

# Tales of Destiny 2 Craymel Artes FAQ

by Rena Chan

Updated to v1.6 on Mar 13, 2003

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|               Tales of Destiny 2  |  
|               Playstation         |  
|               Craymel Artes FAQ   |  
|               Version 1.6(13/03/2003)|  
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\* above mentioned sites. Of course, it may be up and I just had not updated \*  
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\* \* \*

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Revision History  
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| Version 1.0(29/10/2001) \ \_\_\_\_\_ \  
| | \_\_\_\_\_ \  
| Started writing this faq. |  
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| Version 1.1(5/11/2001) \ \_\_\_\_\_ \  
| | \_\_\_\_\_ \  
| Finished adding in all of the Craymel Artes. I'm not done with the levels |

| yet, but every single Spell found in the game has been added. Of course, |  
| added in the last Greater Craymel. Also cleared up any mistakes in my FAQ |  
| the first submission. |

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| Version 1.2(12/11/2001) \ \_\_\_\_\_ \

| Finally added the levels to fringe for all of the Craymel Artes. Perhaps |  
| one day, with the help of the GameShark, I'll play the game and really get |  
| the lowest level possible for fringe. Added in the stats of the Greater |  
| Craymels for all difficulty levels. Also changed any info that is incorrect. |

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| Version 1.3(31/12/2001) \ \_\_\_\_\_ \

| Changed the layout of my FAQ. It's more readable now, I think. I cleared up |  
| more mistakes that I found in the FAQ. Also added in my comments on the |  
| Craymel Artes. This new layout also helps me to maximise the use of 79 |  
| Characters per line which is the maximum GameFAQs allow. Made many more |  
| adjustments to the Greater Craymels levels for getting the Craymel Artes. |  
| Some of them are already at their lowest levels. |

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| Version 1.4(18/04/2002) \ \_\_\_\_\_ \

| Nothing much, just added 2 new stuff. First, it is how Maelstrom is |  
| activated. Secondly, the last of Maxwell's Summon Extension. Yes! Maxwell |  
| has one last summon extension! Zip down there immediately and check it out! |

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| Version 1.5(11/09/2002) \ \_\_\_\_\_ \

| Added in a new "Tips and Tricks" Section. |

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| Version 1.6(13/03/2003) \ \_\_\_\_\_ \

| Nothing much. Just cleared up some typos with Maxwell's summon extension, |  
| plus changed some of the levels needed to get certain Craymel Artes. I have |  
| managed to find even lower levels for the Greater Craymels to get the Artes. |

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1.0 Introduction to Craymel Artes

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Craymel Artes are equivalent to magic for Tales of Destiny 2. There are only 2 Craymel Mages in ToD2, Meredy and Keele. They each start with 3 Craymel Artes. And the only way for them to obtain new Craymel Artes is through the Greater Craymels and fringe. And what spells they have will depend on what Craymels you give them. In order for a Craymel Arte to be used, first, the needed Craymels must be at a certain level. Then the combination of Craymels must be correct. After the requirements are met, you must then fringe before the spell is usable.

For Example, you want the Craymel Arte, Heal. First, Undine and Sylph must be at their required levels. Once they are at their required levels, you can fringe the spell. But in order to fringe it, you must put Undine and Sylph at seperate Craymel Cages, i.e. Meredy must have either Undine/Sylph and Keele must have the other one. Only then you can fringe. Then the spell will be usable. But who can use it will depend on who is holding the Craymel Arte's element. Heal is a Water Arte, so if Meredy is having Undine, she will have the spell and vice versa. Simple enough.

You can switch Craymels anytime you have access to the menu and the C.Cage Command. So if you want to switch spells, it's possible at anytime. So you can cater to your battle needs for your current situation. But if you switch Craymels, please remember you need to fringe again in order for the switch to be in effect. If you don't, then the switch won't take place. For instance, Meredy is now having Heal and you want to switch it to Keele. First, you have to exchange the 2 Craymels. Then fringe. If you don't, Meredy will still have Heal. Remember, a Craymel Arte is only usable if the 2 involved Craymels are in seperate Craymel Cages. If they are in the same Craymel Cage, then the spell cannot be used.

One question remains, who should hold what Craymel Artes? Well, it all depends on you. But here's my personal preference. I checked how often a character will do a certain thing at the Strategy Screen. The scale on how often they will do a certain thing in battle while in Auto is measured from 1 to 5 with 1 being the least often. You can set the frequency of how often you want each Craymel Mage to do something anytime. Battle TP means how often they will use their TP to cast spells against enemies and Recover TP means how often they will use spells on their allies. Judging from their stats, Meredy has more Max TP than Keele, but Keele has a higher Intelligence stat than Meredy. And if you control Keele, he has a mini D-Pad that appears when he uses Battle Craymel Artes, and pressing it makes him cast the Craymel Arte at a slightly faster rate(I'm not 100% sure, but after some observation, it actually seems to do that. It's the

same for Max), but Meredy does not have this ability. Thus, Meredy is more situable to use healing Craymel Artes since she has more TP and can afford to heal more often, while Keele is more situable to cast offensive spells. So I give healing spells to Meredy, while I mainly have more powerful offensive Craymel Artes on Keele. I also throw in spells that boost stats to the both of them, letting them cast them as they see fit, but they usually only cast it against bosses. It's all up to you how you want to arrange the Craymel Artes, and this faq is to help you in deciding which Craymel Artes you want to give to who, cause it is impossible to have every single spell available between the both of them.

How do you tell when a Craymel Arte is available for use? After battle, there may be a message that says either "Fringe to get new Craymel Arte" or "Activity detected in Craymel Cage". The first message means that you can immediately fringe to get the new spell. The latter means that you can fringe to get a new spell, but your combination of Craymels is not correct. How do you tell whether a spell is ready for fringe at the C. Cage Command? If your combination of Craymels is correct and the Craymel Arte's color is Yellow, it means you can fringe it to get a new spell. If it's purple, then the spell is not available yet. If your combinations of Craymels is incorrect, and the spell's color is purple, it means you can fringe the spell as soon as the combination of Craymels is correct. If it is grey, then the spell is not available for fringe yet. After fringe, if a spell is white in color, it means that the spell is usable currently. If it's red, that means the spell is usable already, but the Craymel Combination is incorrect. Knowing what each color means helps a lot sometimes.

\* The maximum number of Craymels a Craymel Cage can have is 6. You cannot have more than that. And the max level of a Greater Craymel is Lv 30.

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2.0 Greater Craymels  
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===== Summoning the Greater Craymels =====  
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In order to summon a Greater Craymel into battle, the Craymel that is to be summoned first needs to be at maximum C. Vitality, which is on a gauge of 10. To raise the C. Vitality of a Craymel, you must use a Craymel Arte of the element of the Craymel you want to raise the C. Vitality of. Once it is at Max, the game will tell you in battle. Then you can summon the Greater Craymel. But if you don't summon the Craymel and use a Craymel Arte, the summon of the Greater Craymel may disappear as it's C. Vitality may decrease. If you have more than one Craymel in one Craymel Cage, casting spells of one element may also reduce the C. Vitality of another Craymel. You can also use Crystals or Shards of the Craymel's element to raise their C. Vitality of the Craymel outside of battle.

