
TALES OF THE ABYSS
An FAQ/Walkthrough
For the Sony Playstation 2
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-!NOTE!-

This guide, as you will soon see, is pretty big. Seeing as how this takes effect, you will most likely be lost in trying to find out what you want to read. There is one way to get to it, instantly. Press Ctrl + F, and then look for whatever you want. Let's say you want to go to the Basics section. Type in "IV. Basics", and then you'll go to the basics section, instantly! Pretty neat, eh?

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churned out? Maybe, or maybe not, but you might look at my CRP if you haven't seen it yet, and see that those are my first and second biggest guides. This baby right here was in fact what I had expected beforehand to take it, but it didn't, so whatever. Still that's completely appropriate, because this game is absolutely fantastic. Sure, it's slow starting out, I won't deny that. But for one thing, the soundtrack is better than Symphonia's and even Legendia's put together, and those were two good soundtracks, let me tell ya.

What's more, the story is great once it gets going, plus it's just... fun. Characters, villains, everything plot-wise is mucho excelente, but battles in this game kick a divine amount of ass. So you're good in those regards, but I might also add this game has a plethora of side quests for those of you maniacs like me. And yes, you are reading the amount of walkthrough sub sections correctly even considering the fact I can condense several trips into one. So get ready for a sixty hour game that is indeed superior to Final Fantasy XII.

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

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

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~~~ ~~~ ~~~ III. Contact Rules ~~~ ~~~ ~~~  

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

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

My e-mail address is richard_power1000 [at] yahoo [dot] com. Except, replace the [at] and spaces with a "@" symbol and the [dot] and spaces with a period; I have to write like that so I don't get a dozen spam bots e-mailing me and getting me viruses. Just be polite in the e-mail, don't talk like "omg wtf rich ur gides r t3h su><0rz & how du i go frm bcl", and don't ask something that's already been answered in the guide, and I'll respond.

And don't bother sending things like:

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

sucks. DIE DIE DIE!"

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

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

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

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

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

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

~ ~ ~ ~ ~ IV. Basics ~ ~ ~ ~ ~

Tales of the Abyss truly is an incredible game whether you're a fan of the series or not, but speaking in terms of the two latest North American entries, Symphonia and Legendia, Abyss is much closer to the former although in my opinion it has the most entertaining battle system in the entire series. That's just my opinion though.

Indeed, let me start with the battle system. You've got the standard 2D system, but unlike certain other games, you've got individual lines between your characters and the enemy. Not too complicated. However, there's a huge twist this time around. At Level 5, your characters will learn Free Run, which will allow you to hold down the L2 button and just run around in three dimensions, which is very effective for evading enemy attacks or magic.

As usual, characters learn techniques as they level up, and each character, when controlled, has eight spaces that you can put said techniques: Circle, Up + Circle, Down + Circle, Left/Right + Circle, and each direction for the right analog stick. Techniques are called "artes", but to make things more specific: physical attacks are strike artes and magical are fonic artes, and in terms of strike artes, the weaker ones are called base artes, and the stronger ones are called arcane artes. Of course, as an example, if you're a high enough level and have used Fang Blade and Havoc Strike fifty times each, you can get Fang Blade Havoc.

There's much more. At Level 15 you will gain the ability to go into Overlimit, and with that comes Mystic Artes, of which each character has at least two, whereas Luke, Tear, and Anise each have an extension to one which is second playthrough exclusive. At Level 30 the Special ability will come up, which allows for something truly incredible. There's a bar at the bottom and you can hit R2 to go into Overlimit when it's full, and then hit an enemy with an arcane arte or high fonic arte while in the former case holding X, and you'll get the character's best attack: Mystic Artes.

In the second playthrough, however, each character gets a second Mystic Arte. Those are available through different ways, but in all cases it requires 100 TP and Overlimit, and usually a certain weapon equipped, a certain skill used a certain number of times, and a certain amount of HP. Refer to each character for all that, though. And now, we move on to some other aspects of combat, which are AD Skills, Capacity Cores, and Fonslot Chambers. There's also FoF Changes, but refer to the FAQ section for that.

You can use Capacity Cores after the Cheagle Woods very early in the game, and what they basically are is attachments that will increase your stats a certain number of points after you level up, ranging from the default inferior Stre which raises your attack by 2 and defense by 1 after each level... to the incredible Tutti, which raises every stat by 4 every level. =) That's not it either. You've got AD Skills, a few of which are learned by level, but most of which are gained by earning a certain amount of extra stat points from capacity cores (i.e. increase your physical attack power by 70 with capacity cores and you'll learn Add Combo 1, which allows you to attack four times in a combo).

And last of all, we have Fonslot Chambers, which are meant to enhance artes. There are four types: Carmine (red) Chambers, which typically just make the artes stronger; Cobalt (blue) Chambers, which typically increase how much the enemy is sent flying into the air or away; Grass (green) Chambers, which usually make the arte cost less TP but sometimes allow you to steal from enemies; and Sunlight (yellow) Chambers which are very rare but allow you to do an FoF Change with an arte at a low level. Still, the FSCs level up, so you need to use that arte about 100 times until these will activate every time. And that, my friend, is just about it. Enjoy.

~ ~ ~ ~ ~ V. Characters ~ ~ ~ ~ ~

Yeah, there's only six characters in this game (actually seven but whatever) compared to eight actually nine from Symphonia and eight from Legendia, but hey, the characters in Abyss are seriously good stuff. Hey, any game that can have a character like Jade Curtiss in it gets my serious respect, so bow down to da man and stuff. Moving on.

~ ~ ~ LUKE FON FABRE ~ ~ ~ ~ ~

Age - 17
Weapon - Sword
Height - 5'7"
Weight - 150 lbs

Luke is the son of Duke abre, but it seriously doesn't show that he has any royalty whatsoever when you talk to him. He's loud, arrogant, rude, knows nothing of the world outside him, was kidnapped by the Malkuth Empire apparently, is obsessed with sword fighting and his teacher Vandesselca Grants, and has no memories of anything prior to his kidnapping. Eventually, the fact that he is a so-called "Seventh Fonon" thrusts him into the world against his will, and he manages to undergo the greatest character development that any video game character has ever managed.

In battle, it's really between Luke and Guy who you will want to control. They're both easy to get the hang of, especially if you're a fan of Lloyd, Kratos, or Zelos from Tales of Symphonia, but between the two, Luke is the one you're going to get stuck with early in the game, and maybe you'll never let go of it. However, there's no denying that Luke is the slower, more heavy hitting among the two. You've got the strength of Light Spear Cannon and Devil's Inferno, or Guardian Field, but look at Guy: he's got rapid, agile killers like Nihil Blade Tempest and Sword Rain: Alpha. I control both but Luke more, so whatever. He's got high HP, high strength, and all that, so no problem with that. Plus his Radiant Howl mystic arte is one of the better ones, especially with the Ion extension.

- Lv. 1 - Fang Blade [Lightning Tiger Blade -> Wind FoF]
- Lv. 4 - Havoc Strike [Burning Havoc -> Fire FoF]
- Lv. 8 - Raging Blast [Frigid Blast -> Water FoF]
- Lv. 12 - Steel [Coil -> Fire FoF]
- Lv. 15 - Fang Blade Havoc
- Lv. 18 - Fang Blade Rage

Lv. 21 - Guardian
 Lv. 24 - Raging Havoc
 Lv. 28 - Rending Thrust [Rending Quake -> Earth FoF]
 Lv. 32 - Guardian Field [Guardian Frost -> Water FoF]
 Lv. 35 - Rending Fang Blade
 Lv. 38 - Rending Havoc
 Lv. 41 - Rending Blast
 Lv. 45 - Light Spear Cannon [Light Blast -> Wind FoF]
 Lv. 49 - Devil's Inferno [Devil's Maw -> Earth FoF]
 Lv. 53 - Swallow Fury [Shadow Fury -> Fire FoF]
 Unlock - Sonic Thrust
 Unlock - Demon Fist
 Unlock - Lightning Blade
 Unlock - Slag Assault
 Unlock - Sonic Blast
 Mystic - Radiant Howl
 Mystic - Ion [2nd playthrough, hold X during Radiant Howl]
 Mystic - Lost Fon Drive [2nd playthrough, Key of Lorelei, 15% HP]

* After sleeping at St. Binah but before entering Akzeriuth for the first time, you can sleep in St. Binah, Kaitzur, or any other inn, and Luke will go out to practice swords with Guy. After that, Luke will learn Sonic Thrust.

* After talking to Natalia for the first time, talk to Ramdas at the entrance of Luke's manor in Baticul, and he'll tell you that the maids sold some of Van's books. He gives you 20,000 Gald, so head to the port at Baticul to talk to the merchant there. Buy the book back and Luke will learn Demon Fist.

* After St. Binah sinks, head to Yulia City to Tear's house. Talk to the man right outside, who wants a large amount of Gald. Talk to Luke's mother for it, then go back to the merchant, and Luke will learn Lightning Blade.

* After Nephry tells you the life story of Saphir aka Dist, go to the inn in Keterburg and talk to the man on the right of the counter, who wants a lot of Gald, of course. Talk to Luke's mother again for the mother, and after paying this guy, Luke will learn Slag Assault.

* After completing the Radiation Gate, go to the secret library in Daath, and talk to the man by the window. For the money, talk to Luke's mother as usual, and after that Luke will learn Sonic Blast.

* Lost Fon Drive requires 100 TP for use, 15% HP or less, the Key of Lorelei to be equipped, and X, Square, and Circle to be pressed at once during Overlimit. A lot I know, but it's 30 hits of pure devastation.

~~~ TEAR GRANTS ~~~~~

Age - 16  
 Weapon - Staff  
 Height - 5'4"  
 Weight - 110 lbs

Mystearica Grants is indeed the sister of Dorian General Vandesdelca Grants, and arrives at the manor mysteriously one day in an effort to assassinate her brother, but because she is a Seventh Fonist, she causes a hyperresonance with Luke and they are blown away to Tataroo Valley, on Malkuth territory. I agree sometimes with whomever said that she adopts a "roar, I'm a woman" personality, but she undergoes a tremendous amount of character development, as the one who is charged with looking after Luke, and plus she's always good to have around, singing fonic hymns to put enemies to sleep.

There are few characters in battle more important than Tear. Remember Raine from Symphonia? Tear is the equivalent of Raine under T-type and Natalia is that of S-type. If you haven't played Symphonia, I'll spell it out for you

that Tear excels at healing the whole party for tremendous yet not 100% amounts of HP. She's certainly no slouch in the offensive department either; her Eclair de Larmes and Holy Lance spells are extremely damaging, Judgment is one of the best spells in the game, and her mystic arte, Innocent Shine, is one of the best in the game, right behind Jade's and then Luke's. You really couldn't do much better than to have Tear in your party; and as for Fortune's Arc in the second playthrough, it's by far the best Mystic Arte in the game.

- Lv. 1 - First Aid [Meditation -> Water FoF]
- Lv. 1 - Nightmare
- Lv. 5 - Pow Hammer [Frozen Hammer -> Water FoF]
- Lv. 9 - Invoke Ground
- Lv. 10 - Invoke Aqua
- Lv. 11 - Invoke Flame
- Lv. 12 - Invoke Gale
- Lv. 13 - Nocturnal Light [Inlay Nocturne -> Wind FoF]
- Lv. 16 - Charge [Tribute -> Earth FoF]
- Lv. 20 - Healing Circle [Fairy Circle -> Wind FoF]
- Lv. 27 - Resurrection [Regenerate -> Water FoF]
- Lv. 31 - Severed Fate [Fatal Circle -> Wind FoF]
- Lv. 31 - Eclair de Larmes [Flamme Rouge -> Fire FoF]
- Lv. 37 - Enhance Cast [Witchcraft -> Wind FoF]
- Lv. 40 - Banishing Sorrow [Searing Sorrow -> Fire FoF]
- Lv. 44 - Revitalize
- Lv. 48 - Holy Lance [Cluster Raid -> Earth FoF]
- Lv. 58 - Grand Cross
- Unlock - Force Field
- Unlock - Holy Song
- Unlock - Judgment
- Mystic - Innocent Shine
- Mystic - Fortune's Arc [2nd playthrough, all fonic hymns 50 times]

\* After Luke cuts his hair, talk to Teodoro in Yulia City and then go to the room that's right below his. Talk to the woman that's there, and Tear will learn the Third Hymn, Holy Song.

\* After the second trip to the Tower of Rem but before the second trip to the Absorption Gate (strict time limit I know, but it's story related), go to Ion's room in Daath, and Tear will learn the Fifth Hymn, Judgment.

\* For Fortune's Arc, Tear must be in Overlimit during 2nd play, and have used all hymns 50 times. During Overlimit, cast Judgment, and the arte can be extended by holding down X while it's going on to heal all allies.

~~~ JADE CURTISS ~~~~~

Age - 35
Weapon - Lance
Height - 6'1"
Weight - 163 lbs

Colonel Jade Curtiss, Third Division, Malkuth Imperial Forces, is one of the most badass characters ever to set foot in a video game. Wielding glasses, blue armor, and a lance, he is known as the impossible to kill Necromancer, who slaughters anything within two feet of him, yet from what I have laid in front of you, does this sound like a cliché? If so, I'll break that now and tell you that while he has several secrets he's hiding, he's even the game's comic relief. He's witty, absolutely hilarious, and just loves to make fun of anyone who possibly can be. Yet once again, he's not exactly proud of his past.

When you first play as Jade in the Cheagle Woods, he's an absolute god and can slaughter absolutely anything by just looking at it. Then Largo manages to seal his fonic artes and he goes all the way down to Level 5. While he can certainly keep up with Luke and Tear at that point, all he's got is Energy

Blast at that point and has to make his way up. That being said, he's an incredible black mage, plus he's not weak and frail as hell like the majority of them are. His magic is GREAT for making FoFs, of which all of them have their own changes themselves, plus once you get past some later parts of the game, he gains the ability to learn three great forbidden spells. Yowza. Finally, his Mystic Arte, Mystic Cage, is a straightforward pathway to death. As for Indignation, it's even better. =)

- Lv. 1 - Sonic Spear [Crushing Spear -> Earth FoF]
- Lv. 1 - Energy Blast [Photon -> Wind FoF]
- Lv. 9 - Stalagmite [Eruption -> Fire FoF]
- Lv. 14 - Splash [Icicle Rain -> Earth FoF]
- Lv. 17 - Thunder Lance [Lightning Tempest -> Wind FoF]
- Lv. 23 - Turbulence [Flare Tornado -> Fire FoF]
- Lv. 28 - Flame Burst [Explosion -> Wind FoF]
- Lv. 32 - Impaling Heaven [Goring Hell -> Fire FoF]
- Lv. 36 - Ground Dasher [Frigid Coffin -> Water FoF]
- Lv. 40 - Blessed Drops [Divine Saber -> Wind FoF]
- Lv. 44 - Sovereign Gale [Mighty Deluge -> Water FoF]
- Lv. 48 - Thunder Blade [Gravity Well -> Earth FoF]
- Lv. 52 - Infernal Prison [Raging Mist -> Water FoF]
- Unlock - Absolute
- Unlock - Prism Sword
- Unlock - Meteor Storm
- Mystic - Mystic Cage
- Mystic - Indignation [2nd playthrough, Thunder Blade 200 times]

- * The three unlockable fonic artes can be found by collecting the Ancient Scroll and then nine stones. The first five can be found after getting Natalia back after the Absorption Gate, but the last four only after the Radiation Gate. Start by getting the Briefing Scroll in the briefing room of the Malkuth Headquarters in Grand Chokmah, and then talk to McGovern in St. Binah.
- * The first stone is in the inn in Chesedonia, in the middle room on the second floor, in a dresser. For the second, enter Keterburg from the south, then examine the back of the statue at the north plaza. For the third, head one screen northwest of the south entrance of Sheridan. Jade will learn Absolute.
- * The fourth stone can be found in Belkend Fon Laboratory I, going north twice and east once and examining the right side of the room. The fifth stone can be found in the Kaitzur Naval Port by automatically entering. The sixth stone is likewise in the Radiation Gate. Jade will learn Prism Sword.
- * The seventh stone is in Ion's room in Daath by talking to Florian. The eighth stone is automatically in the north entrance of the Fubras River. The ninth stone is in the northeast corner of the lower floor of the central room in Yulia City. After all that, Jade will learn Meteor Storm.
- * Indignation, Jade's second Mystic Arte, can only be done in 2nd playthrough with Thunder Blade having been used 200 times, but simply enter Overlimit and hold down R2; it's one hit but it's the strongest one hit in the game.

~~~ GUY CECIL ~~~~~

Age - 21  
 Weapon - Sword  
 Height - 6'0"  
 Weight - 174 lbs

Gailardia Galan Gardios is Luke's servant and best friend, and also among the most loyal of his comrades, the first to come rushing back with faith after the tragic events that befall. He has one very interesting quirk in that he has a phobia of women, but hey, perhaps MAYBE he has his reasons for that. You never know. Fitting along with that, he seems to be traveling to seek revenge



on someone or something, but this has reasons for concealing that like everyone else. You could expect nothing less from someone from Hod. And as you may expect, Guy is also quite an accomplished swordsman.

Like I said with Luke, it's not set in stone whether you have to control Luke or Guy; it's totally up to you. Between the two, Guy is the faster yet doesn't hit quite as hard, but he's capable of dashing right to an enemy and pulling off attacks and combos that hit a ridiculous number of times. Here's a hint: he has Sword Rain: Alpha, and anyone who's played a Tales game knows what that means. However, I will have to give Luke some credit over Guy here, in that I prefer Luke's Radiant Howl to Guy's Razing Phoenix, since it just has more range and is less direct. So yeah, I usually controlled Luke, but you're well within your ability to control Guy.

|                              |                                                                       |
|------------------------------|-----------------------------------------------------------------------|
| Lv. 1 - Demon Fang           | [Infernal Torrent -> Fire FoF]                                        |
| Lv. 9 - Crescent Strike      | [Frigid Moon -> Water FoF]                                            |
| Lv. 12 - Void Tempest        | [Dragon Tempest -> Wind FoF]                                          |
| Lv. 15 - Center              | [Focus -> Earth FoF]                                                  |
| Lv. 18 - Moonlight Demon     |                                                                       |
| Lv. 21 - Guardian            |                                                                       |
| Lv. 24 - Demonic Void        |                                                                       |
| Lv. 27 - Tiger Blade         | [Wyrm Wrath -> Earth FoF]                                             |
| Lv. 30 - Demonic Tiger Blade |                                                                       |
| Lv. 33 - Beast               | [Thunder Beast -> Wind FoF]                                           |
| Lv. 36 - Moonlight Tempest   |                                                                       |
| Lv. 40 - White Tiger Strike  |                                                                       |
| Lv. 44 - Severing Wind       | [Searing Gale -> Fire FoF]                                            |
| Lv. 48 - Nihil Blade Tempest |                                                                       |
| Lv. 52 - Sword Rain: Alpha   | [Eternal Quake -> Earth FoF]                                          |
| Lv. 58 - Final Cross         | [Final Glacier -> Water FoF]                                          |
| Unlock - Tempest             |                                                                       |
| Unlock - Soaring Light Spear |                                                                       |
| Mystic - Razing Phoenix      |                                                                       |
| Mystic - Brilliant Overlord  | [2nd playthrough, Jewel of Gardios, HP 50%,<br>Final Cross 150 times] |

\* Guy has a side quest for the unlockable Sigmund skills, which has seven parts. First, after talking to the King of Baticul, talk to Pere in Luke's manor thrice. Second, enter the northwest tent in the Desert Oasis and talk to the man named Gee. Third, after returning to Kaitzur from Chesedonia before the Deo Pass, go to the inn of north Kaitzur itself and talk to the man there. Guy will learn Tempest.

\* Fourth, after finishing Oracle Headquarters for the first time, talk to the man at the monument halfway up Daath cathedral's stairs. Fifth, after Guy has the curse slot removed, go to the second floor of Grand Chokmah's bar and talk to the lone guy. Sixth, go to Belkend and talk to the guy in front of the large spinning machine. Seventh and finally, go to north Keterburg and enter the igloo to the left. Guy will learn Soaring Light Spear.

~~~ ANISE TATLIN ~~~~~

Age - 13
Weapon - Staff
Height - 5'0"
Weight - 93 lbs

Anise Tatlin is the one and only personal guardian of Fon Master Ion, and also happens to be a bit of an accomplice to Jade. She fights with a rod behind a large doll named Tokunaga, as a professional puppeteer. While she may be only 13, Anise isn't as sweet and innocent as she might look. She acts suspicious at a number of different times, is constantly sparring with the God General Arietta, is a member of the Oracle Knights of course, and is a tight cheapskate who loves nothing more than to trick people for money. As such, she has a fake

crush on Luke or this charming wealth.

Whether you think Anise is annoying as a character or not, you have to admit that in battle she's not bad at all. She's fast and furious, packs a tremendous HP for such a character, and also possesses some rather decent magic. Plus there's the classic Bloody Howling for a quick Dark FoF, which is always useful, even though you'll never see half of Anise's FoF changes. However, she does have a rather decent Mystic Arte within Final Fury, and nothing can beat getting kicked by a 13 year old chick who yells "I'll kill you bastards!".

| | | |
|--------|---------------------|---|
| Lv. 1 | - Dragon Surge | [Stone Dragon Ascent -> Earth FoF] |
| Lv. 1 | - Limited | [Spark Wave -> Wind FoF] |
| Lv. 8 | - Dual Punishment | [Lightning Punishment -> Wind FoF] |
| Lv. 11 | - Eagle Dive | [Frigid Raptor -> Water FoF] |
| Lv. 15 | - Dual Dragon Surge | |
| Lv. 18 | - Shadow Raid | [Fire Dragon Blast -> Fire FoF] |
| Lv. 21 | - Negative Gale | [Crimson Riot -> Fire FoF] |
| Lv. 26 | - Mighty Charge | [Mighty Circuit -> Earth FoF] |
| Lv. 26 | - Shadow Punishment | |
| Lv. 30 | - Guardian | |
| Lv. 32 | - Shadow Tempest | |
| Lv. 35 | - Cyclone Shot | [Cyclone Blaze -> Fire FoF] |
| Lv. 40 | - Miracle Hammer | [Rock Mountain - Earth FoF] |
| Lv. 48 | - Soaring Blast | [Brutal Torrent -> Water FoF] |
| Lv. 52 | - Bloody Howling | [Maelstrom -> Water FoF] |
| Lv. 56 | - Lucky | [Happy Light -> Wind FoF] |
| Lv. 56 | - Surge Breaker | [Gungnir A Go Go -> Wind FoF] |
| Mystic | - Final Fury | |
| Mystic | - Dying Moon | [2nd playthrough, hold attack during Final Fury] |
| Mystic | - Fever Time | [2nd playthrough, 100 Lucky, full HP, 20000 Gald] |

~~~ NATALIA L.K. LANVALDEAR ~~~~~

Age - 18  
Weapon - Bow  
Height - 5'6"  
Weight - 117 lbs

One suggestion first: don't name your kids Natalia Luzu Kimlasca Lanvaldear... ever. It's too long of a name. But anyway, Natalia whose real birth name is Meryl, is the princess of Kimlasca who is currently unfortunate enough to be engaged to Luke although she has some feelings for Asch. She's extremely stubborn when she makes up her mind, although she is very emotionally unstable; when something bad or personal happens, it'll take her eons to get over it. There's just a few strange things about her, I'll just have you know.

In battle, Natalia is by far my least used character. First of all, if you've ever played Symphonia, you'll know Raine could go in T-rank to get Nurse, Healing Circle, and Revitalize... or S-rank to get Heal, Cure, and Revive... what does Natalia have? Heal, which heals one character's HP, Cure, which completely restores it, and Revive, which is Auto-Life, plus Healing Force which is Regen. She can only heal one character at a time and/or raise their stats, and that's why I highly, highly prefer Tear. That being said, her bow techniques aren't bad, despite the fact Astral Rain is my least favorite Mystic Arte and barely even comes out in battle unless forced. I will give her one thing and say that Noble Roar is great, though.

|        |                 |                                |
|--------|-----------------|--------------------------------|
| Lv. 1  | - Piercing Line | [Voltaic Line -> Wind FoF]     |
| Lv. 1  | - Heal          | [Healing Wind -> Wind FoF]     |
| Lv. 11 | - Storm Edge    | [Blast Edge -> Fire FoF]       |
| Lv. 16 | - Barrier       | [Aqua Protection -> Water FoF] |
| Lv. 19 | - Recover       | [Purify -> Wind FoF]           |
| Lv. 23 | - Aerial Laser  | [Astral Laser -> Wind FoF]     |
| Lv. 28 | - Sharpness     | [Blaze Emitter -> Fire FoF]    |

Lv. 30 - Resist [Anti-Magic -> Earth FoF]  
 Lv. 35 - Star Stroke [Quake Stroke -> Earth FoF]  
 Lv. 38 - Scare Shot [Calamitous Bane -> Water FoF]  
 Lv. 42 - Star Embrace [Blue Embrace -> Water FoF]  
 Lv. 46 - Cure [Restore -> Earth FoF]  
 Lv. 50 - Cavalry [Phalanx -> Fire FoF]  
 Lv. 54 - Revive [Angel's Breath -> Earth FoF]  
 Unlock - Gallant Barrage  
 Unlock - Healing Force  
 Mystic - Astral Rain  
 Mystic - Noble Roar [2nd playthrough, 150 Piercing Line, use Elven Bow]

\* After Akzeriuth/Yulia City, use the Tartarus to go to Port Sheridan, which is on the southwest corner of the world map. Enter, and Natalia will save a man there and learn Gallant Barrage.

\* After the second trip to Mt. Zaleho, go to Daath Bay to find the same man there, and Natalia will learn Healing Force, which is basically a Regen type spell in FF terms.

~~~ ASCH THE BLOODY ~~~~~

Age - 17
 Weapon - Sword
 Height - 5'7"
 Weight - 150 lbs

Very little is known about Asch in the early portions of the game, but still. Asch the Bloody is a long, enigmatic, red haired scion of flames, who has the exact same fighting style as Luke fon Fabre. Asch admires Van a lot, and you would think that would show in his personality, but it doesn't. Asch is an elitist jerk who acts arrogantly and bitches non-stop, and he has reason to, because he detests the idea of fomicry and replicas, as there was a replica at one point that took his status from him. And no, he's not a permanent character in this game, he just joins you between Akzeriuth and Ortion Cavern, in the Mushroom Road side quest, and a brief moment in the late game.

You can play as Asch in battle twice in the game, and the first time he kicks ass. First of all he has all the abilities that Luke has, plus magic although you probably won't really want to use it, since he kicks ass without it. Here is the major catch about Asch though: YOU CANNOT REMOVE HIS EQUIPMENT. He's stuck with that Maestro Sword, Maestro Robe, and Maestro Crest. So yeah, Asch is awesome first time, but in the Mushroom Road he just sucks; his damage can't keep up with Guy or anyone else, plus he dies in four or five hits. So yeah, it is a true shame that you can't change his equipment, because otherwise I would in one second do the glitch and put him in my party to replace Luke, since he is awesome. And yes, you can change his equipment with a GameShark. Lastly, though, his Mystic Arte Rending Saber is great stuff.

Lv. 1 - Fang Blade [Lightning Tiger Blade -> Wind FoF]
 Lv. 1 - Sonic Thrust
 Lv. 1 - Demon Fist
 Lv. 1 - Lightning Blade
 Lv. 1 - Slag Assault
 Lv. 1 - Sonic Blast
 Lv. 1 - Stalagmite [Eruption -> Fire FoF]
 Lv. 1 - Icicle Rain
 Lv. 1 - Explosion
 Lv. 1 - Thunder Blade [Gravity Well -> Earth FoF]
 Lv. 4 - Havoc Strike [Burning Havoc -> Fire FoF]
 Lv. 8 - Raging Blast [Frigid Blast -> Water FoF]
 Lv. 12 - Steel [Coil -> Fire FoF]
 Lv. 15 - Fang Blade Havoc
 Lv. 18 - Fang Blade Rage

Lv. 21 - Guardian
Lv. 24 - Raging Havoc
Lv. 28 - Rending Thrust [Rending Quake -> Earth FoF]
Lv. 32 - Guardian Field [Guardian Frost -> Water FoF]
Lv. 35 - Rending Fang Blade
Lv. 38 - Rending Havoc
Lv. 41 - Rending Blast
Lv. 45 - Light Spear Cannon [Light Blast -> Wind FoF]
Lv. 49 - Devil's Inferno [Devil's Maw -> Earth FoF]
Lv. 53 - Swallow Fury [Shadow Fury -> Fire FoF]
Mystic - Rending Saber

And lastly, I would feel quite guilty were I to exclude the awesome villains from a list such as this. So because of that, I will throw in the Six God Generals. Just because they kick ass.

Legretta the Quick

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Age - 26
Weapon - Guns
Height - 5'6"
Weight - 115 lbs

Legretta is the right hand woman to Van, as is fairly obvious at any twist and turn, even though the God-Generals are supposed to be under the whim of Mohs. Legretta's real name is Giselle Oslo, and she was Tear's instructor, when she was in the Oracle Knights. Her excellent strategy is obvious in battle, because for one thing she's the rival of Tear and wields a pair of guns, just loving to churn out her Arcane Artes like Searing Sorrow and Flamme Rouge, and plus the quick factor is emphasized in her Mystic Arte, Prism Bullet. This all being said, she loves Van and is willing to die for him.

Sync the Tempest

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Age - 14
Weapon - Fists
Height - 5'5"
Weight - 128 lbs

Sync is the right hand man to Van, and is obvious in any of the battles you fight with him that he's tough and means business. He's a rapid, fast attacker and student of martial arts, even for his young age of 14 (that's right, Sync really is even younger than Arietta). He wears a mask pretty much everywhere he goes, and only his rival, Guy, knows exactly what he looks like. Too bad Sync manages to use a Fon Master technique, the curse slot, on Guy. In battle, Sync loves to annihilate you with his lightning fast combos, his magic from Turbulence to Flare Tornado, his signature attack Stone Dragon Ascent, and his two Mystic Artes, Akashic Torment and Harrowing Gale.

Largo the Black Lion

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Age - 48
Weapon - Scythe
Height - 6'11"
Weight - 260 lbs

Largo the Black Lion is a very, very big man, as is shown by those statistics right above. He's also the oldest member of the Oracle Knights, but that doesn't stop him from using powerful scythe attacks, even if his speed really suffers because of that. He's the leader of the shock troops, and what he used to be was a desert mercenary by the name of Badaq. I can say no more for fear of spoilers, but as for Largo, he respects others but gives them no mercy. And in battle, his lack of mercy is shown in his Arcane Artes, Ravaging Thunder and Infernal Blast, as well as his devastating Mystic Arte Brimstone Tempest.

And as for his rival, that is Natalia.

Dist the Reaper

Age - 32
Weapon - Fon Machines
Height - 5'9"
Weight - 137 lbs

Dist the Reaper, or shall I say, the Rose, is a Fonon scholar and narcissist who goes by the real name of Saphir Wyon Neis. His rival is Jade, who he has known since childhood. Dist is an even bigger clown than Jade, featuring a constantly runny nose, an acclaimed revenge journal, and his weapon is indeed fon machines. He is never found actually strutting his own abilities in battle, and instead prefers to operate large fonic machines. Because of this, he features no Mystic Artes, sadly, but all the same he isn't a pushover. Lastly, he has the tenacity of a cockroach... nigh on impossible to kill.

Arietta the Wild

Age - 16
Weapon - Staff
Height - 4'10"
Weight - 93 lbs

Arietta the Wild is a girl who lost her parents when the Isle of Feres was hit by a tidal wave. She was then raised by Ligers, and refers to the queen in the Cheagle Woods as her "Mommy". Because of being raised by monsters, she is able to control them in battle, even though as a person, she is an obnoxious, annoying brat who contributes relatively nothing to the God-Generals. All fitting that she's Anise's rival. ;] Oh well, she used to be Ion's guardian, and she has most of the spells that Anise does, like Limited, Negative Gale, and Bloody Howling, as well as two nasty Mystic Artes: Evil Light and Big Bang.

