

Tales of Eternia FAQ/Walkthrough

by vinheim

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Updated to v1.3 on Aug 31, 2021

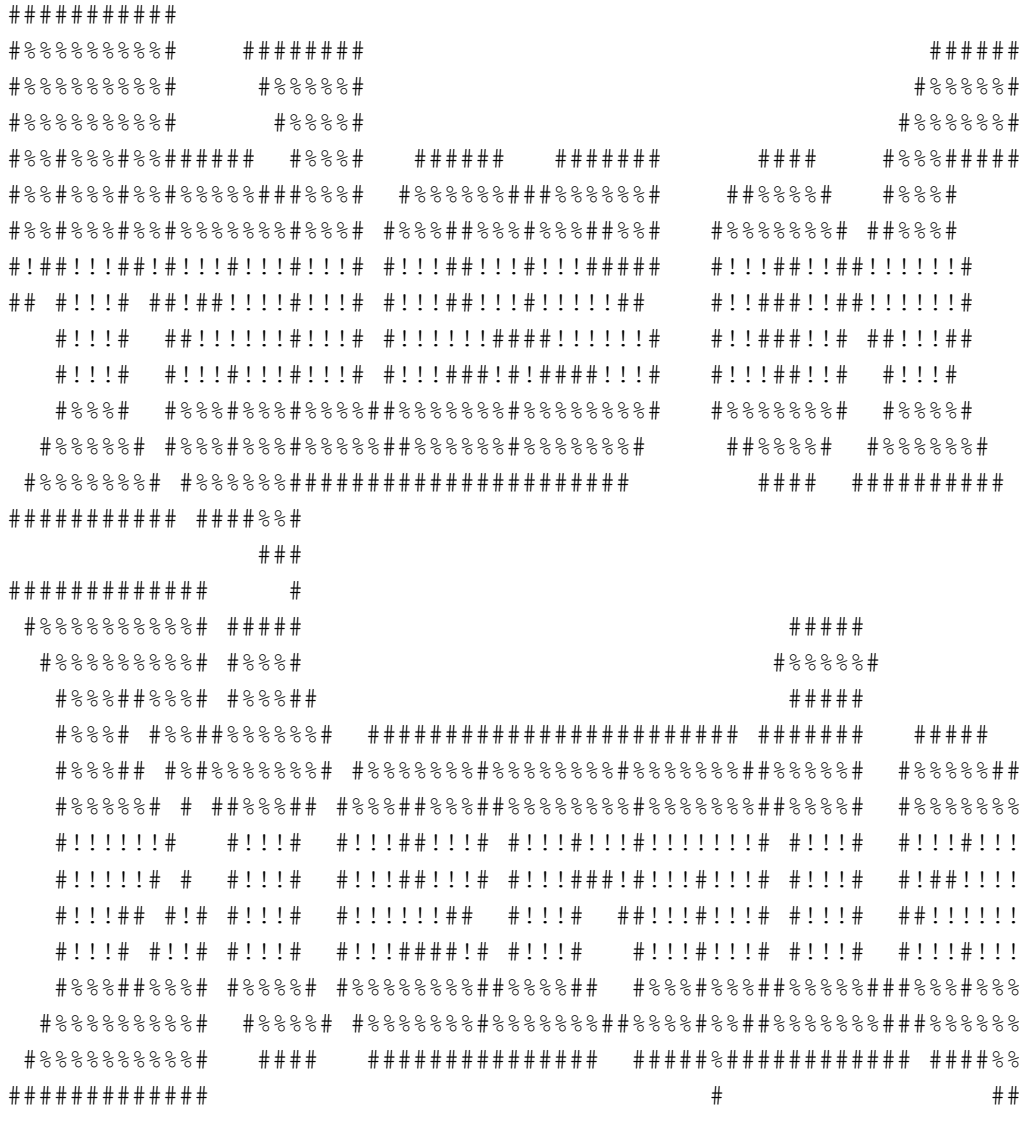
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Thanks a ton!



< ASCII art created by Wiej 2010 >

Tales of Eternia
FAQ/Walkthrough

Version 2.0

Last updated: 01/10/11

Authored by: vinheim

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---vinheim-----miehniv---

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- Press CTRL+F to bring up the search sub-menu.
- Paste (CTRL+V) the "Section Code" and press ENTER twice to be where you wanted to be. Just like magic!

My Section Codes were made as precise as possible, and I also prefer this method instead of having you scroll 30 min through this huge guide looking for the section you want to go.

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 ===== END OF ToC =====
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1] Introduction	[sx100]
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Hello everyone and welcome to my Tales of Eternia (Destiny II) guide for the PSP and PSX. This was the very first Tales of... game I played and directly fell in love with the battle system, as well as the story that develops in 2 worlds. Being that I loved the series so much, I then discovered Tales of Symphonia for the GCN.

I bought that game the same day I bought my GameCube and I started the FAQing chapter in my life with this game, Tales of Symphonia. Later on, I bought (well, my friend bought me both) Tales of the Abyss and Legendia, both being really good games. Anyway, enough of me and my personal stuff and let's get started with the guide, shall we?

There are some things I want to address, so please read the following paragraphs:

- I'm writing this for free and because I love this game (just like I mentioned above). If you are looking for tons of eloquent ways for me to say "move here and start a battle", you are going to be so disappointed. This guide is way, way too big to begin with, and lofty language does not help.
- If you take a quick scan thru my guide, you won't find the explanations for battle basics, main menu, saving-loading, etc. Why, you ask? Well, because the game manual and in-game tutorials do a perfect job explaining the battle system.
- The usage of abbreviations. When you're in my place or any who writes for GameFAQ's or any other page, writing a guide for any game of such proportions, people complain about using too many abbreviations. You have no idea how helpful abbreviations are. It also looks better in every aspect you think.
- My guide is not the only one out there. I'm not forcing you to use mine, but if you use others, then you better be prepared for lots of spoilers, which will ruin the element of surprise for you, as well as to get lost in the walkthrough (like what happened to me when I tried to use some of the FAQ's in the site). Also, people that have problems with how I write my guide are in great

minority.

- The spoilers are great issues in making guides. I am a player of the game, just like you are. The first time I played through this game was completely by myself. I didn't read any spoilers, therefore nothing was spoiled for me. All the story's ups and downs that were supposed to surprise me had such effect. And I really think it's not fair spoiling such story elements to you.

With all this said, let's start with the guide! Enjoy this guide and remember that it is a spoiler-free, so you don't have to worry about important info of the game being spoiled.

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      ~~~ ~~~ ~~~ 1.1] Contact Rules ~~~ ~~~ ~~~
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I'm over on Twitch and YouTube so go on and say hi whenever you see me live! It's always nice to see you guys!

- o twitch.tv/vinheim
- o youtube.com/c/vinheimk

o Important

The only sites allowed to host my FAQ's from here on out are the following:

- www.gamefaqs.com
- www.supercheats.com
- www.neoseeker.com

This is because many sites either steal my guides or they don't update them, making it really hard on me because many readers from other sites often ask me question from an incomplete guide, so this is a better way to keep track of my FAQ's and my readers. Please, if you're not on the list above, don't even bother asking about hosting them because the answer will be NO. Thanks.

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      ~~~ ~~~ ~~~ 1.2] Donations ~~~ ~~~ ~~~
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This is a little experiment of mine and I just wanna see how it goes. Well, if you found this guide to be at least somewhat useful, think about donating some money. I mean, I'm a student who pays his own school, and it's gastronomy and it consumes all the money I get at home. I'm not asking for 10-20 bucks. Whatever your heart wants to give is fine, be it 1 buck, 50 cents.

Whatever the amount you can donate, I'd truly, TRULY appreciate it and your help would be greatly appreciated. Well, you can only donate through PayPal at the moment, which the account is: vinheim@gmail.com

Instead of buying the official guides which cost around 20 dls., better donate half or a quarter or whatever amount to yours truly.

To those who support me, thanks.

- Alexander Paul Kleinheider
aka vinheim

.=====.	
2] Game Basics	[sx200]
'====='	

In the skies above Inferia is another planet called Celestia.

Between them lies a sea of clouds - the Orbus Barrier. Inferia, Celestia and the Orbus barrier compose Eternia, the crossroads of two worlds. A young mysterious girl manages to cross the barrier and finds her way to Inferia. She crash-lands her spaceship in a nearby forest of a small and quiet town, Rasheans. Nothing is known of her except that she has come with a message of impending doom: both planets are going to collide. When rescuing her, Reid and Farah can't imagine they are about to embark on a journey to learn the truth about the fate of their worlds.

- Tales of Eternia official website

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3] Characters	[sx300]
'====='	

~~~ Reid Hershel ~~~~~

Age: 18  
Height: 5'10"  
Weight: 137 lbs  
Origin: Inferia  
Class: Hunter

Reid is the red-haired protagonist of Tales of Eternia who wields a wide variety of melee weaponry, including swords, axes, and halberds. His main strength is his vast array of powerful close-combat special techniques that utilize his high physical power; Reid's high HP and defense statistics also help him survive close-quarters combat. Reid and Farah have known each other since childhood, growing up in the same small village, Rasheans, and have become close. Reid cannot use magic, but he has the special ability to use Fibril, the so-called "Power of the Gods", to execute some unique and powerful techniques late in the game.

~~~ Farah Oersted ~~~~~

Age: 17
Height: 5'3"
Weight: 101 lbs
Origin: Inferia
Class: Farmer

Farah is a hardheaded farm girl from the same village as Reid, Rasheans, and they are almost always together as childhood friends. Throughout the game, a light romantic relationship is implied between Reid and Farah; however, nothing substantial develops. Farah uses her martial arts prowess to inflict hand-to-

hand damage on her enemies through punches and kicks and can link many of her special attacks into each other, and she also has a narrow selection of healing chi. Farah's weapons are knuckles that augment the strength of her physical blows, and she plays more of a supporting role than Reid both in and out of battle.

~~~ Keele Zeibel ~~~~~

Age: 17  
Height: 5'8"  
Weight: 112 lbs  
Origin: Inferia  
Class: Mintche University Light Craymel Graduate

Keele is a scholarly researcher who spends his time at Mintche University investigating Craymels and their applications. Keele has the ability to cast offensive magic and summon based on what Greater Craymels are assigned to him. Although he has a few innate spells that are gained automatically, the vast majority of Keele's spells must be gained through Greater Craymel assignment and fringing (combination) to develop new techniques. Therefore, both Keele and Meredy are highly customizable, but assignment of Greater Craymels among them is a zero-sum game, so a balanced selection of spells is optimal. Keele fights with staves and maces, but his physical attacks are unimpressive.

~~~ Meredy ~~~~~

Age: 16
Height: 5'2"
Weight: 99 lbs
Origin: Celestia
Class: Craymel Engineer

Hailing from Celestia and speaking a language alien to the Inferians, Melnics, Meredy is never without her companion Quickie. Meredy's home is Imen, the city of Craymels, in Celestia. Meredy has the same Greater Craymel options as Keele, including fringing, offensive spellcasting, and summoning. Like Keele, Meredy has a handful of innate offensive spells. Meredy uses whistles to command Quickie and attack from long range; she can obtain a special item late in the game to control him more accurately while defending or casting a spell, increasing her power as a stand-alone character.

~~~ Chat ~~~~~

Age: 12  
Origin: Celestia  
Class: Pirate

Descended from a famous pirate, Aifread, Chat styles herself an oddball pirate who is the captain of an impressive ship, the Van Eltia, but she has no crew. Before meeting Reid in the course of the story, Chat lived in relative isolation and avoided contact with others. Also she is often called a boy when she is a girl. A unique and specialized character, Chat has the ability to steal from enemies; her weapons are handbags. She can perform a counterattack against enemies if she defends against their attacks with the right timing.

~~~ Max ~~~~~

Age: 38
Origin: Celestia
Class: Gunner

The leader of the resistance group, Shileska, which is aligned against the de facto Celestian government; Shileska is headquartered in the Celestian city of Tinnisia. Max wields high-powered energy guns as a ranged attacker.

- Tales of Destiny II official site

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|   | /  _ \ |   )_ | 4] Abbreviations |   | /  _ \ |   )_
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A little list of abbreviations used throughout the FAQ.

o Directions

```
=====
N ----- North | | West ----- W
S ----- South | | East ----- E
NW ----- Northwest | | Northeast ----- NE
SW ----- Southwest | | Southeast ----- SE
=====
```

o Stats & whatnot

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=====
HP ----- Hit Points | | Technical Points ----- TP
XP ----- Experience Points | | Level ----- Lv
STR ----- Strength | | Defense ----- DEF
INT ----- Intelligence | | Luck ----- LCK
EVA ----- Evade | | Accuracy ----- ACC
SLA ----- Slash | | Thrust ----- THR
EATK ----- Elemental Attack | | Elemental Defense ----- EDEF
=====
```

o Equipment, items & remaining

```
=====
(WP) ----- Weapon | | Armor (Body) ----- (AB)
(AH) ----- Armor (Head) | | Armor (Arm) ----- (AA)
(AC) ----- Accessory | | Key Item ----- (KI)
(B) ----- Boss | | Optional Boss ----- (OB)
(SB) ----- Sub-Boss | | Craymel Cage ----- C.Cage
=====
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\_   _/  \_   _/  .=====.\_   _/  \_   _/
|   | /  _ \ |   )_ | 5] In-depth Walkthrough |   | /  _ \ |   )_
|   | ( <_> )   \ |   [sx500]         |   | ( <_> )   \
|___| \_   _/  \_   _/ '=====|___| \_   _/  \_   _/
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Author notes:

This is how it works:

- My lv.: I'll be displaying recommended levels, or even my levels, for every area. On top, the original party, and below them, the reserve party. Remember that the levels are only a reference. Go at your own pace, with levels higher

or lower. I am not trying to force you people to play the game the way I played.

- Enemies: I'll be displaying the enemies that you will be encountering in that area. Note that when I write "(B)" next to an Enemy's name (without the quotation marks), it means that that Enemy is a Boss and "(OB)" stands for Optional Boss.

- No. of Lens: There's a little sidequest throughout the whole game in where you need to recollect Lens hidden in different locations throughout the game. You receive special items depending on the number of Lens found. There are some Lens that you only have one chance on getting it and if you miss it, you won't be able to get it, so don't skip them.

- Item Checklist: The Items that you'll be picking up from the various treasure chests, items that are a MUST for the game to proceed or hidden among the area will be displayed here. Note that I won't be putting the items sold from stores, nor the items random enemies' drop, so please just remember that. Also notice that next to the items you've obtained, it's the quantity of that item throughout the whole area.

```
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      .=====
      T A L E S   O F   E T E R N I A
      '=====
=====
```

Pop in your Tales of Eternia into your PSP. After watching the beautiful intro to this beautiful game, you'll have three options at the Title Menu, which are: New Game, Continue and Configuration. Choose New Game and let the magic begin.

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      ~~~ ~~~ ~~~ 5.1] Inferia ~~~ ~~~ ~~~
      =====.:::..=====
      '-----'
```

The walkthrough to Inferia is written here. You won't find anything related from Celestia here, so make sure to check the corresponding section.

```
-----
Area #01 - Rasheans Forest | sx501
-----'
```

- My lv: ---
- Enemies: Beast Bear, Night Raid, Rocky Hawk, Slime
o~~Item Checklist: ~~~~~o
| Wooden Shield ----- (AA) = Spectacles ----- 1 |
| Apple Gel ----- 2 |
o~~~~o

So, watch the scene at the beginning and when you gain control for the very first time, move down S to the next area. Move S once again and again until you reach an open area. Open up the chest in the middle of the area, as well as the bag to receive 'Wooden Shield' and 'Spectacles'. Equip the Wooden Shield on Reid and go N.

Just open the bag to receive 'Apple Gel'. Return to the previous area and go SW and from this next area, go N then W right from the start. From the road ahead of you, go N and open the lone bag here to find another 'Apple Gel'. Return to the area with the Load Point and go E to find the little monster from

the first animated cutscene.

Try talking to it and it'll go N. Follow it to trigger a scene with the girl from the cutscene.

Area #02 - Far Away Village, Rasheans | sx502

- My lv: Reid 8
- Enemies: ??? (B)
- No. of Lens: 2

o~~Item Checklist: ~~~~~o
 | Kirima ----- Food = 5 ----- Apple Gel |
 | 500 Gald ----- x = (KI) ----- Collector's Book |
 o~~~~o

Watch the scene that continues from the forest and we'll have our first Boss Battle.

=====

~~~ BOSS: ??? ~~~~~

- Name: ???
- HP: 1,000
- XP: 300
- Gald: 800
- Elemental Info.:
  - Strong: None
  - Weak: None

- Strategy: ??? is a descent boss at this point in the game. He has attacks like Thunder Blade (which many Tales of... fans will recognize), Spark Wave. He focuses more on Lightning attacks, and since we're just beginning the game, we don't have much of accessories, or any at all. You can have Reid and Farah attack him so you can interrupt his spells.

Reid: Reid's main purpose in this battle is to attack it nonstop and having Farah healing for the most part of the battle.

Farah: Same as Reid, her purpose it to damage .-----  
 ??? as well as provide healing support for | - Rewards:  
 Reid and herself. Nothing else needs to be | o Life Bottle  
 said here. | o Orange Gel  
 |

=====

Keep watching the scene after the fight. The scene lasts a lot. When you regain control, exit Farah's house, go S and enter the house. Take a look at the pink pig on the top of the screen (yeah, the one that pops out a lot) to have Wonder Chef appear. He'll teach you Sandwich.

<vin> Wonder Chef teaches you a different recipe each time you find him. There are times where you can obtain 2 recipes in the same area, so read carefully to locate all the recipes.

Now exit the house and check the crops right in front of you (where the man in working the ground) to find 'Kirima'. Leave the area to the N and in this next

area, check the barrels right next to you to find 'Apple Gel' and 'Apple Gel'. Now go right and check the barrel next to the man in red to find yet another 'Apple Gel'.

Now go S and check the barrel next to the house to find another 'Apple Gel'. Now go inside the house. This is Reid's house. Go down to the basement and check the yellow box on the E side of the room to find a "LENS". Now check the pot with something green inside to find 'Apple Gel'. Exit the house and go S and at the next fork, go E and enter the Elder's House.

Check the yellow pot on the SW corner to find '500 Gald'. Now go up the ladder next to the Elder. Now check the books next to the bed to find the 'Collector's Book'. Exit the house and go S to the S most area of the village. Talk to the guy standing there and he'll change you your Hand Axe for either a Short Sword or a Short Spear.

<vin> The Short Sword is the worst pick of the 3. The Short Spear has 25 Slash stat less than the Hand Axe, but has 25 Thrust star less than the Short Spear -- and since we use Slash more at this point, I recommend sticking with your Hand Axe, whether you like it or not =).

Now go to the SW corner of the area (where the Windmill is) and examine the barricaded door to find another "LENS". Now go into the building to the E to check out the shop. Buy a Leather Helm for Reid -- and a couple of Lettuce, Cheese and Bread. Now check the armor in the top corner to find Wonder Chef once more. He'll teach you Omelette this time.

Now you can leave Rasheans for good.

-----  
Area #03 - World Map & Rasheans River Pier | sx503  
-----

- My lv: Reid 9, Farah 8, Meredy 7

o~Item Checklist: ~~~~~o  
| None |  
o~~~~o

From where we start, go S and try crossing the bridge to trigger a scene where we finally get to know ???'s name, Meredy. And the pet's name is Quickie. Once at the World Map again, go S following the path and when it curves E, you'll see a building to the S. That's the Dojo. Before entering, go around it and go to the S edge to enter a secret area with a war veteran.

He'll teach you the "Range Attack Command", for use in battle. Return to where the path was curving E and follow it to enter Rasheans River Pier. Go all the way to the S area until a scene triggers. Now leave this place for now and return to the building you previously passed, Regulus Dojo.

<vin> Before you leave Rasheans River Pier, Meredy receives the title "Traveling Performer?"

-----  
Area #04 - Regulus Dojo | sx504  
-----

- My lv: Reid 10, Farah 9, Meredy 8  
- Enemies: 8x Monks (B)

- No. of Lens: 2

```
o~~Item Checklist: ~~~~~o
| Lid Shield ----- (AA) = 2 ----- Apple Gel |
| Leather Helm ----- (AH) = 1 ----- Orange Gel |
| Manual ----- (KI) |
o~~~~o
```

From the entrance, enter the building to the left (the Inn) and rest. Now go into the room and check the rather obvious yellow tea pot sitting at the E corner to have Wonder Chef appear and teach you Beef Stew. Now check the table on the other side of the bed next to where Wonder Chef was to find 'Lid Shield'. Now go inside the building on the right. Time to go shopping.

From Iron Fortress, the Armor Shop, buy a Hard Leather for Reid; a Wristband for each Meredy and Farah. Now from Victory Shop, the Weapon Shop, buy a Francesca for Reid and Power Arms for Farah. If you have spare Gald, buy some Items from Grand Trophy (some Spectacles would be perfect).

Now go N inside the Dojo to be greeted by EIGHT Monk... time to fight.

-----

~~~ BOSS: 8x MONKS ~~~~~

- Name: Monk
- HP: 500 (each)
- XP: 8 (each)
- Gald: 12 (each)
- Elemental Info.:
 - Strong: None
 - Weak: None

- Strategy: These monks are not that hard, since they have a limited amount of attacks... punching.

Reid: Have him normal attack twice to stun the group of Monks and finish with a Lightning Blade to nearly kill the whole group. Repeat the process with him until done.

=====

Watch the scene after the fight. We need to go to Franco's room now, but let's do some exploring around the Dojo, 'k? Check the N pot (the one on the right) to find 'Apple Gel'. Check the "broken" pillar on the left of the entrance to find 'Leather Helm' and check the other "broken" pillar to find 'Apple Gel'. Now proceed to the next room.

In this room, go to the far S room and enter it. Examine the pots near the entrance to find 'Orange Gel'. Now check the red box in front of these pots to find a "LENS". Now exit and enter the next room. Check the table on the S corner to find yet another "LENS".

Go up the steps and talk to the monk on the right and tell him Manual Mode to finally have Manual input in battle (in other words, you do everything yourself). You'll receive 'Manual' from him. The other monk will just explain you stuff, so do so if you need to. Leave the room and enter the next one where there are 2 monks training.

Talk to the upper monk to fight 8 more monks. This is easy XP, so do this as many times as you want. Leave and talk to Franco. He teaches Farah the skill

Healer. Nice. Return to the hallway and go to the end door. Another scene triggers here with Paollo. Now leave Regulus Dojo and return to Rasheans River Pier.

Go S and walk on the pier to talk to Paollo. When ready, say yes. A mini game starts where you have to maneuver the raft down the river. Don't worry if you mess up, you don't win nor lose anything here. Once at the World Map, simply follow the path E until you reach Mintche.

Area #05 - Town of Academia, Mintche | sx505

- My lv: Reid 11, Farah 10, Meredy 9
- Enemies: None
- No. of Lens: 2

o~~Item Checklist: ~~~~~o
| None |
o~~~~o

From where we start, go into the building next to you, the Inn. Rest up and read the text books on the second floor if you want to. Now leave and at the fork, go into the building right in front of you. This is the Student Store. Buy a Ribbon for each Meredy and Farah. Now leave, go NW and enter the next building, the Cafeteria.

Check out the pink flower at the NE corner of the Cafeteria to find Wonder Chef, who teaches you Hamburger. Buy any ingredients you need from here and go NW to the next area. From this fork you're at, go NE on to the next area. Talk to the couple at the corner to trigger a little scene. If you go up the stairs and talk to the blonde twins, you'll start a minigame, but I won't cover these, so you can play 'em on your own. But what I'll tell you to do is to check out the tree SW of these twins to find a "LENS".

<vin> It's in front of the stairs when you're going UP to the twins. It's not on the courtyard side of the tree.

Now return to the previous screen and enter the only building you can here. Read the text books if you want, return outside and go NW. Talk to the woman at the counter to trigger a little scene. Now in here, a little scene triggers if you enter the first door. Now enter the second room and talk to the person in red hair at the end of the room.

A scene triggers and Meredy receives the title "Craymel Mage?". Once in the hallway, go to the 2nd floor and enter the last door. Check out the pipes next to the whiteboard to find another "LENS". Now go to the 3rd floor and enter the first door. Talk to the guy in here and you'll start the beginners' test. Now leave Mintche.

Once at the World Map, look at the map and locate the red and white dot SW of Mintche. Move to the red dot and enter Mt. Mintche.

Area #06 - Mt. Mintche & Mt. Mintche Observatory | sx506

- My lv: Reid 11, Farah 10, Meredy 9
- Enemies: Rock Golem, Harpy, Rocky Hawk

- No. of Lens: 1

```

o~~Item Checklist: ~~~~~o
| Orange Gel ----- 1 = (WP) ----- Saber |
| Apple Gel ----- 1 = (WP) ----- Pole Axe |
| 600 Gald ----- x = 1 ----- Holy Bottle |
o~~~~o

```

As you enter, notice the hole in the wall. There will be Zombies coming out of these holes, and they'll keep coming unless you block their path the a stone on the upper area. This is a good area to gain levels early on, so if you wanna do so, be my guest. When you get to the first fork (after the first set of enemies), go W to find 2 chests, with 'Orange Gel' and 'Saber' in them. Equip the Saber and continue on.

On the next area, you can camp here if you'd like, although your TP won't recover, your HP will. On the third screen, go E at the beginning and open the bag to grab 'Apple Gel'. From the second group of enemies, go E to find 'Pole Axe' and '600 Gald'. Proceed N and W to the next area. Cross the bridge and exit to the World Map. Go N to Mt. Mintche Observatory.

A scene triggers as you enter. A rather long one by the way. After it, Keele joins the party for the rest of the game. When you're at the World Map, return inside and go down the stairs to find 'Holy Bottle' inside the chest. Now check the box next to the Holy Bottle to find a "LENS". Now make your way again through Mt. Mintche and afterwards, at the World Map, go to Mintche again to rest up at the Inn.

Once at the World Map, go to the red dot on the E part of the map to find Nostos Cave.

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Area #07 - Nostos Cave | sx507
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- My lv: Reid 12, Farah 12, Meredy 11, Keele 11
- Enemies: Brown Pot, Specter, Zombie, Red Sizzer, Sprite, Green Roper, Sea Slug, Egg Bear (B)
- No. of Lens: 1

```

o~~Item Checklist: ~~~~~o
| Orange Gel ----- 2 = (AB) ----- Protector |
| Panacea Bottle ----- 1 = (WP) ----- Chain Arms |
| Battle Axe ----- (WP) = 1 ----- Life Bottle |
| Circlet ----- (AH) = (WP) ----- Rapier |
o~~~~o

```

A little scene triggers as you try to enter the cave. After the little scene, buy whatever you want from him and enter the cave. Go N from this first fork and grab 'Orange Gel' at the end. Return to the fork and go E this time. A scene triggers at the other area. From this fork, go E and grab 'Panacea Bottle' and 'Protector' from the bag and chest.

Equip the Protector and proceed to the NE exit. Go W right from the start and open the chest to find 'Buckler'. Equip it on Reid, return to the fork and go N. From the log that's on the E side, go W and open the other chest to find 'Chain Arms'. Now go N to trigger a little Boss fight.