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===== Conditions that causes C. Vitality to Decrease =====  
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- All these apply to both Craymel Mages. The Craymel Arte of the other Craymel Mage will affect the C. Vitality of the Greater Craymel, regardless who holds the Greater Craymel. For example, Keele has MAX Vitality for Volt. If Meredy casts Lightning, the C. Vitality will be reduced to 5. This can also help to charge up the C. Vitality of the Greater Craymel. So in a simple run down, it does not matter which Craymel Mage is holding the Greater Craymel. As long as a Craymel Arte is casted, it will affect the Greater Craymel in association with the casted Arte's element.
  
- Only one Greater Craymel can be at MAX C. Vitality at one time. If another Greater Craymel reaches MAX C. Vitality, the Craymel that has MAX Vitality first will be reduced to 9. Only one Craymel Mage can have MAX C. Vitality at one time. If Meredy has MAX C. Vitality for Undine, then if Keele makes

Sylph's C. Vitality MAX, then Undine's C. Vitality will be reduced to 9.

- When a Greater Craymel's C. Vitality is 10 and you use a Craymel Arte of it's element, the C. Vitality will be reduced to 5.
- When you use the element of a Greater Craymel too much, it will reduce the C. Vitality of another Craymel that opposes it's element, most of which is weakness, by 1. It does not affect all Craymels but only those that has elements that does not agree with each other. For instance, if you use Ice Artes about 4 times in battle, it will raise Celsius' C. Vitality by 2, but it will reduce Efreet's C. Vitality by 1. I'm not very sure of the numbers, but it's around that number of times. It also works the other way round.

----- Craymel Element Opposition -----

Celsius(Ice) <-> Efreet(Fire)

Sylph(Wind) <-> Gnome(Earth)

Undine(Water) <-> Volt(Lightning)

Rem(Light) <-> Shadow(Dark)

Maxwell(Elemental) <-> Sekundes(Time)

\* The higher the C. Vitality of a Greater Craymel, the faster it is to cast the Craymel Arte of it's element. That's why summoning a Greater Craymel is very fast in battle.

\* Legend: N = Normal, H = Hard, HC = Hardcore

\* The percentages shown here are only a rough estimate of what I see from the Monster Collection Book.

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## 2.1 Undine

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Greater Water Craymel, Undine. Primary Craymel of Inferia.

Element: Water(W)

Location: Undine Stream, Inferia

Water of Life shall not protect those that cause harm.(30 TP)

Comment: Undine is really cool, and a life saver. Though Undine does not do much damage, but she heals your entire party to full HP. And Undine is the corner stone of all the Healing Craymel Artes. Undine is very useful till the end of the game.

Boss Status \	
No. 24 Undine	
HP: 6800 (N), 8160 (H), 10200 (HC)	
EXP: 1360	
Gald: 0	
Attack: 100 (N), 120 (H), 150 (HC)	
Defense: 268 (N, H, HC)	
Intelligence: 50 (N), 60 (H), 75 (HC)	
Items: Talisman(100%), Mental Bracelet(100%)	
Elemental Attack: Water(W)	
Elemental Defense	
Weak: Lightning(V, 30%)	
Strong: Water(W, 100%), Wind(Wd, 30%), Fire(F, 30%), Earth(E, 30%)	
Ice(I, 30%)	

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## 2.2 Sylph

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Greater Wind Craymel, Sylph. Primary Craymel of Inferia.

Element: Wind(Wd)

Location: Sylph Cavern, Inferia

Those engulfed in the whirlwind are dropped into an abyss of doom.(40 TP)

Comment: Sylph is a pretty good summon, and it can be easily brought to max C. Vitality. Don't look down on Sylph, this little guy packs quite a punch! Sylph will probably be less used as the game progresses.

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Boss Status \	
No. 47 Sylph	
HP: 6600(N), 7920(H), 9900(HC)	
EXP: 1929	
Gald: 0	
Attack: 170(N), 204(H), 255(HC)	
Defense: 200(N, H, HC)	
Intelligence: 80(N), 96(H), 120(HC)	
Items: Protect Ring(100%), Life Bottle(100%)	
Elemental Attack: Wind(Wd)	
Elemental Defense	
Weak: Earth(E, 100%)	
Strong: Water(W, 30%), Wind(Wd, 100%), Fire(F, 30%), Ice(I, 10%)	
Lightning(V, 10%)	

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## 2.3 Efreet

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Greater Fire Craymel, Efreet. Primary Craymel of Inferia.

Element: Fire(F)

Location: Efreet Gorge, Inferia

Raging hands of inferno will burn everything in sight.(50 TP)

Comment: Efreet is a pretty good summon too, and it can be brought to max C. Vitality pretty easily too. Why doesn't he have any legs? Efreet is the same as Sylph. He may become less used as the game progresses.

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Boss Status \	
No. 51 Efreet	
HP: 24000(N), 28800(H), 36000(HC)	
EXP: 2723	
Gald: 0	
Attack: 200(N), 240(H), 300(HC)	
Defense: 360(N, H, HC)	
Intelligence: 50(N), 60(H), 75(HC)	
Items: Black Onyx(100%), Life Bottle(100%)	
Elemental Attack: Fire(F)	
Elemental Defense	
Weak: Water(W, 60%)	
Strong: Wind(Wd, 10%), Fire(F, 100%), Earth(E, 10%), Ice(I, 10%)	
Lightning(V, 10%)	

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## 2.4 Gnome

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Greater Earth Craymel, Gnome. Primary Craymel of Celestia.

Element: Earth(E)

Location: Mine of Gnome, Celestia

Forces of Earth are summoned to protect it's soils.(60 TP)

Comment: It seems that Gnome is pretty cute himself, with such a large nose and a round body. Gnome calls out smaller gnomes, then he plunges from the ground at the enemy. Gnome also has an added effect of poisoning the enemy. Overall, it's an okay summon.

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Boss Status \	
No. 59 Gnome	
HP: 16160(N), 19392(H), 24240(HC)	
EXP: 3000	
Gald: 2	
Attack: 150(N), 180(H), 225(HC)	
Defense: 350(N, H, HC)	
Intelligence: 100(N), 120(H), 150(HC)	
Items: Moon Crystal(100%), Rune Bottle(100%)	
Elemental Attack: Earth(E)	
Elemental Defense	
Weak: Wind(Wd, 10%)	
Strong: Water(W, 60%), Fire(F, 60%), Earth(E, 100%), (I, 60%)	
Lightning(V, 60%)	

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## 2.5 Celsius

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Greater Ice Craymel, Celsius. Primary Craymel of Celestia.

Element: Ice(I)

Location: Mt. Celsius, Celestia

Blades of ice will punish all in their path.(70 TP)

Comment: This is really a cool summon, and a pretty strong one at that. It takes quite some time to charge up the C. Vitality to max. Celsius has an added effect of freezing the enemy too, which with your next hit, you will do major damage on the enemy. Moreover, she has a really nice pet Ice Wolf!(I want one!) One of my more favourite summons.

