problem. Use a strong Tempest tech or Rising Falcon to get behind it, then as you hit it from behind, your comrades get it from the front.

+++++ +++++ +++++ +++++ ~ #11 ~ +++++ +++++ +++++ +++++

Name: Bomb Plant || Type: Plant
HP: 6,800 || TP: 0
EXP: 176 || Gald: 289
Atk: 930 || Def: 93

Items Dropped:
- Lavender
- Mushroom

Items to Steal:
- None

Location: Tower of Salvation
Weakness: Fire
Strength: Water, Earth

Comments: The only bad thing about these guys is that they spit out seedlings which fight you and explode. That's annoying, but these guys aren't too much of

a problem. Just get rid of them quickly.

+++++ +++++ +++++ +++++ ~ #12 ~ +++++ +++++ +++++ +++++

Name: Bomb Seedling		Type: Plant
HP: 4,180		TP: 0
EXP: 168		Gald: 168
Atk: 890		Def: 48

Items Dropped:

- Mushroom

Items to Steal:

- None

Location: Tower of Salvation

Weakness: Fire

Strength: Water, Earth

Comments: More annoying than difficult. Just try and destroy them before they get too overwhelming, as they like to explode right in your face, and that's an experience lacking in pleasure.

+++++ +++++ +++++ +++++ ~ #13 ~ +++++ +++++ +++++ +++++

Name: Pumpkin Tree		Type: Plant
HP: 2,860		TP: 0
EXP: 83		Gald: 137
Atk: 490		Def: 40

Items Dropped:

- Lemon Gel

- Onion

Items to Steal:

- Lemon Gel

Location: Gaoracchia Forest

Weakness: Fire

Strength: Water, Earth

Comments: You'll meet this enemy inside the dark forest, and it's pretty tough to take down overall because it has unusually strong attacks. Oh well, let Genis get up on it and it's gone.

+++++ +++++ +++++ +++++ ~ #14 ~ +++++ +++++ +++++ +++++

Name: Bellpepper Head		Type: Plant
HP: 8,130		TP: 0
EXP: 268		Gald: 310
Atk: 1,100		Def: 87

Items Dropped:

- Lemon Gel

- Onion

Items to Steal:

- Mystic Herb

Location: Torent Forest

Weakness: Fire
Strength: Water, Earth

Comments: This plant, just like any other plant inside the Torent Forest, is rather strong for what it is, but still just... meh, since Lloyd, Genis, Zelos, and Sheena can destroy it in no time.

+++++ +++++ +++++ +++++ ~ #15 ~ +++++ +++++ +++++ +++++

Name: Boxer Iris		Type: Plant
HP: 3,380		TP: 150
EXP: 98		Gald: 183
Atk: 545		Def: 42

Items Dropped:

- Bellebane
- Cucumber

Items to Steal:

- None

Location: Gaoracchia Forest

Weakness: Fire
Strength: Water

Comments: Another rather tough plant to tackle, from the Gaoracchia Forest. All the same, while its attack is high, it shouldn't be THAT hard to defeat, what with Genis having Eruption or Flame Lance.

+++++ +++++ +++++ +++++ ~ #16 ~ +++++ +++++ +++++ +++++

Name: Evil Orchid		Type: Plant
HP: 7,200		TP: 0
EXP: 220		Gald: 283
Atk: 950		Def: 97

Items Dropped:

- Grapes

Items to Steal:

- None

Location: Tower of Salvation

Weakness: Fire
Strength: Water

Comments: No comments needed here... just your standard plant from underneath the Tower of Salvation.

+++++ +++++ +++++ +++++ ~ #17 ~ +++++ +++++ +++++ +++++

Name: Poison Lily		Type: Plant
HP: 6,350		TP: 0
EXP: 183		Gald: 286
Atk: 836		Def: 82

Items Dropped:

- Red Lavender

Items to Steal:

- None

Location: Tower of Salvation

Weakness: Fire

Strength: Water, Earth

Comments: I run from just about every enemy on the Latheon Gorge because I just want to get the place over with, but these enemies sometimes drop Red Lavenders, which makes them well worth fighting.

+++++ +++++ +++++ +++++ ~ #18 ~ +++++ +++++ +++++ +++++

Name: Wolf		Type: Beast
HP: 410		TP: 0
EXP: 8		Gald: 13
Atk: 130		Def: 8

Items Dropped:

- Beef Strips

Items to Steal:

- Beast Fang

Location: Iselia Overworld

Weakness: N/A

Strength: N/A

Comments: Their only thing going for them is jumping at you and biting. Before they finish that, you can have easily beaten them by recklessly swinging your sword around.

+++++ +++++ +++++ +++++ ~ #19 ~ +++++ +++++ +++++ +++++

Name: Night Raid		Type: Beast
HP: 1980		TP: 0
EXP: 62		Gald: 100
Atk: 396		Def: 31

Items Dropped:

- Beast Hide

- Pork

Items to Steal:

- Beast Fang

Location: Meltokio Overworld

Weakness: N/A

Strength: N/A

Comments: They're just as easy as their brothers from Sylvarant, the Wolves. Just finish them off.

+++++ +++++ +++++ +++++ ~ #20 ~ +++++ +++++ +++++ +++++

Name: Bear		Type: Beast
HP: 1200		TP: 0
EXP: 28		Gald: 29
Atk: 261		Def: 21

Items Dropped:

- Beast Fang
- Beast Hide

Items to Steal:

- Beast Hide

Location: Ossa Trail

Weakness: N/A

Strength: N/A

Comments: Size is no measure of strength. They may have a bit of HP, but they go down very easily.

+++++ +++++ +++++ +++++ ~ #21 ~ +++++ +++++ +++++ +++++

Name: Egg Bear		Type: Beast
HP: 2820		TP: 0
EXP: 76		Gald: 121
Atk: 450		Def: 37

Items Dropped:

- Beef Strips
- Juicy Meat

Items to Steal:

- Beast Fang

Location: Meltokio Overworld

Weakness: N/A

Strength: N/A

Comments: I repeat what I said in the comparison between the Wolf and Night Raid.

+++++ +++++ +++++ +++++ ~ #22 ~ +++++ +++++ +++++ +++++

Name: Rabbit		Type: Beast
HP: 380		TP: 38
EXP: 6		Gald: 11
Atk: 139		Def: 8

Items Dropped:

- Carrot
- Beast Hide

Items to Steal:

- N/A

Location: Iselia Overworld

Weakness: N/A

Strength: N/A

Comments: Haha. That look tough?

+++++ +++++ +++++ +++++ ~ #23 ~ +++++ +++++ +++++ +++++

Name: Rabbit		Type: Beast
HP: 1860		TP: 0
EXP: 58		Gald: 72
Atk: 362		Def: 23

Items Dropped:

- Pork

Items to Steal:

- Beast Hide

Location: Meltokio Overworld

Weakness: N/A

Strength: N/A

Comments: Honestly, you can't think too highly of that...

+++++ +++++ +++++ +++++ ~ #24 ~ +++++ +++++ +++++ +++++

Name: Bigfoot		Type: Beast
HP: 6120		TP: 38
EXP: 137		Gald: 238
Atk: 712		Def: 65

Items Dropped:

- Life Bottle

- Tofu

Items to Steal:

- N/A

Location: Temple of Ice

Weakness: Fire

Strength: Ice

Comments: Nah, this isn't that much. Just beat it up, ya?

+++++ +++++ +++++ +++++ ~ #25 ~ +++++ +++++ +++++ +++++

Name: Sidewinder		Type: Beast
HP: 600		TP: 38
EXP: 13		Gald: 12
Atk: 219		Def: 3

Items Dropped:

- Egg

Items to Steal:

- N/A

Location: Triet Overworld

Weakness: Ice

Strength: Fire

Comments: Hahaha. Very easy, if I do say so myself. Just like anything else, yanno; just don't have "accidents"...

+++++ +++++ +++++ +++++ ~ #26 ~ +++++ +++++ +++++ +++++

Name: Violent Viper		Type: Beast
HP: 2840		TP: 0
EXP: 73		Gald: 131
Atk: 390		Def: 45

Items Dropped:

- Egg
- Chicken

Items to Steal:

- N/A

Location: Meltokio Overworld

Weakness: Ice

Strength: Fire

Comments: This little bastard may easily Deadly Poison you, so you may wanna keep an eye out for it. Otherwise, try and finish it off as quickly as you can.

+++++ +++++ +++++ +++++ ~ #27 ~ +++++ +++++ +++++ +++++

Name: Manticore		Type: Beast
HP: 4540		TP: 320
EXP: 168		Gald: 313
Atk: 764		Def: 70

Items Dropped:

- Lemon Gel

Items to Steal:

- Lemon Gel

Location: Temple of Darkness

Weakness: Ice

Strength: Fire, Lightning

Comments: These guys aren't immediate threats, but they're capable of adding up to a big one. Be on guard.

+++++ +++++ +++++ +++++ ~ #28 ~ +++++ +++++ +++++ +++++

Name: Chimera		Type: Beast
HP: 2680		TP: 180
EXP: 67		Gald: 111
Atk: 418		Def: 37

Items Dropped:

- Rune Bottle
- Beef

Items to Steal:

- Rune Bottle

Location: Meltokio Overworld

Weakness: N/A

Strength: N/A

Comments: Not that much, really. Yeah.

+++++ +++++ +++++ +++++ ~ #29 ~ +++++ +++++ +++++ +++++

Name: Lobo		Type: Beast
HP: 7800		TP: 260
EXP: 137		Gald: 238
Atk: 709		Def: 73

Items Dropped:

- Beast Hide
- Super Pellets

Items to Steal:

- Super Pellets

Location: Temple of Ice

Weakness: Fire, Lightning

Strength: Water, Ice

Comments: Honestly one of the coolest enemies in the game, these guys may take a while to take down. You can handle it, though.

+++++ +++++ +++++ +++++ ~ #30 ~ +++++ +++++ +++++ +++++

Name: Sasquatch		Type: Beast
HP: 9800		TP: 0
EXP: 232		Gald: 348
Atk: 1300		Def: 132

Items Dropped:

- Juicy Meat

Items to Steal:

- N/A

Location: Meltokio Overworld

Weakness: Fire

Strength: Ice

Comments: Hah, it indeed exists... but anyway, just watch out for its tongue with Curse, and handle it with Eruption and such techs.

+++++ +++++ +++++ +++++ ~ #31 ~ +++++ +++++ +++++ +++++

Name: Boar		Type: Beast
HP: 6840		TP: 0
EXP: 205		Gald: 333
Atk: 891		Def: 82

Items Dropped:

- Pork
- Milk

Items to Steal:

- N/A

Location: Ymir Forest

Weakness: N/A

Strength: N/A

Comments: One of the strongest enemies in the entire game. Remove them, as well as their Baby Boar brothers (or rather, sons?) as quickly as you can.

+++++ +++++ +++++ +++++ ~ #32 ~ +++++ +++++ +++++ +++++

Name: Baby Boar		Type: Beast
HP: 3760		TP: 0

EXP: 168 || Gald: 158
Atk: 799 || Def: 37

Items Dropped:

- Pork

Items to Steal:

- N/A

Location: Ymir Forest

Weakness: N/A

Strength: N/A

Comments: Take these annoying guys out as quickly as possible, since they will ram through you and do lots of damage. Not to mention they come in pairs, so you might get reduced to pieces before you know what's happening.

+++++ +++++ +++++ +++++ ~ #33 ~ +++++ +++++ +++++ +++++

Name: Basilisk || Type: Beast
HP: 3100 || TP: 0
EXP: 100 || Gald: 180
Atk: 504 || Def: 43

Items Dropped:

- Beef
- Pellets

Items to Steal:

- N/A

Location: Toize Valley Mine

Weakness: N/A

Strength: Earth

Comments: I believe we all know by now how Basilisks work. Just stay alert of the usual, and you'll win this one easy.

+++++ +++++ +++++ +++++ ~ #34 ~ +++++ +++++ +++++ +++++

Name: Sewer Rat || Type: Beast
HP: 2760 || TP: 0
EXP: 78 || Gald: 99
Atk: 335 || Def: 35

Items Dropped:

- Cheese

Items to Steal:

- N/A

Location: Meltokio Overworld

Weakness: N/A

Strength: N/A

Comments: They're just little rats. How tough can they be?

+++++ +++++ +++++ +++++ ~ #35 ~ +++++ +++++ +++++ +++++

Name: Sewer Rat || Type: Beast

HP: 4800 || TP: 0
EXP: 93 || Gald: 100
Atk: 470 || Def: 39

Items Dropped:

- Cheese

Items to Steal:

- Cheese

Location: Meltokio Overworld

Weakness: N/A

Strength: N/A

Comments: WHOA, that's HUGE! Well, it has a little more power, and shouldn't be THAT much of a threat, but... man.

+++++ +++++ +++++ +++++ ~ #36 ~ +++++ +++++ +++++ +++++

Name: Armaboar || Type: Beast
HP: 8300 || TP: 0
EXP: 315 || Gald: 334
Atk: 949 || Def: 120

Items Dropped:

- Beef Strips

Items to Steal:

- N/A

Location: Ymir Forest

Weakness: N/A

Strength: N/A

Comments: They're quite strong, be on your guard. Not Boar and Baby Boar strong but very powerful all the same.

+++++ +++++ +++++ +++++ ~ #37 ~ +++++ +++++ +++++ +++++

Name: Zombie || Type: Undead
HP: 800 || TP: 0
EXP: 8 || Gald: 12
Atk: 130 || Def: 0

Items Dropped:

- Apple Gel
- Black Quartz

Items to Steal:

- N/A

Location: Iselia Overworld

Weakness: Fire, Light

Strength: Darkness

Comments: Just any other undead enemy. Genis's Fire Ball is quite effective against it.

+++++ +++++ +++++ +++++ ~ #38 ~ +++++ +++++ +++++ +++++

Name: Ghoul || Type: Undead
HP: 2860 || TP: 0
EXP: 79 || Gald: 128
Atk: 499 || Def: 34

Items Dropped:
- Super Pellets

Items to Steal:
- Super Pellets

Location: Gaoracchia Forest
Weakness: Fire, Light
Strength: Darkness

Comments: All in all it's just another brick in the wall.

+++++ +++++ +++++ +++++ ~ #39 ~ +++++ +++++ +++++ +++++

Name: Demon || Type: Undead
HP: 3330 || TP: 130
EXP: 99 || Gald: 158
Atk: 462 || Def: 40

Items Dropped:
- Melange Gel
- Brass

Items to Steal:
- N/A

Location: Meltokio Overworld
Weakness: N/A
Strength: N/A

Comments: It's not much of an enemy to contend with. No problems around this area.

+++++ +++++ +++++ +++++ ~ #40 ~ +++++ +++++ +++++ +++++

Name: Arch Demon || Type: Undead
HP: 9800 || TP: 0
EXP: 291 || Gald: 381
Atk: 1150 || Def: 158

Items Dropped:
- Miracle Gel

Items to Steal:
- N/A

Location: Niflheim
Weakness: N/A
Strength: N/A

Comments: Throw ALL power against this bastard, since you don't want to lose any Soulfire inside Niflheim.

+++++ +++++ +++++ +++++ ~ #41 ~ +++++ +++++ +++++ +++++

Name: Skeleton || Type: Undead
HP: 2190 || TP: 0
EXP: 53 || Gald: 68
Atk: 370 || Def: 12

Items Dropped:
- Apple Gel

Items to Steal:
- Ring Mail

Location: Balacruf Mausoleum
Weakness: Light
Strength: Darkness

Comments: The dead, so they say, are NOT the root of all evil today.

+++++ +++++ +++++ +++++ ~ #42 ~ +++++ +++++ +++++ +++++

Name: Gold Skeleton || Type: Undead
HP: 3950 || TP: 0
EXP: 108 || Gald: 213
Atk: 615 || Def: 55

Items Dropped:
- Melange Gel
- Yellow Quartz

Items to Steal:
- Melange Gel

Location: Temple of Lightning
Weakness: Light
Strength: Darkness

Comments: Not a hard enemy, just don't let it wear you down before you reach Volt. Such an annoying dungeon.

+++++ +++++ +++++ +++++ ~ #43 ~ +++++ +++++ +++++ +++++

Name: Undertaker || Type: Undead
HP: 2440 || TP: 0
EXP: 95 || Gald: 168
Atk: 480 || Def: 43

Items Dropped:
- Pineapple Gel
- Rune Bottle

Items to Steal:
- Rune Bottle

Location: Gaoracchia Forest
Weakness: Light
Strength: N/A

Comments: Hooray for slow, easy enemies!

+++++ +++++ +++++ +++++ ~ #44 ~ +++++ +++++ +++++ +++++

Name: Coffinmaster || Type: Undead
HP: 3750 || TP: 200
EXP: 158 || Gald: 226
Atk: 738 || Def: 68

Items Dropped:
- Pineapple Gel
- Rune Bottle

Items to Steal:
- Rune Bottle

Location: Temple of Darkness
Weakness: Light
Strength: N/A

Comments: It's not hard, whether you fight it in the Temple of Darkness OR the Meltokio Coliseum! Bahaha.

+++++ +++++ +++++ +++++ ~ #45 ~ +++++ +++++ +++++ +++++

Name: Living Armor || Type: Undead
HP: 120000 || TP: 0
EXP: 13000 || Gald: 25000
Atk: 3750 || Def: 410

Items Dropped:
- N/A

Items to Steal:
- N/A

Location: Niflheim
Weakness: N/A
Strength: Fire, Lightning, Darkness

Comments: Check the bosses section. Kthx.

+++++ +++++ +++++ +++++ ~ #46 ~ +++++ +++++ +++++ +++++

Name: Specter || Type: Undead
HP: 2000 || TP: 0
EXP: 63 || Gald: 95
Atk: 372 || Def: 20

Items Dropped:
- Black Quartz

Items to Steal:
- N/A

Location: Tower of Mana
Weakness: Fire, Light
Strength: Darkness

Comments: Just hit it. Genis using Eruption and Raine using Photon are, however, recommended.

+++++ +++++ +++++ +++++ ~ #47 ~ +++++ +++++ +++++ +++++

Name: Phantasm || Type: Undead
HP: 8000 || TP: 450
EXP: 245 || Gald: 331
Atk: 1080 || Def: 106

Items Dropped:
- N/A

Items to Steal:
- N/A

Location: Derris-Kharlan
Weakness: Light
Strength: Darkness

Comments: One of the weaker enemies in Derris-Kharlan. Its counterpart from Baten Kaitos was tougher.

+++++ +++++ +++++ +++++ ~ #48 ~ +++++ +++++ +++++ +++++

Name: Death || Type: Undead
HP: 6880 || TP: 380
EXP: 231 || Gald: 218
Atk: 1030 || Def: 110

Items Dropped:
- Lemon Gel
- Pineapple Gel

Items to Steal:
- N/A

Location: Derris-Kharlan
Weakness: Light
Strength: N/A

Comments: Hercules' enemy isn't that tough here. Just whack it around a bit with physical attacks and Raine's spells, ya.

+++++ +++++ +++++ +++++ ~ #49 ~ +++++ +++++ +++++ +++++

Name: Grim Reaper || Type: Undead
HP: 1980 || TP: 100
EXP: 68 || Gald: 100
Atk: 293 || Def: 18

Items Dropped:
- Apple Gel
- Kirima

Items to Steal:
- Black Quartz

Location: Tower of Mana
Weakness: Light
Strength: N/A

Comments: Just make it the grim raper. No difficulty here.

+++++ +++++ +++++ +++++ ~ #50 ~ +++++ +++++ +++++ +++++

Name: Ghost || Type: Undead
HP: 500 || TP: 0
EXP: 10 || Gald: 9
Atk: 128 || Def: 1

Items Dropped:

- Apple Gel
- Panacea Bottle

Items to Steal:

- N/A

Location: Iselia Overworld

Weakness: Light

Strength: N/A

Comments: LOL!

+++++ +++++ +++++ +++++ ~ #51 ~ +++++ +++++ +++++ +++++

Name: Phantom || Type: Undead
HP: 2300 || TP: 400
EXP: 92 || Gald: 168
Atk: 456 || Def: 35

Items Dropped:

- Black Silver
- Panacea Bottle

Items to Steal:

- N/A

Location: Gaoracchia Forest

Weakness: Light

Strength: N/A

Comments: Yeah right.

+++++ +++++ +++++ +++++ ~ #52 ~ +++++ +++++ +++++ +++++

Name: Lamia || Type: Undead
HP: 3630 || TP: 290
EXP: 99 || Gald: 201
Atk: 557 || Def: 53

Items Dropped:

- Apple Gel
- Orange Bottle

Items to Steal:

- Orange Gel

Location: Temple of Lightning

Weakness: Water, Ice, Light

Strength: Lightning, Darkness

Comments: Very annoying enemy when it all comes down to it, but it has so many elemental weaknesses that you can't expect much overall.

+++++ +++++ +++++ +++++ ~ #53 ~ +++++ +++++ +++++ +++++

Name: Medusa || Type: Undead
HP: 7800 || TP: 680
EXP: 268 || Gald: 318
Atk: 1025 || Def: 138

Items Dropped:
- Panacea Bottle

Items to Steal:
- Panacea Bottle

Location: Niflheim
Weakness: Ice, Light
Strength: Darkness

Comments: Extremely annoying ho here, so you'll want to finish it before any other enemy.

+++++ +++++ +++++ +++++ ~ #54 ~ +++++ +++++ +++++ +++++

Name: Doom Guard || Type: Undead
HP: 8800 || TP: 250
EXP: 268 || Gald: 158
Atk: 1150 || Def: 115

Items Dropped:
- Black Quartz

Items to Steal:
- Miracle Gel

Location: Derris-Kharlan
Weakness: Light
Strength: Darkness

Comments: Slightly tougher than your average Derris-Kharlan enemy, but that's not saying much.

+++++ +++++ +++++ +++++ ~ #55 ~ +++++ +++++ +++++ +++++

Name: Phantom Knight || Type: Undead
HP: 9570 || TP: 0
EXP: 278 || Gald: 316
Atk: 1750 || Def: 130

Items Dropped:
- Miracle Gel

Items to Steal:
- Rare Pellets

Location: Derris-Kharlan
Weakness: N/A
Strength: Everything

Comments: The most difficulty enemy on Derris-Kharlan... but they're all weak! Hahaha.