```

-----
~~~ BOSS: EGG BEAR ~~~~~

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- Name: Egg Bear
- HP: 3,200
- XP: 32
- Gald: 90
- Elemental Info.:
 - Strong: None
 - Weak: Fire

- Strategy: I wasn't going to consider this as a Boss, since it's really easy, but since it has a lot more HP than the other enemies around, I decided to do so. You'll only have Reid and Keele to do the dirty work, so read below to see how to make this fight even easier.

Reid: Have Reid use Demon Hammer and Lightning Blade nonstop, having him away from Keele, since he has no armor equipped. Do whatever you can to keep the Egg Bear away from Keele.

Keele: Keele must be using his Fireball skill nonstop against the Egg Bear, being that it's weak against Fire.

=====

A little scene happens after the fight.

<vin> Man, this scene is like burnt into my brain. I remember this scene almost every day since I saw it.

Save your game if you want and go N to find 'Battle Axe' inside a chest. Equip it to Reid. You should get the message that it's High Tide. If so, return 2 screens and you'll see that the cave is filled with water. Cross the tree there and grab 'Life Bottle' and 'Circlet' from the chests there. Equip the Circlet on Keele (finally some Head Armor) and return to the Entrance.

Wait here until you get another message that it's high tide and go N from this first fork. Follow the path until you find 'Rapier'. Now wait for the tide to go down and return to the Camp Site. Go N and follow the path and when you see blood on the wall, follow this path. You'll see the dead merchant here. Go N from here.

Grab 'Orange Gel' from the bag in here, then go N to find a "LENS" in the lumber there. Return to where you saw the blood and go N to get to the World Map. Once on the World Map, simply follow the path E and when you see a huge tree in middle of a patch of forest, that's your destination, Morle.

 Area #08 - Treetop Village, Morle | sx508

- My lv: Reid 14, Farah 13, Meredy 13, Keele 13
- Enemies: None
- No. of Lens: 1

o~~Item Checklist: ~~~~~o
 | Holy Bottle ----- 1 = (KI) ----- Orz Earring |
 o~~~~o

Move up the scenes as you enter, then climb up the ladder to the N when you get to it (the third area). The stores are up here. The first one sells items. Now go N to get to the next set of stores. The first building is the Inn, and

the next one is the Food Shop.

<vin> You'll find Katrine in here. Yeah, she's on her way to Inferia.
You'll see her a lot more times before she arrives at Inferia. Poor girl...

Check the pumpkin in the corner to have Wonder Chef appear and teach you "Garden Salad". Now check the barrel next to the Wonder Chef to obtain 'Holy Bottle'. Buy whatever you need and return to the area where you went up the ladder and go NE to the next area.

When you get to a fork, go W and follow the path until a scene triggers. Go inside the house and have the scene with Professor Mazet continue. You'll receive 'Orz Earring'. Now Meredy runs off. Dammit! Return inside the house and check the fireplace to grab the "LENS" of this area. Since you're in here, go up to the second floor and check out the chest to have Wonder Chef appear once again and teach you "Fruit Juice". Now, do you remember the fork before arriving at Mazet's place? Go there and go S to get to...

Area #09 - Backwoods of Morle | sx509

- My lv: Reid 14, Farah 13, Keele 13
- Enemies: Mocking Plant, Mahogany, Minicoid, Marcroid,
 Insect Plant/Evil Needles (B)

o~~Item Checklist: ~~~~~o
| Knight Saber ----- (WP) = (WP) ----- Chirp Whistle |
| Iron Helm ----- (AH) = (KI) ----- Inferia Map |
| Monster Collection ----- (KI) = (AC) ----- Poison Charm |
o~~~~o

You'll see Meredy run off. Just what's wrong with her? Move to the next area, then go SE at the fork to grab the chest with 'Knight Saber'. I recommend equipping it right away to Reid and proceed SW to the next area. There's a camp site in this area, so use it if needed, then proceed to the next one.

Go SW from the fork to find 'Chirp Whistle'. Now go N and grab 'Iron Helm' at the end of the path. Equip it on Reid and go down the plant next to the chest. Down here, go NW to the next area, which will trigger a scene and a Boss Battle!

~~~ BOSS: INSECT PLANT, EVIL NEEDLES x3 ~~~~~

- Name: Insect Plant
- HP: 8,800
- XP: 115
- Gald: 500
- Elemental Info.:
  - Strong: Water
  - Weak: Fire

- Name: Evil Needles
- HP: 410
- XP: 10
- Gald: 36
- Elemental Info.:
  - Strong: None



- Weak: None

- Strategy: Another easy battle. Don't worry, not all the bosses are this easy. Insect Plant comes with 3 Evil Needles, but they'll go down in a hit or 2. Focus on these 3 suckers first, then attack Insect Plant, while you heal whenever needed.

Reid: Reid, as always, should be the one receiving the damage. Have him use Swarm and Lightning Blade nonstop throughout the whole battle, stunning the boss for an even easier fight.

Farah: Farah should assist you out with damaging Insect Plant, but her main purpose is to keep Reid (and probably Keele too) healed, whether you use Healer or Apple Gels if you're out of TP.

Keele: Have Keele use Fireball all the battle. Being that the boss is weak against Fire, Keele's Fireball should be even better than Reid's attacks. Keep your distance from the enemy at all times. .-----  
|- Rewards:  
| o Kirima  
=====

Use the Load Point and return to the camp site. When you get here, a scene triggers. Nice, now we need to form pacts with the Greater Craymels of Inferia, Undine, Efreet and Sylph. Now leave this place and return to Mazet's place. Another scene triggers as you enter, so watch it until the end.

<vin> During the scene with Mazet, you'll receive 'Inferia Map' from him. He'll also teach Farah the skill Detoxify. Man, you could have give us that before we left. We could have really used it.

Return inside and talk to Mazet to receive a 'Monster Collection' book. Now go to the Inn if you need to and leave Morle for good. At the World Map, follow the path E and at the fork, go NE until you get to Undine Stream. Before entering though, follow the mountain range next to Undine Stream NW and go around it and in this small area with no grass, go to the end of it to find one of those secret areas to find 'Poison Charm'.

<vin> Pretty nice accessory that prevents Poison on the equipped character. Make sure to equip it right away.

Now return to Undine Stream, save and enter.

-----  
Area #10 - Undine Stream | sx510  
-----

- My lv: Reid 15, Farah 15, Meredy 15, Keele 15
- Enemies: Sea Slug, Evil Needles, Kick Frog, King Frog, Starfish, Red Roper, Egg Bear, Warbear, Scorpion, Forest Hawk, Mounticore, Undine (B)
- No. of Lens: 1

o~~Item Checklist: ~~~~~o  
| Poison Charm ----- (AC) = (AB) ----- Feather Robe |  
| Silk Cloak ----- (AB) = (WP) ----- Mace |  
| Iron Wrist ----- (WP) = (AC) ----- Poison Charm |  
| Melange Gel ----- 2 = (WP) ----- Hydra Dagger |  
| Apple Shield ----- (AA) |  
o~~~~o

From where we start this dungeon, check the Load Crystal and go N to find 'Poison Charm'. Equip it and cross the shallow river to the E. On the other side, go N across the shallow river once again and open the chest to find 'Feather Robe'. Return and go S this time to find another chest with 'Silk Cloak' in it. Now go E and before crossing the shallow river to the E, go N under the tree (you won't be able to see) and follow the little path to grab a hidden "LENS".

Now cross the shallow river. On the other side, go N to reach the next area. Go N and cross the shallow river. When you cross the tree stump, go E and grab 'Mace' from the chest you see there. Now go W from the tree stump and follow the path across the shallow river until you grab 'Iron Wrist' inside a chest. Equip it on whoever needs it (probably Keele) and go N from before the shallow river.

On this next area, grab 'Poison Charm', go N and enter the cave behind the waterfall to trigger a scene with Undine. Once it's over, open the chest to find 'Melange Gel'. Exit and reenter to camp here. The only bad thing is that you won't recover TP. Great place to level up a bit. Now leave the cave and exit through the SE corner.

On this next area, cross the water to the E and go S to find a hidden chest under the tree with 'Hydra Dagger' inside of it.

<vin> This is your first weapon with an elemental affinity. It has pretty darn good Slash and Thrust attack, but since it's water oriented and most of the enemies here are strong against water, I recommend waiting until you get out of here to equip it.

Now start going N and when you see a chest on the E side, go W and under the trees. From here, go S to get to a chest with 'Apple Shield' inside. I don't recommend equipping it, because the next Boss, Undine, is pretty darn hard and you need all the defense you can get. Return to where you saw the chest and open it to find 'Melange Gel'. Proceed NW to the next area. But before that, heal up completely (HP and TP) and save your game.

Another scene with Undine triggers in here, so watch it and prepare for battle!

-----

~~~ BOSS: UNDINE ~~~~~

- Name: Undine
- HP: 6,800
- XP: 1,360
- Gald: 0
- Elemental Info.:
 - Strong: Water
 - Weak: Lightning

- Strategy: Undine is a BITCH! Seriously! She's so hard if you're a first timer in this game and/or series. She has some deathly moves like Spear of Baptism, which attacks all characters in from of her (you can jump over, but it passes so quickly that you have to really focus), Spread, which summons a giant waterfall with a huge range that attacks anyone nearby. Subterranean Divide attacks like an Aqua Edge, only on the ground and in front of her. She also has Aqua Edge, which you should probably be familiar with from Keele's arsenal.

Reid: Reid's mission, like in most of them, is to take most of the damage. Have Reid attack using Lightning Blade or Demon Lightning Blade, to take a lot of HP out of Undine, since she's weak against Lightning.

Farah: She must support Reid with attack, as well as healing with Healer. Keep her TP up at all times. Put her Punch and Kick numbers in the Strategy submenu at 5.

Meredy: The most useful character in the game. In the Strategy submenu, put her Battle TP at 5 and disable Grave and Ice Needle, since the only thing we need it her Lightning. Keep her alive all the battle.

Keele: Keele must use Fireball and Air Blade throughout the whole battle and since he won't be doing THAT much damage, .-----
have him use the items needed throughout the battle, that being Apple, Orange, Melange Gels and Life Bottles. |- Rewards:
| o Talisman
| o Mental Bracelet
|
=====

Watch the scene after the battle. When you're taken to the C.Cage submenu, use Fringe to form the arte Spread. You'll be given a brief tutorial from Meredy as to what each thing means, so pay attention. Check the Load Point and start going back, just to trigger a scene where the cave is. Now make you way through Undine Stream until you get to the World Map.

Once on the world map, you may return to Morle to restock your item supply. If not, return to the fork in the path and follow it E to enter Forest of Temptation (right after the bridge).

Area #11 - Forest of Temptation | sx511

- My lv: Reid 18, Farah 17, Meredy 17, Keele 17
- Enemies: Specter, Ghoul, Skeleton, Grim Reaper, Orc Jelly, Troll, Jungler,
- No. of Lens: 1

o~~Item Checklist: ~~~~~o
| Iron Arms ----- (WP) = 1 ----- Melange Gel |
| 400 Gald ----- x = (AA) ----- Iron Wrist |
| Misty Robe ----- (AB) = 2 ----- Life Bottle |
| Holy Bottle ----- 1 = 1 ----- Syrup Bottle |
| Pine Gel ----- 2 = 1 ----- Flare Bottle |
| Silk Cloak ----- (AB) = 1 ----- Panacea Bottle |
| Reverse Doll ----- 1 = 1 ----- Lemon Gel |
| Charm Bottle ----- 1 = 1 ----- Water Crystal |
| Orange Gel ----- 2 = 1 ----- Rune Bottle |
| Bastard Sword ----- (WP) = 1 ----- Miracle Gel |
| Apple Gel ----- 1 = 1 ----- Spectacles |
| 765 Gald ----- x = 1 ----- Wind Crystal |
o~~~~o

Ok, prepare for a horrible and long dungeon. Make sure you're prepared with Gels and Life Bottles, 'k? Start by going N. In this second screen, go E to find 'Iron Arms'. Equip on Farah and return to the previous screen. Go N and E two screens. Grab 'Melange Gel' and go N two more screens. Grab '400 Gald' and proceed N to find 'Iron Wrist' in a chest.

Go W from here two more screens and S one to find 'Misty Robe'. Equip it on

Keele and go N all the way until you get to a statue. In this Deity of Confusion, examine it until it faces E (to the right). Return to the previous screen, go W, open the chest with 'Life Bottle' in it and go N to find another statue. With the Deity of Destruction, leave it as it is (facing to the right).

Return to where the Grim Reapers are and from there, go E two screens, grab 'Life Bottle' from the chest and go N to find a little pond. Drink of it to regain HP (sorry, no TP). Return to the previous screen and go right, grab 'Holy Bottle' and go S only one screen, then go E. This Deity of Order must be facing W, so leave it the way it is. Open the chest though, which contains 'Syrup Bottle'.

Return to the previous screen, go S, grab 'Pine Gel' and go E. This Deity of Creation must be facing W as well, so do so and grab 'Flare Bottle' from the chest there. Now the path's open. Return to the previous screen, return two screens N and go W until you reach the reapers. From these guys, go S and a little scene triggers where the damn bastard Quickie runs away and Meredy after it.

Before following them, go S, then go E when possible. Open the chest to get 'Silk Cloak'. Go N to find a bunch of statues. Check the tree roots behind the middle one to find "LENS". Return to the main path and go N two screens, then go E and follow the path until you find both Quickie and Meredy. A little scene triggers here.

<vin> Now how the **** does Farah plan to get to Celestia?!

Anyway, go E after the scene and grab 'Panacea Bottle'. Now go S once, then W once to find 'Reverse Doll'.

<vin> The Reverse Doll is a pretty cool Accessory that revives the equipped character once when killed in battle. Pretty neat, huh?!

Return to the screen with the reapers and go all the way S, grab 'Lemon Gel' when you get to it and go E. There's a visible enemy here. Spooky! Grab the 'Charm Bottle', return one screen W, then one N and go E to find 'Water Crystal' in a bag. Use it on Undine from the C.Cage submenu. From here, go N all the way until you find 'Orange Gel' in a bag.

From here, follow the path W, grab 'Rune Bottle' and go N to find another Jungler. Dispose of it and grab the chest behind it that contains 'Bastard Sword'. Equip it on Reid right away! Return to where the reapers are (2 screens from your position) and in the screen N of them, go E and follow this path to find another Jungler and a chest with 'Miracle Gel' inside.

Return once again to where the reapers are, go S from them, go E once, grab 'Pine Gel' and follow the path S to find 'Orange Gel', 'Apple Gel' and a Jungler. Return to where you got the Pine Gel, go E, grab 'Spectacles', go N once, then go E to find '765 Gald', 'Wind Crystal' and the last Jungler. Return to where the reapers are to have the path opened. Now leave to the world map.

<vin> That was one long and tedious dungeon, wasn't it? Told ya!

Anyway, once on the world map, simply go N and enter Inferia City.

- My lv: Reid 19, Farah 19, Meredy 19, Keele 19
- Enemies: None
- No. of Lens: 3

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o~~Item Checklist: ~~~~~o
| Pine Gel ----- 2 = 1 ----- Bellebane |
| Lemon Gel ----- 1 = 1 ----- Dark Bottle |
| Boarding Pass ----- (KI) |
o~~~~~o
```

From where you start, enter the building right in front of you and restock your item supply. Now leave and go to the W section of the city. Enter the first building to find the Weapon Shop. Check the plant in here to find 'Pine Gel'. Buy a Heavy Grave for Reid (very nice weapon indeed) and a Bird Whistle for Meredy.

Leave and to the W you'll find the arena. I won't be going into detail right now, but check out the dedicated section for more info. Now go N to the next section. The first building is the Royal Observatory of Astronomy. There's nothing you can do in here at the moment, so ignore it. If you talk to the guy in white next to the Observatory, he'll sell you food. Proceed E to the next area.

Enter the building to the N as you enter and inside, check the plant next to the stairs to find a "LENS". Check the plant on the W side of the room (a darker plant) to find Wonder Chef. This time, he'll teach you "Softcake". Leave this place go S, ignore this building, as well as the old man that talks to you and move S to the next area.

Enter the building next to the guys that are pissed at each other. This is Winner's Shop, which sell armor. Buy a Chain Mail for Reid, and Iron Wrist to whoever needs it, a Round Shield for Reid too and a Leather Cape to anyone that has a normal Cape. Leave, go W and enter the Hotel Inferia. Go up to the second floor, check the flower vase in between the rooms to find 'Bellebane'. Check the other vase to find Wonder Chef...

<vin> How does the Wonder Chef fit in those tight places? >.<

... he'll teach you "Cream Stew". Now leave the Hotel and return to the N area (where the Observatory is) and go N from here. Talk to the guards to trigger a little scene.

<vin> WTF?! What's up with those damn guards?! >=0

Nice, time to go to the Observatory. Do so and go up the stairs until you trigger yet another scene. Dammit! Leave the Observatory to trigger yet one more scene. Remember the building on the E side of town I told you to ignore? Well, go there now and approach the priest to trigger a rather unfortunate scene.

When you regain control, go W into the garden. Go W from here and go to the bottom of the stairs where there are some soldiers. Check the treasure chest to find 'Lemon Gel'. Go up 1 story and enter the room, which is the kitchen. Examine the fruit near the entrance to find 'Pine Gel'. Go to the second floor and enter the room to trigger a scene.

When you regain control, before leaving the room, check out the cabinet next to the bed to find the second "LENS" of the area. Leave, go down to the first floor and leave through the SE exit. Another scene triggers out here. Before following them, go NE and enter the other side of the castle. Go down in this room and check the vases down here to find 'Dark Bottle'. Return and now follow

the princess and that damn knight Roen.

Watch the scene and at the end, Roen will give you 'Boarding Pass'. Now it's time to go to Port of Inferia, but before that, enter the Observatory once again and go to the top. Once here, check out the piece of paper on the S end (on top of the shelves) to find the third and last "LENS" of Inferia City. Now you may leave Inferia City.

In the World Map, go NW to reach Port of Inferia.

Area #13 - Port of Inferia & Port Barole | sx513

- My lv: Reid 20, Farah 20, Meredy 20, Keele 20
- Enemies: None
- No. of Lens: 2

o~~Item Checklist: ~~~~~o
 | Fire Crystal ----- 1 = (AA) ----- Kite Shield |
 | Water Shard ----- 1 = (AH) ----- Ahmet Helm |
 o~~~~o

Talk to the soldier that blocks the gate. Go inside and inside the building to your left. Check the anchor in here to find Wonder Chef, who teaches you "Fish Stew"... eww. Check the barrels next to the Wonder Chef to obtain 'Fire Crystal'. Now leave the building and go up the stairs and go E. Check the barrels in this area to find the "LENS" of this area.

Before talking to the sailor to get on the ship, make sure Meredy has Undine in her C.Cage. Also, take off all of Keele's equipment, as he'll leave the party as soon as you board the ship. Well, you receive it either way. After a scene in the ship, our party finally arrives at Port Barole.

Go under the white and green tent to find a chest with 'Kite Shield'. Equip it on Reid right away. As you leave, a dude tells you to pay 4000 Gald for the shield. Do so. Now go W and into the building. Check the NE freezer to find 'Water Shard'. Buy any fish you want/need, exit and go down the stairs to the E.

Check the boxes to find Wonder Chef. He'll teach you how to prepare "Calamari" this time. Check the boxes to find another "LENS". Now go under the tower thing next to the Wonder Chef and open the chest with 'Ahmet Helm' in it. Now pay 1440 Gald for it. Now leave Port Barole to the W. Once in the World Map, simply go W and enter Barole.

Area #14 - City of Trade, Barole | sx514

- My lv: Reid 20, Farah 20, Meredy 20
- Enemies: None
- No. of Lens: 1

o~~Item Checklist: ~~~~~o
 | Holy Bottle ----- 1 = x ----- 1,000 Gald |
 | Shamsel ----- (WP) = 1 ----- Elixir |
 | Water Crystal ----- 1 = 1 ----- Dark Bottle |
 o~~~~o

After the little scene, enter the building to the N and check the pot right next to the door to find 'Holy Bottle'. Buy the ingredients for the Softcake, exit the shop and enter the building to the W. Go up the stairs at the back and talk to the old man up here to have Wonder Chef appear. He'll teach you how to prepare "Steak".

Leave this place and go W to the next area. Check the fountain to obtain '1,000 Gald'. Now go into the building next to the stairs. This is the Weapon and Armor shop. Buy a Steel Sword for Reid, a Needle Glove for Farah, and buy an Ahmet Helm for Reid in case you didn't buy it from before. Now leave through the N door. Out here, open the chest to find 'Shamsel'.

<vin> The Shamsel has lower SLA and THR attack power, but has -20 ACC and -2 EVA. Try using both and see which one suits you the best.

Talk to the girl and she'll give you 'Elixir' for being able to find this place. Return to the main area, go down the stairs and go to the next area to trigger a scene. We're introduced to Ras. He joins the party for a short time, but he's cool nonetheless. Also, Farah receives a title.

When you regain control, return to where the scene triggered and go SE to find Ras. Now enter the N building to find Katrine. Return to the previous area (the one where you met Ras for the first time) and check the pink flowers next to the N building to find 'Water Crystal'. Now enter the Shop of Desire and check the golden vases near the entrance to find a "LENS". The things they sell are a bit expensive, and we don't need them right now, so just ignore the items on sell.

Go SE once again and enter the Inn (where Ras was waiting for you). Check the plants near the couch to find 'Dark Bottle'. Now go inside the next room and check the cabinet-thing in the corner to have Wonder Chef appear once again and teach you "Pot Pie". Now exit Barole.

To get to Sylph's Cavern, go S across the bridge and simply go S until you reach your destination.

Area #15 - Sylph Cavern | sx515

- My lv: Reid 20, Farah 20, Meredy 20, Ras 20
- Enemies: Gas Cloud, Grizzly, Direwolf, Bone Knight, Phantom, Melting Pot, Will O' Wisp, Mad Eel, Blood Biter, Hornet, Sylph/Arms (B)
- No. of Lens: 1

o~~Item Checklist: ~~~~~o
| Storm Shield ----- (AA) = 2 ----- Melange Gel |
| Assault Dagger ----- (WP) = x ----- 1,800 Glad |
| Mental Ring ----- (AC) = 1 ----- Orange Gel |
| Lemon Gel ----- 1 = (WP) ----- Needle Glove |
| Arc Wind ----- (WP) = 1 ----- Life Bottle |
o~~~~o

Start by going further in and a scene triggers with 2 soldiers. In this next area, you'll see a hole in the ground that spits out air. Step on top of it when the air is blowing to be pushed upwards to the next area. In here, go W and grab 'Storm Shield' from the chest. Return to the fork and go N through the whirlwinds. You'll take damage though. Then go down the hole.

Once down here, go W and before stepping where the air is blowing, examine the

pillar-like stone to create a path with a rope. Cross and go to the next area. Grab the N bag to get 'Melange Gel'. Now go down the hole. Proceed deeper to trigger a little scene and a camp site.

<vin> Why don't they recover out DAMN TP?!?!?!?

Now proceed E to the next area. Go W and up with the wind. Up here, go E across the gap to find 'Melange Gel'. Now proceed N and into the hole. In the next grassy area, go E and DON'T cross the path to the chest. Instead, go around to open it and find 'Assault Dagger'. Also, open the bag to find '1,800 Glad'. Now go across the path and drop down. Open the chest to find 'Mental Ring'.

Return all the way to where you previously were and go to the NE corner to find another "LENS". Now go down the hole. Grab 'Orange Gel' from the bag, go E, follow the upper path and grab 'Lemon Gel' from another bag, and go all the way E to the next area. Follow the path S and enter the hole. Go all the way W from here to find a chest with 'Needle Glove' inside.

Return to the previous fork, go S, then go E at the next one to find 'Arc Wind' at the end of the path. Return to the previous fork, go W and enter the next area. Grab 'Life Bottle' from the bag and proceed through the path. When you see the Load Point, save your game and prepare for battle.

~~~ BOSS: SYLPH, ARMS x2 ~~~~~

- Name: Sylph  
- HP: 6,600  
- XP: 1,929  
- Gald: 0  
- Elemental Info.:  
- Strong: Wind  
- Weak: Earth

- Name: Arms  
- HP: 4,500  
- XP: 70  
- Gald: 150  
- Elemental Info.:  
- Strong: Wind  
- Weak: None

- Strategy: Sylph is not alone, unlike Undine. He has 2 "servants" that fight alongside him. You can easily take care of these Arms by having Reid use Demon Hammer and Neosonic Swarm. Make sure to keep comboing these Arms until they're defeated. Now focus on Sylph.

He's not that tough once the Arms are taken care of. Attack him nonstop with Demon Hammer, which works wonders on him since he's floating. Make sure to keep healed all the battle, even if you have to use all your Apple Gels and whatnot.

Reid: Reid should focus on the Arms first, which will be his main priority. Once they're gone, focus all your attacks on Sylph. Make sure he has the Storm Shield equip and the Shamsel/Steel Sword as well.

Farah: Make her the healer for the battle. Make her use Healer throughout the whole battle, just to make things a bit easier.



Meredy: Have Meredy use Spread again and again through the entire battle. This is for 2 reasons: 1) Grave won't hit Sylph and 2) When the Vitality reaches its MAX point, summon Undine to deal heavy dmg.

and heal the party members.

|- Rewards:

- o Orange Gel
- o Protect Ring
- o Life Bottle

Ras: The same as Reid. He should focus on the Arms, then on Sylph.

=====

After the scene, check the Load Point and open up your C.Cage submenu. Use the Fringe command to form the Wind Arte Air Thrust. Now, if you pass Sylph to the red C.Cage and Fringe, you'll create the Water/Wind Arte Heal, which obviously Heals a character for around 750+ HP.

<vin> In other words, you can either have Heal, or Air Thrust. The decision is yours. I personally chose to keep Air Thrust for the time being. At least until Keele returns to the party.

Now leave this place completely to trigger a scene where Ras leaves us. Also, Sylph appears and gives you the "Aerialboard". Sweet. Also, Keele rejoins the party. Now leave Sylph Cavern.

-----  
Area #16 - World Tour | sx516  
-----

- My lv: Reid 22, Farah 22, Meredy 22, Keele 22
- Enemies: None
- No. of Lens: 3

o~~Item Checklist: ~~~~~o

|                     |             |       |              |
|---------------------|-------------|-------|--------------|
| Savory -----        | 1 = 1       | ----- | Lavender     |
| Wind Shard -----    | 1 = 1       | ----- | Wind Crystal |
| Tomato -----        | 1 = 1       | ----- | Lemon Gel    |
| Pine Gel -----      | 1 = 1       | ----- | Water Shard  |
| Water Crystal ----- | 1 = 1       | ----- | Syrup Bottle |
| Life Bottle -----   | 1 = (AC)    | ----- | Flare Cape   |
| Kirima -----        | 1 = (AB)    | ----- | White Cloak  |
| Ahmet Cloak -----   | (AH) = (WP) | ----- | Crescent Axe |
| Fire Crystal -----  | 1 = 1       | ----- | Savory       |
| Melange Gel -----   | 1 = 1       | ----- | Tuna Gel     |

o~~~~~o

There are some things that you can do now that you have the Aerialboard. You can skip this whole section and do it once you have the airship. Anyway, if you're not doing it, you may proceed to Chambard.

From Sylph Cavern, go around the mountain range and on to the SW corner of the continent. Enter the circular patch of grass to enter a secret area that contains a "LENS". Return to Barole and follow the river next to the town N to get to another secret area with a person that sells Strawberries. Buy 15 for 1,200 Gald so we can make a lot of Softcakes.

<vin> You can go to Barole Port while you're around here and catch a ride to Inferia Port on the second class ride and when you have control, exit the cabin and enter the NE room to find a "LENS" inside the pots in the corner. You can also check the rest of the boat to find 'White Cloak', 'Ahmet Helm', 'Crescent Axe'. You can also find Katrine in the dining room. You can grab 'Fire Crystal', 'Savory', 'Melange Gel', 'Tuna Gel' only when you buy the

First Class ticket.

Now go directly NW of Barole and hop on the island in the ocean. There's a secret area here that contains 'Savory' and 'Lavender'. Directly SE of here is an opening in the mountains (which is also directly NW of Barole -- with more W than N). Come here to find 'Wind Shard' and 'Wind Crystal'. Now, open up your map and move to Chambard.

From here, go NW and on the island on the other side of the river, go to the NW corner to find another secret area with a war veteran who teaches you "Front Attack Command". There's also a "LENS". Locate the 2 patches of forest NE of your position (N of Chambard). Go in middle of the upper one to find 'Tomato'.

Now go E from your current position and go on to the larger island to find 'Pine Gel' and 'Lemon Gel'. Return to Chambard and go S to find a river. Go to the N corner of the W side of the river to find 'Water Shard' and 'Water Crystal'. Go directly E from here to find yet another river. Go to the N corner of the large island on the E to find 'Syrup Bottle' and 'Life Bottle'.

Go to the entrance to the Forest of Temptation (on the Inferia City side) and go S on the island to find 'Flare Cape'. Now move to Morle. From here, go N to the beach, then go all the way W to find another war veteran who teaches you "Focus Attack Command". Go N from here and soon enough you'll find an island on your W with a white dot on it.

Check the NE forest on the corner of the island to find another war veteran that teaches you "Back Attack Command". Now, go directly E to be exactly N of Undine Stream. On the N corner (behind the mountains), enter the secret area to find another war veteran that tells you something about a girl that can ride Drake the Dragon.

Now go W and return to the previous spot, but in the center on the path between this spot and the previous one, go N and into the forest of the little island to find 'Kirima'. Now you're free to go to Chambard.

-----  
Area #17 - City of Scorched Sand, Chambard | sx517  
-----

- My lv: Reid 23, Farah 23, Meredy 23, Keele 23
- Enemies: None
- No. of Lens: 2

o~~Item Checklist: ~~~~~o  
 | Rune Bottle ----- 1 = x ----- 100 Gald |  
 | Elven Boots ----- (AC) |  
 o~~~~~o

From this first area, go up the stairs and go all the way N to find a lone woman named Irene that will give you prices depending on how many Lens you've gotten. You must have 21 at this point. You'll get the following from her:

- 10 Lens - Combo Command
- 20 Lens - Inferi Cape

Now enter the building to the right, grab 'Rune Bottle' from the red pot. Restock your item supply and return to the entrance of town. Use the Inn right in front of you if you need to, but make sure to go in the room with the beds and check the N most one to have Wonder Chef appear and teach you "Carbonara Pasta". Now go W to the next area. Check the front of the horse statue that's

sitting here to receive another "LENS".

To the S of the statue is the Balloon Master, which is a mini game where you have to destroy balloons in the given time. If you finish the mini game (and I mean all the levels), you'll receive the title "King of Balloons". Return to the previous area and talk to the guy in blue near the Inn to receive all his Gald... 100. Return to where the Balloon Master is and check SE of him to find a chest with 'Elven Boots' inside.

Now go NW from here to get to the next area. Before going up the stairs, go inside the building next to it to find Katrine once more. Now buy here a Blue Ribbon for each Farah and Meredy, as well as a Kitchen Mitten for each one of them. Now go up the stairs and enter the NE shop. From the weapon shop, buy: a Dao Blade for Reid, a Pretty Whistle for Meredy and a Gem Rod for Keele. Sell everything else, except all the important Accessories.

From the Armor Shop, buy: a Ring Mail and a Cross Helm for Reid and a Gold Circlet for Keele. If you don't have enough money, use those Charm Bottles you've received to get a 30% discount. Now leave and enter the big building to the N. Go W at the entrance and check out the extremely large wine bottle near the stairs to have Wonder Chef appear. He'll teach you "Seafood Pasta".

Now go up the stairs and check the red chairs that are in front of the white table to get another "LENS". Return to the entrance and go E to find the shops. Make sure to fully stock on ingredients to prepare Carbonara (large HP&TP restoration), Seafood Pasta (large HP restoration) and Softcake (large TP restoration).

Once you're done with all this, it's time to go to Efreet's Gorge. In the World Map, move SE to the red dot on your map to get to your destination.

-----|-----  
Area #18 - Efreet Gorge | sx518  
-----|-----

- My lv: Reid 23, Farah 23, Meredy 23, Keele 23
- Enemies: Drake, Gallows, Firebird, Ogre, Voltic, Arms, Iron Golem, Death Efreet (B)
- No. of Lens: 1

o~~Item Checklist: ~~~~~o  
| Venom ----- (WP) = 1 ----- Sage |  
| Flare Cape ----- (AC) = 1 ----- Lemon Gel |  
| Life Bottle ----- 1 = 1 ----- Lavender |  
| Cross Helm ----- (AH) = (AA) ----- Square Shield |  
| Blue Ribbon ----- (AH) = (AA) ----- Bracelet |  
| Sorcerer's Ring ----- (KI) = 1 ----- Rune Bottle |  
| Fire Shard ----- 1 |  
o~~~~o

Thanks to Undine, we're able to get across the place. Now you have to make Haste through the Gorge, before Undine's protection disappears. In this next area, go N from the fork to grab 'Venom' from the chest. Return to the fork and go SE and follow the path until you get to the next area.

<vin> The Firebird enemy here drops Flamberge's, a Fire-based sword for Reid. Whatever you do, keep at least 1 Flamberge so we can deal later with the Ice Craymel (there's only a 12% of getting it though).

Grab 'Sage' from the chest and proceed N to the next area. Start by going all

the way N to find 'Flare Cape'. Return to the entrance of this area and go W to find another chest with 'Lemon Gel' in it. Return and go N, then W through the flames to the next area. This is a Camp site. Watch the scene before proceeding.

There are 3 doors in this room, but you can't open them just yet. Proceed to the next area. Start by going E to find 'Life Bottle'. Return to the fork and go N to the top and go E to find 'Lavender'. Cross the flames to the right of the chest, go S at the fork and then go E across another set of flames to find 'Cross Helm' and 'Square Shield'. Equip the Square Shield right away, return to the fork across the flames and go N to the next area.

Undine tells you that not even her powers can protect you from the flames shooting from the floor, so you must be careful. Do so, grabbing 'Blue Ribbon' and 'Bracelet'. You're finally at the last area of the Gorge, so heal up, save your game, make preparations and go up the stairs to trigger a scene and a Boss Battle!

-----