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Boss Status \	
No. 48 Celsius	
HP: 33333(N), 39999(H), 49999(HC)	
EXP: 4000	
Gald: 0	
Attack: 264(N), 316(H), 396(HC)	
Defense: 300(N, H, HC)	
Intelligence: 80(N), 96(H), 120(HC)	
Items: Resist Ring(100%), Freeze Charm(100%)	
Elemental Attack: Ice(I)	
Elemental Defense	
Weak: Fire(F, 25%)	
Strong: Water(W, 30%), Wind(Wd, 30%), Earth(E, 30%), Ice(I, 95%)	

| Lightning(V, 30%) |

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2.6 Volt  
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Greater Lightning Craymel, Volt. Primary Craymel of Celestia.

Element: Lightning(V)

Location: Ruins of Volt, Celestia

There is no escaping the web of electromagnetic pulse.(80 TP)

Comment: This one takes some time to charge up also, especially when it's default spell is a bit, not so good. But the Volt summon is as good as Celsius, and it has an added effect of stunning the enemy too. And I wonder how does Volt become mini Volts.

| Boss Status \ \_\_\_\_\_ \|  
| \|  
| No. 46 Volt \|  
| HP: 54321(N), 65185(H), 81481(HC) \|  
| EXP: 3600 \|  
| Gald: 0 \|  
| Attack: 218(N), 261(H), 327(HC) \|  
| Defense: 508(N, H, HC) \|  
| Intelligence: 160(N), 192(H), 240(HC) \|  
| Items: Holy Bottle(100%), Rune Bottle(100%) \|  
| \|  
| Elemental Attack: Lightning(V) \|  
| Elemental Defense \|  
| Weak: Water(W, 100%) \|  
| Strong: Wind(Wd, 60%), Fire(F, 60%), Earth(E, 60%), Ice(I, 60%) \|  
| Lightning(V, 100%), Light(L, 60%), Dark(S, 60%) \|  
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2.7 Shadow  
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Greater Dark Craymel, Shadow. Governing Craymel of Celestia.

Element: Dark(S)

Location: Shadow Cave, Celestia

All are invited to the depths of dark.(90 TP)

Comment: To even reach Shadow, you need the Aifish. He is located under the seas of Celestia in a cave and a rough location of 5, 12 GPS. You can locate it very easily on above water too. It's on the next island just northeast of Balir's Castle. You can see a small mountain with a hole on it on that island. Get on the Aifish and dive. You will see Shadow Cave. Shadow is also a summon that I like. This Greater Craymel does pretty good damage too. And his default spell is one of my favourite spells.

| Boss Status \ \_\_\_\_\_ \|  
| \|  
| No. 73 Shadow \|  
| HP: 100324(N), 120388(H), 150486(HC) \|  
| EXP: 32768 \|  
| Gald: 0 \|  
| Attack: 460(N), 552(H), 690(HC) \|  
| Defense: 400(N, H, HC) \|  
| Intelligence: 62(N), 74(H), 93(HC) \|  
| Items: Force Ring(100%), Rune Bottle(100%) \|



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|
| Elemental Attack: Dark(S)
| Elemental Defense
| Weak: Light(L, 60%)
| Strong: Water(W, 10%), Wind(Wd, 10%), Fire(F, 10%), Earth(E, 10%)
|           Ice(I, 10%), Lightning(V, 10%), Dark(S, 90%)
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### 2.8 Rem

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Greater Light Craymel, Rem. Governing Craymel of Inferia.

Element: Light(L)

Location: Regulus Knoll, Inferia

The scared light saves only those that follow the holy path.(90 TP)

Comment: You have to face off with Rem at the door to where the seal of Nereid lies, although Nereid is already free a very long time ago. How he escaped still lies beyond my comprehension. When summoned, Rem heals your entire party to full HP also resurrects any fainted characters to full HP and recovering all characters of any status problems. You won't find yourself using Rem very often. If you do use Rem, expect her to be your Life Saver, saving your entire party from the brink of death. Rem is best used manually or through your command. 90 TP is quite a hefty cost and the AI will summon it even if only one person in your party needs to be healed. So seal off Rem and any light spells when Rem hits Max C. Vitality.

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| Boss Status \
|
| No. 120 Rem
| HP: 100000(N), 120000(H), 150000(HC)
| EXP: 40960
| Gald: 0
| Attack: 500(N), 600(H), 750(HC)
| Defense: 700(N, H, HC)
| Intelligence: 125(N), 150(H), 187(HC)
| Items: Reflect Ring(100%), Rune Bottle(100%)
|
| Elemental Attack: Light(L)
| Elemental Defense
| Weak: Dark(S, 40%)
| Strong: Water(W, 30%), Wind(Wd, 30%), Fire(F, 30%), Earth(E, 30%)
|           Ice(I, 30%), Lightning(V, 30%), Light(L, 100%)
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### 2.9 Maxwell

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Greater Elemental Craymel, Maxwell. Supreme Craymel.

Element: Elemental(EI)

Location: Farlos Sanctuary, Inferia

The power of all elements combined. The flames of judgement shall arise.(100 TP)

Comment: Maxwell is a funny old man. He went into the wrong Craymel Cage! To find Maxwell, you must first have the Seyfert Key and access back to Inferia. Go to the back of the Farlos Sanctuary and 'talk' to the statue at the back of the Sanctuary. The Seyfert Key will glow and open a new path. Continue onwards to find Maxwell. His summon is the strongest if you do all the summon extensions, which is not very difficult to do. Maxwell is my favourite summon,

whenever I summon Maxwell, I'll summon extend it and it will end up burning a big hole in my TP. But at least no normal enemy could survive that. ^\_^

===== Maxwell Summon Extension =====

- You must have beaten the game once and have access to Hardcore. Then fight and win one battle in hardcore. After that, the extension can be done at any game difficulty.
- You have to control the Craymel Mage that is summoning Maxwell. And naturally Maxwell's C. Vitality has to be at MAX before you can summon.
- Maxwell must be set at the Craymel Mage's normal button command input. It cannot be put at the Shortcut. And it does not work on all enemies, though it works on most enemies. All enemies must not die otherwise the summon cannot be continued.

- The first Maxwell summon TP cost can be reduced to 50 TP with the aid of a Faerie Ring, but the summon extensions all cost 100 TP each and cannot be reduced with a Faerie Ring. Thus you need to have around 800 TP before you can do all the summon extensions.

1. Summon Maxwell. While this is in effect, hold <- + SQUARE until Dual the Sol is executed.
2. While Dual the Sol is in effect, hold CIRCLE until Eternity Swarm is executed.
3. While Eternity Swarm is in effect, hold X until Prismic Stars is executed.
4. While Prismic Stars is in effect, hold TRIANGLE until Shining Gate is executed.
5. While Shining Gate is in effect, hold SQUARE until Explosion Nova is executed.
6. While Explosion Nova is in effect, hold TRIANGLE + CIRCLE until Maxwell Minimus is executed.
7. While Maxwell Minimus is in effect, hold SQUARE + X + CIRCLE until Dimension Material is executed.
8. While Dimension Material is in effect, hold SQUARE + X + CIRCLE + TRIANGLE until the enemy freezes a bit and Blue Earth will be executed.