Asch the Bloody

Age - 17
Weapon - Sword
Height - 5'7"
Weight - 150 lbs

Asch the Bloody is a long, enigmatic, red haired scion of flames, who has the exact same fighting style as Luke fon Fabre. Asch admires Van a lot, and you would think that would show in his personality, but it doesn't. Asch is an elitist jerk who acts arrogantly and bitches non-stop, and he has reason to, because he detests the idea of fomicry and replicas, as there was a replica at one point that took his status from him. And yes, he is a playable character as shown in the status, because he does indeed have his own motives. In battle, he does indeed have the same fighting style as Luke, as well as a very similar Mystic Arte, Rending Saber.

~~~ ~~~ ~~~ VI. Walkthrough (Part 1) ~~~ ~~~ ~~~  
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Just a note on things to come before I begin this insanity. This game is ridiculously long. By far the longest game I've ever written for... and yes, I've written for Chrono Cross, Symphonia, Legendia, Final Fantasy IX, and quite a few others. There's three parts, which are easily divisible. The first part goes from the very beginning of the game to the big turning point and when the second amazingly good battle theme kicks in, and you WILL know when the third part begins.

But you see the thing here. The second part of the game has so many trips, is

so eventful, and is so... freaking... long... I absolutely struggled to condense it into only 26 sub-sections. There are many occasions in which I cover as many as three trips in one sub-section, and I believe there was even one which I did FIVE. No joke. That is how long this game is, and how all over the globe you'll be in just a third of the game. There's a reason why this walkthrough is 70 sub-sections, which is an extraordinary number even without the fact that a lot is condensed into all of them. So... don't get intimidated by this. I'll always kick off a new area with a new sub-section, and the place I list in it is always the first I'm going to there, so no worries. Enjoy this fantastic guide and this even more excellent game.

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VIa. Baticul  
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- Recommended Level: 2

Enjoy the nice, peaceful anime cutscene that you get at the beginning. Doesn't beat the rocking tune at the beginning but oh well, whatever. And when you emerge, you're controlling the main character, Luke, in his bedroom. Just to give you a little background, he lives in the capital of the nation Kimlasca, Baticul, but is not allowed to leave the manor there. That's all the technical stuff I'm gonna spill out now. Leave this room to the south, and you'll see that this game is another one in which the main character is prone to headaches and hearing things. Cliche, much, but there's a reason this game is so long.

Outside Luke's room, take a right into that room there, and try and head past the guard there, who will tell you that you happen to have a visitor. Yeah, Luke is of royal status, even if you're soon to see his attitude. Head to the room right below and take with the guy by the window, who goes by the name of Ramdas. A guy by the name of Van Grants is arriving, and it just so happens to be that Van is one of the only reasons Luke doesn't commit suicide. Get a taste of Luke's attitude, and then head back to the previous room.

Here you'll get a skit which you can play optionally by hitting select, some of which are great, some of which are boring, this one is on the boring side. Plus there are way too many (489, I don't exaggerate), but whatever. Now just return to Luke's room, where he gets another headache and gets greeted by his friend Guy. More stuff, and then you can just leave this room and head left to the hall there. Just head down to get to the drawing room to met the very crucial Dorian General Van Grants.

Luke delivers one of the game's most hilarious lines already, "What's a Fon Master Ion?". Hahaha... that quote will be funnier as the game goes along. Apparently Ion has gone missing though, and Van has to go to a place called Daath to look for him. Listen to another skit and then leave this room to the north and this time head north again to reach Luke's parents' room, where you can examine the cabinet at the right for 100 Gald. Money is scarce in the beginning of this game, so every little bit helps.

Now head to the courtyard (the center of this place for all who are challenged in whatever ways) to find Guy and Van talking, the guards being put to sleep by some chick, and then you can sword train with Van. Very easy stuff, it's all just tutorials. Move back and forth, attack, defend, use Luke's default arte (skills in this game) Fang Blade, then perform a combo, that's it. After that, the chick comes down trying to kill Van, and ends up doing something weird with Luke. Before you know it, the "Seventh Fonons" react and they both vanish.

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VIb. Tataroo Valley  
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- Recommended Level: 2

With that, Luke and Tear are alone, at night, in an unknown place. You'd think

it'd be much more romantic, but nope, they hate each other's guts but Tear has to try and escort Luke back to Baticul, and he's apparently being protected because he's a "Seventh Fonon" as well. You'll get it later. In the meantime you've got a new party member, who has two artes: First Aid, which heals a little HP, and Nightmare, which uses the First Fonon (that is, darkness) to put enemies to sleep. Sounds good. She's also Level 3, but whatever.

Just head down the hill and you'll be attacked by monsters. I must say, this battle theme is kick ass, even though it's about a third as good as the second one which plays... in the second part of the game. Bahaha. But whatever, just fight a ridiculously easy battle, watch the skit and scene that ensue, and then head down while killing some enemies that take about five seconds to finish off, if you so desire. There you'll come to an up-down fork. Take the upper path first, and both branches from there for an Apple Gel and Orange Gel.

Okay, not bad, now return and head down, to be attacked by multiple enemies. Quote of this place, Luke: "How the hell am I supposed to relax?!". Haha. Okay, in any case, finish off more easy enemies and tutorials, then head to the right, which might be a little hard to see, but you'll manage. There you'll find 300 Gald and a Life Bottle. Sweetness, now just head back to the main path and down a little more. There's another path in there that kind of blends in, but at the end of it is a Cape. Equip that on Luke to raise his defense a little bit; Tear is perfectly fine off.

Return to the path yet again and keep going down to find a coachman. I like Tear's comparison of Luke, and also how they keep saying "the capital". Heh, amusing much. Use the save point right above and snatch the 400 Gald above it, and get on the coach. Apparently Tear was mistaken and this "capital" wasn't Baticul... it was Malkuth's capital, Grand Chokmah. Watch the scenes onboard Malkuth's land dreadnought, the Tartarus, watching as they put out a bridge using the Fifth Fonon (fire).

So anyways, this situation sucks, but Luke and Tear have to get off here, because getting off at Grand Chokmah would just get them further away from Kimlasca. You'll then have the option of being taken or walking to Engeve, and I highly recommend walking, just for EXP and Gald and stuff. Just follow the road east, watch another tutorial (of cooking), and you'll come to a north and south fork. North is to Engeve, and south is to St. Binah... I think that says enough. North to Engeve.

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Vic. Engeve  
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- Recommended Level: 4

Congratulations, you have made it through 2 of the 70 sub-sections in this walkthrough... too bad most of them are much longer than five paragraphs. ;] Just enter and then head to the upper left, where Luke will start trying to take a store's product without paying cuz the poor boy is confused. Hahaha. Alright, with the comic relief over, head to the west and enter the very westernmost house and talk to the woman inside. She'll ask you to get some miso, and Luke agrees because he's so nice. Or not.

Leave the house and enter the one just to the east of that one, with the water mill next to it. Talk to the old woman just to the right, Luke makes a fool of himself, and then return to the previous house and give that woman the miso, to get some cooking ingredients and the Spaghetti Recipe. See, that was worth it. Now just head to the eastern part of town and towards the south. Apparently food has been stolen lately, and obviously Luke seems the perfect culprit for that. So Tear lets him get arrested. Bahaha.

Inside you'll meet Colonel Jade Curtiss, Third Division Malkuth Imperial Forces (one of the best characters ever created), and Fon Master Ion, who doesn't exactly look captive. And apparently animals called cheagles stole food, not

Luke, to meet Anise Tatlin, who is a Fon Master Guardian under Ion, and despite only being 13, she's one of Van's soldiers. Aight, whatever you say.

Talk to the guy up front, who will let you stay for free, but Luke still flips out in the room about being called a thief. Watch the skit that follows, and your next destination will be Cheagle Woods, which is north of Engeve, just because Luke is angry and wants to prove the cheagles the thieves. Watch the two skits that follow, which are about Jade and then about the synopsis diaries that Luke keeps, and then talk to the guy on the right to start buying stuff. Oh yeah.

I STRONGLY suggest selling Luke's default armor, as the 1000 Gald you get for it outweigh the fact that it's a piece of crap. I left with Luke wielding a Cutlass, Leather Mail, Bracelet, and the Cape from Tataroo Valley, and Tear wielding a Rod (the Wand is slightly overpriced for its own good), an Iron Guard, and a Cape. With that, you're good to go. You might also want some Magic Lenses, as they're cheap and useful. A few extra Apple Gels or Orange Gels never hurt anybody either.

Leave the inn and then talk to the grocer who Luke swiped an apple from, and he'll have a request for you, that you go get a box from the Cheagle Woods. Well, why ever not. Leave Engeve and then head north a little bit. In the process you might find rings of light being emitted from the ground, and I do recommend examining that for a set of rather useless items which sell for some Gald. Whatever, just keep up and find the tree there. The area around it is Cheagle Woods.

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VId. Cheagle Woods  
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- Recommended Level: 4

This area is the first really big "dungeon" area in the game, so get used to it while you're here... some places in this game are going to be smaller, but some are going to be a lot bigger... whatever, I'm done intimidating you. Or not. Once inside, you'll find Ion being attacked by monsters, so he uses an extremely powerful Daathic fonic arte to take them all out, and collapses in the process. He'll start following you around, but no, he's not a playable character. However, a cheagle manages to distract Luke, despite the fact he discovers that Tear is Van's sister yet she wants to kill him anyway. Eh.

Before anything, head left at the fork to get the Secret Box. Just leave to get out of Cheagle Woods now, and return to Engeve to give the grocer that, and he'll give you the very valuable Collector's Book. Geez, that was hard enough to find. But anyway, go back to Cheagle Woods and to that initial fork. Head right this time, only to come to another fork. Bah... just head right again and then down, following the path for an Apple Gel. None too shabby, now just head back up.

Both left from that fork just a little bit back, and up from here lead to the same place. Don't bother exiting to the east, since that's just a dead end at the moment. Exit to the north, only for Ion to be as feminine as any male character could ever hope to be. Ugh, that scene makes me sick. But on a different note, I really hope that Luke and Tear are both up to Level 5 now, so they can get the AD skill Free Run, which allows you to move around enemies by holding L2 down. This game is miles different from Legendia already.

There's a west-east fork here, but east is just a dead end again, so head west to find Tear scaring a cheagle away by her being drawn to its cuteness. Or lack thereof. Anyways, time to find the proof. Just head towards the tree over to the left, to find food spilled over the place. Now THAT is proof. Ion forces you into the tree where they live, and you'll hear that the cheagles needed to





Blessed Drops, as the second best, Ground Dasher, is a resistance in this battle. So anyway, with Jade helping out, this fight will end very, very quickly.



With that done, the battle is kind enough to relinquish a Life Bottle and a Sage, as well as mucho EXP and Grade. With that, Luke kicks Mieu around, and Jade goes with you for a little bit, if only to criticize Ion. Grab the Life Bottle and Cutlass in the two chests that are there, and then leave this room to find the Technical Ring, which is a rather pointless item that allows you to switch to the Manual setting in battle. Yeah, whatever, just leave this tree and stuff.

Head back to the left-right fork and head left this time, to get to the cheagle tree. The elder will exile Mieu from the tribe and allow him to assist Luke, which you can imagine will end in humorous results. Watch the rather entertaining skit that will no doubt follow that, and then just make your way back to the entrance of Cheagle Woods, where Anise and Jade have Luke and Tear arrested and taken on board the Tartarus. That's the second time you've been arrested in like... two hours. Not bad.

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Vie. Tartarus  
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- Recommended Level: 7

Alright, so basically, Jade and the company at Malkuth want Luke's help at preventing a war from breaking out. Talk to Anise once you regain control, and she'll join you. And yes, she does seem to have a thing for Luke, but that's only because of the money he possesses... if it weren't obvious enough. Anyway, enter the hall and then head north, up the ladder, and then south to find Jade and Ion outside. Talk to both, as the conversation that ensues with Jade is absolutely priceless.

With that having been done, return and enter the room where Luke was held just a few minutes ago, and then talk to the soldier Marco to the left, to initiate another confusing conversation around Luke. Watch as Jade gives up all his pride, and then talk to Ion twice after that. With that, leave the room and then talk to Jade, only to find the Tartarus under attack. With that, Largo the Black Lion of the Six God-Generals of the Oracle Knights breaks in and uses a fon slot seal on Jade.

That's right, Jade's artes are now sealed and he has to undo it little by little, starting at the strength that Luke and company are at. Enjoy seeing a different side of Luke here (yes, he is a wuss when it comes to taking human life), and now you're free to roam the upper parts of the Tartarus. Take note that the Griffins here like to form Wind FoFs, and if you use Luke's Fang Blade arte in them, that'll become the much more potent Lightning Tiger Blade, which looks cool and has an even cooler damage amount. Sweetness.

Head up the massive ladder here, and then cross the deck while taking out enemies if need be. Tear and Jade leave Luke behind on "guard duty", and in another spasm of hilarity, Luke starts swinging Mieu around because his voice "drives him up the walls", which awakens the soldier, and then a rather fake battle begins as Luke attempts to fight off the soldier, succeeds, the fonons weaken, and then two God-Generals by the names of Legretta and Asch land down. And the group is arrested again. Hahaha, that's three times now.

Inside the cabin, Luke is reluctant to fight because he has a serious problem with taking human life, but he eventually agrees, so good for him. You need your equipment back though, so just leave this room and head down a little bit to find two doors. Enter the one on the right to get all that stuff back, then go back to the hall and enter the very lower left room. In here, you get to move blocks for three quite valuable treasure chests: the Styl capacity core,

1200 Gald, and a Life Bottle. Sweetness, I recommend putting Styl on Luke, since Enhancement is a very, very helpful thing.

With that, enter the room on the bottom right, where Luke gets to do all the heavy lifting because Jade is such a decrepit old man and Tear is a woman. Aight, no problem. Just clear a path to the right, to find that "something fun" Jade was referring to earlier... gunpowder. Bahaha. Watch Mieu blow up the wall, and then grab the chest there for a Long Sword, which should be equipped on Luke following that to kick more ass. With that, enter the hole you just blew up, and then climb the three ladders.

Back on the center of the Tartarus, enter the room to the east only to be attacked by Arietta and Major Legretta, two of the six God-Generals. Of course, none other than Guy comes in now, being that he went everywhere looking for Luke. And in the process you get Ion back, so that's a good thing. Anyways, your next destination is St. Binah, and you'll be right at the fork between Engeve and St. Binah. Just walk a few steps in the latter's direction, and Guy gets to introduce himself. In the process you'll learn that Guy has a phobia of women... never a good thing.

Just minutes later, Oracle Knights come in and attack, so after a rather effortless battle, Luke hesitates, Guy and Tear come in, and Tear is injured, delivering her favorite quote in the whole game to Luke: "You idiot". Okay, whatever floats your boat. Talk to everyone after that, with Tear last and then Mieu a second time to go to sleep. After a skit (lol at Mieu's 38 times), another scene, and St. Binah is right nearby. Change Guy's Blade to the Cutlass while you're at it.

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Vif. St. Binah  
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- Recommended Level: 8

Heh, this music reminds me of that of Symphonia. Not bad. I might also add before starting this place off that some people choose to control Luke in battle, and some prefer Guy. I really have no recommendation because I liked to control Luke for the most part because I was used to him and never really got out of that habit, but Guy is certainly admirable, because of his greater speed albeit slightly less strength. But anyways, the Oracle Knights are here, but the people from Engeve come in, so Luke and company manage to get in.

After two priceless reactions from Guy, you're free to do some shopping around St. Binah. I really recommend talking to the equipment shop guy and buying the Rapier for the own between Luke and Guy of whom you're going to be controlling. Also, the Glaive and Mace are certainly good weapons to have. The armor isn't quite as important as just look at the stat gains. A little less, to say the least? Bah, that was as stupid a line as Ion's last one. Some items wouldn't hurt either, although I personally didn't need them. I was almost bankrupt anyway. ;]

With that, head to the eastern part of town and enter the leftmost house there. Examine the book on the far left to earn the Sandwich recipe... eh, not bad. Go back to the western part of town and enter the northern building which has two guards in front of it, so that Jade can have a talk with the two McGovern people which seem to, well, govern this place. You'll get a letter from Anise out of that (I concur with Luke's reaction), and next stop is Kaitzur, across the Fubras River.

You'll also get the World Map out of it, so that is a good thing. But still, try to exit the town, and you'll see five of the six God-Generals, who are Van's immediate subordinates, the executive officers of the Oracle Knights: Largo the Black Lion who survived, Arietta the Wild who wants revenge on Ion for the death of... the Liger Queen, Legretta the Quick who's just tagging along, Sync the Tempest, who seems to be in charge of things and is a newcomer

here, and Dist the Reaper... or Rose, whatever. He's obviously the comic relief behind it.

After the scenes that follow, rest at the inn that's just next to the equipment shop, and Ion will mention the Sephiroth (oh my GOD), which are the planet's ten most vital points. The parallels are so obvious... watch as Jade says more cryptic things, watch a skit, and now we're off to Kaitzur to rendezvous with Van and Anise. First, though, it is absolutely IMPERATIVE that you sleep at the inn again, because Guy and Luke has some practice that results in Luke learning Sonic Thrust. After that's over, your next destination is Fubras River. It's just a bit due south of St. Binah.

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VIg. Fubras River  
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- Recommended Level: 8

Watch as Luke acts like a further fool of himself, and then head to the left and use Mieu to burn down the vines for an Apple Gel. Aight, now head down a little more, and you get to listen as Jade teaches you a valuable lesson. Just use Fang Blade on the green field of fonons and you get Lightning Tiger Blade, for some kickass results. Alright, but we already knew that. Finish the battle and then you're faced with a fork that just goes the same either way. Eh, just take the right path.

Grab the Magic Lens there, and then head down and a bit towards the center for the 500 Gald there. With that, go south beyond the gate shaped thingy there, where you'll reach the river itself. Okay, just start by heading to the left and getting the Apple Gel there, then take the central path down and to the right to find a save point. This is a rather big fork, so start by going north to find a big gate... and a chest with an Iron Mail. How frivolously useless. Go back down again, alright?

Take the path on the right and keep following it down, and on the next screen you'll be attacked by Arietta again. Yep, the liger queen was indeed her mother. But with that, an earthquake hits, and deadly mist called the miasma starts pouring out. Jade is about to kill an unconscious Arietta, but Ion and Luke have to bitch about it, so none of that. In the process, though, Tear learns Force Field, which she'll be using quite a bit. But anyway, we're back in control, am I right?

Just scope over to the right for an Orange Gel there, and then over to the far bottom left to find a Life Bottle. Now head up the path which seems to be covered with monster fangs (a disturbing mental image), and follow it to find a chest containing a grand total of 1600 Gald in it. Now that is sweet. You can just take that path out of the Fubras River, and then you're on the world map going to Kaitzur. Jade will stop you halfway to ask about Tear's fonic hymns, but that's no problem. Laugh at Luke's rather particular comment, and then enter the extremely noticeable, easy to find Kaitzur.

-----  
VIh. Kaitzur  
-----

- Recommended Level: 9

A short trip... and yes, last sub-section was four paragraphs and this one is normal. You ain't seen nothing of how crazy this'll get after a while, I'm afraid. ;] Okay, that was idiotic and pointless. Once in Kaitzur, enter the first building there, which is the inn/item shop. I personally didn't need any items at all, although getting some Lettuce and Engeve Bread isn't a bad idea. Just head to the bridge, and you'll find Anise there, who is rather without a passport. And ever needlessly loving of Luke, no less.

Just as that happens, though, Asch comes in and starts trying to slice Luke

down. Once again we can't see his face, but Van manages to break in and get Asch away from him, mentioning how pathetic Luke's techniques still are. With that scene over, head to the inn and talk to Van, who's on the left side. Apparently, the God-Generals are working under Grand Maestro Mohs, who Tear is under the intelligence division of. So... who to trust, Van or Tear? It's up to you. Feel free to rest, because Tear and Van don't trust each other.

Your next stop is the Kaitzur Naval Port. Just head a little bit south and use the passports there to get to Kimlasca territory, and from there, just enter the equipment shop on the right. Things here are very expensive, but I at least recommend the Broad Sword for Luke/Guy, and the Guisarme for Jade. Get some Leather Boots too, plus some Chain Mails/Chain Guards wouldn't hurt. Whew, now I'm bankrupt. Anyways, on the world map which is south of here, you'll find a fork between Choral Castle and the Kaitzur Naval Port. Stay away from Deo Pass and the former, and just head to the naval port, which is close by.

And when you get here... you'll find Arietta the Wild, and monsters, have attacked. The engineer has been kidnapped by Arietta, who is bringing him to Choral Castle, where she wants Luke and Ion to head off to. Van, however, is against that and wants them to return to Kaitzur. Whatever... stop off at the inn before anything, though. There's no one there, but hey, there's a save point. Nothing wrong with that.

There's nothing at the Kimlasca Base either, so just leave this place and then some people will request that you go to Choral Castle... guess you don't have a choice. Back on the world map, Choral Castle is roughly towards the southeast. I might also note that you do have five party members, and the one out will almost invariably be either the swordsman between Luke and Guy who's not there, or Anise. Tear and Jade are... too valuable. But whatever.

-----  
VII. Choral Castle  
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- Recommended Level: 10

I totally love this music. Very chilling, relaxing, peaceful, yet... haunted. And that's exactly what Choral Castle is... haunted, despite being Duke Fabre's vacation home. Enter, and inside you'll immediately be introduced to surprise encounters, which will randomly mess your party formation up and are usually slightly harder because of that. This one isn't too bad, though, so just finish it off, let Luke be scolded, and now you're free to roam the dark terrains of Choral Castle.

And yeah, this place is longer than the Cheagle Woods or Fubras River, but it's a lot more awesome than those two places just because of this eerie music, so no problems there. Anyways, if you head through the door up front, you'll find a purple orb in the door, but you can't go through there because... well, yeah, you can't, because you need two other orbs, but that's your destination. Outside, the left is blocked with a chandelier, so head to the right and then follow that long path down.

Seaside, huh... well, just cross the path and head to the left. There you'll find that ghost with a red orb in it that you saw earlier, but it just runs away and you can't catch it. How do you remedy this? Okay, see the two statues that are right above? One's in the corner, and one's in the closet/door thingy that's just a bit to the left. Pull them up so that they block off the path ahead, and then exit this screen and re-enter. Then the ghost will try to run and be blocked. What do you do? Kill the bastard.

With that done, you'll receive a red orb. Yeah, you'll find out what it's for momentarily. Just head through the door on the left, and you'll see another one of those statues that you can pulverize above. With that, take the stairs on the left down for a Life Bottle, and then head south from here. You'll find a room here with a ghost with a yellow orb, but do NOT fight this one. If you

do get in an encounter with it, just run away. Otherwise, leave this room through the south and follow the outdoors path there for an Apple Gel. Worth it, I suppose. Back in.

Once you're back inside the room, head up the stairs and you'll find a ghost with a blue orb there, which will attempt to run away. I recommend hitting it with Mieu's fire to slow it down a bit, but when you do get in the fight and finish, you'll end up with a blue orb along with the red. What do red and blue make? Purple. What was the color of the orb at the entrance? Purple. Speaks for itself. Before that, though, head up the stairs and take the first door you see to the right.

At that balcony, grab the 1000 Gald that's there, and then return and continue up the stairs. Another door, another balcony, and... an Iron Mail. What a pathetic joke. Leave this room and continue progressing up the stairs, and you will come to the roof of this grand place. Or not. Enter the room that's there, and avoid the ghost with the green orb while you're at it. Pick up the chest for a Silk Robe, which is for Jade. Aight, ready to go back to the entrance of this place? Thought so.

Enter the room in the center, and supposing you still have the red and blue orbs, the door will be opened. The room that emerges is one in which you can go down another flight of stairs to see a large machine, which to Jade looks quite familiar. But in a strange sort of turn of events, Anise falls on Guy, who gives... one hell of a reaction. Maybe because part of his memory is missing. Feel sorry for the guy (no pun intended) and head to the right. Ignore the stairs and just head to the next area. Nothing in this cave, so keep going.

Here you'll find a place similar to that one with the balconies and stuff. There's a healing circle right above which is very much needed, along with a cracked wall that you can't go through. Oh well, head upstairs and through the door that's there for a Shakujo. That's a weapon for Tear, so just give it to her and whatever she was using to Anise. Now head up and through the next door for 1600 Gald. Sweetness, but when you keep going up, a scene will cut in as Luke and Anise run after Arietta.

Naturally, Luke gets swiped by a bird and almost dropped off the castle before Dist saves him for some reason. He gets taken to the fon machine, where Sync does weird stuff to him. Guy cuts in, rescues Luke, sees Sync's real face which we don't, and gets a fonic disc. Aight, just head back to that save point from earlier. There's nothing more to see by going through any doors, so just head to the roof, where Arietta awaits. Looks like she's still pissed off.

| \\ Boss: Arietta / Liger / Hresvelgr |        | Party: Luke, Tear, Jade, Guy |          | \\ |  |
|--------------------------------------|--------|------------------------------|----------|----|--|
| #####                                |        |                              |          |    |  |
| Stats:                               |        | HP                           | - 3,000  |    |  |
| - P. ATK                             | - 98   | EXP                          | - 760    |    |  |
| - P. DEF                             | - 263  | Gald                         | - 1,300  |    |  |
| - F. ATK                             | - 111  | Difficulty                   | - Medium |    |  |
| - F. DEF                             | - 235  |                              |          |    |  |
|                                      |        |                              |          |    |  |
| Weakness                             | - None | Resist                       | - None   |    |  |
|                                      |        |                              |          |    |  |
| Stats:                               |        | HP                           | - 3,700  |    |  |
| - P. ATK                             | - 148  | EXP                          | - 0      |    |  |
| - P. DEF                             | - 228  | Gald                         | - 0      |    |  |
| - F. ATK                             | - 101  | Difficulty                   | - Medium |    |  |
| - F. DEF                             | - 167  |                              |          |    |  |
|                                      |        |                              |          |    |  |
| Weakness                             | - None | Resist                       | - Wind   |    |  |
|                                      |        |                              |          |    |  |
| Stats:                               |        | HP                           | - 3,500  |    |  |
| - P. ATK                             | - 135  | EXP                          | - 0      |    |  |



answer Anise's rather interesting question, then talk to Tear to get a full on explanation about the Seventh Fonon. And with that, head up to the right only for Luke to get another headache and be consoled by Van, who tells him that he has the power to become a hero. Yeah, right. With that, you'll arrive in Chesedonia.

-----  
VIk. Chesedonia  
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- Recommended Level: 13

Van goes off and leaves you to explore the sandy lands of Chesedonia, which is one of the game's most resident city. Start by heading to the left and entering the building right above to talk with the guy Din there. He collects trade items and gives you stuff for them, so hey, you might want to think about that instead of selling them for scrap. Right below is an accessory shop and food shop, but just continue a little past that only for Luke to get seduced by some old woman. How appalling.

Tear notices that this woman, Noir, stole Luke's wallet. Bahaha, what a moron. She gets it back for him though, so you're good to go. Feel free to stop by the medicine shop to the west, but otherwise head southeast past two screens to come to a place absolutely loaded with merchants. Before anything, though, talk to the guy at the counter just below, who says that you can sell things for a higher price in Baticul. Ask for items, get dissed by Guy, and he'll give you two Apple Gels and two Poison Bottles. That helps.

Feel free to do some shopping here, especially at the armor shop at the top, but don't even bother trying for the Dragon Killer right now. I know it's enticing, but neglect any instincts that come to mind. With that, leave this screen and head to the previous one, and then towards the west. You'll see a large mansion there, so just enter and you'll meet up with Astor, the guy running this whole place. His assistant does some analysis of the fon disc, so your business here is done.

Go back in the mansion after that and enter either of the northern doors, and then the one to the upper left. In that room, look in the drawer to the right to find the Time Traveling Hero, which is an accessory for Anise. Whatever. With that, head south of here and towards the merchants, and none other than Sync shows up to try and steal the stuff from Guy, who gets attacked in the process. That could be a problem... but anyways, the team manages to get away, onboard the ferry. Looks like Dist is still a problem though...

-----  
VII. Katsbery Ferry  
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- Recommended Level: 13

Once onboard the ship, the group begins to talk about Lorelei, who is the great sentence of the Seventh Fonon, just as Gnome is that of the Second (earth), Sylph is that of the Third (wind), Undine is the Fourth (water), and Efreet is of the Fifth (fire). You get the point., Then Jade brings up replicas and fomicry, which are extremely important in the story. But it all comes to an interruption when the Oracle Knights attack, and after a quick battle, Luke gives the cruelest line to Mieu that you will ever hear. Haha.

Get out of this room and enter the one right above to find a merchant. I bought the Scimitar for Luke so he could kick even more ass, so I advise you do the same thing if you can afford the wages. Do NOT sell the Time Traveling Hero here yet, though. Instead, head upstairs and fight off the Oracle Knight that's there, and then north to find a fonstone fragment has been stolen by a poorly designed robot. Just chase it, and stop when an exclamation point appears above Luke, it's really easy.



I got through one tremor and then caught it, so don't worry. Watch it fall to its doom, and you'll get the Nobile fonstone and the Winged Boots, which simply increase your movement speed. Speaking of fonstones, I'd recommend swapping capacity cores up now, since you want to get a good range of all of them for the various AD skills, but obviously focus on stuff like P.ATK for Luke, F.ATK for Jade, ENH for all, etc. Just head further up, only to meet the one behind it all, Dist. After a mutual argument with Jade, it's boss time.

```
\\ Boss: Kaiser Dist R Party: Luke, Tear, Jade, Guy \\
#####
Stats: HP - 19,000 ||
- P. ATK - 182 EXP - 800 ||
- P. DEF - 302 Gald - 1,500 ||
- F. ATK - 139 Difficulty - Easy ||
- F. DEF - 204 ||
Weakness - Water Resist - None ||
```

Dist may have an enormous amount of HP and physical defense, but he really is a huge pussycat. His attacks mostly consist of large stomping motions, together with thrusting his big drills forward, but it's not like those can actually be considered a threat. Meanwhile, he's terribly weak to Jade's Splash fonic arte, which he should probably have by now, and if Tear uses Nightmare around it, you may end up with a Fourth Fonon field, while will allow for Luke's Frigid Blast, resulting in further damage. Tear's First Aid should be sufficient enough for healing, but hey, you have Apple Gels lying around if not. This fight should NOT pose any problems.

That having been finished, Dist is shot into the ocean. Yeah, like that's going to kill him. Not much else to do here, so with that the Katsbery Ferry will take you straight towards the royal capital of Kimlasca, which is Baticul. Remember this place from the beginning of the game? ...Obviously not, but hey, it's not just a manor.

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-----
VIm. Baticul
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- Recommended Level: 14
```

You'll be greeted by two peoples by the names of Goldberg and Cecille, whom Guy seems to have something slightly more against than Cecille's gender. Head down and save, first of all, and then take a ride to the grandeur of Baticul, which still doesn't exactly feel like home to Luke, for obvious reasons. Noir, Urushi, and York greet you just by the entrance... Noir's line to Anise is truly ownage in its purest form. But anyway, first thing you should do is enter the large building to the right.

These are the shops/coliseum, the latter of which is not yet open and will not be open for a few eons. Remember, you're not done with even a tenth of this game yet. My recommendation is to sell the Time Traveling Hero, just because I'm a greedy, money loving bastard, but oh well, it's your choice. Buy whatever strikes your fancy, particularly weapons that you couldn't afford before fighting Dist. When you're done, exit and go to the inn if necessary. Otherwise take the elevator up.

Nothing to do here, so just take the lift on the upper right up to the castle grounds. Can't go in Luke's crappy manor yet, so just enter the castle right up front. Head up the stairs to find that King Ingobert VI is in an audience with Mohs, but Luke just forces his way in and tells Mohs to shut the hell up, pretty much. For such an important character, Mohs really is just an ugly old geezer. But whatever, he's just trying to start a war when Malkuth was totally peaceful.

However, Luke's mother is ill so you have to go back to his manor now. Enter, get the greeting, and Tear has to go apologize to her, so talk with Ramdas if you want, but then go to the drawing room, take the upper exit, and then to the upper room there to talk with Susanne. Once that's done, go over to the courtyard, and here's something optional and rather important. Make SURE you talk to the gardner, Pere, here, a few times until he starts talking to Guy. He'll refer him to a man in the desert named Gee. This is the first of seven steps toward getting two techniques for Guy, so MAKE SURE YOU DO IT. Yeah.

With that, next step is to see Princess Natalia. Head to the drawing room next to find her, only for Guy to get dissed, and Luke accused of touching the "cold chick" Tear. And apparently Van is going to be arrested and executed as soon as he enters Baticul. No candy for guessing what Luke's reaction to that is. Anyway, return to the first room of the manor for a classic Luke, Tear, and Guy interaction, and now, SOMETHING ELSE IMPORTANT! Talk to Ramdas here. Don't ask why, just do it for the scene that follows.

You'll get 20,000 Gald, because a book of arcane artes belonging to Van was sold to a traveling salesman who is likely still at the port. So with that said and done, leave the manor and head for the port. Luke will stop the merchant, who only has one, and you can buy it back, so Luke will learn Demon Fist after that. It's the equivalent of Demon Fang, so it works well enough. Anyway, go back to Luke's manor, and then to his room, which is just above the courtyard. Go to bed, and a messenger from Natalia will arrive, requesting your presence at the castle. Hard to refuse that.

Enter the castle again to hear Tear talking to Mohs, and then an audience is called making a proposal to Luke, that is he travels to the town of Akzeriuth as a goodwill ambassador, being that they risk destruction due to the miasma, Van will be set free. Obviously he agrees, so next objective is to see Van. You really do need to listen to that Score Tear reads, though, cuz it really is so vague and interesting. But anyway, leave this room and enter the one on the left, then head down the hall and enter the room there. Down the stairs in this cell is Van.

Now Luke does the stupidest thing of his life, agreeing with Van to destroy the miasma without moving the citizens of Akzeriuth, but they can't tell anyone else of the plan. Of course, Natalia manages to overhear all this... heh heh heh... I'm loving it. After that, leave the castle for another classic Luke, Tear, and Guy interaction, and then head a bit near the inn to find Anise there, and for two things to come out: Ion has been kidnapped by the Dark Wings, and Mohs actually isn't involved with the Six God-Generals. You probably can guess what that means.

You now have to cross to Malkuth terrain by land, but you can't leave the city because Sync is guarding it. But before anything, take the elevator here down, and Guy will show Luke to an old man named Miyagi. He'll give you a Carmine Chamber, which allows you to make certain artes stronger, and a Moon Selector, which allows you to pick who you control in the middle of a battle... very, very useful. Anyway, right below is the aircar to the Abandoned Factory you need to cross. Someone else has been here, though...

-----  
VIn. Abandoned Factory  
-----

- Recommended Level: 14

Before firing away here, I would like to note that I hate this dungeon with a passion. I honestly can name maybe one dungeon in the whole game that is worse than this place, and considering how early we are in the game, that's a fairly good thing. So might as well get it over with, right? After Guy's long explanations, Natalia shows up and demands to go, after dissing Tear and Anise. Plus she overheard Luke's plan to flee to Daath, so after some blackmail,

Luke decides to take Natalia with the group. "This is why women scare me..."

Natalia in battle is the equivalent of Raine from Tales of Symphonia doing S rank -- she's still good but completely inferior to T rank, because most of her artes do a good job healing one character, Tear is far better because she gets stuff like Healing Circle and Revitalize, which recover the whole party. That being said, might as well take her in at least a few battles to get acquainted. Start off by heading to the far right for an Apple Gel, and then start climbing ladders.

The mundane, rather uninspiring music makes this place that much more exciting, huh? Yeah, thought so. Once you're done climbing ladders there's a fork with nothing to see to the left, so just progress to the right. Climb down the ladder here, but don't bother climbing the one below that, because all it is, is just a long path that leads to a grand total of nothing. So just head over to the right when applicable, and then move forward a bit for a scene which ends in Jade being a total badass. Haha.

Head up the ramp here to find a switch that needs to be flicked. Whenever you see these and can flick 'em, do it... it's irreversible, which means no mistakes can possibly be made. Then take the lift on the left and there you'll find an up-down fork of ladders. Oh my god, what is this, Legendia? Whatever, take the upper one first to find a Scimitar, which is good because I didn't buy an extra one for Guy. And with that in order, head back down and then down the ladder which has yet to be taken.

Go to the right and just keep going to find a Cobalt Chamber there, which can be used in the chambers to make an arte send enemies flying, and just head up to find an oil drum that happens to be flammable. What does this mean? Ah yes, Mieu. Set that baby on fire and then press the switch there which your blind party members can't see, and then take the lift right below and try to take the path before the thing just collapses. No problem there, just take it down and head to the right. There, you'll find oil dripping into a drum, and all you have to do is time Mieu's fire so that it hits the drops of oil.

Nothing to that, anyway... at least it lights this place up so that your characters can see a centimeter in front of them. Just go back to where that switch you pressed was, and enter the door to the right of it. In there, hit the switch that's right near the aircar, but before taking it, climb down the ladder right below it and cross another broken pipe to find an Apple Gel. That is all to find there, so just head back up and enter the aircar to get to at least the second half of this god awful dungeon.

There you'll find a machine that can control the oil flow, and a switch that's "too dark to see". Double you tee eff, I can see it just fine. Start by changing the flow to the left, and then take the aircar back and take the ladder on the far right. There's oil dripping here, so just flame it and then head back to the oil machine and the switch nearby. Change the oil flow to the right, hit the switch, and acknowledge that you are getting closer to finishing this POS dungeon.

Just follow the path to the right without diverging up the lift, and hit the oil drum above with Mieu's fire. Then take the ladder near the entrance of this screen down and over to the left, then up to find more oil dripping, and at the top is an empty oil drum that can be moved. That sounds ideal enough. Just drop it down and shift it over to the dripping oil, and then try to flame the oil only to find out that won't ignite it. Aight, just head back to the oil machine and switch, and take the lift.

Follow up to enter a new screen, and head to the left to automatically knock the pipe down and fill the drum below with oil. Me likes that. Head back and lower the ladder below, then head up for the Panacea Bottle there, then to the left to lower a second ladder, and then down it. Time to hit that oil drum with Mieu Fire, si? Do that to light up the area above, then climb up (too many damn

ladders) to the conveniently placed healing circle, and then to the left for a switch. Sure, whatever, just take the aircar nearby. It appears you are not alone...

```
\\ Boss: Abaddon Party: Luke, Natalia, Jade, Anise \\
#####
Stats: HP - 22,000 ||
- P. ATK - 197 EXP - 1,190 ||
- P. DEF - 333 Gald - 2,000 ||
- F. ATK - 186 Difficulty - Semi-Easy ||
- F. DEF - 271 ||
Weakness - None Resist - None ||
#####
```

I certainly will give this monster some props and say that it's better in the combat department than it is in the aesthetic department... not that that says much. Anyway, this is a rare exception in which I actually prefer Natalia to Tear, because the former's Heal is very useful here in the rather singular attacks that Abaddon uses. There's three main things: a physical attack, Bug Parade which is very dangerous, and Negative Gale which is easy to dodge but is upwards of 350 damage to one character, and that really does add up fast.

It's not all bad, though, because Negative Gale is the First Fonon of shadow, and Jade should be constantly using Splash which is the Fourth Fonon of water. Darkness and water go together to create a blue PoF, which is perfect for Luke whipping out a good Frigid Blast. Along with that, your characters should all pretty much have Over Limit, except for maybe Natalia, so that'll help you defensively. A few casualties may result here, but overall it isn't a hard fight.

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#####
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Just move over a little to the left once that's done, and then a rather funny scene ensues as Natalia orders Guy to do something he obviously can't do, Anise starts flirting with him, and Jade is his usual badass self. Take the emergency exit there, and a fantastic anime cutscene ensues as Luke finds Asch waiting outside, draws his sword, and we see Asch's face for the first time... he looks like Luke. Anyways, you're off to Chesedonia and the oasis by land.

And yes, I know that there is a glitch here that makes the previous music played, play on the world map. Nothing to do about it, just leave it. You'll need to move over to the desert to the east to find the oasis, obviously, and the sand there is difficult to move through. The oasis itself is around the center of the desert, but slightly westish. Easy to find, distinguishable by tall trees, etc.

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Vio. Desert Oasis
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- Recommended Level: 17
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As soon as you enter, Luke will get another headache, and these voices are different. They're coming from none other than Asch, the one who looks like Luke. He says that both he and Ion are in the Zao Ruins, so that's your next destination, but the only problem is that you don't know where it is. But I do, it's to the east of here. Haha, no need to worry about asking people now. However, someone sells weapons and armor outside the tent, and inside the tent is something VERY IMPORTANT!

Yeah, remember Pere referring Guy to some guy named Gee? He's the old guy in this tent, and the next step in learning an arcane arte is meeting some guy in Kaitzur... not anytime soon. There's a grocer in here, but hey, who needs that right now. What I recommend is leaving this place and heading for the







effortless Treant enemy, if you're interested. Otherwise, go to the right for a breakable rock that reveals 1600 Gald behind it. With that, there's two more ways to go: left to a dead end, and up to a new screen. Should be obvious enough... head up on the very small new screen, and on that third area, here's yet another fork. This does indeed set the stage of what's to come on the Deo Pass.

Before anything, hit the tree in the center for a Panacea Bottle that drops out of it. Having done that, head west at the fork and take the upper of the two paths down, following it to a new screen past a Treant for a Gothic Mace. Good if you only bought one for Tear and need an extra for Anise. Return to the fork and head east this time, up another small and eventless screen, and then in that next area, head to the far east and then down that path to find a tree, which gives you 1800 Gald on a tremor. That tickles my fancy.

Head back up and then over to the bridge and across, where Ion demands some rest. Luke is his usual bitchy self about it, and after some scolding by Tear, save and then head down a little bit, and to the west for as boulder to break for a Carmine Chamber. Will do... down some more is a two way fork with right only leading to a tree which will give you nothing, so head to the left and down for another tremendous large area with three million forking paths everywhere.

First of all, take the southern path down and head to the right for a tree to shake, making a chest fly out somewhere else. Better than nothing, I guess. Head back and shake the tree right above for an Apple Gel, and then take the eastern path down to another new, large area. There's another save point here, and believe me that it'll come in handy. Before anything, though, head to the west and take the upper path to a new, small screen with a chest that has an Orange Gel in it.

While you're here, the tree aka Treant is a rather nice random monster. =) Whatever. Head back to the last screen and take the lower left path there, swooshing the tree along the way for an Apple Gel, and just continue down for a boulder to break for 1500 Gald. Just proceed to the right to find two paths, one with grass and one rocky. Take the grassy one and climb the ladder to find that chest earlier... a Steel Bow. Yawn, already have it. Now proceed down to the rocky path

---

|                   |                              |    |
|-------------------|------------------------------|----|
| \\ Boss: Legretta | Party: Luke, Tear, Jade, Guy | \\ |
| #####             |                              |    |
| Stats:            | HP - 31,000                  |    |
| - P. ATK - 357    | EXP - 2,100                  |    |
| - P. DEF - 319    | Gald - 2,500                 |    |
| - F. ATK - 224    | Difficulty - Medium          |    |
| - F. DEF - 196    |                              |    |
|                   |                              |    |
| Weakness - None   | Resist - Light               |    |
| #####             |                              |    |

Legretta may be fighting this battle alone, but she's an extremely formidable opponent, especially as the fight draws on. Her gun combos are quite damaging as they come, but it doesn't get too bad until you get further into the fight. Sure, Luke being reduced to 700 HP or below isn't nice, but Tear with Healing Circle can remedy that very quickly. It's just when you get down to about half of Legretta's quite high HP that she starts throwing Overlimits out and getting on your nerves.

First of all, her magic. Eclair de Larmes is about 400 damage, Holy Lance is about 500, plus her signature arcane arte, Searing Sorrow is about 600 damage. All of those are multi hit attacks which can roast two or possibly even three characters right then and there. However, there's a good side in that Eclair de Larmes and Holy Lance are both light elemental and will deploy a Sixth Fonon FoF right there, so Luke can pull out Burning Havoc



to get things done. Just do not neglect healing and cure yourself when you get below 500 HP or so, or you may be in trouble. They don't call this chick Legretta the Quick for nothing.



On the closing of that fight, Legretta tells Tear to get away from the "reject" aka Luke, then Jade and Ion get really angry about the Oracle Knights bringing back some forbidden technology called fomicry. Now Luke blows up about being left out of the conversation. What a child. Anyways, exit to the east and then watch the best skit in the entire game that follows, between Luke and Tear. Foreshadowed up the wazoo. Anyway, Akzeriuth is right nearby.

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VIs. Akzeriuth  
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- Recommended Level: 24

The miasma and stuff in this town are just pretty bad... alright, Luke's the ambassador and corrupt and whatnot, and it's time to save this place... or not. Start by entering the building just to the east, which is a rather failed infirmary. Talk to the guy behind the counter for three free Apple Gels, three Orange Gels, a Life Bottle, and a Panacea Bottle, for a total of 0 Gald of wages. That's a bargain!

While you're here, note that Legretta dropped an herb called a Chamomile, which raises fonic attack by 1, so give it to Jade or Tear, or Anise maybe. And with that, head down the ramp to the left and enter the building there, which sells items and equipment alike. The guy with the spear offers little to nothing new, but I do recommend restocking up on items with the guy on the right, even though they're expensive. I blew off almost 10,000 Gald on items, but hey, you can never really have enough.

From here there really isn't too much more to do. There's absolutely nothing in Tunnel 7 which is to the right of here, so take the elevator on the left to go down below. No, you can't get the treasure chest at the bottom, so don't try. Head to the right and enter Tunnel 14, where a man named Hyman will assist you. Nowhere to go but forward to where Van is...

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VIt. Akzeriuth Mine Shaft 14  
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- Recommended Level: 24

Here's where it all comes together... this is the decisive point for Luke. Hope you're ready for it. The camera here is really annoyed because it makes this place out to be full 3D, but you'll get used to it. Start by heading to the left at the fork and grabbing the Panacea Bottle, and then go back to the fork and head north only for the camera to change what's ahead to an up-right fork. Yeah, you thought the Deo Pass was bad, get a load of this place. Might as well head up for a chest with a Steel Circllet.

By the way, you may have noticed that Tear isn't in the party, so the usual of Luke, Jade, Guy, and either Anise or Natalia will have to suffice. Don't worry, there's nothing in here that can rend you in seconds without Tear there to use Healing Circle. =) Head to the right after that and then up when applicable for a Life Bottle, proceeding east through the miasma-rich tunnels of Akzeriuth Mine Shaft 14.

Continue to follow the path until it diverges up yet again, and leads to a nice Carmine Chamber and 5500 Gald. Oh how I love these non Apple/Orange Gel chests. Keep on following the path to the right until an up-down fork dawns on you, and then just head up for the Nocer Forte capacity core. Once again, these places have awesome chests. Head down this time to yet another fork, in which up leads to a Cobalt Chamber. Got the hang of this place yet? ...If not, I do

pity you.

If you didn't, it doesn't matter, just head to the left, where we'll see the exact extent of this place. Now just head north to find Van there... Ion has no choice but to open the door there, that Van tells him to. And with that, Luke, Van, and Ion enter the Sephiroth, despite three headaches with Asch trying to stop Luke from entering. Perhaps you couldn't predict it yet, but it all is coming together. Tear and Jade meet up because the vanguard was wiped out, and Van is... blank out. Gah.

Inside the Sephiroth, it really is as straightforward as any place can be. Head down and then at the only fork, head right to avoid the dead end, and at the bottom Van will give you an order. Yeah, as Tear says, Van is trying to destroy Akzeriuth and Asch has been helping them. As Luke, head forward and Van will ask you to cause a hyperresonance, which Luke does... and as that happens, he calls him "foolish replica Luke", Asch breaks in, and then we see an FMV as Akzeriuth is completely and utterly destroyed. Van really did deceive Luke, all that time.

You'll be in Fallen Akzeriuth after that, which is basically just that city in a place called the Qliphoth, which is underground. Talk to Tear and kill yourself inside watching some kid drown into the mud, along with the other thousands that died because of Luke. With that, your destination is Yulia City to the west. Along the way are two cutscenes, one of which the entire group shuns Luke for doing what he did with only Mieu comforting him, which makes Luke feel even worse. Oh well, it IS 100% his fault.

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VIu. Yulia City  
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- Recommended Level: 25

When the group arrives in Yulia City, Luke just stands there while the whole group goes off to see Tear's grandfather. Basically if you didn't quite get it, you're in a place called the Qliphoth, which supports the Outer Lands by things called Sephiroth Trees, pillars that support it, and Luke completely broke one of them when Van deceived him. And then Asch comes in and lets Luke know that is indeed his fault, and then reveals that Luke is a second-rate replica of Asch, and that he wants that piece of trash to die.

| \\ Boss: Asch   | Party: Luke       | \\ |
|-----------------|-------------------|----|
| Stats:          | HP - 10,000       |    |
| - P. ATK - 380  | EXP - 1,250       |    |
| - P. DEF - 340  | Gald - 1,200      |    |
| - F. ATK - 250  | Difficulty - Hard |    |
| - F. DEF - 100  |                   |    |
|                 |                   |    |
| Weakness - None | Resist - None     |    |

You do not have to win or lose this fight. Asch overpowers you completely and if you want to just throw the fight instead of throwing away a ton of Apple/Orange/Lemon/Melange Gels, that's perfectly acceptable. In fact, I hear you'll even get the EXP and Gald from the fight if you lose, although I'm not completely sure about that. But whatever... this fight is freaking difficult, although I suppose it is fairly satisfying personally to win. Asch uses the same techniques as Luke, except he's also capable of using magic. What a totally more awesome guy.

Demon Fist is fairly useful here, as you want to keep your distance from him, plus Asch is fast so Free Running isn't exactly the best option here. However, there's one way to interrupt things. If Asch is totally cutting you down, use Raging Blast and a cutscene will ensue, ending with Asch

saying something totally badass: "You're damn right you're not me". Plus when Asch gets below 5000 HP, another cutscene ensues as the two try to slice each other to pieces. Otherwise, you'll really have to use Apple Gels when you get below 900 HP, and Lemon Gels when below 500. Fortunately, Asch's spells are easy to Free Run away from, and leave him vulnerable to a good slash up, and plus if you hooked Steel up to a Grass Chamber, that might have a little bit of a healing effect. Good luck. Whatever you do, though, leave 3 Apple Gels. Remember, you can win or lose this battle.

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Whether you win or lose, the result is the same: Luke ends up in bed with a headache while Asch seems to control him, although it is most satisfying to hear Asch's first few roars of anguish. When you emerge, Luke is in bed connected with Asch through isofon slots, meaning that Luke can see everything that Asch is doing, yet you are indeed controlling Asch, because the party is completely sick of Luke and wants nothing more to do with him. Which is a perfectly understandable sentiment in my opinion.

Anyway, when you emerge as Asch, do please talk to Luke and watch that sheer beauty of an exchange of words. With that, examine the closet behind him to get a Deck Brush (weapon for Jade), and then head downstairs and pick up the green book to learn the recipe for Ramen. Do go ahead and talk to Tear, but she doesn't intend to go to the Outer Lands. And nope, it's not because she loves a bastard like Luke or anything. Really. But with that, head outside and talk to Natalia, but then head over to the far left.

Talk to the guy there and give him three Apple Gels, to which he runs off after Asch barking at him. Yeah, of course... but anyway, you came out of the right one between two buildings. Enter the one on the left, which is the central facility, and you can buy expensive tools to the left if you want. Bah, 270 Gald for an Apple Gel, who are you kidding. Save, talk to Ion and Jade if you want, and then enter the conference room which is above, and speak to the old man above. That is Tear's grandfather Teodoro. He and Asch will discuss raising the Tartarus, which I recommend starting now. Nothing to see here.

With that, watch an FMV as the Tartarus makes it to the surface of the Outer Lands. Asch needs to use the Tartarus to get to the city of Belkend and learn Van's true objective, but he can't use his own men because everything he would do would be leaked to Van, so the party decides to accompany him. Just for the record, though, Luke and Tear are left in the Qliphoth, but that doesn't matter since Asch is a perfect substitute for Luke. And with that, you can use the Tartarus to explore the Outer Lands in all their beauty.

I'd forgive you if you didn't know where Baticul is, because we've done little with the world map at this point, but it's on the northernmost part of the southernmost continent, in an ironic way. Make sure you head there first... trust me. Enter the shopping center, which is in the center of the city, and buy several Rices. You'll need at least five when you re-emerge as Luke, so this is the best time to do it. Plus you may be cooking Rice Balls, so either way, buy them. And when you're done, go back to the port and board the Tartarus so we can find Belkend.

Before you can get to Belkend, you need to land in Port Belkend, which is on the western side of that same continent. Alright, will do. After the scene with Asch and Natalia, leave the port to the south and fight some battles to get the hang of Asch, who I like to use quite a bit here to get his usage percentage up and Luke's down since I used him a lot. Do NOT equip Asch with a Capacity Core or a Fonslot Chamber though... just don't. For me anyway, Asch had 417 P.ATK but just note you can't unequip his Maestro stuff. As for your destination, Belkend is just toward the southwest.

~~~~~  
Viv. Belkend  
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I dig this music... very funky and twisted. Start off by examining the panel to the left of the entrance, and then some fon machine hand will appear and smash a box to pieces, revealing a chest with an Orange Gel in it. Cheap yet useful. And from there, follow the path and head down and to the right when applicable, and then under the bridge. Examine the hatch that's there, and marvel at how anyone, when Asch helps them, is surprised that he's actually a nice guy. I think that's really creepy.

Either way, the guy gives you a Soba Noodles recipe, so might as well take it. Having done that, head to the left to reach a new screen, to which you can just ignore the boxes above. Nope, there really is nothing you can do with those at the moment. Enter the enormous building there, which is Fon Machine Laboratory 1. This place is massive and very bland and confusing because of the uniform design, but oh well, I guess you just have to get used to it. Start by entering the room right in the front.

In that next room, enter the one on the right, which is the medical room. Examine the drawers behind the doctor for an accessory for Anise called a Warrior Maiden, and then head to the right and examine those drawers for a Dark Seal. Eh, they make good money at least. Leave this room to the left when you're done, and then head north, then east, then north once more to meet a man named Spinoza who is rather important in the story, and Asch knows him... yet doesn't like him.

Jade notes that this guy broke the ban on fomicry, to which Spinoza then tells us that Jade was the father of fomicry -- he proposed the principles of creating replicas. He receives a new title, but no, Jade isn't a bad guy, he banned it for a reason. Spinoza runs away after saying too much about Van's project, then watch the two amusing skits that follow, particularly Jade's comment about how he would have a better son than Luke were he to have one, and later a skit between Asch and Luke. Yes, you wanted Luke to suffer abuse, he's suffering it now. And kind of deserves it.

Leave the laboratory, and Asch says to go to Ortion Cavern to investigate the replica issue, because that's apparently Van's plan. Guy will leave the party though, because he still cares about Luke. There's a place called Aramis Spring that connects Yulia City and the Outer Lands, so that's where he's off to. Meanwhile, you're stuck with Asch, Jade, Anise, and Natalia, whether you like it or not. Speaking of Natalia, there is another case of something QUITE IMPORTANT TO DO NOW!

Start by leaving Belkend, as we need to go to a new continent in any case. Go to the Radessia continent, which is the brown crab shaped one in the southwest, and enter Port Sheridan, which is to the eastern side. There you'll find three thugs abusing an elderly man, but Asch scares them off. The old man recognizes Natalia's fighting style, and you're taken to Port Daath and Natalia learns Gallant Barrage. Not bad, but now we need to go to Ortion Cavern. It's on the same continent of Radessia, but towards the south, leaning a bit to the west.

VIw. Ortion Cavern

- Recommended Level: 26

Right when you enter, the group kicks Ion out saying he'll be in the way. More specifically Asch, but whatever. Speaking of which, since there's about a 95% chance you're controlling Asch now, especially with Guy gone, just some things for good use of him. I pretty much used most of the same artes, except I kept Slag Assault around. Plus it's in your best interest to put something like Thunder Blade as a shortcut, since that immediately creates a Wind Field of Fonons.

When you're done (not) preparing, head to the east and you'll find a treasure chest immediately, containing a Ruby Wand. Go ahead and give it to Anise since Tear isn't around, and then just continue pressing on to the east. A cutscene ensues as Asch slices through a bunch of jellyfish, and then you can just pick up the treasure chest for a Life Bottle. Nothing to see by examining the elevator, so just head to the east, grabbing the ever useful Grass Chamber along the way.

In the next screen, make sure you get the Nimble Rapier below, even though there's no one in your party that can equip it. =P From there, take the northern path up and you'll come to a save point. You can naturally guess what that means, but at least Asch gets to strut his stuff in one of those. But whatever, just enter the next room to hear that Van plans to replicate Hod. That's major. Whatever, though... head back and where you found the Life Bottle, a boss comes out to play.

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\\ Boss: Ancylopolyp Party: Asch, Jade, Anise, Natalia \\
#####
Stats: HP - 35,000 ||
- P. ATK - 344 EXP - 3,500 ||
- P. DEF - 350 Gald - 5,000 ||
- F. ATK - 283 Difficulty - Semi-Easy ||
- F. DEF - 282 ||
Weakness - None Resist - None ||
#####
```

Well, you don't exactly have much of a choice in terms of a party to use for this one, so you have to give it your all in any circumstance. Fortunately Natalia's Heal does give you back a good 800 HP per use, because you may need it. First of all, the Ancylo will be dormant for the first bit, letting its minions, the Polyps, go after you. Their attacks cause small Water FoFs instantly, so make sure Asch is ready to knock them out with Raging Blast for an FoF Change to Frigid Blast. Like he says, a cold death does await.