~~~ BOSS: EFREET ~~~~~

- Name: Efreet
- HP: 24,000
- XP: 2,750
- Gald:
 - Elemental Info.:
 - Strong: Fire
 - Weak: Water

- Strategy: Efreet is pretty annoying more than hard. His attacks are quite painful though, but he attacks are slow, so you have plenty of time to heal. Most of the battle, he'll use an attack which makes the floor under him be on fire, so if you approach him, he'll burn you and you'll stay the taking damage for quite some time. Even though it's 1 dmg., the fact that you can't move is what makes it annoying. Make sure you come with Accessories that protect against Fire damage, like the Flare Cape (you must have at least 2) and the Inperi Cape.

Reid: His duty is to attack Efreet, like in ALL the battles. Give Reid the Square Shield and the Hydra Dagger (I hope you haven't sold it yet). The Hydra Dagger deals slightly more damage than the rest of the weapons, so it's a must for the battle. Make sure to give him the Inperi Cape, since it's best against Fire than the Flare Cape. It's your basic stuff with Reid. Attack him nonstop with whatever skills you feel like using.

Farah: Have her attack Efreet alongside Reid and whenever needed, have her use Healer on anyone that requires it. Giving her a Flare Cape is a must, since she'll be close up to Efreet.

Meredy: Have Meredy use Spread over and over throughout the whole battle. Deactivate all her other skills besides Heal and Spread. Also, in the Strategy battle menu, put her Attack TP and Heal TP at 5, while her Attack at 1, so she stays away from Efreet. Having her Spread in your LX button shortcut is a must, so you press it nonstop to make sure she uses the damn attack.

Keele: Keele is another source of damage. Make him use Air Thrust through the entire battle, because it can deal up to 1,000 dmg. to Efreet. If you need to use an Apple, -----
Orange, etc Gel, make HIM use it, since his |- Rewards:

attacks are the most expendable.

- | o Black Onyx
- | o Life Bottle

=====

Watch the scene with Rem after the fight. You'll also receive 'Sorcerer's Ring', which you'll use with R. Fringe right away to create the Eruption Arte. When Efreet reaches Lv.5, you can Fringe with Undine to create Sharpness; or you can Fringe with Sylph to create Concentrate. Return 2 areas to where the 3 door are and use the Sorcerer's Ring to open the first door.

Behind it, use the Sorcerer's Ring once again on the blue stone to have Death appear. Not hard at all. Afterwards, a chest drops, containing 'Rune Bottle'. Return to the previous room, go S to find another door. Go behind it and use the Sorcerer's Ring once again on the blue stone to have another Death enemy appear. It'll give you 'Fire Shard'. Do the same for the third and last door to receive "LENS".

Move to the Camp area to trigger a scene about the master mind behind the Grand Fall... Balir! Anyway, Camp here and completely leave Efreet Gorge. Time to go to Mt. Farlos. Open up your World Map and locate the large island in middle of the ocean. That's Farlos. Go there.

Area #19 - Mt. Farlos | sx519

- My lv: Reid 25, Farah 25, Meredy 25, Keele 25
 - Enemies: Falsea Horns, Prairie Hawk, Grappler, Violent Viper, Killer Bee, Feather Magic, Chimaera, Wyvern, Hell Hound, Rassius (B)
 - No. of Lens: 1
- o~~Item Checklist: ~~~~~o
- | | | | |
|----------------------|----------|------------|--------------|
| Crystal Robe ----- | (AB) = | (AH) ----- | Duel Helm |
| Omega Shield ----- | (AA) = 1 | ----- | Flare Bottle |
| Apple Gel ----- | 1 = | (AC) ----- | Emerald Ring |
| Warrior Symbol ----- | (AC) = 1 | ----- | Orange Gel |
| Lemon Gel ----- | 1 = | (WP) ----- | Trident |
| 2,600 Gald ----- | x = 1 | ----- | Life Bottle |
- o~~~~o

We start out at the Sanctuary. Go inside and into the room to the left. Rest in here and a scene triggers. Now check the W drawer to find "LENS". Return to the main hall, talk to the priest and answer with the following:

- The God of Creation
- The floating ring in the sky
- He lives somewhere

When you try to leave, he'll teach Farah the skill "Life". Nice, very nice. Now exit and go N to Mt. Farlos itself. Prepare for the largest dungeon so far. After the scene, go N to the next area. Check N almost at the top of the trees to find a chest with 'Crystal Robe' in it. Then go N to N to find 'Duel Helm' in another chest. Now go E and at the fork, go E to find 'Omega Shield' in the next area. Return to the fork and go N to the next area.

From the fork, go NW to find a chest with 'Flare Bottle' inside. Now go N to trigger a rockslide and have Farah separated from the group. Dammit! Some reminiscent scenes trigger. Yay, Ras is here. Move S a bit now and go E down the little rock there on to the next area. Cross the bridge to the next area.

Follow the path and at the fork, go S to find 'Apple Gel' from the bag. Return to the fork and go E to the next area to trigger a scene where you finally meet Farah, although she won't be joining you anytime soon. Keep following the path, grab 'Emerald Ring' from the chest you come across and keep following the path until a scene with Farah and Ras triggers.

Keep following the path and when you get to a fork in an area with falling boulders, go W following the lower path to grab 'Warrior Symbol'. Return to the fork and follow the upper path this time on to the next area. There's a chest to the W, so go grab it to obtain 'Orange Gel'. Proceed N to the next area, which is another area with boulders falling. Follow the upper path to get to the next area.

Grab 'Lemon Gel' from the bag you come across in the next area and proceed to the next one, which is another boulder falling area. Go down the lower path to find 'Trident' in the chest. Now proceed N to another boulder falling area. Follow the lower path to find '2,600 Gald' from the chest, then proceed N to the next area. There are no more chests in this part, so make your way N until you hit the Camp site of this dungeon.

<vin> Love the Camp scene ^_^

Proceed and another scene with Ras and Farah will trigger. Now we're at an area totally different from the rest. We'll be using Quickie for this part. Start by saying:

- 1st rope: Right, then Go, Now, Now, There (this will untie the rope).
- 2nd rope: Now, Go, There, There (this will untie the second rope).
- 3rd rope: Now, Now, Now, There (this will untie the last rope)

Now proceed through the rope maze. Grab 'Life Bottle' after the maze and follow the path until the party sees the summit. Go up to meet with Farah! Thank goodness. Once Ras leaves, heal up, save your game and use the Sorcerer's Ring on the door to open it up. Go inside to trigger a scene and just before you cross the Bridge of Light, someone comes in and you'll have to fight him.

~~~ BOSS: RASSIUS ~~~~~

- Name: Rassius
- HP: 4,408
- XP: 928
- Gald: 0
- Elemental Info.:
  - Strong: None
  - Weak: None

- Strategy: Ras fights just as he did when he was with us at Sylph Cavern, so you must know his patterns and attacks by now. He fights really similar to Reid, so shield at all times and keep healed, even though he doesn't make that much dmg.

Reid: Since Ras fights similar to Reid, attack whenever you see an opening and guard until you're able to attack. Use Items as needed (probably you won't need them though, since Farah now has Life to revive).

Farah: Like all battles, have Farah Heal the party if needed and support you in attacking Ras, using all the skills she has.

Meredy: Make her spam Heal through the battle and use Spread whenever she can.

Keele: He must keep using Air Thrust and Eruption through the battle, since those are the main sources of dmg. coming from Keele. Use Sylph or Efreet whenever possible.

|       |                 |
|-------|-----------------|
|       | -----           |
|       | - Rewards:      |
|       | o Heal Bracelet |
|       | o Leather Cape  |
|       |                 |
| ===== | '=====          |

Now watch the nice scene as how you're transported to Celestia. Man, Keele is all worked up from being in Celestia... well, who wouldn't?

-----  
    ~ ~ ~ ~ ~ 5.2] Celestia ~ ~ ~ ~ ~  
-----  
                  .:::~.:  
                  '-----'

The walkthrough to Celestia is written here. You won't find anything related from Inferia here, so make sure to check the corresponding section.

-----  
Area #20 - Cape Fortress | sx520  
-----

- My lv: Reid 27, Farah 27, Meredy 27, Keele 27
- Enemies: None
- No. of Lens: 1

o~~Item Checklist: ~~~~~o  
| Melange Gel ----- 1 |  
o~~~~~o

From where we start, locate the stairs going into the building and instead of following them, follow the little path to the right and examine the grass at the end to find "LENS". Now go inside, rest if you want and open the chest there to find 'Melange Gel'. Now leave to the World Map.

<vin> The enemies here are a lot tougher than the ones of Inferia, so be careful in not dying.

Simply go SE from Cape Fortress to reach Imen.

-----  
Area #21 - City of Craymel, Imen | sx521  
-----

- My lv: Reid 27, Farah 27, Meredy 27, Keele 27
- Enemies: None
- No. of Lens: 1

o~~Item Checklist: ~~~~~o  
| Melange Gel ----- 1 = 1 ----- Orange Gel |  
| Striped Ribbon ----- (AH) |  
o~~~~~o

Oh wow, this is completely different from the towns in Inferia. Meredy introduces you to her friends, Sagura, Bulenda and Hamilt. Ok now, so when you regain control, go N and check the pot outside the house to find 'Melange Gel'. The guy next to the pot sells food, so stock up your Carbonara (although you

won't find Bear Meat, Egg nor Pasta). Now go W to the next area.

Go W and enter the weapon shop. A little scene triggers here. Now talk to Hamilt to buy some weapons: 1 Saw Saber for Reid (we need the ACC), 1 Ruby Wand for Keele and 1 Silver Knuckles for Farah. For Armor: 1 Splint Mail and 1 Fine Shield for Reid and 1 Striped Ribbon for Meredy (you'll find another one really soon).

Exit the shop and go S a little bit to trigger a little scene with Lotte and Bonz. Now go S to the entrance of town. Check the pots in the basket in front of the lower building to find 'Orange Gel'. Now go inside the building to find Kukurle, another friend of Meredy. Leave after the scene and go S to trigger a little chat about the central lamp-thingy.

Return to Meredy's house and they'll leave you right now. There's a scene between Reid and Farah. Once awake, go meet with Farah in the next room. Check the shelf in this room to find 'Striped Ribbon'. Return to the main room and check the glass table in the center of the house to find yourself a "LENS". Also, check the Blue robot thing to have Wonder Chef appear and teach you "Sweet Rice". Now leave the house.

Go NW to the next area. Go S and from the Craymel Water Pump, go W to the next area. You'll find Keele and Meredy here reading a ton of books. Return inside to have the scene continue. Time to go to Luishka and meet Galenos. Now leave Imen and go E to the white dot in your map to get to Imen Station.

-----  
Area #22 - Imen & Luishka Stations | sx522  
-----

- My lv: Reid 27, Farah 27, Meredy 27, Keele 27
- Enemies: None
- No. of Lens: 0

o~~Item Checklist: ~~~~~o  
 | None |  
 o~~~~o

The Captain of the train tells you to bring fuel if you want to ride the Craymel Express. Time to go back to Imen. Meredy gets a new title as you enter Imen. Go to the Weapon Shop and examine the large orange container near Sagura. Now buy the Train Cage from him for only 2,000 Gald. Wow... that was cheap. Now that we have fuel, return to the Imen Station.

Talk to the Captain then go inside the Craymel Express. After the little scene, you'll start a mini game. Read the Controls for them (won't explain this mini game) and deliver the mail in each station (red bars on top). Then you get to Luishka Station. Watch the scene after you get off the Craymel Express and enter Luishka Station when you get control of your character.

There are some shops here. Buy the Great Sword for Reid if you want...  
<vin> It has more SLA and THR power, but it's ACC and EVA are horrible, so I recommend sticking with your Saw Saber.

... and buy a Memory Whistle to Meredy. Restock your Item and Ingredient supply. Now leave the station and go E to find Luishka.

-----  
Area #23 - Ruined Village, Luishka | sx523  
-----



- My lv: Reid 27, Farah 27, Meredy 27, Keele 27
- Enemies: Hard Horn, Flying Soul,
- No. of Lens: 0

```
o~~Item Checklist: ~~~~~o
|                               None                               |
o~~~~~o
```

Watch the little scene as you enter and go N to the second area. Then NE at the fork to the next area. Proceed further in to trigger a scene and when you gain control, go E to meet with Galenos. A rather long scene triggers, so lay back and read. When you regain control, go up the stairs and enter the door. Check the green box near the bed in front of you to have Wonder Chef appear and teach you "Bitter Tofu".

Return to the entrance and go E again to meet with Galenos. He tells us that we need to go to Peruti to gather info about Balir's Castle. Leave and in the area with the forking path, go NW from it and check the wooden box to have

Wonder Chef appear once again and teach you "Hot Borsch" this time.

Return to Luishka Station and go to the Craymel Express. Talk to the captain and tell him to go to the Abandoned Mine. Read the Controls and make your way to the Abandoned Mine.

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-----'.-----
Area #24 - Mine of Gnome                               | sx524
-----'-----
```

- My lv: Reid 27, Farah 27, Meredy 27, Keele 27
- Enemies: Fungusnail, River Sickle, Hard Horn, Roller Snail, Living Sword, Tetratusk, Night Flyer, Gentallman, Sliver, Blood Sucker
- No. of Lens: 0

```
o~~Item Checklist: ~~~~~o
| Gold Bracelet ----- (AA) = 1 ----- Savory |
| Hourglass ----- 1 = (WP) ----- Ruby Wand |
| Miracle Gel ----- 1 = 1 ----- Bellebane |
| Rune Bottle ----- 1 = 1 ----- Elixir |
| Pine Gel ----- 1 = ITEM ----- Colain's Pot |
| Lemon Gel ----- 1 = 1 ----- All-Divide |
| Red Shield ----- (AA) = (KI) ----- WHIS |
| Gnome Pick ----- (WP) = (WP) ----- Bear Claw |
| Ogre Lance ----- (WP) = (AH) ----- Mythril Circlet |
| Rabbit's Foot ----- (AC) |
o~~~~~o
```

After the scene, grab the lone chest to find 'Gold Bracelet'. Proceed inside and enter the next room. We can rest up in here, so do so. Check out the open cabinet and grab the Dynamite. Return outside and go E to the next area. Blow up the boulder to the S of the entrance with the Dynamite and before going S, go all the way E to grab 'Savory'.

Return to where you can rest and grab the Shovel now. Return to where you blew up the boulder and go S to the next area. Operate the lever that's in front of you and a chest with 'Hourglass' will appear. Now go NW from here to grab 'Ruby Wand'. Return to the lever and go S to the next area.

From the fork, go W then N to find 'Miracle Gel'. Return to the previous fork

(the one you took N) and go S to find 'Bellebane'. Return to the 4-way fork and go E to find 'Rune Bottle'. Return and go S to the next area. In this rather large area, go W then N to find 'Elixir'. Now go S from here to get to the next area.

Make a right at the beginning and dig in the wall where the hole is to find 'Colain's Pot'. Now open the chest to find 'Pine Gel'. Now go S and at the fork, go S to find 'Lemon Gel' at the end. Return to the fork, go SE and use the shovel to move the gravel blocking the way. You'll restore your HP. In the next area (in the large area), go E to the next area.

In the initial fork of the area, go all the way N and pull the lever to have a chest with 'All-Divide' come out. Return a little bit and go E and remove the gravel with the shovel. Return to the cabin and grab the Dynamite. Return to where you grab the All-Divide and follow the path where you cleaned the gravel. In this area, go S to the next area.

Keep going S, open the chest to find 'Red Shield'. Equip it on Reid return to the fork you just passed, go W then S and use the Dynamite to blow up the boulder when you get to it. Return to the cabin and grab the Key now. Return to where you blew up the boulder and use the Key to go down and trigger a scene. Time to play WHIS.

Just play until it's over. You'll receive 'WHIS' at the end. Go S through the wall (NOT SE FOLLOWING THE PATH) and open the chest that contains 'Gnome Pick'. Return and now follow the path SE and at the fork, go S and grab 'Bear Claw' from the chest, then go S to the next area. Go E, grab 'Ogre Lance' and go to the end of the path for 'Mythril Circlet'. Return to the previous area and go E into the next one.

Go to the NE corner of the room and pull the lever to have Dynamite come out. Take it and go S and E to the next area. Blow the boulder and go E at the fork to grab 'Rabbit's Foot' from the chest. Now go S to trigger a scene with Gnome. Now you're in Gnome's Village.

-----  
Area #25 - Gnome's Village | sx525  
-----

- My lv: Reid 30, Farah 30, Meredy 30, Keele 30
- Enemies: Gnome (B)
- No. of Lens: 1

o~~Item Checklist: ~~~~~  
| None |  
o~~~~~

Talk to the Gnome next to the Load Crystal to have your HP and TP healed. Check the SW corner of the area (where there's a Gnome saying "Pooo?") to find a "LENS". Buy your items and ingredients, save your game and go E to the next area, where Gnome resides. And you know what that means. Yep... Boss time!

-----

- ~~~ BOSS: GNOME ~~~~~
- Name: Gnome
  - HP: 16,160
  - XP: 3,000
  - Gald: 2

- Elemental Info.:
- Strong: Earth
- Weak: Wind

- Strategy: Ok, this battle is a pain. Gnome may be big, but he's fast as f\*\*\*. IF you still have Reid's Assault Dagger, equip it to deal massive damage on Gnome. Equip the Flare Capes you have and let's start with this battle. When you see Gnome zooming in to you, jump!!! Otherwise, you'll receive a 20+ hit from him. Another pain about this battle is that the little Gnomes in the background are tossing boulders at you that deal around 150 dmg. per hit. Insane.

Reid: Reid is your main damage dealer. With the Assault Dagger equipped, you'll deal more than the normal dmg. Sweet! Use Reid and don't let Gnome get near Meredy nor Keele.

Farah: Farah must be your supporter and keep Gnome busy attacking her and Reid. Use everything in her arsenal and don't worry about her Healer. That's why we have out Craymel Mages... to heal.

Meredy: Since Meredy is my healer, put her attack and offensive TP usage to 1, while her defensive value should be at 5. Deactivate all of her Artes, except for Heal and when you're able to summon Undine, do so to heal the complete party.

Keele: My offensive Craymel Mage, Keele must have the same values as Meredy, only that the offensive TP usage must be at 5 and the defensive should be at 1. Deactivate all of Keele's Artes except Air Thrust. Also, put Sharpness and Air Thrust in a shortcut and at the start of the battle, have Keele use Sharpness on both you and Farah, then focus on using Air Thrust. Keep pressing the shortcut button as the Arte is ending.

- |- Rewards:
- o Moon Crystal
- o Rune Bottle

=====  
 Watch the scene after the battle and now Gnome will come with you. Sweetness! Now go to the C.Cage and Fringe to create Gnome's Arte Stalagmite. Now, this is my setup for the Craymels so far:

| <u>M E R E D Y</u> | <u>K E E L E</u> |
|--------------------|------------------|
| o Undine           | o Sylph          |
| o Gnome            | o Efreet         |

This way, we can have Undine's Spread and Heal [with Sylph] (You can fringe with Gnome later on for Acid Rain, but it's an Arte that only lowers a stat, which I can't remember at the moment); and Gnome has Stalagmite and +Metal Charge [with Sylph].

On the other hand, we have Sylph with Air Thrust and Efreet has Eruption, Sharpness [with Undine] and Flame Wall [with Gnome in the future]. It's best setup in my opinion, but if you want to change it, be my guest. Now heal yourself with the Gnome, return your Strategy to normal, your equipment to normal and go W...

<vin> Make sure you grabbed the Lens from the SW corner. You don't want to come back all the way down here, do you?

... to trigger a little scene with Gnome. Now go through the hole Gnome made

to be outside. Nice. Thanks Gnome. Once at the World Map, simply move to the white dot to enter Hut.

-----  
Area #26 - Hut | sx526  
-----

- My lv: Reid 31, Farah 31, Meredy 31, Keele 31
- Enemies: Criminal, Murder, Culprit, Dark Servant, Living Sword, Skull Warrior,
- No. of Lens: 3

o~~Item Checklist: ~~~~~o  
| Pine Gel ----- 3 = 1 ----- Panacea Bottle |  
| Soul Eater ----- (WP) = (AH) ----- Mythril Helm |  
| Ghost Shell ----- (WP) = (AB) ----- Bloody Robe |  
| Lemon Gel ----- 1 = 1 ----- Melange Gel |  
| Blue Talisman ----- (AC) = (AC) ----- Emerald Ring |  
| 4,000 Gald ----- x = 1 ----- All-Divide |  
o~~~~o

This is a really -- really long dungeon. Yep, dungeon. Even though it's a hut, it's still a dungeon deep inside, so be prepared. After the little scene at the entrance, try leaving and curtain will open. Go inside and enter the door at the bottom. A scene triggers in here and now everyone is asleep. Now just where are we?

Return inside and check the clock on the wall to have Wonder Chef appear and teach you "Honey Ramen". If you check the mask, you can insert Gald to receive:

- 200 Gald :: 1x Apple Gel
- 500 Gald :: 2x Apple Gel, 1x Orange Gel
- 1,000 Gald :: 2x Orange Gel, 1x Life Bottle

Leave the room and go up the stairs to enter...

#### B A S E M E N T 8

Go to the E in this room through the door and in the hallway, enter the door at the end. Grab the Toy Duck from the table and 'Pine Gel' from the chest. Return to the hallway and enter the N door. Follow it until you get to a room with 5 rod-things and 4 arrows. Remember how to get to this room and exit through the S exit (where the arrow is pointing).

Go W from here and examine the blue machine in the next room. Afterwards, return to the main room...

<vin> I'll be calling the room with the Load Crystal Main Room through the remaining of the dungeon. There are 8 levels and each one has its own Main Room.

... and make your way to the room with the 4 arrows. Examine them to lit them and make the arrow spin. Examine all of them until the arrow is on the right. Grab the 'Panacea Bottle' and return to this room (yes, you have to go around all the place). Now make it point to the left and enter the next room. Grab the Spring from the corner, exit the room and go to the Main Room.

Examine the little hole with water and the door will now open. Now go up to...

#### B A S E M E N T 7

---

Go through the E door once again and into the last room. Open the chest for 'Soul Eater'.

<vin> Although the Soul Eater is extremely powerful, it's Attribute is Shadow and most, if not all the enemies in this place are strong against Shadow. Not to mention it has -30 ACC, so that puts even more thought if whether you should equip it after the Hut dungeon. I suggest you do.

Return to the Main Room and go W this time, all the way to the very end. If you approach one of the armor suits in this room, you'll enter a battle. Now open the chest to find 'Mythril Helm'. Return to the hallway and from the 3 doors on the NW wall, enter the last one. Grab 'Ghost Shell' from the chest.

<vin> Just like with the Soul Eater, do not equip it as it's Shadow-based.

Enter the next room (the one that had the rods in the previous floor) and enter the left room once again and then exit through the S door. The armor suit that falls has the Toy Duck, so pick it up. Return to the room that had the rods in the previous floor (the one you just passed), enter the door N and follow the path until you hit another armor suit and get the Spring for the duck.

Grab it, go to the Main Room and use the duck just like before. Now move up to...

#### B A S E M E N T 6

You'll see that the E door disappeared. No prob. Use your Sorcerer's Ring to burn down the paper covering it. But instead of going there, go through the W door, then through the upper door. Examine the barrel thing near the door to have the wind start blowing. Leave the room and enter the lower door.

In this room, the door is a fake and when you try to open it, you'll trigger a battle. There's paper blowing on the N side, so burn down the paper just like you did in the Main Room to have a door appear. Go through it to find 'Bloody Robe' and the Toy Duck. Equip the Bloody Robe right away. Return to the Main Room and go right this time.

Enter the first door right away, then ignore the first door (it's a fake) and burn down the paper to reveal the other door. Inside, the Spring is laying here. Return to the Main Room and use the duck to proceed to...

#### B A S E M E N T 5

Go to the E in here and go to the door at the end. Step on the Question Mark in the middle of the room and answer with "A map". Now grab 'Lemon Gel'. Return to the hallway and go through the NW door and follow the path until you get to another Question Mark. Answer with "Fog" to receive 'Melange Gel'. Now go through the door on your right and once again stand on the Question Mark. Answer with "Joke" to get the Spring for the Toy Duck.

Return to the previous room and go through the W door and answer with "Mop" to get 'Pine Gel'. Go S from this room and go into the W door in the hallway. Answer with "Sweater" to get the Toy Duck. Now return to the Main Room and use the duck to get to...

#### B A S E M E N T 4

Like always, go E and all the way to the end. Go inside the wardrobe to find

the Spring. Leave this room and return to the Main Room. Go W this time and enter the door at the end of the hallway. Check the box in the SW corner to find "LENS". Now enter the NW door and grab the Toy Duck. Return to the Main Room and use the duck to get to...

B A S E M E N T 3

We're about to get out of here, so just hang in there. Go W this time and enter the first door on your left. Grab the Spring in here, go W and grab 'Pine Gel' and 'Blue Talisman'. Move to the W and push the statue on the switch. Exit through the S door and pull/push the statue in middle of the conveyor belt then walk into the door. Grab the Toy Duck and return to the Main Room. Use the duck to get to...

B A S E M E N T 2

Go E and onto the door at the end. Grab the Toy Duck in here and check the painting in the wall (it's Stahn from Tales of Destiny). Move it so the head is facing W (6 times). Return to the hallway and go through the NW door. When you get to another painting (Philia from Tales of Destiny), make is face S (4 times) and go W to find 'Emerald Ring'. Return to the Main Room and go W this time.

Go to the last room and grab the Spring. Now check the picture (Rutee also from Tales of Destiny) to have it face E (2 times). A little sound is heard. Return to the Main Room and use the duck to get to...

<vin> The sound you head made the switch inside the hole appear.

B A S E M E N T 1

We are finally here. As always, go to the E and go to the end. Move the barrels in here until you're able to get the Toy Duck (don't worry, it's not that hard). Now check the box next to the bread (E of the aquarium, the one that has little "pebbles" in it) to find the last "LENS" here. Return to the Main Room and go W this time.

Enter the last of the three doors to find '4,000 Gald'. Leave the room from the S and enter the W door. Grab all the books on the floor and grab the red one between the blue ones on the right shelf. Now put all the books in place (just press X in front of the shelves) and a door between them will open. Grab the Spring in here and return to the Main Room.

Use the Toy Duck and an enemy will appear in front of the door. That means... a Boss Fight!

-----

~~~ BOSS: GUARDIAN ~~~~~

- Name: Guardian
- HP: 30,000
- XP: 3,000
- Gald: 210
- Elemental Info.:
 - Strong: Volt
 - Weak: Water, Fire, Ice
- Strategy: This enemy is fast. Fastest enemy so far. He has an attack that hit multiple times to all those in front of him, sorta like a machine gun. And each

hit will do around 100+ dmg. per hit. His blade is mortal, so try to stay behind him at all time. Using weapons with Water, Fire and/or Ice attributes (no ice yet) will bring him down even quicker. He doesn't have that much defense, so you'll take great chunks of HP per combo.