\* You need to equip the Derris Emblem and Mental Ring in order to activate Blue Earth. Blue Earth costs 250 TP and even with Faerie Ring, there is not enough TP as it will cost 1000 TP altogether. You need a TP restoring item like the Mental Ring or Resume Ring to restore TP while Maxwell's other extensions are in effect. You need to have about 980 TP or more to finish the extension. And you need the Derris Emblem equipped before you can even activate Blue Earth. So you cannot equip the Faerie Ring.

\* Blue Earth does not do damage, rather, it restores your party's HP and TP by about 2000 HP and 200 TP multiply 5 times each and revives any fainted characters. It will give you 100,000 EXP after battle.

\* Thanks to Red Star at the ToD2 MB for sharing this info with us at the MB.

\* These is written with the default controller settings. If it does not work, you need to press according to your settings. Thus it's <- + DEFEND, SKILLS, ATTACK, MENU, DEFEND, MENU + SKILLS, DEFEND + ATTACK + SKILLS, ATTACK + DEFEND + MENU + SKILLS.

Boss Status \	
No. 55 Maxwell	
HP: 34000 (N), 40800 (H), 51000 (HC)	
EXP: 34002	
Gald: 0	

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| Attack: 400(N), 480(H), 600(HC)
| Defense: 2100(N, H, HC)
| Intelligence: 100(N), 120(H), 150(HC)
| Items: Faerie Ring(100%), Omni Weapon(100%)
| Steal: Elixir(100%)
|
| Elemental Attack: Elemental(El)
| Elemental Defense
| Strong: Elemental(El, 25%)
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### 2.10 Sekundes

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Greater Time Craymel, Sekundes. Supreme Craymel.  
Element: Time(Ti)  
Location: Shizel's Castle, Orbus Barrier Surface  
And so, time freezes...(150 TP)

Comment: To find Sekundes, you will need access to the left door at the start of Shizel's Castle. And go left until the end and take the elevator down. Continue going down and into a room called 'Time Space'. Sekundes will appear before you and join you without having to fight him. After that, you can challenge him anytime by going back to the Time Space and at the edge of the platform, accept his challenge. Sekundes is the best summon there is, but his default spell takes a bit longer than your average spell to finish. But if you summon Sekundes, he will hit all enemies for about 8 times, doing a lot of damage. And if any enemies refuses to die, they will get frozen in time, just like using an hourglass. Truly one of the best summon and one of the strongest one too. But I hate his default spell. Takes too long to finish it's animation which makes a battle which could be won earlier longer. Which ends up making me not summoning Sekundes often.

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| Boss Status \
|
| No. 115 Sekundes
| HP: 200000(N), 240000(H), 300000(HC)
| EXP: 60000
| Gald: 0
| Attack: 620(N), 744(H), 930(HC)
| Defense: 900(N, H, HC)
| Intelligence: 100(N), 120(H), 150(HC)
| Items: None(Gives you the Derris Emblem after defeating him)
|
| Elemental Attack: None
| Elemental Defense
| Weak: Lightning(V, 5%)
| Strong: Water(W, 10%), Wind(Wd, 15%), Fire(F, 30%), Earth(E, 10%)
|         Ice(I, 10%), Light(L, 15%), Dark(S, 20%), Elemental(El, 15%)
|         Time(Ti, 15%)
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### 3.0 Craymel Artes

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I've already explained how Craymel Artes work in the intro, so I don't expect to repeat myself.

\* The levels indicated here are only a rough gauge of getting the Craymel Arte. It is the levels of my current Craymels at that time. The main problem with

it are the Craymels that start very early, so if anyone has gotten the Craymel Arte at a lower level for a Craymel, please e-mail me.

===== Craymel Artes Types =====

- Attack Craymel Arte - Craymel Artes that does damage to the enemy
- Healing Craymel Arte - Restores status abnormalities or heals your allies
- Support Craymel Arte - Craymel Artes that helps your allies or causes status changes to your enemies
- Power Up Craymel Arte - Craymel Artes that support your party. The Craymel Mage holding the spell must be in battle in order for it to activate. Activates automatically when a battle begins

\* - Lowest Level for Greater Craymel to get this spell. (If you see a \* beside any Craymels, that means it's its confirmed lowest level)

-----  
3.1 Water Arte  
-----

| Aqua Edge (4 TP) \ \_\_\_\_\_ \

| |

| Fringe: None (Keele has this Craymel Arte) |

| Type: Attack Craymel Arte |

| Slice the enemy with the force of water. |

| |

| Comment: I don't really find this spell that useful as the game progresses. |

| I find that it misses too much sometimes if your fighters are |

| pounding on the enemy and it ends up missing. |

+-----+

| Spread (9 TP) \ \_\_\_\_\_ \

| |

| Fringe: Undine (Lv 1) \* |

| Type: Attack Craymel Arte |

| The enemy is shredded by whirling water. |

| |

| Comment: This is an ok spell, though it's the strongest attack based Water |

| Craymel Arte you'll ever have. Luckily this spell can extend to a |

| spell called Maelstrom, which is better than Spread alone. Spread |

| can be used to knock the enemy away. But it's range is narrow, so |

| expect it to miss sometimes. But if you have Maelstrom, it's a |

| different thing altogether. |

+-----+

===== To Activate Maelstrom =====

Undine is at Lv 15  
Just use Spread and it will automatically extend into Maelstrom. It also depends on Undine's C. Vitality and the Water Resistance the Craymel Mage casting Spread has.

- 0% Water Resistance - Cannot extend into Maelstrom
- 10% Water Resistance - Extend into Maelstrom when Undine has 9 C. Vitality or more
- 20% Water Resistance - Extend into Maelstrom when Undine has 8 C. Vitality or more
- 30% Water Resistance - Extend into Maelstrom when Undine has 7 C. Vitality or more
- 40% Water Resistance - Extend into Maelstrom when Undine has 6 C. Vitality or more
- 50% Water Resistance - Extend into Maelstrom when Undine has 5 C. Vitality or more

more  
60% Water Resistance - Extend into Maelstrom when Undine has 4 C. Vitality or  
more  
70% Water Resistance - Extend into Maelstrom when Undine has 3 C. Vitality or  
more  
80% Water Resistance - Extend into Maelstrom when Undine has 2 C. Vitality or  
more  
90% Water Resistance - Extend into Maelstrom when Undine has 1 C. Vitality or  
more  
100% Water Resistance - Extend into Maelstrom regardless of Undine's  
C. Vitality

\* Thanks to Red Star at the ToD2 MB for hinting that Maelstrom can only be  
activated when the Craymel Mage has Water Resistance.