The Ancylo is very dangerous with its Blessed Drops attack, which can hit several characters for quite a bit over 500 damage, even if the Water FoF that it causes is very nice. You'll want to abuse this thing with all you have when it's out, plus Overlimits are good so that Splash and Blessed Drops don't completely knock you out. It's going to be tough trying to heal your whole party, so order Natalia to use Heal whenever possible. If you get a Wind FoF going, her Healing Wind arcane is quite useful there, so yeah... this will be a long fight, but one that gives a lot of EXP.

Once that's done, feel free to fight a few extra battles, as Ortion Cavern is the last opportunity for two elements of fighting. I won't say either of them just to keep you in suspense, but if you want either of those two later in the game, better do optional things. =) When you get back to the Tartarus, an earthquake hits and apparently the area around St. Binah is going to fall next, since Luke destroyed the tree supporting southern Rugnica. Asch then closes the channel, leaving you in the dark.

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VIX. Yulia City
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- Recommended Level: 27
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What follows from the stuff at Ortion Cavern is what many consider to be the best scene in the game. Luke wakes up and goes out to the flower garden, where Tear is. He realizes that he has never thought for himself and bases all his actions on what Van and Asch say, and declares that he wants to and has to change, even if only to prevent St. Binah from falling. And with that, he takes

one of Tear's knives and cuts his hair, so you can change. It's Japanese culture, you know.

Now we have to get back to the Outer Lands. Luke really does look different, but it's all completely good... just wait until the next battle, trust me. Leave Tear's house and head to the actuality of Yulia City, specifically the guy who as Asch, you gave three Apple Gels to. Give him the five Rice you bought in Baticul, and he runs off, as usual. Okay, whatever, just enter the central facility and do please buy items. I bought over 13,000 Gald worth of 'em, after selling the Dark Seal (you can get another a little later) and the Aquamarine that the boss in Ortion Cavern dropped.

Approach the Conference Room upstairs, and a woman will come out and talk to Tear about the Third Hymn. Yeah, you may have noticed Tear has two hymns, Nightmare of the First Fonon (shadow), and Force Field of the Second Fonon (earth). Time to learn another one, eh? Still, the Seventh Hymn and the legendary Key of Lorelei can unleash Lorelei. Luke here begins to compliment Tear all over, which is very... different of him. Talk to Teodor inside that room, who will tell you that Akzeriuth's fall was written in the Score, while St. Binah's isn't. But still, the Score is only one possible future.

With that, we need to get back to the Outer Lands to stop the fall of parts of the Rugnica continent, but first Tear wants you to get something in her room. LOL at Luke sleeping in Tear's bed all that time. First, though, head into the room right below the Conference Room and talk to the woman there. Tear will meditate and then learn Holy Song. THAT IS VERY IMPORTANT AS USUAL! There, hope that sticks out. Anyway, back to Tear's house, and where Luke was asleep. Find that right now.

A flashback occurs as Van tells Legretta to have Sync keep tabs on Asch... turns out he was plotting stuff all along. But anyways, you'll get the Principles of Fonology book, which Tear thinks will help Luke. The next skit is rather harsh yet true. Anyways, now we're off to the Yulia Road to get back to the Outer Lands. Go to the right of the conference room and take that warp over to Aramis Spring, and with that, Luke, above the edge of a decision, begins his new journey...

~~~ ~~~ ~~~ VII. Walkthrough (Part 2) ~~~ ~~~ ~~~  
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Congratulations on making it through the first third of the game, but you still have the vast majority of the game in front of you, waiting to be finished. By the way, I really hope you didn't get angry at me condensing two or three places into one sub-section, because I have to do it a LOT more in this part of the game. I really do apologize for it, but this part of the game is so. Ridiculously. Long, that I have to do it. You're gonna love this all though, because the new battle theme and world map theme kick ass. Anyways, Luke has turned his life around and is now sporting short hair, so enjoy all of what unfolds. Just in case you're wondering what my character usage was:

Luke - 88%  
Tear - 81%  
Jade - 79%  
Anise - 31%  
Guy - 55%  
Natalia - 15%  
Asch - 5%

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VIIa. Aramis Spring  
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- Recommended Level: 27

As soon as you arrive here, we're off to greener pastures. Simply head up the path to the right and make your way up it, collecting the Carmine Chamber along the way. Which reminds me, if you were using any skills for Luke on a button shortcut, you need to re-equip them because of Asch having replaced him. Enter the main area, where you'll find Guy. Luke has changed, but Guy certainly hasn't thrown away his gynophobia. Anyway, you have a party of three, which is more than enough to handle the monsters here.

Oh, but do fight a battle! Oh my GOD, this battle music is divine. And here I was thinking Like A Glimpse Of Light, from Tales of Symphonia, was great... this really is the best battle theme ever composed, ever. And since this part of the walkthrough is unbelievably long, you'll be hearing a lot of it. Consider yourself blessed. But that's enough rambling. At the north/south fork, both meet up so just head south for the 6000 Gald on the way, and at the peak you'll come to a save point.

Just continue south for a quick Luke/Guy chat, and keep following the path to find a Silver Mail. Which reminds me, unless you're using Guy, that and the Nimble Rapier are more than likely your best option for Luke right now, so go with those. Take the path north from there, then after a little more Luke/Guy chat, diverge from the main path to get the Panacea Bottle along the way, then keep pressing up. You'll find some vines along the way, but whatever, that's why you have Mieu Fire.

Follow the path out, where Luke and Guy have yet another chat. Oh well, head west and enter the spring area again, then after another talk between the three which involves Luke acting emo, head north at the fork, burning your way through an outdoors path which leads to another Nimble Rapier for the one between Luke and Guy of which you don't control. Good, gotta get those two on level either way. When you're done with that, return to that fork and take the southern path out.

Back in the sunlight, Jade will come in because he was looking for Guy, and inform you that Mohs kidnapped Ion and Natalia. How many times does that make Ion getting kidnapped now? Whatever, Jade isn't happy with Luke being there, and Tear states the obvious with the fact Luke can't exactly regain trust that easily. There's a healing circle nearby, and your next destination is Daath. Head to the far left for a Yellow Ribbon and the far right for a Pineapple Gel, and then on the world map, note this theme is just absolutely beautiful. But back on the point... a place to enter is toward the southeast.

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VIIB. Daath  
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- Recommended Level: 28

You're not quite in Daath yet, but rather on a hill that besets the cathedral of Daath, which is the headquarters of the Order of Lorelei. Not much to do here, so just leave to the east to get back to the world map, and then just walk over to Daath. Once inside, the first thing you may notice is the weapons and armor shop that's nearby, which is handy considering you may have a number of old, useless equipment that can go to the plunger right now. Plus there's new equipment.

I recommend the Great Sword, Silver Rod, Partisan, and perhaps the Great Bow right now. Other good buys include at least two Silver Boots and Silver Bracelets, the Silver Guard, Silver Robe, and Silver Gloves. Whew... that's a lot of silver. Plus that's ignoring the grocer and item shop, but personally I didn't need anything from either. But please do pick up the Esprit Forte capacity core that's on the path, which has an AGL and ENH bonus of 2 for every level up. Gotta get those Enhancement stats up to 20 or above at least.

Together with that, head to the entrance and talk to the woman by the stairs for an item called the Prelude, and then rest at the inn, even if it's 200

Gald. Luke asks Tear to teach him how to control hyperresonance, and then a flashback will occur from when Tear was training under Legretta in the Oracle Knights. After a skit that follows, might as well head north to the cathedral. Anise jumps out, terrifies Guy, and we're going to the Oracle Headquarters to rescue Ion and Natalia, as witnesses of the Seventh Fonstone being fake.

Enter the cathedral, and then just head north to the chapel. Start off talking to the man on the right whose name is Oliver Tatlin... Anise's father, who's just as dumb as she is, but for different reasons. Talk to Maestro Tritheim right above, and then return to the previous room and enter the Library on the left. Inspect the book to learn the recipe for Sushi, which is a rather decent recipe being it restores a bit more HP than the others, albeit no TP.

Anyway, now it's time to break into Oracle Headquarters. Start by returning to the central room and then entering the door on the right. There's two ways to go here: up the stairs and to the right. Up the stairs leads nowhere because there are two doors you can't go through, so just head to the right and keep following the path until you come to two doors. One of which can't be entered, so take the upper one and go down the stairs. Talk to the man there and you will be permitted inside.

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VIIc. Oracle Headquarters  
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- Recommended Level: 28

This is the first stealth mission in the game, even if there's really no one to be stealthy about, they just say you can't be caught. =P So in short, absolutely nothing to worry about. Start by heading to the left to find a gong in front of the door, and the gong's sound is the signal for an order to assemble. So "assemble" them by hitting the gong, drawing out a guard and beating the daylights out of him, and then entering the room there, beating the crap out of the guard there, and getting the Lemon Gel and 5500 Gald.

Leave this room and then head up from there to find a huge number of places to go... ugh. Head up the stairs before anything and ring the gong, only for a rather absent minded soldier below to come out and unlock the door. Head to the right first for a Miracle Gel, then head down and incapacitate the soldier, followed by entering the room for the Carmine Chamber inside. Leave the room, and since there's nothing to be accomplished by heading to the right, just go down the stairs.

From there, head all the way around the room, ignoring the stairs that you come by. At the far northeast side, ascend the stairs and on that next floor, you'll see a gong but if you ring it, the Oracle Knights won't be fooled by the false assembly. To remedy that, take the lift up and finish the guard above, then head down the lift and ring the gong, the Oracle Knight will start to patrol, then you can head up and finish him as well. Inside the room is naught but a Green Ribbon.

When you're done, exit and head to the left and down the stairs, where you can head further down for a save point. Otherwise, just go to the far right and ring the gong, ambush the Oracle Knight that leaves, and then enter the door there to find... a corridor, guarded by a sole knight who takes little value in his life. Anyway, start from the bottom and enter the first door on the left, where you can find a Cobalt Chamber. The room right above has the Balla Forte Capacity Core, which gives the rather nice bonus of one point for strength, agility, and enhancement per level.

Enter the room across the hall from that one for a Silver Cloak inside, and then just go back to the other side of the hall and head right above for a Partisan. All the other rooms, except the one to the far north... contain nothing. However, in the northern room you can indeed find 6500 Gald and a Life Bottle, so snatch those up eagerly. Nothing more to see here, so leave this



room and then the hall, and go to the area that's right above the save point... just not to the save point itself.

There's a pathway to the left right above the save point, which ends in gold bars. Just head to the gold bars and when the soldier walks by, wait for him to get close to the bars and then have Mieu breathe fire on him.. to freeze him. What an oxymoron. Either way, head down and around to fight him, then hit the gong with Mieu Attack. Now head up again and finish the Oracle Knight that comes out, then you can enter the door to find... another hall! How wonderful, more treasure everywhere.

Enter the second door on the right to find a Melange Gel inside, then enter the one right above (aka the northeast door) for a Silver Guard and a Syrup Bottle. And from there, leave that room and enter the northern one, to find... another door. Okay. In this massive room, head down the stairs and to the left for a Noble Thief, which is a fonic music disc, and then go over to the east and down the stairs there for a Carmine Chamber. Despite the fact there is a save point here and this place looks like exactly where you'd fight some boss, there is NOTHING to do here. =) So head back to that hall.

You may have noticed the northwest door had an Oracle Knight in front of it. Fell him and enter that room to find... Ion and Natalia. Took long enough. So with that the whole party is reunited, and we're off to the fourth monument hill. THERE IS SOMETHING EXTREMELY IMPORTANT TO DO ON THIS SCREEN THOUGH! In the middle of the stairs, head to the right to find a monument and a priest standing there. That right there is the fourth of seven steps in Guy's training for the Sigmund style techniques, so make sure you do it.

Make sure you put Natalia's new stuff on her, and then leave Daath and head for the hill between Daath and the rest of the continent. There the group decides to go to Malkuth to get help from Emperor Peony, and they can get there from Daath Bay, where Asch left the Tartarus. Head there now; it's to the northwest. We've got to go to Grand Chokmah by land, so head to the northwest of the massive continent to the east, and the Tartarus breaks down and needs somewhere to land... bummer. Closest place is Keterburg.

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VIIId. Keterburg  
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- Recommended Level: 29

You'll be in Keterburg Bay, but whatever... not like there's any difference in appearance between the city and the harbor. Keterburg is also where Jade was born, so reminisce to your heart's content. When you arrive though, head to the house on the left and enter to examine the green notebook for the Salad recipe, which is one of the most useless recipes in the entire game. Whatever, just leave that house and head to the far right. Talk to the guy in front of the warehouse, and you get to play a fun mini-game for organizing it.

The music here is annoying as hell, but you get some treasures out of it at least. Start by pushing the block right above you to the right ONCE, and then find the one that's to the upper right of that. Push that to the right TWICE, and then find the one that's just above that, and push it up into the hole. Now find the one that's to the upper left of it (still on the upper right side though, but to the upper left of that hole) and push it into the hole on the right. What follows is easy.

Find that block you pushed twice to the far right, and then pull it up, going around and then pushing it to the far upper right corner. From there, go around again and pull it one square to the left... you get the drill. You can finally get it to the hole that's one square BELOW the treasure chest (that's very important) and then grab the chest for a Pineapple Gel. And with that, there's a chest which is just to the left of that, so pull that out to the right and then go around to instantly get the contents of the second chest, which is a

## Stun Bracelet.

The third chest is a little more difficult. First of all, you need to get the box right at the entrance all the way up to the top left hole, but since the gaps are all bridged in, that's easy. Then once that's done, you can head to the upper left and push that one crate down to bridge one of the two gaps to the treasure chest, and then that one last remaining crate which is just a bit to the right can be maneuvered around into that last gap, and the last treasure chest can be emptied for a Rebirth Doll... sweetness. Plus you'll even get 5000 Gald for getting all three.

Leave the bay from the west, and Keterburg itself is to the northwest. I do advise going around the mountains to reach the search point there, and fight a couple battles, because while the enemies have HP up to 16,000 or more, you'll get a tremendous amount of EXP from them. Can't beat that. Be ready for some really intense, hard fights, though. When you're done mucking around, enter Keterburg in all its grandeur. And as soon as you enter, find the Casino which is just straight north from the entrance.

Inside, one of your characters just totally goes berserk. Guess who it is?... That's right, Anise, but at least you get the Grown-up Child title out of it. Anyway, now is a perfect time to make use of one of my personal favorite things to do: gambling. All you can do here is a game called Nephry Ball, which I don't feel like explaining, and poker, which speaks for itself. Start off buying at least ten chips and then talking to the woman right above to play poker. Start doubling or nothing away! Haha, just note that it does indeed go 2, 3 up to 10, Jack, Queen, King, Ace, Joker.

I personally bought the Undine even though it's a useless piece of crap that I just sold for 3000 Gald right outside, in the weapons/armor shop to the left of the entrance. The only new and reasonably priced things they have are the Silver Plates for Luke and Guy. Just no matter what, DON'T sell the Rebirth Doll... yet. Now head to the northern part of town, which can be done by heading northwest of the casino, then northwest of the Keterburg Hotel. Of the two snowball throwing machines, Mieu Attack the one on the right.

A chest will fly out somewhere, so take the southwest exit and look around the center to find an Hourglass, a rather rare item. That's really all I care to do, so head west and then enter the large building there, which is the Governor's Residence. Examine the drawer at the upper left for the Alca Forte Capacity Core, and then enter the room at the back to talk with the governor, Nephry, who is Jade's sister. Haha... anyway, she wants to see Luke later, since he's a replica. But do talk with Nephry after that... I totally agree with her.

Head to the Keterburg Hotel, and then Luke will run off as told. Head back to the Governor's Residence to talk with Nephry, and she'll tell you that Jade was a terrible human being as a child, inventing fomicry at the age of nine, but he changed when his mentor, Professor Nebilim, died. Jade knows that you're discussing all this, though, and he makes Luke promise that he won't talk about it... and we all know what would happen if we disobeyed Jade. So anyway, the Tartarus is repaired and you're at liberty to depart.

Once onboard the Tartarus, you're looking for Rotelro Bridge, which is to the middle west of the Rugnica continent, which is the massive landmass to the east. When you land, you're looking at heading to the far northwest of it, and finding Theor Forest, which we need to cross to get to Grand Chokmah. And yes, there's a search point outside which will allow you to fight the second Sword Dancer, but I'll wait until you're at a more reasonable level. For now, just enter Theor Forest.

Once you enter, only Jade will be permitted through, since the Malkuth soldiers are paranoid and think it's a trap. So only Jade is allowed in, but once the group lets him go, they hear a scream. Sounds like trouble. Just walk forward a little bit after that, and a wounded Malkuth soldier will tell you that the Oracle Knights are here. Ugh. Anyway, if you thought you had to be stealthy to go through Oracle Headquarters, you have to be completely and utterly a ninja to go through Theor Forest... you can't let Malkuth see you.

Anyway, I really detest this place and there's no harm in just forcing your way through it instead of sneaking through, plus that makes it a lot easier (and faster) to pick up treasures, so I suggest that you do so. Plus then you get EXP out of it. But anyway, pretty much up the upper right of this area is a Pineapple Gel. After that, head to the lower east and follow the path to the end to find 4800 Gald there. With that, head up the hill and you'll find a guardian beast to the upper left.

If you're sneaking around, you need to approach it from behind and use Mieu Fire. Otherwise, just smack it around. Right above it is a soldier guarding two chests with a Half Guard and a Silver Bracelet. See what I mean? Just take the northern exit to this screen when you're done, and on that huge area, you'll find a chest to the east with a Lemon Gel. Exit to the north, and even if this isn't the way to Grand Chokmah, you'll find a search point outside which contains the All-Purpose Knife. Great, cooking has never been more successful. At least, I don't think.

Return to Theor Forest, head south out of that screen, and in that old area, take the northwest exit to arrive back in the first screen. Yeah, these places are fairly big, so that happens. Now take the far upper northeast exit to find a single path containing a Life Bottle. Bah. Just head back to right around the entrance and take the southwest path to find a Panacea Bottle. And then with that, take the west path that's above that one, and in the center you'll find a save point.

You may see a tree to the left that has a chest up it, and no, you cannot get it by using Mieu Attack. Sorry. But anyway, just head northwest to find a Sage and northeast for a Grass Chamber, and then just north only for the aggressor of the Oracle Knights to show up: Largo. Natalia and he have a little duel, then Guy starts slicing away at Luke randomly, but an earthquake hits to reveal Sync, and eventually Guy is knocked out, some Malkuth soldiers arrive, and the group is arrested. I think that's four times now?

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VIIIf. Grand Chokmah  
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Inside Grand Chokmah, you'll be entrusted to General Frings, and Ion will go off with Guy to see if he can remove the curse slot, but apparently Sync couldn't take full control of Guy, so he wouldn't have snapped at Luke if he didn't already have a strong desire to kill him. Ouch, that's gotta hurt. But anyway, I recommend before anything that you go to the second building on the left, which is the shopping center, where all the shops are condensed into. Not a bad idea, methinks... get the Silver Sword and Bardiache in any case.

Head to the next screen only for Tear to have to console Luke some more. I'm not sure Luke being an emo kid is any better than being a bitchy, whiny bastard... but whatever. Enter the building across from the save point and go up to the second floor to find Jade, and once he's back in the team, get his gear optimized and then head down to the first floor and talk to the bartender to learn the recipe for Curry. Sweetness. Exit the pub and head south when you're finished with that.

Talk to Natalia there, and since Guy and Anise don't count, you're now ready to go talk with General Frings and Emperor Peony. Leave this screen to the west, and then just head further west from that empty, barren screen, and in the courtyard right outside, of which north leads to the palace and west leads to Malkuth Military Headquarters, Frings awaits in the center. Talk to him for an instant audience with Peony, who you will very soon see is as informal as any ruler can possibly get.

Theories have it that Kimlasca is going to sink St. Binah and Malkuth is responsible for Akzeriuth's destruction... all BS of course. But anyway, your next destination is St. Binah, to evacuate the people there. But before that, let's check on Guy. Go back to the inn, which is on the first screen of Grand Chokmah. Talk to the soldier in front, and then Guy will explain everything. He's originally from Hod, and Duke Fabre, Luke's father, killed everyone that was ever dear to Guy, so that explains his feelings toward Luke. He'll obtain the Malkuth Nobleman title, with that.

Now you'll have the option of immediately going to St. Binah... REFUSE THAT! We've got stuff to do. Well, just one thing that I want to do now, but in any case, head to the bar and talk with the old guy in blue. This is the fifth of seven steps in Guy's Sigmund style training, and the other two can be done now, but seriously, just leave them as we'll go to both places in short time. On the first floor, talk to the guy in front of the door and we get to organize a warehouse again... sweet.

To do this, pull the barrel to the left up once and then go around and push it up two squares above, and then find the barrel to the upper right. Your goal is to get it just one panel left of the barrel you already pushed in. The chest contains... a Lollipop. Wow. Now push the barrel to the upper left all the way up and in, claiming the Lemon Gel above, and then just pull the lowest barrel out four times and go around to get the Strange Mark inside. That was easy enough, for that and 5000 Gald. But we're done fooling around here at this point... time to go and save St. Binah, which is across Theor Forest.

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  VIIg. St. Binah
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- Recommended Level: 31
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You'll find the emergency theme playing right as you enter. Seems St. Binah is indeed in danger. Stock up on some items if you need to, and enter the Malkuth Base to talk with Elder and Glenn McGovern. With that, watch two skits between Guy/Natalia/Tear (Go, Luke!) and Luke/Jade/Anise (The Reborn Hot Blooded Idiot) which pretty speak for themselves, and then leave the Malkuth Base. Luke, Tear, and Jade rescue an odd civilian here and there, but it all becomes more difficult when a large fon machine comes down, piloted by Dist.

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\ \ Boss: Kaiser Dist RX                               Party: Luke, Tear, Jade, Guy \ \
@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@
Stats:                                               HP - 40,000    ||
- P. ATK - 492                                       EXP - 7,500     ||
- P. DEF - 512                                       Gald - 8,000    ||
- F. ATK - 222                                       Difficulty - Easy ||
- F. DEF - 390                                               ||
                                             ||
Weakness - Water                                     Resist - None    ||
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Well... this fight may be slightly harder than the last one against Dist, but that doesn't say much. His primary attacks are a series of stomps which can add up to as much as 800 damage, and an attack called Blast Strike which is around 600, but Dist is slow and easy to gang up on, so those really aren't going to be huge issues. In fact, this battle will be a huge piece of cake if everyone is at Level 30 and has Mystic Artes ready

to pummel him down. Personally I had Luke at Level 31 and everyone else right at the end of Level 29, though, so that wasn't an option.

Still, if you can get a Radiant Howl off at Dist, say goodbye to a good 1/8 of his HP or so right there. Once everyone's able to get that off on him... whew, hard to think of survival in that kind of situation. But anyway, this fight isn't bad even without... Resurrection, Healing Circle when you're low on HP, Rending Quake, Burning Havoc, and especially Frigid Blast whenever possible, especially when you've got Nightmare and Splash going together... yeah, not too bad considering the last boss battle was eons ago.



With that extreme amount of EXP, there is absolutely no reason to not be at Level 30 for the whole party at this point. =) Say hello to Luke's Radiant Howl if not yet, Tear's Innocent Shine, Jade's Mystic Cage (unusable now though), Guy's Razing Phoenix, Anise's Final Fury, and Natalia's Astral Rain. Yes, that's only the first set, you get the second set... next playthrough. But enough rambling. The town begins to collapse right as Dist leaves, but Tear can't exactly jump down and sing a fonic hymn to save the people.

Guy's suggestion is to go to Sheridan, on the Radessia continent, and borrow a flying machine to rescue them, so that looks like the only viable option at the moment. However, I recommend that at this point you leave St. Binah and go to Engeve for the inn there, and now fight that Sword Dancer since you have the Mystic Artes at your disposal now. If you've forgotten, it's right outside Theor Forest.

| \\ Boss: Sword Dancer #2 |  | Party: Luke, Tear, Jade, Guy |  | \\ |
|--------------------------|--|------------------------------|--|----|
| Stats:                   |  |                              |  |    |
| - P. ATK - 410           |  | HP - 51,900                  |  |    |
| - P. DEF - 289           |  | EXP - 9,800                  |  |    |
| - F. ATK - 304           |  | Gald - 4,000                 |  |    |
| - F. DEF - 226           |  | Difficulty - Semi-Hard       |  |    |
|                          |  |                              |  |    |
| Weakness - None          |  | Resist - Physical            |  |    |

Alright, this fight is still fairly tough, even if it's after gaining a few levels and Mystic Artes. The key to this battle is to NEVER attack the Sword Dancer when he's in Overlimit, which will happen two or three times during this battle. You will do next to no damage (100-200 damage a slice, pathetic), he won't be stunned, and likely anyone surrounding him will take about 900-1000 damage from his lethal Storm attack. Just keep your distance, throw out some Apple Gels (yes, you should definitely have a P.ATK of 40 for at least SOMEONE by now), and wait for it to disappear.

Here's the Sword Dancer's onslaught: Fang, which is about 600-650 damage, not a big deal, Instant, which is about 800ish damage, Roar, which hits the range around it for about Fang's damage, and Storm, which can do about 900 damage to anything surrounding it. When you see that appear on the screen, try and Free Run away if possible, if not outright stopping it from coming out by slashing the daylights out of this bastard. There's nothing better than Radiant Howl or Razing Phoenix here, which are each about 5000+ damage by themselves, plus stunlocking him while Jade casts magic and you get FoF Changes is fantastic, but just STAY AWAY when Overlimits come out. Again, this battle is hard and can still be fought later, so don't fret.



Okay, I really do hope you just enjoyed that plentitude of EXP you just earned for yourself. But anyway, it really is time to head for Sheridan and save the people of St. Binah, so start by finding the Tartarus, which should be at the

sunken bridge at the west of the Rugnica continent. Enter and then head for the east of the Radessia continent, which is the big brown crab shaped one at the southwest. You've been to both that place and Port Sheridan before, so it's the same formula.

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VIIh. Sheridan  
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- Recommended Level: 34

Once you enter Port Sheridan, immediately start by talking to the guy on the left to get the third warehouse mini-game. Ugh, I can't stand this music, but whatever, let's get this over with. Start by pushing the block on the right a couple times and then the one above it up into the hole and grab the Apple Gel in the chest. Now push the block just a bit above that up into the hole one square above, and now your objective is to get the upper left block into the hole two squares below it.

Push it to the left once, then go around and push it to the right, then above to push it two squares down into the hole. What a pain already. Still, the chest there contains the EXTREMELY rare item, All-Divide. Cherish it and save it for when you need it, because you very well might. For the third, start by going to the bottom left crate and pushing it up and to the left so that it's out of the way. Now find the one at the far bottom right, and get it around so that it's on the hole two squares to the right and one above that other block.

If you can do that, just pull the one on the left twice, then pull it up four times, to the right five times, and then you can just go around and push it up three times. The chest contains a Holy Ring, and you'll get 5000 Gald on top of it. Sweetness, but we need to get off to Sheridan itself now. =) Leave the port, and if you want head all the way north for a search point containing Estima Seeds. Otherwise, fight a battle or two and head to Sheridan, which is slightly north of the port.

Also, if you happen to run into a skit about Guy's little hobby, do watch it because it reeks of hilarity. Otherwise, once you enter Sheridan, just head up the stairs to talk with the woman on the right for a strange sort of inn. But whatever, you'll get the second phase of Luke's training with Tear, and the other flashback with Tear and Legretta. When you're done with that, head to the northwest part of the area and hit the yellow switch above to create a very useless shortcut to the inn, and with that head to the west and enter the equipment shop on the far left.

Talk to the third and fourth guys on the right to buy some totally hardcore weapons and armor. You know what you want and what you don't so don't really need my recommendations, but whatever you do, don't sell the Rebirth Doll you probably have hanging around... yet. =) Also you might have the Genius Wand from Sword Dancer #2 hanging around, so I personally equipped that on Tear for some healing and damage doing goodness to a different extreme. When you're done stocking up, just leave the shop as is due custom, and head to the bar/item shop.

You can stock up on Apple, Lemon, Orange, and Pineapple Gels as usual, but more important is the notebook to the upper right which will teach you the Udon Noodles recipe. Yep, thought so. Now head up and enter the left room of the inn. To the upper left you'll find a Savory (raises TP), and in the room on the right, just above you'll find 3000 Gald, which isn't too shabby. Now take the northwest exit of this screen and hit the seesaw on the right from above, to send a chest flying somewhere. Might as well search.

Leave this screen and head northeast to a different one, and grab the Demon's Seal to the left. That was indeed what you just knocked into the sky. While you're here and having gotten the Noble Thief from Oracle Headquarters, enter the Music Box House over to the north for a rather long scene. When you're

done here, return to the southwest section of town to find a bunch of people fighting. Whatever, an emergency is occurring in the Meggiora Highlands and you need an airship, so it all works.

Enter the Meeting Hall, which is the central building on the first screen, and you can get the Albiore II for craft with parts from the Tartarus if you can secure it, what with the fierce winds in the Meggiora Highlands. You get some Launchers, which are for machines Guy and Jade can obviously use. There's nothing else to do here in Sheridan, so just leave and head southwest along the mountains. There you'll find Meggiora Highlands, one of two sub-areas in this game of the world map (the other is Inista Marsh).

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VIIIi. Meggiora Highlands  
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- Recommended Level: 34

Now that you mention it, being on the world map is a good thing. This music really is the finest overworld theme ever composed. But whatever... you need to split into two groups and use the launchers to secure the Albiore II. Of those groups, one must include Guy and the other Jade, ideally Luke accompanying Jade because Luke/Guy are the easiest to control. I picked Tear to go along with Luke and Jade, leaving Guy with Anise and Natalia, but sadly there are no hilarious scenes here with Guy. You left those behind in Sheridan.

You have a time limit of 12 minutes for both teams to secure the Albiore, since Ginji certainly won't survive if the winds blow it over. Better hurry and stuff. In fact, I know hearing The Edge of a Decision some more is quite enticing, but I'd just run away from battles, even if the thrill of hitting two or three defenseless Cawcaws with Guardian Field is sometimes too much to bear. But whatever. Start by heading west and down the hill for a Weak Bottle. It gets too complex from here, so head back.

This time go down the hill to find an extra Wasier Rapier, which is good if you only bought one for Luke and not Guy to save some extra gold. From there, head north and then at the fork, go to the east and down the path, picking up an extra Battlesuit as you go. From there, just keep following the path to the west while ignoring any side paths as you go, and you'll find a northwest path that's going around a large rock. Take that and you'll reach the summit, but you aren't alone...

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|                |                 |                         |    |
|----------------|-----------------|-------------------------|----|
| \\             | Boss: Blade Rex | Party: Luke, Tear, Jade | \\ |
| #####          | Stats:          | HP - 40,000             |    |
| - P. ATK - 368 |                 | EXP - 5,350             |    |
| - P. DEF - 573 |                 | Gold - 9,000            |    |
| - F. ATK - 255 |                 | Difficulty - Easy       |    |
| - F. DEF - 511 |                 |                         |    |
|                | Weakness - Fire | Resist - Earth          |    |
| #####          |                 |                         |    |

The clock is still ticking as you go through this battle, so do please watch out for that. The Blade Rex is one of the easiest pussycats you'll fight in the entire game, even though you only have three party members for this one. It also has a weakness to fire which is easy to exploit, so have Luke ready with Guardian Field and Havoc Strike, Tear ready with Eclair de Larmes, and Jade with Flame Burst. Guardian Field and Eclair de Larmes are both light elemental, which are good for starting off, with Jade adding some Flame Burst to it will make a FoF, and turning Havoc Strike to Burning Havoc is devastating.

All that the Blade Rex really does is bite in front of itself and do a rather ironic fire breath attack which isn't really powerful. You shouldn't

exactly your HP either, but Tear with Healing/Fairy Circle will get you back on your feet in no time. Again, seal all of Jade's artes except Flame Burst, and attack with everything you've got, Radiant Howl is also the sweetness. After this battle you'll receive the Nebilim, which is Luke's ultimate weapon (but which is useless now!), and the Laurel, an accessory that protects against magical ailments.

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You're done with Luke's half of things, but his part is much, much longer, so you have nothing to worry about. =P With Guy, Anise, and Natalia, still avoid battles, but equip the Wasier Rapier and Battlesuit you got earlier on him if you were too lazy (and wise) to not buy them earlier. Start by going to the west when you get to a fork, for a Mystic Cloak. Yawn, been there, done that. Head north and you'll come to another fork, where the west leads to a rock with a path around it. I like that!

Head around it and you'll find 6800 Gald on the other side. Again, I like it. Now head back and follow the path up north to the other summit, where Guy and Jade manage to pull the Albiore down with the launchers and rescue Ginji. Okay, back to Sheridan then, I suppose. When you return, head to the northwest part where you met the old people earlier, and enter the building over to the left. Kimlascan soldiers manage to attack, though, so that isn't good. Fortunately, the Albiore II is completed in that time, so the group escapes.

That was at least an attempt to arrest you. =) Whatever, the old people of Sheridan's Class M fend them off while the group enters the Albiore and meets Noelle, younger sister of Ginji and pilot of the Albiore II. She flies you to St. Binah, and the group manages to get them all on the ship right as an FMV cutscene cues in of St. Binah completely sinking into the Qliphoth. The residents are safe, the city... isn't. Luke bemoans this, but there really is nothing we can do. But anyway, we're in the Qliphoth anyway, so we might as well go to Yulia City to get the people there.

Yes, I'm condensing four trips into one sub-section. It can't be helped; you don't need about 200+ sub-sections to scroll through. You can now control the Albiore freely around the Outer Lands and Qliphoth alike. If you forget where a place is, which is very frequent, just check the world map. There's not an autopilot feature for it yet until after Part 2 of this guide is finished, unfortunately however. Nothing to do now but go to Yulia City, which is the small island to the west.

Teodoro will greet you right at the entrance, putting words in Jade's mouth. Hah, I love this. From there, talk to the errand guy on the left, who wants five Maces this time. Screw him, I don't have that and we can come back later. Instead, talk to the guy on the right, who has an Albert-style text, the second of Luke's four books of Van's. THIS IS VERY IMPORTANT, YOU KNOW! It's 40,000 Gald and you ain't got that much, so you'll need to ask Luke's mother in Baticul for favors and such. Later.

Enter the conference room in the central building and apparently by using the passage ring in the Sephiroth that controls the region around St. Binah, we can at least prevent it from sinking into the mantle. That sounds like the best option, but as for the Sephiroth, it's in Shurrey Hill, which is to the east of St. Binah, meaning it's in the Qliphoth. Not that you can leave the Qliphoth anyway, but whatever. Head to the fallen piece of the Rugnica continent and to the north you can find a search point. Otherwise, Shurrey Hill is indeed east of St. Binah.

VIIj. Shurrey Hill

- Recommended Level: 35

This is without any doubt the longest dungeon yet, even if it isn't really

that hard. Still, put aside about an hour if you're going to go through this place, because about a hundredth of it is the hill itself. The rest is one of the game's ten Sephiroth. How exciting. Once you come in, you'll find that the entrance has been sealed by three red fonstones and the Fifth Fonon, which is... you guessed it, fire. Start by heading east and going up the small hill to hit the fonstone with Mieu Fire.

Grab the Lemon Gel right there, and then head to the left to find another hill, where you can use the incredibly ranged Mieu Fire and stuff to hit the red fonstone across. There's a fork here in which left gives nothing, so head to the right and up to find the final fonstone to hit using a hill, and a Pineapple Gel to go with it. That's good considering there aren't any shops in the Qliphoth yet. But anyway, the entrance to the Sephiroth is open, so head back to the entrance and go into that big door there. And yes, I like this calming theme too, but it has come to an end.

You are now in the second of Auldrant's ten Sephiroth, so get used to it, since Akzeriuth was the first and this is the second, and you'll be going to all ten. Just head forward when you come in, to find the large fon machine you might remember from when Luke destroyed Akzeriuth, but Van has yet to unseal this one, so that gives you some work to do. You'll find three fonic glyphs here, which serve as the seals. So with that in mind, start by going to the northwest.

Right at the entrance you'll find a Third Fonon (green, wind), which you can get just by examining. Yes, you'll need these quite a bit in your trek through Shurrey Hill and its Sephiroth. From there, head northeast and use Mieu's fire to hit the Fifth Fonon (red, fire) there. That's two you've got on you out of six you can carry, and yes we need them. To the southwest, use Mieu Attack to hit the capsule there for a Second Fonon (yellow, earth) which awaits. Keep on going to the northwest.

In this next room, find the fonic golem with the blue core over at the top and beat it for a Fourth Fonon (blue, water), and that completes one set of 'em. Yeah, the ways you found these four are going to be the ways you'll find them for this whole dungeon long, so get used to it. Pick up the Cure Bottle lying around in the chest and head southwest for a rather impressive room. Head to the bottom and you'll find... something that looks like a bar in music. Close enough, being that fonons relate to sound.

To complete the unlit areas, you'll need Red, Green, and Blue in that order. You do have them, right? Yeah, that's what I thought. Once you put them there a bridge will form to the south. And while it's on my mind, feel free to use Radiant Howl and stuff to your heart's content whenever possible, because despite this dungeon's length, there's no boss. Take the southern bridge that appeared and use Mieu Attack to knock down the mechanism, and a third of the Yulian seal is released. One down, two to go, same formula for each. Not hard, just long.

Hell, the game is even nice enough to teleport you back to the fon machine in the center, where the northeast path is unsealed. Save again if you want to, and then take the newly available path. Once you reach the new screen, might as well beat up the Fonic Golem immediately, since this time around you're looking for one of every color. After that, pick up the surprisingly good Light Plate that's in the chest, and head east at the fork. In that room... you get two stories of it, but get the 12,000 Gald on the right first. It's worth it.

Now head upstairs and grab the yellow fonon on the right, then the red one on the left with Mieu Fire. That makes three out of four, sweet. Now return to the last room and head northeast this time, where you'll come to a room that has a green fonon laid out in the center rather nicely for you. But with that you come to yet another fork, though I recommend getting the Dinei Bottle in here first. Head west first, and in that large room you can find some extra fonons if you went absent minded and missed them earlier, but on the upper left you'll

find the Scild Maggioro capacity core.

As for that, it's good for anyone that's dying physically a lot. I'd pass it up for strength, agility, and enhancement though. With that, return to the previous room and head to the east, and if you go down to the bottom of this room, you'll be a big circle that seems to need light from above. Okay, so to remedy that, return to the entrance of this room and head to the right and up the stairs. There you'll find two statues that can move light around in a given direction. Reminiscent of Tales of Symphonia, much?

Then again, this is 3D so it goes in six directions: north, west, east, south, below, and above. Just to avoid confusion. But anyway, the statue on the right reflects light to the west and the one on the left reflects it below, so just stay at the bottom and look below for that blue sphere, moving the one on the right down and the one on the left a bit towards the southeast. With that the light will hit the circle, then you go back down and put one of each color of fonons in there, and then the usual bridge will appear. Take out the Yulian seal thing, and then the central path is opened. Sweet, two out of three.

Naturally you'll be back at the entrance because this game is awesome, so save if you want and then head north. In there, you'll find a Panacea Bottle right off the bat, as well as a three way fork. By the way, you're looking for two Reds, one Blue, one Green, and one Yellow for this, just to give you a heads up. One of the only two Reds available can be found by going north, where there is nothing but a Red fonon and a Fonic Golem wandering around. Make sure you get it, because it's easy to miss.

That takes care of one out of five, plus there's a Blue in either room and a Yellow in the first. That's three; now head northwest at the fork and in that room, get the Green on the left, then head upstairs and get the Red on the right. That's five out of five, pretty fast, that. Don't miss the Carmine Chamber at the lower right on the upper floor though, as you can never have too many of those. Head north when you're done, and then at the fork here, just go to the southeast.

In this room, get the Specific below, which is a fantastic and very rare item, and on the right, find the Battle Guard, which is good if you only provide for one of Tear and Natalia. So with that done, just return to the last room and head north to find the usual room in which you need to find the fonon bar thingy. To do it, simply take either set of stairs and use the Mieu Attack to turn the sphere there counter-clockwise, just by hitting it in the corresponding direction on the corresponding side.

With that, head to the very top of this room and turn that sphere two times in either direction, just so it's turned around in a 180. And with that, the light pillar is complete, and you can go down to the bottom and put the fonons in there. And with that the bridge is complete and you can cross to smash down the seal. That's it, the seal around the second Sephiroth is finished. Head to the southern side of this room and you'll find Van has put a code around the Sephiroth so that it can't be revived. But oh well, Jade can't use the Seventh Fonon but Luke can.

Luke gets rid of the code around the third Sephiroth, then embraces Tear very randomly. Haha, Tear's face is priceless. Still, the Sephiroth supports the entire Rugnica Plains region, which means Engeve is going to fall next, so that means we have to go back to the Outer Lands to evacuate them. Save again if you want, then leave Shurrey Hill and go back to the Albiore. To get from the Qliphoth to the Outer Lands, head to the black circle and beams of light that are northeast of Yulia City.

VIK. Engeve

- Recommended Level: 36

Back in the Outer Lands, you'll observe that the armies are fighting in the Rugnica Plains, which is supported by the Shurrey Hill Sephiroth Tree but is going to fall, so both Kimlasca and Malkuth will be completely wiped out. In other words, this was Van's plot. The group needs to split up, with one team going to Engeve to evacuate the civilians one going to Kaitzur to warn the military, and meeting up in Chesedonia. I sent Luke to Engeve personally, but you need Jade in Engeve and Natalia in Kaitzur.

I brought Tear with Luke and Jade, but it doesn't matter as your specific purpose is to AVOID battles. But once you arrive in Engeve, the emergency theme is already playing. Still, enter the item shop to find prices have absolutely skyrocketed due to the war. I sold the Demon's Seal, Laurel, and Rebirth Doll for a grand total of 150,000 Gald... sweetness, just don't buy anything. =) Enter Rose's house above and speak to said owner of said house, and from here we have to walk to Chesedonia with the villagers.

Leave Engeve, and at the time the world map will only show the Rugnica continent. It's very important to AVOID BATTLES! Why? Because we need to get to Chesedonia with a bunch of people. Three scenes will take over along the way though, and I especially like how Jade prevents Luke from apologizing. Just for the record though, Chesedonia is on the Ispanian continent, which is to the west of Rugnica. As such, you're following the path to the west and then crossing the Rotelro Bridge. If you're a battle maniac, do it on the other side of the Rotelro Bridge, and then go to Chesedonia.

On a second note, I'm just loving this world map theme more and more as it plays. =) Not as good as The Edge of a Decision, which is the greatest battle theme ever composed, but great nonetheless. Once you reach Engeve, assuming you got into no battles on Rugnica, you'll receive four items: an Hourglass, a Magical Pouch, an Ether Slash (weapon for Natalia), and a Life Bottle. That, in my opinion, is worth it. But that's only half of the fun, as we need to take care of things on Guy, Anise, and Natalia's end.

Natalia tries to tell General Cecille to stop, but she lacks the authority to make the troops stop. So with that, you need to go to Chesedonia to find Count Almandine. With that you're good to leave Kaitzur and head for the Rotelro Bridge. It's the same routine: avoid the Malkuth soldiers as you did the Kimlascan ones on Luke, Tear, and Jade's end, and once you get to Chesedonia, if you avoided all the battles you'll get a Rebirth Doll, an Efrete, a Specific, and an Apple Gel. Overall not bad.

VIII. Chesedonia

- Recommended Level: 36

Nice, not a bad family reunion. Once you come here, head south to find Mohs there, who proves himself to be a jackass in that he reveals (BIG SPOILER OMG!) that Natalia is not the real princess of Kimlasca, and that he doesn't care about the battlefield collapsing because then the Score will be fulfilled, but at the very least he's totally opposed to Van. Ion then does the unthinkable and relieves Anise of her position as Fon Master Guardian, and goes back to Death, with Mohs. Stupid kid.

Before trying to cross the border though, enter Din's shop and start giving him some of the useless crap you've picked up from the search points. If nothing else, you'll get some stuff that you can sell for a bit of moolah, plus the Curious Princess title for Natalia if you didn't have it already. I personally got a Killer Bow for Natalia in there though, which is much stronger than the Ether Slash and put her almost on par with Luke, so that is indeed a good thing. But whatever the case, head south of this screen.

Enter the building and then talk to the guy right below, who will ask a

password of you to get out. But then none other than the Dark Wings show up to crash the party, offering you the password for 7000 Gald. Jade threatens to arrest them though, so they let you out for free. That's nice of 'em. =) So now that you're on the other side of the border, make sure you buy five Maces. That's a total of over 30,000 Gald, but who cares, you're so rich a bastard that even Anise would settle for you now.

Try to leave Chesedonia and you won't be allowed to because apparently something is up in the Zao Ruins though. Better talk to Astor about that. Head to his mansion, which is once again west of the border, and once inside, just enter either door to the left, and then another door to the left is Astor himself. Apparently, earthquakes are hitting the Zao Ruins and the area around Chesedonia is starting to fall. Yep, first Akzeriuth, then St. Binah, then Engeve, now Chesedonia. Van never relents.

But anyway, it may be possible to lower the land gently, using the third Sephiroth, which is in the Zao Ruins. So with that in mind, try to leave Chesedonia, and Luke will get another headache. Been a while since that last happened, but Asch wants to see him. Head to the Desert Oasis to the southeast to find him, and he'll tell you that Engeve has begun to sink but you can lower the Shurrey Hill stuff from the Zao Ruins passage ring. That's enough, he seems to trust Luke and Natalia enough. Head to the Zao Ruins now, which are to the east.

VIIIm. Zao Ruins

- Recommended Level: 36

Yep, you did indeed come to the Zao Ruins twice in the game. Oh well. You need to go down to the area you fought Sync and Largo in. If you've forgotten, just enter, marvel at Anise's lack of concern, and then head south and at the fork you come to, west. From there, just keep going south and then east, and follow the path all the way to another fork, which you can then head east and then more towards the south, then keep following the path until the save point that was prior. And where Sync and Largo were is a boss.