Reid: Make sure to equip your Soul Eater. If you see that it's not hitting him enough, change out to either an Earth Blade (if you got one at Mine of Gnome) or your Demon Javelin or the Flamberge. Remember to have Reid attack him nonstop and use items if you have to. He's the item man in this battle.

Farah: Good old Farah must stick to the basics, help Reid hit Guardian and keeping him from targeting Meredy and/or Keele. Have her use Healer if you need to, otherwise, stick to attacking Guardian nonstop.

Meredy: Meredy should stick on using Spread and Heal throughout the battle. Use Heal only if you need to, but stick with Spread. Have her cast is over and over through the battle. Since Guardian is weak against Water, it'll take huge chunks of HP. If you have Undine, DO NOT hesitate in using her, since we'll be needing the HP restoration.

Keele: Same as Meredy. Have Keel use Sharpness on both you and Farah as the fight starts. Once done that, stick on using Eruption over and over and over. It's even better than Spread, trust me.

| | |
|--------|---------------|
| .----- | - Rewards: |
| | o Rune Bottle |
| | o Pine Gel |
| | |
| ===== | '===== |

Enter the door after the fight and you'll be at the beginning (the entrance of the hut). Yay! Ship time! Go talk to her and tell her you'll be her deck hands. Now you'll be outside the ship. Amazing, isn't it? Welcome to the Van Eltia. Once inside Val Eltia, return outside and go to the NE corner of the area and check the E side to find 'All-Divide'.

Return inside the Van Eltia and go up the electrical ladder to trigger another scene with Chat. Now check behind the machine Chat was hugging to find "LENS". Follow Chat and tell her you would like to depart to trigger a nice animated cutscene.

Now we can go wherever we please... not. You'll only be able to go to Peruti for now, and it'll go automatically, so see ya there!

Area #27 - Port City, Peruti | sx527
-----'

- My lv: Reid 32, Farah 32, Meredy 32, Keele 32
- Enemies: None
- No. of Lens: 0
o~~Item Checklist: ~~~~~
| None |
o~~~~~

After the scene where Keele freezes, go W into the next area. Go W and enter the N building. Here you can buy ingredients, but not at this point. Also, check the heater next to the counter on the right side to have Wonder Chef appear and teach you "Spicy Shrimp". Return outside and go W into the next area.

Enter the first building, which is the Weapon and Armor shop. From here, buy: For Reid -- Destroyer, Plate Mail. For Farah -- Crystal Shell, Tartan Ribbon. For Meredy -- Tartan Robe, Gold Bracelet. For Keele -- Skull Staff, Gold Bracelet. It's going to be 86,400 Gald for this, so I hope you have enough Gald to pay (heck, I had over 200,000 Gald at this point).

Leave and enter the building next to it. Inside, talk to the red-haired man on the left of the heater to trigger a little scene. Rest here if you want, then go up the stairs and enter the second door. Check out the snowman to have Wonder Chef appear and teach you "Sushi". Also, check the heater in this room to get 'Apple Gel'... but it's crisped XD.

Now exit the Inn and go W into the next area. The man you met at the Inn will come out of the building and tell you good luck. Now enter the Mountain Gear Shop, the one the man came out from. Now you get to pick an outfit for each one:

Reid: Talk to the shop owner

Farah: Poncho

Keele: Heavy Cloak

Meredy: Cape

Now leave Peruti and in the World Map, simply go NW to enter Mt. Celsius.

Area #28 - Mt. Celsius | sx528

- My lv: Reid 32, Farah 32, Meredy 32, Keele 32
- Enemies: Ice Tiger, Flying Soul, Hunchback, Gallows Bird, Snow Lobster, Terror, Bigfoot, Dark Servant, Celsius (B)
- No. of Lens: 1

o~~Item Checklist: ~~~~~o
| Elixir ----- 2 = (AC) ----- Aqua Cape |
| Rune Bottle ----- 1 = 2 ----- Syrup Bottle |
| Freeze Charm ----- (AC) = 2 ----- Life Bottle |
| Silver Cloak ----- (AB) = 1 ----- Sage |
| Battle Pick ----- (WP) = 1 ----- Miracle Gel |
| All-Divide ----- 1 = (KI) ----- Freeze Ring |
| Lavender ----- 1 = 1 ----- Hourglass |
o~~~~o

<vin> Important Note :: Equip Reid with the Flamberge through the entire dungeon. It may have lower attack than Destroyer, but it's Fire Attribute deals more dmg.

We start this dungeon with Efreet crapping fire... hahaha! Seriously. Now proceed N to the next area. Open the chests N of you to find 'Elixir' and 'Aqua Cape'. Now go up the stairs N to the next area. Grab 'Rune Bottle' at the end of the path.

Return to the area with the 2 chests and go E under the stairs to the next area. Go N from here to the next area. Go N to the next area. Enter the Igloo to find a Camping Site. Also, open the chest to find 'Syrup Bottle'. Exit and grab 'Freeze Charm' from the chest here. Now go N to the next area.

This area has 3 paths to follow. Go W, open the chest with 'Syrup Bottle' in it and continue W to the next area. The path forks once again. Go up the left one and melt down the iceberg on your right (with your Sorcerer's Ring) to

trigger a fight and reveal a chest with 'Life Bottle' in it. Now go NE to the next area. Melt the iceberg and grab 'Life Bottle' from the chest.

Now go E and open the chest to find 'Silver Cloak'. Now go NE, melt the iceberg and proceed NE. Walk over the crevice below to fall down. Examine the snow that fell with you to get "LENS". Go S one screen, then W, then NE at the next one (you'll be right back where you fell). Go from where you fell and open the chest for 'Sage'.

Go N a little, melt the iceberg and grab 'Battle Pick' and 'Miracle Gel'. There are 3 paths to your W. Follow the middle one and grab 'Syrup Bottle'. Return and take the top path and open the wooden box here to find 'Toto Oil'. Return to the previous area and go down the lower path. In this area, go NW and examine the red pillar to use the Toto Oil and burn it down.

Go N, melt the iceberg and go NE to find 'All-Divide'. Return and go NW this time. You will find Celsius here. After the little scene, you'll have to fight her, as per usual.

~~~ BOSS: CELSIUS ~~~~~

- Name: Celsius
- HP: 33,333
- XP: 4,000
- Gald: 0
- Elemental Info.:
  - Strong: Ice
  - Weak: Fire

- Strategy: Celsius is one tough chick to crack. Her attacks are precise, quick and on top of that, deathly. Make sure you have stuff that prevents Freeze, because you'll get a lot of it. Having Accessories like Aqua Cape to drop the dmg. is recommended, but not necessarily. It's really hard to hit her, because she evades them with a lot of ease. Stay close to her at all times and attack nonstop. You can't let her even move, otherwise, you'll regret it.

If you keep dying (like I did my first time playing this game), use an All-Divide. It'll cut to half the dmg. she does, but so does the dmg. you do. It'll take more time, but it'll be easier.

Reid: Equipped with the Flamberge, use skills nonstop and don't give her an opening to attack. Along with Farah, make sure to keep her away from Keele and Meredy, since you'll be needing the healing Artes and the Fire Artes. Use items with Reid, because the main source of dmg. comes from Keele's Eruption.

Farah: Just like with Reid, have Farah attack with skills nonstop to maintain Celsius away from the Craymel Mages. If you need to, also use items with Farah, but don't use Healer unless it's really important. You can leave Meredy with the healing.

Meredy: Meredy will heal throughout the battle. Have her use Heal over and over and over even if you don't need it. In 3 seconds, Celsius can leave you on the edge of death, so you never know when you'll need the HP.

Keele: Main guy in this battle. Keele must use Eruption over and over. Keep a shortcut for his Eruption and keep pressing it as he ends his cast. If he dies, revive immediately.

-----  
|- Rewards:  
o Resist Ring  
o Freeze Charm

=====  
|  
=====  
Watch the scene with the Greater Craymels. Poor Efreet... XD! She'll give you 'Freeze Ring', which is basically the same as the Sorcerer's Ring, only that it shoots ice this time. Before leaving, open the chests to find 'Elixir', 'Lavender' and 'Hourglass'.

<vin> Now that we have Celsius, think really hard in where to put her. Remember the setup I have with the Greater Craymels?

| <u>M E R E D Y</u> | <u>K E E L E</u> |
|--------------------|------------------|
| o Undine           | o Sylph          |
| o Gnome            | o Efreet         |

If you give Celsius to Meredy, Celsius will learn Blizzard [with Sylph] and +Freeze Guard [with Efreet] (totally useless at this point). On the other hand, if you give Keele Celsius, she will learn Resist [with Gnome] and Undine will learn Nurse [with Celsius] (this is like Heal, but to the entire party). Personally, I picked to give it to Keele, so I can have Nurse. I occasionally change her to Meredy just to spice things up, but you may do as you please.

Heal up using the Load Crystal and make your way out of here and return to Peruti.

-----|-----  
Area #29 - Peruti | sx529  
-----|-----

- My lv: Reid 34, Farah 34, Meredy 34, Keele 34  
- Enemies: None  
- No. of Lens: 2  
o~Item Checklist: ~~~~~o  
| Miacis Badge ----- (KI) = (KI) ----- Celestia Map |  
o~-----o

Watch the scene as you enter. Wow, Guston wants use to join the Shileska Freedom Army. Time to go to Tinnsia. You'll receive 'Miacis Badge' from Guston. Afterwards, you'll also receive 'Celestia Map'. Leave the Inn and go NW to the next area. Go around the pond and check the brown statue to have Wonder Chef appear and teach you "Cold Noodles".

Now go NW and locate the blue/purplish stand. Search the tree behind it to find "LENS". Return to the Ingredient shop and search the box filled with crabs outside to find another "LENS". Restock your ingredient supply (you may need to) and return to the Van Eltia. Now from Peruti, simply go N and enter...

-----|-----  
Area #30 - Imen | sx530  
-----|-----

- My lv: Reid 34, Farah 34, Meredy 34, Keele 34  
- Enemies: Hyades (B)  
- No. of Lens: 1  
o~Item Checklist: ~~~~~o  
| Technical Ring ----- (AC) |

Well, something happened to the town, but we'll catch the bastard who did this, you can bet on it. After Meredy leaves, go over to Bupumu (weapon shop) and check the display case to find "LENS". Now go over to the library to trigger a scene and a...

---  
~~~ BOSS: HYADES ~~~~~

- Name: Hyades
- HP: 45,000
- XP: 4,000
- Gald: 30
- Elemental Info.:
 - Strong: Water, Wind, Fire, Earth, Ice, Lightning
 - Weak: Light
- Strategy: The good thing about this fight is that Hyades isn't hard at all, but he can get rather annoying. Lets go into the personal strategies.

Reid: As per usual, have Reid in the front row and take most of the dmg. Make sure that Hyades doesn't get anywhere near Keele and Meredy. Use your most powerful attacks and make sure you use short-ranged skills, because long-range will most likely miss.

Farah: She should team up with Reid and make sure Hyades doesn't get near your spellcasters. If needed, have her use Healer to heal either her or Reid. The one who needs it the most.

Meredy: Meredy's job here is to keep your HP at full. Since we now have Nurse, this becomes a whole lot easier.

Keele: Keele is the useless character here because Hyades is stong against all elements except Light and Dark, being weak against the former. Anyway, have him use his best skills against him and make sure he stays away from Hyades at all times.

| | |
|-------|-------------------|
| ----- | - Rewards: |
| | o Mental Bracelet |
| | o Egg |
| | |

=====

When you regain control, you'll be on the World Map. Return inside Imen and go to the water pump near Bupumu and speak to Bonz to receive 'Technical Ring'. Now return to the World Map, board the Van Eltia and go W. You'll see your destination in your Map, so go there and enter...

Area #31 - City of Artisans, Tinnsia | sx531

- My lv: Reid 34, Farah 34, Meredy 34, Keele 34
 - No. of Lens: 1
- o~~Item Checklist: ~~~~~
| Celesti Cape ----- (AC) |
o~~~~~

After the little chat when you arrive, go up the electric stairs near you all the way to the top to the next area. Go E and enter the only building. You have

a mini game here, in which you have to eat more than the dude in here. The yellow plates give you 800 points, the red ones give you 300 and the white ones net you 100 points. You have to score more than 4,300 points to win the title "King of Hunger".

Anyway, go E from the building to the next area. Go E and up the stairs. Check the Gnome statue to find "LENS". Now speak to the painting woman here. Now return and go up the stairs to the N to find the weapon shop. In here buy:

- o Reid: Ogre Sword, Battlesuit
- o Farah: Dragon Fang, Pretty Mitten
- o Meredy: Trumpet, Pretty Mitten

Now leave the shop, return to the fork and go S to the next area. In here, go W and you'll find Teeru, the item shop. Buy whatever you need and speak to the pink haired chick to find Irene. If you've collected 30 or more Lenses, you'll receive 'Celesti Cape'...

<vin> You should have 36 Lenses up to this point.

Now leave Teeru, go down the stairs in front of you and enter the building down here. Check the "dragon" statue near the counter to find Wonder Chef, who teaches you 'Broiled Sandwich'. Return outside and go E to the next area. Go inside the building here, which is the Inn. Go inside and check the NW bird statue to find Wonder Chef once again and learn "Sweet Parfait".

Now leave the Inn, go E and try getting on the boat to trigger a little scene. Now you'll follow him into...

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Area #32 - Shileska's Hideout | sx532
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- My lv: Reid 34, Farah 34, Meredy 34, Keele 34
- Enemies: Shileska G.
- No. of Lens: 1

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o~~Item Checklist: ~~~~~o
|                               None                               |
o~~~~~o
```

Go down the stairs as told and you'll have to fight 8 Shileska G.'s. They are easy, but annoying. Once you're done, a scene with Ayla triggers. Follow her to have the scene continue. Once it's over, keep following her. Yeah! XD. Now Keele leaves the party, but Max joins. Isn't that nice? Anyway, exit Max's office and reenter. Check the brown chest next to the chair to find a "LENS".

Now leave the Hideout and try leaving Tinnsia to trigger a little scene. Once it's over, press [] and enter the Bridge Control. Go down stairs and speak to Chat to have her join your Party. Nice, very nice...

<vin> The first time I played the game, I had no idea Chat joined the team, so I completed the game without her. Hilarious.

Anyway, open up your map and locate the continent where Peruti is. Highlight Jini, which we still have to go there, and Volt is on the SW corner of this continent, almost directly W of Jini...

<vin> Make sure all your characters have equipped Stun Charm.

Now go there and enter...

- My lv: Reid 35, Farah 35, Meredy 35, Max 35
Chat 34

- Enemies: Imp Bell, Air Slicer, Savage Beast, Tallman, Neuroids, Madman,
Mist, Volt (B)

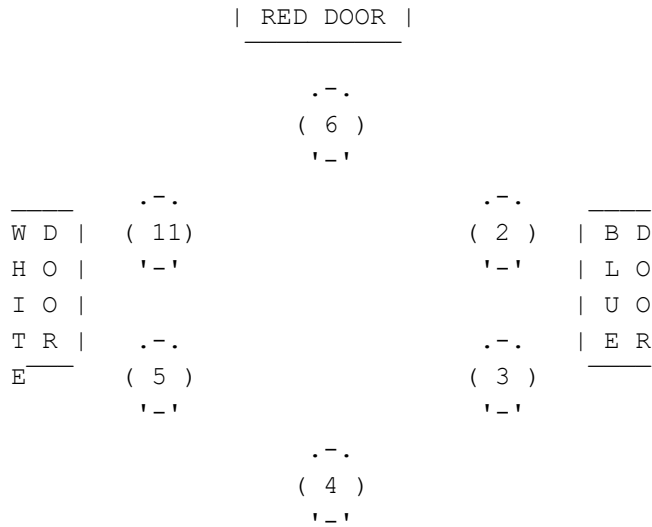
- No. of Lens: 1

```

o~~Item Checklist: ~~~~~o
| Stun Charm ----- (AC) = 1 ----- Pine Gel |
| Pirate's Hat ----- (AH) = (WP) ----- Big Bag |
| All-Divide ----- 1 = (KI) ----- Fuse |
| Panacea Bottle ----- 1 = (AC) ----- Thunder Cape |
| Rune Bottle ----- 1 = 1 ----- Red Sage |
| Holy Staff ----- (WP) = (WP) ----- Voltic Sword |
| WakeUp Charm ----- (AC) = (WP) ----- Excalibur |
o~~~~o

```

A scene triggers as you enter. Max receives the title "Mr. Carefree" during it. Now go inside and you'll see some electric obstacles. Avoid these and at the fork, check the stone tablet on the N corner. Once Meredy reads it, examine it again to find a "LENS". Now go NW in this room to the next one. When you reach a room with some strange pattern on the ground, let me ASCII it up for you:



The numbers inside the circles represent the amount of "points" they each give you. Now, in order to open the doors, you need the correct amount of points, which are:

- o Red Door: 15 points
- o Blue Door: 14 points [6 + 5 + 3]
- o White Door: 17 points [11 + 4 + 2]

Also, inside every door, you find something different, of course. First open the Blue Door, grab the 'Stun Charm' from inside and enter the next room. In this hallway, go E all the way and grab 'Pine Gel'. Now go SE and enter the next room. Step on the switch in middle of the room, and enter the room to the N (the one next to where you came out from). Follow the path, grab 'Big Bag' when you get to it, equip it on Chat and go SW to the next room.

Step on the switch in here and go SE until you reach the hallway you just passed (where the Pine Gel was). Go left this time and enter the door to the

left. Open the chest to find 'All-Divide' and check the shiny object to find 'Fuse'. Now return and go right again until you reach the room with the switch. Now go SW and grab the chest with 'Pirate's Hat'.

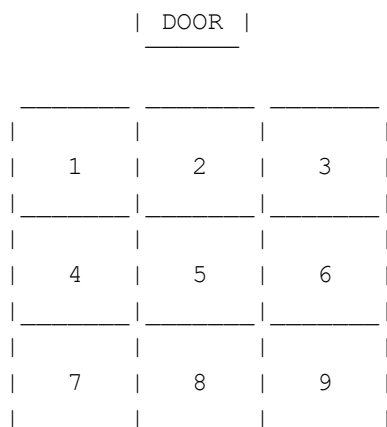
Enter the next room and use L1 to remove the electrical barrier. Follow the path until you reach the fork near the entrance. Return to the room with the buttons and press 11, 4 and 2 to open the White door. In here, when you get to a long hallway, go up and use L1 to remove the electrical barrier. In this strange looking room, insert the Fuse in the hole and use the first platform.

When you're on the right ledge, use the right platform, then use the platform to the NW, then the one in front of you and go up the stairs to the next area, in which you'll camp. After it, go right until a little scene triggers. Once it's over, return to the camp site and go left twice. Open the chests to find 'Pine Gel' and 'Panacea Bottle'.

Go into the room to the left and examine the machine here. Once the little talk is over, return to the previous room and go to the right room this time. When you get to 3 colored switches, press the green one only, and enter the green door to the S. In here, grab 'Thunder Cape' and keep following the path, grab 'Rune Bottle' and 'Red Sage' when you get to them.

In the next room, go right at the fork and open the chest to find 'Holy Staff'. Now examine the purple glowing thing next to the chest to find the key to the device. Now return to the colored switches, step on the green switch to make it pop up and step on both the red and blue ones. Now enter the door to the NW and grab the chest with 'Voltic Sword'.

Now go NE to the next room, only to find another hallway with doors. Ignore the doors and follow the hallway to find a chest with 'WakeUp Charm'. Now return all the way to the Control Panel and use the key to the device you just got. Return to the camp, camp if you need to and return all the way to the right. Now we need to make the electricity go from the left side of the room to the upper right side. Here's a little ASCII to help you out:



The correct orden in which you should step on the switches is:

o 8 -> 6 -> 3 -> 8

With the first 3, you open the door and the fourth is to open proceed. Now continue on. Save your game when you reach Volt, prepare yourself and approach him to trigger a scene and a...

~~~ BOSS: VOLT ~~~~~

- Name: Volt
- HP: 54,321
- XP: 3,600
- Gald: 0
  - Elemental Info.:
    - Strong: Lightning
    - Weak: Water

- Strategy: Ok, Volt is the hardest of all the Craymels yet, and one of the reasons is because he's floating. Yes, floating. No combos in this fight, alright? As for attacks, these are rather annoying, as well as dangerous. His normal attack, which uses through the whole battle, is like a whip made out of electricity that attacks all the characters in front for around 200 dmg. Also, he shoots several thunderbolts that create somewhat like a wave that deals around 150 dmg. overall. Not to damaging, but he uses it several times in a row.

Also, the worse part is that you can't touch him. If you do, you'll be damaged. This is the first that a boss has something like this, IIRC. Spark Wave is another tough attack that deals around 600 dmg.

Reid: Reid should have equipped Trident, since Volt is weak against Water, a Celesti Cape and the Stun Charm. Have him use Demon Twist or Tempest Strike throughout the whole battle. Since you can't do combos, these are Reid's best aerial skills yet. Use Items with him if needed.

Farah: Farah, just like Reid, should have a Thunder Cape equipped, as well as a Stun Charm to protect against Volt. Have her use skills like Swallow Dance, Eagle Dive and Rising Dragon Strike.

Meredy: Meredy's job here is to use Nurse and nothing else. She may have Spread, but since Volt moves around so damn much, it's hard to hit it. If you can put Volt in a corner, THEN use Spread to deal around 2,000 dmg. If you can't get a clear hit, do NOT use Spread and stick to Nurse.

Max: Max is a no no. Seriously. His only skill, Burning Force, only travels near the ground, making it impossible to hurt Volt. So, whatever the case, do NOT bring Max into battle. If you choose to bring him, have him use items through the fight.

Chat: Well, between Chat and Max for this fight, Chat is the only one that can kinda help you here. Just have her attack over and over with skills or physical attacks and if needed, have her use Items.

|       |               |
|-------|---------------|
| ----- | - Rewards:    |
|       | o Holy Symbol |
|       | o Rune Bottle |
|       |               |
| ===== | '=====        |

Watch the scene after the fight and then press the switch behind Volt (the one shinning) and a slot will start. Stop them in the order Meredy tells you. It's a bit annoying, but with patience you'll do it. The scene continues afterwards. You'll also receive the sword 'Excalibur'.

Equip it on Reid right away, use the load point, and Fringe...

<vin> Now that we have Volt, think really hard in where to put it. Remember the setup I have with the Greater Craymels?

- o Undine
- o Gnome
- o Sylph
- o Efreet
- o Celsius

If you give Vold to Meredy, it learns Charge [with Sylph]. On the Other hand, if you give it to Keele, it learns Recover [with Gnome], +Stun Guard [with Undine]. Also, if you give it to Meredy, Efreet learns Explode [with Volt] and Celsius learns Absolute [with Volt]. I personally picked to give it to Meredy, but, like always, you may do as you please.

Try leveling up Volt here in the ruins up to level 5, then Volt Ruins and head over to Tinnsia and in here, go to...

```

-----
Area #34 - Shileska's Hideout                               | sx534
-----

```

- My lv: Reid 37, Farah 37, Meredy 37, Max 37
- Chat 37

```

o~~Item Checklist: ~~~~~o
|                               None                               |
o~~~~~o

```

As you arrive, Chat returns to the ship. Go downstairs and you'll trigger a scene. He leaves the party and you receive his equipment. Now go to the Craymel Cannon and you'll find Keele and Ayla. Keele rejoins the party after the scene, so equip him with the Holy Staff we got at Volt Ruins.

Now leave the Hideout, go to the area on the left of the Hotel and enter the building here. Go down the ladder inside and you'll trigger another scene. Now go to the Hotel. Spend the night here and a scene triggers. Once it's over, go see Max. After the scene with Ayla, leave the Hideout again and board the Van Eltia.

After the scene, you'll have to play another mini game. You have to either destroy all enemies or wait for the countdown to reach 0. It's actually pretty simple. Keep watching the scene afterwards and then you'll enter...

```

-----
Area #35 - Balir's Castle                               | sx535
-----

```

- My lv: Reid 37, Farah 37, Meredy 37, Keele 37
- Enemies: Skull Warrior, Carvadole, Stronghorn, Kubitoom, Whyte, Death, Guitaricle, Clay Golem, Hominicle, Fake, Anchor Lizard, Spiral/Escargot x4 (B), Shizel (B)
- No. of Lens: 2

```

o~~Item Checklist: ~~~~~o
| Pretty Ribbon ----- (AH) = (WP) ----- Dragon Vein |
| Mythril Arms ----- (WP) = (AA) ----- Rare Shield |
| Elixir ----- 2 = (AB) ----- Scale Robe |
| Dragger Lance ----- (WP) = (AA) ----- Lapis Bracelet |
| Silver Cloak ----- (AB) = (AB) ----- Silver Plate |
| Black Onyx ----- (AC) = (WP) ----- Plasma Cannon |
| Extreme ----- (AC) |
o~~~~~o

```

As you start, Max won't join you, sadly. Anyway, before moving to the next area, check the barrel in the NW corner of the area to find "LENS". Now go to the next area, which is a camp of Shileska. Buy from the weapon shop:



- o Meredy: Lapis Bracelet
- o Keele: Lapis Bracelet

<vin> There are some items you shouldn't buy because you'll find them inside Balir's Castle, so you can save up some money.

A lot of money, but used for a good cause. Also, the jerk to the S charges 7,700 to stay at his horrible tent. Screw him. Now go Ne to the next area. Go NW to the next area. In here, ignore the monsters for now and open the chest to the NW to find 'Pretty Ribbon'. Now check the machine next to the chest and press the switch to let loose all the monsters. Try evading them, go upstairs and up here, go right into the door to find 'Dragon Vein' at the end.

Don't equip it on Reid, because most of the enemies here are strong against darkness, so it'd be kinda useless. Now return to the previous screen and go upstairs. Up here, use the Sorcerer's Ring on the floating red stone to the N and a door opens. Go inside and grab 'Mythril Arms'. Return to the room with the floating stone and go right and in the room with stairs, go up the stairs to find a lone chest with 'Rare Shield'.

Return to the previous area and go inside the door next to you and you'll find another lone chest. This one is a Fake, but leaves 'Elixir' behind. Now return to the previous area and go E and up the stairs. Go in the door to the right up the stairs to find a lone chest with 'Scale Robe'. Return to the previous screen and go inside the upper door to find 'Dragger Lance'.