+++++ +++++ +++++ +++++ ~ #56 ~ +++++ +++++ +++++ +++++

Name: Hell Knight || Type: Undead
HP: 88000 || TP: 9800
EXP: 11000 || Gald: 30000
Atk: 2500 || Def: 325

Items Dropped:

- Force Ring

Items to Steal:

- N/A

Location: Niflheim

Weakness: N/A

Strength: Fire, Lightning, Darkness

Comments: I love boss sections.

+++++ +++++ +++++ +++++ ~ #57 ~ +++++ +++++ +++++ +++++

Name: Samael || Type: Unknown
HP: 8250 || TP: 1200
EXP: 248 || Gald: 398
Atk: 1080 || Def: 85

Items Dropped:

- Spirit Bottle

- Fine Pellets

Items to Steal:

- Spirit Bottle

Location: Derris-Kharlan

Weakness: N/A

Strength: N/A

Comments: So, like... cheese?

+++++ +++++ +++++ +++++ ~ #58 ~ +++++ +++++ +++++ +++++

Name: Pharaoh Knight || Type: Undead
HP: 5620 || TP: 0
EXP: 161 || Gald: 294
Atk: 814 || Def: 76

Items Dropped:

- Anti-Magic Bottle

- Miracle Bottle

Items to Steal:

- Miracle Bottle

Location: Temple of Darkness

Weakness: Light

Strength: Darkness

Comments: One of the more annoying enemies found within the Temple of Darkness, but still, nothing to worry about.

+++++ +++++ +++++ +++++ ~ #59 ~ +++++ +++++ +++++ +++++

Name: Golem || Type: Magical
HP: 1210 || TP: 0
EXP: 32 || Gald: 45
Atk: 150 || Def: 12

Items Dropped:
- Apple Gel
- Yellow Quartz

Items to Steal:
- Yellow Quartz

Location: Iselia Overworld
Weakness: Water
Strength: Earth

Comments: Probably the hardest early enemy to be found. You might want to handle these while taking a bit of care. Remember how useful Apple Gels are.

+++++ +++++ +++++ +++++ ~ #60 ~ +++++ +++++ +++++ +++++

Name: Rock Golem || Type: Magical
HP: 5520 || TP: 0
EXP: 103 || Gald: 189
Atk: 596 || Def: 49

Items Dropped:
- Melange Gel
- Guard Bottle

Items to Steal:
- Guard Bottle

Location: Toize Valley Mine
Weakness: Water
Strength: Earth

Comments: Not as hard as the Iselia Temple Golems, but they can still pose a threat. Take 'em out.

+++++ +++++ +++++ +++++ ~ #61 ~ +++++ +++++ +++++ +++++

Name: Clay Golem || Type: Magical
HP: 4730 || TP: 150
EXP: 112 || Gald: 270
Atk: 758 || Def: 51

Items Dropped:
- Yellow Quartz
- Super Pellets

Items to Steal:
- N/A

Location: Temple of Earth
Weakness: Water
Strength: Earth

Comments: *yawn* Even easier than the Rock Golems from Toize Valley Mine. Just sweep the floor with them.

+++++ +++++ +++++ +++++ ~ #62 ~ +++++ +++++ +++++ +++++

Name: Gentleman		Type: Magical
HP: 8000		TP: 200
EXP: 146		Gald: 765
Atk: 780		Def: 70

Items Dropped:

- Miracle Gel

Items to Steal:

- Miracle Gel

Location: Altamira Overworld

Weakness: N/A

Strength: N/A

Comments: Hahaha... these guys are a bit harder than the Clay and Rock Golems, but overall not that bad.

+++++ +++++ +++++ +++++ ~ #63 ~ +++++ +++++ +++++ +++++

Name: Living Doll		Type: Magical
HP: 1790		TP: 100
EXP: 38		Gald: 64
Atk: 232		Def: 20

Items Dropped:

- Energy Tablets

- Milk

Items to Steal:

- N/A

Location: Tower of Mana

Weakness: N/A

Strength: N/A

Comments: Not much, I must say. They do have rather humorous appearances, though.

+++++ +++++ +++++ +++++ ~ #64 ~ +++++ +++++ +++++ +++++

Name: Evil Teddy		Type: Magical
HP: 7800		TP: 800
EXP: 287		Gald: 483
Atk: 1250		Def: 230

Items Dropped:

- N/A

Items to Steal:

- N/A

Location: Meltokio Overworld

Weakness: Fire

Strength: N/A

Comments: They're not really that hard to beat, but they're one of the toughest and strongest enemies around. So proceed with caution, and all that.

+++++ +++++ +++++ +++++ ~ #65 ~ +++++ +++++ +++++ +++++

Name: Living Sword		Type: Magical
HP: 1000		TP: 38
EXP: 60		Gald: 96
Atk: 340		Def: 35

Items Dropped:

- White Silver

Items to Steal:

- White Silver

Location: Tower of Mana

Weakness: N/A

Strength: N/A

Comments: That HP total has to be some kind of a joke.

+++++ +++++ +++++ +++++ ~ #66 ~ +++++ +++++ +++++ +++++

Name: Melting Pot		Type: Magical
HP: 1480		TP: 47
EXP: 47		Gald: 71
Atk: 293		Def: 10

Items Dropped:

- Panacea Bottle

Items to Steal:

- N/A

Location: Balacruf Mausoleum

Weakness: N/A

Strength: Earth

Comments: What a weird enemy... not a very hard one, slightly annoying, but is this the best Namco can do? =P

+++++ +++++ +++++ +++++ ~ #67 ~ +++++ +++++ +++++ +++++

Name: Brown Pot		Type: Magical
HP: 810		TP: 0
EXP: 14		Gald: 21
Atk: 190		Def: 10

Items Dropped:

- Apple Gel

- Panacea Bottle

Items to Steal:

- N/A

Location: Triet Ruins

Weakness: Water, Ice

Strength: Fire

Comments: I repeat my previous comment and must add that Genis is mah man. Or kid, or whatever.

+++++ +++++ +++++ +++++ ~ #68 ~ +++++ +++++ +++++ +++++

Name: Fire Element		Type: Magical
HP: 380		TP: 120
EXP: 17		Gald: 22
Atk: 190		Def: 30

Items Dropped:

- Red Quartz

Items to Steal:

- N/A

Location: Triet Ruins

Weakness: Water, Ice

Strength: Fire

Comments: They really aren't too tough, but you're best off leaving them to Genis since they have high defense.

+++++ +++++ +++++ +++++ ~ #69 ~ +++++ +++++ +++++ +++++

Name: Gargoyle		Type: Magical
HP: 1200		TP: 0
EXP: 52		Gald: 92
Atk: 348		Def: 52

Items Dropped:

- Life Bottle

- White Silver

Items to Steal:

- Black Silver

Location: Balacruf Mausoleum

Weakness: N/A

Strength: Earth

Comments: Eh. Nothing really that you need to worry about.

+++++ +++++ +++++ +++++ ~ #70 ~ +++++ +++++ +++++ +++++

Name: Neviros		Type: Magical
HP: 2970		TP: 150
EXP: 123		Gald: 217
Atk: 621		Def: 65

Items Dropped:

- Lemon Gel

- Saffron

Items to Steal:

- Black Silver

Location: Temple of Earth

Weakness: N/A

Strength: Earth

Comments: Monster that (rarely) drops Saffron? Must fight, must fight, even if they are a bit tougher than your average monster inside the Temple of Earth!

+++++ +++++ +++++ +++++ ~ #71 ~ +++++ +++++ +++++ +++++

Name: Ice Warrior		Type: Magical
HP: 4320		TP: 0
EXP: 138		Gald: 231
Atk: 668		Def: 59

Items Dropped:

- Blue Quartz
- Beef

Items to Steal:

- Blue Quartz

Location: Temple of Ice

Weakness: Fire, Lightning

Strength: Water, Ice

Comments: This applies to the Meltokio Coliseum as well, but these guys have a pretty strong attack, so you may want to keep your distance. Meanwhile, I love Genis.

+++++ +++++ +++++ +++++ ~ #72 ~ +++++ +++++ +++++ +++++

Name: Fire Warrior		Type: Magical
HP: 1100		TP: 0
EXP: 24		Gald: 25
Atk: 215		Def: 15

Items Dropped:

- Magic Lens
- Red Quartz

Items to Steal:

- Red Quartz

Location: Triet Ruins

Weakness: Water, Ice

Strength: Fire

Comments: Not nearly as strong as their Ice Warrior counterparts from the Temple of Ice. And need I mention again that Genis rocks?

+++++ +++++ +++++ +++++ ~ #73 ~ +++++ +++++ +++++ +++++

Name: Thunder Sword		Type: Magical
HP: 2180		TP: 50
EXP: 118		Gald: 210
Atk: 625		Def: 51

Items Dropped:

- Brass

Items to Steal:

- Brass

Location: Temple of Lightning

Weakness: N/A

Strength: N/A

Comments: Not much more than the Living Swords from the Tower of Mana. Easy win.

+++++ +++++ +++++ +++++ ~ #74 ~ +++++ +++++ +++++ +++++

Name: Fake		Type: Magical
HP: 400		TP: 50
EXP: 30		Gald: 25
Atk: 280		Def: 250

Items Dropped:

- All-Divide

Items to Steal:

- All-Divide

Location: Triet Ruins

Weakness: N/A

Strength: Everything

Comments: Look at that defense. You cannot POSSIBLY beat it with physical attacks, plus it's strong against all elements, so the only one who can do a thing at that point, Genis, can't do much either. And it's strong as hell, so wait until the second visit to the Triet Ruins to try this.

+++++ +++++ +++++ +++++ ~ #75 ~ +++++ +++++ +++++ +++++

Name: Water Element		Type: Magical
HP: 1190		TP: 120
EXP: 32		Gald: 68
Atk: 300		Def: 20

Items Dropped:

- Aqua Quartz

- Pellets

Items to Steal:

- Aqua Quartz

Location: Thoda Geyser

Weakness: Lightning

Strength: Water, Fire, Ice

Comments: Mixed bag; you probably won't have Thunder Blade for Genis yet, but they have a little less defense. Just watch out for Aqua Laser.

+++++ +++++ +++++ +++++ ~ #76 ~ +++++ +++++ +++++ +++++

Name: Wind Element		Type: Magical
HP: 1680		TP: 120
EXP: 58		Gald: 84
Atk: 300		Def: 30

Items Dropped:

- Green Quartz

- Apple Gel

Items to Steal:

- N/A

Location: Balacruf Mausoleum

Weakness: Earth, Lightning

Strength: Wind, Fire, Ice

Comments: Pancake time! ...Or in other words, let Genis say this phrase for you with the appropriate spell.

+++++ +++++ +++++ +++++ ~ #77 ~ +++++ +++++ +++++ +++++

Name: Earth Element		Type: Magical
HP: 3680		TP: 120
EXP: 120		Gald: 182
Atk: 590		Def: 58

Items Dropped:

- Yellow Quartz

Items to Steal:

- Yellow Quartz

Location: Temple of Earth

Weakness: Wind

Strength: Fire, Earth, Ice

Comments: The most defensive elemental. You may just have to leave it to Genis with Air Thrust.

+++++ +++++ +++++ +++++ ~ #78 ~ +++++ +++++ +++++ +++++

Name: Hammer Knuckle		Type: Machine
HP: 6000		TP: 500
EXP: 215		Gald: 483
Atk: 910		Def: 95

Items Dropped:

- Brass

Items to Steal:

- Brass

Location: Tower of Salvation

Weakness: N/A

Strength: N/A

Comments: One of these would be easy. However, they come in pairs quite often, so be on your guard quite a bit.

+++++ +++++ +++++ +++++ ~ #79 ~ +++++ +++++ +++++ +++++

Name: Murder		Type: Machine
HP: 7750		TP: 800
EXP: 228		Gald: 318
Atk: 940		Def: 100

Items Dropped:

- Metal Sphere

Items to Steal:

- Metal Sphere

Location: Tower of Salvation

Weakness: Lightning

Strength: N/A

Comments: Possibly not quite as tough as the Hammer Knuckles, but very worthy on their own. But still, you have Thunder Blade and possibly even Indignation.

+++++ +++++ +++++ +++++ ~ #80 ~ +++++ +++++ +++++ +++++

Name: Perfect Murder		Type: Machine
HP: 11130		TP: 2000
EXP: 231		Gald: 685
Atk: 970		Def: 105

Items Dropped:

- Mythril

Items to Steal:

- Mythril

Location: Tower of Salvation

Weakness: Lightning

Strength: N/A

Comments: Very powerful enemy... handle it carefully, and don't try to rush it and get blasted.

+++++ +++++ +++++ +++++ ~ #81 ~ +++++ +++++ +++++ +++++

Name: Raybit		Type: Machine
HP: 665		TP: 10
EXP: 18		Gald: 30
Atk: 120		Def: 15

Items Dropped:

- White Silver

Items to Steal:

- N/A

Location: Sylvarant Base

Weakness: Lightning

Strength: N/A

Comments: Very easy enemy, although you've only got Lloyd to deal with a one of these.

+++++ +++++ +++++ +++++ ~ #82 ~ +++++ +++++ +++++ +++++

Name: Cybit		Type: Machine
HP: 4000		TP: 0
EXP: 135		Gald: 382
Atk: 900		Def: 20

Items Dropped:

- Orange Gel
- Apple Gel

Items to Steal:

- Melange Gel

Location: Tower of Salvation

Weakness: Lightning

Strength: N/A

Comments: Not too much different from the Cybits in the Sylvarant Base... just hit it.

+++++ +++++ +++++ +++++ ~ #83 ~ +++++ +++++ +++++ +++++

Name: Thief		Type: Human
HP: 980		TP: 0
EXP: 19		Gald: 35
Atk: 204		Def: 15

Items Dropped:

- Magical Cloth
- Rice

Items to Steal:

- N/A

Location: Izoold Overworld

Weakness: N/A

Strength: N/A

Comments: They're thieves. Nothing more. Much like the pirates from FF1, you've only gotta hit 'em.

+++++ +++++ +++++ +++++ ~ #84 ~ +++++ +++++ +++++ +++++

Name: Rogue		Type: Human
HP: 2000		TP: 38
EXP: 85		Gald: 102
Atk: 400		Def: 30

Items Dropped:

- Magical Cloth
- Miso

Items to Steal:

- N/A

Location: Meltokio Overworld

Weakness: N/A

Strength: N/A

Comments: Easy enemies, very hard voice to tolerate. Just mute your TV for an easy win.

+++++ +++++ +++++ +++++ ~ #85 ~ +++++ +++++ +++++ +++++

Name: Soldier		Type: Human
HP: 1630		TP: 0
EXP: 31		Gald: 80

Atk: 280 || Def: 30

Items Dropped:

- Lid Shield
- Rice

Items to Steal:

- Pasta

Location: Palmacosta Overworld

Weakness: N/A

Strength: N/A

Comments: So, errr... pie. Yeah.

+++++ +++++ +++++ +++++ ~ #86 ~ +++++ +++++ +++++ +++++

Name: Duelist || Type: Human
HP: 5230 || TP: 0
EXP: 191 || Gald: 343
Atk: 820 || Def: 81

Items Dropped:

- Barley Rice
- Lid Shield

Items to Steal:

- N/A

Location: Heimdall Overworld

Weakness: N/A

Strength: N/A

Comments: I love the taste of rather easy enemy victories in the morning, don't you?

+++++ +++++ +++++ +++++ ~ #87 ~ +++++ +++++ +++++ +++++

Name: Warrior || Type: Human
HP: 2800 || TP: 0
EXP: 58 || Gald: 83
Atk: 410 || Def: 42

Items Dropped:

- Panyan
- Barley Rice

Items to Steal:

- N/A

Location: Luin Overworld

Weakness: N/A

Strength: N/A

Comments: MONEY, get AWAY!

+++++ +++++ +++++ +++++ ~ #88 ~ +++++ +++++ +++++ +++++

Name: Heavy Armor || Type: Human
HP: 5500 || TP: 0

EXP: 194 || Gald: 280
Atk: 516 || Def: 91

Items Dropped:

- Panyan

Items to Steal:

- N/A

Location: Heimdall Overworld

Weakness: N/A

Strength: N/A

Comments: This enemy is the perfect mix of slow speed, Presea wannabe axe techniques, slight strength, and relatively easy victories. Notice a trend?

+++++ +++++ +++++ +++++ ~ #89 ~ +++++ +++++ +++++ +++++

Name: Dragon Rider || Type: Human
HP: 2680 || TP: 0
EXP: 68 || Gald: 91
Atk: 425 || Def: 37

Items Dropped:

- Barley Rice

- Pasta

Items to Steal:

- N/A

Location: Luin Overworld

Weakness: N/A

Strength: N/A

Comments: It's not a hard enemy by its own right; the only problem is that it always comes with a Velocidragon, which is actually tough. Probably the hardest human enemy when it all comes down to it.

+++++ +++++ +++++ +++++ ~ #90 ~ +++++ +++++ +++++ +++++

Name: Archer || Type: Human
HP: 1050 || TP: 0
EXP: 24 || Gald: 25
Atk: 232 || Def: 19

Items Dropped:

- Roll

Items to Steal:

- Magic Lens

Location: Izoold Overworld

Weakness: N/A

Strength: N/A

Comments: Just your typical Archer type enemy that's got weak attacks but some range. He always comes in pairs with attackers, though, so you may go for him first.

+++++ +++++ +++++ +++++ ~ #91 ~ +++++ +++++ +++++ +++++

Name: Ranger || Type: Human
HP: 2120 || TP: 0
EXP: 89 || Gald: 168
Atk: 482 || Def: 43

Items Dropped:

- Rice

Items to Steal:

- N/A

Location: Izoold Overworld

Weakness: N/A

Strength: N/A

Comments: Nothing. Nothing at all. Sacrificial lambs.

+++++ +++++ +++++ +++++ ~ #92 ~ +++++ +++++ +++++ +++++

Name: Witch || Type: Human
HP: 980 || TP: 250
EXP: 28 || Gald: 32
Atk: 100 || Def: 15

Items Dropped:

- Orange Gel

- Bread

Items to Steal:

- Orange Gel

Location: Izoold Overworld

Weakness: N/A

Strength: N/A

Comments: She's a bit annoying as she uses magic from a distance, but you can very easily pull off a victory.

+++++ +++++ +++++ +++++ ~ #93 ~ +++++ +++++ +++++ +++++

Name: Sorceress || Type: Human
HP: 1980 || TP: 250
EXP: 89 || Gald: 100
Atk: 312 || Def: 37

Items Dropped:

- Orange Gel

- Bread

Items to Steal:

- Orange Gel

Location: Meltokio Overworld

Weakness: N/A

Strength: N/A

Comments: Pretty much the same enemy as the last. An enemy battle for you to win.

+++++ +++++ +++++ +++++ ~ #94 ~ +++++ +++++ +++++ +++++

Name: Sorcerer		Type: Human
HP: 2200		TP: 300
EXP: 58		Gald: 43
Atk: 300		Def: 35

Items Dropped:

- Shell Bottle
- Magic Lens

Items to Steal:

- N/A

Location: Luin Overworld

Weakness: N/A

Strength: N/A

Comments: Much like the rogues; the only thing they have going for them is an annoying voice. But you can't go easy on even an old man.

+++++ +++++ +++++ +++++ ~ #95 ~ +++++ +++++ +++++ +++++

Name: Druid		Type: Human
HP: 3810		TP: 420
EXP: 168		Gald: 231
Atk: 758		Def: 70

Items Dropped:

- Savory
- Fine Pellets

Items to Steal:

- N/A

Location: Temple of Darkness

Weakness: N/A

Strength: N/A

Comments: The toughest mage type enemy, but they only get their show in the Meltokio Coliseum. Plus, they drop Savory! =000

+++++ +++++ +++++ +++++ ~ #96 ~ +++++ +++++ +++++ +++++

Name: Ogre		Type: Human
HP: 3120		TP: 0
EXP: 83		Gald: 99
Atk: 453		Def: 30

Items Dropped:

- Beef
- Pork

Items to Steal:

- N/A

Location: Luin Overworld

Weakness: N/A

Strength: N/A

Comments: Have you ever heard the term of brainless ogre?

+++++ +++++ +++++ +++++ ~ #97 ~ +++++ +++++ +++++ +++++

Name: Beast Ogre		Type: Human
HP: 3420		TP: 0
EXP: 83		Gald: 99
Atk: 578		Def: 43

Items Dropped:

- Beef
- Pork

Items to Steal:

- N/A

Location: Gaoracchia Forest Overworld

Weakness: N/A

Strength: N/A

Comments: Even more of a brainless ogre! I'm surprised.

+++++ +++++ +++++ +++++ ~ #98 ~ +++++ +++++ +++++ +++++

Name: Whip Master		Type: Human
HP: 570		TP: 10
EXP: 14		Gald: 10
Atk: 120		Def: 10

Items Dropped:

- Apple Gel

Items to Steal:

- Apple Gel

Location: Various

Weakness: N/A

Strength: N/A

Comments: The first kind of Desian, they aren't too tough. Just try and block their constant whips.

+++++ +++++ +++++ +++++ ~ #99 ~ +++++ +++++ +++++ +++++

Name: Bowman		Type: Human
HP: 480		TP:
10		
EXP: 40		Gald: 40
Atk: 130		
Def: 20		

Items Dropped:

- Orange Gel

Items to Steal:

- Orange Gel

Location:

Sylvarant Overworld

Weakness: None

Strength: None

Comments: Slightly tougher than a Whip Master, but all in all no big deal anyhow. Just whoop 'em.

+++++ +++++ +++++ +++++ ~ #100 ~ +++++ +++++ +++++ +++++

Name: Spearman || Type: Human
HP: 800 ||
TP: 10
EXP: 33 || Gald: 54
Atk: 130
|| Def: 20

Items Dropped:

- Melange Gel

Items to Steal:

- Melange

Gel

Location: Sylvarant Overworld

Weakness: None

Strength: None

Comments: They go down quickly and easily. Take advantage of that.