```

Boss: Tyrannopion                                     Party: Luke, Tear, Jade, Anise
-----
Stats:
- P. ATK - 381                                         EXP - 6,750      ||
- P. DEF - 682                                         Gald - 10,000   ||
- F. ATK - 304                                         Difficulty - Semi-Easy ||
- F. DEF - 523                                         ||
Weakness - None                                       Resist - None    ||
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What a ridiculous looking enemy. Still, the Abyss producers certainly love to space out these boss fights. But anyway, the reason this thing gets the jump from easy to semi-easy is because of its tremendous amount of vitality. It has a physical defense from hell (Dist's, which was quite a pain, was 170 higher), and plus a fonic defense that's too high for its own good, coupled with HP only slightly lower than Sword Dancer #2's, which had less than half of Tyrannopion's defense.

In terms of the attack department, it's a little fast but nothing that a quick Healing Circle can't dispatch. Magic is a better strategy than physical attacks here for obvious reasons, as a decisive Eclair de Larmes or Flame Burst/Ground Dasher if you have it, are certainly nice things to add in there. As such, Anise really is better for this fight than Guy. Still, use Mystic Artes even though they're a little weak. Hell, my Radiant Howl was usually about 5500 damage but only did about 3000 in this one.

That was pointless enough. Enter the third Sephiroth, will ya? Same music from Akzeriuth Mine Shaft 14 and Shurrey Hill. It's not bad, but once you get to the seventh Sephiroth or so, it kind of gets tiring. But whatever, just descend the spiral from when you come in, and along the way you'll find a Pineapple Gel. Reach the bottom and then head to the right, where you get a rather nice viewpoint of the passage ring. This is the third Sephiroth and there are seven more to go, so yeah.

Enter the next area and keep going until you reach a fork of up and behind, or down. Head up and behind, so to speak, to find 7650 Gald and a Lemon Gel. It always pays not to go the straightforward way. At the bottom is a left-right fork to which right goes nowhere, so just head left for a save point and a green Shurrey Hill looking bridge compared to the former's of which was purple. By the passage ring, Tear unlocks it and then Luke attaches the Zao Ruins and Shurrey Hill passage rings to secure the descent. Watch the FMV that follows.

Tear collapses and Guy freaks out as usual. Anyway, before you leave get the Wing Bottle that's to the left of the passage ring. I know it blends in, but it is indeed there. With that, go back to the save point by the entrance of this screen, and you might as well use it there since seriously... going back from this Sephiroth, all the way to the Zao Ruins entrance? TWICE of what we used a Wing Bottle in the first trek? Yeah, that's worth it! Well anyway, you are in the Qliphoth now.

Anyway, the rendezvous point with Noelle and the Albiore was at Chesedonia, so walk there now and when you arrive, you'll run into her, but as usual Jade is nervous about something, which means something bad/plot defining. A wicked excellent character, still. If you're looking for shops, they're all the inn except for Din's place, since the miasma is dangerous, and the prices are still ridiculous, so if you have any extra baggage, get rid of it. I sold some random stuff at Din's place and got a Bastard Sword though, and it's stronger than the Wasier Rapiers, so look into that if possible.

As for going back on the Albiore, leave Chesedonia via the northern exit, and fly a little bit on said ship until a scene takes over. We now need to go to Daath and ask Ion if the Score says anything about the Sephiroth Trees going out of control, but first we have a few things to take care of. First of all, head to Aramis Spring. It's on the same continent as Daath, which is the small one on the west. There you'll find a dog hinting you at a man above, trapped in vines. That might be a problem.

Enter the spring itself and just head up and to the left, where you'll find the man there and Mieu Fire will break him out instantly. Turns out he's fairly insane, as everyone except Tear pretty much realizes. You'll get the King's Portrait out of it, and Shiba will be saved, so it's all good. You can't head to Baticul at the moment because Natalia can't show up there, so go to Yulia City and give the errand guy five Maces. That pretty much wraps that up, so now go to Daath.

VIIIn. Daath

- Recommended Level: 38

Alright, so when you come in here, go right inside the cathedral, unless you want to rest in the inn first. Inside the cathedral, head to the right to find a bunch of glyphs on the floor. Anise, the "former" Fon Master Guardian, will enable you to reach the top floor, so just head to the right from there to find Mohs and Dist. So basically, Mohs just wants to cause the war to keep the world going the path of the Score, and Van wants to lower the Outer Lands to destroy all humanity. Dist is playing both ends for his own objectives.

In other words, Mohs is the one to take out first, being he may be the lesser threat, but the more clear of the two. You'll be automatically taken to the library where Ion is, and then at the expense of his own health, he and Luke's group are automatically taken to the back of the chapel, where he begins to read the Score from the First through Sixth Fonstones. Basically the score goes up to the "light of the sacred flame", born in ND2000, going to the miner's city aka Akzeriuth and destroying himself and the city.

As it turns out, that light of sacred flame is actually Asch who is no longer Luke, because the latter was born only seven years ago, and Luke's existence as a replica is why Asch didn't die in Akzeriuth, and why the Score is thrown off. So yeah, nothing about the Outer Lands collapsing, but the Oracle Knights do manage to show up and attempt to arrest you yet again. That's a problem. Just head out of the cathedral and down the stairs, saving if you want to. Before you leave, though, make sure you check out the equipment shop just to the left and completely revamp your equipment. Do please sell all your old stuff too.

Mohs and Dist then show up and arrest you at last. Hahaha. But anyway, they're taking Luke to Baticul to have him restart the war, even though Auldrant has completely forgotten Yulia's Score. Onboard the ship there, Luke then suggests his execution would be for the better, only for Tear and Guy to completely strike him down. Yeah, Luke's emo now, just for the record. But anyway, in Baticul, talk to Natalia and then some guys will come in about to execute Luke and "Meryl" aka the imposter of Princess Natalia, only for Tear to put them all to sleep and call Luke an idiot for the 1,000th time.

Head left and go down the stairs and then left in the hall to reach the main entrance, and then head north to get to the audience chamber, where you'll find Dist, Mohs, Largo, King Ingobert, and Natalia/Meryl's nanny, who confirms that Natalia is a fake. But anyway, Mohs orders their capture, but Asch manages to show up and rescue you, turning his sword on Dist for betraying Van. Gotta love this game. But anyway, time to get out of Baticul. Start by leaving the castle at least.

On this screen just keep heading south, and then Pere shows up to help which is good. Keep heading down and out, and then the citizens of Kimlasca throw themselves at the Oracle Knights, who look rather promising over those bastards. They continue as you head down, with even Asch coming out and throwing his sword at them. With that, your destination is Inista Marsh, so leave Baticul and head southwest. If you see a bridge there, you know that you've come to the right place.

VIIo. Inista Marsh

- Recommended Level: 38

Yes, there are two on screen world map dungeons in the game, one is the Meggiora Highlands and the other is Inista Marsh. It pays off though, because this really is one of the best world map themes ever composed. But I've said that before... many times. Anyway, the chest on your left when you come in, aka the one to the south contains a Talwar. Useless, since you bought Killer Swords for both Luke and Guy, RIGHT? I thought so. By the way, this place is swampy and will cause you to be quite sluggish. Watch out for enemies.

Now take the far northern path which slopes up west for a Knight Helm, then turn back and head west to find a path leading there, but Jade and Guy sense something. There was a rumor of a monster called the Behemoth that lived here in Inista Marsh but could not be taken out, so it was trapped in the marsh with rafflesia pollen. And yes, it is indeed here and it's powerful, plus even if you defeat it at this present moment, you'll get 0 EXP and 0 Gald. But yeah, your group runs away anyway.

You'll be back at the entrance, but oh well, you had only taken five regular

steps and about thirty swampy marsh steps into this place, so just head back west and where you found the Behemoth, you'll come across 5600 Gald and a Mystic Rod. You can't head west since the Behemoth is there, so just cross the bridge and save. Now head northeast to find a Drain Ward and a Knight Guard there, and then your next trip is towards the west to follow a path down overall to the southwest.

Across the bridge, Natalia will start moping around again. My god, I'm sick of her being even more emo than Luke. Whatever, just ignore the nearby Mirage Robe and then cross the bridge to find the Behemoth again. This time you have to fight to rescue Natalia, but that's no problem... just run away. Do NOT fight, there's no EXP/Gald in it. After that, you're safe out of the marsh, but now you can actually fight the Behemoth and get some EXP/Gald out of it. I encourage it wholeheartedly myself, if you think you're strong enough.

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\\ Boss: Behemoth Party: Luke, Tear, Jade, Guy \\
#####
Stats: HP - 90,000 ||
- P. ATK - 822 EXP - 19,800 ||
- P. DEF - 419 Gald - 22,000 ||
- F. ATK - 560 Difficulty - Semi-Hard ||
- F. DEF - 475 ||
Weakness - None Resist - None ||
#####
```

The Behemoth is rather hard, so if you're at a low level (I was Level 39), don't even think about this one. It does give a tremendous amount of EXP which is only further increased by the likely number of combos you'll be doing here, though, so I recommend at least giving it a shot, but still, your group probably has anywhere from 2100-2500 HP at this point. That physical attack stat speaks for itself; the Behemoth's attacks can do anywhere from 600 to 900 damage, and being that sometimes they can come quite quickly, that can rip your party to shreds.

I personally don't think this fight is worth wasting an All-Divide on, but if you have an Hourglass handy, that should help for a good 5000 damage though. Once again, do NOT attack the Behemoth when it's in Overlimit, even with Mystic Artes if at all possible. Speaking of which, if Jade hits Overlimit, have him immediately try and hit this beast with Ground Dasher so that it can become Mystic Cage instead. That really is one of the best Mystic Artes there is. But anyway, Specifics are highly recommended, and Lemon Gels at all times, along with Holy Song constantly on your party, are absolute necessities. Take advantage of all field effects that arise too, as some Rending Quakes and Burning Havocs can go a long way... good luck.

Okay, I'm Level 41 now, and Luke just learned Rending Blast, Tear learning Banishing Sorrow, and Jade learned Blessed Drops, which was his ultimate attack back in the beginning of the game when he was a demigod standing among mere mortals. Get the Mystic Robe if you need to, and note that was one of three monsters you'll want to defeat for something later. Leave Inista Marsh and head to the southwest, where you'll find Belkend. And yes, you have indeed been here before.

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VIIp. Belkend
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- Recommended Level: 41
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Once you enter Belkend, you'll hear Van and Spinoza are here doing stuff on replicas. Yeah, it's time we find Van, since we haven't seen him since Akzeriuth, in other words sub-section VII. But that's not important. Head down the stairs right as you come in and just slightly south near the large fon

machine is the sixth instructor for Guy in the Sigmund style, so just one more (in Keterburg) and you have yourself a new arcane arte. Head west from there and keep enjoying this funky music.

In that area, head north and use Mieu Attack to break through the crates for a Poison Ward. That's all, so just head down and to the left to be found by some Oracle Knights believing you to be Asch. It's just an opportunity to see Van, so Luke and Jade play along to find Van and Legretta there. After Tear starts to question him, Van states that his plan is to create a replica world to free Auldrant from Yulia's Score. That makes sense. Still, Van's family used to serve Guy's family, which is interesting.

You've got to run away from Van and Legretta in any case, so that head south, west, then south twice more to leave the facility, and outside Asch will say he only rescued you because Ion told him to. Hahaha, of course. Go to the inn with that being done, and as you approach it the group has their suspicions about Guy, but hey, he DID go to Aramis Spring to find Luke earlier, and that cannot be denied. So with that, head to the inn but before talking to Asch, choose to sleep.

Guy will decide to go out here, so choose to follow him, and you will hear none other than the servant aka Vandesselca Grants, turning away from his master, aka Gailardia Galan Gardios. Yep, Guy's a good... guy. So with that done, talk to Asch and he'll give Jade a book called Genesis of the World, and then after some good long sleep, talk to Asch for a funny convo, plus Tear, Anise, Guy, and Natalia are there if you want, but otherwise speak to Jade. Now we need to stop the Planet Storm, but to do that we need help from the researchers here in Belkend, and one of them named Hencken can apparently help. Fortunate.

With that, return to the Fon Machine Laboratory and head north twice, east once, and north again to find Hencken and Cathy there, and Guy manages to get them to help because he's completely obsessed with fon machines and is aware that Belkend and Sheridan have a rivalry. Fortunate, once again. But we need the governor's help. Still, enter Van's office which is right above, and examine the notebook above to obtain the useless Egg Bowl recipe. Apparently Van reads a lot of Jade's stuff though, which is rather disturbing.

Leave the Fon Machine Laboratory and enter the Governor's Residence, which is to the northwest of the first screen, and inside you'll find Hencken, Cathy, and the governor Viridian, and the first step is to measure the frequency of the core, and to do that we need another Sephiroth, but that becomes difficult without flight in the Albiore. So just leave to find that Spinoza has been eavesdropping, but Asch will go after him. Meanwhile, you get the choice to just go directly and automatically to Daath, so do that. Do that.

VIIq. Daath

- Recommended Level: 41

Once inside Daath, start by talking to the guy right above the item shop and he'll give you the recipe for Pizza despite being a weird old geezer. So now head north into the cathedral where we decide to see Anise's parents first, and get news of the God-Generals. Mohs, Largo, and Dist are still in Baticul with the latter having the flightstone, Legretta as we know is in Belkend, Arietta is in the Absorption Gate and Sync is in the Radiation Gate. Meaning no one is in Daath.

You'll be automatically taken to Ion's office, and he'll let you know that there's a Sephiroth in Tataroo Valley, and accompany you once again to open the Daathic seals and whatnot. So with that, head back to the entrance of the cathedral and Asch will contact you, saying that Spinoza leaked the information to Van. That's a problem. Oh well, Hencken and Cathy have the measuring device in Sheridan, so you need to go there now. All over the world now, aren't we...

but anyway, try to leave Daath.

Arietta will come in and attack, and in the process injure Anise's mother. This event subconsciously brings up the memory of the death of Guy's family, so he's unwell. With that, you're in the cathedral and need to go to the chapel. Enter and talk to Jade and Guy, and you'll find out why Guy has the female phobia in the first place: because his family was slaughtered by Duke Fabre and as a child he awoke under the dead, bloody bodies of his maids. That really is fairly frightening.

But anyway, you'll get the option to instantly go to Sheridan, which I would advise doing. You'll find the Dark Wings right at the entrance, who have been hired by Asch but once again get away from being arrested. With that, enter the meeting hall and the old geezers will give you the measuring device, and now it's off to Tataroo Valley. To get there, head for the Ispanian continent, which is the central one. Go to the beaches using the Albiore, and then once you get to the forests, disembark and cross the bridge to find the place there.

VIIr. Tataroo Valley

- Recommended Level: 41

...Wow. This place looks a LOT... different. Feel free to enjoy the peaceful, calming music from Shurrey Hill here, and also Jade's attitude. And then with that, find the Purple Ribbon right at the entrance. But anyway, the enemies here. Some, such as the Rhinoceros, should not take more than one hit to fell in a swoop. Some others, such as the Wind Spirits, are new and require a bit more than that, so don't take everything that easily. Anyway, head to the left and you'll find a very, very hard to see path right nearby.

Take that path to the upper right for a Carmine Chamber, then just follow that same path up and at the fork, head east for 7500 Gald and a Pineapple Gel. Rather convenient, that. So anyways, just head back there and up the hill to come to a new area. I know, I barely recognize this place. Head left there to find a Silk Hat and a Lemon Gel, and then just for fun, head all the way north to find yourself where you started, at the very beginning of this game, after Tear caused the hyperresonance... the flower field.

After Luke asks a question that you would think would be answered by Jade at that point, head east across the river. That was what Luke and Tear failed to see during the night, many eons ago. THERE IS SOMETHING EXTREMELY IMPORTANT TO DO ON THIS VERY SCREEN! At the fork right at the entrance of this screen, head down and when possible, head to the right to find a boulder in the wall there. Use Mieu Attack to break it down to reveal a hole. AGAIN, THAT'S INCREDIBLY IMPORTANT!

Enter the hole that you formed to find the Sephiroth... except this isn't the correct part of it. But who cares, just head to the upper right to find a concentration of the Third Fonon. Remember that Second Fonon from the Zao Ruins? Yep, it's a new and optional ability for Mieu, which will allow him to fly a little bit. That helps. So with that, use Mieu Wings below the button there to open the door there, and find a Knight Mace for Tear there. That is a really good staff, I have to say.

Use Mieu Wings again on the left to open that door and get a Life Bottle and the extremely useful Wing Bottle there... can't have enough of those. So with that done, head to the southeast to find yourself on a ravine which is hit by an earthquake and as Anise is about to fall to her death (resist the urge to cheer since some of you will), none other than Guy runs in and saves her. Now that was unexpected, but watch The Cured Guy Is a Nice Guy skit which follows. Damn, Anise is cruel.

With that, use the healing circle and use Mieu Attack on the tree for a Panacea

Bottle, and with that, climb the hill nearby and use Mieu Wings on the tree above for a Knight Robe. Bah, I want better than that. To the west is another tree with 6000 Gald, in which I restate my previous opinion towards. But just head to the southwest and down the path to find the entrance to the Sephiroth, but as it turns out, it's much like the Zao Ruins in that it has an annoying guardian.

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\\ Boss: Uniceros Party: Luke, Tear, Jade, Anise \\
#####
Stats: HP - 54,000 ||
- P. ATK - 422 EXP - 8,150 ||
- P. DEF - 684 Gald - 15,000 ||
- F. ATK - 328 Difficulty - Semi-Easy ||
- F. DEF - 724 ||
Weakness - Darkness Resist - Wind, Light ||
#####
```

If you beat the Behemoth, you will just walk all over the Uniceros without any problem at all. You might notice that the defense ratings are a little on the high side, but that isn't a problem if you just apply some dark magic to it. Anise has Negative Gale and Tear has Nightmare, so throw those in there to try and get a First FoF, and then Luke throwing in a Rending Quake or Frigid Blast will stack some more damage up. The Uniceros's attacks are rather weak, even though having a large stallion dash at me would probably intimidate me in real life. And as usual, Mystic Artes such as Indignation or Radiant Howl are just as good as always, but just stay away from Guardian Field, Eclair de Larmes, Limited, and Turbulence.

Not much to say about that, except hopefully you got a good combo or two going there for a thousand or so extra EXP. Head down the hill and Ion will open the door to the Sephiroth, leaving you to use that measuring device you got earlier. But still, the Sephiroth is a substantial part of Tataroo Valley to begin with, contrary to what you might think. And as usual, the actual theme is better than the Sephiroth's, but okay, I'm done ranting. At the fork, head left for the Alca Maggiore, and since there's nothing to the right, just head north.

In this room, hit the button on the large fork there, which will light up the spheres on either side and thus open the door. Relatively simple. In the next room you'll find the passage ring which has to be unsealed, just like Shurrey Hill. Speaking of which, notice Shurrey Hill had the First Fonon (darkness) all over it, the Zao Ruins had the Second Fonon (earth), and Tataroo Valley has the Third Fonon (wind)? Wonder what the next one will be... not. Just start by heading to the upper right.

Here you'll find a series of forks and spheres that need to be lit up, but it's all very simple... just use Mieu Attack and hit the upper one, then the right, then the left, then the upper one again and you have a bunch of stuff lit up and you're free to progress. Life is good, and... stuff. Head to the next area and go upstairs and to the left for the Mirage Gloves, then just go through the door and hit the fork in the center to be finished with one half of this Sephiroth. Eh, whatever, time for the second part.

Or lack thereof. Head west to that rather large looking area, and just go to the top and bottom floors and hit both forks there once with Mieu Attack, and then a wind current will emerge from all those spheres lighting up. So with that done, return to the last room and hit the fork there again, and the two wind currents will join, allowing you to gain something for yourself. =) Head to the southeast edge and use Mieu Wings there to be blown over to an Aqua Cape. Rather reminiscent of Symphonia or Legendia, much?

Now just go down and enter through the door on the left, which will take you back to the last room you were in, conveniently. Now just head back to the

passage ring and Luke will connect the sixth Sephiroth (Tataroo Valley) to the fourth (Zao Ruins) and the first (the Radiation Gate) to the third (Shurrey Hill), bypassing the fifth (Akzeriuth), telling the Outer Lands to all be lowered at once. So with that the core vibration frequency is measured and you can head back to Sheridan.

I discourage using a Wing Bottle here, as Mt. Roneal which you will go to near the end of this chapter is a MUCH better place to use it. Just walk back to the field of flowers and the group will rest a bit and admire Tear's cooking skills, which gives you the Cake recipe. Can't do without it. So with that, leave Tataroo Valley and go back to Sheridan, where you can head to the Meeting Hall to talk to the geezers, and then outside, the group decides that they can't just lower the Outer Lands on their own: they need to have the approval of Kimlasca and Malkuth.

That starts with going to Baticul, but Natalia decides to be a damn emo again and run off, so go talk to her and then go to the inn to rest, and Luke will catch Natalia go out, eavesdrops to hear Asch encourage her, and then Tear scolds him over a bit. But anyway, Natalia agrees to go to Baticul, so it starts with getting a peace treaty signed between Kimlasca and Malkuth, and then having Yulia City take care of the miasma. Start off by heading back to Baticul.

VIIs. Baticul

- Recommended Level: 43

At least you're able to enter the town and then the castle without too much of a problem, as Ion has his uses now and then. Enter the castle, save if you want, and enter the door on the left and head upstairs, then to the left once more to go to King Ingobert's personal quarters, where Natalia will try to convince him, plus Jade gives him some documents, but he needs a day to think. To give him that, leave the castle and head to the inn right above the coliseum and shops.

Once you're done resting, you'll be back in the audience chamber, and despite what Mohs tries to do to change Ingobert's mind, he agrees to peace, meaning Peony in Grand Chokmah is next. But before leaving Baticul, make sure you go to Luke's manor! Yeah, remember talking to that guy in Yulia City after St. Binah fell? You haven't been able to go to Luke's manor since then. Haha. Enter and go to the courtyard, then left and up, and Luke gets a bit of an allowance for massaging his mother. What a sick bastard.

But anyway, you can't even go to Yulia City now, but at least you have the cash on you. Leave Baticul with that and go to Grand Chokmah, which is on the north part of the remains of Rugnica. Land at the port and head to the castle, and once you enter take the northern door on the first floor and examine the cabinet on the left for a Stre Maggiore Capacity Core. Can't have enough of those. But enough with back and forth among Kimlasca and Malkuth, now we're off to Daath, where Mohs probably is by now.

VIIIt. Daath

- Recommended Level: 43

Enter Daath's cathedral only for Anise to be shot by something random. Quite priceless, I must say, but it's a letter from Dist saying that he'll meet "the Jade gang" in Keterburg aka just freeze there, and that the flightstone is "most certainly not in Daath". Speaks for itself. The "Jade gang" sees Maestro Tritheim only to hear that Dist was here not long ago, so that solves that. His cantor Reiner knows where the flightstone is, and that guy is in Oracle Headquarters. Guess that's our stop.

Leave the cathedral and take the eastern path right outside the entrance, and that will take you into Oracle Headquarters, where a bunch of knights attack. Increased security, hahaha. Gotta love it. Anyway, your newfound Mieu Wings enable the collection of some new treasure. Start by going to the very top level, where you'll find a ladder that you can't climb, but with Mieu Wings you can. Remember that entrance where you came in the first time? Yeah, right around there. Use Mieu Wings for an Epee (very good sword) and an old Killer Bow.

Over to the east is another Mieu Wings ladder for a door with a Melange Gel on the other side, and a Red Savory above (oh yeah!). That's all there is, so go back to where you came in, and yeah, that means the second visit. Enter the room to the left of the save point, which was where you found Natalia and Ion the first time. Enter through the northern door, and then take the northeast door there and head down to the bottom of there, where you'll find Reiner, who gets put to sleep for a good cause. An evil trick, though.

Anyway, now you have the flightstone back and the Albiore is back to normal. And that is a very good thing, I might add. Anyway, you'd have to be crazy to use the Wing Bottle here, so just walk it out back to the entrance, and Ion will suggest you go to Chesedonia and talk to Astor about lowering the land. Damn, it's just one thing after another. Leave Daath and you can fly around the world at your every whim. Life is good and stuff. But since Chesedonia's next, you might want to stop by some search points. Particularly the islands near the Padamiya continent.

Now go to the Qliphoth and to Chesedonia, where Noelle will take the Albiore. Head on over to Din's shop and sell your junk from your trunk, then save if needed and go to Astor's mansion. Just go to his room, which is to the left twice, and after a brief talk with him, Tear and Luke will have a little private talk and then Noelle shows up. Guess it's off to Yulia City. Just land there and you'll automatically be taken to the conference room, where the peace treaty between Kimlasca and Malkuth is signed.

Guy takes his sword out on Ingobert here, which later ends in his pretty much having to slay Duke Fabre and Emperor Peony as well. But anyway, enjoy the story of the test subject that led to Hod's destruction, whose name was Vandesdelca Musto Fende. Zero moolah for guessing who that is. But anyway, talk to the fat merchant outside of the right side of Yulia City to learn Lightning Blade at last (VERY IMPORTANT!), then Teodoro in the conference room. Time to see how progress is going on the core vibration, in Sheridan. Head back to the Outer Lands, to Port Sheridan, and then to Sheridan.

VIIu. Sheridan

- Recommended Level: 43

Go straight to the Meeting Hall once you enter Sheridan, and talk to Iemon there. Once inside, you'll hear the plan to stop the core's vibration, which involves entering the core from Akzeriuth's ruins. Sounds very complex yet very dangerous, so you have to talk to Iemon again when you're ready to start. You'll have one hell of a hardcore battle when you start though, so make sure you're ready now. Start by going to the equipment shops and updating your armor altogether.

The Knight Fencers for Luke and Guy are better than either the Killer Sword or the Epee, so make sure you pick 'em up. When you're ready, talk to Iemon and say you're ready. Then try to leave the Meeting Hall only to find Legretta there, attacking with the Oracle Knights. That's a major (no pun intended) problem. The old people try to hold them off though, so you can't let their efforts go to waste. Try to leave to the south, which is a failure, then to the northwest, which is another failure.

to call Luke an idiot not once, but twice. Predictable/10. But anyway, since she's fine now, it's back to lowering the remaining land: Padamiya (Daath), Radessia (Sheridan), Sylvana (Keterburg), the Absorption Gate (northeast of Keterburg), and the Radiation Gate (south of Baticul).

So with that, leave this room to the left and then head north, then west, to find some researchers from Yulia City. The Sylvana Sephiroth is in Mt. Roneal, which is very dangerous and happens to be section VIIy of this guide (haha that was irrelevant), and the Radessia Sephiroth is in where else but Meggiora Highlands. So that's the next destination, but you can only enter Meggiora Highlands's Sephiroth via the Nirni River that runs through the continent. So to do that, take the Albiore to the southeast of the continent and trek through the river. At the northern end is the correct entrance.

VIIv. Meggiora Highlands

- Recommended Level: 44

This place is even more complicated than before. Gah. Just head north for a quick little scene, and let me explain. This place has five passages hidden wherever, and Entrance 1 is the one that goes to the actual passage ring. Entrances 2-5 are just puzzles that give some items, and make the boss of this place easier, but you can only do three of the four puzzles. So anyway, start by just heading west. Just hug that wall while heading under the arches that you pass.

You'll find 4800 Gald if you just head southeast from there. Keep heading west under another arch and you will come to a save point and Entrance 5. Might as well head on in, and... time for the first puzzle. There are two stone pillars here which you need to make toward the violet corners, which can only be done by hitting the four stones in here, and then they move in corresponding directions. Sound simple? Yeah, I suppose, but it's nothing compared to some of this place.

Hit the top stone twice, the right one once, the bottom one five times, the top one once more, the bottom one once more, then finally the left once twice. All you get is... some device running. Whatever, who cares. Just leave Entrance 5 and head out from that arch. Now head straight north to find Entrance 4 there, and I really must say that this one is the easiest of all four puzzles (Entrance 1 isn't a puzzle). All you need to do is use Mieu Attack to hit the four pedestals into the glowing corners there. That's it.

The wind currents will blow you away, but not the pedestals, so there's absolutely NOTHING to worry about. Once they're all in place, another device kicks on, but you may notice the machines to the left and right of the device. They occasionally shoot out a gust of wind, and if by using Mieu Wings, you are in the air straight ahead when they do that, you will get blown to either side of the room, with the left containing the superior Katana for Luke/Guy, and the right having an inferior Melange Gel. Whatever, just leave Entrance 4.

Now you just need to head back to the entrance, as the west of the second half of Meggiora Highlands has been thoroughly explored, so that means back through the two arches and then east. From there, just head straight and you'll find a save point and entrance along the way, but just keep going up to find an inferior weapon for Natalia called the Hamayumi. Whatever, just head into Entrance 3, which is back near the save point and happens to be more annoying than Entrances 5 or 4. Just what we need.

You need to get two of the ice shaped spike things on the glowing corners, which is not very hard except the fact they slide three squares a Mieu Attack. To do it, take the one just one little bit southwest of the central device, and just hit it to the right, then down, then to the left twice. That's one out of two, so for the other one, head to the southeast corner and hit the one there up

three times. Now getting one in the square, head to the far left to find two of them in the northwest corner, one on top of another.

Hit the top one up and the bottom one up twice, and then hit the bottom one to the right three times. That's it. Just leave, and note since only three out of four can be done, I skip Entrance 2 as it's... ridiculously hard. So yeah, just leave Entrance 3 and head northwest under another arch. Entrance 2 is there but just ignore it and get the Battle Axe (very useful for Jade) and Duel Helm (completely obsolete) and with that return to the actual entrance of the Meggiora Highlands, it's time to go to Entrance 1.

Head back to the entrance and then just head straight north, where you'll find two chests to the northwest, with a Full Plate and 7200 Gald. There's a big spiral path which leads down to the Daathic seal there, and none other than Legretta shows up along the way, trying to convince Tear and Guy... to no avail. Just head into Entrance 1, and once inside, Guy will go crazy for obvious reasons. To the left is the Marcato capacity core, and to the right is a Miracle Gel. Head north, Guy goes crazy again, and then examine the elevator. It needs a power supply and the fonic doll has it... but will it give it to you? ...No.

\\ Boss: Repair Fonbot	Party: Luke, Tear, Jade, Anise	\\
<pre> ##### Stats: - P. ATK - 528 - P. DEF - 835 - F. ATK - 326 - F. DEF - 810 </pre>		
	HP - 57,000	
	EXP - 10,000	
	Gald - 18,000	
	Difficulty - Semi-Easy	
Weakness - Water, Wind	Resist - None	
<pre> ##### </pre>		

This thing becomes even easier if you've cleared Entrances 3-5, since that will stop the fonic artes except Flame Burst, but the Repair Fonbot lacks fonic strength anyway, it's more of the Rock Break that's gone now that would have bumped it up a notch. This thing has rather high defense in both the physical and fonic departments, but fonic defense is slightly weaker, so pound it down with FoFs whenever possible. If Tear has Revitalize, that will help a ton since the fonbot's slow but powerful 700 damage attacks can be quite a pain.

As you can see, it's weak against water and wind, so make sure Jade is ready with Blessed Drops and Turbulence, so that Luke can blast this thing to oblivion with Guardian Frost and Light Blast. The rather high HP that the Repair Fonbot packs can be a deterring factor, but hey, Mystic Artes are always there for you to use if at all necessary. But yeah, annoying boss but not hard.

With that, Jade and Guy take over and you can take the elevator down to the passage ring. And yes, I lied earlier about saying Tataroo Valley was the Third Fonon so Meggiora Highlands should be the Fourth, as I cannot tell what this place is and the next Sephiroth is obviously the Fifth, but anyway, Tear's blood fonons are measured as Luke takes care of this place, so with that Jade theorizes that gravity is the cause of the core's contamination, so it's back to Belkend for that.

Right as the group heads out of the Sephiroth, you'll find Aston there, who survived... and our resident eavesdropper Spinoza right behind, who just runs away. Head back to the entrance to find him stealing the Albiore III, but on the Albiore I Noelle chases him to Belkend, where Guy and Mieu get him, then Natalia gives the order for Spinoza to do research on the miasma under 24 hour surveillance. That definitely works, since now he's under the role of long haired Luke from Akzeriuth. And as for the next Sephiroth, it's in Daath.

Which basically means, leave Belkend and go to Daath or the Albiore. Once you enter, head right to the cathedral to find Mohs inside... and he isn't even hostile or anything. Looks like the old geezer gave up and has to rebuild the Oracle Knights to start his war. Anyway, head through the door on the right and then up the stairs and to the left. From there, you can just go to the northeast to get to Mt. Zaleho, but why do that when you get a certain nice little item while you're here.

Take the northwest door and then head west, then south, then east three times past a treasure chest in the distance. From there, head north, west, then south and through the northwest door there. With that, head south twice and east once, and use Mieu Wing above the trapdoor there to fall to your death... not, just a Sunlight Chamber. Basically what those are is a fonslot chamber that lets you use FoF Changes with low level fields, so for example, put it on Light Spear Cannon, and then just use Lightning Blade and then the former for an instant Light Blast. Very easy.

Anyway, time to go to the sixth Sephiroth. Head to the right and fall through there and head back to where you were, and take the northeast door. From there, head straight east no less than five times and you'll come to the library, where apparently there's a secret passage which leads to Mt. Zaleho. Anise somehow "accidentally" finds the way in, so just enter and take the teleport to find a place which is a blatant Fifth Fonon override.

VIIw. Mt. Zaleho

- Recommended Level: 46

Yeah, told you that the next place was Fifth Fonon all over. It's a freaking volcano, even if it's a much shorter and easier dungeon than either you'd think, or the icy counterpart of it that you're going to do in a very short amount of time. Anyway, you can leave via the warp here if you want, but otherwise let's move on, shall we? Anyway, north and west lead nowhere, so head south to a save point, which to the left of it is an Arc Wand and to the right is the Strecido capacity core, which I love for all the wrong reasons.

Head south to get to the next screen, and when applicable, head to the left to pick up a Wing Bottle, and then south at the bottom for a Cobalt Chamber. The former is important even though we have two of them: I saved the one we got in Tataroo Valley for the upcoming Mt. Roneal. This one is perfect for Mt. Zaleho though. Just head to the left to find the Daathic seal, and unfortunately we have to go in there and hear the same boring old Sephiroth theme instead of a more rocking Motoi Sakuraba theme from the outside volcano.

Once you enter the Sephiroth, head north when first possible to find a Druid Cloak there, which is the standard up for Anise. Now head down the path to the right only for Tear to state the obvious. Right ahead of that bridge is a target in midair, which you obviously need to hit with Mieu Fire to form a bridge. Just follow the path that is formed right ahead, and you'll find a second target to the right... which you can't reach. Not all hope is lost, I assure you.

There's a golem spider thingy right nearby that you can defeat to turn into a rock, which can then in turn be pushed to the right to give you a bit of an edge. And no, don't worry, the golem is easy. After you beat it, push it and use the Fifth Fonon, and then to the right is just another stationary target which you can pummel with fire and proceed to the other side, continuing until you come to two places to enter, one right above the other. This is Zaleho's only real puzzle.

Alright, start by entering the lower cavern, and defeating the golem so that you can push the rock to the very edge of the bridge. With that, head back up and leave this room so you can enter the upper cavern, and from there, beat

that golem as well, and then push it over the bridge so that you can follow the path and head down for a... regular memory circle with particles. Can't beat that, but just don't use it yet. Enter the passage ring area right ahead, and Luke will take care of it normally. Sure, Jade made think Anise is acting quite suspiciously, but nothing out of the ordinary's happening. And no, the paths at the side are just here for decoration, and if you head outside then going west only leads to a dead end right now, so just leave Mt. Zaleho via Wing Bottle.

Cross the bridge and flame a second target so that you can follow the path and head down for a... regular memory circle with particles. Can't beat that, but just don't use it yet. Enter the passage ring area right ahead, and Luke will take care of it normally. Sure, Jade made think Anise is acting quite suspiciously, but nothing out of the ordinary's happening. And no, the paths at the side are just here for decoration, and if you head outside then going west only leads to a dead end right now, so just leave Mt. Zaleho via Wing Bottle.

Use the teleport to return to Daath, and do please have one of the priests escort you out of the cathedral. Anyway, we need to go back to Belkend to check up on Spinoza, so head there now. Just head to Fon Machine Laboratory I and enter the room which is just right up to the north, then to the west, to find Spinoza. Apparently the plan is going to work perfectly, so with that, head to the inn and rest, but when you wake up... Tear is gone, and Asch went with her. They went to Ortion Cavern, and you must follow.

VIIx. Ortion Cavern

- Recommended Level: 46

We are really that close to the end of the game, as the final battle, with Van, is drawing near. Just up to VIIz is the last dungeon, so there you have it. And here we are in Ortion Cavern, so just start by heading east when you come in, only to find Legretta there. She just lets you pass and says that she'll settle things on Mt. Roneal, so so much for her. Just head to the next screen for one of the more random scenes in the game, as Luke picks Natalia up. Okay, explain how that was relevant.

As usual, just go to the area with the nonworking elevator and head south, then follow the path up north, until you'll find Van, who just slices Asch down without a problem. Tear is there as well, and after some usual arguing over plans, Van leaves for the Absorption Gate, which really is the final destination after the next one, Mt. Roneal. And as for Asch... he recklessly goes after Van. Too bad for that injured man, you saw Natalia that whole time. Anyway, you're automatically taken to Sheridan.

Just enter the meeting hall and the group is ready to head into Keterburg to ask Nephry about Mt. Roneal, which is the most dangerous Sephiroth. So with that, leave Sheridan and head to Sylvana, which is to the north as usual, and enter the Governor's Residence. Apparently, Dist was waiting for Jade this whole time and finally collapsed. Hahaha, what an idiot. Jade tells Nephry that he "wouldn't dream of doing anything nasty to Dist though". Haha, oh my god. Go to the Keterburg Hotel.

Perhaps the funniest scene in the entire game takes place now. Dist is talking about Jade in his dreams, and Jade asks the group to leave while he asks him about Mt. Roneal, and... hint: earthquakes and loud screaming. Plus Jade just walks out acting as if nothing happened. I love this guy... too bad the game's gonna end after Mt. Roneal and the Absorption Gate. All appropriate that there is something INCREDULOUSLY IMPORTANT HERE IN KETERBURG THOUGH! Just head to the elevator to go down to the first floor before anything.

Now head to the right and talk to the guy near the counter, who happens to be the third of four people who has Luke's books from Van. It's 80,000 Gald and Luke refuses to pay his own money though, so just leave the hotel and Jade sends a soldier in to arrest Dist. That means Dist is going to jail, Sync is

Dead, the Ach is not a threat, and the other three... are at Mt. Roneal. So with that in mind, head to the entrance of Keterburg and please do stock up on equipment. I bought all the Mythrill stuff I could, as well as some Melange and Miracle Gels. Cost me 180,000 Gald in total. I'm such a cheapskate.

Anyway, leave Keterburg and head to Baticul so we can get the money from Luke's mother. Just head to the manor as usual and talk to her, and Luke gets... 80,000 Gald. Aight, we're done in Baticul but if you want, you can test out some of that new equipment in the coliseum doing the beginner's single round, although it's probably still a little difficult for most people. Oh well, prove me wrong. Either way, back to Keterburg and to the hotel, where you will learn Slag Assault for Luke. Sweet.