Now return to the previous area, go down the stairs and go E until you reach a camp site. Use it, save your game, use your Sorcerer's Ring on the floating stone and go inside the door. Follow the path until you come across a chest that has a "LENS". Now return to the camp site and go down the stairs to the next area.

Here, open the chest to find 'Lapis Bracelet' and use L1 on the floating blue stone to have the little lump of scrap move. Now use L1 on the second floating stone and grab the white card. Proceed S to the next area. When you get to a fork, enter the room to the N and go N once again to find a lone chest with 'Silver Cloak'. Return to the previous area, go W and you'll see an enemy here. Ignore him for now and enter the upper left room.

In here, you'll find another Fake, that has 'Elixir'. Go S and open the chest to find 'Silver Plate'. Now return to where the enemy is, heal up, save your game and approach it to trigger a...

-----

~~ BOSS: SPIRAL/ESCARGOT x4 ~~~~~

- Name: Spiral
- HP: 45,000
- XP: 1,000
- Gald: 3,000
- Elemental Info.:
  - Strong: None
  - Weak: None

- Name: Escargot
- HP: 5,140
- XP: 153
- Gald: 643

- Elemental Info.:
- Strong: Water, Earth
- Weak: None

- Strategy: This boss is not hard at all. There are probably several enemies, but they go down in a blink of an eye, especially the Escargot. The only attack

you should be worried about is Spiral's Vertical Spin, which can deal over 1,000 dmg. in one hit.

Reid: Having Reid use Megasonic Thrust is one of the best things you can have him do while the Escargot are around. With this skill, you'll be able to kill them all in a matter of second.

Farah: Have Farah second Reid and rack up some dmg. on Spiral. Have her use items as you see fitted.

Meredy: Meredy should focus on using Thunder Blade over and over. This deals a really nice amount of dmg. to all the enemies.

|                                                                                                           |                                                             |
|-----------------------------------------------------------------------------------------------------------|-------------------------------------------------------------|
| Keele: Let Keel use whatever he wants, but Freeze Lancer is one nice thing to use, along with Flame Wall. | - Rewards:<br>      o Faerie Ring<br>      o Orange Gel<br> |
|-----------------------------------------------------------------------------------------------------------|-------------------------------------------------------------|

-----

Once the enemy is dealt with, go down the stairs and in this room, go left and follow the path until you find 'Black Onyx'. Return to the previous area and go right this time until you get to a room that looks like a chapel. Check the machine at the NE corner to trigger a little scene. Now use the machine on the upper left side to have it transport you to the camp site.

Follow the door to the lower right side until you reach a control panel. Examine it and then return to the camp site. Follow the lower left door and when you get to the large room with stairs, go left (lower left door) and when you get to the room that looks like the camp site, follow the lower left door until you see another control panel.

After examining it, the path will be opened. Return to the room with stairs (the one we just passed) and enter the door in middle of the room. Heal up, save your game and proceed. A scene triggers, as well as a...

-----

~~~ BOSS: SHIZEL ~~~~~

- Name: Shizel
- HP: 120,000!
- XP: ---
- Gald: ---
- Elemental Info.:
- Strong: None
- Weak: None

- Strategy: No strategy. This is one of those fights in which you can't win. Impossible to win.

Keep watching the scene. Poor Ras =(. Now go to Luishka and speak to Galenos.

Once you regain control, go to Tinnsia. Once the scene is over, speak to Max to have him join you. Now return to the area with the Craymel Cannon and speak to the guy here. Donate 40,000 Gald to receive 'Plasma Cannon'. Now leave the Hideout and go see Irene.

You should have 40 Lenses by now, so she'll give you 'Extreme'. Now leave Tinnsia to trigger a scene. After it, go to Peruti. Talk to the pink Miacis on top of the barrel near the Van Eltia to have Max learn "Air Blade". Now onto Seyfert Shrine. It's the red dot in between Peruti and Ruins of Volt. You can't miss it. Now save your game and enter...

Area #36 - Seyfert Shrine | sx536

- My lv: Reid 40, Farah 40, Meredy 40, Keele 40
Max 40, Chat 40
- No. of Lens: 1
o~~Item Checklist: ~~~~~o
| GPS ----- (KI) |
o~~~~o

As you enter, check the lower right circular crystal thingy to find "LENS". Now approach the door to open it. Watch the scene and go up the stairs to have the scene continue. You'll be transformed into an Eggbear. Go S to find some killed Eggbears. Try going W to have the merchants we saw at the beginning of the game.

Kill the merchant, leave this area and go S to trigger a scene with Reid and the others. Let them kill you and the scene continues. During it, you'll receive "Aurora Wall". When you regain control, head over to Chat's Hut (E of Peruti).

A scene triggers as you enter. The numbers [204,98] appear. You'll get 'GPS' during the scene. Once at the World Map, head over to [204,98], which is the island S of the continent of Tinnsia. Go in middle of the island and the mountain will break. Now go inside...

Area #37 - Aifread's Cavern | sx537

- My lv: Reid 40, Farah 40, Meredy 40, Keele 40
Max 40, Chat 40
- Enemies: Dragontooth, Toriton, Fake, Lamia, Seaspin, Spirit,
- No. of Lens: 4
o~~Item Checklist: ~~~~~o
| Flame Sword ----- (WP) = 1 ----- Hourglass |
o~~~~o

As you regain control inside, open the chest to find 'Flame Sword'. Now check the crates to find "LENS". Now proceed 2 rooms and you'll be in one huge game. You have to spin the wheel 44 spaces. When you get to the exit, check the anchor where Aifread's statue is to find your second "LENS" of the area. Now check the statue and proceed inside the room to trigger a scene and a FMV.

When you regain control, check the panel on the NE corner to find 'Hourglass'. Now board the Van Eltia. In here, check the barrel in here to find another "LENS". Now follow Chat 3 screens down and check the submarine Chat is looking at to find the final "LENS" of the area. Now examine the statue to learn about

the Aifish.

Before going to Inferia, let's go to Jini. To get there, go to [35,15] with Aifish and you'll find a hole that takes you to...

Area #38 - City of Joy, Jini | sx538

- My lv: Reid 40, Farah 40, Meredy 40, Keele 40
Max 40, Chat 40

- No. of Lens: 3

o~~Item Checklist: ~~~~~o
| Celesea Map ----- (KI) |
o~~~~o

As you enter, you'll find 10 Jini. If it's day, go left and enter the Inn. Stay here and it'll be night time. The houses only open at night. Anyway, enter the house on the right side of the Inn and in here, speak to the dude near the counter and buy the item from him for 10,000 Gald to get 'Celesea Map'. We now have a map of Celestia's seafloor.

Now return to the Aifish and enter the building in front of them. This is the Casino. In here, you exchange Gald for Jini. Check the slot machine on the S side (third from left to right) to find "LENS". Leave the Casino and go E to the next area. Here, go up the stairs and enter the middle building, the Library.

Examine the frog to have Wonder Chef appear and teach you "Hot Curry". Now leave and enter the Dance Hall to the left. In here, examine the upper heater to find "LENS". Now leave and enter the rightmost building. Here, check the painting in the N side (in between the 2 seats) to have Wonder Chef appear and teach you "Chili Potato".

Now move to the E side and check the yellow book on the table (in front of the person) to find another "LENS". Do you mind if we go get Shadow first? No. Well, leave Jini, go to [5,11] to find...

Area #39 - Shadow Cave | sx539

- My lv: Reid 40, Farah 40, Meredy 40, Keele 40
Max 40, Chat 40

- Enemies: Mega Death, Dragontooth, Dark Disaster, Hunger Blood, Grave Keeper,
Cuttlebone, Metallicore, Fire Flyer, Shadow/Empty Doll x2 (B)

- No. of Lens: 2

o~~Item Checklist: ~~~~~o
| 765 Gald ----- x = (AC) ----- Drain Charm |
| Saint Halberd ----- (WP) = (AH) ----- Holy Circlet |
| Flare Arms ----- (WP) = (AB) ----- Scale Robe |
| Krona Symbol ----- (AC) = (AC) ----- Sephira |
| Silver Cage ----- (KI) |
o~~~~o

Save your game as you enter, equip your Excalibur and proceed. There're no random encounters here, thankfully as you can see the enemies here, just like in the newest Tales of... games. Go SW to find a bag with '765 Gald'. Now go

right to the next area. Go down the ladder, go left, down the next ladder and go up the next ladder to the top to find a chest with 'Drain Charm'.

Now return to the bottom of the first ladder and go right this time all the way to the next area. Go down the ladder, kill both enemies, go right and up to find a chest with 'Saint Halberd'. Don't equip it on Reid yet, kill all the enemies in the area and proceed S to the next one.

Here, go E, grab 'Holy Circlet' from the chest and follow the right path to the next area. Grab 'Flare Arms' from the chest, return to the previous area and follow the left path to the next area. Simply go S to the next area. Go down the ladder, kill both enemies and grab 'Scale Robe' from the chest. Now go all the way S to the next area.

Follow the path until you reach a load point. Heal up, save your game and random encounters will now start. Go right, down the ladder and into the cave. From here, go left and into the lower opening. Kill the shinning enemy to make the room darker. Return to the previous area, go N and attack the next shinning enemy.

Now return to the load point, go down the ladder on the left and go in the left cave. There are 2 more shinning enemies, so kill them. After killing them, open the chest behind the upper left shinning enemy to find "LENS". Once there's Absolute Darkness, return to the large area, heal up, save your game and enter the middle cave to trigger a scene and a...

~~~ BOSS: SHADOW/EMPTY DOLL x2 ~~~~~

- Name: Shadow
- HP: 100,324
- XP: 32,768
- Gald: 0
- Elemental Info.:
  - Strong: Darkness
  - Weak: Light

- Name: Empty Doll
- HP: 60,000
- XP: 0
- Gald: 0
- Elemental Info.:
  - Strong: None
  - Weak: None

- Strategy: Nice, we finally meet Shadow... well, I mean, to fight him. Thankfully, he's not that tough. It MAY be kinda tough because of the Empty Dolls. Ignore them, since they can heal HP whenever they want. Shadow has Dash Counter, which activates whenever you're dashing towards him, and deals around 700 dmg. He also has a normal vertical slash that deals around 400 dmg. Not bad.

Reid: Equipped with Excalibur, Reid will be dealing over 1,000 dmg. per hit. Have him use Demon Twist and Spiral Attack over and over, without physical attacking much.

Farah: Farah is the item user in this fight. Have her distract the Empty Dolls so you can focus on Shadow.

Meredy: Healer of the battle. Nurse your way around the battle. Don't have her use anything else besides that.

Keele: Keele is the second badass of the fight. Have him stick to Absolute and Explosion, which are his best Artes yet. Simple, huh?!

-----  
|- Rewards:  
|     o Force Ring  
|     o Rune Bottle  
|  
=====

That wasn't that hard, was it? Watch the scene and now we have Shadow in our team...

<vin> Now that we have Shadow, think really hard in where to put it. Remember the setup I have with the Greater Craymels?

| <u>M E R E D Y</u> | <u>K E E L E</u> |
|--------------------|------------------|
| o Undine           | o Sylph          |
| o Gnome            | o Efrete         |
| o Volt             | o Celsius        |

If you give Shadow to Keele, Shadow learns Deep Mist [with Undine] and Barrier [with Volt]. Also, Gnome gets to know Ground Dasher. On the other hand, if you give Shadow to Meredy, only Sylph will learn Cyclone [with Shadow]. So the pick is yours. I picked to give it to Keele for obvious reasons.

Now leave Shadow Cave and it's finally time to go to Inferia. Before that, though, go to the following locations for items and whatnot:

- o [15,10] => Shrimp
- o [72,48] => Amango
- o [82,38] => Rush Attack command
- o [52,153] => Snow Crystal and Snow Shard
- o [60,126] => Lens
- o [227,162] => Rune Bottle
- o [228,121] => Miracle Charm
- o [217,70] => Red Bellebane and Red Lavender
- o [203,76] => Volt Shard and Volt Crystal
- o [183,130] => Toss Hammer Skill for Chat [she MUST be with the team]
- o [132,118] => Quick Attack command
- o [177,31] => 4,000 Gald
- o [187,14] => Thunder Cape

Note that all of these are over land, so you don't have to worry about using the Aifish. I'm doing everything possible to do at Celestia before we head on to Inferia. So now go to Tinnsia. Visit Irene at Teeru to receive 'Krona Symbol' (only if you have 50 Lenses, which you should have exactly that amount).

Now head over to the NE corner (where the Gnome statue is) to find the pink Miacis again. After the scene, Max learns "Aqua Spiral". Now go to Luishka Station. Speak to the upper conductor and afterwards, go to Imen Station. Speak to the conductor and afterwards, go to Imen. Go to the library and select the letters in the following order:

- o 1 -> 1 -> 3 -> 1 -> 3 -> 2

Now you've found the Ticket Puncher. Before leaving, check the book on the

left to have Wonder Chef appear and teach you how to make "Fruit Cocktail". Return to Luishka Station and give the Ticket Puncher to the conductor to get 'Sephira'. Just one more thing to do, promise! Go to your Van Eltia and it's time to search for the Hideouts of Aifread. All these are underwater:

- o Hideout 1 [56,112] => Silver Cage 1
- o Hideout 2 [153,164] => Silver Cage 2
- o Hideout 3 [167,112] => Silver Cage 3
- o Hideout 4 [228,41] => Silver Cage 4
- o Hideout 5 [3,151] => Silver Cage 5

Now head over to [98,92] to enter...

```
-----
Area #40 - Aifread's Platform                                     | sx540
-----
```

- My lv: Reid 46, Farah 46, Meredy 46, Keele 45  
Max 46, Chat 46

- No. of Lens: 1

```
o~~Item Checklist: ~~~~~o
|                               Many                               |
o~~~~o
```

Now check the panel in the center of the room to find "LENS". Now insert all Silver Cages and go back to the Van Eltia. You'll see a glowing circle in front of you. Go in it and choose Enter Relay Point. We're now back at Inferia. Nice, very nice. When you regain control, it's time to go find some more treasure. Return up here and enter the Conversion Dock. Examine the statue to see the coordinates [88,64].

Return to Inferia now and it's time to raid the Hideouts:

- o Hideout 1 [76,123] => 12,240 Gald, Savory, Water Shard, Diamond Armlet, Volt Shard, Holy Cloak
- o Hideout 2 [119,122] => Ice Hammer Skill for Chat, Fire Shard, Rune Bottle x2, Hourglass, 8,415 Gald, Sage
- o Hideout 3 [142,1] => Ninja Sword, Earth Shard, Rune Bottle x2, Lavender, 10,710 Gald. Examine the plant in the second screen on the left side to find "LENS".
- o Hideout 4 [226,130] => Rune Bottle, Elixir, 9,945 Gald, Snow Shard, Bellebane Wind Shard

That's it. Now go to the coordinates [88,64] and enter...

```
-----
Area #41 - Aifread's Tomb                                     | sx541
-----
```

- My lv: Reid 46, Farah 46, Meredy 46, Keele 45  
Max 46, Chat 46

- Enemies: Poison Toad, Bullfrog, Medusa, Storm Claw, Revenant, Metallicore, Spirillum, Fungus, Super Star, Seaspin, Horse Knight, Spirit, Fake, Mega Death,

- No. of Lens: 1

```
o~~Item Checklist: ~~~~~o
| Star Shield ----- (AA) = (AA) ----- Mythril Bracelet |
| Red Savory ----- 1 = (AH) ----- Captain's Hat |
```

```

| Aifread's Beard ----- (KI) = (AA) ----- Mythril Bracelet |
| All-Divide ----- 1 = x ----- 13,579 Gald |
| Elixir ----- 1 = (KI) ----- Aifread's Hat |
| Moon Robe ----- (AB) = 1 ----- Red Bellebane |
| Aifread's Clothes ----- (KI) = (KI) ----- Losagna's Dress |
| Light Sphere ----- (KI) |
O~~~~~O

```

Go down the stairs at the entrance and follow the path until a little scene triggers. Now, you have 7 rooms you can enter. Go SW first (the first one on the lower left side) and follow the path until you reach a fork. Go NW and you'll find 4 swordsmen. Walk across them and you'll get hit. Heal afterwards and in the next room, go left and into the room to find 4 more swordsmen and 2 chests with 'Star Shield' and 'Mythril Bracelet'.

Return to the previous room and go NE to the next one. Open the chest to find 'Red Savory'. Return to the previous room, go SE across the 4 swordsmen and go E at the fork to the next area. In here, check the wooden box on the NW corner to find "LENS". Now run to the next room and onto the next one and when you're in the room with the doll, move the doll to the side of the water (where the floor is brownish) and something unlatches somewhere.

Return to the previous room and enter the right door. Follow the path and in the next room, open the chest to find 'Captain's Hat'. Now check the wooden box N of the chest to find 'Aifread's Beard'. Now go right to get back to the main room. Put the beard you just got on the central statue and go N into the blue door.

Go N all the way in this room and enter the door at the end. You'll fall down in here and land in an area full of spikes. Follow the path as you avoid the spikes and go SW at the fork to find a chest with 'Mythril Bracelet'. Now go NE from the fork, E at the next one to find 'All-Divide'. Now go W from the previous fork to the next room.

In this room, avoid the enemies and grab the chests with '13,579 Gald' and 'Elixir'. Move on to the next room. Talk to the third statue and pay him if you desire to get healed. The next statue sells stuff, but nothing needed here. Be on your way to the next room. Here, use the Freeze Ring with L1 to extinguish the fire and you'll be able to proceed.

In the next room, grab 'Aifread's Hat' from the statue and return to the main room, where you can put on the Hat you just got. Now go E into the next room. Follow the path, enter the broken door and cross the guillotines. Open the chest to find a Fake. Fight it or not. Go down the stairs and down again to the next room. Here, go W and open the chest to find 'Moon Robe'.

Return, go down the stairs and freeze the enemy here. Go W, put Farah or Meredy as the leading character (use the Formation submenu) to open the door. In this room, grab the chest with 'Red Bellebane' while you avoid the bombs. Now follow the path completely and at the end, grab 'Aifread's Clothes' from the corpse, open the chest to find 'Losagna's Dress'. Now exit and put on the clothes on the statue.

Now go down the path and open the chest to find 'Light Sphere'. Now leave the Tomb, board the Van Eltia. Hop on to the Aifish and go to coordinates [34,3] to find...



- My lv: Reid 48, Farah 48, Meredy 48, Keele 48  
Max 48, Chat 48

- Enemies: Kraaken, Turnturtle, Seaspin, Tzin, Float Dragon, Super Star,  
Siren/Spirit x5

- No. of Lens: 1

o~~Item Checklist: ~~~~~o  
| Cute Mitten ----- (AA) = (KI) ----- Bulkhead Key |  
| Twinkle Flute ----- (WP) = (AC) ----- WakeUp Charm |  
| Pump Room Key ----- (KI) = 1 ----- Rune Bottle |  
| Rare Plate ----- (AB) = (KI) ----- Insea Map |  
| Vorpall Sword ----- (WP) = x ----- 52,520 Gald |  
| Pico Revenge ----- (AC) |  
o~~~~o

At the start, go down the stairs on the S side. Down here, go right and enter the right most door. You have 3 doors here. The first one has a chest with 'Cute Mitten', the second one has a Fake and the last one has a 'Bulkhead Key'. Return 2 hallways and enter the door to the far W. 3 more doors here. The first one has 'Twinkle Flute' and a little scene triggers.

The second one has 'WakeUp Charm' and the third one has nothing. Return 2 hallways and finally enter the middle door. Examine the equipment on the right to open the door and proceed. Open the chest to find 'Pump Room Key'. Return to the hallway, go W and enter the next hallway. Use the key to open the door at the end. In here, use the pink lever to drain the water.

Return to where you got the Pump Room Key, go down the stairs to the next room. Follow the path and go up the ladder. Here, go NE to the next room. Open the chest to find 'Rune Bottle'. Now go up the ladder, watch the little scene and open the chests to find 'Rare Plate' and 'Insea Map'. Return to the previous room, go down the ladder and open the chest to find 'Vorpall Sword'.

<vin> A powerful sword attached with Water element. The Ninja Sword is stronger, but lacks the water affinity. Use this sword whenever you need to attack a boss weak against Water. Obviously, you won't use it here, as all enemies are strong against water.

Enter the next room, save your game, heal yourself and proceed N to trigger a little scene and a...

~~~~~  
~~~ BOSS: SIREN/SPIRIT x5 ~~~~~

- Name: Siren  
- HP: 52,000  
- XP: 8,998  
- Gald: 3,000  
- Elemental Info.:  
- Strong: Water  
- Weak: Fire, Lightning

- Name: Spirit  
- HP: 7,200  
- XP: 220  
- Gald: 865  
- Elemental Info.:  
- Strong: Shadow

- Weak: Light

- Strategy: The annoying part of this fight are the Spirits. There are 5 of them, so try taking them out ASAP. Focus on them first then on Siren. Siren has attacks like Spread, which you should be pretty familiar with. She also has some close range attacks, so guard as often as you can to minimize the dmg. taken.

Holiday Symphony puts your characters to sleep, whoever touches the musical notes, so try staying behind Siren at all times. Eating deals around 1,000 dmg. to the character closest to her. Deep Phantom is a water based attack that deals around 600 dmg. to all the characters close and in front of her.

Reid: Reid should be equipped with Excalibur at the start of the battle. With it on, you should be dealing with 1,000+ dmg. per hit to the Spirits. This will make them go down rather fast, so attack precisely and hard. Once the Spirits are no more, remove your Excalibur and equip your Flame Sword. If you don't have it, use the Voltic Sword. Using attacks like Demon Spiral Hammer is one of the best things you can do. It does a lot of hits, and a lot of dmg.

Farah: Farah is your support character this time. Have her use constantly Detoxify whenever a character has the Weak status ailment. Have her use items and whatnot. Let her attack too with her Flare Arms equipped.

Meredy: Meredy should stick with Thunder Blade. A nice spell that does a ton of dmg. Use Volt whenever you can to deal over 5,000 dmg.

Keele: Just like with Meredy, have Keele use Explode over and over and over and use Efreet whenever possible.

Max: Max can do ok in this fight. His Burning Force can actually prove usefulness in the fight as it deals a nice amount of dmg. But I'd rather stick with Farah, Meredy and Keele over Max.

|                                               |  |            |
|-----------------------------------------------|--|------------|
| Chat: Useless in my opinion. Chat doesn't     |  | -----      |
| have any useful skills yet, so better let the |  | - Rewards: |
| fight to the pros, don'tcha think?            |  | o Trident  |
|                                               |  | o Sephira  |
|                                               |  |            |

=====

Watch the scene after the fight and open the bags to find a total of '52,520 Gald'. Wanna do another little sidequest? No? Well, deal with it XD. Leave the Sunken Ship, reaturn to the Van Eltia, go to Celestia and move on to Chat's Hut. Go inside the Hut itself and go down the stairs to trigger a little scene. Now leave Chat's Hut, board the Van Eltia and follow the river next to the house.

Land at the end and enter the forest to learn the tactic 'Quick Attack'. Now move on to Aifread's Cavern at [204,98]. Move to the next room in here. After the little scene, you'll have control of Chat alone. You'll be asked some questions in order to proceed. Here are the answers: 5, 6, 5, 4, 6, 3, 4, 1, 5 times and 6.

Once you've cleared the stage, Chat learns the skill 'Eternal Hammer'. This skill is pretty awesome against large foes and deals quite a lot of dmg. The downfall is that Chat is unusable during the attack and she uses all her TP. Use it with moderation. Return to Chat's Hut and check the little statue under the tree to trigger a little scene.

Now go to [120,128]. As you enter, a scene triggers and you'll obtain 'Pico

Revenge'. Now return to Inferia and move on to...

```
-----|-----  
Area #43 - Farlos Sanctuary | sx543  
-----|-----
```

- My lv: Reid 50, Farah 50, Meredy 50, Keele 49  
Max 50, Chat 50
- Enemies: Stinger, Ladybug, Nocturnal Fly, Dinosaur, Maxwell (B)
- No. of Lens: 1

```
o~~Item Checklist: ~~~~~o  
| 24,424 Gald ----- x = (AH) ----- Golden Helm |  
| Spirit Robe ----- (AB) = 1 ----- Red Lavender |  
o~~~~o
```

This may be a pain, but as you enter, move ALL the way to the top (I recommend using Holy Bottles). Check the rocks behind the Load Point to find "LENS". Now return to the Sanctuary itself and rest in the left room. Now save your game and examine the statue in the main hall. After it moves, go inside, save your game and proceed.

When you get to a room with 2 doors, enter the first one to find '24,424 Gald'. Enter the second one to find 'Golden Helm'. Now go down the stairs, enter the first room to find 'Spirit Robe' and the second one has 'Red Lavender'. Proceed, save when you find the Load Point, heal up and proceed to trigger a little scene and a...

-----

~~~ BOSS: MAXWELL ~~~~~

- Name: Maxwell
- HP: 34,000
- XP: 34,002
- Gald: 0
- Elemental Info.:
 - Strong: None
 - Weak: None

- Strategy: Ok, another Greater Craymel. This one is hard... really hard. You can barely do any dmg. to him with physical attacks, so you'll have to stick with elemental attacks. The toughest part of this fight is the lack of dmg. you do to him. You'll be doing 1 dmg. per hit, that's lame. You'll have to rely on Keele and Meredy to do their job.

Another annoying and hard part of this fight is his powerful spells like Indignation, which is the first time you've seen it and Meteor Swarm. These can kill the entire party in the blink of an eye. Also, watch out for the Tractor Beam, which shoots whenever the white circle on the ground turns red. This one deals around 850 dmg. to anyone on it.

Reid: Reid's sole duty is one and it's the same as with Farah. Keep Maxwell and the Tractor Beam busy. Yes, while Meredy and Keele are preparing spells, make sure you keep the Tractor beam shooting on the other side of the field so that when it passes under the mages, it does nothing. Whenever you see Maxwell preparing a spell, quickly attack him with whatever you have. I recommend using Omega Tempest Strike so you can approach him faster. That's his duty.

Farah: Pretty much the same as with Reid, only that since you can't control

what Farah does, make sure to heal with her. When you see Keele and/or Meredy with 1,000 HP, quickly pop a Lemon Gel at any one. This way, they can withstand an attack while you wait for Meredy's Nurse.

Meredy: Meredy's main job here is to heal. Have her use Nurse every now and then and when not using it, disable all her spells except for Nurse (duh!) and Thunder Blade. This spell can easily rip off 1,200+ dmg. from Maxwell, which is pretty nice.

Keele: Almost like with Meredy, have Keele attacking only. Have him use Explosion over and over and over. Deactivate all of his spells except for this one.

Max: You can exchange Farah with Max if you like, but I don't recommend because Max is weak against magic and is slow as hell.

Chat: Pretty much like Max, you can change Farah with Chat and use her Eternal Hammer, but it's useless as well. Better stick with Farah!

```

.-----
|- Rewards:
|   o Faerie Ring
|   o Omni Weapon
|
=====
```

After the fight, Maxwell joins the team, hell yeah!

<vin> Now that we have Maxwell, think really hard in where to put it. Remember the setup I have with the Greater Craymels?

| <u>M E R E D Y</u> | <u>K E E L E</u> |
|--------------------|------------------|
| o Undine | o Sylph |
| o Gnome | o Efreet |
| o Volt | o Celsius |
| | o Shadow |

If you give Maxwell to Keele, Undine gets to learn Cure [with Maxwell] and Gnome gets to learn +Mental Supply. On the other hand, if you give Maxwell to Meredy, only Sylph will learn +Item Plus [with Maxwell of course], but Maxwell learns +Life Up [with Celcius] and +Poison Guard [with Shadow]. So the pick is yours. I picked to give it to Meredy. Now we each have 4 Greater Craymels.

Equip Farah with the Omni Weapon right away since it's one of the best weapons for her. Now leave the Sanctuary and move to [166,18] with the Aifish to find...