+++++ +++++

+++++ +++++ ~ #101 ~ +++++ +++++ +++++ +++++

Name: Foot Soldier || Type: Human
HP: 600 ||
TP: 38
EXP: 15 || Gald: 20
Atk: 130
|| Def: 10

Items Dropped:

- Apple Gel

Items to Steal:

- Apple

Gel

Location: Sylvarant Base

Weakness: None

Strength: None

Comments: Even easier stuff! Just finish them off quickly and easily.

+++++

+++++ +++++ +++++ ~ #102 ~ +++++ +++++ +++++ +++++

Name: Commander || Type: Human
HP: 4600 ||
TP: 100
EXP: 123 || Gald: 184
Atk: 598
|| Def: 63

Items Dropped:

- Pineapple Gel

Items to Steal:

-
None

Location: Tethe'alla Base
Weakness: None
Strength: None

Comments: The only even remotely difficult soldier, and they're still easy pushovers.

+++++ +++++ +++++ +++++ ~ #103 ~ +++++ +++++ +++++ +++++

Name: Cardinal Knight || Type: Human
HP: 4900 ||
TP: 150
EXP: 380 || Gald: 200
Atk: 530
|| Def: 30

Items Dropped:
- None

Items to Steal:
- None

Location:
Meltokio Overworld
Weakness: Lightning
Strength: None

Comments: The Papal Knights aren't much. Just hit away at 'em.

+++++ +++++

+++++ +++++ ~ #104 ~ +++++ +++++ +++++ +++++

Name: Commander Knight || Type: Human
HP: 6900 ||
TP: 100
EXP: 490 || Gald: 3500
Atk: 710
|| Def: 50

Items Dropped:
- Energy Tablets

Items to Steal:
-
None

Location: Meltokio Overworld
Weakness: Lightning
Strength: None

Comments: Need I say easy?

+++++ +++++ +++++ +++++ ~ #105 ~ +++++ +++++ +++++

+++++

Name: Evil Warrior || Type: Human
HP: 3000 ||
TP: 0
EXP: 64 || Gald: 51
Atk: 420 ||

Def: 20

Items Dropped:

- Lemon Gel

Items to Steal:

- Lemon Gel

Location:

Sylvarant Base

Weakness: None

Strength: None

Comments: I'm evil evil evil evil evil evil easy evil... whoops, I messed up on my lyrics...

+++++ +++++ +++++ +++++ ~ #106 ~ +++++ +++++ +++++ +++++

Name: Convict || Type: Human

HP: 6300 ||

TP: 300

EXP: 300 || Gald: 150

Atk: 645

|| Def: 33

Items Dropped:

- None

Items to Steal:

- None

Location:

Meltokio Overworld

Weakness: None

Strength: None

Comments: If you can beat one of them quickly, you can beat the rest of them easily.

+++++ +++++ +++++ +++++ ~ #107 ~ +++++ +++++ +++++ +++++

Name: Evil Sorcerer || Type: Human

HP: 1250 ||

TP: 38

EXP: 10 || Gald: 20

Atk: 160

|| Def: 18

Items Dropped:

- Melange Gel

Items to Steal:

- Melange

Gel

Location: Sylvarant Overworld

Weakness: None

Strength: None

Comments: Hah. Let me just say that they're easy stuff.

+++++ +++++ +++++

+++++ ~ #108 ~ +++++ +++++ +++++ +++++

Name: Angel Spearman || Type: Angel
HP: 7750 ||
TP: 150
EXP: 236 || Gald: 348
Atk: 970
|| Def: 105

Items Dropped:

- Lemon Gel

Items to Steal:

- None

Location:

Tower of Salvation

Weakness: None

Strength: None

Comments: Angels are normally harder than humans, although this one isn't that bad.

+++++ +++++ +++++ +++++ ~ #109 ~ +++++ +++++ +++++ +++++

Name: Angel Swordian || Type: Angel
HP: 7480 ||
TP: 130
EXP: 236 || Gald: 335
Atk: 1040
|| Def: 105

Items Dropped:

- Pineapple Gel

Items to Steal:

-
None

Location: Tower of Salvation

Weakness: None

Strength: None

Comments: You'll be fighting a lot more of these as you progress through. They aren't really any huge threat, but swordians are the toughest angel type.

+++++ +++++ +++++ +++++ ~ #110 ~ +++++ +++++ +++++ +++++

Name: Angel Commander || Type: Angel
HP: 8130 ||
TP: 380
EXP: 240 || Gald: 290
Atk: 1000
|| Def: 106

Items Dropped:

- Miracle Gel

Items to Steal:

-
None

Location: Tower of Salvation

Weakness: None

Strength: None

Comments: Not much compared to the Angel Swordian.

+++++ +++++ +++++ +++++ ~

#111 ~ +++++ +++++ +++++ +++++

Name: Angel Archer || Type: Angel

HP: 7250 ||

TP: 142

EXP: 198 || Gald: 258

Atk: 954

|| Def: 98

Items Dropped:

- Life Bottle

Items to Steal:

- None

Location:

Tower of Salvation

Weakness: None

Strength: None

Comments: The above case applies here.

+++++ +++++ +++++ +++++ ~ #112 ~ +++++

+++++ +++++ +++++

Name: Hawk || Type: Bird

HP: 480 ||

TP: 10

EXP: 9 || Gald: 18

Atk: 115

|| Def: 6

Items Dropped:

- Chicken

- Egg

Items to Steal:

- Melange

Gel

Location: Iselia Overworld

Weakness: Wind

Strength: None

Comments: The easiest bird type enemy in the whole game, and one of the easiest period. If you lose against a Hawk...

+++++ +++++ +++++ +++++ ~ #113 ~ +++++

+++++ +++++ +++++

Name: Storm Claw || Type: Bird

HP: 4440 ||

TP: 0

EXP: 199 || Gald: 301

Atk: 748

|| Def: 73

Items Dropped:

- Lemon Gel

Items to Steal:

- Rune

Bottle

Location: Ymir Forest

Weakness: Wind

Strength: None

Comments: Not much harder than their former counterparts.

+++++ +++++ +++++

+++++ ~ #114 ~ +++++ +++++ +++++ +++++

Name: Axe Beak || Type: Bird

HP: 780 ||

TP: 38

EXP: 21 || Gald: 23

Atk: 218

|| Def: 15

Items Dropped:

- Chicken

- Lemon

Items to Steal:

-

None

Location: Izoold Overworld

Weakness: None

Strength: None

Comments: So, right, yeah... MONEY!

+++++ +++++ +++++ +++++ ~ #115 ~ +++++

+++++ +++++ +++++

Name: Dodo || Type: Bird

HP: 4980 ||

TP: 0

EXP: 181 || Gald: 280

Atk: 845

|| Def: 78

Items Dropped:

- Chicken

- Egg

Items to Steal:

-

Egg

Location: Ymir Forest

Weakness: None

Strength: None

Comments: They're ugly, but the ancient extinct birds aren't very tough to take down, thankfully. The other creatures of the Ymir Forest are a hell of a lot

harder.

+++++ +++++ +++++ +++++ ~ #116 ~ +++++ +++++ +++++ +++++

Name: Harpy || Type: Bird
HP: 1950 ||
TP: 100
EXP: 51 || Gald: 99
Atk: 358
|| Def: 21

Items Dropped:

- Chicken
- Green Quartz

Items to Steal:

-
- Magic Lens

Location: Balacruf Mausoleum

Weakness: Earth

Strength: Wind,
Lightning

Comments: Kind of annoying, but still not that bad.

+++++ +++++ +++++ +++++ ~

#117 ~ +++++ +++++ +++++ +++++

Name: Feather Magic || Type: Bird
HP: 3580 ||
TP: 68
EXP: 138 || Gald: 225
Atk: 603
|| Def: 58

Items Dropped:

- Orange Gel
- Egg

Items to Steal:

-
- None

Location: Temple of Ice

Weakness: Earth

Strength: Wind, Lightning

Comments: Wherever you fight them, they're not that bad.

+++++ +++++ +++++

+++++ ~ #118 ~ +++++ +++++ +++++ +++++

Name: Fire Bird || Type: Bird
HP: 910 ||
TP: 0
EXP: 15 || Gald: 22
Atk: 150 ||
Def: 8

Items Dropped:

- Red Quartz
- Life Bottle

Items to Steal:

-

None

Location: Triet Ruins

Weakness: Water, Ice

Strength: Fire

Comments: Just easy to beat rehashes, you'll finish them in no time.

+++++

+++++ +++++ +++++ ~ #119 ~ +++++ +++++ +++++ +++++

Name: Lightning Bird || Type: Bird

HP: 2530 ||

TP: 100

EXP: 92 || Gald: 182

Atk: 444

|| Def: 41

Items Dropped:

- Purple Quartz

Items to Steal:

-

None

Location: Temple of Lightning

Weakness: Water, Ice

Strength: Lightning

Comments: An enemy this easy, at this point of the game? I'm really serious on this one.

+++++ +++++ +++++ +++++ ~ #120 ~ +++++ +++++ +++++ +++++

Name: Penguinist || Type: Bird

HP: 3680 ||

TP: 145

EXP: 119 || Gald: 210

Atk: 525

|| Def: 43

Items Dropped:

- Penguinist Quill

Items to Steal:

- Penguinist

Quill

Location: Flanoir Overworld

Weakness: Fire

Strength: Water, Ice

Comments: You'll need to fight these enemies at some point... which is good, because they're among the coolest enemies in the game.

+++++ +++++ +++++ +++++

~ #121 ~ +++++ +++++ +++++ +++++

Name: Penguinier || Type: Bird

HP: 3990 ||

TP: 0
EXP: 141 || Gald: 21
Atk: 645 ||
Def: 89

Items Dropped:
- Mizuho Potion
- Palma Potion

Items to Steal:
-
None

Location: Temple of Ice
Weakness: Fire
Strength: None

Comments: Awesome enemies, easy victories.

+++++ +++++ +++++ +++++ ~ #122 ~
+++++ +++++ +++++ +++++

Name: Black Bat || Type: Bird
HP: 2200 ||
TP: 100
EXP: 78 || Gald: 121
Atk: 450
|| Def: 29

Items Dropped:
- Chicken
- Fine Pellets

Items to Steal:
-
None

Location: Meltokio Overworld
Weakness: None
Strength: None

Comments: For your information, dumbasses as Namco, bats are not birds... but hey, they're easy!

+++++ +++++ +++++ +++++ ~ #123 ~ +++++ +++++ +++++ +++++

Name: Cockatrice || Type: Bird
HP: 2420 ||
TP: 0
EXP: 68 || Gald: 98
Atk: 420 ||
Def: 35

Items Dropped:
- Apple Gel
- Chicken

Items to Steal:
-
Chicken

Location: Luin and Hima Overworld

Weakness: Wind
Strength: Earth

Comments: The Cockatrice is one of the hardest enemies in the game when people tend to encounter it most (right before Izoold), since they can petrify you... steer clear, especially if two of 'em come together.

+++++ +++++ +++++ +++++ ~
#124 ~ +++++ +++++ +++++ +++++
Name: Red Bat || Type: Bird
HP: 2300 ||
TP: 120
EXP: 93 || Gald: 168
Atk: 450
|| Def: 39

Items Dropped:
- Beast Fang

Items to Steal:
- Energy
Tablets

Location: Toize Valley Mine
Weakness: None
Strength: None

Comments: I repeat what I said, in two ways. They're easy.

+++++ +++++ +++++
+++++ ~ #125 ~ +++++ +++++ +++++ +++++
Name: Giant Bee || Type: Insect
HP: 320 ||
TP: 0
EXP: 5 || Gald: 9
Atk: 130 ||
Def: 0

Items Dropped:
- Panacea Bottle
- Accuracy Bottle

Items to Steal:
-
None

Location: Iselia Overworld
Weakness: Ice
Strength: None

Comments: Another extremely easy enemy. I'm getting tired of these.

+++++
+++++ +++++ +++++ ~ #126 ~ +++++ +++++ +++++ +++++
Name: Killer Bee || Type: Insect
HP: 4780 ||
TP: 0
EXP: 192 || Gald: 280
Atk: 881
|| Def: 76

Items Dropped:

- Life Bottle
- Red Saffron

Items to Steal:

-
- None

Location: Ymir Forest

Weakness: Ice

Strength: None

Comments: Killers? More like, fillers.

+++++ +++++ +++++ +++++ ~ #127 ~ +++++
+++++ +++++ +++++

Name: Scorpion		Type: Insect
HP: 630		
TP: 0		
EXP: 14		Gald: 21
Atk: 172		
Def: 11		

Items Dropped:

- Panacea Bottle

Items to Steal:

- Panacea
Bottle

Location: Triet Overworld

Weakness: Ice

Strength: Fire

Comments: Easy stuff, so long as they aren't with "da snakes". But then again, the snakes are for the poison...

+++++ +++++ +++++ +++++ ~ #128 ~ +++++ +++++
+++++ +++++

Name: Scarlet Needle		Type: Insect
HP: 2480		
TP: 0		
EXP: 90		Gald: 193
Atk: 505		
Def: 46		

Items Dropped:

- Anti-Magic Bottle

Items to Steal:

-
- Anti-Magic Bottle

Location: Heimdall Overworld

Weakness: Ice

Strength: Fire

Comments: Easy rehashes. Shouldn't be a difficulty at all.

+++++ +++++ +++++

+++++ ~ #129 ~ +++++ +++++ +++++ +++++

Name: Woods Worm || Type: Insect
HP: 1790 ||
TP: 0
EXP: 34 || Gald: 48
Atk: 285 ||
Def: 15

Items Dropped:

- Melon

Items to Steal:

- N/A

Location: Palmacosta

Overworld

Weakness: Ice

Strength: None

Comments: Not a difficult win, not a difficult enemy. You know the drill by now, right?

+++++ +++++ +++++ +++++ ~ #130 ~ +++++ +++++ +++++ +++++

Name: Tropical Worm || Type: Insect
HP: 2970 ||
TP: 0
EXP: 78 || Gald: 148
Atk: 485
|| Def: 42

Items Dropped:

- Apple Gel

- Mystic Herb

Items to Steal:

-

None

Location: Gaoracchia Forest

Weakness: Ice

Strength: None

Comments: Slightly tougher than the usual crap... but still not anything that you can't beat.

+++++ +++++ +++++ +++++ ~ #131 ~ +++++ +++++ +++++ +++++

Name: Sand Worm || Type: Insect
HP: 13500 ||
TP: 0
EXP: 999 || Gald: 5800
Atk: 2500
|| Def: 250

Items Dropped:

- All-Divide

Items to Steal:

-

All-Divide

Location: Triet Overworld

Weakness: Water

Strength: Everything
except Water and Light

Comments: HARD enemy... well it's not really that difficult, but it's one of the toughest enemies in the whole game. Too bad there's only one of them to be found. ;)

+++++ +++++ +++++ +++++ ~ #132 ~ +++++ +++++ +++++ +++++

Name: Sliver || Type: Insect
HP: 12000 ||
TP: 0
EXP: 780 || Gald: 891
Atk: 1900
|| Def: 250

Items Dropped:

- Rune Bottle

Items to Steal:

- Rune

Bottle

Location: Flanoir Overworld

Weakness: Fire

Strength: Everything except
Fire, Wind, and Light

Comments: Another rare, difficult enemy to defeat, although they aren't as hard as the Sand Worm. Genis is HIGHLY recommended.

+++++ +++++ +++++ +++++ ~ #133 ~ +++++ +++++ +++++ +++++

Name: Mantis || Type: Insect
HP: 3800 ||
TP: 0
EXP: 138 || Gald: 159
Atk: 620
|| Def: 58

Items Dropped:

- Lemon Gel

Items to Steal:

- None

Location:

Meltokio Overworld

Weakness: Fire, Lightning, Ice

Strength: Water

Comments: Not the easiest enemy in the game compared to some, but easily beaten with elements.

+++++ +++++ +++++ +++++ ~ #134 ~ +++++ +++++ +++++ +++++

Name: Red Mantis || Type: Insect
HP: 2780 ||
TP: 0
EXP: 92 || Gald: 180

Atk: 520
|| Def: 43

Items Dropped:
- N/A

Items to Steal:
- None

Location:
Heimdall Overworld
Weakness: Fire, Lightning, Ice
Strength: Water

Comments: Very much similar to the previous enemy.

+++++ +++++ +++++ +++++ ~ #135 ~ +++++ +++++ +++++ +++++
Name: Spider || Type: Insect
HP: 460 ||
TP: 0
EXP: 10 || Gald: 13
Atk: 120 ||
Def: 7

Items Dropped:
- Magic Lens
- Apple Gel

Items to Steal:
- Panacea Bottle

Location: Iselia
Overworld
Weakness: Ice
Strength: N/A

Comments: Uhhh... right.

+++++ +++++ +++++ +++++ ~ #136 ~ +++++ +++++ +++++ +++++
Name: Arachnid || Type: Insect
HP: 1870 ||
TP: 0
EXP: 38 || Gald: 77
Atk: 320 ||
Def: 31

Items Dropped:
- Onion

Items to Steal:
- Shell Bottle

Location:
Balacruf Mausoleum
Weakness: Ice
Strength: N/A

Comments: So, like... cake?

+++++ +++++ +++++ +++++ ~ #137 ~ +++++ +++++ +++++ +++++

Name: Giant Beetle || Type: Insect
HP: 1110 ||
TP: 0
EXP: 31 || Gald: 58
Atk: 272 ||
Def: 20

Items Dropped:

- Kirima
- Cabbage

Items to Steal:

- Cabbage

Location: Palmacosta Overworld

Weakness:

Ice

Strength: N/A

Comments: I read a joke about these guys once... well, that's beside the point.
A bit annoying, but not hard.

+++++ +++++ +++++ +++++ ~ #138 ~ +++++ +++++ +++++ +++++

Name: Gold Beetle || Type: Insect
HP: 2380 ||
TP: 0
EXP: 70 || Gald: 150
Atk: 479
|| Def: 40

Items Dropped:

- Lemon Gel
- Onion

Items to Steal:

- Onion

Location: Meltokio Overworld

Weakness:

Ice

Strength: N/A

Comments: They're even easier than the Giant Beetles! Sad!

+++++ +++++ +++++ +++++ ~ #139 ~ +++++ +++++ +++++ +++++

Name: Grasshopper || Type: Insect
HP: 1480 ||
TP: 0
EXP: 28 || Gald: 63
Atk: 247 ||
Def: 21

Items Dropped:

- Apple Gel

Items to Steal:

- None

Location:

Palmacosta Overworld

Weakness: Fire, Lightning, Ice

Strength: Water

Comments: Jokes, right?

+++++ +++++ +++++ +++++ ~ #140 ~ +++++ +++++ +++++ +++++

Name: Ice Spider || Type: Insect

HP: 3780 ||

TP: 0

EXP: 119 || Gald: 250

Atk: 617

|| Def: 62

Items Dropped:

- Magic Lens

- Blue Quartz

Items to Steal:

- N/A

Location: Flanoir Overworld

Weakness:

Ice

Strength: N/A

Comments: Rather unusual enemies, but really just like any others. Easily beaten with normal attacks.

+++++ +++++ +++++ +++++ ~ #141 ~ +++++ +++++ +++++ +++++

Name: Deathseeker || Type: Insect

HP: 5880 ||

TP: 0

EXP: 186 || Gald: 318

Atk: 881

|| Def: 93

Items Dropped:

- Panacea Bottle

- Amango

Items to Steal:

- Panacea Bottle

Location: Latheon Gorge

Weakness:

Ice

Strength: Fire

Comments: Fairly difficult enemy compared to most, but that still doesn't say very much.

+++++ +++++ +++++ +++++ ~ #142 ~ +++++ +++++ +++++ +++++

Name: Starfish || Type: Aquatic

HP: 1820 ||

TP: 38

EXP: 28 || Gald: 56

Atk: 230

|| Def: 25

Items Dropped:

- Kelp
- Magic Lens

Items to Steal:

- N/A

Location: Thoda Geyser

Weakness:

Lightning

Strength: Water, Ice

Comments: Lightning works, right? Otherwise, not that much stuff.

+++++ +++++ +++++ +++++ ~ #143 ~ +++++ +++++ +++++ +++++

Name: Super Star || Type: Aquatic

HP: 2100 ||

TP: 0

EXP: 69 || Gald: 110

Atk: 440

|| Def: 35

Items Dropped:

- Flare Bottle

- Shrimp

Items to Steal:

- N/A

Location: Meltokio Overworld

Weakness:

Lightning

Strength: Water, Ice

Comments: Meh. That's the only thing that can be said.

+++++ +++++ +++++ +++++ ~ #144 ~ +++++ +++++ +++++ +++++

Name: Tortoise || Type: Aquatic

HP: 2800 ||

TP: 0

EXP: 56 || Gald: 82

Atk: 381 ||

Def: 20

Items Dropped:

- Syrup Bottle

- Tuna

Items to Steal:

- N/A

Location: Luin Overworld

Weakness:

Lightning

Strength: Water, Ice

Comments: Not the easiest enemy ever... but pretty damn close! In other words, not hard.

+++++ +++++ +++++ +++++ ~ #145 ~ +++++ +++++ +++++ +++++

Name: Crush Tortoise || Type: Aquatic

HP: 9400 ||
TP: 0
EXP: 203 || Gald: 389
Atk: 904
|| Def: 121

Items Dropped:
- Acuity Bottle

Items to Steal:
-
N/A

Location: Latheon Gorge
Weakness: Lightning
Strength: Water, Ice

Comments: Rather strong enemies, might want to be on guard. But still, you shouldn't have much trouble.

+++++ +++++ +++++ +++++ ~ #146 ~ +++++ +++++ +++++ +++++
Name: Octoslime || Type: Aquatic
HP: 2310 ||
TP: 0
EXP: 45 || Gald: 72
Atk: 295 ||
Def: 20

Items Dropped:
- Octopus
- Squid

Items to Steal:
- Mermaid's Tear

Location: Thoda Geyser
Weakness:
Lightning, Ice
Strength: Water

Comments: Fairly strong enemy; probably the one you'll want to take out first out of the ones you're fighting.

+++++ +++++ +++++ +++++ ~ #147 ~ +++++ +++++ +++++ +++++
Name: Kraaken || Type: Aquatic
HP: 7320 ||
TP: 0
EXP: 240 || Gald: 319
Atk: 834
|| Def: 79

Items Dropped:
- Octopus
- Squid

Items to Steal:
- N/A

Location: Heimdall Overworld
Weakness:

Lightning, Ice
Strength: Water

Comments: I'm getting tired of this.