Now it is finally time to head to Mt. Roneal, which let me tell you is a place completely full of woe, as it is the last time The Edge of a Decision will play in battle. Yep, for the final hour of the game, they put in a new battle theme after it. How retarded is that. But oh well, keep enjoying the current battle theme, and leave Keterburg via the north. Mt. Roneal is very easy to notice.

 VIly. Mt. Roneal

- Recommended Level: 46

I'm gonna tell you right now that you'll want Luke to have Raging Blast ready, with a Grass Chamber on it, or something else that can steal, as a boss here has something usual to steal. If you've never built something up to steal, start now, because the boss isn't very far in. When you come in, hit the tree on the left for a Lemon Gel, then head around the northeast area to find a Pineapple Gel somewhere in there, and the tree there... has a Wing Bottle in there. Sweetness!

Head up the path which is to the left, and ignore the northwest path as you can't get up it. Just head east and get the Aquamarine at the far end, then go up the path for a scene, as Tear gets annoyed at Jade for being awesome as usual. I actually side with Natalia on this one. Anyway, head to the west to find the top of that slide earlier that you couldn't get up, and HUG THE LEFT SIDE OF IT. That's important. Hug the left side and mash X as you fall, and you'll get a Dinei Bottle. I know, that hard and it's worthless.

Go back up and get the Panacea Bottle on the right if you haven't already, and just enter the cave to find... the Sephiroth? Nah, it's just a transition point between two parts of Mt. Roneal. Hit the clump of snow on the left from where you enter with Mieu Fire to get a Mythrill Guard, and over to the right is a clump of snow which I recommend ignoring (it's an enemy), and the Nocercido Capacity Core. That's Jade's dream come true, I tell you... you'll see when you equip it. =)

When you step out, you'll hear Legretta's voice. Creepy enough, that. I hope you've prepared that Raging Blast for the upcoming battle. Just head up the hill to find a Battle Bow, and a healing circle. Just head through the next screen and you'll find a hard to see Treat on the way... always get those if possible. Just head up to the center, where Legretta will attack... and Largo and Arietta are with her. Just a quick Tear/Legretta interchange, a quick Largo/Natalia, and we're ready to finish the last three God-Generals.

\\ Boss: Largo / Arietta / Legretta	Party: Luke, Tear, Jade, Guy	\\
Stats:	HP - 32,000	
- P. ATK - 426	EXP - 4,500	
- P. DEF - 489	Gald - 8,000	
- F. ATK - 336	Difficulty - Medium	

- F. DEF - 348
Weakness - None

Resist - Earth, Fire

Stats:

- P. ATK - 576
- P. DEF - 459
- F. ATK - 336
- F. DEF - 348

HP - 26,000
EXP - 4,500
Gald - 8,000
Difficulty - Medium

Weakness - None

Resist - None

Stats:

- P. ATK - 576
- P. DEF - 469
- F. ATK - 336
- F. DEF - 348

HP - 29,000
EXP - 4,500
Gald - 8,000
Difficulty - Medium

Weakness - None

Resist - Light

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Yep, you are indeed fighting three God-Generals in one go, although as you can see, these three are weaker than one Sync by themselves, it's just a matter of who to go for first. The Raging Blast/whatever stealing technique you decided to use, comes into play against Arietta here though, as mugging her will net you a Time Traveling Girl, which is an accessory for Anise. Anyway, this is like Spider-Man 3's villains versus Spider-Man 2's single one: not three are quite as nasty as one Sync, because for one thing, they don't use Mystic Artes.

You definitely want two or so characters with Item Thrower here, but just to give you a heads up: go for Legretta first, as her Holy Lance and Eclair de Larmes attacks will absolutely incinerate your party if given ample opportunity. Arietta is next because for one thing, her Barrier and other spells are extremely annoying, plus her Arcane Arte is just nasty. As for Largo... he isn't a threat. His 400 P.ATK will do little to even scratch you, his Beast attack is nothing, plus his Stone Beast and Ravaging Thunder Arcane Artes are pathetic also. Just handle one at a time and heal when you get below 800 HP or so, and this fight will be nothing... at least compared to the final one.

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You get the Time Traveling Girl, a Sapphire Ring, a Red Sage, a Red Lavender, a Reflect Ring, and a Mystic Mark from that battle, as well as 24,000 Gald and 15,500+ EXP. And to top it all off, once the battle ends, an avalanche strikes and the group falls right below. Legretta, Arietta, and Largo, however... were not as fortunate, and fell into the ravine to their deaths, joining Sync. In other words, four God-Generals are dead, and two are harmless. Now it's just world peace and Van's death, and the game will end there. Yep, looks right.

Anyway, the passage ring is right there, so Ion opens it for the final time, allowing you to scavenge the contents. Once you enter the seventh Sephiroth, pick up the Pineapple Gel that's there and use Mieu Attack to hit the ice to pieces, and then follow the path to the left and take the elevator to find the passage ring, where you'll find Van has fixed it up so that the power of the Sephiroth is in reverse from the Absorption Gate, so that everything will fall quickly EXCEPT the Absorption Gate. In other words... everything dies. Yep, the final battle is near.

You've only explored a small portion of Mt. Roneal, but you can't complete the rest right now, so just head south to find a save point which you can use a Wing Bottle on, which I highly suggest as this place is too long for its own good. When you arrive back at the entrance, just leave Mt. Roneal and please do fight one last battle... it's the last time you will hear The Edge of a Decision in a normal battle. =(But anyway, if you're ready, go back to

Absorption Gate is tomorrow, so for now, might as well find everyone and talk.

- > Mieu is right next to Luke, by the casino
- > Jade is just near the entrance, south of the casino
- > Guy is inside the casino
- > Tear is to the left of the Keterburg Hotel
- > Anise is by the Governor's Residence
- > Ion is inside the Governor's Residence
- > Natalia is in the north end of the park

Then finally you can go to the hotel and have a rest, and Tear will tell you that the Radiation Gate is no longer an issue, so all it is is just the Absorption Gate now. A cutscene will ensue as Luke and Asch start brawling as usual... and they're both off to the Absorption Gate. Well, with that, last touches are done and The Last Chapter kicks in right as Luke says we're off to the Absorption Gate for the decisive battle. Yep, here we are at last, the final battle.

This trip to Keterburg really does serve as a time of final preparations, as the Absorption Gate is the last dungeon and stuff, and coincidentally there's something QUITE IMPORTANT TO DO, right here in Keterburg! Head to the igloo in the north end and talk to the guy there, and Guy will learn the second Sigmund skill, Soaring Light Spear. But with that, make sure Luke knows his three skills and Guy his two, Mieu knows Mieu Wings, Tear has Holy Song, and all that, plus YOU HAVE TO HAVE SAVED SHIBA AND BEAT SWORD DANCER #2! Last opportunities for those, people! Well... if you're ready, the Absorption Gate, which is on an island northeast of Keterburg.

VIIz. Absorption Gate

- Recommended Level: 48

After hours of varying progress through a rather normal length game, Tales of the Abyss comes to an end here, in the grand and glorious Absorption Gate. And it really is a LONG final dungeon, putting Shurrey Hill and other similarly enormous places to shame. Not a lot I've said recently has been serious, but believe me when I say that the Absorption Gate is gargantuan. Plus you may notice Never Surrender has replaced The Edge of a Decision for the battle music, which is highly disappointing because come on, TEoAD absolutely creams this rather good Baten Kaitos wannabe. Oh well... it's just one dungeon.

Enter the first place, enjoying The Farthest Place - Sign for now. There's four forking paths right now, ignoring the two right ahead which are covered with flames. The northwest path leads to a blue fonon (use Mieu Fire to hit the target in the air), southwest leads nowhere, southeast leads to a yellow fonon, and northeast leads to a red fonon. And best of all, each of these linear paths will automatically take you back to the score when you get the fonons. I like that.

Anyways, put the fonons in the score and a lift will appear, conveniently. Down there, walk just a bit south and half the ground will collapse... nope, you can't let the world end, but that's what final dungeons are for. Follow the path to the right while ignoring all the flaming paths that you can't go through, and examine the big portal on the right to reach an area where The Farthest Place starts really rocking. Yeah, these parts of it are cool like that and merely have you descending.

You'll descend via paths that look like beams of light, so just ignore the side paths and head east down. The same applies to this floor, so just keep on going down, and then east when you can to find 8000 Gald there. Whatever, just take the large gateway at the bottom to return to the normal area. There's two ways to go, so head south first for a dead end and a Tartan Ribbon, and then

just take the spiral northward to find a large gateway and just a dead end further up, so enter the gateway.

There's numerous ways to get down from here, so just take any of them and maneuver you way to the northwest at the very bottom for a Pineapple Gel and the gateway. Alright, but when you emerge, a second earthquake hits. That is not good. But whatever, just head to the east to find a gateway that you do not want to enter yet. That's right, there's a spiral there that's hard to see, but use it to head to the southwest and use the gateway there to get all the way to the bottom and beat up the enemy there. After doing that... the red fires will disappear. Helpful.

Return back to the previous room, and now we can trek back to the very entrance of the Absorption Gate for some stuff! How thrilling. Because the red flames are gone it's just a simple spiral back up to the lift, so return and take those exact same three paths again so that you can put the fonons on the score to the upper right, and when that's done, it'll form a lift that will take you down to a Red Savory and the Ballacido Capacity Core, which is great for characters who hate defense.

You'll also get a green fonon which is useless for the time being, so take those and return all the way back down to the furthest point downward that you got to, and also note that there's a Red Basil down there. See, this was worth it after all, but when you're ready to proceed, just take the eastern gateway which is the furthest down. That's just a linear path downward which has a Mythrill Cloak and an Ancient Ribbon along the way, and ends in a lift down... do take that. You are now to enter the second half of the Absorption Gate.

The third earthquake will hit, and this one is serious... it will split the party into three groups: Luke and Tear, Guy and Natalia, and Jade and Anise. Guy is stuck and Jade's is too complicated, so that with Luke, which is the only group that has Mieu, obviously. Save if necessary, and then head to the southwest, flaming the target along the way. Now it's just a spiral down to the bottom, but **HIT THE OTHER TWO TARGETS ALONG THE WAY!** That's imperative for Guy's and Jade's progress. Head right at opportunity for a Mighty Saber, and then hit the machine at the very bottom to open the elevator. Might as well.

After using the elevator, head down past the first left-right fork. There are indeed two left-right forks, and you're looking for the second one. Head left and flame the target there, and right to hit the machine and power something. That's the purpose of Luke and Tear here, but really, just head down to the elevator there for a cheesy Tear exchange with Luke in terms of trust. What the hell ever, just take the elevator and switch to Guy's group, which is no longer a dead end.

Use those two paths you formed with Luke and Tear to reach a gateway which leads to an orange warp. That's Guy and Natalia's part for you: a maze of warps. Just take the next warp after that, and you'll come to a left-right fork of warps. Damn that, you just knew that would happen. It's easy though, right leads to a Treat (30% TP restored for all), and left leads onward, you play the calls. When you head left, there's a save point and a Guy/Natalia exchange which ends in a very un-ladies-man-like comment by Guy.

Take the gateway on the left when that's over, and take the spiraling path downward, which leads to a fork in which left reveals a Grass Chamber. That is of course assuming you did the last stuff with Luke and Tear, of course, but excuse me. Done that, take the gateway to the left and at the north-south fork of warps, take the southern one and just follow the path while getting the War Hammer that's along the way, and take the gateway that's on the right when you get the chance.

In this area, you'll see a golem looking area to the right which you can fight so that Guy can strut his skills. When it's beaten, use the right angle on the right to push it through the gap directly above where you beat it, to the

left. With that, you're done as Guy, so use the circle of light to switch to Jade, whose part is another maze. When you emerge, head to the right for a Rare Protector, equip that War Hammer on Jade, and take the gateway to the left.

The warps here prevent an incredibly linear path that ends in a Carmine Chamber and another gateway. Don't bother with the other warp there, cuz that's just a complete dead end. Enter the gateway and there you'll find another gateway to the right, but ignore that for the time being. Just keep taking the spiral down to the far left, where you'll find another golem enemy. Enjoy fighting with Anise, because it's really weird. Either way, push it down onto the seesaw below.

Now take the path back up and to southwest at the circle of light, and just take the path to the lower right to find a Pineapple Gel. From there, enter the gateway (assuming you can as this is all assuming you did the Luke/Tear stuff). At the south-north fork that you come to from the gateway, head south for a Strike Eagle (better weapon for Natalia), then just go back up and take the northern warp. From there, head south and take the first warp there, and you will find the game's extremely, extremely rare equivalent of an Elixir: the Special Gel. Use that wisely.

Head back and take the warp which is further south, and there Jade and Anise will have a little chat about whom the former trusts. How cute. Take the gateway when you're done, and then get the 20,000 Gald from whence you arrive from. From there, find the block on the left (which SHOULD be there of course) and push it over to the gap on the left. With that, head up the spiral on the left to find a Rare Bracelet and what is currently a dead end. You are almost entirely done with Jade, so just go to the circle of light which was near the 20,000 Gald, and switch to Luke.

I know the Absorption Gate is long, but hey, that's what final dungeons are for, right? ;]]] Anyway, there's now a rock on the left, so the seesaw will stay up to the right. Head up the path and hit the fork there, which will clear the path for Guy to get to the meeting point. Before doing anything though, use Mieu Attack to break the rock on the seesaw, and then switch to Guy's team. From there, just defeat the golem again and push it through the gap to the right, then just head back and switch to Luke's team again.

Using Luke and Tear, the stone is now on the right instead of the left, so go up the seesaw via the left and hit the fork there, and now at last both doors are open. Now switch to Guy and move him to the center, then switch to Jade and move him to the center, and the party of Guy, Jade, Anise, and Natalia will fight the enemy controlling the blue flames. Bah, I'd go after the other stuff that we can get from the blue flames but it's just not... worth it. Plus we can come back here... later, and stuff.

Now only Luke is left and right up ahead is the meeting point since the blue flames are gone, so there's a big happy family reunion and stuff as everyone gives their final motives... except Jade, because that sort of thing doesn't suit him. Too true, it doesn't. Anyway, the final save point is right there, and using the elevator will take you right to the final decisive battle... are you ready? I hope so. Just take it down and you'll find Van there at a piano, who's fairly pissed off about Luke coming in Asch's place. Luke delivers one final, incredibly poetic line... and the ultimate fight begins.

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\\ Boss: Van                                     Party: Luke, Tear, Jade, Guy \\
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Stats:                                            HP - 132,000      ||
- P. ATK - 682                                  EXP - 15,000     ||
- P. DEF - 700                                  Gald - 30,000    ||
- F. ATK - 386                                  Difficulty - Hard ||
- F. DEF - 561                                    ||

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Weakness - None

Resist - None

||

Okay, the first thing you will notice is that that is a freaking high HP count... the second highest was Sync in the low 80,000s. But that's all fitting, because Van is the final boss, and he's also the hardest one of all of them! I'm not even joking; this is where underleveled players absolutely cannot finish the game, where normal leveled players get stuck for a reset or two, and overleveled players who have breezed through every single thing up to this point will finally come close if not reaching the Game Over screen. Ready for it?

Van's primary Arcane Arte, Radiant Dragon, will hit for about 1000-1200, whereas his spells which are primarily Infernal Prison and Ground Dasher, are a good 1800 damage or so. But that's the least of your worries; you can just reduce him down to the 70,000 mark or so with little to no problem except the fact he'll be going into Overlimit every two seconds, and spamming out Arcane Artes that Luke uses, such as Lightning Tiger Blade and Guardian Frost. Sure, Van might not rack up all that damage really that fast in contrast to how fast you whoop him down, but damn if he isn't strong as hell.

It gets much, much worse when you get below 70,000 HP or so, and he starts using his Mystic Arte, Imperial Slaughter. Just like with Sync's Mystic Arte, this one gives a split second to run away, but if you suffer the full brunt of that, you WILL die. In fact, several characters might die at the same time, with full HP, at that one. I'd have Tear spamming Revitalize and Resurrection at any and all times while Jade is blasting Van to oblivion with his strongest Fonic Artes. Give this one all you have, even a Specific or Treat or two if necessary, using Miracle Gels as if they were apple, and try to Free Run away from everything you can, using Life Bottles when anyone goes. Again, this fight is hard and may take you a couple tries.

And it all ends as Van steps back only to fall into the core just like his puppet Sync did. And with that, an FMV takes over as Luke redirects the Radiation Gate commands to the Absorption Gate and lowers all of Auldrant to the Qliphoth in the nick of time, and just as he's losing his strength, Asch helps him via hyperresonance. The world is finally at peace at last, Van and the God-Generals are dead, and... the group can go back to their world. It's over... you have completed Tales of the Abyss. NOT!

~~~~~ VIII. Walkthrough (Part 3) ~~~~~

Okay, I really, truly do apologize to any that I offended or misled by telling them that the Absorption Gate and the battle with Van was the final battle, as it's only the two third mark but was played out to be that, if only looking cheesy in the process. Sorry, I thought it was obvious and was just playing a joke. Here's hoping nobody took me seriously with that one though. =) Oh well, you still have a whole third of the game if not more in front of you, so enjoy the progression that you still have to make through it. If you're interested in my current character usage stats:

- Luke - 90%
- Tear - 83%
- Jade - 77%
- Anise - 42%
- Guy - 56%
- Natalia - 17%
- Asch - 2%

### VIIIa. Baticul

- Recommended Level: 50

...And one month after that ensuing chaos, Luke wakes up in Baticul with Mieu, hearing that his father wants him. Yep, it's been in a month and he still has an inferiority complex and is moping around all the time thinking about Asch. Anyway, leave Luke's room and head on over to the drawing room to find Duke Fabre there, and you'll hear that apparently Van's sword, which was dropped in the Absorption Gate after the battle... is gone. And the Planet Storm has become more active. Sounds like a problem.

Either way, it's time to visit everyone. Try to leave the manor, and Ramdas will give you letters from everyone. So with that, leave the manor and by absolutely all means head to the weapons and armor shop right now, even though the Coliseum has been shut down. But hey, you only have one character, so you can do all this any time, but buy two Holy Judgments by all means, since they kick ass. All the most expensive weapons available are new and improved stuff, so buy it all. And sell old stuff, naturally.

With that, take the ride on the left down to the port and talk to either soldier to board the Katsbert Ferry where Luke does relatively little except read the letters. Turns out Guy's is a traditional normal letter, Tear's is a situation report, not a letter, and Anise's... is Anise's. No explanation is necessary. With that you'll land in Port Sheridan, meaning you need to... leave to go to Sheridan. Do that and enter the Meeting Hall, where Aston will tell you that a month ago, Asch took the Albiore III and went to the Radiation Gate. Now that makes sense.

Asch recently went to Yulia City though, so since Noelle's back on duty, leave Sheridan and get on the Albiore so we can go see Tear and Asch if he's there. You may notice when you get on that you have an autopilot feature now, which is really awesome and saves a good hour in total of navigating back in forth between areas. Do that to get to Yulia City, of which you may notice is in the outer world now, which is indeed the Qliphoth. No miasma anymore, so it's all aesthetic.

Yulia City is the same way... that place really does look great without the pink aura. Talk to Teodoro right at the entrance, and then at the usual fork at the entrance, head to the right and go into Tear's room and then to the flower field, where you'll find Tear. Luke is just his usual angsty self, so once you're united, it's onward to Daath to find Anise. Might as well leave and autopilot there.

### VIIIb. Daath

- Recommended Level: 50

Alright... as soon as you enter Daath you'll find Anise tricking someone for money. Oh geez, like she would ever change. Anyway, Luke and Tear make her give the money back, so enter the cathedral when the scene is over, and then she'll rejoin and give you a bit of a heads up. Mohs has been removed from his position as Grand Maestro and had to go to court, meaning he's no longer an issue either, but hey, apparently Ion has been missing Luke, so he's in his room. If you forgot, it's to the right, up in the center, then right.

Ion's there... listen to more of Luke rambling about his inferiority complex, some more stuff from Tear, and then he has to go. But anyway, Ion sees them off only to find Guy run in to report to Ion, saying that Dist broke out of jail, and also broke Mohs out with him. That's a problem... plus Guy ran into Asch, who said to "watch the God-Generals"... not Dist. A problem once more. Anyways, Guy and Anise are back, so re-equip them as you will. Asch said he was going to St. Binah, making that your next destination as well.



Leave Daath when you're done with everything, and autopilot to St. Binah, which is undergoing steady reconstruction. Talk to Elder McGovern at the top to hear that Asch has obviously been here, and that "Jade's sarcasm is rubbing off on Luke". Hahaha, too funny. Anyway, since the neverending chase after Asch is still continuing, your next destination is Shurrey Hill, which is a good autopilot target.

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VIIIc. Shurrey Hill  
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- Recommended Level: 50

These sub-sections are getting really short now, aren't they? Heh, that's what I thought. Enter the place for some usual Guy talk (no, not that way). Anise is cruel as usual. Enter the Sephiroth to find dead Oracle Knights everywhere. The God-Generals are dead and Asch has been removed, and they're supposed to be on standby, but it's answered in the passage ring on the next screen, where you'll find Asch dueling with Legretta. That's right, Legretta and the others are alive... Arietta's monsters saved them.

Naturally Luke and Asch start fighting, Asch explains some things, and possibly Sync and Van are alive. And Lorelei is trapped but Asch refuses to say where. That wraps up that scene... just head back out of this place, since Luke would never think himself inferior to Asch because he's a replica. Back to St. Binah, you'll find Jade there, a funny line from Anise followed by Luke/Guy, but the bad news is that General Frings of Malkuth has been injured. You'll be taken to Grand Chokmah automatically. Geez, one short sub-section, that.

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VIIIId. Grand Chokmah  
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- Recommended Level: 50

And when you do arrive in Grand Chokmah, you'll hear that Frings's troops were wiped out by Kimlascan forces... suicide bombers, with dead eyes and dead faces. Hmmm... that's a pity. Frings dies by the sanctuary, which sucks, but Jade wants to go see Emperor Peony, as as such is now in your party. Re-equip him if you wish, which I certainly recommend if you have anything, and then enter the palace. Anise gave a great reason for being comfortable around Peony by the way. Just letting you know.

Enter the audience hall to talk with Emperor Peony, laugh at Jade, realize that Van is indeed alive, and you're off to Baticul, but before you leave you need to meet Anise by the entrance. Just head there, and naturally you'll get there before her. More Luke moaning, he gets made fun of by Jade, and then you're off to Baticul. Just get on the Albiore by the depart on the next screen below, and then use the autopilot like we always do to return to Baticul. Time to get Natalia back.

Back in Baticul, just head up to the castle and you'll find Natalia there, being just as scary as ever. You'll then go to Ingobert's room to talk, where he'll give Natalia permission to go with you, and your next destination is Daath again. However, with a reunited party, there's some new stuff open for you to do, most of which is first of all going to Luke's manor, where you'll hear that his mother Susanne has fallen ill. That's something a slight bit tough to do, going to the Mushroom Road, but if you want to, refer to the side quests section for that. Meanwhile, to Daath.

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VIIIe. Daath  
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- Recommended Level: 50

Once you get to Daath, Tear just collapses... Luke is a ladies' man though and helps her into the cathedral, where you'll find Ion there but Anise is gone. You'll automatically be taken to Ion's room, where you'll hear that there's miasma everywhere again! That's just great, now the ENTIRE WORLD is just as ugly as it was in the Qliphoth a while ago. How wonderful... but just leave Ion's room and head downstairs, using the warp to get down... and you'll find Oracle Knights all around you, headed by Legretta.

None other than Arietta shows up to help you though, because apparently Anise has run away with Mohs, with Ion. That's right, all this time Anise was a spy for Mohs, so that confirms Jade's suspicion. Leave this room and head up to find Anise with Mohs and Ion, and she manages to toss Guy a note about how to get into Mt. Zaleho, where Mohs is having Ion commit suicide. That makes the world map necessary to get to Mt. Zaleho. In heading down to the area below... Jade makes a rather inappropriate comment as usual.

Tritheim will find you by the entrance, but anyway, just leave the cathedral and you'll find a typical Tear quote, and miasma everywhere. Ugly as sin, as we all know. Anyway, head down to find a whole bunch of replicas antagonizing the group... but Tear puts them all to sleep, exhausting herself in the process. With that, leave Daath and use the autopilot feature to get to Mt. Zaleho. Finally, a dungeon in part 3 of Tales of the Abyss!

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VIIIIf. Mt. Zaleho  
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- Recommended Level: 50

You'll kick it off on a path splitting in two here... time to find Mohs, Anise, and Ion. Too bad, as usual, that Never Surrender has replaced The Edge of a Decision, but I've ranted about that enough. At the fork right ahead, head down first for a Flare Cape, and then just take the upper path all the way over to the east. I really do recommend fighting a few battles here and there, as some of the enemies give some very nice experience. At the next fork, head up at it for a Melange Gel, and then continue on the path down.

On the next screen, the heat is obviously unbearable, but Jade and Mieu are as full of energy as ever. Anyway, start off on the path but take a left when applicable, although it's in your best interest to avoid the lava that will fly out from the pits below... trust me, it harms your HP. Beyond it is a Life Bottle, so get that and then head back to the path. There's nothing to see by going east except getting burned by lava, so just follow the path down to the south for a new screen.

There, head east when you can at the fork, dodging lava to find a Pineapple Gel and a Cobalt Chamber on the next screen. Cool, so with that head back and go southwest, but note that you have to move very quickly, as the lava is engulfing the ground, and stepping in lava is always a bad idea. On the next screen is none other than a dragon in the distance pelting you with fire. After some hilarious Jade squabble, head down the path and northeast for a semi hidden but as usual incredulously useful Sunlight Chamber. Can't beat that!

So with that, head back to the path and head west, while dodging fireballs. Enjoy the incredibly hilarious Keeping Cool skit that might show up, and when applicable, head south to get a Carmine Chamber. And with that in mind, start heading west but avoid the other southern path there, as Luke refuses to go down there. Just head northwest while dodging fireballs, and make your way around the curve. The next screen has a fork, so just go west to pick up a nice good Rare Circllet on the way, then keep going on to the east.

It's pretty much straightforward until you reach a north-south fork... after two screens, of course. Head north first for a Lunar Guard, and then head south while utilizing the path when the lava is down low... because getting burned is bad. Get the Life Bottle on the way because having Natalia use Heal and Cure on

the party is rarely an issue, and then head west to find a save point with circles coming out of it, though you'd have to be crazy to use a Wing Bottle there. Just proceed.

Here you will have to stay at the very tip of the path that you're on if you want to continue without getting singed, so at the magma fork head east for a Do Sanga, which is an inferior weapon for Jade. Whatever, return west, and if you want you can head south to get a music disc called Silver and White, but in doing so, prepare to lose a lot of HP to the lava. Otherwise, head west and follow the path south to come face to face with the dragon. Here we go, a nice good boss fight.

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\\ Boss: Fyr Bronc                               Party: Luke, Tear, Jade, Guy \\
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Stats:                                             HP - 95,000                ||
- P. ATK - 810                                   EXP - 16,000              ||
- P. DEF - 978                                   Gald - 28,000            ||
- F. ATK - 467                                   Difficulty - Easy         ||
- F. DEF - 704                                     ||
Weakness - Water                                Resist - Fire, Earth     ||
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

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Hmmm.. first boss fight since Van, and naturally the stats are up a little high in the physical department. Jade is obviously a necessity here, and in fact it may even be a good idea to turn off all of his stuff except Blessed Drops, because not only does that attack kick ass, it's water based and even make a complete FoF, making Luke's Guardian Frost all the more usable. What I particularly love is using Guardian Frost and then a Radiant Howl right after; it gives me a good warm fuzzy feeling inside. =)

Apart from that, the usual tactics apply. Fyr Bronc's attacks are a little strong, with some combos hitting several times at 400 damage apiece, plus it's able to fly up in the air and scorch the land below, but hey, Light Spear Cannon is good for hitting it when it's in that state, and like I mentioned before, Blessed Drops with a few Guardian Frosts will make that 95,000 HP wither and die in no time. Finish it off, and enjoy the EXP.

And then it falls into the lava and dies. Mieu and Natalia pity it though, and I can't really blame them, but whatever. Just head into the cave right ahead, and then you'll end up on the spot of Mt. Zaleho which is near the Daath teleport, where Mohs is already having Ion commit suicide. And in one of the saddest scenes of the game, Ion finishes reading the score, and then he takes all the miasma from Tear's body into his own... and dies. That's right, he's dead and it's all Anise's fault.

But anyway, after Mohs is bitched out, you'll be back in Daath, and Arietta gets up and challenges Anise to a duel. Sweet, it's on, but not now. Anise runs off, so it's up to Luke to console her, as usual. Head right and over to the chapel north of the cathedral's entrance, and after Luke comforts her a bit, she rejoins the group. And now we're back to worrying about where Asch is, but for now there are the usual couple things to do that are EXTREMELY IMPORTANT! Which is a good thing.

Since you're in Daath anyway, leave and use the Albiore to get to Daath Bay, where you'll find Natalia's trainer Nick there being harassed. Anyway, you'll get a new fonic arte called Healing Force after that, which is just basically a Regen in Final Fantasy terms, but oh well, better than nothing. After that, there's something even more important to do, but first go to Belkend, since it's on the way to the next stop after that.

- Recommended Level: 51

And guess what? The first thing you see when you enter is someone dying from having their replica data extracted. Owzers. Apparently some traveling scorer has also left for Baticul, but that's not an issue yet. Head into Fon Machine Laboratory I and then head north once and west once to find Spinoza there. Apparently the Qliphoth is going right back to the way it used to be, but Asch has been here and recently left for Mt. Roneal, making him the more major of concerns.

Leave Fon Machine Laboratory I as the next trip is Mt. Roneal, but outside Luke will stop Jade, and after forcing a lot out of Jade, it's made clear that someone wielding the Sword of Lorelei could take his own life, along with the lives of 10,000 other Seventh Fonists... and destroy all the miasma on the planet. Guess what Luke is thinking with that... nah, on second thought, don't. But anyway, the next destination is Mt. Roneal, but there's something EXTREMELY IMPORTANT TO DO IN KETERBURG!

That's right, go to Keterburg, assuming you rescued Shiba in Aramis Spring in part 2 of the game like I told you to. Always listen to me, ya, cuz this is INCREDIBLY IMPORTANT. Head to the hotel, right to the left near the chest there and you'll find Shiba and Peko there... the latter of who found a very dangerous item in Mt. Roneal, with Fourth Fonons that will germinate and freeze stuff. So to remedy that, you'll automatically be taken to Mt. Zaleho, where Luke throws it into the volcano... and it freezes that too! Helpful.

Anyway, head east here and you'll find the place really has frozen. You'll find a Stun Talisman to the east at one of the places where the lava used to be bad, but more importantly, head to that one fork where Luke refused to go south. When you get there, just head north to reach the Sephiroth, and in the center is a funny scene followed by Mieu absorbing Fifth Fonons to get Mieu Fire 2. Yes, that's extremely important, believe me. To test it out, use it on the target to the north, and Luke is already annoyed at the poor guy.

You need to get out through the Daath exit, and the Albiore is conveniently waiting for you at Daath Bay, and with that, it's pretty much necessary to do the Mushroom Road side quest now, as you'll want to get a certain item when you go into Mt. Roneal. So if you have any intention of doing that, especially if you got Mieu Fire 2, refer to the side quests section now. When you do have the Greater Flightstone, enter Mt. Roneal and prepare to be there awhile, as you need the Refined Flightstone there... yep, it's covered just right below.

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VIIIh. Mt. Roneal  
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- Recommended Level: 52

So when you enter, you'll learn just a little bit more about Asch than you really needed to know from the Dark Wings, but anyways, the place is really straightforward; all you need to do is get to the passsge ring. Just get to the place where you fought Largo, Arietta, and Legretta eons ago, and then take the path right above that down into the Sephiroth, where Luke finds a locket that states "for my daughter Meryl"... and remember who Meryl was? Natalia. But naturally, Luke hides this.

Anyway, get to the actual passage ring and you'll find Asch there, who will explain a little more but once again refuse to travel together with the replica. Anyway, now it's just time to return to Baticul to find that traveling scorer, but there's something EXTREMELY IMPORTANT to get here! Remember me rambling about that so called Refined Flightstone in this place? Time to get it, but in the process, you'll want to have the Albiore on you. As such, leave the way you came in and get the Albiore.

With that, you'll need to fly over to the western side of Mt. Roneal itself, which there should be no problem landing on the snowy surface, because there is of course no problem landing on since you DID finish the Mushroom Road after all. ;] Anyway, when you land there, there are two entrances: the northwest one leads to an area with an ongoing blizzard, the northeast one leads to the Sephiroth. Go into the blizzard.

In there, head west before anything and you'll find a clump of ice that falls when you walk on it, and then take that new path to the east, where you'll find the inferior Vorpal Sword, but it would come in handy against someone like, let's say, Dist. Now head back up and enter the cave which is straight up north, and you'll find nine altars... strange, am I right? Yeah, the goal is to get the nine on the floor as well as the three on the sides, lit at the same time... with a single shot of Mieu Fire 2. That's right, it's possible, but it'll take some work.

Head straight up to the top. You may have noticed that some of the tiles along the way have been white, and there's a reason for that. Arrange three altars so that they are in the shape of a rightward slash ("/"), and it is CRUCIAL that the middle one is on the white tile! Trust me, if you don't do that you'll go mad wondering what you're doing wrong. Once those are arranged, do the same with the altars right below, but form a leftward slash with those ("\"), but once again, middle on the white tile, peoples. And repeat with the bottom three altars, but those in the shape of a rightward again ("/").

You're done with that side. Leave this room and head back out to the blizzard, and notice that there are three trees over to the right. Use Mieu Wings to get up the middle one and find a Mythril Circlet and very rare Special Gel there, and then descend, doing the same with the tree on the right. Follow the path you get from there, and you'll be back in that cave. Get the 15000 Gald lying there, and just use Mieu Fire 2 to light the altar... and you can pass. Simple, am I right?

Now head north and you'll find two altars that you need to light to proceed... but there's a catch: you have to do it in one shot. Just line yourself up with them, and with a couple efforts you'll get it lit up. You can keep going, get the Red Lavender, and after a usual linear path, you'll come to a blocked space between two altars, and a mirror... ouch. No problem though; line the mirror and right altar up, and just fire Mieu Fire 2 at that angle, reflecting it back at the left altar. Open sesame.

In the next area, just head over to the far left side, and you'll find a mirror of sorts. Just push it over to the white tile, and then you need to backtrack all the way out of this place. Oh well, we're making progress. Use the Albiore to get to the eastern part of Mt. Roneal, which is immediately inside the Sephiroth. Take the path to the northeast, but do NOT take the ice slide on the right, or you'll be back in the main passage of Mt. Roneal, where you need to go all the way back to the passage ring and head southward out and go back around... very unfavorable to say the least.

So basically in that next area, grab the Pineapple Gel and head northwest, to come to a north-south fork. Just head south first and push the mirror onto the white tile, and then head north, where you will finally make the Mieu Fire 2 shot to light up this entire area. Believe me, it is possible even though it'll probably take a number of efforts. If it seems impossible, just double check the position of the altars in the northwest area. Eventually though, it will succeed and you have to go back there. I know, unfortunate.

Just leave this area the way you came in and use the Albiore to get back to the northwest side, and return to the altars, where you'll find the door at the north is open. Head out there, and you'll find probably the hardest enemies you've yet encountered. Fantastic, huh? Some of them have in excess of 120,000 HP, but they give tons of EXP. Anyway, you want to go all the way northeast, up the massive hill, where you'll find a search point for the

Refined Flightstone... and now the Albiore, which is a magic bar, which at max can penetrate bad weather. Okay, that's cool, now go all the way back to the Albiore itself and fly to Baticul.

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VIIIi. Baticul  
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- Recommended Level: 53

When you get to Baticul, you'll immediately hear that Mohs was transferred here but broke out, so the perimeter is being searched. Great, we get to search for his bastard ass, but before that, you may want to go to the coliseum/shops to get some equipment if you haven't completely updated everyone's stuff yet. Once you're done with that, just take the cab at the west down to the port, where you'll find Mohs and Dist talking about a place called Eldrant, and it ends with Dist casting an arte on Mohs that turns him into a monster.

That's right, he's idiotic to the point of turning into a monster to protect the Score. But whatever, after they leave, the scorer is assumed at leaving, but Luke wants to see King Ingobert. Just take the cab back and go to the palace, where Jade and Guy assume excellent skills at getting rid of Natalia, saying that Emperor Peony wants to marry her. Hahaha... meanwhile everyone gets into the castle and shows Ingobert the locket, and finally we realize that Largo is Natalia's father. Predictable, yes, but still something not to tell her.

With that, Natalia's nurse is in Chesedonia to confirm that, making it the next destination, and Tear offers the excellent suggestion of just pretending that the scorer is there. So with that, leave the castle to find Natalia outside, and there Jade delivers the best line in the entire video game industry: "Oh I assure you, I'm crying on the inside. Racked with guilt." Uh huh. Yep. Anyway, before leaving for Chesedonia, this is a good opportunity to resume some usual side quests, which will obviously mean using the Albiore to get some new stuff.

Now accessible is the stormy stuff in the Isle of Hod which is a bit northish on the world map but overall towards the center; there's a search point there, plus you can go through the Zao Desert. Not only that, but whirlpools too, but if you want to get into Nam Cobanda Island or eastern Ortion Cavern, refer to the side quests portion of the guide. Just letting you have some stuff on you before you go to Chesedonia, aka Din's shop. When ready though, just head over there.

Once inside, head south to the area east of Astor's mansion by the border, and you'll find that the lie became the truth: the traveling scorer is here, and who is it? Oh, Sync, of course, creating a large crowd. He mentions a New Order of Lorelei ruled by "Fon Master Mohs", and in a further attempt to piss Anise off, Sync speaks in Ion's voice and leaves. Notice his mask is off. Anyway, Jade uses that moment to make Natalia go cheer Anise up, and you're off to Astor's mansion. All you have to do is go inside.

As it turns out, Natalia's father was a man named Badaq called the Lion of the Desert, with a large stature. Sound familiar? Yeah, it's Largo. Anyway, when you're done head to the northern section of town and to the left by the inn to find Anise and Natalia, and after Jade acts all cool again, the next place off is Yulia City, which Guy loves for obvious reasons. But there's still more side quests to do, starting with the OH SO IMPORTANT ONE of getting a new fonic arte for Jade!

Alright, Jade's quest can't be completed until far, far later in the game, but seven of eleven steps are doable now, but only five are necessary for this new fonic arte. To kick it off, go to Grand Chokmah and into the Malkuth Military Headquarters, which are west of the palace. Once inside, head south one screen and then up the stairs there, then to the west to the briefing room. Talk to Sesemann there, who has an Ancient Scroll for you, which is confusing as hell. Talk to Elder McGovern in St. Binah about it, and now you have nine stones in

the entire world to find. That's two out of eleven steps done.

The first stone is back in Chesedonia. Head to the northern inn and over to the second floor, in the middle room. Examine the dresser there to find the first stone. Aight, with that done, leave for Keterburg, entering from the southern side. Once there, Jade mentions Dist real quick, and in the very northern part of town, examine behind the statue to find the second stone. And as for the third, it's in Sheridan. Enter from the southern side and head northwest one screen to find it there, and Jade will learn his third strongest arte, Absolute.

That ended nice and good, but the remaining six stones can wait until much later to finish off. For now, go to Yulia City to continue the story. You'll immediately be taken to Teodoro's room, where you'll hear a large body mass is moving, consuming Seventh Fonons rapidly, and now you have to search the ocean for that. It's directly south of Yulia City, and it's a place familiar to Guy for some reason. Land if you wish, it's the next destination.

-----  
VIIIj. Isle of Feres  
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- Recommended Level: 53

I dig this music just like I dig the Choral Castle music. It's dark, soothing, melodic... perfect for a haunted place, same thing. A tidal wave apparently wiped the island out, which makes sense as it was one of the islands of Hod. But enough of the history lesson. Save if you need to, and get the Pineapple Gel north of the entrance. At the fork anyways, head west first and ignore the stairs there; they just lead to a dead end. Just follow the path all the way to a Wing Bottle and a Rare Guard.

Now head back to the entrance and head east this time. The miasma really does add to this place's atmosphere, eh? Head to the far right on that next screen to find another Pineapple Gel, and then see the building directly north of that? Enter through the right door, and the door will lock. Don't you just hate that. Either way, beat the Knight Replica there and then take the northern door, getting the Schwarzvogel on the left, which is basically an inferior weapon for Tear, with a crappy ass name.

Go to the far east and up the stairs, and in that next hall, just head west and up the ladder, where in the next screen, you can just promptly go down another ladder to the right! Looks cool, being on these rooftops though. Once there below, use Mieu Fire 2 to hit the switch on the other side, and then go across to grab a Mythril Circllet. With that done, go back up and over to the left, hitting the switch there to extend the bridge to the left. Use the lift there to get to the 5th floor, where a Melange Gel is yours to take.

After doing that, just use the lift to get to the 2nd floor, and hit the lever on the other side to extend the bridge. Once there, enter the building and defeat the two enemies inside. With that done, head up the ladder towards the northeast, and then just follow the path to the west and go down another ladder to find a healing circle. And as a breath of fresh air, Jade delivers some more classic comedy. In any case, head a bit to the left and use Mieu Wings to get up the ladder there.

From there, follow the path to the east and then enter the building. Just head up the hall to the north, and then enter the room on the left. In that next room, take the southern exit, and use Mieu Fire 2 to hit the statue right across your vision, reflecting it unto the switch, allowing you to claim the Lebhaft Capacity Core, which is surprisingly decent. Anyway, make your way back to the save point. And before anything else, enter the house on the left for an Apple Gel.

You'll notice the floor in the middle is weak, so use Mieu Attack to break it and go down. When you land, get the Rebirth Doll and another Apple Gel, and

attack the floor once more. In that next room, head south into the hall and head east and up the stairs, taking the immediate door south for a Magic Lens, and the second door south to hit a switch and find a Red Lavender on the other side of a bridge. And with that, take the north door; the ladder just leads to the save point.

So in that next room, beat up the knight then head out to the east, following the path and going down the ladder at the end. In that hall, head east and use Mieu Fire 2 to hit the statue near you, reflecting it a switch to make a bridge open to a chest way in the distance. You can get that later, it's something good though. =) And with that, go back and take the stairs above down, entering the eastern door, clearing that room, and going out through the south. Now just move a bit to the east and a scene will take over. Yeah, Arietta did live in the Isle of Feres.

Now follow the path over to the east and just keep going all the way over to find a door there, in which you can promptly enter, beat the knight, and exit east. There you will find a third save point. Head up the stairs, where you'll find Arietta, and after her life story rambling, it'll be up to Largo to decide the duel. Now enter the building to find an army of replicas, Luke acting like an idiot, and an FMV of Eldrant rising... it's a replica of Hod. Listen to Mohs babble a bit, and then enter the building so that the dramatic music will stop. The Isle of Feres is over... but the third Sword Dancer is outside waiting...