```

-----
Area #44 - Seyfert Garden | sx544
-----
```

- My lv: Reid 52, Farah 52, Meredy 52, Keele 52
Max 52, Chat 52
- Enemies: None
- No. of Lens: None
- o~~Item Checklist: ~~~~~o
- | Smash Cape ----- (AC) |
- o~~~~~o

Go to the top of the stairs and watch the scene. Go inside and keep watching

the scene. Move forward and outside...

<vin> Isn't this place beautiful? I love it, really.

... follow the path and you'll find another portal. Watch the scene and go to the center of the platform to keep the scene going. Save your game and stand in the center. Move downstairs to have the scene continue. Now leave Rasheans and when you regain control, go inside the Knoll and follow the path without going up the stairs.

Cross the bridge and go left. After the scene with Reid, follow Reid and inside the tomb, just follow the path until you find Reid again. Watch the scene with Norris (Farah's dad) and you'll receive the 'Aurora Sword' skill. Now leave and return to where Keele and Meredy are. After the scene and the FMV, leave the Garden and watch the scene.

Now leave the dungeon and the castle itself. Now go W and talk to the old man walking outside the arena. He's looking for a Grip Sword. Time to find it for him. Now go to the NE side of town and speak to the woman outside the Seyfert Sanctuary (wearing white and red). Now go inside the house to the N and speak to the man on top of the stairs.

Return outside and go S to the next area. Talk to the man outside walking and he'll say something about a soldier. Mmmm... now go to the N area and speak to the soldiers outside the bridge. Now move to the arena and in here, speak to the soldier that's not moving to receive the Sword. Return the sword and you'll receive 'Smash Cape'.

Now leave Inferia City and go to the Port. Move to the E area and kill the soldier. Board the Van Eltia and watch the scene. Now go to Aifread's Platform and enter the Relay Point. Pick inverse dome, turn 180 degrees, Celestia Port and Barrier Surface. Now go W and enter...

-----|-----
Area #45 - Seyfert Observatory | sx545
-----|-----

- My lv: Reid 52, Farah 52, Meredy 52, Keele 52
Max 52, Chat 52
- Enemies: None
- No. of Lens: None

o~~Item Checklist: ~~~~~o
| None |
o~~~~o

As you exit, go E and follow the path. Watch the scene. Now return, save your game and proceed. When you regain control, exit, fight the guards (use Spark Wave by pressing O), return upstairs, enter the room and check the window. Once outside, go inside the chimney and you'll fight more guards. Now leave the room and more guards appear. Examine the machine in the corner and enter the hole inside the crystal bubble.

Kill the rest of the guards in the sewers. Now leave Lushka... well, kinda and watch the scene. At the end, you'll receive the 'Aurora Wave' skill. Now leave and keep watching the scene. Now go to Keele to have the scene continue. Now use the Seyfert key and once you regain control, return to the Van Eltia. Go NE from the Relay Point and try entering the Dark Matter to finish the second section of the game.

=====
~ ~ ~ ~ ~ 5.3] Eternia ~ ~ ~ ~ ~
=====

.....
'-----'

You'll start off as young Reid. Go E once, S once and in this area, talk to Farah at the bottom of the screen. After talking to her, you'll be at...

-----|-----
Area #46 - Shileska's Hideout | sx546
-----|-----

- My lv: Reid 52, Farah 52, Meredy 52, Keele 52
Max 52, Chat 52

- Enemies: None
- No. of Lens: None

o~~Item Checklist: ~~~~~o
| Grand Magnum ----- (WP) |
o~~~~o

Keep watching the scene and when you regain control, exit the room, go downstairs to watch a scene with Keele and Galenos. Keele joins your party, so go downstairs once more and enter the room to trigger a scene with Meredy and Max. They then both join your party, nice! Try leaving to have Galenos accompany you. Now it's time to go to Balir Castle, but before that, return upstairs, make a donation with the Shileskan of pink hair to receive 'Grand Magnum'.

Now leave the Hideout, leave Tinnsia and move N to...

-----|-----
Area #47 - Balir's Castle | sx547
-----|-----

- My lv: Reid 52, Farah 52, Meredy 52, Keele 52
Max 52, Chat 52

- Enemies: Hyades (B)
- No. of Lens: None

o~~Item Checklist: ~~~~~o
| None |
o~~~~o

Once you port, move to the next screen and go W at the fork (over the broken wall) to trigger a little scene. Move to where Roen is and another scene triggers with Hyades. Watch the scene and you'll trigger a...

=====
~ ~ ~ BOSS: HYADES ~ ~ ~ ~ ~
=====

- Name: Hyades
- HP: 128,000
- XP: 30,000
- Gald: 0
- Elemental Info.:
- Strong: None
- Weak: None

- Strategy: Well, Hyades once again and this time, he's not strong against lightning. Either way, he's not strong at all, well, not in comparison to Maxwell. He has some of his past attacks plus Thunder Blade and some others. Ground Shaker is still doing 200+ dmg. per hit, which is basically nothing at this point.

Reid: Using skills like Demon Spiral Hammer will reduce his HP drastically so keep using it along with Demon Twist to deal some severe dmg. Since Hyades is slow and easily staggered, Reid should keep him busy.

Farah: Once again, the support character. You won't be getting damaged to often for Meredy to cast Nurse, so have Farah cast Healer on whoever needs it.

Meredy: For Meredy, have her use her strongest skills like Ground Dasher, Thunder Blade and Meteor Swarm. I don't recommend this last one because it uses a ton of TP and it's rather inaccurate.

Keele: Keele should focus on attacking, just like Meredy. Have him use Absolute and Explode over and over to deal massive dmg.

Max: The same as always. Actually, Max is good here because Hyades is an easy target. Bring him along if you so desire.

Chat: Another good party member. Have her use
Eternal Hammer to deal some massive dmg. on Hyades, since he's an easy target for her skill.

| | |
|-------|------------|
| ----- | - Rewards: |
| | o None |
| | o None |
| | |
| ===== | '===== |

Watch the lengthy scene after the fight. Once you regain control, talk to Farah and to Max to have them join the party. Now try to leave Shileska to trigger a little scene. Now return to the Van Eltia and move to Inferia. Once you're on Inferia, a scene triggers.

You know now where to go. Move near Rasheans and enter...

Area #48 - Regulus Knoll | sx548

- My lv: Reid 53, Farah 53, Meredy 53, Keele 53
Max 53, Chat 53
- Enemies: Beast Ogre, Buffalo, Caveman, Duelist, Dinosaur, Flying Pulp, Jin, Medusa, Nightwing, Ranger, Red Pudding, Rooter, Rem (B)
- No. of Lens: None

o~~Item Checklist: ~~~~~o
| Mythril Plate ----- (AB) = 1 ----- Elixir |
| Mythril Mesh ----- (AB) = 1 ----- Shadow Crystal |
| Mythril Bracelet ----- (AA) = (WP) ----- Flame Spear |
| Mystic Symbol ----- (AC) = 1 ----- Volt Crystal |
| Diamond Fist ----- (WP) = (KI) ----- Ribavius Crystal |
o~~~~o

Alright, who would've thought one of the last areas of the game was near the beginning? Anyway, after the scene, go inside. Follow the same path as you did at the Seyfert Trial (follow the path to the W) until you reach the camp site. A little scene triggers here...

<vin> What happened to the enemies that were here as when playing as young Keele? I miss them XD

Anyway, once you regain control of Reid, follow the lower path and enter the Tomb. Try reading the stone to have Meredy translate it. Boohoo, she can't. Proceed through the linear path, grab 'Mythril Plate' from the chest near the water and proceed. After the scene, grab 'Elixir' from the chest and proceed.

At the fork in the next room, go S and here, go W to find 'Mythril Mesh' and E to find 'Shadow Crystal'. Now go E to the next screen and grab 'Mystic Symbol' and 'Volt Crystal'. Return to the previous 2 rooms and go N. Follow the path to find 'Flame Spear'. Return and go E to find yet another fork. Take the right entrance, grab 'Mythril Bracelet', push the boulder on the left into the gap and go N. Push the boulder at the end and return to the fork.

<vin> Have you noticed the green and red aura around the character when it moves around? This is what Undine warned us about. When green, the Craymel artes increase while when red does the opposite.

Take the left entrance now and follow the path. Go E at the fork and grab 'Diamond Fist' from the chest...

<vin> Weaker than the Omni Weapon, sadly.

... then go W and S to the next area. Keep following the path, save your game at the Load Point, heal up, prepare yourself, go inside, watch the scene and prepare for a...

~~~ BOSS: REM ~~~~~

- Name: Rem
- HP: 100,000
- XP: 40,960
- Gald: 0
- Elemental Info.:
  - Strong: Light
  - Weak: Shadow
- Strategy: Ok, Rem is pretty tough. I admit it. Make sure to equip some Shadow-based weapons and armor strong to light. Rem has some powerful attacks like Prism Sword and Shining Flare. Also, ignore the shinning orb that floats around her. It dmgs. you every time you touch it, and you can't kill it so stay away from it.

Reid: Make sure to equip Dragon Vein to deal maximum dmg. to Rem. Have Reid link Demon Twist and Demon Spiral Hammer together to deal a nice amount of dmg. Have Reid stick to Rem and make her target Reid and Farah instead of Keele and Meredy. Reid is the decoy here.

Farah: Equip Farah with the Omni Weapon. Don't use the Ghost Shell even if you still have it. This will decrease the dmg. done to her. You'll have to attack along with Reid to deal all the dmg. you can. If you need to heal, leave it to Meredy. If you need it that badly, use an item with Farah.

Meredy: Stick her to healing. If you can attack, do it with either Ground Dasher or Thunder Blade. Best skills she has so far. Make sure to use Nurse everytime it's needed.



Keele: Keele should stick strickly to use Dark Force over and over. Nothing else. If he runs out of TP, have Farah throw a Pine Gel at him.

Max: Not much to say. Not good in this fight .-----  
at all. Avoid using him. | - Rewards:

Chat: Another useless character.Don't use her. | o Reflect Ring  
| o Rune Bottle  
|  
=====|=====

After the fight, Rem FINALLY joins the party, almost at the end of the freaking game XD. We can't complain can we? We still have one Greater Craymel left ;)...

<vin> Now that we have Rem, think really hard in where to put it. Remember the setup I have with the Greater Craymels?

| <u>M E R E D Y</u> | <u>K E E L E</u> |
|--------------------|------------------|
| o Undine           | o Sylph          |
| o Gnome            | o Efreet         |
| o Volt             | o Celsius        |
| o Maxwell          | o Shadow         |

If you give Rem to Keele, Undine gets to learn Restore [with Rem], Gnome gets to learn +Life Rescue [with Rem], Volt can learn Indignation [with Rem] and Rem learns Holy Lance [with Maxwell].

On the other hand, if you give Rem to Meredy, only Sylph will learn +Medical Plus [with Rem of course], but Rem learns +Health [with Shadow] and Holy Bliss [with Efreet]. So the pick is yours. I picked to give it to Keele.

Now go inside the gate and watch the scene. You'll also get 'Ribavius Crystal'. Thank godness, you're out of the Knoll automatically. After the scene, you can do all the sidequests you want, which will be listed under the Sidequest section of the guide when the list is complete. I'll write down the next and final dungeon here and it's up to you whether you do the sidequests or not.

Leave Rasheans and move to Celestia. Once here, go to Balir's Castle and enter the courtyard to trigger a scene. Once it's over, enter the Relay Point, choose Barrier Surface, go W and enter the Observatory. Watch the scenes (a lot of them) and when you regain control, return outside the Relay Point and go NE to get to the Seyfert Ring.

As you approach it, more scenes trigger, as well as an awesome FMV. Now move forward and enter the final dungeon...

-----|-----  
Area #49 - Vatenkeist | sx549  
-----|-----

- My lv: Reid 57, Farah 56, Meredy 56, Keele 56  
Max 57, Chat 57
- Enemies: Bandersnarch, Deadly Insect, Fake, Fire Warrior, Flying Pulp, Impulse, Lakamar, Mythril Golem, Owlfish, Seaspin, Swampthing, Termigun, Thunder, Sekundes (B), Elementler/Grave Keeper x3(x6) (B),

Shizel (B), Nereid (B)

- No. of Lens: None

```

o~~Item Checklist: ~~~~~o
| Mystic Sword ----- (WP) = (AC) ----- Demon's Seal |
| Mumbane ----- (AB) = (AB) ----- Mythril Mesh |
| Luck Bag ----- (WP) = (KI) ----- Dark Sphere |
| Elixir ----- 2 = (WP) ----- Eternia Melody |
| Red Sage ----- 1 = 1 ----- Red Savory |
| Red Lavender ----- 1 = 1 ----- Red Bellebane |
o~~~~o

```

<vin> Yes, I know the name is Shizel Castle, but since it's Vatenkeist itself, I thought it was a more fitting name, no?

At the beginning, go up the stairs and enter the door on the right after the chat. Follow the path, grab 'Mystic Sword' from the chest and stand on the platform to the S to go UP. Follow the path to find 4 chests with 'Demon's Seal', 'Mumbane', 'Mythril Mesh' and 'Luck Bag'. Now go N until you reach a screen with a chest in the center that has 'Dark Sphere'...

<vin> Now that you have the Dark Sphere, return to the Relay Point if you desire and go to the Conversion Deck. Here, put both the Dark Sphere and the Light Sphere on each side of Aifread's Statue to receive the Aibird plus 2 more decks.

Return to the elevator and go down. Follow the path all the way and when you get to the elevator, ride it down. Open the chest to find a Fake. Kill it to find 'Elixir'. Now use the elevator you just used to go down. Down here, go W and up to find 'Eternia Melody'. Now go down the stairs until you enter Time Space.

Heal up, save your game and move forward to trigger a little talk. Once it's over, Sekundes joins the party without fighting...

<vin> Now that we have Sekundes, think really hard in where to put it. Remember the setup I have with the Greater Craymels?

| <u>M E R E D Y</u> | <u>K E E L E</u> |
|--------------------|------------------|
| o Undine           | o Sylph          |
| o Gnome            | o Efreet         |
| o Volt             | o Celsius        |
| o Maxwell          | o Shadow         |
|                    | o Rem            |

If you give Sekundes to Keele, Undine gets to learn Resurrection [with Sekundes], Maxwell gets to learn Shooting Star [with Sekundes] and Sekundes learns Delay [with Gnome].

On the other hand, if you give Sekundes to Meredy, only Shadow will learn Bloody Howl [with Sekundes of course], but Sekundes learns +Mental Up [with Efreet], Stagnation [with Celsius] and +Drain Guard [with Rem]. So the pick is yours. I picked to give it to Keele.

Now leave this place, return up the elevator and from where the Fake was, go E. When you reach the fork, go N and use the portal to reach the next area. Camp here and you'll find 6 pillars. I'll go from left to right, so follow me.

Follow the path and in the next room, stand on the second green square to the left. Move S and stand on the next one. Ride it back to leave it in its original position. Now go S some more and hop on the next one. Go S from here and hop on the last one to have it take you to a switch. Step on it. Now return to the entrance without exiting.

Step on the green square near the entrance, get off to the NW and use the green square. Get off to the left and use the green square to have it take you to the entrance. Use this one one more time, get off to the NW, use the next green square and move to the door, which you should prepare for a...

-----

~~~ BOSS: ELEMENTLER/GRAVE KEEPER x3 ~~~~~

- Name: Elementer
- HP: 80,000
- XP: 23,456
- Gald: 12,345
- Elemental Info.:
 - Strong: Wind
 - Weak: None

- Name: Grave Keeper
- HP: 9,000
- XP: 410
- Gald: 1,299
- Elemental Info.:
 - Strong: Earth, Shadow
 - Weak: Water, Elemental

- Strategy: Other than hard, it's annoying. Why? Because the stupid Elementer

will keep using Cyclone over and over and over. Yes, as soon as he casts one, he starts casting the next one. Also, the Grave Keepers don't make things easier. They're weak against Water, so equip the newly aquired Mystic Sword to deal some massive dmg. on them and since they only have 9,000 HP, they'll go down rather fast.

Reid: Make sure Reid has the Mystic Sword equipped and have him deal with the Grave Keepers ASAP. That's the first thing you should worry about, the minions. Once they're down, keep on attacking the Elementler spamming your best skills.

Farah: Farah should help you destroy the Grave Keepers and when Elementler is alone, have her support the team with healing and items. She can easily be replaced.

Meredy: Have Meredy support with healing while the minions are alive, since all characters will need healing. Once the boss is alone, let the support to Farah and start spamming Ground Dasher, Meteor Swarm, Disortion and Indignation.

Keele: Just like always, spam your best spells: Explode, Absolute, Ray and Dark Force.

Max: You can change Max with Farah if you like. He's strong and the enemy is easy to hit with him. Spam Burning Force and Aqua Spiral throughout the battle.

Chat: Just like always, Chat is like the most -----
useless character in the game in my opinion. |- Rewards:
Spam Eternal Hammer if you're to use her. Use | o Pine Gel

Pine Gels to keep her TP up.

o Elixir

=====
After the fight, enter the door behind the boss and examine the platform to activate the pillar. You'll be back at the 6 pillar room. Camp and enter the next one.

P I L L A R 2

This is easier than the previous puzzle. Examine the first red rod and a red light will come out of it. What you need to do is to have the light travel from rod to rod. There are 2 rods that need to be moved before the light reaches them. To do so, wait around a second. You need to time it correctly. Once you've done it, the path at the end opens, do enter and prepare for a...

~~~ BOSS: ELEMENTLER/GRAVE KEEPER x3 ~~~~~

- Name: Elementer

- HP: 80,000

- XP: 23,456

- Gald: 12,345

- Elemental Info.:

- Strong: Fire

- Weak: None

- Name: Grave Keeper

- HP: 9,000

- XP: 410

- Gald: 1,299

- Elemental Info.:

- Strong: Earth, Shadow

- Weak: Water, Elemental

- Strategy: Pretty much the same fight, only that it's Fire oriented this time. Other than hard, it's annoying. Why? Because the stupid Elementer will keep using Explode over and over and over. Yes, as soon as he casts one, he starts casting the next one. Also, the Grave Keepers don't make things easier. They're weak against Water, so equip the newly aquired Mystic Sword to deal some massive dmg. on them and since they only have 9,000 HP, they'll go down rather fast.

Reid: Make sure Reid has the Mystic Sword equipped and have him deal with the Grave Keepers ASAP. That's the first thing you should worry about, the minions. Once they're down, keep on attacking the Elementler spamming your best skills.

Farah: Farah should help you destroy the Grave Keepers and when Elementler is alone, have her support the team with healing and items. She can easily be replaced.

Meredy: Have Meredy support with healing while the minions are alive, since all characters will need healing. Once the boss is alone, let the support to Farah and start spamming Ground Dasher, Meteor Swarm, Disortion and Indignation.

Keele: Just like always, spam your best spells: Absolute, Ray and Dark Force.

Max: You can change Max with Farah if you like. He's strong and the enemy is easy to hit with him. Spam Air Blade and Aqua Spiral throughout the battle.

Chat: Just like always, Chat is like the most .-----  
useless character in the game in my opinion. |- Rewards:  
Spam Eternal Hammer if you're to use her. Use | o Pine Gel  
Pine Gels to keep her TP up. | o Elixir  
|  
=====

Enter the door behind the boss and examine the hole. Now camp again and enter the third pillar.

### P I L L A R 3

This is the Water Pillar. You have 3 moveable stones and 1 hole. Move them the following way and in the same order:

- Central: up, left, down, left, down, right, up, left, up
- Right: left, down, left, down, left, down, right, up, left, up
- Left: up, right, up

-----

~~~ BOSS: ELEMENTLER/GRAVE KEEPER x3 ~~~~~

- Name: Elementer
- HP: 80,000
- XP: 23,456
- Gald: 12,345
- Elemental Info.:
 - Strong: Water
 - Weak: None

- Name: Grave Keeper
- HP: 9,000
- XP: 410
- Gald: 1,299
- Elemental Info.:
 - Strong: Earth, Shadow
 - Weak: Water, Elemental

- Strategy: Pretty much the same fight as the others, only that it's Water oriented this time. Other than hard, it's annoying. Why? Because the stupid Elementer will keep using Spread over and over and over. Yes, as soon as he casts one, he starts casting the next one. Also, the Grave Keepers don't make things easier. They're weak against Water, so equip the Mystic Sword to deal some massive dmg. on them and since they only have 9,000 HP, they'll go down rather fast.

Reid: Make sure Reid has the Mystic Sword equipped and have him deal with the Grave Keepers ASAP. That's the first thing you should worry about, the minions. Once they're down, keep on attacking the Elementler spamming your best skills. Once you've killed the minions, make sure to remove the Mystic Sword and equip your Ninja Sword.

Farah: Farah should help you destroy the Grave Keepers and when Elementler is alone, have her support the team with healing and items. She can easily be replaced.

Meredy: Have Meredy support with healing while the minions are alive, since all characters will need healing. Once the boss is alone, let the support to Farah

and start spamming Ground Dasher, Meteor Swarm, Disortion and Indignation.

Keele: Just like always, spam your best spells: Explode, Absolute, Ray and Dark Force.

Max: You can change Max with Farah if you like. He's strong and the enemy is easy to hit with him. Spam Air Blade and Burning Force throughout the battle.

Chat: Just like always, Chat is like the most .-----
useless character in the game in my opinion. |- Rewards:
Spam Eternal Hammer if you're to use her. Use | o Pine Gel
Pine Gels to keep her TP up. | o Elixir
|
=====

Enter the door behind the boss and examine the pond. Now camp once again and enter the next pillar.

P I L L A R 4

This room is a pain. There are 5 chests with the 4 Red Herbs and an Elixir, so try getting those. It's a pain to describe, so do it on your own. It's impossible to get lost, trust me. There are also some enemies. Besides, after defeating the boss, you can return to grab any chests you need.

~~~ BOSS: ELEMENTLER/GRAVE KEEPER x3 ~~~~~

- Name: Elementer
- HP: 80,000
- XP: 23,456
- Gald: 12,345
- Elemental Info.:
  - Strong: Earth
  - Weak: None
  
- Name: Grave Keeper
- HP: 9,000
- XP: 410
- Gald: 1,299
- Elemental Info.:
  - Strong: Earth, Shadow
  - Weak: Water, Elemental

- Strategy: Pretty much the same fight as the others, only that it's Earth oriented this time. Other than hard, it's annoying. Why? Because the stupid Elementer will keep using Ground Dasher and Dark Force over and over and over. Yes, as soon as he casts one, he starts casting the next one. Also, the Grave Keepers don't make things easier. They're weak against Water, so equip the Mystic Sword to deal some massive dmg. on them and since they only have 9,000 HP, they'll go down rather fast.

Reid: Make sure Reid has the Mystic Sword equipped and have him deal with the Grave Keepers ASAP. That's the first thing you should worry about, the minions. Once they're down, keep on attacking the Elementler spamming your best skills.

Farah: Farah should help you destroy the Grave Keepers and when Elementler is alone, have her support the team with healing and items. She can easily be replaced.

Meredy: Have Meredy support with healing while the minions are alive, since all characters will need healing. Once the boss is alone, let the support to Farah and start spamming Meteor Swarm, Disortion and Indignation.

Keele: Just like always, spam your best spells: Explode, Absolute, Ray and Dark Force.

Max: You can change Max with Farah if you like. He's strong and the enemy is easy to hit with him. Spam Air Blade and Burning Force throughout the battle.

Chat: Just like always, Chat is like the most -----  
useless character in the game in my opinion. |- Rewards:  
Spam Eternal Hammer if you're to use her. Use | o Pine Gel  
Pine Gels to keep her TP up. | o Elixir  
|  
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Enter the door and examine the platform. Now camp and enter the next pillar.

P I L L A R 5

This is the Ice-based one... the worse in my opinion. The person who actually likes this one are strange and bizarre people. Ok, you have 4 debris sections here, one in each corner. The one on the N and the W are red and the other 2 are blue.

Do you see the red and blue spires in the room? Do you also notice the clock on the NE corner of the room? Well, move the red spires near the debris to the N and W and the blue spires to the S and E debris. Now shoot the Sorcerer's Ring to the clock to open holes where the debris is.

Push all the spires down the holes and the door opens. If you fail, you have to exit the room, reenter, move the spires again and do everything over again.

-----

~~~ BOSS: ELEMENTLER/GRAVE KEEPER x3 ~~~~~

- Name: Elementer
- HP: 80,000
- XP: 23,456
- Gald: 12,345
- Elemental Info.:
 - Strong: Ice
 - Weak: None

- Name: Grave Keeper
- HP: 9,000
- XP: 410
- Gald: 1,299
- Elemental Info.:
 - Strong: Earth, Shadow
 - Weak: Water, Elemental

- Strategy: Pretty much the same fight as the others, only that it's Ice oriented this time. Other than hard, it's annoying. Why? Because the stupid Elementer will keep using Absolute over and over and over. Yes, as soon as he casts one, he starts casting the next one. Also, the Grave Keepers don't make things easier. They're weak against Water, so equip the Mystic Sword to deal

some massive dmg. on them and since they only have 9,000 HP, they'll go down rather fast.

Reid: Make sure Reid has the Mystic Sword equipped and have him deal with the Grave Keepers ASAP. That's the first thing you should worry about, the minions. Once they're down, keep on attacking the Elementler spamming your best skills.

Farah: Farah should help you destroy the Grave Keepers and when Elementler is alone, have her support the team with healing and items. She can easily be replaced.

Meredy: Have Meredy support with healing while the minions are alive, since all characters will need healing. Once the boss is alone, let the support to Farah and start spamming Ground Dasher, Meteor Swarm, Disortion and Indignation.

Keele: Just like always, spam your best spells: Explode, Ray and Dark Force.

Max: You can change Max with Farah if you like. He's strong and the enemy is easy to hit with him. Spam Air Blade and Aqua Spiral throughout the battle.

Chat: Just like always, Chat is like the most .-----
useless character in the game in my opinion. |- Rewards:
Spam Eternal Hammer if you're to use her. Use | o Pine Gel
Pine Gels to keep her TP up. | o Elixir
|
=====|=====

Enter the door and examine the dais. Now camp again and enter the next pillar... the last one.

P I L L A R 6

This one is really easy. You have 4 colored gems stationary on the bottom and on the upper level, you have 4 more colored gems rotating. You have to shoot the Freeze Ring in order to freeze the rotating gems and land on their respective color. Really easy to do, no? Now return to the ground and enter the door.

--- BOSS: ELEMENTLER/GRAVE KEEPER x3 ~~~~~

- Name: Elementer
- HP: 80,000
- XP: 23,456
- Gald: 12,345
- Elemental Info.:
 - Strong: Lightning
 - Weak: None

- Name: Grave Keeper
- HP: 9,000
- XP: 410
- Gald: 1,299
- Elemental Info.:
 - Strong: Earth, Shadow
 - Weak: Water, Elemental

- Strategy: Pretty much the same fight as the others, only that it's Lightning oriented this time. Other than hard, it's annoying. Why? Because the stupid

Elementer will keep using Dark Force and Shining Flare over and over and over. Yes, as soon as he casts one, he starts casting the next one. Also, the Grave Keepers don't make things easier. They're weak against Water, so equip the Mystic Sword to deal some massive dmg. on them and since they only have 9,000 HP, they'll go down rather fast.

Reid: Make sure Reid has the Mystic Sword equipped and have him deal with the Grave Keepers ASAP. That's the first thing you should worry about, the minions. Once they're down, keep on attacking the Elementler spamming your best skills.

Farah: Farah should help you destroy the Grave Keepers and when Elementler is alone, have her support the team with healing and items. She can easily be replaced.

Meredy: Have Meredy support with healing while the minions are alive, since all characters will need healing. Once the boss is alone, let the support to Farah and start spamming Ground Dasher, Meteor Swarm and Disortion.

Keele: Just like always, spam your best spells: Explode, Absolute, Ray and Dark Force.

Max: You can change Max with Farah if you like. He's strong and the enemy is easy to hit with him. Spam Air Blade and Aqua Spiral throughout the battle.

Chat: Just like always, Chat is like the most .-----
useless character in the game in my opinion. |- Rewards:
Spam Eternal Hammer if you're to use her. Use | o Pine Gel
Pine Gels to keep her TP up. | o Elixir
|

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Enter the door and examine the lightning. Now all pillars are activated and the portal is open. Camp and save your game. Now use the portal, save your game, heal up and prepare for the final bosses of the game...

~~~ BOSS: SHIZEL ~~~~~

- Name: Shizel
- HP: 120,000
- XP: 50,000
- Gald: 0
- Elemental Info.:
  - Strong: None
  - Weak: None

- Strategy: Ok, the second to last boss. Shizel is really strong and I recommend you take extreme precaution. She has an attack in which she creates an orb in front of her and stays there for like 2-3 seconds. In this time, if you're trapped in it, you'll be receiving dmg. She then shoots it away, damaging all those in front of her.

When she's casting Eternal Finality, a pillar of light surrounds her, making it impossible to dmg. her. Once it appears, hold down X+O+[] to counterattack it with Aurora Wall. Make sure you have at least 50 TP before doing so. Summon Demon is also another nasty attack which can kill all the characters it touches. These are probably her worse attacks. She has more, but these are the worse.

Put on the shortcut buttons Meredy's Nurse and Keele's Ray. Once Eternal Finality is over, quickly make Meredy heal and you start using items after using Aurora Wall.