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| Acid Rain(10 TP) \ \_\_\_\_\_ \|  
|  
| Fringe: Undine(Lv 12) + Gnome(Lv 5)\* |  
| Type: Support Craymel Arte |  
| The acid reduces the enemy's resistance. |  
|  
| Comment: Seriously, I don't really like condition causing spells, they |  
| usually don't work. But it's pretty ok if you use it against normal |  
| enemies. |

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| Heal(16 TP) \ \_\_\_\_\_ \|  
|  
| Fringe: Undine(Lv 1)\* + Sylph(Lv 1)\* |  
| Type: Healing Craymel Arte |  
| Restores HP of an ally. |  
|  
| Comment: Seriously, you really want me to comment on healing spells? I'll |  
| sum it up in 2 words; Very useful, since this restores 50% of Max |  
| HP. You'll find yourself using this from the time you get it till |  
| the end of the game. |

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| Nurse(42 TP) \ \_\_\_\_\_ \|  
|  
| Fringe: Undine(Lv 14) + Celsius(Lv 1)\* |  
| Type: Healing Craymel Arte |  
| Restores all allies HP. |  
|  
| Comment: Ya da ya da, I don't think I need to repeat myself. Healing spells |  
| are useful all the way, not to mention that this is your first and |  
| only spell that heals the entire party at once. Nurse heals as much |  
| as Heal, so please always have a Craymel Mage in your active party. |  
| One big problem with this spell is that due to the time for the, |  
| umm, Nurses to come to heal you, you may have fainted even before |  
| the Nurses actually throw the 'medicine' at you. But, that's about |  
| it. I trashed this spell after I got Restore. |

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| Cure(32 TP) \ \_\_\_\_\_ \|  
|  
| Fringe: Undine(Lv 22) + Maxwell(Lv 1)\* |  
| Type: Healing Craymel Arte |  
| Restores HP of an ally. |

| Comment: Cure heals about 90% of your Max HP. But Cure heals a little way |  
| too much that it will only be useful when your HP is in the Red |  
| Zone. But if you heal a lot and often, Heal is the only single ally |  
| healing spell you'll ever need. Besides, I'm the one who controls |  
| the healing spells, and I favour Maxwell over Cure. ^\_^ |

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| Restore(60 TP) \ \_\_\_\_\_ \|

| Fringe: Undine(Lv 25) + Rem(Lv 1)\* |  
| Type: Healing Craymel Arte |  
| Restore HP of allies within the area. |

| Comment: This is the final healing spell and the strongest. Although it does |  
| not heal all allies at once(It does when used out of battle though) |  
| This can end up saving you. Not only does this execute faster than |  
| Nurse, it can heal much more, that is, provided the character stays |  
| there. This is probably best combined with Heal. It ends up even |  
| more helpful if you're the one controlling the Craymel Mage using |  
| the spell, especially if you're like me, heal early and only heal |  
| when you get to safe haven =). And best of all, when you get hit |  
| and knocked into the healing zone, You heal back more damage than |  
| you actually took. I find this more of a Life Saver than Nurse in |  
| tough boss battles. |

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| Resurrection(96 TP) \ \_\_\_\_\_ \|

| Fringe: Undine(Lv 25) + Sekundes(Lv 1)\* |  
| Type: Healing Craymel Arte |  
| Revives a dead ally. |

| Comment: Isn't there anything better than being able to revive fainted |  
| characters? Ya, ya. This spell is useful too, and not to mention |  
| handy. This spell is best used in normal enemy battles, and it |  
| revives to 70% Max HP. But please don't use this in the mist of a |  
| boss battle especially when you need to heal and revive at the same |  
| time. Just use a Life Bottle and then either use Nurse or Restore. |  
| It's a more effective battle strategy. |

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### 3.2 Wind Arte

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| Wind Blade(7 TP) \ \_\_\_\_\_ \|

| Fringe: None(Keele has this Craymel Arte) |  
| Type: Attack Craymel Arte |  
| Shear the enemy with a blast of wind. |

| Comment: This must be the cheapest and the best quick casting spell in the |  
| game. It's like a almost guaranteed hit on the enemy. If you want to |  
| stun enemies or break their guard, this spell is the way to go. |  
| I use Wind Blade a lot. All hail the mighty Wind Blade! |

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| Air Thrust(12 TP) \ \_\_\_\_\_ \|

| Fringe: Sylph(Lv 1)\*  
| Type: Attack Craymel Arte  
| Shear the enemy with multiple blades of wind.  
|  
| Comment: This is also one of the best spell to use for stunning. It's like  
| absolutely impossible to miss your target. I've never seen it miss  
| anyway.

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| Cyclone(44 TP) \ \_\_\_\_\_ \  
|  
| Fringe: Sylph(Lv 20) + Shadow(Lv 9)\*  
| Type: Attack Craymel Arte  
| Engulf the enemy in a twister.  
|  
| Comment: Cyclone has got to be the king of the combo Craymel Arte. You can  
| get quite a number of hits with this spell. Using it on heavy  
| enemies really can help you to get bigger combos. Using Cyclone on  
| heavy enemies will not only stun the enemy, it can also do a  
| reasonable amount of hits, plus the enemy is stunned which means  
| you can continue the combo with Reid and Farah for even more hits.  
| This is the spell that helped me with getting 100 hits for the  
| Combo Master title.

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| Concentrate(6 TP) \ \_\_\_\_\_ \  
|  
| Fringe: Sylph(Lv 6)\* + Efreet(Lv 5)\*  
| Type: Support Craymel Arte  
| Increases Accuracy of an ally.  
|  
| Comment: Hmm, these kind of spells are relatively useless actually, unless  
| you have nothing better to do. But then once an ally is inflicted  
| with support Craymel Artes, casting another one will erase the  
| previous one and casting the same spell on the same ally more than  
| once won't increase its effects. Support Craymel Artes are virtually  
| useless in this game, especially when compared with Star Ocean 2.  
| You probably won't find yourself using them much.

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| Item Plus \ \_\_\_\_\_ \  
|  
| Fringe: Sylph(Lv 23) + Maxwell(Lv 10)\*  
| Type: Power Up Craymel Arte  
| Power up. Additional bonus is awarded after a Technical Smash.  
|  
| Comment: If you want enemies to drop their items more easily, you'll want  
| this power up. Technical Smashes increase the chances of an enemy  
| dropping an item by how many % of a Technical Smash you do.

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| Medical Plus \ \_\_\_\_\_ \  
|  
| Fringe: Sylph(Lv 26) + Rem(Lv 10)\*  
| Type: Power Up Craymel Arte  
| Power up. Additional +5% HP restored when Craymel Arte is used during battle  
|  
| Comment: This can be useful or useless depending on whether you want to use  
| it. I don't use this because I always use Heal, Restore and Nurse.  
| And to have both Heal and Restore, you need to have both Sylph and

Rem in the same Craymel Cage.

### 3.3 Fire Arte

Fireball(7 TP) \

Fringe: None(Keele has this Craymel Arte)

Type: Attack Craymel Arte

Shoot multiple fireballs at the enemy.

Comment: This may not be as good as Wind Blade for stunning, but Fireball is best used to stop an enemy dashing or charging towards your party in it's tracks. Kinda reminds me of Dias' Air Slash against Iselia Queen/Gabrie Celesta =).

Eruption(18 TP) \

Fringe: Efreet(Lv 1)\*

Type: Attack Craymel Arte

Surround the enemy in scalding magma.

Comment: This is a pretty good spell, although it tends to miss flying enemies more easily than ground ones.

Flame Wall(12 TP) \

Fringe: Efreet(Lv 12)\* + Gnome(Lv 9)\*

Type: Attack Craymel Arte

Set a flame trap in front of the enemy.

Comment: This spell may not be useful overall, but it has one neat little trick. If the spell misses the enemy, it will leave a small fire on the ground and if an enemy touches it, it will activate Flame Trap.

Explode(36 TP) \

Fringe: Efreet(Lv 15)\* + Volt(Lv 9)\*

Type: Attack Craymel Arte

Swallow the enemy in a massive explosion.