```
\\ Boss: Sword Dancer #3 Party: Luke, Tear, Jade, Anise \\
#####
Stats: HP - 86,000 ||
- P. ATK - 597 EXP - 12,000 ||
- P. DEF - 379 Gald - 12,000 ||
- F. ATK - 434 Difficulty - Medium ||
- F. DEF - 316 ||
Weakness - None Resist - Physical ||
#####
```

I can tell, you're already disappointed at the low amount of EXP and gald from this battle. Or that pathetic attack count. But yes, the Sword Dancer still has the usual methods of spinning around doing quadruple digit damage as well as going into Overlimit twice a second, but I have one thing to tell you beforehand. Before entering this battle, put a Grass Chamber on either Swallow Fury or Raging Blast for Luke, and spam those over and over until you manage to steal a Sunlight Chamber from the Sword Dancer. You can never have too many Sunlight Chambers.

As usual, you'll probably want to stay away from the Sword Dancer when it goes into Overlimit, because you'll never end up doing much damage, and if you yourself have Overlimit, it might be worth waiting until it's done to blast it with Radiant Howl or whatnot, as it'll just do more damage. But I don't joke when I say that the Sword Dancer will die far, far quicker than you might expect, even if you may have to consume a Life Bottle here and there. As usual, Jade helping with some FoF Changes is the best available.

And once that battle ends, you're treated to the Sunlight Chamber you stole, and the Ultimatus sword, which is the third best in the game, only beaten by the Soul Crush and Shakunage which are for Luke and Guy respectively, gotten from the coliseum battles, but you can win those more easily with the Ultimatus anyway. Now I would highly recommend using a Wing Bottle on the save point below, as who the hell wants to backtrack all the way through a hideously long dungeon like this one.

But wait. When you return to the entrance, remember that chest I said you would get later? Time to claim it. Head to the left at the entrance fork, and go up the former dead end stairs. Climb up the ladder and you can then claim the



Sunlight Chamber there. Sweet, that makes my fourth. => And with that, leave the Isle of Feres and try to approach Eldrant, which is the floating island in the very center of the world. Just attempt it, Noelle can't get through the Planet Storm's barrier. Now it's off to Grand Chokmah.

When you get to Grand Chokmah, head to the Malkuth Military Headquarters which we were at a while ago, and once inside you'll find Nordheim. With that, go to the briefing room where you got the Ancient Scroll, where Sesemann is. After some more theorizing, try to head into the palace, and the whole world will hear Mohs' voice, and you can see he's already losing it. I mean really, just listen to that, it's one big rant about how no one obeys the Score anymore. And after it, the God-Generals appropriately leave Eldrant.

Anyway, head into the palace and talk to Emperor Peony. Turns out that Kimlasca and Malkuth will have to work together again, and the next person to talk to is Teodoro in Yulia City, but leave the palace first to find Largo there, who is the obvious mediator of the Anise/Arietta duel, and says the latter is waiting in Cheagle Woods as we speak. I'd recommend resting at an inn before anything, but when you're ready, just autopilot over there. This would, however, be an excellent time to do the Ortion Cavern (East) side quest.

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VIIIk. Cheagle Woods  
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- Recommended Level: 55

Once in the Cheagle Woods, Anise will attempt to go off alone, but everyone refuses to let her do that, so yep, you're stuck with her after a nice little comment by Jade. The game is even nice enough to pit you in the tree already, so just make your way down the path and enter the upper screen, but just make sure you have Anise in your party; such is necessary. In that next room, Arietta states that she only helped you for Ion anyway, so to avenge him and the Liger Queen... en garde.

| \\ Boss: Arietta / Liger / Hresvelgr | Party: Luke, Tear, Jade, Guy | \\ |
|--------------------------------------|------------------------------|----|
| Stats:                               |                              |    |
| - P. ATK - 317                       | HP - 25,000                  |    |
| - P. DEF - 859                       | EXP - 19,000                 |    |
| - F. ATK - 400                       | Gald - 36,000                |    |
| - F. DEF - 956                       | Difficulty - Semi-Easy       |    |
| Weakness - None                      | Resist - None                |    |
| Stats:                               |                              |    |
| - P. ATK - 411                       | HP - 38,000                  |    |
| - P. DEF - 946                       | EXP - 0                      |    |
| - F. ATK - 309                       | Gald - 0                     |    |
| - F. DEF - 843                       | Difficulty - Semi-Easy       |    |
| Weakness - None                      | Resist - Wind                |    |
| Stats:                               |                              |    |
| - P. ATK - 401                       | HP - 36,000                  |    |
| - P. DEF - 962                       | EXP - 0                      |    |
| - F. ATK - 300                       | Gald - 0                     |    |
| - F. DEF - 853                       | Difficulty - Semi-Easy       |    |
| Weakness - Fire                      | Resist - Water               |    |

Arietta isn't as tough as she was the last two rounds, lemme tell ya. As you can see, her HP is pathetic considering you can do 800-900 damage at a usual sword slice, and her monster allies may be a little rough with their

constant attacking, but certainly not your first, because as the fight wears on she'll start pulling out Mystic Artes.

Meanwhile, attacks that have a realistic chance of hitting both the liger and the bird are best, like Guardian Field, Swallow Fury, or FoF Changes, plus Infernal Prison from Jade is always great to roast the Hresvelgr. But just don't focus on Arietta too much, or the monsters will rip you to shreds after her Mystic Artes. Basically, she'll use Evil Light (only about 1200 damage or so to one character) and then almost immediately, Big Bang, which can't kill you but will do about 2100-2200 to the entire party like Mystic Cage. Just as an idea, my Luke had exactly 4000 HP, so you can assume that can decimate you. But anyway, the fight will end quickly with a few of them dying off.

oooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooo

And with that, Arietta dies, unable to see the revival of the Isle of Feres. Largo picks up Arietta's dead body, however, and tells Anise not to pity her, as that's mocking your enemy's ideals. After preaching about her ideals a bit, Luke calls Largo "Badaq"... and no, he doesn't introduce himself, he simply states that the next time you two meet, he'll slaughter you. After Anise gets a new title, rejoice... one of the Six God-Generals is finally dead for good. With that in mind, leave this room and save.

The game isn't kind enough to just immediately teleport you anywhere, so you need to manually make your way out of the Cheagle Woods, which is surprisingly short considering how long it felt the first time you were through there. If you did the stuff at Ortion Cavern, do talk with the Cheagle Elder for the Holy Seal and Dark Seal, which raise the effects of Holy and Dark Bottles. Anyways, when you get out of the Cheagle Woods, go to the Albiore and autopilot to Yulia City, where the first thing you see is a dying replica. Bah, just go to the second floor conference room and talk to Teodoro, and then you'll just automatically be in Baticul to talk to King Ingobert.

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VIIII. Baticul

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- Recommended Level: 56

Rather convenient, just going directly to Baticul like that. Just head one screen up and you'll find there are just a few too many people there for its own good. Just head to the elevator at the upper right and take it up to find a bunch more replicas talking about some place called the Tower of Rem, which they automatically had the memory of. Alright, just take the next elevator up to find a huge crowd in front of the castle, but Natalia manages to calm them down. Just head into the castle now.

Head right into the audience hall to talk with Ingobert about the replica issue, and then after Luke mentions the "other issue", leave that room and head to Ingobert's chambers. If you've forgotten, it's left in the first room, then up the stairs, then left again. Yep, we already know Largo is Natalia's father. So with that done, leave the castle and Jade will take the Albiore to Malkuth, but guess what? Asch contacts Luke and agrees to meet him in the manor. So guess where you go now? That's right, the manor.

Inside, Luke starts talking his usual crap, remembering what Ion said in Mt. Zaleho, and what he said all those months ago in Yulia City to Tear, about giving his life to bring Akzeriuth back. What a moron. But anyway, Asch joins the party for one brief moment if only to speak with Duke Fabre. No, you can't control him in battle, sadly. Just head to the courtyard, west, then north, and after a very brief scene, Luke starts moaning outside, delivering the worst line in the game: "I have no right to exist! No replica does!".

Jesus, what a retard. But anyways, after Natalia and Jade talk with their respective lords, the next destination is Daath for the actual summit. Before leaving, though, I might note that now since you're in Baticul anyway, is an excellent time to stop by the Coliseum and start fighting at least the beginner battle stages. The advanced single match is most likely too hard even for powerhouses like Luke and Guy at the moment, and the advanced team match, while rather easy, should definitely wait until later in the game.

As for the beginner single match, I controlled Luke. The first match, in which An Arrow Is Shot plays during, is an easy brawler. The second match is longer, but that's good because the game is kind enough to play The Edge of a Decision during it. => It's not hard as long as you use Free Run in a stealthy type of way. As for the third fight, The Fang Which Wants Blood plays against an evil chick who casts Infernal Prison. As long as you Free Run away, that's no prob and will allow you to slash away during the animation, plus Swallow Fury is always there from the complete fire FoF.

If you're having trouble, Luke's Steel with a Grass Chamber restores some HP, plus Guy has Center if you use him. The beginner single is no problem, and the beginner team is even easier; Tear with Resurrection can't be beaten; with some Mystic Artes and FoF Changes it's a cakewalk. Anyways, supposing you're done there, it's time to leave... except when you come out, Spinoza runs in saying that Asch has gone to the Tower of Rem, and he intends to take all the replicas with him to eliminate the miasma. Ouch, gotta stop him. The Tower of Rem is the huge tower in the southeast part of Auldrant; it's impossible to miss.

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VIIIIm. Tower of Rem  
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- Recommended Level: 56

And after the trademark long bridge that always accompanies places like the Tower of Rem, you'll find a huge army of replicas, who have no individual identity are are gonna die anyway. Sickening, yep, plus Noir shows up just a second later confirming that Asch is indeed planning a mass suicide. So since the elevator doesn't work, Guy and everyone else are forced to ascend the stairs because of the girls. Sad, I know. So with that, start ascending the stairs on the left.

As you go up, get the Melange Gel and make sure that you beat all the enemies you see, as they're easy and give a very nice amount of EXP. Keep going up the stairs to find Urushi and York there, so yeah, Asch is sacrificing himself so that Natalia's kingdom won't suffer. Get the Scwarzloewe next to them, which is a useless sword for Luke or Guy. Just proceed up some more stairs to get the Scildecido Capacity Core, which is great for speed demons. Just ascend some more stairs, getting the Elder Robe there which you already have.

The stairs then end, which is good because Jade has been frail since birth. Grab the Grass Chamber on the left and then get on the lift. finishing the enemy off on the next floor, since it's right in the way. Fiddle with the handle on the left when you come in to open the doors on either side, and then just take the ladder on the right, and on the walkway above that you reach, you'll notice two ladders going down, you're looking for the second one. Go down that one and grab the Lottery Gel there.

If you're unfamiliar with these, like I was at the time... they do something random. Just save it for an emergency and hit the handle on the right to open the doors on either side. Then hit the handle on the right, although it's only one part of two. Take the ladder nearby up and get the Red Chamomile which is as always great for Jade. Now go back down the ladder and go all the way around this place, returning to the very, very far left, where there is indeed a barrier, but it's recognizable by the lift there anyway.

Use Mieu Wings on the far left to get up the ladder, and grab the Pineapple

Gel, Ancient Ribbon, and Rebirth Doll that you find. Now head down the ladder and go to the right to open the barrier on the left, and then head through there and take the other lift up to the top of the Tower of Rem at last. However, just head to the right to find the elevator is inaccessible unless you blast the glass off, which Guy obviously finds a way to do. Examine the Rem Capacitor on the right, and it'll be in your inventory, sweet.

Return to the previous room, and you'll notice there's five blue golems and one red one running around. In battle you NEED TO USE THE REM CAPACITOR AS AN ITEM to get the energy, but just a word, blue golems give 20% and the red gives a whopping 120%, but the red is hard to get without raising Barrier 3, just letting you know. So just do that, win some battles, and then return up, save at the healing circle, listen to Jade diss Guy, and if you got it to 120%, get the useful Longinus spear for Jade that drops by. And now you can jump in the elevator... but none other than Dist manages to attack in the process.

```
\\ Boss: Kaiser Dist XX Party: Luke, Tear, Jade, Guy \\
#####
Stats: HP - 110,000 ||
- P. ATK - 703 EXP - 20,000 ||
- P. DEF - 1104 Gald - 32,000 ||
- F. ATK - 385 Difficulty - Easy ||
- F. DEF - 861 ||
Weakness - None Resist - None ||
#####
```

Sure, Dist may have the most HP since Van and has only extremely high physical defense, but he's not very hard, though it's really a pain in the ass that he fixed the Kaiser up so that it isn't weak to water anymore. I personally got Radiant Howl, Mystic Cage, and Razing Phoenix in this battle and he died in almost no time, since he really doesn't have any new tactics aside from his usual spins and constant smashing in front of himself. Jade's high level fonic artes along with Luke's FoF Changes will end this battle in no time despite the semi-high HP and physical defense, but just have Revitalize ready in case. Not a problem.

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Once Dist is done fighting, he tries to blow up the Kaiser and the elevator simultaneously... but Luke uses Raging Blast to throw him in the sky as the Kaiser blows him up inside it. I know he has the tenacity of a cockroach, but that's pretty damn hard to survive. And Dist doesn't succeed, might I add. So with that, Asch goes to Daath, which was the party's next destination anyway, so leave the Tower of Rem and just autopilot to Daath.

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VIIIIn. Daath
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- Recommended Level: 58
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When you enter Daath, just head straight up into the cathedral and the chapel, and you'll find Ingobert, Peony, and Teodoro there, and as it turns out Asch didn't let them know he was going to die, plus Jade lets Guy explain some more as usual. =P But on a serious note, Luke seriously considers taking Asch's place in the suicide ritual, so he needs time to think. Head out of the chapel and you'll find Guy and Natalia in that room, so talk to the both of them for some highly dramatic conversations.

Now enter the library on the left and speak with Tear at the very top; she'll let Luke do it but will never forgive him. Yes she does call him an idiot twice. And with that, Luke totally makes up his mind to do it, so you're on your way to the chapel when Asch shows up to give an update about Lorelei, and then after Luke tries to convince Asch to let him go, Asch just calls him a piece of shit and says that he'll do it because Luke just stole his existence

anyway. Asch.

So with that, talk to the world leaders again, and in these grim moments of storyline overwhelmingness, your next stop is the Tower of Rem for a second time. Leave Daath and head there, and once inside, all you have to do is take to the elevator to the top; it works now. What follows really is the most heart wrenching scene in the game; I know I've said that a lot in this guide, but this probably is it. All the replicas are there, ready to give themselves up for the new replicas, but then Asch comes in after Luke, wanting to do it, but again, Luke is determined.

The group respects Luke's decision to do it, and Jade manages to distract Asch while Guy gets Tear out of the way after calling Luke a bastard for a final time. Asch gives Luke's hyperresonance some power, and with that, Luke dies. Yep, Luke sees through his arm, all the the miasma of the world disappears and Auldrant is now blue instead of pink... and when they wake up, Luke and Asch are both alive, holding hands in a sickening fashion. Luke should NOT have survived that, which means Belkend for a medical examination is the next stop.

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VIIIo. Belkend  
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- Recommended Level: 58

In Belkend, Luke manages to shoo the rest of the group out, but yes, his blood fonons are separating and he will die very soon. He meets the group back at the inn and says he's okay, but Jade of course knows he's a bad liar. So with that ending happily enough for everyone else, the next destination is Baticul. But first of all, though, there is something RIDICULOUSLY IMPORTANT TO DO NOW! The limit is between now and the dungeon right after Baticul, which is crazy considering how important this is.

Head to Daath, the cathedral, to the right, then up to the right into Ion's room, where you'll hear there's a funeral service for Ion going on the next day. Tear agrees to sing the fonic hymns during it, and as she does that during the service, she gets to the Fifth Hymn (only one you don't know), then feels the power in her. And with that done, Tear learns Judgment, which is one of the best spells in the game to say the least. There's really very little to do at this point, so just progress the story by going to Baticul.

-----  
VIIIp. Baticul  
-----

- Recommended Level: 58

As usual, you're going up to the top when the Fabre manor and the castle are to start some big events. Just go there and the group will split up, except Mieu manages to tell Tear about the fact that Luke is going to die. So when Luke is alone in his room, another sad scene between him and Tear starts, and after that, you're off to report to everyone in the drawing room. As usual, leave Luke's room, head west in the courtyard, and then south to find everyone. Apparently, an emissary of the New Order of Lorelei is at the castle.

The group goes there to find Largo there to find Kimlasca's reaction to it, and then leaves quietly. But anyway, King Ingobert decides to tell Natalia the truth, that Badaq, her father, was a mercenary who now goes by the name of Largo the Black Lion. And of course, hearing this, Natalia gets all hysterical and runs off to chase Largo. Now you need to chase her out, so leave the castle and go down the usual two elevators, then left to the port, where Natalia has her bow drawn against Largo, who then tells his life story.

So with that, the next stop is Yulia City, as usual. Before that, though, you may wish to see Ingobert in his chambers, and then go to Chesedonia to speak with Natalia's nanny about Badaq's past. Her nanny is in Astor's mansion, right



necessary to draw the fight out. I know it's quite rare that I use Natalia, but I brought her in this battle both for poetic purposes, and also for the fact that Largo is a slow, stronger type of opponent that tends to focus more on one character at a time, making her Cure perfect for that purpose. Regardless, Largo is barely harder than Dist.

First of all, Jade with Blessed Drops, Thunder Blade, and Absolute are ideal for this battle because of Largo's very low defense ratings, but for the first portions of this battle, all you really need to do is beat up on him with virtually your whole party while he does his very slow combo which does a good 1400-1500 damage, but later in the battle, when "Arcane Arte" and "Mystic Arte" start showing up, you need to Free Run away, because those attacks are extremely powerful, especially his Brimstone Tempest, which is the strongest thing since Imperial Slaughter. All the same, you really outnumber him, plus with his lack of speed he will go down very quickly. And your reward for that battle is the Black Onyx, which raises your HP by a whopping 30%. I like that.



And as it ends, Largo gets up and immediately rushes toward Luke to finish him off as he probably would Asch earlier, but Natalia shoots him in the back with an arrow, and after one final speech which Largo gives to his daughter, he dies. I know, I wanted him to be tougher as he was one of the cooler villains in the game, but anyways, after Natalia overcomes her usual trauma, you need to go even further into the core. Take the upper left path, and then follow the spiral all the way down to the warp near the purple light.

Luke then tries to use the Jewel of Lorelei to try and close off the Absorption Gate, but instead he gets thrust into the planet's core and sees its memory: Van is in the core and grants a dying Sync some of Lorelei's power, and then Asch rushes in and starts yelling as usual. Then Luke's back out, having done that, but as the group leaves, Sync is seen outside trying to attack, while Van is outside with Mohs and the Ion replica, reading the Seventh Fonstone. And guess what? Mohs loses his last remaining bits of sanity and disappears.

With that, Van leaves with Legretta and Sync for Eldrant, telling Luke and Asch to step through a sea of corpses and fight him, and that he'll show no mercy even to Tear. So with that, the Planet Storm needs to be closed off at the Radiation Gate, but first the Ion replica needs to be taken to Daath. So just autopilot there and enter the first screen of the cathedral, to find the replica is already attached to Ion. She names him Florian (convenient) and leaves him there. Next stop is the Radiation Gate, so leave Daath and head for the island at the very southern point of Auldrant, with the green winds.

-----  
VIIIr. Radiation Gate  
-----

- Recommended Level: 60

At long last, even though it's about 95-96 percent of the way through the game, you've come to the first Sephiroth. Well, it's the ninth Sephiroth in the game in our terms, but hey, whatever. To kick this party off, just head to the left to find a large bony structure there, and that's pretty much what you'll be going down through the entirety of this rather small dungeon. Take it down and make sure you fight some enemies along the way. This is the third of four new dungeons in the third part of the game, and the enemies give the most EXP yet.

You'll find a walkway right near the entrance when you start descending, so take that to get a Red Saffron. Now keep going down, and you'll find a similar walkway as you keep on. Just take that off and get the Star Rod at the end of it, which is a rather good staff in the fonic attack department, and then you will see a cracked wall on the left. Simple, just Mieu Attack it, and head to the southeast part of the outside area, using Mieu Wings to take that large pillar of wind up.

A lot different from the Absorption Gate, eh? At the top there, head to the left to get the Lunatito Capacity Core, which is probably the best one in your possession at this point now. Sweet, just take the wind back down and return to that large bony thing you were going down. Go down to the very bottom, where you find a south-east fork. Believe it or not, there's a breakable wall down that small southern path on the left, it's just hard to see. Break it and enter as always.

In this other outside area, get the Treat on the far right and use Mieu Wings on the pillar of wind on the left to ascend for a Sunlight Chamber. Don't see many of those, do you. You can't go up on the right pillar, so go back to the area you were at, and head east to find a passage ring. More whining from Luke about Asch, and then go to the back of it to find a Cobalt Chamber and an Elder Cloak. Now you're home free; just take the path on the left of the passage ring down, save along the way, and coming at you to stop the sealing of the Radiation Gate is Mohs, who still has a fragment of sanity. Time to end this at last.

```
\\ Boss: Gigant Mohs                               Party: Luke, Tear, Jade, Guy \\
#####
Stats:
- P. ATK - 938                                     HP - 141,000      ||
- P. DEF - 461                                     EXP - 22,000     ||
- F. ATK - 514                                     Gald - 34,000    ||
- F. DEF - 1050                                    Difficulty - Very Easy ||
                                                    ||
Weakness - Light                                  Resist - Darkness ||
#####
```

If you seriously thought enemies such as Dist or Largo were easy, get a load of Mohs... this is seriously maybe the easiest battle in the game. Mohs is slow and can become easily outnumbered, and the ONLY thing he has going for him is a poison breath attack, but that can be easily remedied with a quick usage of a Panacea Bottle. Meanwhile, you've got Mystic Artes like Guy's Razing Phoenix which will hit such a large target with ease. Mohs's other attacks are Bloody Howling, which is a tornado for about 1200 damage or so, and Negative Gale, in which damage barely registers.

If you REALLY want to finish this battle off fast, seal everything for Tear except Eclair de Larmes, Holy Lance, Judgment, and Grand Cross, three of those four being light elemental. Then just use those while Jade casts stuff like Thunder Blade, and a bunch of FoFs start forming, so that Luke can use Light Blast, which does a tremendous amount of damage. Yeah, you probably did notice Mohs's puny defense, but hey, that's what comes when you're so hooked on something that you turn into a monster for it. Of course, the inferior Farthest Place - Glint remix keeps playing during the fight, but that disappointingly easy battle ends with silence.

Mohs completely disintegrates, but like I said... geez, what a person Mohs was. You'll have to make your way back out of the Radiation Gate manually as you aren't teleported out, and can't use a Wing Bottle, not that I would anyway. The next stop is Grand Chokmah to try and determine a way to get into Eldrant. You'll automatically be in the briefing room discussing things, but just try to leave and you'll run into Asch. Luke tries to give him the Jewel of Lorelei, but then Asch, as usual, gets all pissy and says that the two will settle who is Van's real student on Eldrant. That settles that... head to Chesedonia now.

```
-----
VIIIs. Chesedonia
-----
- Recommended Level: 61
```

This really is the final preparations section, even though there's stuff that





```

- F. ATK - 386           Difficulty - Hard    ||
- F. DEF - 941           ||
Weakness - None         Resist - None      ||
Stats:                  HP - 60,000       ||
- P. ATK - 600          EXP - 8,000        ||
- P. DEF - 980          Gald - 10,000      ||
- F. ATK - 386         Difficulty - Hard   ||
- F. DEF - 1041        ||
Weakness - None         Resist - None      ||

```

Seriously, look at those stats I just showed you above. You've got four enemies here trying to rip you to shreds, and while you can use items, this is probably the second most difficult battle in the entire game, first taking place to this game's "Abyssion", but I digress. Preparations are as such: have 16 of every type of Gel, plus Life Bottles, as you'll need it. You will have characters dying left and right, so the party I suggested is essential. In Normal mode, at least, these guys won't be using Mystic Artes every two seconds, but they're still out for blood. Also, go to Keterburg before the battle and buy a bunch of Specifics. You need them. Also, Luke or Guy with the Black Onyx is great.

Just a bit of background before we start. Reid is the physical attacker and an expert swordsman in every way. His Neo Swarm attack is his signature attack, plus he's got a nasty Rising Falcon type attack (Symphonia terms) that even raises his physical attack power, so that sucks ass. Philia is by far the most annoying target here, as she casts magic like Flare Tornado which is really, really strong, stuns you, and just kills you off fast. Nanaly is by far the least of your troubles, but as for Mint, she casts some magic as well but you want her dead fast because she freaking REVIVES these guys. Yeah, just try taking Nanaly out; Mint will use Resurrection and she'll back at 35,000 HP. It revives half of 'em. Which is why you want her dead fast.

If you're in Hard mode, Mint heals more, ALL of them use Mystic Artes, and it's possible that Reid or Nanaly will use Life Bottles. But most people do Normal, so you have little to worry about. But if they come out, Reid's Aurora Wall is the worst as it's very damaging, not to mention it heals allies. Nanaly's Wild Geese is nasty but nothing to worry about; Philia has Big Bang which sucks. I've never seen those in Normal mode though, so you have little to worry about. Just focus on Mint, and if you get Overlimit, USE YOUR MYSTIC ARTES! Always try and direct them on the most enemies at once no matter who they are; Luke's and Guy's are great for that, though the best one is Jade's Mystic Cage for obvious reasons. Make sure Tear is spamming Revitalize, and if you want to make things easier, turn off all but Jade's Meteor Storm, as it kicks ass. After Mint dies, the battle becomes slightly easier without the added defense, so you can then focus on Philia without her high as hell defense due to Barriers constantly. Again, it's a hard fight and you can't win it without constant curing and possible revival. On a positive note, this music, Everlasting Fight, is divine.

Supposing you win that battle, Reid drops the Mumbane, which is the best armor in the game for Luke or Guy, Mint drops the Prism Protector which is the best armor for Tear or Natalia, Nanaly drops the Priestess which is a doll for Anise, and Philia drops the Faerie Ring, which reduces TP consumption by 50%. That is some great stuff right there. And with that, time to get Luke's final arcane arte. Head to his manor, and if you want, talk to Ramdas and he'll get the title of Viscount for having neutralized the miasma.

Otherwise, talk to his mother, the truth comes out and he gets 150,000 Gald. Return to Daath and buy it back to learn Sonic Blast. And with that, only one



down the stairs, and Luke will fall into a trap, where Asch fell in the same one. Sickening, huh? Well, now is the time to decide who is the real Luke.

```
\\ Boss: Asch Party: Luke \\
#####
Stats: HP - 60,000 ||
- P. ATK - 584 EXP - 31,000 ||
- P. DEF - 697 Gald - 2,500 ||
- F. ATK - 353 Difficulty - Easy ||
- F. DEF - 429 ||
Weakness - None Resist - None ||
#####
```

At last, the one on one duel between Luke fon Fabre and Asch the Bloody. Anyway, this fight is extremely easy, and because of that I strongly recommend you change the difficulty to Hard. That way, Asch's attacks will do about 150-200 per slice instead of 80 or so, and it'll just generally be a more fun fight. I mean seriously, 90,000 HP is more fun than 60,000. Still, one note very important note: do NOT try to use Radiant Howl in this battle! I tried twice in one battle, and both times he pulled out a Rending Saber on my ass. Taking two of those is bad enough in normal mode, but in hard it's instant death. So yeah, take hard mode!

If you choose not to, shame on you but Asch isn't very hard. The music here, Meaning of Birth, is overrated but great anyway. Asch should be very easy to dodge if you're using Free Run, plus if you use my setup and have Slog Assault and Sonic Blast on the right analog stick, you can use those with Devil's Maw and Light Blast for massive damage. Asch's magic is a great time to run in for a few hits, then Free Run away and start slashing back away. Later on he'll use stronger stuff like Light Spear Cannon and Swallow Fury, but it won't be a problem either way. It really is a disappointment if the fight isn't hard, but just don't use Radiant Howl.

And with the battle over, Asch gives Luke the Incomplete Key of Lorelei, and then without a weapon, turns to face dozens of replica knights. You can imagine how that's going to turn out. Anyway, the group will reunite, and from here, head to the right. This path leads back to the area where Luke fell in the trap, but on that screen, head to the left for a Fonic Mace, then down the ruined path to the right for a Fonic Mail. Figured they saved two important items like that for when you'd miss them.

Return back to the room where the group reunited, and head to the left. Up the stairs head to the right to get a quick Fonic Guard, which is like the Fonic Mail in that it's inferior to the Prism Protector, but you can give that to the other of Tear and Natalia. Now proceed to the left, and grab the Fonic Blade there, which is for Guy and pretty much superior to all but the Shakunage. Now you'll have to ascend the stairs there for a few billion years, but at the top is a Fonic Helm. It's inferior to the Golden Helm though.

Now head to the right and start going down that decline, taking a ridiculously long bridge over to the second section of Eldrant. Yeah, after Guy is done talking about Hod, this is probably the halfway point of the final dungeon. With that, head down the path to the right and get the Fonic Arrow for Natalia on the way. Yeah, you can see what I meant by another section of Eldrant; this was where the God-Generals and Mohs were during the cutscenes. Save right nearby, then head to the right and get the Fonic Bracelet.

Just a bit up, you'll see the remains of Guy's manor. That really must be something to experience. It turns out Tear has to sing the Seventh Hymn to overturn Van, and she even gets a title out of this. With that, get the rather sucky Fonic Hat from Guy's house, and then head north. Up the stairs, you can head to the left if you want and stand on the balcony of that structure, plus

head down to the grassy area below. I must say, this is the weirdest final dungeon ever.

Either way, head to the right instead of the left, and up the path you'll find a Fonic Crest which is great for Tear, plus across the path to the left is a Special Gel. Return to the main path below and keep going to hear Asch's voice after he takes down the last replica knight, but in the end gets three swords plunged through him and dies. Truly painful and tragic... but after that's done, Asch's power comes flowing into Luke, and none other than Sync attacks and rambles about Ion, and how he's gained nothing since he was born. That he's totally empty. Well, Sync is the last living God-General.

```

\\ Boss: Sync                               Party: Luke, Tear, Jade, Guy \\
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
Stats:                                       HP - 120,000                ||
- P. ATK - 999                             EXP - 29,800              ||
- P. DEF - 885                             Gald - 15,000            ||
- F. ATK - 500                             Difficulty - Medium       ||
- F. DEF - 620                                                                    ||
Weakness - None                            Resist - None             ||
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

Sync is the last of six God-Generals, and he's by far the hardest of all of them, as he's always been. Remember how quick he was? It's all the more exemplified now. As usual, the early part of this battle isn't very hard, as all Sync really does is cast Flare Tornado and Gravity Well, which are slow and only do 1000+ damage, while his constant Arcane Artes in the form of Stone Dragon Ascent and Cyclone Blaze, are 1500+, fast, and furious, and you'll want to heal when you get below 1000 HP, because Sync can take that out without a problem.

When he gets below half or more HP, you really need to be cautious about Sync, because he'll do his ultimate Mystic Arte, Harrowing Gale, which will almost guaranteed knock one character out, and then Akashic Torment again, which might not be instant death but can hit more than one character. You definitely don't need dead characters left and right, so be very careful at that point. For some reason Sync has quite a bit less HP than the other God-Generals, so it won't take very long to finish him, plus as usual Mystic Artes are murderers.

And of all six God-Generals, Sync has the least tragic death, as the only one hurt by this is Anise, who doesn't want to see Ion die anymore. Yeah, he never had any real interactions with his rival, Guy. But with that done, Luke will obtain the Key of Lorelei, which is a sword stronger than the Ultimatus even, plus if you're in your second playthrough, then a Luke at critical HP can perform the Lost Fon Drive, which is a ripping awesome Mystic Arte. But with that, Sync is dead and he did guard that palace in front.

Before that, though, take the southwest path and just follow it all the way down, since you couldn't earlier. You'll find a Red Sage at the end, so that's cool. Just return up and enter the palace itself, and once inside, head up the stairs on the right and at the top, fire Mieu Fire 2 at the spinning blue orb to blow up a wall on the right, which then reveals another fantastic Capacity Core, Grandioz. Now go north and examine the mirror on the floor to turn it around. Hit with Mieu Fire 2 to light the orb above.

All it does is open a damn door. Who cares. Head to the far left before going up the stairs, getting the Fonic Cloak there. Now head up the stairs and ignore the orbs there as they're just in midair. Head to the left and in that next area you'll find two pillars with bullseye target symbol things on them, indicating Mieu Attack is probably good. There are two of 'em; hit the lower one from below, and the upper one from the right. And with that done, climb



```

Stats:
- P. ATK - 800          EXP - 0          ||
- P. DEF - 750        Gald - 0          ||
- F. ATK - 600        Difficulty - Semi-Hard ||
- F. DEF - 750                                     ||
                                                    ||
Weakness - None          Resist - None          ||

```

Van is an extremely worthy contender for the final battle, since while his HP is lower than half of the God-Generals or hell, the first fight with him, his attack power (not the stat but the strength itself) is second to none. As an example, remember his Imperial Slaughter attack from the first battle? He can pull that out at any moment. And now, I was Level 66 for this battle so it obviously wasn't impossible by any means, but if you're at all underleveled, Van will annihilate you, especially in the second half of this first battle.

Basically Van's attacks are general Guardian Frosts, Lightning Tiger Blades, plus his signature attack Radiant Dragon, which is about 1500 damage if it all connects. But let me make one thing clear before anything: when Van goes below half of his HP, a scene will interrupt the battle as Tear tries to sing the melody, and a different theme kicks in for the second half, called A Place In The Sun. This is the best boss theme in the game bar none, but it's where Van decides to cut the BS and not cut you any slack whatsoever. And he has sort of a pattern.

If Van used Imperial Slaughter in the first half of the battle, you can land a few hits and then run away. If he didn't, he will IMMEDIATELY use it, and trust me that it's about 4000 damage right there and a tad bit difficult to survive. But if he did use it, which he probably did, then land a few hits then RUN AWAY. He'll use a few Arcane Artes, but then use a second Mystic Arte called Celestial Elegy. This will probably hit one character and kill him, and the rest of the party reducing them to 1 HP, and I'm dead serious that in those moments, Van can probably kill you off right there. But otherwise, use Specifics and Life Bottles like crazy and return to normal, then finish the fight off. He'll still use Imperial Slaughter, but Celestial Elegy pretty much has only one run. Just do this carefully, and you should emerge victorious.

Luke then goes into a mad slashing frenzy against Van, who just blasts him back, but Luke just gets up anyway and smashes the crap out of Van and all the armor in his right arm... and then he turns into a new, much more badass form of himself, overusing Lorelei's power. And after a couple corny lines, the true final battle begins.

```

\\ Boss: Van          Party: Luke, Tear, Jade, Guy \\
Stats:
- P. ATK - 914        EXP - 152,000    ||
- P. DEF - 850        EXP - 0           ||
- F. ATK - 683        Gald - 0          ||
- F. DEF - 780        Difficulty - Medium ||
                                                    ||
Weakness - None          Resist - None          ||

```

That's right, the second round with Van is actually slightly easier than the first one, much like the final boss from Symphonia. Van is really not much different than he was the last two times you beat him, although he uses another base arte called Shining Dragon, which is basically Radiant Dragon in about five directions. Also, say goodbye to Imperial Slaughter and the deadly Celestial Elegy; now he uses a new Mystic Arte called Ancient Requiem which looks very similar to Radiant Howl, and does a ton

of damage. The damage will probably hit for about 8500-9000 damage if it all comes out, which it probably won't.

Regardless, it's hard to survive Ancient Requiem and the last blast is a good 2500-3000 damage to anything around him, but it does give some time to Free Run away, as most Mystic Artes do. Tear should be in constant Resurrection mode, at least. But otherwise, Van's magic isn't that strong unless he's using the very deadly Judgment, which he does indeed use, but very sparingly. If you finish him fast, you'll have little to worry about, at least compared to the previous fight. But as it ends, Luke tries the second order hyperresonance again, and neither you nor Van will take any damage, but after Tear sings the Seventh Hymn twice, Luke will pull off a Radiant Howl and finish it all here.



Enjoy the absolutely fantastic ending, which is an ending to an even more fantastic game. As usual, you can do a New Game + here, which allows you to start a new game with added bonus from the Grade Shop, which gives you some sweet stuff. Plus there's a Sound Test added in, so you can listen to The Edge of a Decision and A Place In The Sun whenever you want. =) Here's where you should really start referring to the side quests section, particularly the Nebilim quest which is the best one you can do in the first playthrough, as the Abyss Replica Facility is second playthrough exclusive. For now, my stats:

|                  |                |
|------------------|----------------|
| Play Time        | - 053h 23m 35s |
| Most Gald        | - 623,055      |
| Total Gald Used  | - 1,188,898    |
| Skits Viewed     | - 367/489      |
| Total Saves      | - 204          |
| Games Completed  | - 0            |
| Avg Battle Time  | - 000h 00m 30s |
| Total Encounters | - 548          |
| Total Escapes    | - 26           |
| Max Hits         | - 54hit        |
| Most Damage      | - 32643        |
| Max Grade        | - 15.53        |

Character Usage

|           |       |
|-----------|-------|
| * Luke    | - 92% |
| * Tear    | - 84% |
| * Jade    | - 79% |
| * Anise   | - 35% |
| * Guy     | - 62% |
| * Natalia | - 14% |
| * Asch    | - 2%  |

|                   |                |
|-------------------|----------------|
| Fastest Win       | - 000h 00m 01s |
| Time w/o Damage   | - 000h 01m 30s |
| Total Damage Give | - 19228636     |
| Total Damage Take | - 1123276      |