Reid: Have Reid stick to her at all times. Make Reid the decoy and let him take all the dmg. Use your best skills and try linking them if possible.

Farah: Farah should back you up in attacking, but most importantly, healing you. Reid need to be at full health almost at all times, since he'll be receiving most dmg.

Meredy: Have Meredy heal with Nurse. Deactivate all of her spells except for Nurse. Leave the attacking to Reid and Keele.

Keele: Use your strongest spells available. .-----  
Ray, Absolute, Explode and Dark Force. Keep |- Rewards:  
spamming them and try to have Keele as far | o Elixir  
from Shizel as possible. | o All-Divide  
|  
-----'

Watch some scenes and another...

~~~ BOSS: NEREID ~~~~~

- Name: Nereid
- HP: 300,000
- XP: 0
- Gald: 0
- Elemental Info.:
 - Strong: None
 - Weak: None

- Strategy: Well, Nereid is fast and furious. She has a lot of attacks and a lot of magic. This fight is pretty similar to Shizel, only that faster and Nereid kinda moves like Celsius... yeah, remember how annoying she was? Her worse attack is probably Summon Pluto which can deal a huge 3,000 dmg. to all characters.

The first half of the fight is not bad and probably is easier than Shizel. Once Nereid's HP drops down 150,000, she becomes a bitch and starts attacking nonstop while it's nearly impossible to stagger her. Attack with everything you got and use an All-Divide if you need to. Also use all the items you have, counting the Elixirs, Miracle Gels and whatnot.

When she does Darkness of the Outer Limits, quickly press and keep pressed X + O + []. Doing so will end the battle... finally! =D

Reid: Have Reid stick to her at all times. Make Reid the decoy and let him take all the dmg. Use your best skills and try linking them if possible.

Farah: Farah should back you up in attacking, but most importantly, healing you. Reid need to be at full health almost at all times, since he'll be receiving most dmg.

Meredy: Have Meredy heal with Nurse. Deactivate all of her spells except for Nurse. Leave the attacking to Reid and Keele.

Keele: Use your strongest spells available. .-----
 Ray, Absolute, Explode and Dark Force. Keep |- Rewards:
 spamming them and try to have Keele as far | o None
 from Shizel as possible. | o None
 |

=====
 This is the end of the game. I hope you enjoyed the game and the guide itself.
 I'm sorry for it taken so long to finish, but hey, I'm a busy man and well,
 it's already finished =D. Enjoy the ending and one more reminder. Save your
 complete game on a separate file. There are some sidequests we can do in this
 file if we have one complete already on the Memory Stick.

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\_____/_____\_____/ .=====.\_____/_____\_____/
| | / _ \ | __) | 6] Boss List | | | / _ \ | __) |
| | ( < > ) \ | [sx600] | | | ( < > ) \
|____| \____/_____/ '=====|____| \____/_____/
  
```

This is a complete list of the bosses you fight throughout the main game. I'm
 not listing those that are optional like Maxwell, or Siren from the Sunken
 Ship. It's also separated from chapters, just so it's easier for you to find.

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          .sx601.-----
          '-----'
  
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~ ~ ~ BOSS: ??? ~ ~ ~ ~ ~

- Name: ???
- HP: 1,000
- XP: 300
- Gald: 800
- Elemental Info.:
 - Strong: None
 - Weak: None

- Strategy: ??? is a descent boss at this point in the game. He has attacks
 like Thunder Blade (which many Tales of... fans will recognize), Spark Wave. He
 focuses more on Lightning attacks, and since we're just beginning the game, we
 don't have much of accessories, or any at all. You can have Reid and Farah
 attack him so you can interrupt his spells.

Reid: Reid's main purpose in this battle is to attack it nonstop and having
 Farah healing for the most part of the battle.

Farah: Same as Reid, her purpose it to damage .-----
 ??? as well as provide healing support for |- Rewards:
 Reid and herself. Nothing else needs to be | o Life Bottle
 said here. | o Orange Gel
 |

~ ~ ~ BOSS: 8x MONKS ~ ~ ~ ~ ~

- Name: Monk
- HP: 500 (each)
- XP: 8 (each)
- Gald: 12 (each)
 - Elemental Info.:
 - Strong: None
 - Weak: None

- Strategy: These monks are not that hard, since they have a limited amount of attacks... punching.

Reid: Have him normal attack twice to stun the group of Monks and finish with a Lightning Blade to nearly kill the whole group. Repeat the process with him until done.

=====

~~~ BOSS: EGG BEAR ~~~~~

- Name: Egg Bear
- HP: 3,200
- XP: 32
- Gald: 90
  - Elemental Info.:
  - Strong: None
  - Weak: Fire

- Strategy: I wasn't going to consider this as a Boss, since it's really easy, but since it has a lot more HP than the other enemies around, I decided to do so. You'll only have Reid and Keele to do the dirty work, so read below to see how to make this fight even easier.

Reid: Have Reid use Demon Hammer and Lightning Blade nonstop, having him away from Keele, since he has no armor equipped. Do whatever you can to keep the Egg Bear away from Keele.

Keele: Keele must be using his Fireball skill nonstop against the Egg Bear, being that it's weak against Fire.

=====

~~~ BOSS: INSECT PLANT, EVIL NEEDLES x3 ~~~~~

- Name: Insect Plant
- HP: 8,800
- XP: 115
- Gald: 500
 - Elemental Info.:
 - Strong: Water
 - Weak: Fire

- Name: Evil Needles
- HP: 410
- XP: 10
- Gald: 36
 - Elemental Info.:
 - Strong: None
 - Weak: None

- Strategy: Another easy battle. Don't worry, not all the bosses are this easy. Insect Plant comes with 3 Evil Needles, but they'll go down in a hit or 2. Focus on these 3 suckers first, then attack Insect Plant, while you heal whenever needed.

Reid: Reid, as always, should be the one receiving the damage. Have him use Swarm and Lightning Blade nonstop throughout the whole battle, stunning the boss for an even easier fight.

Farah: Farah should assist you out with damaging Insect Plant, but her main purpose is to keep Reid (and probably Keele too) healed, whether you use Healer or Apple Gels if you're out of TP.

Keele: Have Keele use Fireball all the battle. Being that the boss is weak against Fire, Keele's Fireball should be even better than Reid's attacks. Keep your distance from the enemy at all times.

|- Rewards:
| o Kirima

~~~ BOSS: UNDINE ~~~~~

- Name: Undine
- HP: 6,800
- XP: 1,360
- Gald: 0
- Elemental Info.:
  - Strong: Water
  - Weak: Lightning

- Strategy: Undine is a BITCH! Seriously! She's so hard if you're a first timer in this game and/or series. She has some deathly moves like Spear of Baptism, which attacks all characters in front of her (you can jump over, but it passes so quickly that you have to really focus), Spread, which summons a giant waterfall with a huge range that attacks anyone nearby. Subterranean Divide attacks like an Aqua Edge, only on the ground and in front of her. She also has Aqua Edge, which you should probably be familiar with from Keele's arsenal.

Reid: Reid's mission, like in most of them, is to take most of the damage. Have Reid attack using Lightning Blade or Demon Lightning Blade, to take a lot of HP out of Undine, since she's weak against Lightning.

Farah: She must support Reid with attack, as well as healing with Healer. Keep her TP up at all times. Put her Punch and Kick numbers in the Strategy submenu at 5.

Meredy: The most useful character in the game. In the Strategy submenu, put her Battle TP at 5 and disable Grave and Ice Needle, since the only thing we need is her Lightning. Keep her alive all the battle.

Keele: Keele must use Fireball and Air Blade throughout the whole battle and since he won't be doing THAT much damage, have him use the items needed throughout the battle, that being Apple, Orange, Melange Gels and Life Bottles.

-----  
|- Rewards:  
|       o Talisman  
|       o Mental Bracelet  
|  
-----

~~~ BOSS: SYLPH, ARMS x2 ~~~~~

- Name: Sylph
- HP: 6,600
- XP: 1,929
- Gald: 0
- Elemental Info.:
 - Strong: Wind
 - Weak: Earth

- Name: Arms
- HP: 4,500
- XP: 70
- Gald: 150
- Elemental Info.:
 - Strong: Wind
 - Weak: None

- Strategy: Sylph is not alone, unlike Undine. He has 2 "servants" that fight alongside him. You can easily take care of these Arms by having Reid use Demon Hammer and Neosonic Swarm. Make sure to keep comboing these Arms until they're defeated. Now focus on Sylph.

He's not that tough once the Arms are taken care of. Attack him nonstop with Demon Hammer, which works wonders on him since he's floating. Make sure to keep healed all the battle, even if you have to use all your Apple Gels and whatnot.

Reid: Reid should focus on the Arms first, which will be his main priority. Once they're gone, focus all your attacks on Sylph. Make sure he has the Storm Shield equip and the Shamsel/Steel Sword as well.

Farah: Make her the healer for the battle. Make her use Healer throughout the whole battle, just to make things a bit easier.

Meredy: Have Meredy use Spread again and again through the entire battle. This is for 2 reasons: 1) Grave won't hit Sylph and 2) When the Vitality reaches its MAX point, summon Undine to deal heavy dmg.

- | | |
|---|----------------|
| and heal the party members. | - Rewards: |
| | o Orange Gel |
| Ras: The same as Reid. He should focus on | o Protect Ring |
| the Arms, then on Sylph. | o Life Bottle |
| | |

=====

~~~ BOSS: EFREET ~~~~~

- Name: Efreet
- HP: 24,000
- XP: 2,750
- Gald:
- Elemental Info.:
  - Strong: Fire
  - Weak: Water

- Strategy: Efreet is pretty annoying more than hard. His attacks are quite painful though, but he attacks are slow, so you have plenty of time to heal. Most of the battle, he'll use an attack which makes the floor under him be on fire, so if you approach him, he'll burn you and you'll stay the taking damage

for quite some time. Even though it's 1 dmg., the fact that you can't move is what makes it annoying. Make sure you come with Accessories that protect against Fire damage, like the Flare Cape (you must have at least 2) and the Inperi Cape.

Reid: His duty is to attack Efreet, like in ALL the battles. Give Reid the Square Shield and the Hydra Dagger (I hope you haven't sold it yet). The Hydra Dagger deals slightly more damage than the rest of the weapons, so it's a must for the battle. Make sure to give him the Inperi Cape, since it's best against Fire than the Flare Cape. It's your basic stuff with Reid. Attack him nonstop with whatever skills you feel like using.

Farah: Have her attack Efreet alongside Reid and whenever needed, have her use Healer on anyone that requires it. Giving her a Flare Cape is a must, since she'll be close up to Efreet.

Meredy: Have Meredy use Spread over and over throughout the whole battle. Deactivate all her other skills besides Heal and Spread. Also, in the Strategy battle menu, put her Attack TP and Heal TP at 5, while her Attack at 1, so she stays away from Efreet. Having her Spread in your LX button shortcut is a must, so you press it nonstop to make sure she uses the damn attack.

Keele: Keele is another source of damage. Make him use Air Thrust through the entire battle, because it can deal up to 1,000 dmg. to Efreet. If you need to use an Apple, Orange, etc Gel, make HIM use it, since his attacks are the most expendable.

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|- Rewards:
|   o Black Onyx
|   o Life Bottle
|
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~~~ BOSS: RASSIUS ~~~~~

- Name: Rassius
- HP: 4,408
- XP: 928
- Gald: 0
- Elemental Info.:
 - Strong: None
 - Weak: None

- Strategy: Ras fights just as he did when he was with us at Sylph Cavern, so you must know his patterns and attacks by now. He fights really similar to Reid, so shield at all times and keep healed, even though he doesn't make that much dmg.

Reid: Since Ras fights similar to Reid, attack whenever you see an opening and guard until you're able to attack. Use Items as needed (probably you won't need them though, since Farah now has Life to revive).

Farah: Like all battles, have Farah Heal the party if needed and support you in attacking Ras, using all the skills she has.

Meredy: Make her spam Heal through the battle and use Spread whenever she can.

Keele: He must keep using Air Thrust and Eruption through the battle, since those are the main sources of dmg. coming from Keele. Use Sylph or Efreet whenever possible.

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|- Rewards:
|   o Heal Bracelet
|   o Leather Cape
```

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~-- BOSS: GNOME ~~~~~

- Name: Gnome
- HP: 16,160
- XP: 3,000
- Gald: 2
- Elemental Info.:
 - Strong: Earth
 - Weak: Wind

- Strategy: Ok, this battle is a pain. Gnome may be big, but he's fast as f***. IF you still have Reid's Assault Dagger, equip it to deal massive damage on Gnome. Equip the Flare Capes you have and let's start with this battle. When you see Gnome zooming in to you, jump!!! Otherwise, you'll receive a 20+ hit from him. Another pain about this battle is that the little Gnomes in the background are tossing boulders at you that deal around 150 dmg. per hit. Insane.

Reid: Reid is your main damage dealer. With the Assault Dagger equipped, you'll deal more than the normal dmg. Sweet! Use Reid and don't let Gnome get near Meredy nor Keele.

Farah: Farah must be your supporter and keep Gnome busy attacking her and Reid. Use everything in her arsenal and don't worry about her Healer. That's why we have out Craymel Mages... to heal.

Meredy: Since Meredy is my healer, put her attack and offensive TP usage to 1, while her defensive value should be at 5. Deactivate all of her Artes, except for Heal and when you're able to summon Undine, do so to heal the complete party.

Keele: My offensive Craymel Mage, Keele must have the same values as Meredy, only that the offensive TP usage must be at 5 and the defensive should be at 1. Deactivate all of Keele's Artes except Air Thrust. Also, put Sharpness and Air Thrust in a shortcut and at the start of the battle, have Keele use Sharpness on both you and Farah, then focus on using Air Thrust. Keep pressing the shortcut button as the Arte is ending.

- ```

|- Rewards:
| o Moon Crystal
| o Rune Bottle
|

```

~-- BOSS: GUARDIAN ~~~~~

- Name: Guardian
- HP: 30,000
- XP: 3,000
- Gald: 210



- Elemental Info.:
- Strong: Volt
- Weak: Water, Fire, Ice

- Strategy: This enemy is fast. Fastest enemy so far. He has an attack that hit multiple times to all those in front of him, sorta like a machine gun. And each hit will do around 100+ dmg. per hit. His blade is mortal, so try to stay behind him at all time. Using weapons with Water, Fire and/or Ice attributes (no ice yet) will bring him down even quicker. He doesn't have that much defense, so you'll take great chunks of HP per combo.

Reid: Make sure to equip your Soul Eater. If you see that it's not hitting him enough, change out to either an Earth Blade (if you got one at Mine of Gnome) or your Demon Javelin or the Flamberge. Remember to have Reid attack him nonstop and use items if you have to. He's the item man in this battle.

Farah: Good old Farah must stick to the basics, help Reid hit Guardian and keeping him from targeting Meredy and/or Keele. Have her use Healer if you need to, otherwise, stick to attacking Guardian nonstop.

Meredy: Meredy should stick on using Spread and Heal throughout the battle. Use Heal only if you need to, but stick with Spread. Have her cast is over and over through the battle. Since Guardian is weak against Water, it'll take huge chunks of HP. If you have Undine, DO NOT hesitate in using her, since we'll be needing the HP restoration.

Keele: Same as Meredy. Have Keel use

Sharpness on both you and Farah as the fight starts. Once done that, stick on using Eruption over and over and over. It's even better than Spread, trust me.

|        |               |
|--------|---------------|
| .----- | - Rewards:    |
|        | o Rune Bottle |
|        | o Pine Gel    |
|        |               |
| =====  | '=====        |
| -----  | -----         |

~~~ BOSS: CELSIUS ~~~~~

- Name: Celsius
- HP: 33,333
- XP: 4,000
- Gald: 0
- Elemental Info.:
- Strong: Ice
- Weak: Fire

- Strategy: Celsius is one tough chick to crack. Her attacks are precise, quick and on top of that, deathly. Make sure you have stuff that prevents Freeze, because you'll get a lot of it. Having Accessories like Aqua Cape to drop the dmg. is recommended, but not necessarily. It's really hard to hit her, because she evades them with a lot of ease. Stay close to her at all times and attack nonstop. You can't let her even move, otherwise, you'll regret it.

If you keep dying (like I did my first time playing this game), use an All-Divide. It'll cut to half the dmg. she does, but so does the dmg. you do. It'll take more time, but it'll be easier.

Reid: Equipped with the Flamberge, use skills nonstop and don't give her an opening to attack. Along with Farah, make sure to keep her away from Keele and Meredy, since you'll be needing the healing Artes and the Fire Artes. Use items with Reid, because the main source of dmg. comes from Keele's Eruption.

Farah: Just like with Reid, have Farah attack with skills nonstop to maintain Celsius away from the Craymel Mages. If you need to, also use items with Farah, but don't use Healer unless it's really important. You can leave Meredy with the healing.

Meredy: Meredy will heal throughout the battle. Have her use Heal over and over and over even if you don't need it. In 3 seconds, Celsius can leave you on the edge of death, so you never know when you'll need the HP.

Keele: Main guy in this battle. Keele must use Eruption over and over. Keep a shortcut for his Eruption and keep pressing it as he ends his cast. If he dies, revive immediately.

|                |       |
|----------------|-------|
| -----          | ----- |
| - Rewards:     |       |
| o Resist Ring  |       |
| o Freeze Charm |       |
|                |       |
| -----          | ----- |
| -----          | ----- |

~~~ BOSS: HYADES ~~~~~

- Name: Hyades
- HP: 45,000
- XP: 4,000
- Gald: 30
- Elemental Info.:
  - Strong: Water, Wind, Fire, Earth, Ice, Lightning
  - Weak: Light
- Strategy: The good thing about this fight is that Hyades isn't hard at all, but he can get rather annoying. Lets go into the personal strategies.

Reid: As per usual, have Reid in the front row and take most of the dmg. Make sure that Hyades doesn't get anywhere near Keele and Meredy. Use your most powerful attacks and make sure you use short-ranged skills, because long-range will most likely miss.

Farah: She should team up with Reid and make sure Hyades doesn't get near your spellcasters. If needed, have her use Healer to heal either her or Reid. The one who needs it the most.

Meredy: Meredy's job here is to keep your HP at full. Since we now have Nurse, this becomes a whole lot easier.

Keele: Keele is the useless character here because Hyades is stong against all elements except Light and Dark, being weak against the former. Anyway, have him use his best skills against him and make sure he stays away from Hyades at all times.

|                   |       |
|-------------------|-------|
| -----             | ----- |
| - Rewards:        |       |
| o Mental Bracelet |       |
| o Egg             |       |
|                   |       |
| -----             | ----- |
| -----             | ----- |

~~~ BOSS: VOLT ~~~~~

- Name: Volt
- HP: 54,321
- XP: 3,600
- Gald: 0
- Elemental Info.:
  - Strong: Lightning

- Weak: Water

- Strategy: Ok, Volt is the hardest of all the Craymels yet, and one of the reasons is because he's floating. Yes, floating. No combos in this fight, alright? As for attacks, these are rather annoying, as well as dangerous. His normal attack, which uses through the whole battle, is like a whip made out of electricity that attacks all the characters in front for around 200 dmg. Also, he shoots several thunderbolts that create somewhat like a wave that deals around 150 dmg. overall. Not to damaging, but he uses it several times in a row.

Also, the worse part is that you can't touch him. If you do, you'll be damaged. This is the first that a boss has something like this, IIRC. Spark Wave is another tough attack that deals around 600 dmg.

Reid: Reid should have equipped Trident, since Volt is weak against Water, a Celesti Cape and the Stun Charm. Have him use Demon Twist or Tempest Strike throughout the whole battle. Since you can't do combos, these are Reid's best aerial skills yet. Use Items with him if needed.

Farah: Farah, just like Reid, should have a Thunder Cape equipped, as well as a Stun Charm to protect against Volt. Have her use skills like Swallow Dance, Eagle Dive and Rising Dragon Strike.

Meredy: Meredy's job here is to use Nurse and nothing else. She may have Spread, but since Volt moves around so damn much, it's hard to hit it. If you can put Volt in a corner, THEN use Spread to deal around 2,000 dmg. If you can't get a clear hit, do NOT use Spread and stick to Nurse.

Max: Max is a no no. Seriously. His only skill, Burning Force, only travels near the ground, making it impossible to hurt Volt. So, whatever the case, do NOT bring Max into battle. If you choose to bring him, have him use items through the fight.

Chat: Well, between Chat and Max for this fight, Chat is the only one that can kinda help you here. Just have her attack over and over with skills or physical attacks and if needed, have her use Items.

-----  
|- Rewards:  
|     o Holy Symbol  
|     o Rune Bottle  
|  
=====

~~~ BOSS: SPIRAL/ESCARGOT x4 ~~~~~

- Name: Spiral
- HP: 45,000
- XP: 1,000
- Gald: 3,000
- Elemental Info.:
  - Strong: None
  - Weak: None

- Name: Escargot
- HP: 5,140
- XP: 153
- Gald: 643
- Elemental Info.:
  - Strong: Water, Earth
  - Weak: None

- Strategy: This boss is not hard at all. There are probably several enemies, but they go down in a blink of an eye, especially the Escargot. The only attack you should be worried about is Spiral's Vertical Spin, which can deal over 1,000 dmg. in one hit.

Reid: Having Reid use Megasonic Thrust is one of the best things you can have him do while the Escargot are around. With this skill, you'll be able to kill them all in a matter of second.

Farah: Have Farah second Reid and rack up some dmg. on Spiral. Have her use items as you see fitted.

Meredy: Meredy should focus on using Thunder Blade over and over. This deals a really nice amount of dmg. to all the enemies.

Keele: Let Keel use whatever he wants, but Freeze Lancer is one nice thing to use, along with Flame Wall.

-----  
|- Rewards:  
| o Faerie Ring  
| o Orange Gel  
|

=====

~~~ BOSS: SHADOW/EMPTY DOLL x2 ~~~~~

- Name: Shadow
- HP: 100,324
- XP: 32,768
- Gald: 0
- Elemental Info.:
  - Strong: Darkness
  - Weak: Light

- Name: Empty Doll
- HP: 60,000
- XP: 0
- Gald: 0
- Elemental Info.:
  - Strong: None
  - Weak: None

- Strategy: Nice, we finally meet Shadow... well, I mean, to fight him. Thankfully, he's not that tough. It MAY be kinda tough because of the Empty Dolls. Ignore them, since they can heal HP whenever they want. Shadow has Dash Counter, which activates whenever you're dashing towards him, and deals around 700 dmg. He also has a normal vertical slash that deals around 400 dmg. Not bad.

Reid: Equipped with Excalibur, Reid will be dealing over 1,000 dmg. per hit. Have him use Demon Twist and Spiral Attack over and over, without physical attacking much.

Farah: Farah is the item user in this fight. Have her distract the Empty Dolls so you can focus on Shadow.

Meredy: Healer of the battle. Nurse your way around the battle. Don't have her use anything else besides that.

Keele: Keele is the second badass of the fight. Have him stick to Absolute and

-----  
|- Rewards:

Explosion, which are his best Artes yet. | o Force Ring  
Simple, huh?! | o Rune Bottle  
|

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6.3] Eternia ~~~ ~~~ ~~~  
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~~~~ BOSS: HYADES ~~~~~

- Name: Hyades
- HP: 128,000
- XP: 30,000
- Gald: 0
- Elemental Info.:
  - Strong: None
  - Weak: None

- Strategy: Well, Hyades once again and this time, he's not strong against lightning. Either way, he's not strong at all, well, not in comparison to Maxwell. He has some of his past attacks plus Thunder Blade and some others. Ground Shaker is still doing 200+ dmg. per hit, which is basically nothing at this point.

Reid: Using skills like Demon Spiral Hammer will reduce his HP drastically so keep using it along with Demon Twist to deal some severe dmg. Since Hyades is slow and easily staggered, Reid should keep him busy.

Farah: Once again, the support character. You won't be getting damaged to often for Meredy to cast Nurse, so have Farah cast Healer on whoever needs it.

Meredy: For Meredy, have her use her strongest skills like Ground Dasher, Thunder Blade and Meteor Swarm. I don't recommend this last one because it uses a ton of TP and it's rather inaccurate.

Keele: Keele should focus on attacking, just like Meredy. Have him use Absolute and Explode over and over to deal massive dmg.

Max: The same as always. Actually, Max is good here because Hyades is an easy target. Bring him along if you so desire.

Chat: Another good party member. Have her use -----  
Eternal Hammer to deal some massive dmg. on |- Rewards:  
Hyades, since he's an easy target for her | o None  
skill. | o None  
|

~~~~ BOSS: REM ~~~~~

- Name: Rem
- HP: 100,000
- XP: 40,960
- Gald: 0

- Elemental Info.:
- Strong: Light
- Weak: Shadow

- Strategy: Ok, Rem is pretty tough. I admit it. Make sure to equip some Shadow-based weapons and armor strong to light. Rem has some powerful attacks like Prism Sword and Shining Flare. Also, ignore the shinning orb that floats around her. It dmgs. you every time you touch it, and you can't kill it so stay away from it.

Reid: Make sure to equip Dragon Vein to deal maximum dmg. to Rem. Have Reid link Demon Twist and Demon Spiral Hammer together to deal a nice amount of dmg. Have Reid stick to Rem and make her target Reid and Farah instead of Keele and Meredy. Reid is the decoy here.

Farah: Equip Farah with the Omni Weapon. Don't use the Ghost Shell even if you still have it. This will decrease the dmg. done to her. You'll have to attack along with Reid to deal all the dmg. you can. If you need to heal, leave it to Meredy. If you need it that badly, use an item with Farah.

Meredy: Stick her to healing. If you can attack, do it with either Ground Dasher or Thunder Blade. Best skills she has so far. Make sure to use Nurse everytime it's needed.

Keele: Keele should stick strickly to use Dark Force over and over. Nothing else. If he runs out of TP, have Farah throw a Pine Gel at him.

Max: Not much to say. Not good in this fight at all. Avoid using him. |-----  
 at all. Avoid using him. | - Rewards:  
 | o Reflect Ring  
 Chat: Another useless character. Don't use her. | o Rune Bottle  
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~~~ BOSS: ELEMENTLER/GRAVE KEEPER x3 ~~~~~

- Name: Elementer
- HP: 80,000
- XP: 23,456
- Gald: 12,345
- Elemental Info.:
- Strong: Wind
- Weak: None

- Name: Grave Keeper
- HP: 9,000
- XP: 410
- Gald: 1,299
- Elemental Info.:
- Strong: Earth, Shadow
- Weak: Water, Elemental

- Strategy: Other than hard, it's annoying. Why? Because the stupid Elementer will keep using Cyclone over and over and over. Yes, as soon as he casts one, he starts casting the next one. Also, the Grave Keepers don't make things easier. They're weak against Water, so equip the newly aquired Mystic Sword to deal some massive dmg. on them and since they only have 9,000 HP, they'll go down rather fast.

Reid: Make sure Reid has the Mystic Sword equipped and have him deal with the Grave Keepers ASAP. That's the first thing you should worry about, the minions. Once they're down, keep on attacking the Elementler spamming your best skills.

Farah: Farah should help you destroy the Grave Keepers and when Elementler is alone, have her support the team with healing and items. She can easily be replaced.

Meredy: Have Meredy support with healing while the minions are alive, since all characters will need healing. Once the boss is alone, let the support to Farah and start spamming Ground Dasher, Meteor Swarm, Disortion and Indignation.

Keele: Just like always, spam your best spells: Explode, Absolute, Ray and Dark Force.

Max: You can change Max with Farah if you like. He's strong and the enemy is easy to hit with him. Spam Burning Force and Aqua Spiral throughout the battle.

Chat: Just like always, Chat is like the most -----  
useless character in the game in my opinion. |- Rewards:  
Spam Eternal Hammer if you're to use her. Use | o Pine Gel  
Pine Gels to keep her TP up. | o Elixir  
|

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~~~ BOSS: ELEMENTLER/GRAVE KEEPER x3 ~~~~~

- Name: Elementer
- HP: 80,000
- XP: 23,456
- Gald: 12,345
- Elemental Info.:
  - Strong: Fire
  - Weak: None

- Name: Grave Keeper
- HP: 9,000
  
- XP: 410
- Gald: 1,299
- Elemental Info.:
  - Strong: Earth, Shadow
  - Weak: Water, Elemental

- Strategy: Pretty much the same fight, only that it's Fire oriented this time. Other than hard, it's annoying. Why? Because the stupid Elementer will keep using Explode over and over and over. Yes, as soon as he casts one, he starts casting the next one. Also, the Grave Keepers don't make things easier. They're weak against Water, so equip the newly aquired Mystic Sword to deal some massive dmg. on them and since they only have 9,000 HP, they'll go down rather fast.