Comment: This is a good spell, in the sense that it is very difficult, if not, impossible to evade. But be careful with this spell. It may bring the enemy closer to the Craymel Mage or cause the fighters to miss.

Sharpness(6 TP) \

Fringe: Efreet(Lv 5)\* + Sylph(Lv 7)\*

Type: Support Craymel Arte

Increases Attack of an ally.

Comment: A Support Craymel Arte. I really have nothing to say about it...



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### 3.4 Earth Arte

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#### Grave(7 TP) \

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| Fringe: None(Meredy has this Craymel Arte) |  
| Type: Attack Craymel Arte |  
| Spear-shaped rocks are thrust up from below. |

| Comment: Not really a great spell, could be used for stunning though. |

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#### Stalagmite(18 TP) \

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| Fringe: Gnome(Lv 1)\* |  
| Type: Attack Craymel Arte |  
| Massive boulders are jetted out from below. |

| Comment: This is now better stuff. But flying enemies may manage to evade |  
| it, though not really very often. |

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#### Ground Dasher(48 TP) \

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| Fringe: Gnome(Lv 21)\* + Shadow(Lv 10)\* |  
| Type: Attack Craymel Arte |  
| Destructive forces of earth are brought to life. |

| Comment: This is a good spell. The moment you're hit by it, there is no way |  
| you can evade it anymore. Damage is not relatively very high, but |  
| a decent spell nonetheless. |

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#### Mental Charge \

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| Fringe: Gnome(Lv 5)\* + Sylph(Lv 11) |  
| Type: Power Up Craymel Arte |  
| Power up. Restore +1% of all ally TP at the end of battle. |

| Comment: This is a pretty useful Power Up. You can afford to use a little |  
| more TP in battles if you need it and still don't burn a very big |  
| hole in your TP. |

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#### Life Rescue \

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| Fringe: Gnome(Lv 24) + Rem(Lv 10)\* |  
| Type: Power Up Craymel Arte |  
| Power up. HP is automatically restored as it decreases. |

| Comment: Another useful Power Up. (How come Gnome has all these useful Power |  
| Ups anyway). It's like having a Holy Symbol on your entire party |  
| without wasting an accessory slot. And it may or may not save you |  
| in the mist of battle, depending on the situation. |

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#### Mental Supply \

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| Fringe: Gnome(Lv 25) + Maxwell(Lv 20)\* |  
| Type: Power Up Craymel Arte |  
| Power up. TP is restored according to the amount of damage received. |  
|  
| Comment: Another useful Power Up. This is most useful for the frontline |  
| attackers. They can use their TP more often and yet when they get |  
| hit, it restores back. This way, they can afford to use more TP. I |  
| find this very useful in boss battles. You can let loose all your |  
| best moves and yet you don't have to worry about your TP draining |  
| too fast. Besides, I have never seen a perfect battle against |  
| bosses anyway. |

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### 3.5 Ice Arte

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| Ice Needles(6 TP) \ \_\_\_\_\_ |  
| Fringe: None(Meredy has this Craymel Arte) |  
| Type: Attack Craymel Arte |  
| Strike the enemy with needles of ice. |  
|  
| Comment: Not a bad spell. Can be used for stunning. A good backup spell to |  
| chain with Wind Blade. |

| Freeze Lancer(21 TP) \ \_\_\_\_\_ |  
| Fringe: Celsius(Lv 1)\* |  
| Type: Attack Craymel Arte |  
| The enemy is showered with spears of ice. |  
|  
| Comment: Yah! This is one of my favourite spells. Though it does not do a |  
| lot of hits, but it is able to hit almost all the enemies, if not, |  
| all enemies. |

| Blizzard(20 TP) \ \_\_\_\_\_ |  
| Fringe: Celsius(Lv 12)\* + Sylph(Lv 16) |  
| Type: Attack Craymel Arte |  
| Raises forth a fierce snow storm. |  
|  
| Comment: This is your very first spell that attacks all enemies. The damage |  
| and number of hits is not a lot, but at least it can break any |  
| enemy that is charging. But you probably will not use it when it's |  
| available, you have to sacrifice either Heal or Nurse to get this |  
| spell. |

| Absolute(30 TP) \ \_\_\_\_\_ |  
| Fringe: Celsius(Lv 14)\* + Volt(Lv 12)\* |  
| Type: Attack Craymel Arte |  
| Freeze the enemy with an ultra cold blast. |  
|  
| Comment: This is also a good spell to use. It can also Freeze the enemy |  
| sometimes. It's inescapable once the first attack get's in, but |

once the first attack misses, it cannot do any extra damage, unlike Holy Lance. But it's a good substitute for it.

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Resist(6 TP) \

Fringe: Celsius(Lv 10)\* + Gnome(Lv 11)

Type: Support Craymel Arte

Increases Defense of an ally.

Comment: Another support craymel arte. (When will these stop coming?) What can I say?

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Freeze Guard \

Fringe: Celsius(Lv 10)\* + Efreet(Lv 14)

Type: Power Up Craymel Arte

Power up. Protects against Freeze.

Comment: Useful power up, although Freeze is not quite common. (I wish I had this for Mt. Celsius and against Celsius) But since Freeze is quite dangerous, preventing it without a Freeze Charm is handy, since it saves an equip slot.

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### 3.6 Lightning Arte

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Lightning(7 TP) \

Fringe: None(Meredy has this Craymel Arte)

Type: Attack Craymel Arte

Shower the enemy with lightning.

Comment: An okay spell. Can be used for stunning. (I'm playing SO2 too much. I'm always referencing stunning with quick spells. But hey, that's how I beat some of the bosses in SO2. Stunning is not really that bad, unlike some people, who are all power and damage o.O)

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Thunder Blade(24 TP) \

Fringe: Volt(Lv 1)\*

Type: Attack Craymel Arte

Tear apart the enemy with blades of lightning.

Comment: Not a really good spell, but not a bad one either. But this spell is useful if you're controlling the Craymel Mage under Manual. When the enemy seems to be coming towards you, start casting and it will slam it hard.

---

Indignation(52 TP) \

Fringe: Volt(Lv 22) + Rem(Lv 10)\*

Type: Attack Craymel Arte

The enemy is engulfed in a lightning storm.

| Comment: Also a good and not so good spell in some sense. One thing, it's  
| slow to come out when executed which means missing the enemy. (That  
| is why Indignation is the easiest to evade spell). But it has a  
| very strong damage which most other spells don't usually have and  
| does 2000+ damage per hit unless the enemy is strong against  
| Lightning.

---

| Recover(10 TP) \ \_\_\_\_\_ \  
|  
| Fringe: Volt(Lv 6)\* + Gnome(Lv 11)  
| Type: Healing Craymel Arte  
| Cure abnormal status of an ally.  
|  
| Comment: A healing spell? Useful all right. Recover cures Poison, Weak, Stun  
| Freeze and Delay effects. And of course cures all of them at once.

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| Charge(100 TP) \ \_\_\_\_\_ \  
|  
| Fringe: Volt(Lv 5)\* + Sylph(Lv 15)  
| Type: Support Craymel Arte  
| Share your TP with an ally. Defeating the enemy restores TP.  
|  
| Comment: This spell gives 100 TP of a Craymel Mage to the target, and of  
| course, adds in the effect of a Mental Bracelet.