+++++ +++++ +++++ +++++ ~ #148 ~ +++++ +++++ +++++ +++++

Name: Fish || Type: Aquatic
HP: 920 ||
TP: 0
EXP: 16 || Gald: 25
Atk: 200 ||
Def: 10

Items Dropped:

- Seaweed

Items to Steal:

- N/A

Location: Izoold

Overworld

Weakness: Lightning

Strength: Water

Comments: Very funny.

+++++ +++++ +++++ +++++ ~ #149 ~ +++++ +++++ +++++ +++++

Name: Seaspin || Type: Aquatic
HP: 2480 ||
TP: 0
EXP: 76 || Gald: 125
Atk: 450
|| Def: 31

Items Dropped:

- Kelp

- Seaweed

Items to Steal:

- N/A

Location: Meltokio Overworld

Weakness:

Lightning

Strength: Water

Comments: Not much stuff. To fight, or to challenge yourself with.

+++++ +++++ +++++ +++++ ~ #150 ~ +++++ +++++ +++++ +++++

Name: Float Dragon || Type: Aquatic
HP: 1630 ||
TP: 0
EXP: 31 || Gald: 56
Atk: 293 ||
Def: 25

Items Dropped:

- Aqua Quartz

- Snapper

Items to Steal:

- N/A

Location: Thoda Geyser

Weakness: Fire,

Lightning

Strength: Water

Comments: Meh.

+++++ +++++ +++++ +++++ ~ #151 ~ +++++ +++++ +++++ +++++

Name: Seahorse || Type: Aquatic

HP: 1890 ||

TP: 0

EXP: 52 || Gald: 83

Atk: 230 ||

Def: 32

Items Dropped:

- Aqua Quartz

- Cod

Items to Steal:

- N/A

Location: Altamira Overworld

Weakness: Fire,

Lightning

Strength: Water

Comments: Not that you'll see this one much... or if you do see it, have much trouble.

+++++ +++++ +++++ +++++ ~ #152 ~ +++++ +++++ +++++ +++++

Name: Jellyfish || Type: Aquatic

HP: 2860 ||

TP: 0

EXP: 79 || Gald: 154

Atk: 482

|| Def: 39

Items Dropped:

- Pellets

- Fine Pellets

Items to Steal:

- Pellets

Location: Meltokio

Overworld

Weakness: Lightning, Ice

Strength: Water

Comments: Whaddayu 'dink? </accent>

+++++ +++++ +++++ +++++ ~ #153 ~ +++++ +++++ +++++ +++++

Name: Sea Jelly || Type: Aquatic

HP: 1290 ||

TP: 0

EXP: 30 || Gald: 48

Atk: 270 ||
Def: 20

Items Dropped:
- Squid

Items to Steal:
- N/A

Location: Izoold Overworld
Weakness: Lightning,
Ice
Strength: Water

Comments: Just hit it.

+++++ +++++ +++++ +++++ ~ #154 ~ +++++ +++++ +++++ +++++
Name: Mermaid || Type: Aquatic
HP: 3820 ||
TP: 250
EXP: 132 || Gald: 287
Atk: 640
|| Def: 62

Items Dropped:
- Mermaid's Tear

Items to Steal:
- N/A

Location: Altamira Overworld
Weakness:
Fire, Lightning
Strength: Water, Ice

Comments: Just blast it.

+++++ +++++ +++++ +++++ ~ #155 ~ +++++ +++++ +++++ +++++
Name: Evil Jelly || Type: Aquatic
HP: 3680 ||
TP: 0
EXP: 141 || Gald: 133
Atk: 718
|| Def: 60

Items Dropped:
- Lemon Gel

Items to Steal:
- Lemon Gel

Location: Remote Island Human
Ranch
Weakness: Lightning, Ice
Strength: Water

Comments: The Remote Island Human Ranch is a fairly good opportunity to give these guys a good whooping. I'm sure you'd agree.

+++++ +++++ +++++ +++++ ~ #156 ~ +++++ +++++ +++++ +++++

Name: Sea Dragon || Type: Aquatic
HP: 6800 ||
TP: 0
EXP: 189 || Gald: 382
Atk: 879
|| Def: 86

Items Dropped:
- Mermaid's Tear

Items to Steal:
- Mermaid's Tear

Location: Latheon
Gorge
Weakness: Lightning
Strength: Water

Comments: One of the weakest enemies within the entire Latheon Gorge. It's got tougher stuff than this...

+++++ +++++ +++++ +++++ ~ #157 ~ +++++ +++++ +++++ +++++

Name: Sea Horror || Type: Aquatic
HP: 3800 ||
TP: 600
EXP: 142 || Gald: 183
Atk: 600
|| Def: 85

Items Dropped:
- Mermaid's Tear
- Snapper

Items to Steal:
- N/A

Location: Remote Island Human Ranch
Weakness:
Fire, Lightning
Strength: Water, Ice

Comments: Notice a pattern?

+++++ +++++ +++++ +++++ ~ #158 ~ +++++ +++++ +++++ +++++

Name: Slime || Type: Immaterial
HP: 490
|| TP: 10
EXP: 10 || Gald: 10
Atk: 132
|| Def: 8

Items Dropped:
- Apple Gel

Items to Steal:
- N/A

Location:
Iselia Overworld
Weakness: Fire

Strength: N/A

Comments: One of the easiest enemies in the entire game. Seriously, you'd really have to go out of your way if you wanna lose against these.

+++++ +++++ +++++ +++++ ~ #159 ~ +++++ +++++ +++++ +++++

Name: Gold Slime || Type: Immaterial

HP: 3220

|| TP: 10

EXP: 103 || Gald: 189

Atk: 531

|| Def: 47

Items Dropped:

- Miso
- Fine Pellets

Items to Steal:

- Fine Pellets

Location: Temple of
Lightning

Weakness: Fire

Strength: N/A

Comments: Not much of an improvement over the Gold Slimes.

+++++ +++++ +++++ +++++ ~ #160 ~ +++++ +++++ +++++ +++++

Name: Giant Leech || Type: Immaterial

HP: 2250

|| TP: 0

EXP: 63 || Gald: 98

Atk: 400

|| Def: 30

Items Dropped:

- Apple Gel
- Melange Gel

Items to Steal:

- Apple Gel

Location: Meltokio
Overworld

Weakness: Fire

Strength: N/A

Comments: Bah. As if you're going to actually have any trouble.

+++++ +++++ +++++ +++++ ~ #161 ~ +++++ +++++ +++++ +++++

Name: Giant Slug || Type: Immaterial

HP: 3600

|| TP: 0

EXP: 158 || Gald: 131

Atk: 731

|| Def: 65

Items Dropped:

- N/A

Items to Steal:

- N/A

Location: Remote

Island Human Ranch

Weakness: Fire

Strength: N/A

Comments: Ugh...

+++++ +++++ +++++ +++++ ~ #162 ~ +++++ +++++ +++++ +++++

Name: Roller Snail || Type: Immaterial

HP: 3200

|| TP: 0

EXP: 123 || Gald: 163

Atk: 550

|| Def: 41

Items Dropped:

- Fine Pellets

- Potato

Items to Steal:

- N/A

Location: Toize Valley Mine

Weakness:

Lightning

Strength: N/A

Comments: From here, I'm going to stop making comments about how painfully easy the enemy is...

+++++ +++++ +++++ +++++ ~ #163 ~ +++++ +++++ +++++ +++++

Name: Giant Snail || Type: Immaterial

HP: 3770

|| TP: 0

EXP: 123 || Gald: 163

Atk: 618

|| Def: 49

Items Dropped:

- Lemon Gel

- Fine Pellets

Items to Steal:

- Fine Pellets

Location: Temple of

Earth

Weakness: Lightning

Strength: N/A

Comments: ...And I'll say this one's a bit annoying. Not extremely difficult, however.

+++++ +++++ +++++ +++++ ~ #164 ~ +++++ +++++ +++++ +++++

Name: Green Roper || Type: Immaterial

HP: 2310

|| TP: 0

EXP: 39 || Gald: 79
Atk: 312
|| Def: 38

Items Dropped:

- Shrimp

Items to Steal:

- Beast Fang

Location: Thoda Geyser

Weakness:

N/A

Strength: N/A

Comments: Yet another very annoying enemy, which will try and hit you from a distance. Get rid of them quickly.

+++++ +++++ +++++ +++++ ~ #165 ~ +++++ +++++ +++++ +++++

Name: Red Roper || Type: Immaterial

HP: 3440

|| TP: 0

EXP: 96 || Gald: 175

Atk: 517

|| Def: 46

Items Dropped:

- Lemon Gel

Items to Steal:

- N/A

Location: Toize Valley Mine

Weakness:

N/A

Strength: N/A

Comments: Meh, they aren't as bad as their green counterparts from the Thoda Geyser.

+++++ +++++ +++++ +++++ ~ #166 ~ +++++ +++++ +++++ +++++

Name: Bacura || Type: Immaterial

HP: 255

|| TP: 1

EXP: 50 || Gald: 1000

Atk: 1

|| Def: 1

Items Dropped:

- N/A

Items to Steal:

- N/A

Location: Toize Valley Mine

Weakness:

N/A

Strength: N/A

Comments: Extremely difficult enemy, which actually requires an ounce of some

strategy to defeat. I recommend passing them aside completely, since they give VERY little EXP and the Dragon gives ten times as much Gold.

+++++ +++++ +++++ +++++ ~ #167 ~ +++++ +++++ +++++ +++++

Name: Cutlass || Type: Immaterial
HP: 9800
|| TP: 0
EXP: 248 || Gald: 329
Atk: 1010
|| Def: 95

Items Dropped:

- Lemon Gel

Items to Steal:

- N/A

Location: Torent Forest

Weakness:

N/A

Strength: N/A

Comments: A rather difficult enemy, in which you should try and eliminate from a distance with Rising Falcon and such.

+++++ +++++ +++++ +++++ ~ #168 ~ +++++ +++++ +++++ +++++

Name: Cave Worm || Type: Insect
HP: 6380 ||
TP: 0
EXP: 128 || Gald: 241
Atk: 635
|| Def: 55

Items Dropped:

- Mizuho Potion

Items to Steal:

- Mizuho Potion

Location: Temple of

Earth

Weakness: Ice

Strength: N/A

Comments: Just a worm. Not much more than that.

+++++ +++++ +++++ +++++ ~ #169 ~ +++++ +++++ +++++ +++++

Name: Man-eater || Type: Immaterial
HP: 6500
|| TP: 0
EXP: 210 || Gald: 300
Atk: 1060
|| Def: 100

Items Dropped:

- Lemon Gel

- Rune Bottle

Items to Steal:

- N/A

Location: Torent Forest

Weakness:

Fire

Strength: N/A

Name: Is it just me or is the Man-eater nothing more than just a rehash? One of the harder enemies in the Torent Forest, though.

+++++ +++++ +++++ +++++ ~ #170 ~ +++++ +++++ +++++ +++++

Name: Sheldra || Type: Immaterial

HP: 7250

|| TP: 0

EXP: 210 || Gald: 399

Atk: 916

|| Def: 95

Items Dropped:

- Rune Bottle

Items to Steal:

- N/A

Location:

Latheon Gorge

Weakness: N/A

Strength: N/A

Name: Meh.

+++++ +++++ +++++ +++++ ~ #171 ~ +++++ +++++ +++++ +++++

Name: Spiked Snail || Type: Immaterial

HP: 6230

|| TP: 0

EXP: 198 || Gald: 245

Atk: 999

|| Def: 83

Items Dropped:

- Super Pellets

Items to Steal:

- Super

Pellets

Location: Latheon Gorge

Weakness: N/A

Strength: Lightning

Name: Decently powered enemy... although it's easier to defeat than most, since it has rather low HP.

+++++ +++++ +++++ +++++ ~ #172 ~ +++++ +++++ +++++ +++++

Name: Wyvern || Type: Dragon

HP: 4800 ||

TP: 0

EXP: 152 || Gald: 250

Atk: 457

|| Def: 37

Items Dropped:

- Beast Fang
- Shell Bottle

Items to Steal:

- N/A

Location: Palmacosta Overworld

Weakness:

Ice

Strength: Fire, Wind

Comments: This is rare, but an extremely tough enemy compared to most at that point. Handle with care.

+++++ +++++ +++++ +++++ ~ #173 ~ +++++ +++++ +++++ +++++

Name: Drake		Type: Dragon
HP: 11850		TP: 1000
EXP: 530		Gald: 680
Atk: 630		Def: 54

Items Dropped:

- Rune Bottle

Items to Steal:

- N/A

Location: Gaoracchia Forest Overworld

Weakness: Ice

Strength: Fire, Lightning

Comments: They get their best and possibly only good show in the Meltokio Coliseum, in which they're a calm before the storm.

+++++ +++++ +++++ +++++ ~ #174 ~ +++++ +++++ +++++ +++++

Name: Dragon		Type: Dragon
HP: 10000		TP: 2000
EXP: 728		Gald: 10000
Atk: 1350		Def: 230

Items Dropped:

- N/A

Items to Steal:

- N/A

Location: Temple of Earth

Weakness: N/A

Strength: Fire

Comments: WHOA at the Gald amount that they drop! Sure, they may be one of the overall strongest enemies in the game, but that gald total... whoa...

+++++ +++++ +++++ +++++ ~ #175 ~ +++++ +++++ +++++ +++++

Name: Gold Dragon		Type: Dragon
HP: 16800		TP: 450
EXP: 1218		Gald: 1052

Atk: 1158 || Def: 38

Items Dropped:

- N/A

Items to Steal:

- N/A

Location: Torent Forest

Weakness: N/A

Strength: Fire

Comments: These guys are the best source of EXP in the whole game, nearly. So, like, beat 'em up and get it.

+++++ +++++ +++++ +++++ ~ #176 ~ +++++ +++++ +++++ +++++

Name: Dark Dragon		Type: Dragon
HP: 19000		TP: 0
EXP: 1418		Gald: 534
Atk: 1250		Def: 38

Items Dropped:

- Dragon Mail

Items to Steal:

- N/A

Location: Vinheim

Weakness: N/A

Strength: N/A

Comments: A Dark Dragon would be an even better source of EXP if it was possible to fight more than one in the whole game. :(

+++++ +++++ +++++ +++++ ~ #177 ~ +++++ +++++ +++++ +++++

Name: Dragon Knight		Type: Dragon
HP: 13500		TP: 0
EXP: 297		Gald: 253
Atk: 1485		Def: 250

Items Dropped:

- N/A

Items to Steal:

- N/A

Location: Vinheim

Weakness: N/A

Strength: N/A

Comments: These might be the hardest enemies in the whole game. They're very easy to take down if you fight them with a foursome party, but fighting a solo battle with them in the Coliseum... that's the hardest non-boss battle that Tales of Symphonia will throw at you.

+++++ +++++ +++++ +++++ ~ #178 ~ +++++ +++++ +++++ +++++

Name: Velocidragon		Type: Dragon
--------------------	--	--------------

HP: 2300 || TP: 0
EXP: 68 || Gald: 84
Atk: 406 || Def: 30

Items Dropped:

- Pellets
- Apple Gel

Items to Steal:

- N/A

Location: Luin Overworld

Weakness: Ice

Strength: Fire

Comments: These are the companion to the Dragon Rider, which is a fairly strong duo, but the Velocidragon is tougher than the Dragon Rider all in all.

+++++ +++++ +++++ +++++ ~ #179 ~ +++++ +++++ +++++ +++++

Name: Exbelua || Type: Beast
HP: 5000 || TP: 38
EXP: 280 || Gald: 320
Atk: 190 || Def: 10

Items Dropped:

- Panacea Bottle

Items to Steal:

- N/A

Location: Iselia

Weakness: N/A

Strength: N/A

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #180 ~ +++++ +++++ +++++ +++++

Name: Windmaster || Type: Magical
HP: 10000 || TP: 220
EXP: 1325 || Gald: 800
Atk: 580 || Def: 85

Items Dropped:

- Map of Balacruf
- Talisman

Items to Steal:

- N/A

Location: Asgard

Weakness: N/A

Strength: Wind

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #181 ~ +++++ +++++ +++++ +++++

Name: Ktugach || Type: Beast

HP: 5000 || TP: 50
EXP: 628 || Gald: 85
Atk: 300 || Def: 28

Items Dropped:

- Red Quartz

Items to Steal:

- N/A

Location: Triet Ruins

Weakness: Water, Ice

Strength: Fire

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #182 ~ +++++ +++++ +++++ +++++

Name: Ktugachling || Type: Beast
HP: 1500 || TP: 180
EXP: 60 || Gald: 15
Atk: 130 || Def: 40

Items Dropped:

- N/A

Items to Steal:

- N/A

Location: Triet Ruins

Weakness: N/A

Strength: N/A

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #183 ~ +++++ +++++ +++++ +++++

Name: Adulocia || Type: Beast
HP: 10000 || TP: 248
EXP: 825 || Gald: 765
Atk: 600 || Def: 55

Items Dropped:

- Mermaid's Tear

Items to Steal:

- N/A

Location: Thoda Geyser

Weakness: Lightning

Strength: Water, Ice

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #184 ~ +++++ +++++ +++++ +++++

Name: Amphitra || Type: Aquatic
HP: 2300 || TP: 120
EXP: 150 || Gald: 200
Atk: 475 || Def: 20

Items Dropped:

- N/A

Items to Steal:

- N/A

Location: Thoda Geyser

Weakness: Fire, Lightning

Strength: Water, Ice

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #185 ~ +++++ +++++ +++++ +++++

Name: Iapyx		Type: Beast
HP: 14000		TP: 88
EXP: 1324		Gald: 2000
Atk: 690		Def: 100

Items Dropped:

- Paralysis Charm

- Spirit Badge

Items to Steal:

- N/A

Location: Balacruf Mausoleum

Weakness: N/A

Strength: Wind, Lightning

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #186 ~ +++++ +++++ +++++ +++++

Name: Iubaris		Type: Beast
HP: 16800		TP: 1500
EXP: 2650		Gald: 2500
Atk: 860		Def: 80

Items Dropped:

- Brass

Items to Steal:

- White Quartz

Location: Tower of Mana

Weakness: Darkness

Strength: Fire, Lightning, Light

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #187 ~ +++++ +++++ +++++ +++++

Name: Kilia		Type: Beast
HP: 10000		TP: 400
EXP: 500		Gald: 500
Atk: 490		Def: 65

Items Dropped:

- Heal Bracelet

Items to Steal:

- White Quartz

Location: Palmacosta

Weakness: Light

Strength: Darkness

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #188 ~ +++++ +++++ +++++ +++++

Name: Winged Dragon		Type: Dragon
HP: 18000		TP: 400
EXP: 2450		Gald: 1200
Atk: 1400		Def: 86

Items Dropped:

- Venom

- Flare Cape

Items to Steal:

- N/A

Location: Dragon's Nest

Weakness: N/A

Strength: N/A

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #189 ~ +++++ +++++ +++++ +++++

Name: Baby Dragon		Type: Dragon
HP: 12000		TP: 800
EXP: 1250		Gald: 500
Atk: 1030		Def: 68

Items Dropped:

- N/A

Items to Steal:

- N/A

Location: Dragon's Nest

Weakness: N/A

Strength: N/A

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #190 ~ +++++ +++++ +++++ +++++

Name: Guardian - Wind		Type: Unknown
HP: 2000		TP: 400
EXP: 250		Gald: 250
Atk: 280		Def: 38

Items Dropped:

- Magic Lens

Items to Steal:

- N/A

Location: Ossa Trail

Weakness: N/A

Strength: N/A

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #191 ~ +++++ +++++ +++++ +++++

Name: Guardian - Lightning		Type: Unknown
HP: 5500		TP: 400
EXP: 250		Gald: 250
Atk: 471		Def: 46

Items Dropped:

- Fine Pellets

- Magic Lens

Items to Steal:

- N/A

Location: Balacruf Mausoleum

Weakness: N/A

Strength: N/A

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #192 ~ +++++ +++++ +++++ +++++

Name: Sword Dancer		Type: Undead
HP: 8888		TP: 38
EXP: 150		Gald: 2000
Atk: 600		Def: 75

Items Dropped:

- EX Gem Lv. 1

- EX Gem Lv. 2

Items to Steal:

- EX Gem Lv. 3

Location: Ossa Trail

Weakness: Light

Strength: N/A

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #193 ~ +++++ +++++ +++++ +++++

Name: Fenrir		Type: Beast
HP: 12000		TP: 300
EXP: 2600		Gald: 1380
Atk: 860		Def: 185

Items Dropped:

- Blue Quartz

Items to Steal:

- N/A

Location: Temple of Ice
Weakness: Fire, Lightning
Strength: Water, Ice

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #194 ~ +++++ +++++ +++++ +++++

Name: Idun		Type: Unknown
HP: 11000		TP: 0
EXP: 1200		Gald: 1200
Atk: 1150		Def: 220

Items Dropped:
- Black Quartz

Items to Steal:
- N/A

Location: Tower of Salvation
Weakness: N/A
Strength: N/A

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #195 ~ +++++ +++++ +++++ +++++

Name: Rodyle		Type: Magical
HP: 35000		TP: 500
EXP: 6240		Gald: 5800
Atk: 1350		Def: 210

Items Dropped:
- N/A

Items to Steal:
- N/A

Location: Remote Island Human Ranch
Weakness: N/A
Strength: Earth

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #196 ~ +++++ +++++ +++++ +++++

Name: Undine		Type: Magical
HP: 13000		TP: 320
EXP: 2110		Gald: 765
Atk: 580		Def: 88

Items Dropped:
- Guardian Symbol

Items to Steal:
- N/A

Location: Thoda Geyser

Weakness: N/A

Strength: Water, Ice

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #197 ~ +++++ +++++ +++++ +++++

Name: Gnome		Type: Magical
HP: 28000		TP: 682
EXP: 5890		Gald: 4280
Atk: 1100		Def: 255

Items Dropped:

- Holy Symbol

Items to Steal:

- N/A

Location: Temple of Earth

Weakness: N/A

Strength: Earth

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #198 ~ +++++ +++++ +++++ +++++