-----  
 ~~~ ~~~ ~~~ IX. Side Quests ~~~ ~~~ ~~~  

Tales of the Abyss, unlike Legendia, is rife with side quests which are actually fun to do... and slightly rewarding at that. So anyway, a lot of the more minor stuff is covered in the walkthrough, where I'll also refer you to here in a couple odd places, the first is in... early part 3. Just to give you an idea. When you're ready to do Mushroom Road, get crackin'.

 IXa. Mushroom Road

Okay, the first major-ish side quest of the game. The rewards consist of getting the Greater Flightstone which will make landing all that much easier, and also later the Refined Flightstone, which is also quite a good thing to have. To do it, you'll have to have Natalia rejoined your party in Baticul, and you can't have entered Eldrant yet. With that in mind, go to Luke's manor in Baticul to find Susanne there, who has fallen ill. Mushroom Road, where you can harvest Rugnican death caps, is near Cheagle Woods. I'll help ya there.

Start by flying the Albiore just a little bit to the east of the Zao Desert, and you'll find a river there, cutting through the Rugnica continent. Make sure you're in the water, and follow that humongous river all the way north to the Mushroom Road, where you'll find... Asch. He's being forced to work with you, so Luke has to go. Hahaha, yep, this is the second and final opportunity in the game to control him, yet unfortunately... he sucks. Why? His terrible equipment which can't be swapped. So yeah... you need to use Luke anyway. Terrible sorry.

Once you get past using Asch for a couple battles if you want, switch to Luke as you need him for Mieu, just by talking to him at the entrance. Did I mention this music is annoying as hell? Anyway, once you have Luke back, you may notice the spores everywhere. If you flame them, you'll get either a monster... or a chest containing a good item. Ignore the one at the entrance; it's a monster. However, if you take the northern path right by the entrance, the right one has a Sage (which sucks but is a herb anyway), and the left is a monster.

So yeah, head down and take the path on the right, grabbing a Saffron from the spore on the way, and at the fork there, taking the southern right path. Follow it to get a very rare and useful Special Gel at the end, and then head back to the northern right path, first of all heading northwest for a Holy Bottle, and then proceeding east. On the next large screen you enter, flame the spore over on the right for a Basil, and then just head south past another long linear path, and you'll find two spores. Upper one gives ya a Lavender.

Now head over to the west and flame the spore on the right side for a Red Basil... me likes dat. It doesn't end yet, keep heading all the way over to the west past the mushrooms there, and you'll find a Savory at the end of the path... pretty much factually the best herb. Alright, now you have to return to the fork, so pretty much head back east a long way and then north. Hopefully you have a Holy Bottle on, because the enemies here are very annoying. Back at the fork, head southeast and on the top spore there, you get another Basil. Great.

Alright, go back to that fork again and head northeast. In there, head all the way down south and flame the top spore there for a Verbena, and now just keep going west. When the mushrooms lead you to a fork, just head south and follow that path to find some more spores, sweet. The one that's above gives a crappy ass Sage (yeah I hate them in this game). Now return and go up north to come to another fork, although there's a Chamomille along the way which should quite so obviously go to Jade.

Head northeast under stuff there to find a Miracle Gel, and with that head southeast now. I know, this place is confusing and boring. It's almost over though; on the next screen, IT IS VERY IMPORTANT THAT YOU HEAD NORTH! The reason you came here wasn't to be a good samaritan, it was to head north here to the world map, and then find the search point there which contains the Greater Flightstone. Yep, now the Albiore can land anywhere you want. You won't regret getting that, trust me.

Conveniently, the end of this place is pretty much south below that, where you'll find the Rugnican death cap as well as a Chamomille. From there, you can leave the Mushroom Road and head back to the Albiore, then take it over to Baticul and talk to Susanne, and that wraps up the first side quest. If you're reading this from the trip to Belkend between Mt. Zaleho and Mt. Roneal, then please do continue until otherwise instructed here. Wow, that actually sounded

professional. For me, at least...

IXb. Nam Cobanda / Search Points

- Recommended Level: 55

You can do this stuff any time you want. While I do cover the battle with the Sand Worm in this section, that's not a particularly tough fight, plus you can just do any of this stuff whenever you want when you complete the second trip to Mt. Roneal, but NOTE: you need Mieu Fire 2 and the Refined Flightstone, so in other words you have to completed Mushroom Road, plus done the puzzle for the Albiore in Mt. Roneal. When you're done with that, you can start exploring the world. Without further adieu, search points:

- Search Point 1 - On Rugnica (the giant eastern continent, towards the southwest of the enormous northwest section)
- Search Point 2 - Directly southeast of the Cheagle Woods
- Search Point 3 - On another tip of Rugnica, virtually north of Shurrey Hill
- Search Point 4 - South of the northern tip of Rugnica, above the Fubras River
- Search Point 5 - At the very southeast part of Aberria (the southern continent with Baticul)
- Search Point 6 - Almost immediately east of the Zao Ruins
- Search Point 7 - The northeast of the bottom part of Radessia (the southwest continent) above the right crab claw shape
- Search Point 8 - On the northwest of the island right above Padamiya (the western continent with Daath)
- Search Point 9 - Towards the very west of the Zao Desert
- Search Point 10 - Around the very northeast of Rugnica, a bit northeast of the Mushroom Road
- Search Point 11 - Towards the very middle of Ispania, the central continent, in the forests
- Search Point 12 - Around the southeast of Sylvana (the continent with Keterburg) and walking distance from said city
- Search Point 13 - In the southwest corner of Aberria, south of Belkend
- Search Point 14 - Towards the southwest of Radessia, northwest of Ortion Cavern
- Search Point 15 - Around the southwest (where else?) of Sylvana on an island
- Search Point 16 - Requires the upgraded Albiore, in the southern part of the Zao Desert, south of Search Point 6
- Search Point 17 - On an island northwest of where the Qliphoth entrance/exit was/is, north of Yulia City
- Search Point 18 - On the stormy isle of Hod, requires the upgraded Albiore, southwest of Grand Chokmah
- Unlisted Point 1 - Contains the Bom Bom Seed, at the very south of Rugnica, east of the Kaitzur Naval Port

Unlisted Point 2 - Contains the Charak Seed, at the very north of Padamiya, north of Aramis Spring

Unlisted Point 3 - Contains the Dorgnia Seed, towards the top of Aberria at the middle, northeast of Port Belkend

Unlisted Point 4 - Contains the Estema Seed, at the very northeast of Radessia, north of Sheridan

Unlisted Point 5 - Contains the Greater Flightstone, at the northwest of Rugnica and accessible from northern Mushroom Road

Unlisted Point 6 - Contains the Oriola Seed, at the very southeast of Radessia, on the right crab claw

Unlisted Point 7 - Contains the Pen Pen Seed, at the very southwest of Ispania, about northwest of Chesedonia

Unlisted Point 8 - Contains the Refined Flightstone, in the middle of Sylvana and accessible from Mt. Roneal

Unlisted Point 9 - Contains the Lanakear Seed, towards the west of Rugnica and the Fubras River

I will also add, that around the Zao Desert, you can use the powered up Albiore to land near the whirlwinds of sand. Just head a little bit forward on land from there, and some giant monster will probably jump out and attack you. That is the Sand Worm, and especially if you're on the second playthrough, you'll want to fight it.

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\\ Boss: Sand Worm                               Party: Luke, Tear, Jade, Guy \\
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
Stats:                                             HP - 78,000      ||
- P. ATK - 658                                   EXP - 14,800    ||
- P. DEF - 398                                   Gald - 17,800   ||
- F. ATK - 480                                   Difficulty - Semi-Easy ||
- F. DEF - 425                                     ||
                                                ||
Weakness - Water                                 Resist - Earth, Fire ||
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

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The Sand Worm isn't a very hard opponent, although I suppose it can be a little stronger than your average enemy if you're at a low level. All it really does is use standard physical attacks, and even though it's resistant to earth, fire, and physical attacks (yeah sorry couldn't fit that in there), Jade is great here with Blessed Drops. Just spam that while having Luke constantly running up to it and using Guardian Frost, or Guy with Final Glacier, whatever. Not a very hard opponent; your reward is the rather good Gae Bolg spear for Jade.

That's two of three enemies for Tear's Monster Collector title. Back to SPs. When you find all of those, go to Din's shop in Chesedonia and not only trade in all your stuff, but get Jade's Lawman title which will eventually come, and talk to Din with Natalia as your on screen character with the Curious Princess title, and she'll get the Adventurous Princess title, which will increase the chance of getting extremely rare items from search points. Quite useful, that. But anyway, enough about search points. On to finding Nam Cobanda.

You may notice towards the northwest of Radessia, there are three giant whirlpools, plus up in the air are a bunch of fireworks shutting out all the surroundings. So here's what you do. Find the whirlpools and line yourself up with the cave behind them, obviously assuming that you have the Refined Flightstone, and then go in reverse with the square button until you get around

the islands at back. You really do need to do that, as the shield takes ages to charge up. With enough firepower, you can break in.

Once you enter Nam Cobanda, feel free to use the save point, but then take the half an hour long ladder up and head out the southern exit, and you will come to the home of the Dark Wings and Black Dream, Nam Cobanda, a city of fon machines. You'll meet York outside, and after a quick talk, you'll notice that this city is shaped in a circle, so directions are relatively obsolete. Just find a large blue building and enter, going one screen up to find Urushi there. Nice fon machinery, eh Guy?

Alright, here you'll need the Dark Key to find Noir, and I personally always forget to get it, but you need to get it from Grand Chokmah before the first trip to the Absorption Gate. It's not a huge deal though, because if you have it you just head south into Noir's room, learn a bit more about the Dark Wings, and get the Noble Rogue title for Luke. That's it. Well, there's a bit you CAN do here besides that, though. First of all, find a clear guy that stands out in one of the little niches, who's called the Ant Lion Man.

Choose any character who's important to you (doesn't matter). S/he'll disappear, and you'll have to pay the guy about 76,500 Gald to get him/her back. Do that, and Anise will get the Cat Cat Kitty Cat title. Nice. But the most important thing is unlocking the Dragon Buster game. To start unlocking that, start by finding the cow boy named Erion, who is easy to spot as anyone else here. Talk to him and he'll tell you his brothers are missing. Yeah, you've got to search the world before you get to unlock Dragon Buster.

Head to the main building of Yulia City and take the lower door to find Yutan there. Remind you of anyone? Well, he runs away anyway, so the next stop is to go to the port of Baticul, so just go there by sea with the Albiore. You'll find Misika right by the entrance, thinking he's in Daath, but he has obligations to Yutan, so after him again. Enter Engeve from the southern entrance to hear about some stuff going on in the Cheagle Woods, which is your next stop. Just enter, and Natalia will be all cool and rescue Yutan.

Now just return to the port of Baticul again to find Misika, and you'll be back in Nam Cobanda right there, and a very... nice costume for Natalia. Now talk to Erion again, and he'll want a Giant Fish Bone. You can find one of those in Search Points 3 or 8. Just do that and give it to him, and then return and talk to him again, and he'll have opened the Dragon Buster game for you to play. I have a whole separate section for that game, so just refer to the very next sub-section for that, which is really the remainder of everything here.

IXc. Dragon Buster

- Recommended Level: N/A

Okay, this is one of the more different mini games in the entire game, just letting you know right off the bat, and playing it a little too much will just make it more and more frustrating, so let me explain things. There are eight rounds here, and your objective is to make it to the end of all of them, at the end of the eighth coming face to face with a dragon. Of course, there's plenty of stuff along the way, and if you want the good ending you'll have to have found some of those items. Here's a brief explanation of some of those items. Note that most items are found by defeating the "guardians" aka stronger enemies.

Character Cards - these are just novelty items to collect along the way, usually dropped by weaker enemies. There are seven of them: the six playable characters, and Mieu.

Fire/Quake - these cards are for occasional stronger attacks you can use with the square button. The fire's good but the quake is just great, so yeah, letting you know.

Bubble/Knife/Ice - these cards are just there to increase your point value, nothing else. Bubbles are worth 500, knives are worth 1500, and ice is worth 3000.

Bottles - there are two types, the Holy Bottle and Dark Bottle, and they do the exact same thing as in the main game. Holy Bottles keep enemies away, and Dark Bottles draw them to you.

Gels - two types here as well, Apple (red) and Lemon (yellow)... and what do you expect. If I remember correctly, apple heals you by 30 while the rarer lemon gives you a whooping 60 back.

Swords - these will increase the strength of your attacks. If I'm not mistaken there are three types, each stronger than your regular blade, but the heavier the better.

Armor - now this I know that there's only two types of, and it'll increase your defense so that attacks don't do as much damage. More important than swords of course.

Sage - oh geez now this is the most important thing you can find in Dragon Buster, period. Find these and they'll increase your maximum vitality by 16. That's pretty big.

Staff/Pendant - these two items, found near the end of Dragon Buster, can be held in your possession, and if you beat the dragon while holding one of them, you get the good ending.

So that's it. You start out with 160 Vitality and need to progress while killing monsters with your sword, occasionally finding stronger monsters that need to get a taste of steel, and those are what almost always drop stuff. Some of them cause the doors to appear here though, and those are what you need to go through to progress, plus when you go through they'll restore your Vitality by about 30 or thereabouts. But without further adieu, here's the Dragon Buster section, but since pictures say a thousand times more than words, I advise using the great maps available here on GameFAQs for this place. Still, my take on things.

Round 1-1
=====

You'll start out in a narrow hall, which is how most of this place works. Run around slashing things until you find a stronger enemy and the doors close. It's an easy battle, so get the Bubbles that are dropped, and here you can either continue normally to the right, or use the ladder to head up. Going up will take you to 2-1 while right will take you to 2-2... and I suggest going to 2-1. Go up the ladder and to the right, beating a monster for the Fire that's dropped, and beat the monster to get into 2-1. That was easy, right?

Round 2-1
=====

This place is a bit bigger and more confusing. Head to the left first and up the ladder, and now we're heading right. Jump on in and fight a monster for another Fire, and then climb the ladder you see and head to the far left. There isn't much of genuine interest here, so just climb the next ladder on the left and start going to the right. There's a monster here that drops an Apple Gel, so if you're already low on health that will help. At the end of this path, do NOT fall down the gap; jump up to the right.

If you beat the monster up there, the door out of this place will appear, but do NOT take it! Repeat: DON'T head out of here yet! Head to the right instead and beat the monster there, and it'll drop the first Sage available in Dragon Buster. Awesome, now you have 176 Vitality, and you can just go to the left back to the door and you'll get 32 of the lost stuff back. Life is good. It'll take you to 3-1.

Round 3-1

=====

This round is a little simpler, plus there's only one exit this time. Head to the right and fall down the gap, and then just immediately fall down another one to get a Knife. Now you just need to progress all the way over to the left; there isn't much special along the way. Eventually you'll find a ladder, so climb up it and then head to the right to find a ladder way above. You need to double jump on it and climb up which can be a bit finicky, but at the very top is the exit door to the dreaded 4-1, so you're all good.

Round 4-1

=====

I hate this round... alright, the item locations are completely random here, but I'll have you know there's a Sage and a Lemon Gel somewhere in here, plus a stronger sword. If you want all that stuff, I highly advise looking to the very far left first (just climb down the ladder, the side paths alternate between left and right), because there are no exits there. You may notice you start around the middle but towards the right though, and if you climb down the left ladder, at the bottom are entrances to 5-1 and 5-2, while to the right in the middle is 5-3. I opt for 5-3.

Round 5-3

=====

A breath of fresh air, I've got to say. There's a huge ladder right near the entrance, but just take it down for a Lemon Gel, and if you want you can jump to the right and then back left to climb over to the first niche on the left and get a stronger sword, but whatever. To the far right of that same niche with a stronger sword is a Lemon Gel, by the way. More important, at the top and around the middle of the large walkway is a Sage. But anyway, at the upper right is 6-1's entrance, and at the very bottom left beyond a Dark Bottle is the entrance to 6-3. By all means enter 6-3, because it rocks while 6-1 sucks.

Round 6-3

=====

Now this is a real treat. This entire round is just a straightforward path, yep even easier than 1-1, with some nice stuff too. Beat one monster for some Ice, then continue to find a Dark Bottle (bad), continue some more to find some Fire (okay), then some more to find an Apple Gel, and then some more again to find a Sage. Yay, you can't have too many of those. Continue yet again to find a Circllet there, and I highly suggest you AVOID THAT! Seriously, avoid it, seriously. Just continue some more to find the entrance to 7-2.

Round 7-2

=====

Alright, here's the biggest place in all of Dragon Buster, and you need to be on your toes to avoid the 2:30 limit for the gas. From the entrance, fall down the gap on the right and land over to the left to get the Last Fencer, which is the best sword in Dragon Buster, bar none. It doesn't end there either; take the ladder down a bit more and land through the first gap to the right, and fall down to the right to get the best armor in Dragon Buster. Awesome, eh? With that, jump over the gap in the middle and continue to find a Lemon Gel. Wow there.

There's a ladder at the end, so take it up and head to the left for a Holy Bottle (okay this is great), and take the next ladder up. Head to the right now, and jump up over to the right where a fourth ladder awaits. That will pit you back on the first walkway, so head to the left and get the Staff there. You'll have to abandon the Last Fencer because you can only hold two items, but it's no big deal. Now, we need to find the entrance to 8-1, where the final boss is. Follow these instructions carefully, or better yet use GameFAQs's map.

Head to the left to find the gap where to the right is the ladder. Take it down, and land in the first passage to the left. Follow that down to a gap which leads you to some more enemies, all of which you'll get out of it is a block of

Ice, and to the left is the door to 8-1. If you want to beat the dragon no matter what, you'll have the Last Fencer and Mumbane (or whatever the ultimate armor is called), and if you want the princess ending and title(s), you'll have either of those (probably the armor) as well as the staff (or the pendant, whatever). When you're ready, enter to fight the dragon.

Round 8-1
=====

You're treated to an immediate long drop down to the dragon's lair, and you've even got a life bar to the right. Anyway, if you haven't already now is the time to use your remaining power ups. The Fire isn't very useful but the Quake is great, so put that to use. You'll want to try and sneak under the dragon, especially when it's breathing fire, land a few hits and then run away, plus jump over when the tail is swiped at you, and you should by all means have enough vitality to survive this, especially with that ultimate armor you've got on you. Eventually, Tear comes out at Luke, like we didn't see that coming.

After that's said and done, talk to Erion and Luke will get the extremely casual looking Dragon Buster title, plus if you're on your second playthrough, he'll get the Dragon Buster? title, which is very... cartoony, to say the least. That is all to do in Nam Cobanda and Dragon Buster, so I'd suggest leaving, and going on to east Ortion Cavern if you haven't already done that, as that is also accessible on the very same continent.

IXd. Ortion Cavern (East)

- Recommended Level: 55

This is NOT a hard side quest at all... there's no bosses and the enemies can't even put up a fight. But whatever, the west and east entrances are pretty much equidistant from the middle of the bottom of Radessia, you just need to back off a hell of a lot, and then charge the Albiore through there. And once inside, you'll need Mieu Fire 2, that's for sure. But you already have that, so why am I saying that. Just use it on the switch right ahead to get past the conveyor belt.

On the other side, head up and you'll notice there's a yellow reflector thingy on the left. Use Mieu Fire 2 on that to reflect flame at the switch up ahead, then cross over there and head to the left. Once again, a yellow mirror on the left, so just hit it and a crane will drop you a Specific. How nice. Now go up north for a scene in which you'll see some trapped cheagles, then get the Wing Bottle and the Nectar Bottle. If you're unfamiliar with the latter, don't worry, it's a useless piece of crap.

Anyway, hit the switch as you go to the east, which will release the first cheagle. Continue to the east and hit the mirror with Mieu Fire 2 to get into a switch for the second cheagle, but for the third when you proceed east, you need to hit the mirror on the left at such an angle so that it'll bounce high enough to hit another mirror. Oh well, it's possible. On the next screen, go left at the fork and you'll find that Dist has been up to no good with his replica devices and fon weapons.

Line yourself up with the torch on the right and the mirror behind it, and fire so that it bounces all around the room and lights up the fon weapon, and it'll blast a mo fuggin' hole in the wall. Gotta love that. It'll release a bunch of Ogre Replicas on you, but they're easy anyway. Head back up the path and to the upper left, and fire at the switch to release that last cheagle. Get the Red Chamomile and the Cowboy Hat at the far end, and that's it. You can talk to the cheagle elder in the Cheagle Woods now for a Holy Seal and a Dark Seal, so I advise you do that. Again, easy dungeon, and that's IT for first playthrough.

IXe. Catalyst Weapons

it's where you'll be eliminated entirely. If you do, which you probably will, use the last moments of the battle to STEAL FROM HER! There's a 20% chance when you steal from her, that you'll get the Tutti Capacity Core, which is the best one in the game. Need I say more?

And a few more notes, not to discourage y'all, but if you enter this battle at higher difficulties, she'll have all of the Mystic Artes in the entire game at her disposal. Of course, if you have your own Mystic Artes, do not hold them back obviously. Not only are they your greatest offense, but they are your greatest defense. Plus FoF Changes to a lesser extent. Either way, good luck, you'll need it.



And Jade manages to use the planetary fonic arte to blast Nebilim to complete anti-matter nothingness. I suppose such was necessary. Anyway, the group just decides to leave Dist there and report to Emperor Peony. Do that, enjoy a scene with Jade and Dist as kids, and then head outside to find the latter there himself. Jade manages to redo one of the best quotes in the whole game, so all the more power to him as usual.

Now head to Daath and talk to Maestro Tritheim. After a quick scene, all the catalyst weapons are powered up, and their power is based on the number of kills the character has made now, which is awesomeness in its truest form, ignoring the fact that the hardest enemy in the game is now dead. That leaves one side quest left that is above and beyond this one (and no it doesn't have an enemy harder than that one), and that is the Replica Lab of the Abyss, which is only available on second playthrough. If you're on that, though, talk to Pere after beating Nebilim for the Tactical Leader title.

IXf. Replication Facility of the Abyss

- Recommended Level: 75

Yeah, it's actually called the "Abyss Replica Lab", but whatever. Alright, I know my level is high, but that's coming off a speed run with Hard difficulty and 2x EXP. Even though I cover this place in Normal because I'm nice like that. But anyway, first thing you should know is that you have to be in second playthrough to do this place. Also, you have to have saved Shiba, plus you need to have done the Ortion Cavern (East) side quest. So obviously that includes having the powered up Albiore, hence Mieu Fire 2. You also need a lot of Gald, believe me.

When you're ready to enter The Abyss, head to Sheridan and go northwest from the entrance to see two old guys pointing a fon machine at Luke to test if it detects replicas. Apparently Shiba is worried about some large scale replication in Ortion Cavern, so go to the meeting hall to find him and Peko, the latter of who to Tear's relief gets left out of this very dangerous operation. Anyway, talk to Shiba when you're ready, and you'll be taken to Ortion Cavern to dig through the walls, to find what's going on here.

Let me explain this. There are eighteen replica machines here that have to be destroyed, one at the entrance which Mieu automatically takes down. This place is a total maze, and to go from one room to another you need to pay a fee. The more you pay, the slower Shiba's endurance goes down. Yeah, Shiba has his own health, and you need to watch out for that by not fighting too many battles, even though the battles are a good source of gald. And lastly, a map will slowly be formed on the lower left.

To start off with, Mieu destroys the machine (1/18). Start off by digging to the northwest a total of twice. If you go west here, you can get a Sunlight Chamber and then head back to the east to go back, but hey, that's some gald that you'll use right there, so choose wisely. Otherwise, head NORTHEAST after going northwest twice. After that, go east a single time and use Mieu Wings to get a

Carmine Chamber. Now with that done, go NORTH once, NORTHWEST once, and then WEST once. Easy to remember, eh?

You'll come to a machine here. Mieu Attack it to break it (2/18), but just a thing that's very important: use Mieu Fire 2 to hit the mirror on the right and then hit the bird on top, and then fight it. Those birds drop a helluva lot of Gald, and you need as much Gald as you can get. And now, go WEST for a Miracle Gel, then southwest, then west. Smash the machine there (3/18) and fight the bird and golden slime for the large amounts of Gald, and now you have another choice.

You can go south once for 10,000 Gald, but I passed that up myself. Just head north once from the machine room to find a Cobalt Chamber. And with that in your hands, head NORTH twice more. This room has a massive trap that will randomly blast the ground and damage both you and Shiba, so head EAST as fast as you can, and then north twice to find the fourth machine (4/18). Now, sorry to say, but you need to return to the room with the trap device, so go south twice and west once to find it, and then immediately head WEST. The fifth machine and bird are there (5/18).

And with that, head north twice and northwest once through rather tranquil screens to find the sixth machine (6/18). Getting fast now, eh? I hope Shiba's endurance isn't out yet, but don't worry, there's a complete heal point for both you and him quite soon. Head NORTH once, and then go northeast once and use Mieu Wings to get the inferior Shooting Star for Natalia, if you so desire. Now return SOUTHWEST from that room, and go northwest to find a large lake that will heal you and Shiba both entirely. Whew, about damn time.

But now, anyway, you'll need to backtrack all the way back to three spaces above the entrance, where you got that Carmine Chamber earlier. Don't worry, there's another lake after a short while. Now go SOUTHEAST of there to find the seventh machine (7/18). And with that, go east, then northeast, then north. There's the eighth machine (8/18). Now head SOUTHEAST for a Miracle Gel, and then northeast, and then north. There's the ninth machine (9/18). Awesome, halfway down and halfway more.

After the ninth, head east once and then southeast. It's your choice if you want to go south here for a Specific, but come on, you can buy those anywhere. From that room you entered from southeast, just head east. The tenth machine awaits there (10/18). I hope you're fighting those birds, because not long from now you will have to go through a hell of a lot of rooms. From this room, you can head northeast for a Kaiser Bracelet, southeast for another lake... or nothing. Your choice, as always. =) But yeah, do both.

From the lake, go northwest, west, northwest, north, and then northeast thrice. Yeah, told you that's a lot of room hopping. Get the Life Bottle on the first northeast, by the way. Anyways, after the third northeast is the eleventh machine (11/18). Now it's southwest a grand total of thrice (oh well, no pay), and northwest, west, northwest, and west. Damn, that's repetitive. Oh well, there's a machine in there for (12/18). Go southwest once and south once to find the thirteenth (13/18).

Return back north and head northwest for the fourteenth (14/18). And from here you can head southwest for a Red Basil if you want, but as always I refrain. Just head north from that screen, and you'll get a scene there. Jade is such a cruel beast as usual. Just head one screen north for the fifteenth machine (15/18), then north twice more and northwest. That makes (16/18). Now head back to the southeast, and then go northeast twice to come to the seventeenth machine (17/18). Yay, one more left!

At last, go northwest to find a Grass Chamber in there, and then go northwest one last time to find the final machine (18/18). Yeah, sorry to say but there's actually 29 of them, but the first 18 will work for now. All you can do now is head north, but make sure that you're fully healed, as before you is a boss,

Your reward for that battle is a simple Sunlight Chamber, but anyways, Mieu destroys the last fomicry machine, and now you can just come back whenever you want if you need some spare gold from those birds, but otherwise you're done there. Since you're definitely on the second playthrough, head to Keterburg assuming you've beat the Behemoth and Sand Worm and have the Golden Helm and Gae Bolg because of that, and talk to the kid in the first room on the third floor for Tear's Monster Collector title.