Reid: Make sure Reid has the Mystic Sword equipped and have him deal with the Grave Keepers ASAP. That's the first thing you should worry about, the minions. Once they're down, keep on attacking the Elementler spamming your best skills.

Farah: Farah should help you destroy the Grave Keepers and when Elementler is alone, have her support the team with healing and items. She can easily be replaced.

Meredy: Have Meredy support with healing while the minions are alive, since all characters will need healing. Once the boss is alone, let the support to Farah and start spamming Ground Dasher, Meteor Swarm, Disortion and Indignation.

Keele: Just like always, spam your best spells: Absolute, Ray and Dark Force.

Max: You can change Max with Farah if you like. He's strong and the enemy is easy to hit with him. Spam Air Blade and Aqua Spiral throughout the battle.

Chat: Just like always, Chat is like the most .-----  
useless character in the game in my opinion. |- Rewards:  
Spam Eternal Hammer if you're to use her. Use | o Pine Gel  
Pine Gels to keep her TP up. | o Elixir  
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~~~ BOSS: ELEMENTLER/GRAVE KEEPER x3 ~~~~~

- Name: Elementer
- HP: 80,000
- XP: 23,456
- Gald: 12,345
- Elemental Info.:
  - Strong: Water
  - Weak: None

- Name: Grave Keeper
- HP: 9,000
- XP: 410
- Gald: 1,299
- Elemental Info.:
  - Strong: Earth, Shadow
  - Weak: Water, Elemental

- Strategy: Pretty much the same fight as the others, only that it's Water oriented this time. Other than hard, it's annoying. Why? Because the stupid Elementer will keep using Spread over and over and over. Yes, as soon as he casts one, he starts casting the next one. Also, the Grave Keepers don't make things easier. They're weak against Water, so equip the Mystic Sword to deal some massive dmg. on them and since they only have 9,000 HP, they'll go down rather fast.

Reid: Make sure Reid has the Mystic Sword equipped and have him deal with the Grave Keepers ASAP. That's the first thing you should worry about, the minions. Once they're down, keep on attacking the Elementler spamming your best skills. Once you've killed the minions, make sure to remove the Mystic Sword and equip your Ninja Sword.

Farah: Farah should help you destroy the Grave Keepers and when Elementler is alone, have her support the team with healing and items. She can easily be replaced.

Meredy: Have Meredy support with healing while the minions are alive, since all characters will need healing. Once the boss is alone, let the support to Farah and start spamming Ground Dasher, Meteor Swarm, Disortion and Indignation.

Keele: Just like always, spam your best spells: Explode, Absolute, Ray and Dark Force.



Max: You can change Max with Farah if you like. He's strong and the enemy is easy to hit with him. Spam Air Blade and Burning Force throughout the battle.

Chat: Just like always, Chat is like the most .-----  
useless character in the game in my opinion. |- Rewards:  
Spam Eternal Hammer if you're to use her. Use | o Pine Gel  
Pine Gels to keep her TP up. | o Elixir  
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~~~ BOSS: ELEMENTLER/GRAVE KEEPER x3 ~~~~~

- Name: Elementer
- HP: 80,000
- XP: 23,456
- Gald: 12,345
- Elemental Info.:
  - Strong: Earth
  - Weak: None

- Name: Grave Keeper
- HP: 9,000
- XP: 410
- Gald: 1,299
- Elemental Info.:
  - Strong: Earth, Shadow
  - Weak: Water, Elemental

- Strategy: Pretty much the same fight as the others, only that it's Earth oriented this time. Other than hard, it's annoying. Why? Because the stupid Elementer will keep using Ground Dasher and Dark Force over and over and over. Yes, as soon as he casts one, he starts casting the next one. Also, the Grave Keepers don't make things easier. They're weak against Water, so equip the Mystic Sword to deal some massive dmg. on them and since they only have 9,000 HP, they'll go down rather fast.

Reid: Make sure Reid has the Mystic Sword equipped and have him deal with the Grave Keepers ASAP. That's the first thing you should worry about, the minions. Once they're down, keep on attacking the Elementler spamming your best skills.

Farah: Farah should help you destroy the Grave Keepers and when Elementler is alone, have her support the team with healing and items. She can easily be replaced.

Meredy: Have Meredy support with healing while the minions are alive, since all characters will need healing. Once the boss is alone, let the support to Farah and start spamming Meteor Swarm, Disortion and Indignation.

Keele: Just like always, spam your best spells: Explode, Absolute, Ray and Dark Force.

Max: You can change Max with Farah if you like. He's strong and the enemy is easy to hit with him. Spam Air Blade and Burning Force throughout the battle.

Chat: Just like always, Chat is like the most .-----  
useless character in the game in my opinion. |- Rewards:  
Spam Eternal Hammer if you're to use her. Use | o Pine Gel  
Pine Gels to keep her TP up. | o Elixir  
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~~~ BOSS: ELEMENTLER/GRAVE KEEPER x3 ~~~~~

- Name: Elementer
- HP: 80,000
- XP: 23,456
- Gald: 12,345
- Elemental Info.:
  - Strong: Ice
  - Weak: None

- Name: Grave Keeper
- HP: 9,000
- XP: 410
- Gald: 1,299
- Elemental Info.:
  - Strong: Earth, Shadow
  - Weak: Water, Elemental

- Strategy: Pretty much the same fight as the others, only that it's Ice oriented this time. Other than hard, it's annoying. Why? Because the stupid Elementer will keep using Absolute over and over and over. Yes, as soon as he casts one, he starts casting the next one. Also, the Grave Keepers don't make things easier. They're weak against Water, so equip the Mystic Sword to deal some massive dmg. on them and since they only have 9,000 HP, they'll go down rather fast.

Reid: Make sure Reid has the Mystic Sword equipped and have him deal with the Grave Keepers ASAP. That's the first thing you should worry about, the minions. Once they're down, keep on attacking the Elementler spamming your best skills.

Farah: Farah should help you destroy the Grave Keepers and when Elementler is alone, have her support the team with healing and items. She can easily be replaced.

Meredy: Have Meredy support with healing while the minions are alive, since all characters will need healing. Once the boss is alone, let the support to Farah and start spamming Ground Dasher, Meteor Swarm, Disortion and Indignation.

Keele: Just like always, spam your best spells: Explode, Ray and Dark Force.

Max: You can change Max with Farah if you like. He's strong and the enemy is easy to hit with him. Spam Air Blade and Aqua Spiral throughout the battle.

Chat: Just like always, Chat is like the most .-----  
useless character in the game in my opinion. |- Rewards:  
Spam Eternal Hammer if you're to use her. Use | o Pine Gel  
Pine Gels to keep her TP up. | o Elixir

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~~~ BOSS: ELEMENTLER/GRAVE KEEPER x3 ~~~~~

- Name: Elementer
- HP: 80,000
- XP: 23,456

- Gald: 12,345
  - Elemental Info.:
    - Strong: Lightning
    - Weak: None
- Name: Grave Keeper
- HP: 9,000
- XP: 410
- Gald: 1,299
  - Elemental Info.:
    - Strong: Earth, Shadow
    - Weak: Water, Elemental

- Strategy: Pretty much the same fight as the others, only that it's Lightning oriented this time. Other than hard, it's annoying. Why? Because the stupid Elementer will keep using Dark Force and Shining Flare over and over and over. Yes, as soon as he casts one, he starts casting the next one. Also, the Grave Keepers don't make things easier. They're weak against Water, so equip the Mystic Sword to deal some massive dmg. on them and since they only have 9,000 HP, they'll go down rather fast.

Reid: Make sure Reid has the Mystic Sword equipped and have him deal with the Grave Keepers ASAP. That's the first thing you should worry about, the minions. Once they're down, keep on attacking the Elementler spamming your best skills.

Farah: Farah should help you destroy the Grave Keepers and when Elementler is alone, have her support the team with healing and items. She can easily be replaced.

Meredy: Have Meredy support with healing while the minions are alive, since all characters will need healing. Once the boss is alone, let the support to Farah and start spamming Ground Dasher, Meteor Swarm and Disortion.

Keele: Just like always, spam your best spells: Explode, Absolute, Ray and Dark Force.

Max: You can change Max with Farah if you like. He's strong and the enemy is easy to hit with him. Spam Air Blade and Aqua Spiral throughout the battle.

Chat: Just like always, Chat is like the most -----  
 useless character in the game in my opinion. |- Rewards:  
 Spam Eternal Hammer if you're to use her. Use | o Pine Gel  
 Pine Gels to keep her TP up. | o Elixir  
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~~~ BOSS: SHIZEL ~~~~~

- Name: Shizel
- HP: 120,000
- XP: 50,000
- Gald: 0
  - Elemental Info.:
    - Strong: None
    - Weak: None

- Strategy: Ok, the second to last boss. Shizel is really strong and I recommend you take extreme precaution. She has an attack in which she creates an orb in front of her and stays there for like 2-3 seconds. In this time, if

you're trapped in it, you'll be receiving dmg. She then shoots it away, damaging all those in front of her.

When she's casting Eternal Finality, a pillar of light surrounds her, making it impossible to dmg. her. Once it appears, hold down X+O+[] to counterattack it with Aurora Wall. Make sure you have at least 50 TP before doing so. Summon Demon is also another nasty attack which can kill all the characters it touches. These are probably her worse attacks. She has more, but these are the worse.

Put on the shortcut buttons Meredy's Nurse and Keele's Ray. Once Eternal Finality is over, quickly make Meredy heal and you start using items after using Aurora Wall.

Reid: Have Reid stick to her at all times. Make Reid the decoy and let him take all the dmg. Use your best skills and try linking them if possible.

Farah: Farah should back you up in attacking, but most importantly, healing you. Reid need to be at full health almost at all times, since he'll be receiving most dmg.

Meredy: Have Meredy heal with Nurse. Deactivate all of her spells except for Nurse. Leave the attacking to Reid and Keele.

```
Keele: Use your strongest spells available. .-----
Ray, Absolute, Explode and Dark Force. Keep |- Rewards:
spamming them and try to have Keele as far | o Elixir
from Shizel as possible. | o All-Divide
 |
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~~~ BOSS: NEREID ~~~~~

- Name: Nereid
- HP: 300,000
- XP: 0
- Gald: 0
- Elemental Info.:
  - Strong: None
  - Weak: None

- Strategy: Well, Nereid is fast and furious. She has a lot of attacks and a lot of magic. This fight is pretty similar to Shizel, only that faster and Nereid kinda moves like Celsius... yeah, remember how annoying she was? Her worse attack is probably Summon Pluto which can deal a huge 3,000 dmg. to all characters.

The first half of the fight is not bad and probably is easier than Shizel. Once Nereid's HP drops down 150,000, she becomes a bitch and starts attacking nonstop while it's nearly impossible to stagger her. Attack with everything you got and use an All-Divide if you need to. Also use all the items you have, counting the Elixirs, Miracle Gels and whatnot.

When she does Darkness of the Outer Limits, quickly press and keep pressed X + O + []. Doing so will end the battle... finally! =D

Reid: Have Reid stick to her at all times. Make Reid the decoy and let him take all the dmg. Use your best skills and try linking them if possible.

Farah: Farah should back you up in attacking, but most importantly, healing you. Reid need to be at full health almost at all times, since he'll be receiving most dmg.

Meredy: Have Meredy heal with Nurse. Deactivate all of her spells except for Nurse. Leave the attacking to Reid and Keele.

Keele: Use your strongest spells available. .-----  
Ray, Absolute, Explode and Dark Force. Keep |- Rewards:  
spamming them and try to have Keele as far | o None  
from Shizel as possible. | o None  
|

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|--------------|--|
| 7] Sidequest |  |
| [sx700]      |  |

This is the list of sidequests that you're able to do in the game. Prepare for many of these and if you followed my walkthrough, you've already done a few. Let us get started, no?

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~ ~ ~ ~ ~ 7.1] Sunken Ship ~ ~ ~ ~ ~  
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Ok, this is already in the walkthrough. I'll have it here too just so you don't have to scroll up and look for it, ya?

Once open the Relay Point in Celestia and return to Inferia, make your way to point [34,3] using the Aifish. Here you'll find the Sunken Ship.

- o ~ ~ ~ ~ ~ o
- My lv: Reid 48, Farah 48, Meredy 48, Keele 48  
Max 48, Chat 48
  - Enemies: Kraaken, Turnturtle, Seaspin, Tzin, Float Dragon, Super Star,  
Siren/Spirit x5
  - No. of Lens: 1
- o ~ ~ Item Checklist: ~ ~ ~ ~ ~ o
- |               |             |              |
|---------------|-------------|--------------|
| Cute Mitten   | (AA) = (KI) | Bulkhead Key |
| Twinkle Flute | (WP) = (AC) | WakeUp Charm |
| Pump Room Key | (KI) = 1    | Rune Bottle  |
| Rare Plate    | (AB) = (KI) | Insea Map    |
| Vorpal Sword  | (WP) = x    | 52,520 Gald  |
| Pico Revenge  |             | (AC)         |
- o ~ ~ ~ ~ ~ o

At the start, go down the stairs on the S side. Down here, go right and enter the right most door. You have 3 doors here. The first one has a chest with 'Cute Mitten', the second one has a Fake and the last one has a 'Bulkhead Key'. Return 2 hallways and enter the door to the far W. 3 more doors here. The first one has 'Twinkle Flute' and a little scene triggers.

The second one has 'WakeUp Charm' and the third one has nothing. Return 2 hallways and finally enter the middle door. Examine the equipment on the right to open the door and proceed. Open the chest to find 'Pump Room Key'. Return to

the hallway, go W and enter the next hallway. Use the key to open the door at the end. In here, use the pink lever to drain the water.

Return to where you got the Pump Room Key, go down the stairs to the next room. Follow the path and go up the ladder. Here, go NE to the next room. Open the chest to find 'Rune Bottle'. Now go up the ladder, watch the little scene and open the chests to find 'Rare Plate' and 'Insea Map'. Return to the previous room, go down the ladder and open the chest to find 'Vorpal Sword'.

Enter the next room, save your game, heal yourself and proceed N to trigger a little scene and a...

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~~~ BOSS: SIREN/SPIRIT x5 ~~~~~

- Name: Siren
- HP: 52,000
- XP: 8,998
- Gald: 3,000
- Elemental Info.:
  - Strong: Water
  - Weak: Fire, Lightning

- Name: Spirit
- HP: 7,200
- XP: 220
- Gald: 865
- Elemental Info.:
  - Strong: Shadow
  - Weak: Light

- Strategy: The annoying part of this fight are the Spirits. There are 5 of them, so try taking them out ASAP. Focus on them first then on Siren. Siren has attacks like Spread, which you should be pretty familiar with. She also has some close range attacks, so guard as often as you can to minimize the dmg. taken.

Holiday Symphony puts your characters to sleep, whoever touches the musical notes, so try staying behind Siren at all times. Eating deals around 1,000 dmg. to the character closest to her. Deep Phantom is a water based attack that deals around 600 dmg. to all the characters close and in front of her.

Reid: Reid should be equipped with Excalibur at the start of the battle. With it on, you should be dealing with 1,000+ dmg. per hit to the Spirits. This will make them go down rather fast, so attack precisely and hard. Once the Spirits are no more, remove your Excalibur and equip your Flame Sword. If you don't have it, use the Voltic Sword. Using attacks like Demon Spiral Hammer is one of the best things you can do. It does a lot of hits, and a lot of dmg.

Farah: Farah is your support character this time. Have her use constantly Detoxify whenever a character has the Weak status ailment. Have her use items and whatnot. Let her attack too with her Flare Arms equipped.

Meredy: Meredy should stick with Thunder Blade. A nice spell that does a ton of dmg. Use Volt whenever you can to deal over 5,000 dmg.

Keele: Just like with Meredy, have Keele use Explode over and over and over and use Efreet whenever possible.

Max: Max can do ok in this fight. His Burning Force can actually prove usefulness in the fight as it deals a nice amount of dmg. But I'd rather stick with Farah, Meredy and Keele over Max.

```
Chat: Useless in my opinion. Chat doesn't have any useful skills yet, so better let the fight to the pros, don'tcha think?
```

```

| - Rewards:
| o Trident
| o Sephira
|
=====
```

Watch the scene after the fight and open the bags to find a total of '52,520 Gald'. This is it for this sidequest. You can stay here and level up as much as you like.

```

~ ~ ~ ~ ~ 7.2] Last Fencer ~ ~ ~ ~ ~

```

```

~ ~ ~ ~ ~.sx702.~ ~ ~ ~ ~

'-----'
```

The Last Fencer is a nice sword made for Reid and it's very easy to obtain. In Disc 3, after you get the Galaxy Stone from Regulus Knoll, go to Balir's Castle and speak to Zosimos. Afterwards, leave and go to Imen. Go speak to Sagura and you'll find Zosimos here...

<vin> How is he here first? o\_o

After the little talk, leave and reenter Imen 5 times. When done so, enter the shop and something happens. After the little talk, you'll receive the LAST FENCER.

```

~ ~ ~ ~ ~ 7.3] Banrea ~ ~ ~ ~ ~

```

```

~ ~ ~ ~ ~.sx703.~ ~ ~ ~ ~

'-----'
```

Once you obtain the Aibird, move to Rasheans and speak to Khamran the Elder to trigger a little scene. After the scene with this bastard, speak to the guy in Keele's house and he'll tell you about the dry peel. Now leave Rasheans and enter Nostos Cave. Move to the camp site and you'll receive 'Firewood Bug'. Now go to Mt. Farlos and kill Falsea Horns until you get a Great Horn.

Now go buy 15 Kirimas and go to the Craymel Hot Springs, which are located at [208,108]. Pay 600 Gald and you'll obtain the Dried Peels. Now return to Rasheans and speak to the old man outside the barn on the N screen. He'll brew the ingredients for you. You'll obtain the Banrea afterwards.

Return to Khamran to trigger another scene, in which you'll receive 'Wind Bell'.

```

~ ~ ~ ~ ~ 7.4] Craymel Hot Springs ~ ~ ~ ~ ~

```

```

~ ~ ~ ~ ~.sx704.~ ~ ~ ~ ~

'-----'
```

This is located at [208,108] in Inferia. Check the barrel outside with boiling water to find "LENS". In here, watch the scene and Chat will learn the skill "Para Ball". This is pretty much it. There's nothing else to do here.

```

=====
~~ ~~ ~~ 7.5] Glimmer Spire ~~ ~~ ~~
=====
 .sx705.=====
 '-----'

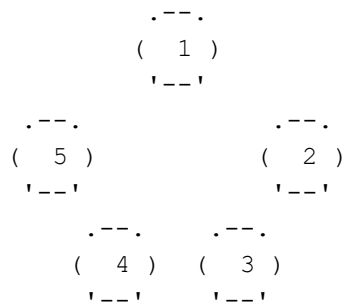
```

Glimmer Spire is a tower without enemies that's located at coordinates [107,23] in Inferia and is surrounded by mountains. The only way to enter the tower is by obtaining the Aibird, which you get until the end of the game, at Vatenkeist.

As you enter, approach the door and watch a scene. Now inside...

F L O O R 1

Inside this strange looking tower, in the first room, you have 5 crystals on the floor and when you step on one, that one and ones adyacent to it lits.



Step on the crystals in the order above to turn on all the crystals. Simple huh?! ^\_^ . Now enter the teleport on to...

F L O O R 2

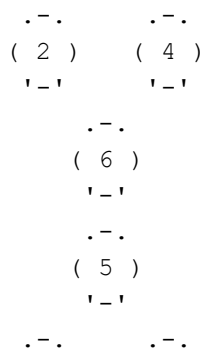
This puzzle is annoying. You need to stand in the central teleport and then the colored balls start shinning in an order. Once they stop, you need to examine them in the same exact order. Try writing them down so it's easier on you. Once you're done, go through the teleport to reach...

F L O O R 3

This one's easy. You see the 2 bird-like things where the wind is blowing? Use the Freeze Ring to freeze them then light the torches to have a platform appear. Step on it, some steps appear towards the teleport. Now you're on...

F L O O R 4

In this one, you have to shoot all the crystals with the Sorcerer's Ring. Try shooting them this way:





( 1 ) ( 3 )  
'-' '-'

Once you do so correctly, the teleport moves you to...

F L O O R 5

This one is annoying as well. You need to stand on the tile and press towards where you want to move. There's also a translucent tile that moves the inverted way of you. You need to have the translucent tile move over the colored flames. I recommend starting with the green one, then moving on to the red one and finally to the blue one. Now move on to...

F L O O R 6

Just follow my chart, ok?

```
Red
.----.
| 19|
|---|---.----.----.----.
| 14| 15| 16| 17| 18| Blue
|---|---|---|---|---'
| 10| 11| 12| 13|
|---|---|---|---|
| 6 | 7 | 8 | 9 |
|---|---|---|---|---.
| 1 | 2 | 3 | 4 | 5 | Green
'---'---'---'---'---'
```

Follow them in the next order:

o 1, 2, 7, 8, 3, 4, 9, 8, 3, 4, 5, Green light, 5, 4, 3, 8, 7, 11, 10, 14, 19, Red Light, 19, 14, 15, 11, 7, 2, 3, 8, 12, 13, 17, 18, Blue Light.

Now use the teleport to...

F L O O R 7

When you reach a room with red tiles, you'll have some tiles that are fake and some that are real. Follow this path:

```
x x o x
x x o x o :: safe tile
o o o x X :: fale tile (will teleport you back)
o x x x
```

Once you've passed, use the teleport, save your game, prepare yourself and approach to trigger a scene and a...

-----

~~~ BOSS: VALKYRIE ~~~~~

- Name: Valkyrie
- HP: 32,000
- XP: 32,768
- Gald: 0
- Elemental Info.:
  - Strong: None
  - Weak: None

- Strategy: Ok, this chick can be hard. The good thing is that she isn't that strong, but she has her Guard Impact that will activate each time you attack her with the sword and will counterattack you. Annoying, I know. Her Valkyria Strike deals 100 dmg. per hit and hits for like 8-9 times.

Valkyria Protector is an upgraded version of Valkyria Strike, but hits more times and deals less dmg. She also has some basic spells like Fireball and Wind Blade, although not powerful, they are rather annoying.

Reid: The only skill that's best for you to use is Sonic Chaos. Use it from afar over and over and over. Never stop using it. If she corners you, use jump and use Tempest Strike to get away from her and keep on using Sonic Chaos.

=====  
After the fight, you'll receive the key to S.D... what's that? XD Nah, open all the chests to find: 'Savory', 'Water Shard', 'Tuna Gel', 'Earth Shard', 'Golden Armor', 'Wind Shard', 'Beam Shield', 'Sage', '17,595 Gald', 'Crystal Rod', 'Rune Bottle', 'Fire Shard', 'Bellebane', 'Snow Shard', 'Volt Shard', 'Lavender', 'Jet Boots', '19,125 Gald' and 'Elixir'.

That's a lot of goodies =D. Now, let's go get the S.D. On the World Map, move to Celestia and board your Aifish and head to Hideout 1, which is at [56,112]. In here, you'll receive S.D., which stands for Summon Destiny. You can use this summon once every 30 minutes of gameplay. You need to play 30 at the beginning of your playing session before you can use the summon. Pretty sucky, huh? It's very powerful, that's why.

```

_____/_____/_____/.=====._____/_____/_____
| | / _ \ | __)_ | 9] Latest Update | | | / _ \ | __)_
| | (<_>) \ | [sx900] | | | (<_>) \
|____| ____/_____/ '=====|____| ____/_____/

```

= Version 2.0 (January 10th, 2011)  
- Added the Sidequest section. Will add the arena section in the next update.

```

_____/_____/_____/.=====._____/_____/_____
| | / _ \ | __)_ | 10] Closing | | | / _ \ | __)_
| | (<_>) \ | [s1000] | | | (<_>) \
|____| ____/_____/ '=====|____| ____/_____/

```

=====  
~~~~ ~~~ 10.1] Credits ~~~ ~~~ ~~~  
=====  
.....s1001.=====  
'-----'

1. People

- Wiej: For the awesome ASCII art at the top. Thanks a ton man. Take a look at his CRP: <http://www.gamefaqs.com/features/recognition/58128.html>

- Psycho\_Penguin, Gbness, Mighty Oracle, Super Slash, PeTeRL90, Truly Dexterous, warfreak, IceQueenZer0, BSulpher, Da Hui, DBM11085, Snow Dragon: All those who I consider online friends. These guys are really cool and I always

have a blast talking to them on AIM, MSN and the FCBS. They all inspire me in writing more and more FAQ's. Note that all these fellows are FAQ writers as myself, so I thank them too for supporting me in my FAQing.

- Raul and Eduardo: Just for being my best friends and always being there for me, in the good and bad moments.

- You: For having the patience of reading through the whole guide.

## 2. Internet sites

- [www.gamefaqs.com](http://www.gamefaqs.com): For hosting my guide.
- [www.supercheats.com](http://www.supercheats.com): For hosting my guide.
- [www.neoseeker.com](http://www.neoseeker.com): For hosting my guide.

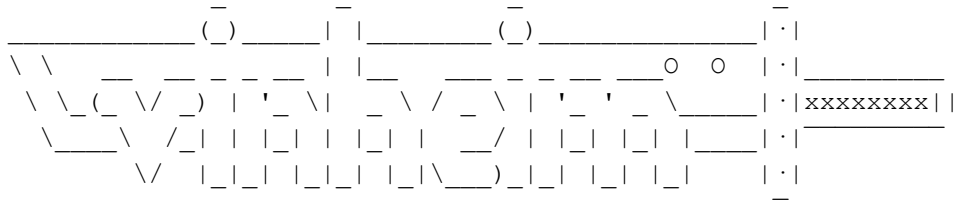
```
=====
                ~~~ ~~~ ~~~ 10.2] Final Words ~~~ ~~~ ~~~
=====
                .s1002.-----
                '-----'
```

A little list of my FAQ's, so make sure to check them out whenever you are stuck with any of the following games. The DS Games are delayed because I broke my DS. Oops, that was my fault.

1. Tales of Symphonia (GCN) DONE
2. Jericho (360) DONE
3. Tales of Legendia (PS2) [In progress]
4. Tales of the Abyss (PS2) DONE
5. Devil May Cry (PS2) DONE
6. Tales of the Abyss Enemy Database (PS2) DONE
7. Jericho Monster List (360) DONE
8. Jericho Achievements (360) DONE
9. Castlevania: Portrait of Ruin (DS) [In progress]
10. Metal Gear Solid 3: Snake Eater (PS2) DONE
11. Lloyd Irving Character FAQ (GCN) [In progress]
12. Devil May Cry 3: Dante's Awakening (PS2) DONE
13. Devil May Cry 3: Dante's Awakening Special Edition (PS2) DONE
14. Pokemon Platinum (DS) [In progress]
15. Soma Bringer (DS) [In progress]
16. Dragon Quest VIII (PS2)
17. Shin Megami Tensei: Devil Survivor (DS) DONE
18. Kingdom Hearts 358/2 Days (DS) [In progress]
19. Tales of Eternia (PSP)
20. Sands of Destruction (DS) DONE
21. Yu-Gi-Oh! 5D's Tag Force 4 (PSP) DONE
22. Dante's Inferno (PSP) DONE
23. Dante's Inferno Judas Coins Locations (PSP) DONE
24. Dante's Inferno Boss FAQ (PSP) DONE
25. LittleBigPlanet (PSP) DONE
26. Mimana Iyar Chronicle (PSP) DONE
27. Metal Gear Solid: Peace Walker Demo FAQ (PSP) DONE
28. Hexyz Force (PSP) IN PROCESS
29. Metal Gear Solid Peace Walker (PSP) MAIN WALKTHROUGH DONE
30. Metal Gear Solid 3: Subsistence (PS2) NEARLY DONE
31. Odin Sphere (PS2)
32. Sands of Destruction Boss FAQ (DS) DONE
33. Sands of Destruction Item FAQ (DS) DONE
34. Tales of Symphonia Multimedia FAQ (GCN) DONE

- 35. Odin Sphere Boss FAQ (PS2) DONE
- 36. Tales of the Abyss Boss FAQ (PS2) DONE
- 37. Mimana Iyar Chronicles Boss FAQ (PSP) DONE
- 38. Dirge of Cerberus: Final Fantasy VII (PS2) DONE
- 39. Dirge of Cerberus: Final Fantasy VII Boss FAQ (PS2) DONE
- 40. Tales of Symphonia Enemy List (GCN) DONE
- 41. Enslaved: Odyssey to the West Demo FAQ (PS3) DONE
- 42. Modern Warfare 2 (PS3)
- 43. Tales of Destiny II (PSX)

Please check these games if you have any doubts in one future. So, with all this said and done, I bid you farewell!



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