Name: Efreet		Type: Magical
HP: 18000		TP: 850
EXP: 2430		Gald: 945
Atk: 500		Def: 35

Items Dropped:

- Attack Symbol

Items to Steal:

- N/A

Location: Triet Ruins

Weakness: N/A

Strength: Fire

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #199 ~ +++++ +++++ +++++ +++++

Name: Volt		Type: Magical
HP: 24000		TP: 240
EXP: 3580		Gald: 2800
Atk: 950		Def: 180

Items Dropped:

- Emerald Ring

Items to Steal:

- N/A

Location: Temple of Lightning

Weakness: N/A

Strength: Lightning

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #200 ~ +++++ +++++ +++++ +++++

Name: Celsius		Type: Magical
HP: 18000		TP: 600
EXP: 5120		Gald: 5800
Atk: 1020		Def: 205

Items Dropped:
- Spirit Symbol

Items to Steal:
- N/A

Location: Temple of Ice
Weakness: Fire
Strength: Water, Ice

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #201 ~ +++++ +++++ +++++ +++++

Name: Luna		Type: Magical
HP: 18000		TP: 720
EXP: 3250		Gald: 4800
Atk: 1120		Def: 292

Items Dropped:
- Moonstone

Items to Steal:
- N/A

Location: Tower of Mana
Weakness: N/A
Strength: Light

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #202 ~ +++++ +++++ +++++ +++++

Name: Aska		Type: Magical
HP: 19650		TP: 600
EXP: 3480		Gald: 2800
Atk: 1120		Def: 245

Items Dropped:
- Rare Pellets

Items to Steal:
- N/A

Location: Tower of Mana
Weakness: N/A
Strength: Everything except Darkness

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #203 ~ +++++ +++++ +++++ +++++

Name: Shadow || Type: Magical
HP: 30000 || TP: 800
EXP: 6320 || Gald: 4500
Atk: 1520 || Def: 232

Items Dropped:
- Dark Seal

Items to Steal:
- N/A

Location: Temple of Darkness
Weakness: N/A
Strength: Darkness

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #204 ~ +++++ +++++ +++++ +++++

Name: Maxwell || Type: Magical
HP: 60000 || TP: 800
EXP: 10800 || Gald: 8250
Atk: 1550 || Def: 370

Items Dropped:
- Spirit Robe

Items to Steal:
- N/A

Location: Exire
Weakness: N/A
Strength: N/A

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #205 ~ +++++ +++++ +++++ +++++

Name: Origin || Type: Magical
HP: 40000 || TP: 800
EXP: 10240 || Gald: 9870
Atk: 1450 || Def: 350

Items Dropped:
- Reflect Ring

Items to Steal:
- N/A

Location: Torent Forest
Weakness: N/A
Strength: N/A

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #206 ~ +++++ +++++ +++++ +++++

Name: Sephie || Type: Magical
HP: 7320 || TP: 220

EXP: 880 || Gald: 320
Atk: 713 || Def: 81

Items Dropped:

- Savory

Items to Steal:

- N/A

Location: Balacruf Mausoleum

Weakness: N/A

Strength: Wind

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #207 ~ +++++ +++++ +++++ +++++

Name: Yutis || Type: Magical
HP: 6480 || TP: 80
EXP: 770 || Gald: 290
Atk: 699 || Def: 76

Items Dropped:

- Sage

Items to Steal:

- N/A

Location: Balacruf Mausoleum

Weakness: N/A

Strength: Wind

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #208 ~ +++++ +++++ +++++ +++++

Name: Fairess || Type: Magical
HP: 6190 || TP: 250
EXP: 690 || Gald: 285
Atk: 738 || Def: 84

Items Dropped:

- Saffron

Items to Steal:

- N/A

Location: Balacruf Mausoleum

Weakness: N/A

Strength: Wind

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #209 ~ +++++ +++++ +++++ +++++

Name: The Fugitive || Type: Unknown
HP: 20000 || TP: 500
EXP: 2800 || Gald: 3200
Atk: 1950 || Def: 215

Items Dropped:

- Magic Ring

Items to Steal:

- N/A

Location: Welgaia

Weakness: N/A

Strength: Water, Lightning, Light, Darkness

Comments: Check the walkthrough.

+++++ +++++ +++++ +++++ ~ #210 ~ +++++ +++++ +++++ +++++

Name: The Neglected		Type: Unknown
HP: 20000		TP: 500
EXP: 2800		Gald: 3200
Atk: 1950		Def: 215

Items Dropped:

- Defense Ring

Items to Steal:

- N/A

Location: Welgaia

Weakness: N/A

Strength: Fire, Ice, Light, Darkness

Comments: Check the walkthrough.

+++++ +++++ +++++ +++++ ~ #211 ~ +++++ +++++ +++++ +++++

Name: The Judged		Type: Unknown
HP: 20000		TP: 500
EXP: 2800		Gald: 3200
Atk: 1950		Def: 215

Items Dropped:

- Attack Ring

Items to Steal:

- N/A

Location: Welgaia

Weakness: N/A

Strength: Wind, Earth, Light, Darkness

Comments: Check the walkthrough.

+++++ +++++ +++++ +++++ ~ #212 ~ +++++ +++++ +++++ +++++

Name: Defense System		Type: Machine
HP: 12000		TP: 100
EXP: 2350		Gald: N/A
Atk: 800		Def: 240

Items Dropped:

- Metal Sphere

Items to Steal:

- N/A

Location: Toize Valley Mine

Weakness: N/A

Strength: N/A

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #213 ~ +++++ +++++ +++++ +++++

Name: Orbit		Type: Machine
HP: 3000		TP: 500
EXP: 180		Gald: 800
Atk: 650		Def: 100

Items Dropped:

- N/A

Items to Steal:

- N/A

Location: Toize Valley Mine

Weakness: Lightning

Strength: N/A

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #214 ~ +++++ +++++ +++++ +++++

Name: Guard Arm		Type: Machine
HP: 8000		TP: N/A
EXP: 150		Gald: N/A
Atk: 900		Def: 20

Items Dropped:

- Mythril

Items to Steal:

- N/A

Location: Toize Valley Mine

Weakness: N/A

Strength: N/A

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #215 ~ +++++ +++++ +++++ +++++

Name: Auto Repair Unit		Type: Machine
HP: 5500		TP: N/A
EXP: 1000		Gald: N/A
Atk: N/A		Def: 100

Items Dropped:

- N/A

Items to Steal:

- N/A

Location: Toize Valley Mine

Weakness: N/A

Strength: N/A

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #216 ~ +++++ +++++ +++++ +++++

Name: Kratos Aurion		Type: Human
HP: 22500		TP: 1500
EXP: 3280		Gald: 2900
Atk: 750		Def: 150

Items Dropped:

- EX Gem Lv. 3
- Life Bottle

Items to Steal:

- N/A

Location: Tower of Salvation

Weakness: N/A

Strength: Light, Lightning

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #217 ~ +++++ +++++ +++++ +++++

Name: Magnius		Type: Human
HP: 8500		TP: 120
EXP: 675		Gald: 1700
Atk: 450		Def: 65

Items Dropped:

- Warrior Symbol
- EX Gem Lv. 1

Items to Steal:

- N/A

Location: Palmacosta Human Ranch

Weakness: N/A

Strength: Fire

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #218 ~ +++++ +++++ +++++ +++++

Name: Kvar		Type: Human
HP: 10000		TP: 340
EXP: 1680		Gald: 1500
Atk: 410		Def: 65

Items Dropped:

- Holy Ring
- EX Gem Lv. 1

Items to Steal:

- N/A

Location: Asgard Human Ranch
Weakness: N/A
Strength: Lightning

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #219 ~ +++++ +++++ +++++ +++++

Name: Energy Stone		Type: Magical
HP: 5500		TP: 100
EXP: 300		Gald: 765
Atk: 350		Def: 20

Items Dropped:
- N/A

Items to Steal:
- N/A

Location: Asgard Human Ranch
Weakness: N/A
Strength: Everything

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #220 ~ +++++ +++++ +++++ +++++

Name: Vidarr		Type: Human
HP: 4000		TP: 30
EXP: 115		Gald: 25
Atk: 210		Def: 21

Items Dropped:
- Life Bottle

Items to Steal:
- N/A

Location: Martel Temple
Weakness: N/A
Strength: N/A

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #221 ~ +++++ +++++ +++++ +++++

Name: Forcystus		Type: Human
HP: 20000		TP: 400
EXP: 7100		Gald: 5800
Atk: 1200		Def: 300

Items Dropped:
- Faerie Ring

Items to Steal:
- N/A

Location: Iselia Human Ranch
Weakness: N/A
Strength: Wind

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #222 ~ +++++ +++++ +++++ +++++

Name: Exbone		Type: Magical
HP: 6000		TP: 320
EXP: N/A		Gald: N/A
Atk: 1000		Def: 250

Items Dropped:

- N/A

Items to Steal:

- N/A

Location: Iselia Human Ranch

Weakness: N/A

Strength: Wind

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #223 ~ +++++ +++++ +++++ +++++

Name: Pronyma		Type: Human
HP: 18000		TP: 750
EXP: 3000		Gald: 1500
Atk: 1150		Def: 150

Items Dropped:

- Rosemary

- EX Gem Lv. 2

Items to Steal:

- N/A

Location: Fooji Mountains

Weakness: Light

Strength: Darkness

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #224 ~ +++++ +++++ +++++ +++++

Name: Pronyma		Type: Human
HP: 32000		TP: 850
EXP: 7000		Gald: 4800
Atk: 1720		Def: 350

Items Dropped:

- Red Savory

Items to Steal:

- N/A

Location: Tower of Salvation

Weakness: Light

Strength: Darkness

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #225 ~ +++++ +++++ +++++ +++++

Name: Clumsy Assassin || Type: Human
HP: 1800 || TP: 131
EXP: 200 || Gald: 128
Atk: 247 || Def: 48

Items Dropped:
- Holy Bottle

Items to Steal:
- N/A

Location: Ossa Trail
Weakness: N/A
Strength: N/A

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #226 ~ +++++ +++++ +++++ +++++

Name: Resolute Assassin || Type: Human
HP: 4500 || TP: 164
EXP: 300 || Gald: 450
Atk: 500 || Def: 62

Items Dropped:
- Dark Bottle

Items to Steal:
- N/A

Location: Balacruf Mausoleum
Weakness: N/A
Strength: N/A

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #227 ~ +++++ +++++ +++++ +++++

Name: Convict || Type: Human
HP: 12000 || TP: 320
EXP: 2250 || Gald: 1500
Atk: 800 || Def: 120

Items Dropped:
- Elixir

Items to Steal:
- N/A

Location: Gaoracchia Forest
Weakness: N/A
Strength: N/A

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #228 ~ +++++ +++++ +++++ +++++

Name: Kuchinawa || Type: Human
HP: 10000 || TP: 60
EXP: 4800 || Gald: 2860
Atk: 800 || Def: 125

Items Dropped:
- Asura

Items to Steal:
- N/A

Location: Mizuho
Weakness: N/A
Strength: N/A

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #229 ~ +++++ +++++ +++++ +++++

Name: Botta || Type: Human
HP: 4200 || TP: 224
EXP: 475 || Gald: 1500
Atk: 205 || Def: 35

Items Dropped:
- Poison Charm

Items to Steal:
- N/A

Location: Sylvarant Base
Weakness: N/A
Strength: N/A

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #230 ~ +++++ +++++ +++++ +++++

Name: Botta || Type: Human
HP: 12000 || TP: 580
EXP: 1680 || Gald: 2800
Atk: 780 || Def: 205

Items Dropped:
- N/A

Items to Steal:
- N/A

Location: Tethe'alla Base
Weakness: N/A
Strength: Earth

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #231 ~ +++++ +++++ +++++ +++++

Name: Seles || Type: Human
HP: 12000 || TP: 580
EXP: 8960 || Gald: 12000

Atk: 1300 || Def: 420

Items Dropped:

- Last Fencer
- Elemental Circlet

Items to Steal:

- N/A

Location: Meltokio Coliseum

Weakness: N/A

Strength: Water, Wind, Fire, Earth

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #232 ~ +++++ +++++ +++++ +++++

Name: Garr		Type: Human
HP: 20000		TP: 150
EXP: 3200		Gald: 4800
Atk: 1650		Def: 450

Items Dropped:

- Mumbane

Items to Steal:

- N/A

Location: Meltokio Coliseum

Weakness: N/A

Strength: Earth, Lightning, Ice, Darkness

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #233 ~ +++++ +++++ +++++ +++++

Name: Farah Oersted		Type: Human
HP: 20000		TP: 150
EXP: 3300		Gald: 2800
Atk: 1705		Def: 455

Items Dropped:

- Star Cloak

Items to Steal:

- N/A

Location: Meltokio Coliseum

Weakness: N/A

Strength: Fire

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #234 ~ +++++ +++++ +++++ +++++

Name: Meredy		Type: Human
HP: 16000		TP: 1450
EXP: 2100		Gald: 2800
Atk: 800		Def: 390

Items Dropped:

- Krona Symbol

Items to Steal:

- N/A

Location: Meltokio Coliseum

Weakness: N/A

Strength: N/A

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #235 ~ +++++ +++++ +++++ +++++

Name: Abyssion		Type: Human
HP: 120000		TP: 8200
EXP: 8000		Gald: 6800
Atk: 2250		Def: 425

Items Dropped:

- Hyper Gauntlet
- Jet Boots

Items to Steal:

- N/A

Location: Temple of Darkness

Weakness: N/A

Strength: N/A

Comments: Seriously check the bosses section.

+++++ +++++ +++++ +++++ ~ #236 ~ +++++ +++++ +++++ +++++

Name: Zelos Wilder		Type: Human
HP: 28000		TP: 1200
EXP: 9300		Gald: 9800
Atk: 1150		Def: 365

Items Dropped:

- Mystic Symbol

Items to Steal:

- N/A

Location: Tower of Salvation

Weakness: N/A

Strength: Light, Lightning

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #237 ~ +++++ +++++ +++++ +++++

Name: Yggdrasill		Type: Angel
HP: 40000		TP: 3000
EXP: 3000		Gald: N/A
Atk: 1800		Def: 350

Items Dropped:

- N/A

Items to Steal:

- N/A

Location: Tower of Salvation

Weakness: Darkness

Strength: Light

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #238 ~ +++++ +++++ +++++ +++++

Name: Yggdrasill		Type: Angel
HP: 40000		TP: 3000
EXP: 3000		Gald: N/A
Atk: 1800		Def: 350

Items Dropped:

- N/A

Items to Steal:

- N/A

Location: Tower of Salvation

Weakness: Darkness

Strength: Light

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #239 ~ +++++ +++++ +++++ +++++

Name: Yggdrasill		Type: Angel
HP: 40000		TP: 3000
EXP: 8320		Gald: 4800
Atk: 1800		Def: 380

Items Dropped:

- EX Gem Lv. 4
- Energy Tablets

Items to Steal:

- N/A

Location: Tower of Salvation

Weakness: Darkness

Strength: Light

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #240 ~ +++++ +++++ +++++ +++++

Name: Mithos		Type: Human
HP: 55000		TP: 5000
EXP: 8280		Gald: 1690
Atk: 2000		Def: 410

Items Dropped:

- N/A

Items to Steal:

- N/A

Location: Vinheim

Weakness: N/A

Strength: Light

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #241 ~ +++++ +++++ +++++ +++++

Name: Mithos		Type: Unknown
HP: 60000		TP: 1500
EXP: N/A		Gald: N/A
Atk: 2150		Def: 265

Items Dropped:

- EX Gem MAX

Items to Steal:

- EX Gem MAX

Location: Vinheim

Weakness: N/A

Strength: Light

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #242 ~ +++++ +++++ +++++ +++++

Name: Kratos Aurion		Type: Human
HP: 25000		TP: 980
EXP: 7600		Gald: 4800
Atk: 1200		Def: 400

Items Dropped:

- EX Gem Lv. 4

- Energy Tablets

Items to Steal:

- N/A

Location: Tower of Salvation

Weakness: N/A

Strength: Light, Lightning

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #243 ~ +++++ +++++ +++++ +++++

Name: Kratos Aurion		Type: Human
HP: 12000		TP: 1400
EXP: 9990		Gald: 5520
Atk: 1050		Def: 320

Items Dropped:

- EX Gem Lv. 4

- Energy Tablets

Items to Steal:

- N/A

Location: Torent Forest
Weakness: N/A
Strength: Light, Lightning

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #244 ~ +++++ +++++ +++++ +++++

Name: Yuan		Type: Human
HP: 16000		TP: 652
EXP: 4890		Gald: 3150
Atk: 900		Def: 215

Items Dropped:
- EX Gem Lv. 4

Items to Steal:
- N/A

Location: Tethe'alla Base
Weakness: N/A
Strength: Lightning

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #245 ~ +++++ +++++ +++++ +++++

Name: Remiel		Type: Angel
HP: 16000		TP: 652
EXP: 2795		Gald: 1840
Atk: 530		Def: 112

Items Dropped:
- EX Gem Lv. 1
- Rune Bottle

Items to Steal:
- N/A

Location: Tower of Salvation
Weakness: N/A
Strength: Light

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #246 ~ +++++ +++++ +++++ +++++

Name: Gatekeeper		Type: Angel
HP: 18000		TP: 800
EXP: 8880		Gald: 8970
Atk: 1180		Def: 210

Items Dropped:
- Mystic Symbol

Items to Steal:
- N/A

Location: Tower of Salvation

Weakness: N/A
Strength: Light

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #247 ~ +++++ +++++ +++++ +++++

Name: Plantix		Type: Plant
HP: 36000		TP: 250
EXP: 7500		Gald: 1250
Atk: 1300		Def: 310

Items Dropped:

- Blue Saphira

Items to Steal:

- N/A

Location: Latheon Gorge

Weakness: Fire

Strength: Earth

Comments: Check the bosses section.

+++++ +++++ +++++ +++++ ~ #248 ~ +++++ +++++ +++++ +++++

Name: Dark Spear		Type: Angel
HP: 9540		TP: 200
EXP: 270		Gald: 381
Atk: 1150		Def: 112

Items Dropped:

- Lemon Gel

- Black Quartz

Items to Steal:

- N/A

Location: Derris-Kharlan

Weakness: N/A

Strength: N/A

Comments: Check the bosses section... or actually, they're not that tough, but you'll have to get used to lots of them.

+++++ +++++ +++++ +++++ ~ #249 ~ +++++ +++++ +++++ +++++

Name: Dark Sword		Type: Angel
HP: 8930		TP: 180
EXP: 283		Gald: 210
Atk: 1280		Def: 115

Items Dropped:

- Pineapple Gel

- Black Quartz

Items to Steal:

- N/A

Location: Derris-Kharlan

Weakness: N/A

Strength: N/A

Comments: Another enemy you'll see a lot of in Derris-Kharlan. Not really a thing to worry about.

+++++ +++++ +++++ +++++ ~ #250 ~ +++++ +++++ +++++ +++++

Name: Dark Commander		Type: Angel
HP: 9540		TP: 200
EXP: 270		Gald: 381
Atk: 1150		Def: 112

Items Dropped:

- Lemon Gel
- Black Quartz

Items to Steal:

- N/A

Location: Derris-Kharlan

Weakness: N/A

Strength: N/A

Comments: Some commander. They're just as easy as the rest of 'em!

+++++ +++++ +++++ +++++ ~ #251 ~ +++++ +++++ +++++ +++++

Name: Dark Archer		Type: Angel
HP: 8400		TP: 250
EXP: 257		Gald: 358
Atk: 1130		Def: 95

Items Dropped:

- Life Bottle
- Black Quartz

Items to Steal:

- N/A

Location: Derris-Kharlan

Weakness: N/A

Strength: N/A

Comments: You may wanna take these out before the rest of 'em, but they're not really that bad, all the same.