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| Stun Guard \ \_\_\_\_\_ \  
|  
| Fringe: Volt(Lv 10)\* + Undine(Lv 19)  
| Type: Power Up Craymel Arte  
| Power up. Protects against Stun.  
|  
| Comment: Yah! Another Power Up that protects from conditions! And this time  
| it's Stun.

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### 3.7 Dark Arte

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| Dark Force(32 TP) \ \_\_\_\_\_ \  
|  
| Fringe: Shadow(Lv 1)\*  
| Type: Attack Craymel Arte  
| Wrap the enemy in a barrier of darkness.  
|  
| Comment: One of my favourite spells. It blows the enemy up, breaking their  
| defenses and then get forced away. It might end up being dangerous  
| if the enemy is near you, but what the heck. At least if the enemy  
| is crowded too close together, this spell will blow more than one  
| away.

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| Bloody Howl(72 TP) \ \_\_\_\_\_ \  
|  
| Fringe: Shadow(Lv 28) + Sekundes(Lv 18)\*  
| Type: Attack Craymel Arte  
| The enemy is shredded by a screaming curse.

|  
| Comment: I don't use this spell often. A very wide range spell, doing about |  
| 900+ damage per hit, but not a good spell for combos. |

-----+  
| Deep Mist(6 TP) \ \_\_\_\_\_ |

|  
| Fringe: Shadow(Lv 5)\* + Undine(Lv 19) |  
| Type: Support Craymel Arte |  
| Shroud the enemy in mist that reduces the enemy attack accuracy. |

|  
| Comment: Nah. I didn't even cast this before. And besides, I like having |  
| both Undine and Shadow in the same Craymel Cage when I'm using |  
| Keele. |

-----+  
| Barrier(6 TP) \ \_\_\_\_\_ |

|  
| Fringe: Shadow(Lv 5)\* + Volt(Lv 15) |  
| Type: Support Craymel Arte |  
| Increase Defense of an ally. |

|  
| Comment: Boosts defense. Same as Resist. But how come there are 2 similar |  
| spells? |

-----+  
3.8 Light Arte  
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| Ray(30 TP) \ \_\_\_\_\_ |

|  
| Fringe: Rem(Lv 1)\* |  
| Type: Attack Craymel Arte |  
| The enemy is showered with numerous heat rays. |

|  
| Comment: A pretty wide range spell that targets an enemy group. Does decent |  
| damage. Not a bad spell. |

-----+  
| Holy Lance(52 TP) \ \_\_\_\_\_ |

|  
| Fringe: Rem(Lv 21)\* + Maxwell(Lv 24)\* |  
| Type: Attack Craymel Arte |  
| The enemy is showered with numerous spears of light. |

|  
| Comment: Now we're onto the better stuff! This is the strongest single enemy |  
| attack spell(It can end up being group if the enemies are really |  
| close). The last hit does the most damage. Use this against bosses. |  
| But this spell can be evaded if the enemy continues moving, but I |  
| don't think there are such smart enemies...except us! |

-----+  
| Holy Bliss(8 TP) \ \_\_\_\_\_ |

|  
| Fringe: Rem(Lv 15)\* + Efreet(Lv 24) |  
| Type: Support Craymel Arte |  
| Gradually regenerates HP and heals the last damage received. |

|  
| Comment: This is probably the only Support Craymel Arte worth using. It |

causes the target to constantly regenerate HP. I'm still not sure about what heals the last damage received mean. If I'm not wrong, it means the damage you last received from an attack, be it a combo or single hit attack, you will get healed the last figure that appears. Oh well, I'm still not too sure, but this is the best Support Arte of the lot.

---

Health \

Fringe: Rem(Lv 10)\* + Shadow(Lv 21)  
Type: Power Up Craymel Arte  
Power up. Defeating an enemy restores some HP.

Comment: Not a very useful overall Power Up, but it can help somewhat in normal enemy battles.

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### 3.9 Elemental Arte

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Meteor Swarm(60 TP) \

Fringe: Maxwell(Lv 1)\*  
Type: Attack Craymel Arte  
Call forth meteors to strike the enemy.

Comment: This is the widest range group Craymel Arte in the game. It does 1000+ damage per hit and doesn't end up putting the Craymel Mage in danger. One side note, make sure you target the middle enemy before the Arte executes for best effects. One of my most used Craymel Artes until I get Shooting Star.

---

Shooting Star(80 TP) \

Fringe: Maxwell(Lv 26)\* + Sekundes(Lv 26)\*  
Type: Attack Craymel Arte  
Call forth shooting stars to strike the enemy.

Comment: Oh yeah! This is the best spell in the game! I trashed any other spells after I got this, except spells that I use for quick casting. It attacks all enemies, no matter where they are, not even teleporting away can help them. Decent number of hits for combos and an okay amount of damage. Take note that this spell executes faster than Meteor Swarm and as fast as Holy Lance. Also one of the better spells for bosses. Since the Craymel combination for Holy Lance and Shooting Star does not allow you to have it both on the same Craymel Mage, you'll need both Craymel Mages for both spells.

---

Poison Guard \

Fringe: Maxwell(Lv 10)\* + Shadow(Lv 17)  
Type: Support Craymel Arte  
Power up. Protects against Poison.

Comment: Another Power Up that protects against conditions. Have this if you don't want to be bugged by Poison.

-----+  
| Life Up \ \_\_\_\_\_ |  
| | |

| Fringe: Maxwell(Lv 10)\* + Celsius(Lv 22) |

| Type: Support Craymel Arte |

| Power up. +2 bonus HP at level up. |

| Comment: This is actually trashy stuff. This might actually be useful if you |  
| were to be able to get it in Disc 1, but you're out of luck. Bonus |  
| +2 HP at level up just don't cut it. Using a Sage is better anytime |  
+-----+

-----+  
3.10 Time Arte  
-----+

| Distortion(64 TP) \ \_\_\_\_\_ |  
| | |

| Fringe: Sekundes(Lv 1)\* |

| Type: Attack Craymel Arte |

| Time is distorted to erase enemy existance. |

| Comment: Ugh, I really don't like this spell. Although it does a good amount |  
| of hits and has a fixed damage, it takes too long to finish, |  
| Whereas Meteor Swarm can do a better job. And besides, the enemy |  
| affected by it cannot be hurt by your other members as with you, |  
| making it impractical to use a lot, when you just want to get on |  
| and be done with the battle. Has some use against bosses but it may |  
| just cause Reid and Farah and even Chat to waste TP. |  
+-----+

| Stagnation(16 TP) \ \_\_\_\_\_ |  
| | |

| Fringe: Sekundes(Lv 2)\* + Celsius(Lv 30)\* |

| Type: Support Craymel Arte |

| The enemy's recovery time is delayed. |

| Comment: I don't know what to say. I don't understand the text and never |  
| bothered to use it anyway. But then, I think I know what it does. |  
| Since no enemy can heal themselves, so I'm guessing that this Arte |  
| causes the enemy to recover from attacks slower than normal, thus |  
| this spell is really only useful in aiding in getting higher combos |  
+-----+