2. Bosses

Because I happen to be EXTREMELY nice, I put the boss strategies in this part of the guide and the walkthrough. So, down on your knees.

|| Boss: VIDARR || HP: 4000 || Drop: Life Bottle || EXP: 115 || GALD: 25 ||

|| Party: Lloyd (Lv. 4), Genis (Lv. 3), Colette (Lv. 3), Kratos (Lv. 4) ||

|| Again, if you're a newbie this fight will seem tough, but if you've fought ||

	some battles to build Colette up, this will be simple practice. Vidarr's	
	attacks are pretty standard, including swinging his mace around and also	
	smashing his hammer down at you. No matter how the fight goes, your party	
	will soon put down their weapons and comment on how strong he is, until a	
	mercenary steps into the action. He's EXTREMELY strong for the time being,	
	doing about 20 more damage a hit than Lloyd and packing at least 450 HP.	
	With him, it should be simple. Continue hitting Vidarr with a series of	
	Demon Fangs, Fireballs, and attacks from Colette and Kratos, and it's over.	

|| Boss: EXBELUA || HP: 5000 || Drop: Panacea Bottle || EXP: 280 || GALD: 320 ||

|| Party: Lloyd (Lv. 6), Genis (Lv. 5) ||

	Going in for a few swipes at Exbelua and then running away is a very bad	
	decision, as it will almost always swipe you from right behind you and	
	knock you out of the way. Instead, run up to it and press X to block the	
	attack. Exbelua will do about 10 damage to you, and then you can swipe it	
	three times (150 damage in all), get off a Demon Fang (55 damage), and a	
	Sonic Thrust (60 damage). Genis's spells will do about 100 damage apiece,	
	so 5000 HP will be almost nothing. Exbelua as an attack where it will grab	
	its head and release dark gas around it, and it can use Impact Hammer to	
	smash you for around 60 damage if you aren't guarding, so watch out. My	
	advice would just be the guard, get hit, do 280 damage a turn method.	

|| Boss: BOTTA || HP: 4200 || Drop: Poison Charm || EXP: 475 || GALD: 1500 ||

|| Party: Lloyd (Lv. 7), Genis (Lv. 6), Colette (Lv. 6), Kratos (Lv. 7) ||

	Botta is accompanied by two Desian Foot Soldiers. This is without a doubt	
	where a newbie would screw up. AIM FOR THE FOOT SOLDIERS BEFORE YOU AIM AT	
	BOTTA! Seriously, if you go for Botta he'll just be defending against your	
	attacks while the Desians slash you down and you don't have time to heal.	
	Use R and lock on to them, taking them out quickly, and then perhaps make	
	Colette heal everyone with Apple Gels, as your HP may be faltering a bit.	
	Now watch out for Botta's combo attack, and run away if he blocks your	
	attacks, or he may prepare a nasty attack. Botta will also go into Over	
	Limit mode around the end, so just run away and heal during that period.	

|| Boss: KTUGACH || HP: 5000 || Drop: Red Quartz || EXP: 628 || GALD: 85 ||

|| Boss: KTUGACHLING X2 || HP: 1500 || Drop: N/A || EXP: 60 || GALD: 15 ||

|| Party: Lloyd (Lv. 10), Genis (Lv. 10), Colette (Lv. 10), Kratos (Lv. 10) ||

	Now this is one of the few bosses in Tales of Symphonia that really offers	
	true challenge. Ktugach is a large lizard-like creature of the fire element	
	so you might expect it to be weak against ice/water, which it is. If Genis	
	knows Icicle somehow, that's really great, but Aqua Edge will get the job	
	done. Disable all of his techs except Aqua Edge, and make sure Kratos is	
	there to cure you if needed (as unbelievable as that sounds). For those who	
	are opposed to such a strong character healing the party, Colette can be a	
	healer instead. Lloyd should be a full-time attacker.	
	Anyway, aim for the Ktugachlings first. They EXIST to annoy you, and they	

	can be quite powerful, but they only have 1500 HP. Make Lloyd and possibly	
	Kratos continuously mash away at one of the unlucky things, while Genis	
	Aqua Edges the other to death. After the first is gone, make Lloyd wipe the	
	second one out, which should be no hard task. All this time, let your HP	
	stay above 500 if you can, and when it goes below 300, make Colette throw	
	an Apple Gel immediately. Don't bother with a block/attack method with the	
	real boss; pummel him with techs and combos like mad. Put in everything you	
	have, including what I've mentioned earlier, and you'll likely win. Watch	
	out for Ktugach's Eruption spell, however. If he uses it, run away.	

|| Boss: CLUMSY ASSASSIN || HP: 1800 || Drop: Holy Bottle || EXP: 200 ||

|| Boss: GUARDIAN - WIND || HP: 2000 || Drop: Magic Lens || EXP: 250 ||

|| Party: Lloyd (Lv. 13), Genis (Lv. 13), Colette (Lv. 13), Kratos (Lv. 13) ||

	This is a pretty easy fight, being how low the HP of the assassin and her	
	guardian are. The assassin is very fast and has the lower HP, so go for	
	her first. The block/combo method works very well, especially now that you	
	have (or damn well should have) Tiger Blade and Tempest. Both should do a	
	lot of damage. Make sure Colette uses Angel Feathers (300-400 damage),	
	Genis uses Aqua Edge, Lloyd uses Sword Rain, Tiger Blade, or Tempest, and	
	Kratos does... well, whatever you want. Attacking, casting magic, healing,	
	anything is fine. Guardian - Wind has no weakness, despite its name. Any	
	spell, including Wind Blade, works fine on it. Handle it like you did the	
	assassin, and you should have no real problems.	

|| Boss: MAGNIUS || HP: 8500 || Drop: EX Gem Lv. 1 || EXP: 675 || GALD: 1700 ||

|| Party: Lloyd (Lv. 17), Genis (Lv. 17), Colette (Lv. 16), Kratos (Lv. 17) ||

	Being the idiot he is, Magnius isn't too tough, but remember that he does	
	have an axe that he's trying to swing at you with full force. He can do	
	perhaps 200 damage with a combo, and his Desian buddies don't exactly help	
	matters. Make sure that Lloyd and Kratos wipe them out quickly, while you	
	make Colette use Ray Satellite on the opposite soldier. Genis, on the other	
	hand, should stay in the back and use Stalagmite on the soldiers. When they	
	are gone, make sure Kratos restores your HP with First Aid and Colette	
	tosses out some Apple Gels.	

	Now for Magnius! He is a complete fire elemental, so seal Genis's fireballs	
	as they'll do very little damage. He doesn't have a weakness to ice or	
	water, so unless Genis is level 18, just cast Stalagmite. Lloyd's Masamune	
	will do at least 100 damage a hit, or around there. If it does 30 damage or	
	so, get out of the way and watch out for Magnius's axe swing, or even worse	
	his Flame Lance or Eruption. Both can take about 350 HP off, so make sure	
	you're ready to heal when he does that. Protect Colette and Genis so that	
	Angel Feathers (500 damage) and Stalagmite (500 damage) get in, and the	
	rest of the battle is child's play.	

|| Boss: KILIA || HP: 10000 || Drop: Heal Bracelet || EXP: 500 || GALD: 500 ||

|| Party: Lloyd (Lv. 18), Raine (Lv. 18), Colette (Lv. 18), Kratos (Lv. 18) ||

	She'll immediately start by using Acid Rain, which decreases your stats. Eh	
	well, you won't notice. She has a very high HP count, but she is weak to	
	light, so get Raine in here with Photon (1000 damage) and Colette with her	
	Angel Feathers (800 damage), and it'll seem like maybe a couple thousand	
	HP. Lloyd and Kratos should attack some, but not like you have with most	
	previous bosses, since Kilia has powerful tendrils and a lightning attack	
	that does around 350 damage. If you get a U. Attack, however, Kilia will	
	feel a lot of pain from Sonic Thrust, Photon, Angel Feathers, and another	
	Sonic Thrust, making a Cross Thrust... (about 2500 damage in total). ;)	

|| Boss: ADULOCIA || HP: 10000 || Drop: Mermaid Tear || EXP: 628 || GALD: 765 ||

|| Boss: AMPHRITA X2 || HP: 2300 || Drop: N/A || EXP: 150 || GALD: 200 ||

|| Party: Lloyd (Lv. 19), Genis (Lv. 19), Colette (Lv. 19), Kratos (Lv. 19) ||

	It may be because I was slightly higher-leveled than the average person in	
	here (level 19, I got the Lv. 20 titles after this battle) but I didn't	
	really think this fight was too tough. As usual, the guardian is "guarded"	
	(how sad) by two smaller creatures. Eliminate them first, making Kratos,	
	Genis, and Colette launch an all-out attack on the other one (Lightning,	
	Lightning, Angel Feathers). I'd refrain from using Lightning once you have	
	to deal with Adulocia, since it's not really that powerful.	

	Once Adulocia alone tries to take you on, make Colette and Genis stay out	
	of the fight and cast magic. Kratos and Lloyd should pursue as much as they	
	can, but watch out when Adulocia prepares a spell, being hit by a water	
	laser that does about 250 damage to all in its path is never fun, and her	
	Spread attack can easily take off 300 damage to those caught inside. Also,	
	her physical attacks are powerful, so every time you finish a combo, block	
	her attack, and you'll hardly be taking damage. Honestly, I had much more	
	trouble with Ktugach than I ever had with Adulocia...	

|| Boss: ???? #1 || HP: 8888 || Drop: EX Gem Lv. 2 || EXP: 150 || GALD: 2000 ||

|| Party: Lloyd (Lv. 21), Colette (Lv. 20), Raine (Lv. 20), Kratos (Lv. 20) ||

	Enter Sword Dancer 1! Well, it's referred to as ????, anyway. It does have	
	8888 HP, not as much as Kilia or Adulocia or any boss we will ever fight	
	(not including mini-bosses like Botta's Foot Soldiers, or one exception in	
	the Wind Shrine), but it's freaking strong. Those swords there can spin	
	for about 150 damage a hit, depending on your defense, and the Sword Dancer	
	has quite a defense to physical attacks, blocking Lloyd's sword slashes so	
	that they do about 30 damage a hit. However, there's a secret. USE ANGEL	
	FEATHERS AND PHOTON. Do it. Be impressed with the damage. Keep up with the	
	defense and when he casts magic, attack with Lloyd. He'll fall in time.	

|| Boss: WINDMASTER || HP: 10000 || Drop: Talisman || EXP: 1325 || GALD: 800 ||

|| Party: Lloyd (Lv. 21), Genis (Lv. 21), Raine (Lv. 21), Kratos (Lv. 21) ||

	This thing looks tough, but it's really a pansy. Make sure Genis's and	
	Kratos's Wind Blade/Air Thrust abilities are turned off, and instead use	
	Stone Blast or Stalagmite/Grave to handle this. The Windmaster can turn	

	itself around and slash through you for about 300 damage, but that's naught	
	to worry of. Raine's great for healing as usual, and Lloyd will cut through	
	a majority of the Windmaster's HP in no time with Sonic Sword Rain (or if	
	you don't have it, Super Sonic Thrust or Beast), and Kratos is strong as	
	always. Guard if you need to, and win the easiest boss fight in awhile.	

|| Boss: IAPYX || HP: 14000 || Drop: Spirit Bangle || EXP: 1324 || GALD: 2000 ||

|| Party: Lloyd (Lv. 23), Raine (Lv. 23), Colette (Lv. 22), Kratos (Lv. 23) ||

	My party for this boss fight really varies depending on whether or not I	
	have Genis's Eruption spell. If I do, I have him instead of Raine. If I do	
	not have Eruption (which may do up to 1000 damage), I use Raine instead.	
	Anyway, Iapyx isn't that strong. He can kick your characters for about 200	
	damage, and can attack by throwing its feathers at you (about 200 damage	
	also), and it uses some wind-based spells, but those aren't too damaging.	
	Keep Colette busy using Angel Feathers or healing with Apple Gels if you	
	get low on HP, and keep Raine using Photon (or Genis using Eruption),	
	Kratos attacking (but not using wind or lightning spells), and Lloyd trying	
	to beat Iapyx into a corner and guarding when necessary, and it's easy.	

|| Boss: RESOLUTE ASSASSIN || HP: 4500 || Drop: Dark Bottle || EXP: 300 ||

|| Boss: GUARDIAN - LIGHTNING || HP: 5500 || Drop: Magic Lens || EXP: 250 ||

|| Party: Lloyd (Lv. 24), Genis (Lv. 24), Raine (Lv. 24), Kratos (Lv. 24) ||

	Argh! I bet you're thinking, "Only 4500 HP? That's 500 more than the first	
	boss in the game! I'll beat her ass all the way across the ruin and then	
	some!" Don't be fooled. First of all, there are two of them, so it really	
	accounts for 10000 HP. Second of all, Sheena is very powerful and extremely	
	fast. She will run around almost all the time, beating and punching away at	
	any character in sight, then finishing with a Pyre Seal, which will bring	
	them to a lot lower HP than they used to be at. Even worse, she has an	
	Overlimit she reaches very early in, so you do about 40-50 damage a hit	
	while she knocks you down and reduces you to nothing.	

	I'd recommend spanking Sheena before the Guardian - Lightning, since she's	
	far deadlier and has lower HP, to boot. However, once you knock about 1000	
	HP off, she goes into Overlimit. From there, concentrate on the Guardian -	
	Lightning until she goes back into regular mode. The Guardian isn't nearly	
	as tough as Sheena, although it can knock you into the air with a tail	
	swipe, but Sheena can knock you down, which is even more annoying. In case	
	either hits you like that, block the attack with X and you'll get back on	
	your feet in a lot less time. Make sure Raine's busy casting First Aid (or	
	Photon), Kratos is using attacks like Light Spear (and occasionally curing	
	the party), Genis is using Eruption or Stalagmite, and Lloyd is beating	
	away at Sheena, and the fight will be easy from there.	

|| Boss: KVAR || HP: 10000 || Drop: Holy Ring || EXP: 1680 || GALD: 1500 ||

|| Boss: ENERGY STONE X3 || HP: 5500 || Drop: N/A || EXP: 300 || GALD: 765 ||

|| Party: Lloyd (Lv. 26), Kratos (Lv. 26), Sheena (Lv. 26) ||

	It's been a while since our last boss fight, and Kvar makes up for that in	
	every way possible. Kvar brings not one not two but THREE buddies along,	
	and believe it or not they could be alone without Kvar and the battle would	
	be challenging enough. They like to get near you, hit you for about 400	
	damage, shock you over and over (for about 300 damage), and then let Kvar	
	get in and use a Lightning spell for about 150 damage. The Energy Stones	
	are plenty fast, and plenty powerful. But if you can get rid of them, Kvar	
	himself won't be too hard. Disable Kratos's Lightning and Thunder Blade	
	spells (or Genis's if you have him) and set him to full-out attack.	

	I didn't bring Raine, so you really have to keep up with the Apple Gels in	
	here. I would recommend using one every time your HP descends below 600,	
	which will happen quite often. Sheena should be more of a support character	
	and do this, while Lloyd and Kratos are full out attacking the Energy Stone	
	that gets near you. If you can trap one in a corner, Kvar and the other	
	two 'Stones are sure to be shocking you over and over, but you'll get rid	
	of the 'Stone you're currently attacking much faster. Be warned that once	
	the Stones are gone, Kvar is still tough. He has Lightning (150 damage),	
	Spark Wave (400 damage), and Thunder Blade (400 damage), and his physical	
	attacks are strong. And he goes into Overlimit. Get near him and guard when	
	necessary, and you should be able to pull off a victory.	

|| Boss: IUBARIS || HP: 16800 || Drop: Brass || EXP: 2650 || GALD: 2500 ||

|| Party: Lloyd (Lv. 27), Genis (Lv. 27), Colette (Lv. 27), Kratos (Lv. 27) ||

	Iubaris may look tough, but he's really not that bad. He is pretty strong,	
	though, and you'll need to heal if you go below 600 HP. Iubaris can pound	
	you from below his feet, he likes to jump forward (pretty strong), and he	
	can use a spell called Force Ray which will do the usual damage, but the	
	attack to watch out for is when he sends dark unicorns after you, which	
	will hit everyone several times. It is easy to catch Iubaris when he isn't	
	at his best, though. Hit him with Sonic Sword Rain or Psi Tempest, and try	
	to block his attacks, since letting him go his way is not good.	

	However, Iubaris is great combo fodder. I had Lloyd attack three times,	
	use Sonic Sword Rain while Kratos attacked three times and Genis cast a	
	Stalagmite spell, and then Lloyd and Kratos kept attacking, followed by	
	another Sonic Sword Rain from Lloyd, and then I started a Unison Attack.	
	Lloyd used Sonic Sword Rain, Genis used Spread, Colette used her beautiful	
	Angel Feathers, and Kratos used Fire Ball. And boom, I got about a 50 hit	
	combo, along with a lot of EXP after the battle and Lloyd's new Comboist	
	title, as well about 3 extra Grade. Getting all that is very nice.	

|| Boss: UNDINE || HP: 13000 || Drop: Guardian Symbol || EXP: 2110 ||

|| Party: Lloyd (Lv. 28), Genis (Lv. 28), Sheena (Lv. 28), Kratos (Lv. 28) ||

	She's pretty strong, but she's only tough if you only have Sheena's weapon	
	"Card of Water". It's water-elemental, so it heals Undine. If that happens	
	then you have to set Sheena to never attack and just support, which really	
	sucks, since you have to have Sheena in your party. Anyway, Undine is a	
	good physical fighter, doing about 500 damage in all from combos. But the	
	main problem is her Spread spell, which does up to 750-800 damage! Do, do	
	avoid that. Guard when she attacks, and use Guardian a lot, and when she's	

|| not attacking or guarding, use your all against her and only stop when she ||
|| hits Overlimit, when she won't be stunned and when you should use gels. ||

|| Boss: REMIEL || HP: 16000 || Drop: Rune Bottle || EXP: 2795 || GALD: 1840 ||

|| Party: Lloyd (Lv. 29), Genis (Lv. 29), Raine (Lv. 29), Sheena (Lv. 29) ||

	Alright, this is the best boss music in the entire game, and that cannot be	
	denied! Anyway, onto the battle. I bet you're so angry at Remiel now you	
	want to beat him across the entire screen, right? Don't get too carried	
	away in this battle, since Remiel is a tough customer. He uses a lot of	
	light-base spells, such as Photon (600 damage), Holy Lance (about 700	
	damage), Ray (about 400 damage every random hit), etc... and he likes to	
	teleport around. Set Raine to Heal and Genis to At Once, and let Raine make	
	full use of Nurse. Lloyd, while this is going on, should beat Remiel around	
	with Sonic Sword Rain and Psi Tempest. He's one of the hardest bosses in	
	the first part of the game, so give him a big pounding and use your gels.	

|| Boss: KRATOS || HP: 22500 || Drop: EX Gem Lv. 3 || EXP: 3280 || GALD: 2900 ||

|| Party: Lloyd (Lv. 30), Genis (Lv. 30), Raine (Lv. 29), Sheena (Lv. 30) ||

	Another boss whom you are bound to be angry with, but remember that you do	
	NOT have to win this fight. Plus, Kratos is really friggin' hard. He has	
	Lightning Blade, bound to do about 700 damage, he'll add attacks up really	
	fast (400 apiece), his spells are very powerful (Thunder Blade, Grave, and	
	Eruption will do about 800 damage apiece), and if you knock him over he'll	
	get up in an instant and usually attack. Keep at him a lot, and guard his	
	attacks. If he uses a spell, hold X and then press down on the main stick.	
	Try to get behind him, and use Fierce Demon Fang or Sonic Sword Rain. And	
	make sure Raine is healing like there's no tomorrow. Again, you don't have	
	to win but you will get a LOT of EXP (about 4000) and an EX Gem Lv. 3 if	
	you do, and since it's the last boss for a while, give it all you got.	

|| Boss: PRONYMA || HP: 18000 || Drop: Rosemary || EXP: 3000 || GALD: 1500 ||

|| Party: Lloyd (Lv. 33), Raine (Lv. 32), Presea (Lv. 32), Zelos (Lv. 32) ||

	As the leader of the Five Desian Grand Cardinals, Pronyma is a bit strong	
	but not that hard, all the same. Lloyd should be using Fierce Demon Fang	
	and Sonic Sword Rain to beat Pronyma halfway across the field, while Raine	
	uses Photon (extremely strong, about 1500 damage!) and Presea and Zelos	
	spank her like a rambunctious child. Do watch out if Pronyma uses her Dark	
	Sphere or Aqua Laser attacks; it's really worth blocking the two of them.	
	Seal all of Zelos's spells and seal all of Raine's spells except Nurse and	
	Photon, and this fight will take a thumb's snap worth of time to beat.	

|| Boss: CONVICT || HP: 12000 || Drop: Elixir || EXP: 2250 || GALD: 1500 ||

|| Party: Lloyd (Lv. 34), Genis (Lv. 34), Raine (Lv. 34), Zelos (Lv. 34) ||

|| He is a very strong fighter, and one that will take any opportunity to ||

	catch you off guard. He's very quick and will kick over and over and then	
	follow with a Crescent Moon, as well as jump above you and land with an	
	Eagle Dive. Try and jump over him instead of letting him do the same with	
	you, and whack him from behind. Genis's Dreaded Wave attack is very strong	
	so make him use that, while Raine uses Nurse here and there. With Lloyd	
	and Zelos beating the Convict down, he won't stand too much of a chance	
	with that puny 12,000 HP worth of child's play that is on him.	

|| Boss: DEFENSE SYSTEM || HP: 12000 || Drop: Metal Sphere || EXP: 2350 ||

|| Boss: GUARD ARM || HP: 8000 || Drop: Mythril || EXP: 150 || GALD: 0 ||

|| Boss: ORBIT || HP: 3000 || Drop: N/A || EXP: 180 || GALD: 800 ||

|| Boss: AUTO REPAIR UNIT || HP: 5500 || Drop: N/A || EXP: 1000 || GALD: 0 ||

|| Party: Lloyd (Lv. 35), Raine (Lv. 35), Regal (Lv. 35), Zelos (Lv. 35) ||

	From all the stuff up there, you'd get the impression that this would be a	
	tough boss battle, but it really isn't if you know how to fight it. If you	
	bring a party like Lloyd, Colette, Sheena, and Regal in here and then just	
	slash away the defense system itself, you will lose without much question.	
	The proper strategy is to bring a healer like Raine along with someone like	
	Regal or Zelos to add damage up. The first thing to do is destroy the auto	
	repair unit as quickly as you can. Make everyone go for it, and it will be	
	gone in no time. Use Unison Attacks on the Orbits, because for some reason	
	you cannot use them to the Auto Repair Unit or Defense System.	

	Raine should be busy using Nurse on everyone, so that the Guard Arms don't	
	beat you up too bad. If you hit the Defense System too much, then you'll	
	end up in trouble as the Guard Arms will do about 700 damage to you. Don't	
	bother attacking them, however. When the Auto Repair Unit is gone, ignore	
	the Orbits and go straight for the Defense System with attacks like Sonic	
	Sword Rain, Hunting Beast, and Psi Tempest. The Auto Repair Unit and Orbits	
	can and will come back, so that's when you've got to go for them. After a	
	minor stray, you should easily be able to finish the rest of the 'system.	

|| Boss: VOLT || HP: 24000 || Drop: Emerald Ring || EXP: 3580 || GALD: 2800 ||

|| Party: Lloyd (Lv. 38), Genis (Lv. 38), Raine (Lv. 38), Sheena (Lv. 38) ||

	Hit at Volt like crazy and avenge Corrine, right? Errr... wrong. Volt is a	
	very dangerous opponent; get near him and he'll hit you with lightning	
	three times, doing about 600 damage. But that's not all, Volt's Spark Wave	
	and Thunder Blade spells will take off about 1200 damage. While he's in the	
	early state, have Lloyd use Psi Tempest on him while Genis uses Spread,	
	Raine keeps your party under control, and Sheena pounds him like a pizza.	
	But Volt will hit Overlimit, and here's where to run away, or he'll do a	
	much stronger version of Strike, which will hit everyone for about 1300	
	damage. And his Indignation spell will kill 2-3 characters. Be cautious	
	during this time and toss out Apple Gels like mad, and then return.	

|| Boss: YUAN || HP: 16000 || Drop: EX Gem Lv. 4 || EXP: 4890 || GALD: 3150 ||

|| Boss: BOTTA || HP: 12000 || Drop: N/A || EXP: 1680 || GALD: 2800 ||

|| Party: Lloyd (Lv. 41), Genis (Lv. 40), Raine (Lv. 40), Presea (Lv. 39) ||

	Yay! We finally get to fight Yuan! And fortunately enough, this is one of	
	the hardest fights in the entire game. Yuan and Botta do have different	
	fighting styles, however. While Yuan will be going around and slashing at	
	you, Botta will be in the back using spells such as Stalagmite and if Yuan	
	is gone, a frequent Ground Dasher. That is one hell of a strong spell, but	
	Yuan gets worse. While Yuan is a much better physical attacker than Botta,	
	if you knock our talented magic user here (Botta, for the lazy) out, then	
	Yuan will cast Indignation far more. Remember this spell from Volt? It is	
	deadly as hell. Run like mad if he uses this, and expect a few characters	
	to be knocked out. Still, Botta is the main target right off the bat.	

	Why is that? Botta's Ground Dasher and other strong spells will be very	
	hard to avoid and extremely powerful. At the very least, Yuan's Indignation	
	spell is easy to avoid with Lloyd, anyway. =) Beat Botta down like crazy	
	with Lloyd's Rising Falcon, Demonic Tiger Blade, and Tempest Thrust techs,	
	as those are his best techs here. While Raine and Genis should be in the	
	back (disable Genis's Lightning and Thunder Blade spells because Yuan is	
	strong against lightning) casting spells, make Presea a complete attacking	
	machine. Once Botta is gone, however, Yuan is a large threat. Watch out for	
	Thunder Blade and Indignation and run like hell if he casts either. He'll	
	go down after a bit of whooping from Lloyd, Genis, and Presea, though.	

|| Boss: WINGED DRAGON || HP: 18000 || Drop: Venom || EXP: 2350 || GALD: 1200 ||

|| Boss: BABY DRAGON || HP: 12000 || Drop: N/A || EXP: 1250 || GALD: 500 ||

|| Party: Lloyd (Lv. 42), Genis (Lv. 41), Raine (Lv. 41), Zelos (Lv. 41) ||

	Come on, Namco! Let us beat Rodyle to shreds! Well, it won't allow that,	
	so we might as well beat these dragons instead of that evil madman. This	
	battle can be very tough if you're playing Hard or Mania mode, but if you	
	aren't, it's really not anything that tough. Start by going for the Baby	
	Dragons, since there are TWO of them and ONE of the Winged Dragon. That big	
	ass Winged Dragon likes to swoop on you by sticking its head out to you and	
	attacking, so stay around the center of this arena.	

	The Winged Dragons like to use earthquake type attacks, so give them your	
	all. By now, I had Lloyd's Rising Falcon move, which proves EXTREMELY	
	useful here, since after you get behind the dragon (1200 damage or so, on	
	the way) you can whoop their scrawny butts from behind, and then repeat,	
	with another Rising Falcon. Have Genis use his most powerful techs (Tidal	
	Wave works quite well here) while Raine uses Nurse if the need arises. As a	
	melee fighter, Zelos is quite strong, so you won't have much difficulty in	
	fighting this one.	

|| Boss: GNOME || HP: 28000 || Drop: Holy Symbol || EXP: 5890 || GALD: 4280 ||

|| Party: Lloyd (Lv. 43), Sheena (Lv. 42), Presea (Lv. 40), Raine (Lv. 41) ||

	First of all, for the party. Sheena, we have to have, and Raine is always	
	good because of her healing ability. Lloyd is always good to have, and for	
	a melee fighter, Presea is best because Regal's best weapon happens to be	

	the Venom, and that's earth elemental. Therefore, that's a no-no. Anyway,	
	I've found certain patterns with Gnome. He'll attack with Stalagmite and	
	by jumping from 28000 to 14000 HP, he'll start using Ground Dasher and a	
	bit more magic at 14000 to 7000 HP, and from 7000 HP to 0 HP, he'll become	
	a much nastier physical attacker, along with Ground Dasher. So be careful.	
	A good idea might be to seal anything from Raine except Nurse. While her	
	Healing Circle tech is nice, it misses far too often and 48 TP is a little	
	bit too much. Keep her using Nurse, and you'll be just fine. Try to get at	
	Gnome's back with Rising Falcon, and continue hitting him from behind. At	
	the point where he comes to love magic, keep the X button ready so you can	
	use Guardian, though. Try and avoid it, and slash a bit while he's busy,	
	and then mash Rising Falcon like mad when he goes physical, because he'll	
	try and ram you. That's not nice. Otherwise, he's not too hard.	

|| Boss: CELSIUS || HP: 18000 || Drop: Spirit Symbol || EXP: 5120 ||

|| Boss: FENRIR || HP: 12000 || Drop: Blue Quartz || EXP: 1380 || Gald: 1380 ||

|| Party: Lloyd (Lv. 44), Sheena (Lv. 43), Regal (Lv. 43), Zelos (Lv. 42) ||

	Wow, just as Shiva was the big-breasted female ice summon of the FF series,	
	Celsius is the big-breasted female ice summon of Tales of Symphonia. For	
	some reason, she brought the famous wolf beast Fenrir with her as a friend.	
	Anyway, Celsius is (somewhat) a magic user, but she's more of a martial	
	artist, and she just loves to use some of Regal's techs. She also has the	
	nasty Freeze Lancer spell, which will do about 1000+ damage to a single	
	character. Overall, not really too bad.	

	Fenrir is a little less of a threat. He'll lunge at you to bite, and he'll	
	do a Tempest-like move which might shove a bit of HP off, but the reason	
	that he is so easy is because of his HP. Only 12,000? That's an honest joke	
	in my book. Have Zelos use Fireball and Eruption if he has it, along with	
	Thunder Blade and Lightning Blade, if he has those. Lloyd's best tech here	
	would be his best Sword Rain, and Regal is best off attacking Fenrir with	
	Lloyd, using his best techs. After that, use Tempest to get behind Celsius	
	and then whoop her from there, using fire abilities. Not too hard.	

|| Boss: RODYLE || HP: 35000 || Drop: N/A || EXP: 6420 || Gald: 5800 ||

|| Party: Lloyd (Lv. 47), Zelos (Lv. 45), Raine (Lv. 46), Regal (Lv. 45) ||

	Rodyle won't seem too tough at first sight, but appearances can be quite	
	deceiving. First of all, just about all he'll do is use Grave, and use a	
	swipe-type attack with his long claws. The first is easily avoiding, but	
	the latter can be slightly annoying as it'll stun you and you have to do	
	some time wasting, getting up. Urk. In addition to that, Rodyle has by far	
	the most HP of any boss we have yet fought. So he'll get to an Overlimit,	
	at least twice in the battle. Possibly three times.	

	His Overlimit is by far the worst thing he's got to offer; with a plain	
	evil attack called Insanity Force, that is white lightning which does	
	nearly 1000 damage to anyone in the surrounding area, and a frequent	
	Gravity Well (which Genis probably has), which will really do damage. So	
	try and keep away from Rodyle, or have Lloyd use Rising Falcon. Just try	
	and avoid his attacks, while keeping everyone else on the other side of	

|| Rodyle, so he's kept busy. Don't be conservative with your Apple Gels, ||
|| although there will be another battle after this already annoying one. ||

|| Boss: EFREET || HP: 30000 || Drop: Attack Symbol || EXP: 2430 || Gald: 945 ||

|| Party: Lloyd (Lv. 48), Sheena (Lv. 47), Raine (Lv. 47), Presea (Lv. 45) ||

	Efreet is the bare-bones all powerful but somewhat slow type summon, and	
	shows that in this battle. His attacks will include Eruption (almost all	
	the time), an exploding fire attack which stuns anything in the area (an	
	incredibly annoying attack), Explosion in Overlimit (try 2000 damage to	
	characters in the area, hence Presea here), and Raging Mist, by far his	
	weakest spell. If you can guard yourself against fire magic, it'd be very	
	useful in this battle. And he's not weak against ice or water. Really.	

	When Efreet raises his arms, guard. If you see fire beginning to burn from	
	under you, hold X and turn the control stick down so that you initiate	
	Guardian and suffer minimal damage. Rising Falcon, as usual, is extremely	
	useful in this fight because it's especially important to get behind him.	
	If Sheena goes into Overlimit, don't have her summon Celsius as some might	
	think, but summon Undine. You'll get nearly 1500 HP back, and have some	
	chance of damage. While this is being done, seal Healing Circle and have	
	Raine keep using Nurse; Revitalize (if you have it) is too hungry of TP.	

|| Boss: SEPHIE || HP: 13000 || Drop: Savory || EXP: 880 || Gald: 320 ||

|| Boss: YUTIS || HP: 12000 || Drop: Sage || EXP: 770 || Gald: 290 ||

|| Boss: FAIRESS || HP: 10000 || Drop: Saffron || EXP: 690 || Gald: 285 ||

|| Party: Lloyd (Lv. 49), Sheena (Lv. 47), Zelos (Lv. 47), Raine (Lv. 48) ||

	Not as difficult as Efreet, believe it or not. However, these three gals	
	can quickly overwhelm you if you let your guard down. Anyway, Sephie's	
	attacks are with a small sword (it looks like Yuan's, hehe), Yutis will	
	fight with a bow and arrow, and Fairess will fight by banging you with a	
	shield and casting Air Thrust, which obviously hurts quite a bit. But that	
	isn't the annoying part: what's truly bad is that Fairess is practically	
	always guarding against your attacks, which makes her much tougher to get	
	than the others. But you want to take one of them down, so which one...?	

	Go for Yutis. She only has 2000 HP more than her younger sister, but she	
	doesn't guard half as much as Fairess does, so it's like she 8000 less	
	than Fairess. =) Sheena should be acting out in the melee with you, while	
	Zelos occasionally attacks and Raine lays low and uses Healing Circle and	
	Nurse to keep everyone under control. Use a Super Sonic Thrust or Fierce	
	Demon Fang with a Raining Tiger Blade to finish it off to eliminate Yutis	
	as fast as you can, and then handle it'll be very easy from there. Just	
	try and use Psi Tempest and Rising Falcon on Fairess so that she cannot	
	block you, and handle Sephie like you did Yutis. Not as hard as Efreet!	

|| Boss: SHADOW || HP: 30000 || Drop: Dark Seal || EXP: 6320 || Gald: 4500 ||

|| Party: Sheena (Lv. 50), Genis (Lv. 50), Colette (Lv. 48), Raine (Lv. 50) ||

	This was one of the only battles in the game in which I chose to exclude	
	Lloyd, but eh. This is a very easy battle, and Shadow is probably the	
	single easiest summon spirit since Undine (Volt was stronger, Gnome was	
	tougher, Celsius was faster, Efreet was more of everything, and Sylph was	
	more overwhelming). Anyway, although Shadow isn't too tough, he's a good	
	magic user and will not hesitate to use Gravity Well, Acid Rain, Dark	
	Sphere, and other really strong spells. To add to that, he can disappear	
	around the field and hit your magic users senseless. Not very nice.	

	However, this still won't be too hard. Have Colette use her light-based	
	magic spells such as Angel Feathers, while Sheena is the melee fighter,	
	Raine plays her normal duty, and Genis uses his strongest magic. However,	
	your main strength comes from Unison Attacks. There's one light elemental	
	spell which will do about 6000-7000 damage to Shadow, and that's Genis's	
	and Raine's combo Prism Stars. Have Raine use Ray while Genis uses Ground	
	Dasher, Tidal Wave, or Cyclone, and there you go. This should happen twice	
	during the battle, so it'll likely be a very easy victory.	

|| Boss: ???? 2 || HP: 33333 || Drop: N/A || EXP: 6800 || Gald: 15000 ||

|| Party: Lloyd (Lv. 52), Zelos (Lv. 50), Raine (Lv. 50), Colette (Lv. 50) ||

	Remember ol' Sword Dancer 1 from the Ossa Trail, way back when we were	
	getting started in Sylvarant? He's back here, except MUCH stronger. This	
	time he actually uses magic, mainly being Grave and Flame Lance. However,	
	you have Raine and Colette, who can take full use of the sword dancer's	
	weakness: that is Light. Colette should be constantly using Judgment and	
	Angel Feathers, while Raine keeps Photon and Ray/Holy Lance coming. One	
	hit of Judgment or Ray will do about 1000 damage, Photon will do 1500	
	damage in total, and Angel Feathers will be about 1000. Not too bad.	

	When the guy starts doing his sword whirl attack, BLOCK IT. As usual, it	
	would be a great idea to use Rising Falcon or Tempest to get behind him,	
	while you keep Lloyd using Raining Tiger Blade from behind him. Colette	
	should be set to ONLY use Angel Feathers and Judgment, because she's not	
	really that great at anything else. Raine should have everything turned	
	off except her two Light spells, and Nurse, Revitalize, and Resurrection.	
	Even if you do have Raine healing, you'll still need to use Apple Gels and	
	Life Bottles, but this is the perfect battle to use them in.	

|| Boss: LUNA || HP: 18000 || Drop: Moonstone || EXP: 3250 || Gald: 4800 ||

|| Boss: ASKA || HP: 19650 || Drop: Rare Pellets || EXP: 3480 || Gald: 2800 ||

|| Party: Lloyd (Lv. 53), Sheena (Lv. 52), Genis (Lv. 52), Regal (Lv. 51) ||

	This battle is a lot like the Yuan and Botta one, except the Luna and Aska	
	team is much easier. Luna is the magic user, and will be casting Photon,	
	Ray, and sort of a combination between the two called Limited Ray, while	
	Aska runs around, kicks you, and attack you with his beak and wings. He	
	gets to be quite a nuisance after a while, so go for him first, even if	
	his HP is slightly greater than Luna's. The latter isn't really too much	
	of a threat, even if Photon has incredible accuracy.	

|| Seal all of Genis's abilities except Cyclone, Ground Dasher, and Tidal ||

	Wave. If you can mash on Aska while he gets caught in one of the latter	
	two, he'll lose HP quicker than you can swallow. Cyclone also does tons of	
	damage, making it a great choice. The spells will be even stronger when	
	you go against Luna, because while she is strong against light, Aska is	
	strong against everything except darkness. So if Sheena goes into her	
	wonderful Overlimit, unless your HP is suffering (in which case you would	
	use Undine to cure you), summon Shadow. Shouldn't be a difficult battle.	

|| Boss: FORCYSTUS || HP: 20000 || Drop: Faerie Ring || EXP: 7100 ||

|| Boss: EXBONE X2 || HP: 6000 || Drop: N/A || EXP: N/A || Gald: N/A ||

|| Party: Lloyd (Lv. 55), Kratos (Lv. 54), Zelos (Lv. 53), Presea (Lv. 52) ||

	He's just as much a jackass as he is outside of battle, especially when	
	accompanied by the Exbones here. Wipe them out quickly, as they'll fly	
	around, slash you, and cast Wind Blade a hell of a lot, while Forcystus	
	gains on you. The Exbones only have 6000 HP, so you shouldn't have much	
	trouble with them if you keep Zelos using Hell Pyre, Light Spear Cannon,	
	and similarly good attacks, while Presea's there using Fiery Destruction,	
	Mass Devastation, and the like. Lloyd and Kratos are good with regular	
	attacks and Fierce Demon Fangs, as well as Rising Falcons in Lloyd's case.	

	Forcystus himself can be really annoying, despite his pitiful HP. He can	
	use an Eagle Fall (a midair attack Regal uses) type spell, Air Blade, Air	
	Thrust, and even Cyclone, which will catch you in about 2000 damage, if	
	you're in that large wind gust. A word of advice: if Forcystus lets off a	
	Cyclone, DO NOT GET CAUGHT IN IT IF YOU'RE LUCKY ENOUGH NOT TO AT FIRST.	
	You don't need 1000 less HP. Watch out for his Overlimit too, and spend	
	most of that time guarding. When Forcystus is open to be attacked, the	
	best choice would be Rising Falcon or Psi Tempest. Demonic Circle is also	
	a good idea, for about 2000 damage. A disappointed end to Disc 1, overall.	

|| Boss: PLANTIX || HP: 36000 || Drop: Blue Sephira || EXP: 7500 ||

|| Party: Zelos (Lv. 59), Genis (Lv. 59), Colette (Lv. 58), Regal (Lv. 58) ||

	This battle is so pathetically easy, I feel like using Colette in this	
	fight, and she's not one whom I typically use. Plantix has the elements	
	of, what else, a plant. Therefore, he's strong against earth and is weak	
	against fire, so I wouldn't bring Presea. Genis, however, is great for	
	using Explosion on this creature, dealing out about 3000-4000 damage a	
	blow. Seal all of his abilities except that, while Colette uses Angel	
	Feathers, Judgment, Torrential Para Ball, Triple Ray Satellite, Zelos just	
	abuses Hell Pyre, and Regal mashes Triple Kick and other strong skills.	

|| Boss: KRATOS || HP: 25000 || Drop: EX Gem Lv. 4 || EXP: 7600 || EXP: 4800 ||

|| Party: Lloyd (Lv. 61), Genis (Lv. 60), Raine (Lv. 60), Zelos (Lv. 59) ||

	Nope, he's not friendly. Although he has a new (and extremely deadly)	
	spell and has 3,000 more HP than the last time we fought him, he's not as	
	tough. And we don't have to win, although it's nice to win for an EX Gem	
	Lv. 4 and 9000-10000 EXP. Anyway, on to his attack repertoire... he's got	

	Fierce and Double Demon Fang, which both inflict lots of damage. As well	
	as that, he doesn't hesitate to throw out Thunder Blade and Grave. He's	
	got Super Lightning Blade, dealing 1500-2000 damage, there's Demon Spear	
	for another whole lot of damage, and his physical attacks are quick,	
	powerful, and anything that a strong attacker could wish for.	
	But his strongest attack is his new one: Judgment. This evil-as-all-hell	
	spell will take about 1500 HP off of you for each hit, even if it is a tad	
	bit inaccurate. So the best strategy would really be to have Zelos use	
	his own versions of Kratos's attacks, while Lloyd hurts Kratos as much as	
	he can with Rising Falcon and a Beast Sword Rain from behind. You cannot,	
	sadly, use Genis's new Indignation spell for this battle, because Kratos	
	is strong against thunder as well as light. Therefore, don't make Raine	
	use anything except Nurse, Healing Circle, Revitalize, and Acuteness. One	
	more suggestion is not to use Prism Stars, since it does no damage.	

|| Boss: YGGDRASILL || HP: 40000 || Drop: N/A || EXP: 3000 || Gald: N/A ||
|| Party: Lloyd (Lv. 62), Genis (Lv. 61), Raine (Lv. 61), Zelos (Lv. 60) ||

	But there's one difference between this one and the fake one the first	
	time we came here, and that was that you can actually damage Yggdrasill	
	this time. Another is that you can listen to the psycho awesome music this	
	time. Before your attacks would each do 1 damage; now they do the usual	
	350-400. But anyway, you cannot win this fight; once you do about 10,000	
	damage to Yggdrasill, the screen fades out and returns to the cutscenes.	
	Yggdrasill uses very strong light based magic, so remember that this time	
	you can actually lose. You shouldn't have much trouble with this fight and	
	doing the damage, what with your incredibly improved stats.	

|| Boss: GATEKEEPER || HP: 18000 || Drop: Mystic Symbol || EXP: 8880 ||
|| Party: Lloyd (Lv. 64), Sheena (Lv. 62), Presea (Lv. 60), Regal (Lv. 61) ||

	This fight is really, pitifully easy, although Colette and Zelos can't	
	battle with you. The Gatekeeper will cast a bunch of spells like Spread,	
	while flying around with his two wingmen and slashing around with a couple	
	swords, big deal. I'd start with his kinsmen and then try and rid off his	
	puny HP last, though. The force of Presea and Regal combined will easily	
	take off the other angels, especially if you use Eternal Damnation and	
	Wolverine, their best respective techs. After that, quickly beat the big	
	guy to shreds, and enjoy the easy win.	

|| Boss: ZELOS || HP: 28000 || Drop: Mystic Symbol || EXP: 9300 || Gald: 9800 ||
|| Party: Lloyd (Lv. 64), Raine (Lv. 62), Presea (Lv. 60), Regal (Lv. 61) ||

	A good enough beginning... anyway, Zelos fights exactly like Kratos, except	
	his style is slightly different. While Kratos was a heavy fighter who did	
	not seem to think of anything but death and the taste of blood, Zelos is a	
	rapid and nimble swordsman. He's got almost all of the attacks that Kratos	
	had, quite obviously. He's got Grave, Thunder Blade, Super Lightning Blade,	
	Judgment, among others. However, to prevent himself from further straying	
	down a different path, Zelos has 28,000 HP compared to Kratos's 25,000, so	

|| he may be slightly harder. Plus, you have to win this battle. ||
||
	Handle Zelos like you would Kratos, but Raine is highly recommended for it	
	because the Gatekeeper wouldn't have put nearly as much damage on you as	
	Zelos would have. Seal all of Raine's abilities except Nurse, Acuteness,	
	Field Barrier, and Revitalize, and then let the attacks fly out at Zelos.	
	Presea and Regal should be set to plain attacking, while Lloyd attempts to	
	get behind Zelos and whoop his ass from there. Rising Falcon and Raining	
	Tiger Blade are probably the best recommendations. Let Raine keep you alive	
	and you'll win without too much difficulty.	

|| Boss: PRONYMA || HP: 32000 || Drop: Red Savory || EXP: 7000 || Gald: 4800 ||

|| Boss: IDUN X2 || HP: 11000 || Drop: Black Quartz || EXP: 1200 ||

|| Party: Lloyd (Lv. 65), Genis (Lv. 64), Raine (Lv. 64), Presea (Lv. 62) ||

	As you can see, Pronyma is accompanied by two Iduns. Being that we are	
	playing on normal mode, they're easy but should be beaten before we take	
	on Pronyma. Unlike most bosses whom we have to fight twice, such as Kratos	
	or Yggdrasil (see the next fight!), Pronyma has barely strengthened any	
	since the event on the Fooji Mountains. She still has Dark Sphere, Spread,	
	Agorazium, and other similar attacks which are slightly stronger, but if	
	you put that aside, there are no improvements except her HP. No new spells	
	or anything of the such, so she's absolutely nothing to fear.	