| Delay(60 TP) \ \_\_\_\_\_ |  
| | |

| Fringe: Sekundes(Lv 20)\* + Gnome(Lv 30)\* |

| Type: Support Craymel Arte |

| The enemy's chant is delayed by distorting time. |

| Comment: Only useful for enemies that charge, for such a high TP cost, I |  
| really wonder if it works 100% on an enemy, no matter what kind of |  
| enemy it is. Might as well use the Eternal Sword to put the |  
| condition on the enemy. But this actually works on bosses, the |  
| proof being the Eternal Sword. |  
+-----+

| Drain Guard \ \_\_\_\_\_ |  
| | |

| Fringe: Sekundes(Lv 10)\* + Rem(Lv 11) |  
| Type: Power Up Craymel Arte |  
| Power up. Protects against Weak. |  
| |  
| Comment: Okay, another Power Up that protects against conditions. Weak is |  
| not on the line of very dangerous, but more of irritating. Protect |  
| against it if you want to, I don't see Weak very common. |  
+-----+

| Mental Up \ \_\_\_\_\_ |  
| | |  
| Fringe: Sekundes(Lv 10)\* + Efreet(Lv 24) |  
| Type: Power Up Craymel Arte |  
| Power up. Bonus +1 TP at level up. |  
| |  
| Comment: Another trashy Power Up. If this were available in Disc 1, it might |  
| actually be useful, but no, you can't get it there. Bonus +1 TP at |  
| level up just don't cut it either, making use of a Savory is better |  
| anytime. |  
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4.0 Tips and Tricks  
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Welcome to the section where I will give Tips on using Craymel Artes and the Summoning of the Greater Craymels, and of course, any Tricks that I know of. Thus, without further ado, I present to you some things I've noticed about summoning and some other random tips and tricks. Read on!

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4.1 Summoning the Greater Craymels  
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Summoning Celsius  
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Celsius does the most damage if the enemy/enemies are blown from the left side of the battlefield to the right. But she will do very little damage if you summon her when an enemy is at the edge, left side of the battlefield. So next time, before you summon Celsius, make sure your target is close to the left side of the battlefield, but not at the edge left side of the battlefield, otherwise that enemy would have escaped Celsius' wrath.

=====  
Summoning Rem  
=====

Rem is a lifesaver if used at the correct time. However, the AI will use it at the wrong time, more often than not. So always have Rem turned off. Then during boss battles, let Rem charge up by sealing off all spells except light spells. Then when Rem hits MAX C. Vitality, seal off all light spells and use other spells. If Rem drops below MAX, then charge it up again after you have summoned the other Greater Craymels. Then when you need it, manual summon Rem and recharge The Greater Light Craymel once again. Avoid using Dark Spells. They will drop Rem's C. Vitality if used too much.

=====  
Summoning Maxwell  
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Some of you complain that you cannot seem to execute Maxwell's summon extension But there is one other factor affecting this. When you summon Maxwell, there must be enough of Maxwell's meteors hitting the targeted enemy, otherwise it will not execute. So how do you make enough meteors hit the enemy? Simple. Make sure that the enemy is not too close to either the left or right edges of the battlefield when you unleash the summon. Best would be somewhere at the middle of the battlefield. It is there that enough meteors will hit. But you must note that you cannot extend the summon if the enemy does not faint on the ground, even if it is at the middle of the battlefield, cause it is only when the enemy



faints on the ground, then enough meteors will hit, cause the range of hit is wider. Thus the extension will never work on enemies like Sekundes.

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#### 4.2 999 Hits Combo

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Believe it or not, you can actually do a 999 hit combo, and you only require both Craymel Mages to do it! Okay, below is how you do it. It would be best if you have another player to help you, the chances of screwing up will be lower. But first, you need some preparations.

1. This is most easily done on Rem, since she is a light and a flying enemy, which means, she can be hit very high above the ground, giving you about a second or 2 of lag time. And since she is also a boss, which means she has a hefty amount of HP to survive your barrage of spells.
2. Make sure you have 2 Mystic Symbols. Use the one that you find in Regulus Knoll and change that Faerie Ring dropped by Spiral/Maxwell into another Mystic Symbol with a Rune Bottle. If you want it back, just use another Rune Bottle on the Mystic Symbol to change it back.
3. Try to get 2 Mental Rings for this also, but it's not really necessary. It is just so that you can hold on longer before restoring your TP.
4. Make sure you have plenty of Pine Gels to spare. You're going to need them to restore Meredy and Keele's TP.
5. Equip the 2 Mystic Symbols on Meredy and Keele. Then for the second acc, equip either a Mental Ring, Faerie Ring, Emerald Ring or a Moon Crystal. It's your choice.
6. Put everyone in Manual. Reid and Farah will be your Pine Gel users. Then the 2 of you will be controlling Meredy and Keele each. Set Wind Blade on your shortcut buttons (Yes. Both of them.) for Keele and Ice Needles for Meredy. Keele is more important with his Wind Blade barrage, so make sure whoever is controlling Keele has a higher stamina on your fingers. Wind Blade is the spell that is needed to keep the enemy above the ground, since it always hits.
7. You're all prepared! After that, save, so that you can retry if you screw up.

Now you will engage Rem in battle. At the start of the battle, both controllers of Meredy and Keele, press up on your controller and they will jump. While in mid-air, quickly tap your shortcut button(s) and as they land on the ground, Meredy and Keele will cast Ice Needles and Wind Blade respectively. Continue tapping and don't let up. You must perservere! Well, of course, look carefully at Meredy And Keele while doing this, you will notice that their lag time to cast a spell continuously will be cancelled. i.e. They will not show their pose while a spell is being executed. Continue until you hit 999 hits and then stop and finish of Rem. Or you can continue until you have defeated Rem. When running low on TP, quickly hit the menu button and command either Reid or Farah to use a Pine Gel on the respective Mage. Do not ever use Meredy or Keele to use one. After commanding, before you press accept on the Craymel Mage, continue tapping on your shortcut buttons first otherwise the combo will break off. You can also use the menu to rest your fingers for a while if you need it. But make sure you continue tapping before you cancel the menu.

This trick on the shortcut can also be used for other spells. The main thing is to cancel off Meredy and Keele's spell poses and continue casting another spell

while one is in effect. But in order for this to work, you must always set the spell on the shortcut, be on manual, and "jump" before casting the spell, otherwise it will not work. Then continue tapping on the shortcut.

It's much more difficult to do with 1 player. But if you must, have the same setup, but control Keele. Like I said, Keele is the more important person here, then set Keele's other shortcut button with Meredy's Ice Needles. Set Meredy to auto, and set her Attack, Battle TP and Recover TP to 1. At the start of battle jump with Keele and start casting Wind Blade and command Meredy to use Ice Needles to back you up. That's it.

\*\*\*\*\*  
Credits  
\*\*\*\*\*

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 /
 | Me for typing out this FAQ. |
 |                               |
 | Namco and anyone else involved for making this game. |
 |                               |
 | My brother for playing this game with me ^_^ . |
 |                               |
 | One of my brother's friend for helping us as much as possible. |
 |                               |
 | The people at the GameFAQs ToD2 MB. |
 |                               |
 | Prima Guide for doing a ToD2 Guide Book. |
 |                               |
 | Any other sites that put my FAQ up. |
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