	Like I mentioned earlier, take out the Iduns first. They have more HP than	
	your average demon accompanying a hot chick second in command of a very	
	evil organization, and they're not actually weak against light, but just	
	LET Genis use Indignation, Explosion, or Ground Dasher, hopefully keeping	
	Pronyma at bay as well. And no matter what, Prism Stars needs to be used	
	as much as possible, along with the solo Ray and Indignation to follow. A	
	single use of Prism Stars will do about 8000-9000 damage to someone weak	
	against light like Pronyma, so let Twin Tiger Blade and Eternal Damnation	
	come in, and Pronyma will be finished for good. Yay, yay, yay.	

|| Boss: YGGDRASIL || HP: 40000 || Drop: EX Gem Lv. 4 || EXP: 8320 ||

|| Party: Lloyd (Lv. 66), Kratos (Lv. 64), Sheena (Lv. 65), Raine (Lv. 65) ||

	This time, he's in a far more evil mood than he was in the previous two	
	fights. He should have been wielding a sword, but oh well. Anyway, this	
	wimpy bastard who just so happens to be voiced by James Arnold Taylor, who	
	bears the rock singer's and the filmmaker/governor wannabe's name (James	
	Taylor and Arnold Schwarzenegger) and voiced Tidus and Ratchet from FFX	
	and the Ratchet & Clank series *ahem* has all the same abilities he did	
	the previous two fights. He's got Holy Lance, the extremely powerful	
	Thunder Arrow, an overlimit he'll twice or thrice, and a really strong new	
	attack called Death Eater. Never good.	

	Anyway, I recommend Sheena even if she hasn't come close to Overlimit,	
	since using T. Seal: Darkness on Lloyd, Kratos, and herself is just gold.	
	And if Sheena is close to hitting Overlimit, have her summon one of these	
	four: Undine, Sylph, Volt, or ultimately, Shadow. Undine will heal you,	
	Shadow is plain common sense, and Volt and Sylph are the most powerful	
	summons. Anyway, with your new found darkness, whoop Yggdrasil with all	

	your combined power, using Raine's Acuteness to even more add to your	
	strength. With Kratos, First Aid, Healing Stream, and just about all the	
	good stuff he learned is recommended; and Lloyd's Rising Falcon, Raining	
	Tiger Blade, and Demonic Circle are good as always.	

|| Boss: KRATOS || HP: 12000 || Drop: N/A || EXP: 9990 || Gald: 5520 ||

|| Party: Lloyd (Lv. 68) ||

	sigh This fight should have been one of the hardest in the game, yet it	
	comes across as one of the easiest, unless you don't use Lloyd regularly,	
	are short of healing items, or for some reason hate the gift from Namco	
	that was bestowed upon Lloyd called Rising Falcon. A single one of these	
	will do about 1,000 damage to Kratos, but just using these over and over	
	won't automatically ensure a win. Kratos has all of his usual attacks,	
	such as S. Lightning Blade, Grave, and Light Spear Cannon. Not to mention	
	that this time, if Kratos knocks you out, it's a game over.	

	So you'll have to keep an eye NOT to get caught in Kratos's long chains,	
	since they can take up to 1,500 HP from you in an instant. So basically,	
	toss out a Rising Falcon, then when Kratos is ready to throw some Demon	
	Fangs at you, BLOCK THEM. Especially Light Spear Cannon, that's a very	
	nasty, hard hitting attack. So basically, all I can recommend is that you	
	block his attacks if he starts with his combos, enjoy the awesome music,	
	and use Raining Tiger Blade and Rising Falcon when he's off his guard.	
	Also, another tip is to not preserve Elixirs and Miracle Gels, because the	
	former gets common later in the game, and you can buy the latter.	

|| Boss: ORIGIN || HP: 40000 || Drop: Reflect Ring || EXP: 10240 ||

|| Party: Lloyd (Lv. 68), Sheena (Lv. 66), Regal (Lv. 66), Genis (Lv. 66) ||

	Wow... this fight is actually a little tougher than Kratos. While Origin	
	is anything but immortal (if you have Lloyd, Sheena, and Regal join up	
	with their physical attacks and Genis cast magic, you'll win in seconds),	
	he's got some extremely nasty attacks. Usually you'll just surround Origin	
	and then try to kill him there, but that's just a mistake if you see the	
	word "Rameesh" appear on your screen. This attack will do 1500-2000 damage	
	to surrounding enemies; this is especially nasty to Genis. Origin also	
	loves to cast Absolute, as well as teleport himself all over the place.	

	Anyway, an all-out offensive should probably work, but you should make	
	sure to guard against Rameesh when he uses it, or you'll see your HP cut	
	in half very quickly. His spells really aren't that much to worry about,	
	but if you're paranoid, just run away or use X + Down for Guardian. Long	
	distance attacks work fairly well here, so just as long as you don't play	
	this too aggressively, Origin will fall without a problem.	

|| Boss: ???? 3 || HP: 99999 || Drop: N/A || EXP: 9800 || Gald: 30000 ||

|| Party: Lloyd (Lv. 70), Kratos (Lv. 67), Genis (Lv. 68), Raine (Lv. 68) ||

|| If you wish to take this battle on, you'd be pretty well prepared or you ||
|| will be quickly and easily slaughtered. First of all, you want to be able ||

	to do light based damage, and you'll definitely need Raine here. I also	
	recommend you stick a Laser Sword on Kratos, and if you're desperate, you	
	can substitute someone (probably Genis) for Sheena, who can use S. Seal:	
	Light on you, or if she's near Overlimit, cast Luna, which will be VERY	
	powerful. But the best light based attack is still Genis and Raine's	
	unison attack, that being Prism Stars. Use that and witness beauty.	

	You'll have to play this one out somewhat defensively, possibly trying to	
	block the Sword Dancer when it uses its spin attack, which is absolutely	
	lethal. It's upper slash attack is somewhat dangerous, but really nothing	
	to worry about. What you need to worry about is Indignation. If you see	
	the large build up of electric energy, use Rising Falcon, run away, do	
	anything, just to get away from that. Ground Dasher is also quite strong,	
	although not nearly as dangerous. You're playing this whole fight to lead	
	up to Prism Stars; in fact, you may just want to control Raine. Seal	
	everything except Photon, Ray, and curative abilities, while at the same	
	time having tons of items, and with some effort Sword Dancer 3 will fall.	

|| Boss: SELES || HP: 12000 || Drop: Last Fencer || EXP: 8960 || Gald: 12000 ||

|| Party: Lloyd (Lv. 72) or Kratos (Lv. 70) ||

	This fight is only hard if you've worn everything out in the fights before	
	this one. If so, you'll have to play a full out defensive here, unless	
	you're using Kratos, get lucky, and get a First Aid in there before Seles	
	hits you. Or, another good occasion: Seles tends to use magic, notably	
	Freeze Lancer. The thing with Freeze Lancer is that it will fire in the	
	direction that Seles is faced. Just jump behind her while she's casting,	
	and either use First Aid or attack her from there. :) If you're using	
	Lloyd, Rising Falcon or Psi Tempest work wonders here. Not difficult.	

|| Boss: GARR || HP: 20000 || Drop: Mumbane || EXP: 3200 || Gald: 4800 ||

|| Boss: FARAH || HP: 20000 || Drop: Star Cloak || EXP: 3300 || Gald: 2800 ||

|| Boss: MEREDY || HP: 16000 || Drop: Krona Symbol || EXP: 2100 || Gald: 2800 ||

|| Party: Lloyd (Lv. 72), Kratos (Lv. 70), Raine (Lv. 71) ||

	This fight is MUCH harder than the one against Seles, and if you had	
	trouble with that, then these three former Tales characters will give you	
	a run for your money. In fact, this is debatably the toughest battle in	
	the game besides a certain other optional boss. Anyway, aim for Meredy	
	first, and definitely first. Raine should have EVERYTHING, that's right,	
	everything except curative magic sealed. Hope Kratos helps you out, since	
	you want even Raine's offensive magic to be sealed up for this battle.	

	You'll want to play the defensive a bit in this fight, and try not to rush	
	anything. Meredy should die quickly; once she dies, this fight is	
	practically finished. Still, don't underestimate these three; their	
	combined might is far more than your Lemon Gels. You should probably just	
	hit Meredy some and then avoid them and heal up, then hit Meredy a bit	
	more until she falls, but just don't kill Garr or Farah before Meredy, or	
	she'll bring them back to life. Seriously. After that, go for Farah. Garr	
	may be a bit annoying, but he's not as tough as Farah overall. Just don't	
	get too aggressive here until Meredy is gone, and you have a good chance.	

|| Boss: MAXWELL || HP: 60000 || Drop: Spirit Robe || EXP: 10800 ||

|| Party: Lloyd (Lv. 73), Sheena (Lv. 71), Kratos (Lv. 71), Raine (Lv. 71) ||

	If you treat this fight the wrong way, it can be one of the hardest in the	
	whole game. Maxwell casts Meteor Storm, which is really based on luck once	
	it goes off. It can do absolutely nothing, or it may eliminate your whole	
	party if everyone gets blasted down. You're best off trying to block that	
	and stay blocked for the whole time once Maxwell gets that off. Still, he	
	IS an old man, so you CAN beat him up well and good enough. If you have	
	everyone join in with their strongest attacks, which will likely happen (I	
	for one especially like Raining Tiger Blade), then Maxwell won't stand a	
	chance at all. But just keep a good eye out for Meteor Storm. Trust me.	

|| Boss: KUCHINAWA || HP: 10000 || Drop: Asura || EXP: 2400 || Gald: 2860 ||

|| Party: Sheena (Lv. 72) ||

	Some regard Kuchinawa to be the toughest boss in the game. I'll admit, if	
	Sheena is a bit underleveled or you don't know how to use her, this fight	
	is going to be nearly impossible. However, I'm pretty good at using Sheena	
	and even if I wasn't, the cheapest way to win is to simply put Sheena	
	auto, and let her fight Kuchy on her own. She'll land some hits in and	
	then immediately dodge his onslaught. Then by the time Kuchinawa is up,	
	Sheena will already be landing hits. That's by far the easiest way to win	
	and if you're paranoid, I fully recommend you do this.	

||
	If you're more of an "honest" type, this fight is still anything BUT	
	impossible. First of all, you can't use items, so you'll want the most in	
	HP. Equip Sheena with two Black Onyxes and you're good to go. Make sure	
	you've got a decent amount of money, with the Money Bag equipped, quite	
	obviously. The three skills you should use the most are Pyre Seal, Demon	
	Seal, and Cyclone Seal. Or Life Seal, if you're really desperate. Kuchy	
	himself fights in exactly the same way as Sheena, but if you follow either	
	strategy, it's actually more of a challenge to LOSE this fight.	

|| Boss: HELL KNIGHT || HP: 88000 || Drop: Force Ring || EXP: 9800 ||

|| Party: Lloyd (Lv. 75), Genis (Lv. 73), Presea (Lv. 73), Regal (Lv. 73) ||

	The Hell Knight is a very agile boss, and his sword can hit about a half	
	of the whole field. Not to mention his HP, which is rather formidable.	
	Still, you'd be surprised how quickly a mage and three physical tanks can	
	beat that HP up. You may have to do a fair bit of chasing around the field	
	to get at the Hell Knight, since he likes to run around a lot, then spin	
	his sword around, but still, this fight shouldn't prove too much of a	
	problem. Wait 'til you fight Living Armor.	

|| Boss: LIVING ARMOR || HP: 120000 || Drop: N/A || EXP: 13000 || Gald: 25000 ||

|| Party: Lloyd (Lv. 76), Genis (Lv. 74), Presea (Lv. 74), Regal (Lv. 74) ||

	The king of the underworld... and I assure you that he's big. If you use a	
	Magic Lens on the Living Armor, you'll see that he has 0 TP, but that's	
	not going to stop him from pulling an Earth Bite, an Atlas, or a Dreaded	
	Wave out of his ass instantly. Unison Attacks work extremely well in this	
	fight, as the only thing that Living Armor has going for him is his magic	
	power (and his HP is insane). A combination of Rising Falcon, Meteor Storm	
	or Indignation, Eternal Damnation, and Wolverine will make him feel some	
	pain in the morning, though. A full out assault from everyone works well.	
	Don't be afraid to use Guardian when the Living Armor catches you in one	
	of his area spells; you may also find some characters dropping like flies	
	quickly, so if it gets the better of you, you may want to switch Genis out	
	for Raine, although unison attacks won't be as useful. Just make sure you	
	win this fight, since you don't want to trek all the way from Niflheim	
	again, making sure you have the necessary Soulfire. Also, don't be afraid	
	to use Elixirs, as there are a huge portion of them in the game.	

|| Boss: ABYSSION || HP: 120000 || Drop: Jet Boots || EXP: 8000 || Gald: 6800 ||

|| Party: Lloyd (Lv. 78), Kratos (Lv. 76), Genis (Lv. 76), Raine (Lv. 76) ||

	Here we are... the most difficult fight in the game, against this evil man	
	who deceived you. I will ATTEMPT to name all of his attacks: he has many	
	attacks that your characters have, such as Double Demon Fang (Lloyd),	
	Super Lightning Blade (Kratos), Ring Cyclone (Colette), Mass Devastation	
	and Beast (Presea), Swallow Kick (Regal), and he has such a numerous	
	plethora of spells, I can barely count... okay, I will. Eruption and	
	Explosion, Gravity Well, Indignation, Spread, Prism Sword, and Meteor	
	Storm. Add to that, he has about one second of casting time for anything.	

	What does this mean? He can run right up to you, hit two of your allies	
	with Ring Cyclone or an equally powerful attack, and then use Eruption or	
	Gravity Well before you have a chance to get up. Indignation is especially	
	nasty, as it'll do 3000-4000 damage to anyone caught inside. Simply avoid	
	those attacks, while having Kratos as a somewhat supporter, while letting	
	him use a 6-attack combo. Genis should have his compound EX skill letting	
	him concentrate when he casts spells, as Abyssion is much faster than he	
	is and will land one hit after another on you.	

	As for Raine, she should be quite obvious. That is, let her use a few	
	support spells, and set her strategy to Heal. It's much more important to	
	have her use Nurse or Revitalize every turn then to use Photon or support	
	spells. It's also HIGHLY recommended to have Raine's EX skill Concentrate	
	so Abyssion doesn't interrupt her. As for Lloyd, use a Rising Falcon and	
	Raining Tiger Blade combo every single turn, aside from standing aside and	
	using a Melange Gel, Lemon Gel, or Pineapple Gel. Be warned that Abyssion	
	will get up quickly and attack you like crazy after that, though. So be	
	ready to take drastic action at all times. Blocking his attacks with X and	
	following with a strong attack is always nice. Also, Guardian works well.	

	Only problem is when Abyssion gets down to 40,000 HP or so, which is when	
	he really gets serious about this. He'll usually just throw a Prism Sword	
	or Meteor Storm out then, and that's when to panic. Prism Sword does near	
	3500-4000 damage if it hits, and Meteor Storm is worse, at nearly 1500	
	damage a meteor. They aren't exactly precise, but there are lots of 'em,	
	so expect to need to turn out a few Life Bottles. Keep your guard up at	
	all times during this battle, and be prepared to respond to his brutal	

	force by blocking, at all times. You'll have to heal whenever you drop	
	below 2000 HP or so, while at the same time, trying to dodge his attacks	
	and when a good time comes, getting behind him and attacking.	
	However, there are two easy ways to win this fight, even if they are a bit	
	cheap. Those are equipping everyone with a Black Onyx, and even cheaper,	
	using an All-Divide. Raine's power will stay the same if you do that, and	
	you'll get far more opportunities to heal yourself while fighting. There	
	is one flaw with this, though, in that it makes the battle far too long.	
	Without it, it'll probably take five or ten minutes in total, but with the	
	All-Divide, it'll take perhaps half an hour. Besides, it really ruins the	
	hardest fight in the game if you just do that, so choose at will.	

|| Boss: MITHOS || HP: 55000 || Drop: N/A || EXP: 8280 || Gald: 1690 ||

|| Party: Lloyd (Lv. 80), Kratos (Lv. 78), Genis (Lv. 78), Raine (Lv. 78) ||

	Well... he's much tougher than the Yggdrasill form, I'll definitely give	
	him that. He's easily one of the hardest bosses in the entire game, and	
	worthy of the final boss title, even if he isn't really one of the worst	
	final bosses I've ever fought. He has the typical light based spells that	
	we've see before, such as Holy Lance, Ray, Judgment, and such. To add to	
	that, Mithos has got a brand new array of powerful spells, as well as an	
	incredibly annoying attack called Retribution which inflicts a bunch of	
	random status effects. Deadly Poison, Curse, Weak, it's all over it.	

	But anyway, I recommend Raine to have everything sealed except her healing	
	spells (particularly Revitalize), Purify, Acuteness, and Field Barrier.	
	Genis should be ready with Meteor Storm, Indignation, Explosion, and all	
	the others. Sadly, Prism Stars is obsolete in this fight, since Mithos is	
	immune to light. Lloyd's Rising Falcon, as usual, is extremely useful;	
	also enjoy Mithos and Lloyd having a conversation halfway through the	
	battle. Kratos with S. Lightning Blade is also great, but make sure that	
	he can use Healing Stream and First Aid when necessary, and doesn't have	
	the EX ability Slasher on. Again, this is a tough but not "toughest" fight	
	but also the second to last one, so use up those All-Divides if needed.	

|| Boss: MITHOS II || HP: 60000 || Drop: EX Gem Max || EXP: N/A || Gald: N/A ||

|| Party: Lloyd (Lv. 80), Kratos (Lv. 78), Genis (Lv. 78), Raine (Lv. 78) ||

	Mithos may have 5000 more HP this time around, but he's not NEARLY as hard	
	as he was the first time around. His magic is much weaker; he still uses	
	the light based spells, but come on, Flame Lance and Spark Wave? You can	
	do better than that! So anyway, Lloyd with Rising Falcon, Raining Tiger	
	Blade, and an advanced Tempest attack work very well. Genis's Meteor Storm	
	is much better here than in the previous fight, since Mithos is a much	
	larger target. Overall you shouldn't have too much problems if you could	
	get past the last fight. Oh well, the last fight was at least worthy.	

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`` ` 11. GOODBYES ` ``
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Assuming you did read all the way through this guide, of course.

1. Version History

Kept in here for nostalgic purposes only, you could say. And you can check in, for new stuff I've added to the guide.

- Version 0.01 -- Okay, I've barely just begun the guide. I've just done gone through a bunch of formats and found one that I'm pleased with. Finished the Martel Temple. 21K.
- Version 0.05 -- Lots of work has been done on this boring Sunday night. I'm doing some work on the game basics and some more stupid format work; guide's up to the 'costa ranch. 64K.
- Version 0.10 -- At this rate, I'll be setting the guide out of Sylvarant in no time! Guide's up to the Tower of Mana, and I've started some of my list work, which is good. 121K.
- Version 0.20 -- Finally out of Tethe'alla, walkthrough up to Sybak. I'm not looking forward to doing the Meltokio Sewers or the Tethe'alla Base, so more list work done. 162K.
- Version 0.25 -- Grrr. I hate the Meltokio Sewers a lot. Finally got the guide out of them and to the Toize Valley Mine. And I've done more list work, since I'm really not going to enjoy doing the next two dungeons. 207K.
- Version 0.35 -- Biggest update in a while. The enemy list has begun, and boss strategies are moving in here pretty quick. Pretty soon I'm going to head to the Tethe'alla Base, as well as do a few other things. 274K.
- Version 0.50 -- Another large update. More work has been done on the enemy list, although I'll probably do all of that in one day, soon enough. The walkthrough is up to the Remote Island Human Ranch, guide will finish Disc 1 soon. 343K.
- Version 0.60 -- Yet another large update, full of done stuff. Game basics are complete, and tomorrow I'm going to do tons of work on the enemy list, and perhaps finish the tech/EX skills list, too. Walkthrough up to the end of Disc 1. 417K.
- Version 0.75 -- I've started doing things in this guide completely in an entirely random order, even the walkthrough, just doing what I feel like doing first. At the time of writing this I'm quite motivated, especially with progress. 500K!
- Version 0.85 -- Going very slowly at the moment. I've finished the whole thing up to Derris-Kharlan, and lists are slowly getting themselves completed. It's going slow, but at the same time, somewhat well. 576K.
- Version 0.95 -- The walkthrough, yes, that's right, the WALKTHROUGH for this game is COMPLETE! Yay... we can find ourselves with a guide up for this game in no time. The listwork is going relatively well, so... this guide is... yes. 635K.
- Version 1.00 -- I can't believe it... the lists were a major pain, but

after months, I have finally finished the entire guide. I may add some stuff in the future, but this is the first complete version. 748K.

2. Credits

Well, goodbye to y'all who wasted your time (or not) to read this guide. Hope you enjoyed reading it; I really didn't enjoy writing it at times, since it took me longer to write this guide than any other in my whole history, and very hopefully, it took me longer to write this one than it'll ever take me to write another. It was quite a wild ride, and the following helped out:

- Jeff "CJayC" Veasey: For running the whole site of GameFAQs, the main site that I work for. It's an awesome site, and I must commend CJayC for running this great site for 6 whole years and posting this guide.
- Stephen Ng: For being the FAQ editor for IGN, which is the other site that I write for. I am honored to write for IGN, since it is a great site. I was also very glad to do an exclusive for IGN.
- Psycho Penguin: Huge motivational help, and I "borrowed" a little list work from him. Thanks a ton; I might have not finished the guide if not for you and your impossibility to deal with and such. ;)
- Led Zeppelin, Pink Floyd, U2, The Eagles, Queen, Van Halen, The Beatles, and many others: You probably know why I'm thanking you, but I don't believe this guide would be up as quickly if it weren't for all of you.
- All the guys who first got me started writing from GameFAQs and all of my best friends like SinirothX, Psycho Penguin, Meowthnum1, CVXFREAK, Karpah, ZoopSoul, Crazyreyn, Gobicamel, asa2377 (OH EM GEE YOU TROLL), Warhawk, Cyril, supernova54321, Minesweeper, AlaskaFox, me frog, RHarrison, masterzero99, Tom Hayes, wayalla, djg40, MTincher, NickBush24, BurningFox, AquaBlast, and definitely more that I'm forgetting: you are some of the best friends that anyone can have, and I may have quit FAQing/left FCB forever without all of you. Thank you for everything and for motivating me to get my ass in gear.