 ~~~ ~~~ ~~~ X. Items ~~~ ~~~ ~~~  
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Yeah, this section is pretty big since I didn't only put the four sections of equipment in here, but I also threw in the AD skills, capacity cores, and titles. I had no choice.

~~~~~  
 Xa. Weapons
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I love just poring through these so much... but yes, we really do need to see whether what we have is the best available, do we not? And yeah, a few entries might be missing, so if you know of those, give me a buzz and I'll try and switch that up.

| Name            | Usable | ATK | Additional                              |
|-----------------|--------|-----|-----------------------------------------|
| Nebilim         | Luke   | 0   | Power grows as Luke kills enemies       |
| Lost Celesti    | Guy    | 0   | Power grows as Guy kills enemies        |
| Wooden Sword    | Lu, Gy | 5   | Initial equipped by Luke                |
| Blade           | Lu, Gy | 10  | Initial equipped by Guy                 |
| Cutlass         | Lu, Gy | 15  | Found in Cheagle Woods                  |
| Table Knife     | Lu, Gy | 20  | Purchased in Keterburg                  |
| Long Sword      | Lu, Gy | 35  | Found in Tartarus                       |
| Rapier          | Lu, Gy | 70  | Purchased in St. Binah                  |
| Broad Sword     | Lu, Gy | 100 | Purchased in Kaitzur                    |
| Scimitar        | Lu, Gy | 130 | Found in Abandoned Factory              |
| Steel Sword     | Lu, Gy | 170 | Purchased in Chesedonia / Desert Oasis  |
| Nimble Rapier   | Lu, Gy | 190 | Found in Ortion Cavern / Aramis Spring  |
| Maestro Sword   | Asch   | 230 | Initial equipped by Asch                |
| Falx            | Lu, Gy | 250 | Created in Din's Shop                   |
| Silver Sword    | Lu, Gy | 270 | Found in Theor Forest                   |
| Wasier Rapier   | Lu, Gy | 310 | Purchased in Sheridan                   |
| Bastard Sword   | Lu, Gy | 340 | Purchased in Baticul                    |
| Talwar          | Lu, Gy | 370 | Found in Inista Marsh                   |
| Killer Sword    | Lu, Gy | 400 | Purchased in Daath                      |
| Epee            | Lu, Gy | 470 | Found in Oracle Headquarters            |
| Knight Fencer   | Lu, Gy | 500 | Purchased in Sheridan                   |
| Katana          | Lu, Gy | 530 | Found in Meggiora Highlands             |
| Imperial Guard  | Lu, Gy | 560 | Purchased in Daath                      |
| Mythril Sword   | Lu, Gy | 590 | Purchased in Keterburg                  |
| Celsius Caliber | Lu, Gy | 600 | Keterburg Casino                        |
| Mighty Saber    | Lu, Gy | 620 | Found in Absorption Gate                |
| Vorpall Sword   | Lu, Gy | 630 | A. ATR Water, found in Mt. Roneal       |
| Schwarzloewe    | Lu, Gy | 680 | Found in Tower of Rem                   |
| Full Metal Edge | Lu, Gy | 690 | P. DEF 50, created in Sheridan crafting |
| Holy Judgment   | Lu, Gy | 695 | Purchased in Baticul                    |
| Hauteclaire     | Lu, Gy | 725 | Created in Din's Shop                   |
| J. of Gardios   | Guy    | 725 | Guy's Jewel of Gardios side quest       |
| Dragon Killer   | Lu, Gy | 740 | Purchased in Chesedonia                 |
| Ultimatus       | Lu, Gy | 765 | Dropped by Sword Dancer #3              |
| Fonic Blade     | Guy    | 800 | Found in Eldrant                        |
| Key of Lorelei  | Luke   | 800 | Found in Eldrant                        |

|                 |        |     |                                            |
|-----------------|--------|-----|--------------------------------------------|
| Fonic Sword     | Luke   | 810 | Found in Eldrant                           |
| Soul Crush      | Luke   | 820 | Luke's Advanced Single Battle              |
| Shakunage       | Guy    | 820 | Guy's Advanced Single Battle               |
| Unicorn Horn    | Tear   | 0   | Power grows as Tear kills enemies          |
| Heart of Chaos  | Anise  | 0   | Power grows as Anise kills enemies         |
| Lollipop        | Te, An | 5   | F. ATK 250, found in Grand Chokmah         |
| Spoon           | Te, An | 20  | F. ATK 10, purchased in Keterburg          |
| Broom           | Te, An | 20  | F. ATK 10, Keterburg Casino                |
| Wand            | Te, An | 30  | F. ATK 20, purchased in Engeve             |
| Mace            | Te, An | 60  | F. ATK 60, purchased in St. Binah          |
| Magic Wand      | Te, An | 85  | F. ATK 85, purchased in St. Binah          |
| Cane            | Te, An | 110 | F. ATK 110, purchased in Desert Oasis      |
| Gothic Mace     | Te, An | 145 | F. ATK 145, purchased in Belkend           |
| Ruby Wand       | Te, An | 160 | F. ATK 160, found in Ortion Cavern         |
| Silver Rod      | Te, An | 185 | F. ATK 185, purchased in Daath             |
| Genius Wand     | Te, An | 200 | F. ATK 450, dropped by Sword Dancer #2     |
| Sword Mace      | Te, An | 265 | F. ATK 265, purchased in Sheridan          |
| Killer Mace     | Te, An | 290 | F. ATK 290, purchased in Baticul           |
| Mystic Rod      | Te, An | 340 | F. ATK 340, found in Inista Marsh          |
| Star Rod        | Te, An | 400 | F. ATK 600, found in Radiation Gate        |
| Knight Mace     | Te, An | 425 | F. ATK 425, found in Tataroo Valley        |
| Arc Wand        | Te, An | 475 | F. ATK 475, found in Mt. Zaleho            |
| Mythril Rod     | Te, An | 500 | F. ATK 500, purchased in Keterburg         |
| Schwarzvogel    | Te, An | 578 | F. ATK 578, found in Isle of Feres         |
| Kreuzzeichen    | Te, An | 590 | F. ATK 590, purchased in Baticul           |
| Fonic Rod       | Tear   | 600 | F. ATK 650, found in Eldrant               |
| B. Crystal Rod  | Tear   | 600 | F. ATK 700, Tear's Advanced Single Battle  |
| Arc Scepter     | Te, An | 615 | F. ATK 615, purchased in Chesedonia        |
| Holy Cross      | Te, An | 630 | F. ATK 630, purchased in Chesedonia        |
| Hanuman's Staff | Te, An | 650 | F. ATK 300, Keterburg Casino               |
| Fonic Mace      | Anise  | 650 | F. ATK 600, found in Eldrant               |
| Blood Pain      | Jade   | 0   | Power grows as Jade kills enemies          |
| Fork            | Jade   | 20  | F. ATK 10, purchased in Keterburg          |
| Pointer         | Jade   | 20  | F. ATK 10, Keterburg Casino                |
| Spear           | Jade   | 30  | F. ATK 30, initial equipped by Jade        |
| Glaive          | Jade   | 68  | F. ATK 68, purchased in St. Binah          |
| Guisarme        | Jade   | 95  | F. ATK 95, purchased in Kaitzur            |
| Undine          | Jade   | 100 | F. ATK 250, A. ATR Water, Keterburg Casino |
| Efreet          | Jade   | 100 | F. ATK 300, A. ATR Fire, Keterburg Casino  |
| Gnome           | Jade   | 100 | F. ATK 600, A. ATR Earth, Keterburg Casino |
| Sylph           | Jade   | 100 | F. ATK 700, A. ATR Wind, Keterburg Casino  |
| Corsesca        | Jade   | 125 | F. ATK 125, purchased in Desert Oasis      |
| Scythe          | Jade   | 162 | F. ATK 162, purchased in Belkend           |
| Halberd         | Jade   | 181 | F. ATK 181, found in Mine Shaft 14         |
| Deck Brush      | Jade   | 200 | F. ATK 10, found in Yulia City             |
| Partisan        | Jade   | 210 | F. ATK 210, purchased in Daath             |
| Bardiche        | Jade   | 238 | F. ATK 238, purchased in Sheridan          |
| Heavy Halberd   | Jade   | 295 | F. ATK 295, purchased in Sheridan          |
| Trident         | Jade   | 352 | F. ATK 352, purchased in Grand Chokmah     |
| Crescent        | Jade   | 410 | F. ATK 410, purchased in Sheridan          |
| Battle Axe      | Jade   | 475 | F. ATK 475, found in Meggiora Highlands    |
| Longinus        | Jade   | 500 | F. ATK 700, found in Tower of Rem          |
| Papillon        | Jade   | 532 | F. ATK 532, purchased in Daath             |
| Mythril Lance   | Jade   | 560 | F. ATK 560, purchased in Keterburg         |
| War Hammer      | Jade   | 590 | F. ATK 590, found in Absorption Gate       |
| Do Sanga        | Jade   | 645 | F. ATK 645, found in Mt. Zaleho            |
| Penetrator      | Jade   | 660 | F. ATK 660, purchased in Baticul           |
| Gae Bolg        | Jade   | 700 | F. ATK 500, found by defeating Sand Worm   |
| Bahamut's Tear  | Jade   | 700 | F. ATK 700, purchased in Chesedonia        |
| Fonic Lance     | Jade   | 720 | F. ATK 720, found in Eldrant               |
| Dunamis         | Jade   | 740 | F. ATK 690, Jade's Advanced Single Battle  |
| Gungnir         | Jade   | 850 | F. ATK 600, found in The Abyss Replica Lab |

|                 |         |     |                                      |
|-----------------|---------|-----|--------------------------------------|
| Holy Quelqatl   | Natalia | 0   | Power grows as Natalia kills enemies |
| Bow             | Natalia | 120 | Purchased in Desert Oasis            |
| Custom Bow      | Natalia | 150 | Purchased in Belkend                 |
| Steel Bow       | Natalia | 160 | Found in Deo Pass                    |
| Self Bow        | Natalia | 170 | Purchased in Belkend                 |
| Slash Arrow     | Natalia | 198 | Purchased in Sheridan                |
| Great Bow       | Natalia | 212 | Purchased in Daath                   |
| Composite Bow   | Natalia | 225 | Purchased in Sheridan                |
| Rapid Bow       | Natalia | 280 | Purchased in Baticul                 |
| Shincarrow      | Natalia | 305 | Purchased in Baticul                 |
| Killer Bow      | Natalia | 360 | Found in Oracle Headquarters         |
| Soul Steal      | Natalia | 360 | Keterburg Casino                     |
| Hamayumi        | Natalia | 450 | Found in Meggiora Highlands          |
| Shooting Star   | Natalia | 500 | Found in The Abyss Replica Lab       |
| Hunting Bow     | Natalia | 505 | Purchased in Daath                   |
| Battle Bow      | Natalia | 530 | Purchased in Keterburg               |
| Clay Arrow      | Natalia | 550 | Keterburg Casino                     |
| Strike Eagle    | Natalia | 560 | Found in Absorption Gate             |
| Full Metal Fang | Natalia | 600 | Created in Din's Shop                |
| Yutis           | Natalia | 600 | Keterburg Casino                     |
| Ancient Bow     | Natalia | 612 | Purchased in Baticul                 |
| Cators Bow      | Natalia | 626 | Purchased in Chessedonia             |
| Merciless Bow   | Natalia | 670 | Purchased in Chessedonia             |
| Fonic Arrow     | Natalia | 700 | Found in Eldrant                     |
| Celestial Star  | Natalia | 720 | Natalia's Advanced Single Battle     |

Xb. Body Armor

These are boring as hell, but whatever.

| Name          | Usable | DEF | Additional                      |
|---------------|--------|-----|---------------------------------|
| Haute Coutare | Lu, Gy | 2   | Initial equipped by Luke        |
| Leather Mail  | Lu, Gy | 10  | Purchased in Engeve             |
| Iron Mail     | Lu, Gy | 12  | Purchased in St. Binah          |
| Chain Mail    | Lu, Gy | 15  | Purchased in Kaitzur            |
| Splint Mail   | Lu, Gy | 20  | Purchased in Chessedonia        |
| Breastplate   | Lu, Gy | 25  | Purchased in Chessedonia        |
| Silver Mail   | Lu, Gy | 30  | F. DEF 5, purchased in Belkend  |
| Silver Plate  | Lu, Gy | 35  | F. DEF 5, purchased in Sheridan |
| Battlesuit    | Lu, Gy | 40  | Purchased in Sheridan           |
| Light Plate   | Lu, Gy | 45  | Found in Shurrey Hill           |
| Knight Armor  | Lu, Gy | 50  | Purchased in Grand Chokmah      |
| Full Plate    | Lu, Gy | 55  | Purchased in Sheridan           |
| Mythril Mail  | Lu, Gy | 60  | Purchased in Daath              |
| Mythril Plate | Lu, Gy | 65  | Purchased in Keterburg          |
| Rare Mail     | Lu, Gy | 70  | Purchased in Baticul            |
| Brigandine    | Lu, Gy | 80  | Purchased in Chessedonia        |
| Fonic Mail    | Lu, Gy | 85  | Found in Eldrant                |
| Mumbane       | Lu, Gy | 95  | Dropped by Reid Hershell        |
| Leather Guard | Te, Na | 4   | Initial equipped by Tear        |
| Iron Guard    | Te, Na | 9   | Purchased in Engeve             |
| Chain Guard   | Te, Na | 11  | Purchased in St. Binah          |
| Scale Guard   | Te, Na | 18  | Purchased in Desert Oasis       |
| Breast Guard  | Te, Na | 23  | Purchased in Chessedonia        |
| Silver Guard  | Te, Na | 32  | Purchased in Daath              |
| Half Guard    | Te, Na | 34  | Purchased in Sheridan           |
| Battle Guard  | Te, Na | 36  | Purchased in Sheridan           |



|                 |        |    |                                  |
|-----------------|--------|----|----------------------------------|
| Light Guard     | Te, Na | 41 |                                  |
| Knight Guard    | Te, Na | 45 | Purchased in Grand Chokmah       |
| Royal Guard     | Te, Na | 50 | Purchased in Sheridan            |
| Mythril Guard   | Te, Na | 54 | Purchased in Keterburg           |
| Mighty Guard    | Te, Na | 59 | Purchased in Daath               |
| Rare Protector  | Te, Na | 63 | Purchased in Baticul             |
| Princess Guard  | Te, Na | 65 | Purchased in Baticul             |
| Lunar Guard     | Te, Na | 68 | D. ATR Dark, found in Mt. Zaleho |
| Rare Guard      | Te, Na | 72 | Purchased in Chessedonia         |
| Fonic Guard     | Te, Na | 72 | Found in Eldrant                 |
| Prism Protector | Te, Na | 78 | Dropped by Mint Adnade           |

|                |      |    |                                            |
|----------------|------|----|--------------------------------------------|
| Robe           | Jade | 10 | F. DEF 10, initial equipped by Jade        |
| White Robe     | Jade | 14 | F. DEF 14, purchased in St. Binah          |
| Silk Robe      | Jade | 17 | F. DEF 17, purchased in Desert Oasis       |
| Feather Robe   | Jade | 21 | F. DEF 21, D. ATR Wind, buy in Chessedonia |
| Carnelian Robe | Jade | 26 | F. DEF 26, D. ATR Fire, buy in Belkend     |
| Silver Robe    | Jade | 30 | F. DEF 30, purchased in Daath              |
| Misty Robe     | Jade | 32 | F. DEF 32, purchased in Sheridan           |
| Cerulean Robe  | Jade | 34 | F. DEF 34, D. ATR Water, buy in Sheridan   |
| Maestro Robe   | Asch | 35 | F. DEF 35, initial equipped by Asch        |
| Mirage Robe    | Jade | 38 | F. DEF 38, D. ATR Light, buy in G.C.       |
| Knight Robe    | Jade | 47 | F. DEF 47, purchased in Sheridan           |
| Amber Robe     | Jade | 51 | F. DEF 51, D. ATR Earth, buy in Daath      |
| Mythril Robe   | Jade | 55 | F. DEF 55, purchased in Keterburg          |
| Viridian Robe  | Jade | 58 | F. DEF 58, D. ATR Wind, buy in Chessedonia |
| Elder Robe     | Jade | 60 | F. DEF 60, found in Tower of Rem           |
| Fonic Robe     | Jade | 68 | F. DEF 68, found in Eldrant                |

|               |       |    |                                       |
|---------------|-------|----|---------------------------------------|
| Cloak         | Anise | 4  | F. DEF 4, initial equipped by Anise   |
| White Cloak   | Anise | 13 | F. DEF 13, purchased in Kaitzur       |
| Silk Cloak    | Anise | 17 | F. DEF 17, purchased in Chessedonia   |
| Feather Cloak | Anise | 21 | F. DEF 21, purchased in Chessedonia   |
| Magic Cloak   | Anise | 26 | F. DEF 26, purchased in Belkend       |
| Silver Cloak  | Anise | 32 | F. DEF 32, purchased in Daath         |
| Mystic Cloak  | Anise | 34 | F. DEF 34, purchased in Sheridan      |
| Mage Cloak    | Anise | 40 | F. DEF 40, purchased in Grand Chokmah |
| Knight Cloak  | Anise | 47 | F. DEF 47, purchased in Sheridan      |
| Druid Cloak   | Anise | 51 | F. DEF 51, purchased in Daath         |
| Mythril Cloak | Anise | 55 | F. DEF 55, purchased in Keterburg     |
| Elder Cloak   | Anise | 60 | F. DEF 60, purchased in Baticul       |
| Reflection C. | Anise | 68 | F. DEF 68, purchased in Chessedonia   |
| Fonic Cloak   | Anise | 72 | F. DEF 72, found in Eldrant           |

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Xc. Hand Armor  
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These are boring as hell, but whatever.

| Name              | Usable  | DEF | Additional                      |
|-------------------|---------|-----|---------------------------------|
| Bracelet          | L, G, J | 5   | Purchased in Engeve             |
| Bronze Bracelet   | L, G, J | 7   | Purchased in Kaitzur            |
| Iron Bracelet     | L, G, J | 10  | Purchased in Chessedonia        |
| Lapis Bracelet    | L, G, J | 13  | LCK 5, purchased in Chessedonia |
| Steel Bracelet    | L, G, J | 15  | Purchased in Belkend            |
| Silver Bracelet   | L, G, J | 17  | Purchased in Daath              |
| Gold Bracelet     | L, G, J | 19  | Purchased in Sheridan           |
| Platinum Bracelet | L, G, J | 20  | Purchased in Sheridan           |
| Diamond Bracelet  | L, G, J | 25  |                                 |
| Knight Bracelet   | L, G, J | 27  | Purchased in Grand Chokmah      |

|                   |         |    |                                          |
|-------------------|---------|----|------------------------------------------|
| Mythril Bracelet  | L, G, J | 32 | Purchased in Keterburg                   |
| Rare Bracelet     | L, G, J | 35 | Purchased in Baticul                     |
| Angel Bracelet    | L, G, J | 37 | Purchased in Chessedonia                 |
| Draupnir          | L, G, J | 40 | Purchased in Chessedonia                 |
| Fonic Bracelet    | L, G, J | 42 | Found in Eldrant                         |
| Kaiser Bracelet   | L, G, J | 45 | Found in The Abyss Replica Lab           |
|                   |         |    |                                          |
| Gloves            | T, A, N | 6  | Purchased in St. Binah                   |
| White Gloves      | T, A, N | 7  | Purchased in Kaitzur                     |
| Silk Gloves       | T, A, N | 10 | Purchased in Desert Oasis                |
| Feather Gloves    | T, A, N | 12 | D. ATR Wind, purchased in Chessedonia    |
| Archery Gloves    | T, A, N | 13 | Purchased in Belkend                     |
| Silver Gloves     | T, A, N | 15 | Purchased in Grand Chokmah               |
| Mystic Gloves     | T, A, N | 20 | Purchased in Grand Chokmah               |
| Iron Gauntlets    | T, A, N | 23 |                                          |
| Mirage Gloves     | T, A, N | 25 | D. ATR Light, purchased in Grand Chokmah |
| Knight Gloves     | T, A, N | 28 | Purchased in Grand Chokmah               |
| Mythril Gauntlets | T, A, N | 35 | Purchased in Keterburg                   |
| Elder Gloves      | T, A, N | 35 | Purchased in Baticul                     |
| Queen Gloves      | T, A, N | 42 | Purchased in Chessedonia                 |
| Fonic Gloves      | T, A, N | 45 | Found in Eldrant                         |

#### Xd. Accessories

In this game, circlets and helmets and stuff do indeed count of accessories, as well as other things like crests and jewels and that kind of typical accessory type stuff. Meaning there's more equipment here than anywhere else, really. Note: hats for Luke/Jade/Guy, and ribbons for Tear/Anise/Natalia are for fonic defense. Helmets and circlets are for physical defense. Make sense?

| Name             | Usable  | DEF | Additional                              |
|------------------|---------|-----|-----------------------------------------|
| Leather Boots    | All     | 8   | AGL 2, purchased in Kaitzur             |
| Silver Boots     | All     | 18  | AGL 50                                  |
| Iron Boots       | All     | 20  | AGL 20, purchased in Sheridan           |
| Heavy Boots      | All     | 24  | AGL 25, purchased in Daath              |
| Rare Boots       | All     | 35  | AGL 120, purchased in Baticul           |
| Persian Boots    | All     | 38  | AGL 300, found in Isle of Feres         |
|                  |         |     |                                         |
| Cape             | All     | 5   | F. DEF 2, purchased in St. Binah        |
| Leather Cape     | All     | 13  | F. DEF 6, purchased in Chessedonia      |
| Thief's Cape     | All     | 15  | F. DEF 7, AGL 15, purchased in Belkend  |
| Elven Cape       | All     | 20  | F. DEF 10, AGL 30, D. ATR 2345, Daath   |
| Flare Cape       | All     | 23  | F. DEF 11, D. ATR Fire, in Mt. Zaleho   |
| Aqua Cape        | All     | 28  | F. DEF 14, D. ATR Water, in Sheridan    |
| Wind Cape        | All     | 34  | F. DEF 14, D. ATR Wind                  |
| Earth Cape       | All     | 40  | F. DEF 20, D. ATR Earth, in Chessedonia |
|                  |         |     |                                         |
| Alice Band       | T, A, N | 9   | Purchased in Kaitzur                    |
| Bronze Circllet  | T, A, N | 12  | Purchased in Baticul                    |
| Iron Circllet    | T, A, N | 15  | Purchased in Chessedonia                |
| Steel Circllet   | T, A, N | 18  | Found in Akzeriuth                      |
| Silver Circllet  | T, A, N | 23  | Purchased in Sheridan                   |
| Gold Circllet    | T, A, N | 24  | Purchased in Sheridan                   |
| Knight Circllet  | T, A, N | 33  | Purchased in Sheridan                   |
| Mythril Circllet | T, A, N | 39  | Purchased in Keterburg                  |
| Rare Circllet    | T, A, N | 42  | Purchased in Baticul                    |
| Fonic Crest      | T, A, N | 50  | Found in Eldrant                        |
|                  |         |     |                                         |
| A. Life Form     | Anise   | N/A | X-BUSTER; created in Din's Shop         |

|                 |         |     |                                          |
|-----------------|---------|-----|------------------------------------------|
| Empty Girl      | Anise   | N/A | Beast; Peony's mansion in Keterburg      |
| Great Pirate    | Anise   | N/A | Pow Hammer; Belkend's warehouse          |
| Heihachi        | Anise   | N/A | Demon Breath/Stone Head; Din's Shop      |
| Priestess       | Anise   | N/A | Inspect Eye; dropped by Nanaly           |
| Rare Genius     | Anise   | N/A | Divine Saber; Arietta in Cheagle Woods   |
| Time T. Girl    | Anise   | N/A | Resurrection; Arietta in Mt. Roneal      |
| Time T. Hero    | Anise   | N/A | Critical up; Astor's manor               |
| Warrior Maiden  | Anise   | N/A | P. ATK 50, F. ATK 50, Belkend drawers    |
| Wonder Doll     | Anise   | N/A | AGL 50, LCK 50, created in Din's Shop    |
| Beret           | L, J, G | 9   | Purchased in Kaitzur                     |
| Straw Hat       | L, J, G | 12  | D. ATR Wind                              |
| Pointed Hat     | L, J, G | 15  | D. ATR Earth                             |
| Green Beret     | L, J, G | 18  | AGL 20, purchased in Belkend             |
| Silver Hat      | L, J, G | 23  | Purchased in Sheridan                    |
| Hunting Cap     | L, J, G | 27  | D. ATR Water, found in Shurrey Hill      |
| Knight Hat      | L, J, G | 30  | Purchased in Sheridan                    |
| Silk Hat        | L, J, G | 33  | D. ATR Fire, purchased in Sheridan       |
| Cowboy Hat      | L, J, G | 43  | Found in Ortion Cavern (East)            |
| Wizard Hat      | L, J, G | 48  | Purchased in Chesedonia                  |
| Fonic Hat       | L, J, G | 50  | Found in Eldrant                         |
| Leather Helm    | Lu, Gy  | 6   | Purchased in Engeve                      |
| Iron Helm       | Lu, Gy  | 7   | Purchased in St. Binah                   |
| Armet Helm      | Lu, Gy  | 12  | Purchased in Chesedonia                  |
| Steel Helm      | Lu, Gy  | 15  |                                          |
| Silver Helm     | Lu, Gy  | 23  | Purchased in Sheridan                    |
| Cross Helm      | Lu, Gy  | 25  | Purchased in Sheridan                    |
| Knight Helm     | Lu, Gy  | 30  | Purchased in Sheridan                    |
| Duel Helm       | Lu, Gy  | 33  | Purchased in Sheridan                    |
| Mythril Helm    | Lu, Gy  | 39  | Purchased in Keterburg                   |
| Rare Helm       | Lu, Gy  | 48  | Purchased in Chesedonia                  |
| Fonic Helm      | Lu, Gy  | 50  | Found in Eldrant                         |
| Golden Helm     | Lu, Gy  | 52  | Defeat Behemoth in Inista Marsh (yep)    |
| Ribbon          | T, A, N | 7   | D. ATR Fire, purchased in St. Binah      |
| Orange Ribbon   | T, A, N | 12  | D. ATR Earth, purchased in Chesedonia    |
| Yellow Ribbon   | T, A, N | 15  | D. ATR Light, purchased in Chesedonia    |
| Green Ribbon    | T, A, N | 23  | D. ATR Wind, purchased in Sheridan       |
| Blue Ribbon     | T, A, N | 24  | D. ATR Water, purchased in Sheridan      |
| Purple Ribbon   | T, A, N | 28  | D. ATR Dark, found in Tataroo Valley     |
| Pretty Ribbon   | T, A, N | 33  | Purchased in Sheridan                    |
| Tartan Ribbon   | T, A, N | 36  | Found in the Absorption Gate             |
| Striped Ribbon  | T, A, N | 40  | Purchased in Chesedonia                  |
| Ancient Ribbon  | T, A, N | 41  | Purchased in Baticul                     |
| Ruby            | All     | N/A | D. ATR Earth, purchased in Baticul       |
| Opal            | All     | N/A | D. ATR Wind, purchased in Baticul        |
| Aquamarine      | All     | N/A | D. ATR Water, purchased in Baticul       |
| Garnet          | All     | N/A | D. ATR Fire, purchased in Baticul        |
| Magic Mist      | All     | N/A | Increases escape speed, in Baticul       |
| Moonstone       | All     | N/A | TP + 30%, dropped by Arietta             |
| Black Onyx      | All     | N/A | HP + 30%, dropped by Largo               |
| Laurel          | All     | N/A | Prevents magic ailments, by Blade Rex    |
| Tear's Pendant  | Tear    | N/A | F.ATK/F.DEF + 20%, side quest            |
| Drain Ward      | All     | 5   | D. ATR Fire, purchased in Baticul        |
| Paralysis Ward  | All     | 5   | D. ATR Wind, purchased in Baticul        |
| Poison Ward     | All     | 5   | D. ATR Water, purchased in Baticul       |
| Stone Ward      | All     | 5   | D. ATR Earth, purchased in Baticul       |
| Drain Charm     | All     | 15  | D. ATR Fire, purchased in Grand Chokmah  |
| Paralysis Charm | All     | 15  | D. ATR Wind, purchased in Grand Chokmah  |
| Poison Charm    | All     | 15  | D. ATR Water, purchased in Grand Chokmah |
| Stone Charm     | All     | 15  | D. ATR Earth, purchased in Grand Chokmah |

|               |     |     |                                           |
|---------------|-----|-----|-------------------------------------------|
| Stun Bracelet | All | N/A | Stun duration -50%, dropped in Baticul    |
| Holy Ring     | All | N/A | Sometimes cures 1% HP, Ant Lion Man       |
| Spirit Ring   | All | N/A | Sometimes cures 1% TP, dropped by Sync    |
| Spirit Symbol | All | N/A | Sometimes cures 3% TP, drop by Legretta   |
| Protect Ring  | All | N/A | Physical damage -10%, dropped by Uniceros |
| Force Ring    | All | N/A | Physical damage -20%, dropped by Van      |
| Resist Ring   | All | N/A | Elemental damage -10%, by Tyrannopion     |
| Reflect Ring  | All | N/A | Elemental damage -20%, Mt. Roneal bosses  |
| Sapphire Ring | All | N/A | TP used -25%, Mt. Roneal bosses           |
| Emerald Ring  | All | N/A | TP used -33%, dropped by Gigant Mohs      |
| Faerie Ring   | All | N/A | TP used -50%, dropped by Philia           |
| Mystic Mark   | All | N/A | Casting time down a little, Mt. Roneal    |
| Mystic Symbol | All | N/A | Casting time down, dropped by Sync        |
| Strange Mark  | All | N/A | Casting lag down a little, Grand Chokmah  |
| Wonder Symbol | All | N/A | Casting lag down, dropped by Asch         |
| Dark Seal     | All | N/A | EXP x1.5, Belkend warehouse               |
| Demon's Seal  | All | N/A | EXP x2, found in Sheridan                 |
| Rebirth Doll  | All | N/A | Auto resurrection, found in Tower of Rem  |
| Sephira       | All | N/A | Gald earned + 50%, dropped by Legretta    |
| Blue Sephira  | All | N/A | Gald earned + 100%, dropped by Arietta    |

## Xe. AD Skills

AD Skills are those additional skills you keep seeing popping up everywhere in said list and occasionally being learned when you level up, but how exactly do you get them? Simple, you have to level up with capacity cores until you get the following stat boosts in these categories:

P. ATK - 200  
 P. DEF - 70  
 F. ATK - 70  
 F. DEF - 60  
 AGL - 90  
 ENH - 90

Have fun doing that. I'll say right now that getting P. ATK up to 200 pays off though, because for one thing you'll do massive amounts of damage, but for another, you only really have to get it up to 70 until you're done with the basics. Getting it up to 200 is just fitting hand in hand with AGL to get seven attacks in one combo.

Name: Backstep

Learned: Level 2

Description: Press Square and Back to jump back. Basically just another method of evasion.

Name: Recover

Learned: Level 3

Description: Press Square when you're knocked on the ground or in the air to flip back up. Very useful, saves time.

Name: Critical Guard

Learned: Level 4

Description: Press Square and Forward to lunge forward, just to reduce damage. You'll never use it.

Name: Free Run

Learned: Level 5

Description: Press L2 to move around the battlefield freely. Probably the most useful AD Skill in the game.

Name: Magic Guard

Learned: Level 7

Description: Press Square and Down to create a shield around yourself that reduces magical damage.

Name: Over Limit

Learned: Level 15

Description: Press R2 to go into Overlimit when the bar is full. You can't be knocked down and take less damage, which is very good.

Name: Taunt

Learned: Level 22

Description: Press R2 to increase the Overlimit bar when it's not full. It just slows you down if you want my honest evaluation.

Name: Special

Learned: Level 30

Description: When you're in Overlimit, either hold down X while using an Arcane Arte that actually hits, or use a High Fonic Arte which will be replaced by the Mystic Arte that ensues. Probably the second most useful AD Skill in the game. Note: Luke can't learn it before Yulia City unless you inherit it to a second cycle.

Name: Combo Force

Learned: P. ATK - 30

Description: Increases the damage that you cause from normal combos, by decreasing the amount that is lessened from subsequent hits.

Name: Power Charge

Learned: P. ATK - 40

Description: Increases the damage that you cause from normal combos, by decreasing the amount that is lessened from subsequent hits.

Name: Item Thrower

Learned: P. ATK - 40

Description: Allows you to use items on a character other than yourself. Wait, it's possible to live without this? ;]

Name: Critical Up

Learned: P. ATK - 50

Description: Increases the changes of landing a critical hit. It really is as simple as that.

Name: Heavy Hit

Learned: P. ATK - 60

Description: Increases the change of stunning an enemy after a physical attack, effectively doubling damage by landing a second combo.

Name: Add Combo

Learned: P. ATK - 70

Description: Allows you to link 4 attacks to one combo instead of 3. Get this as soon as possible.

Name: Add Combo 2

Learned: P. ATK - 120, AGL - 20

Description: Allows you to link 5 attacks to one combo instead of 4. Get this on your second playthrough as soon as possible.

Name: Add Combo 3

Learned: P. ATK - 160, AGL - 40

Description: Allows you to link 6 attacks to one combo instead of 5. Get this at the end of your second playthrough as soon as possible.

Name: Add Combo 4

Learned: P. ATK - 200, AGL - 60

Description: Allows you to link 7 attacks to one combo instead of 6. Get this if you want to breeze through Unknown difficulty.

Name: Roll

Learned: P. DEF - 20

Description: Simply decreases the damage that you take when you get knocked in the air or down.

Name: Guard Plus

Learned: P. DEF - 30

Description: Decreases damage taken while guarding. Just makes hitting that square button more powerful.

Name: Rear Guard 1

Learned: P. DEF - 40

Description: Makes it more difficult for an enemy to guard break you, meaning behind as well.

Name: Void Attack

Learned: P. DEF - 50

Description: Occasionally, you won't stagger aka get stunned when you get hit physically.

Name: Immunity

Learned: P. DEF - 60

Description: Decreases the odds of receiving status effects. Oh dear lord thank you.

Name: Endure

Learned: P. DEF - 70

Description: Decreases the amount of time needed to recover from being staggered aka stunned.

Name: Critical Magic

Learned: F. ATK - 20

Description: For Tear, Jade, and Anise only, allows you to do critical damage with spells. Great for stuff like Energy Blast and Limited.

Name: Lucky End

Learned: F. ATK - 30

Description: For Tear, Jade, Anise, and Natalia only, decreases the delay after casting a spell.

Name: Heavy Magic

Learned: F. ATK - 40

Description: For Tear, Jade, and Anise only, increases the chance of stunning an enemy with a spell.

Name: Lucky Magic

Learned: F. ATK - 50

Description: For Tear, Jade, Anise, and Natalia only, occasionally decreases the TP consumption of a spell.

Name: Speed Cast

Learned: F. ATK - 60

Description: For Tear, Jade, Anise, and Natalia only, decreases spell casting time. How simple.

Name: Magic Charge

Learned: F. ATK - 70

Description: For Tear, Jade, and Anise only, hold the left stick down while taking no damage to increase F. ATK slightly.

Name: Void Magic  
Learned: F. DEF - 20  
Description: You just... occasionally won't stagger after getting hit by a spell.

Name: Resist  
Learned: F. DEF - 30  
Description: Occasionally prevents status effects. How creative.

Name: Anti-Element  
Learned: F. DEF - 40  
Description: Occasionally halves the damage of an elemental attack.

Name: Magic Guard Plus  
Learned: F. DEF - 50  
Description: Makes Magic Guard aka Guardian aka whatever more effective by occasionally reducing damage.

Name: Stat Boost  
Learned: F. DEF - 60  
Description: Increases the effect of positive stat changes like P. ATK or P. DEF up. Great for lovers of Holy Song or Fortune's Arc.

Name: Life Up  
Learned: ENH - 20  
Description: Occasionally increases your max HP by 0.5% after battles, and is more frequent after boss battles. I recommend learning this as soon as possible; it's better than single Sages.

Name: Spirit Healer  
Learned: ENH - 30  
Description: Increases the amount of TP recovered after a battle.

Name: Happiness  
Learned: ENH - 40  
Description: Occasionally increases EXP after a battle. Awesome!

Name: Life Healer  
Learned: ENH - 50  
Description: Recover somewhere around 6% of HP after battle. I think, I'm not sure.

Name: Mind Up  
Learned: ENH - 60  
Description: Occasionally increases your TP by 1% after battle. Savories are better yet rarer, plus this is less frequent and more expensive, but who cares.

Name: HP Recovery  
Learned: ENH - 70  
Description: Increases the amount of HP you'll recover by using items and spells by like 5%. Yay, Lemon Gels are 65% heals now!

Name: TP Recovery  
Learned: ENH - 80  
Description: Increases the amount of TP you'll recover by using items, by like 3%. Yay, Pineapple Gels are 63% heals now.

Name: EXP Plus  
Learned: ENH - 90  
Description: Effectively just an extension of Happiness, this gives you more of an EXP boost from battles.

Name: Dash

Learned: AGL - 20

Description: Effectively just an extension of Winged Boots, this lets you move faster in battle.

Name: Run Away!

Learned: AGL - 30

Description: Reduces the amount of time needed to escape, plus if several people have this, it's even faster. Whoo hoo.

Name: Comeback

Learned: AGL - 40

Description: Allows you to mash Square around a bit when you're staggered to reduce the stun time. I forget it exists.

Name: Item Pro

Learned: AGL - 50

Description: Decreases the time you're not allowed to move after you use an item. Who cares.

Name: O.L. Boost

Learned: AGL - 60

Description: Increases the duration of Over Limit. Works particularly well in second playthrough with the Overlimit grade shop option.

Name: Landing

Learned: AGL - 70

Description: Decreases the amount of time you're unable to move after landing from like, a jump.

Name: Quick Turn

Learned: AGL - 80

Description: Allows you to be able to turn around instantly, even when you're running.

Name: Aerial Jump

Learned: AGL - 90

Description: What else? Allows you to jump in midair, effectively a double jump, so you can evade stuff.

Name: Rebound

Learned: P. ATK - 20, AGL - 20

Description: When another skill, Recover, is in effect, you can physically attack.

Name: Jump Combo

Learned: P. ATK - 30, AGL - 30

Description: You can hit the attack button to link attacks when you land from a jump.

Name: Counter

Learned: P. ATK - 30, P. DEF - 30

Description: Block an enemy attack and then hit X to attack without any lag.

Name: C. Combo

Learned: P. ATK - 40, P. DEF - 40, AGL - 20

Description: When you counter, you can link attacks to it.

Name: C. Counter

Learned: P. ATK - 40, AGL - 40

Description: When you hit an enemy that's attacking, the damage that you do increases.

Name: E. Plus



Learned: P. ATK - 20, F. ATK - 20

Description: Just occasionally increases the damage of elemental attacks.

Name: Flash

Learned: P. ATK - 30, P. DEF - 30, F. DEF - 30

Description: Makes you impervious to stagger when you're performing a combo.

Name: Step Away

Learned: P. DEF - 20, AGL - 20

Description: You won't be staggered if you get hit during Backstep, but I never use Backstep anyway, so...

Name: Neutralizer

Learned: P. DEF - 30, AGL - 30

Description: Occasionally gives you a chance of not receiving any damage or stagger from enemy attacks.

Name: Lucky Soul

Learned: P. DEF - 20, F. DEF - 20

Description: When you get knocked down to the ground, occasionally you'll recover TP.

Name: Skill Guard

Learned: P. DEF - 25, F. DEF - 25

Description: Replaces Magic Guard with Guardian, so just use Square plus the left stick down for it. Exclusive to Luke, Anise, and Guy.

Name: Nullify

Learned: P. DEF - 30, F. DEF - 30

Description: Occasionally you receive no damage from an enemy spell. Awesome.

Name: Reflect

Learned: P. DEF - 40, F. DEF - 40

Description: Occasionally deflects the damage receiving when you're guarding. Yeah, okay.

Name: Blood Spirit

Learned: P. DEF - 45, F. DEF - 45

Description: You recover TP for the number of hits from a combo you receive...

Name: Resurrect

Learned: P. DEF - 50, F. DEF - 50

Description: Occasionally revives automatically. How can you beat that?!

Name: Rebirth

Learned: P. DEF - 30, F. DEF - 30, ENH - 30

Description: A great ability, this... it makes you slowly recover HP equal to half of the damage of the last hit. But yeah, just one hit.

Name: Angel's Tear

Learned: P. DEF - 60, F. DEF - 60, ENH - 50

Description: A guaranteed chance of reviving once per battle. You'll barely even recognize death anymore.

Name: Glory

Learned: P. DEF - 60, F. DEF - 60, AGL - 50, ENH - 60

Description: Prevents staggering from any enemy attack except Mystic Artes. =)

Name: Reprise

Learned: F. ATK - 20, F. DEF - 20, AGL - 40

Description: Reduces a tiny bit of casting time when you use the same spell twice. Exclusive to Tear, Jade, Anise, and Natalia.

Name: Spell Save

Learned: P. DEF - 30, F. ATK - 30, F. DEF - 30

Description: Cuts off the casting time you lost if an enemy interrupts you while casting a spell. For Tear, Jade, Anise, and Natalia only.

Name: Reducer

Learned: F. ATK - 30, F. DEF - 30

Description: For Tear, Jade, Anise, and Natalia, reduces 25% of the casting time if it's used twice in a row.

Name: Rhythm

Learned: F. ATK - 20, F. DEF - 20, AGL - 20

Description: For Tear, Jade, Anise, and Natalia, tap the X button when you cast a spell to shave off 1/60 of the casting time each tap.

Name: Dash Guard

Learned: F. DEF - 40, AGL - 40

Description: Prevents staggering when you're hit by magic while dashing. Yeah.

Name: Item Master

Learned: AGL - 30, ENH - 30

Description: The effect of an item is increased by 1/8 if a character uses said item on anybody. Thus, a Lemon Gel heals 67.5% HP.

Name: Pow Hammer

Learned: P. ATK - 40, P. DEF - 40

Description: Every now and then, you get hit and a Pow Hammer comes down. Nice.

Name: Auto-Aid

Learned: P. DEF - 60, F. DEF - 60

Description: Randomly casts First Aid automatically when you get hit.

Name: Ability Plus

Learned: P. ATK - 80, AGL - 80

Description: Allows you to link two base strike artes in a combo. Gotta make those combos long.

Name: Item Getter

Learned: AGL - 40, ENH - 40

Description: Increases the chance of getting items after battle, and if you have multiple characters with this ability increases its ability.

Name: Item Rover

Learned: P. ATK - 20, AGL - 40

Description: Increases the chance of stealing an item. I don't know the %, sorry.

Name: Status Guard

Learned: P. DEF - 40, F. DEF - 40

Description: Lowers the chance of receiving a status effect.

Name: Resilience

Learned: P. DEF - 60, F. DEF - 60, AGL - 40

Description: For Tear, Jade, Anise, and Natalia only, you can avoid staggering while casting a spell. I know, you've wanted it for a LONG time.

Name: Super Chain

Learned: P. ATK - 60, AGL - 60

Description: Allows you to chain arcane strike artes to base strike artes.

Name: Rear Guard 2

Learned: P. DEF - 60, AGL - 50

Description: Prevents Guard Break altogether... yay!

Name: Condition Guard

Learned: P. DEF - 30, F. DEF - 30

Description: Reduces the length of status effects when they're already on you.

Name: Back Action

Learned: P. ATK - 25, P. DEF - 25, ENH - 10

Description: Prevents the lag between Backstep and any action that follows.

Name: Long Step

Learned: P. DEF - 20, AGL - 20

Description: Makes Backstep, well... longer. As in distance.

Name: Magic End

Learned: F. ATK - 30, AGL - 30

Description: For Tear, Jade, Anise, and Natalia only, allows you to move as soon as the spell is cast.

-----  
Xf. C. Cores  
-----

Capacity cores are one of my favorite things in this game. I mean, raising stats even more after battles! How can you beat that.

Name: Stre

Where: Given to Luke by Ion in the Cheagle Woods

Stats: P. ATK 2, P. DEF 1

Name: Nocer

Where: Tear's default Capacity Core

Stats: P. DEF 1, F. ATK 1, F. DEF 1

Name: Alca

Where: Guy's default Capacity Core

Stats: P. ATK 1, AGL 2

Name: Nocere

Where: Jade's default Capacity Core

Stats: P. DEF 1, F. ATK 2

Name: Scild

Where: Natalia's default Capacity Core

Stats: P. DEF 2, F. DEF 1

Name: Esprit

Where: Anise's default Capacity Core

Stats: F. DEF 2, ENH 1

Name: Styl

Where: Found in the Tartarus

Stats: P. ATK 2, ENH 1

Name: Nobile

Where: Found on Katsbery Ferry

Stats: F. ATK 2, F. DEF 1

Name: Stre Forte

Where: Found in the Zao Ruins

Stats: P. ATK 3, F. ATK 1

Name: Nocer Forte

Where: Found in Akzeriuth

Stats: F. ATK 2, F. DEF 1, AGL 1

Name: Scild Forte

Where: Found in Yulia City

Stats: P. DEF 2, F. DEF 2

Name: Esprit Forte  
Where: Found in Daath  
Stats: AGL 2, ENH 2

Name: Balla Forte  
Where: Found in Oracle Headquarters  
Stats: P. ATK 1, F. ATK 1, AGL 1, ENH 1

Name: Alca Forte  
Where: Found in Keterburg  
Stats: P. ATK 2, AGL 3

Name: Stre Maggiore  
Where: Found in Grand Chokmah  
Stats: P. ATK 3, P. DEF 2

Name: Nocer Maggiore  
Where: Make in Din's shop  
Stats: P. DEF 1, F. ATK 3, F. DEF 1

Name: Scild Maggiore  
Where: Found in Shurrey Hill  
Stats: P. DEF 3, F. DEF 1, AGL 1

Name: Alca Maggiore  
Where: Found in Tataroo Valley  
Stats: P. ATK 2, AGL 1, ENH 2

Name: Balla Maggiore  
Where: Make in Din's shop  
Stats: P. ATK 1, P. DEF 1, F. ATK 1, F. DEF 1, AGL 1, ENH 1

Name: Marcato  
Where: Found in Meggiora Highlands  
Stats: P. DEF 1, F. DEF 3, ENH 2

Name: Strecido  
Where: Found in Mt. Zaleho  
Stats: P. ATK 4, P. DEF 1, F. DEF 1

Name: Nocerido  
Where: Found in Mt. Roneal  
Stats: F. ATK 4, F. DEF 2

Name: Ballacido  
Where: Found in the Absorption Gate  
Stats: P. ATK 2, F. ATK 2, AGL 2, ENH 1

Name: Lebhaft  
Where: Found in the Isle of Feres  
Stats: P. ATK 2, P. DEF 3, F. ATK 1, F. DEF 1

Name: Scildecido  
Where: Found in the Tower of Rem  
Stats: P. DEF 1, F. DEF 1, AGL 3, ENH 2

Name: Parlanto  
Where: Make in Din's shop  
Stats: AGL 4, ENH 4

Name: Largamente  
Where: Make in Din's shop

Stats: P. ATK 2, P. DEF 2, F. DEF 2, F. DEF 2, AGL 1, ENH 1

Name: Lunatito

Where: Found in the Radiation Gate

Stats: P. ATK 3, P. DEF 1, F. ATK 2, F. DEF 4, AGL 1, ENH 2

Name: Grandioz

Where: Found in Eldrant

Stats: P. ATK 3, P. DEF 3, F. ATK 3, F. DEF 3, AGL 2, ENH 2

Name: Tutti

Where: Steal from Nebilim

Stats: P. ATK 4, P. DEF 4, F. ATK 4, F. DEF 4, AGL 4, ENH 4

-----  
Xg. Titles  
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Yeah, in this game titles are kind of lame and don't raise stats... just have weird effects. Oh well, it's cool. By the way, "S" is Asch, just thought it'd be a pain with Anise in the picture.

| Name                | Use | Comments                                         |
|---------------------|-----|--------------------------------------------------|
| Duke's Son          | L   | Heals 2% HP every 15 seconds standing still      |
| Frightful One       | L   | Cures poison after 15 seconds standing still     |
| Ambassador          | L   | Cures paralysis after 15 seconds standing still  |
| Replica Model       | L   | Heals 2% TP after 15 seconds standing still      |
| Passage Commander   | L   | Cures seal after 15 seconds standing still       |
| Lost Child          | L   | Cures petrify after 15 seconds standing still    |
| Sword of Lorelei    | L   | Heals 2% TP every 15 seconds in motion           |
| Barrel Breaker      | L   | Heals 2% HP every 15 seconds in motion           |
| Financial Investor  | L   | Increases OL every 15 seconds standing still     |
| Noble Rogue         | L   | Cures any status effect while in motion          |
| Towel Boy           | L   | Costume from the Keterburg spa                   |
| Wild Saber          | L   | Costume from Emperor Peony before final battle   |
| Cook                | L   | Increase cooking success rate by 5%              |
| Viscount            | L   | Costume from Ramdas after Tower of Rem           |
| Vagabond Son        | L   | Gets you in the arena for free and money x 1.5   |
| Dragon Buster       | L   | Costume from Nam Cobanda Isle                    |
| Sword of Swords     | L   | Increases OL every 15 seconds in motion          |
| Abyss Red           | L   | Costume from Peony's maid in second playthrough  |
| Berserker           | L   | Heals 2% HP/TP every 15 seconds in motion        |
| Tactical Leader     | L   | Heals 2% HP/TP + 2 OL every 15 seconds in motion |
| Dragon Buster?      | L   | Costume from Nam Cobanda Isle, second play       |
| Mysterious Intruder | T   | Heals 2% HP every 15 seconds standing still      |
| Van's Sister        | T   | Cures poison after 15 seconds standing still     |
| Strong of Heart     | T   | Cures seal after 15 seconds standing still       |
| Fonic Hymn Master   | T   | Heals 2% TP every 15 seconds in motion           |
| Singer of the Verse | T   | Prevents encounters while standing still         |
| Locrian Colonel     | T   | Party heals 2% TP 15 still seconds on save point |
| Easygoing Maid      | T   | Makes music note appear on Mieu Wings spot       |
| Big Sister          | T   | Party heals 2% HP 15 still seconds on save point |
| Servant of Melodies | T   | Decreases Tear's TP consumption 5% on save point |
| Grand Chef          | T   | Increases cooking success rate by 5%             |
| Cool Chick          | T   | Costume from Emperor Peony before final battle   |
| Rental Beauty       | T   | Costume from the Keterburg spa                   |
| Flower of Qliphoth  | T   | Increase rare encounter rate by 10%              |
| Proud Maid          | T   | Costume from the waitress game in Keterburg      |
| Perfect Healer      | T   | Increases OL every 15 seconds in motion          |
| Abyss Black         | T   | Costume from Peony's maid in second playthrough  |
| Monster Collector   | T   | 2nd playthrough costume that prevents encounters |

|                     |   |                                                   |
|---------------------|---|---------------------------------------------------|
| Colonel             | J | Heals 2% TP every 15 seconds in motion            |
| Necromancer         | J | Cures poison after 15 seconds standing still      |
| Father of Fomicry   | J | Cures stone after 15 seconds standing still       |
| Insightful One      | J | Increases OL after 15 seconds standing still      |
| Soft Meanie         | J | Increases item effect when standing on save point |
| Emperor's Best F.   | J | Gives 3% discount to all items                    |
| Gambler at Heart    | J | Gives a discount on chips at Keterburg casino     |
| Experimental Chef   | J | Increases cooking success rate by 5%              |
| Lawman              | J | Sets all item prices to their original price      |
| Evil Fonist?        | J | Costume from Emperor Peony before final battle    |
| Resort King         | J | Costume from the Keterburg spa                    |
| Doctor Mambo        | J | Costume from Belkend replica lab                  |
| Battle Master       | J | Costume from Baticul arena, gains OL in motion    |
| Abyss Blue          | J | Costume from Peony's maid in second playthrough   |
| Item Collector      | J | Complete collector's book; enter secret shop      |
| Guardian            | G | Heals 2% TP every 15 seconds standing still       |
| Friend for Life     | G | Cures poison after 15 seconds standing still      |
| Malkuth Nobleman    | G | Cures seal after 15 seconds standing still        |
| Best Friend         | G | Increases OL after 15 seconds standing still      |
| Sigmund Tactician   | G | Heals 2% HP every 15 seconds in motion            |
| Hard Worker         | G | Decreases item cost in Din's shop                 |
| Cool Chef           | G | Increases cooking success rate by 5%              |
| Blade Master        | G | Costume from Emperor Peony before final battle    |
| Aquatic Ape         | G | Costume from the Keterburg spa                    |
| Naughty Devil       | G | Lets you walk in the spa                          |
| Good Spirits        | G | Costume from Grand Chokmah's bar after the spa    |
| Hopeless Dreamer    | G | Costume from Sheridan after visiting Nam Cobanda  |
| Golden Knight       | G | Increases OL every 15 seconds in motion           |
| Abyss Orange        | G | Costume from Peony's maid in second playthrough   |
| Fontech Scholar     | G | Increases item making level                       |
| Dashing Gent        | G | Costume from Cecille & Frings side quest          |
| Fon M. Attendant    | A | Heals 2% HP every 15 seconds standing still       |
| Former Attendant    | A | Increases recipe effect by 5% on save point       |
| Spy                 | A | Cures any status effect while in motion           |
| Last F.M. Guardian  | A | Heals 2% TP every 15 seconds standing still       |
| Grown-up Child      | A | Raises chance of getting food from Magical Pouch  |
| Push & Pull Girl    | A | Increases selling price of all items by 3%        |
| Little Big Chef     | A | Increases cooking success rate by 5%              |
| Mini Maven          | A | Lets you stay in the inn for free                 |
| Childish            | A | Costume from Emperor Peony before final battle    |
| Not a Kid           | A | Costume from the Keterburg spa                    |
| Cat Cat Kitty Cat   | A | Costume from Nam Cobanda that raises shop prices  |
| Little Devil        | A | Costume from the scene with Florian in Daath      |
| Devastating Cutie   | A | Increases OL every 15 seconds in motion           |
| Grand Master Chef   | A | Increases cooking success and recipe effect       |
| Abyss Pink          | A | Costume from Peony's maid in second playthrough   |
| Kimlascan Princess  | N | Heals 2% TP every 15 seconds standing still       |
| False Princess      | N | Cures paralysis after 15 seconds standing still   |
| Child of Lanvaldear | N | Heals 2% HP every 15 seconds in motion            |
| Popular Princess    | N | Cures stone after 15 seconds standing still       |
| Curious Princess    | N | 80% chance of getting rank 2 from SPs             |
| Star of Malkuth     | N | Nam Cobanda costume; 80% of getting rank 3        |
| Labyrinth Princess  | N | 80% chance of getting rank 4 from SPs             |
| Imperial Will       | N | Costume from Emperor Peony before final battle    |
| Tropical Butterfly  | N | Costume from the Keterburg spa                    |
| Calamity Chef       | N | Increases cooking success rate by 5%              |
| Abyss Green         | N | Costume from Peony's maid in second playthrough   |
| Coliseum Princess   | N | Increases OL every 15 seconds in motion           |
| Beloved Princess    | N | Costume that prevents search point effect loss    |
| Adventurous P.      | N | Costume after find all SPs; 80% of getting rank 5 |

|              |   |                                                 |  |
|--------------|---|-------------------------------------------------|--|
| God-General  | S | Heals 2% HP every 15 seconds in motion          |  |
| Loving Son   | S | Increases OL every 15 seconds standing still    |  |
| Abyss Silver | S | Costume from Peony's maid in second playthrough |  |

-----  
 ~ ~ ~ ~ ~ XI. Bosses ~ ~ ~ ~ ~  
 -----

Yeah, since this guide and this game are both long, I listed the bosses here even without the enemies, since this game doesn't have a monster book, and what are there... 500-1000 enemies in this game? So yeah, sorry about that, but this game really doesn't have that many bosses... only 25 or so. And here they all are for your convenience.

|                      |                      |    |
|----------------------|----------------------|----|
| \\ Boss: Liger Queen | Party: Luke, Tear    | \\ |
| Stats:               | HP - 10,200          |    |
| - P. ATK - 76        | EXP - 175            |    |
| - P. DEF - 83        | Gald - 1,000         |    |
| - F. ATK - 72        | Difficulty - Easy    |    |
| - F. DEF - 80        |                      |    |
| Weakness - None      | Resist - Earth, Wind |    |

Your initial inclination is probably that that is a massive total of HP, and I would certainly agree with you on that. However, it's a little less than you would think. Luke's total three hit combo will do about 80 damage or so, with Tear's Nightmare adding some damage into the mix, but you'll be spending a little more time either blocking its attacks or Free Running around it to avoid them. It's got a smash attack which causes a rather threatening impact, and it spits lightning at you for 60ish damage as well, so with the mid 400s that you have, you might end up depleted without some First Aid/Meditation if it activates going on.

So either way, try and reduce the Liger Queen to about half of its HP. When I finally got down to the low 5000s (I suppose with some others it might be as much as mid 7000s depending on how long the fight has dawned on), Jade Curtiss steps in to take care of things. Jade is exponentially stronger than Luke and Tear put together, strutting his Level 45 and extremely strong fonic artes. For the sake of this battle, has strongest one is by far Blessed Drops, as the second best, Ground Dasher, is a resistance in this battle. So anyway, with Jade helping out, this fight will end very, very quickly.

|                                      |                              |    |
|--------------------------------------|------------------------------|----|
| \\ Boss: Arietta / Liger / Hresvelgr | Party: Luke, Tear, Jade, Guy | \\ |
| Stats:                               | HP - 3,000                   |    |
| - P. ATK - 98                        | EXP - 760                    |    |
| - P. DEF - 263                       | Gald - 1,300                 |    |
| - F. ATK - 111                       | Difficulty - Medium          |    |
| - F. DEF - 235                       |                              |    |
| Weakness - None                      | Resist - None                |    |
| Stats:                               | HP - 3,700                   |    |
| - P. ATK - 148                       | EXP - 0                      |    |
| - P. DEF - 228                       | Gald - 0                     |    |
| - F. ATK - 101                       | Difficulty - Medium          |    |
| - F. DEF - 167                       |                              |    |







Those 6-7 levels really did drain the challenge out of the Sword Dancer. Sure, his attacks will do about 250 damage if they're unblocked, plus he can spin around, use Fang to hit from a long distance, and use Overlimit to up his defenses. However, he dies so quickly that he never will get a chance to utilize any of that. Jade casting Splash in the background, while your melee fighters bash the life out of him and do combos that do about 3000-4000 damage apiece, will reduce him to inches of his life in mere seconds. Enjoy the massive amount of EXP that results from that joke of a battle.



```
\\ Boss: Legretta Party: Luke, Tear, Jade, Guy \\
Stats: HP - 31,000 ||
- P. ATK - 357 EXP - 2,100 ||
- P. DEF - 319 Gald - 2,500 ||
- F. ATK - 224 Difficulty - Medium ||
- F. DEF - 196 ||
Weakness - None Resist - Light ||
```



Legretta may be fighting this battle alone, but she's an extremely formidable opponent, especially as the fight draws on. Her gun combos are quite damaging as they come, but it doesn't get too bad until you get further into the fight. Sure, Luke being reduced to 700 HP or below isn't nice, but Tear with Healing Circle can remedy that very quickly. It's just when you get down to about half of Legretta's quite high HP that she starts throwing Overlimits out and getting on your nerves.

First of all, her magic. Eclair de Larmes is about 400 damage, Holy Lance is about 500, plus her signature arcane arte, Searing Sorrow is about 600 damage. All of those are multi hit attacks which can roast two or possibly even three characters right then and there. However, there's a good side in that Eclair de Larmes and Holy Lance are both light elemental and will deploy a Sixth Fonon FoF right there, so Luke can pull out Burning Havoc to get things done. Just do not neglect healing and cure yourself when you get below 500 HP or so, or you may be in trouble. They don't call this chick Legretta the Quick for nothing.



```
\\ Boss: Asch Party: Luke \\
Stats: HP - 10,000 ||
- P. ATK - 380 EXP - 1,250 ||
- P. DEF - 340 Gald - 1,200 ||
- F. ATK - 250 Difficulty - Hard ||
- F. DEF - 100 ||
Weakness - None Resist - None ||
```



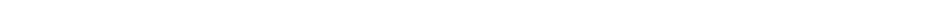
You do not have to win or lose this fight. Asch overpowers you completely and if you want to just throw the fight instead of throwing away a ton of Apple/Orange/Lemon/Melange Gels, that's perfectly acceptable. In fact, I hear you'll even get the EXP and Gald from the fight if you lose, although I'm not completely sure about that. But whatever... this fight is freaking difficult, although I suppose it is fairly satisfying personally to win. Asch uses the same techniques as Luke, except he's also capable of using magic. What a totally more awesome guy.

Demon Fist is fairly useful here, as you want to keep your distance from him, plus Asch is fast so Free Running isn't exactly the best option here.

However, there's one way to interrupt things. If Asch is totally cutting you down, use Raging Blast and a cutscene will ensue, ending with Asch saying something totally badass: "You're damn right you're not me". Plus when Asch gets below 5000 HP, another cutscene ensues as the two try to slice each other to pieces. Otherwise, you'll really have to use Apple Gels when you get below 900 HP, and Lemon Gels when below 500. Fortunately, Asch's spells are easy to Free Run away from, and leave him vulnerable to a good slash up, and plus if you hooked Steel up to a Grass Chamber, that might have a little bit of a healing effect. Good luck. Whatever you do, though, leave 3 Apple Gels. Remember, you can win or lose this battle.



|                      |  |                                   |             |    |
|----------------------|--|-----------------------------------|-------------|----|
| \\ Boss: Ancylopolyp |  | Party: Asch, Jade, Anise, Natalia |             | \\ |
| ~~~~~                |  |                                   |             |    |
| Stats:               |  | HP                                | - 35,000    |    |
| - P. ATK - 344       |  | EXP                               | - 3,500     |    |
| - P. DEF - 350       |  | Gald                              | - 5,000     |    |
| - F. ATK - 283       |  | Difficulty                        | - Semi-Easy |    |
| - F. DEF - 282       |  |                                   |             |    |
|                      |  |                                   |             |    |
| Weakness - None      |  | Resist - None                     |             |    |



Well, you don't exactly have much of a choice in terms of a party to use for this one, so you have to give it your all in any circumstance. Fortunately Natalia's Heal does give you back a good 800 HP per use, because you may need it. First of all, the Ancylo will be dormant for the first bit, letting its minions, the Polyps, go after you. Their attacks cause small Water FoFs instantly, so make sure Asch is ready to knock them out with Raging Blast for an FoF Change to Frigid Blast. Like he says, a cold death does await.

The Ancylo is very dangerous with its Blessed Drops attack, which can hit several characters for quite a bit over 500 damage, even if the Water FoF that it causes is very nice. You'll want to abuse this thing with all you have when it's out, plus Overlimits are good so that Splash and Blessed Drops don't completely knock you out. It's going to be tough trying to heal your whole party, so order Natalia to use Heal whenever possible. If you get a Wind FoF going, her Healing Wind arcane is quite useful there, so yeah... this will be a long fight, but one that gives a lot of EXP.



|                         |  |                              |          |    |
|-------------------------|--|------------------------------|----------|----|
| \\ Boss: Kaiser Dist RX |  | Party: Luke, Tear, Jade, Guy |          | \\ |
| ~~~~~                   |  |                              |          |    |
| Stats:                  |  | HP                           | - 40,000 |    |
| - P. ATK - 492          |  | EXP                          | - 7,500  |    |
| - P. DEF - 512          |  | Gald                         | - 8,000  |    |
| - F. ATK - 222          |  | Difficulty                   | - Easy   |    |
| - F. DEF - 390          |  |                              |          |    |
|                         |  |                              |          |    |
| Weakness - Water        |  | Resist - None                |          |    |



Well... this fight may be slightly harder than the last one against Dist, but that doesn't say much. His primary attacks are a series of stomps which can add up to as much as 800 damage, and an attack called Blast Strike which is around 600, but Dist is slow and easy to gang up on, so those really aren't going to be huge issues. In fact, this battle will be a huge piece of cake if everyone is at Level 30 and has Mystic Artes ready to pummel him down with. Personally I had Luke at Level 31 and everyone else right at the end of Level 29, though, so that wasn't an option.

Still, if you can get a Radiant Howl off at Dist, say goodbye to a good 1/8 of his HP or so right there. Once everyone's able to get that off on

him... whew, hard to think of survival in that kind of situation. But anyway, this fight isn't bad even without... Resurrection, Healing Circle when you're low on HP, Rending Quake, Burning Havoc, and especially Frigid Blast whenever possible, especially when you've got Nightmare and Splash going together... yeah, not too bad considering the last boss battle was eons ago.




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|                          |                              |    |
|--------------------------|------------------------------|----|
| \\ Boss: Sword Dancer #2 | Party: Luke, Tear, Jade, Guy | \\ |
| Stats:                   |                              |    |
| - P. ATK - 410           | HP - 51,900                  |    |
| - P. DEF - 289           | EXP - 9,800                  |    |
| - F. ATK - 304           | Gald - 4,000                 |    |
| - F. DEF - 226           | Difficulty - Semi-Hard       |    |
|                          |                              |    |
| Weakness - None          | Resist - Physical            |    |



Alright, this fight is still fairly tough, even if it's after gaining a few levels and Mystic Artes. The key to this battle is to NEVER attack the Sword Dancer when he's in Overlimit, which will happen two or three times during this battle. You will do next to no damage (100-200 damage a slice, pathetic), he won't be stunned, and likely anyone surrounding him will take about 900-1000 damage from his lethal Storm attack. Just keep your distance, throw out some Apple Gels (yes, you should definitely have a P.ATK of 40 for at least SOMEONE by now), and wait for it to disappear.

Here's the Sword Dancer's onslaught: Fang, which is about 600-650 damage, not a big deal, Instant, which is about 800ish damage, Roar, which hits the range around it for about Fang's damage, and Storm, which can do about 900 damage to anything surrounding it. When you see that appear on the screen, try and Free Run away if possible, if not outright stopping it from coming out by slashing the daylights out of this bastard. There's nothing better than Radiant Howl or Razing Phoenix here, which are each about 5000+ damage by themselves, plus stunlocking him while Jade casts magic and you get FoF Changes is fantastic, but just STAY AWAY when Overlimits come out. Again, this battle is hard and can still be fought later, so don't fret.




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|                    |                         |    |
|--------------------|-------------------------|----|
| \\ Boss: Blade Rex | Party: Luke, Tear, Jade | \\ |
| Stats:             |                         |    |
| - P. ATK - 368     | HP - 40,000             |    |
| - P. DEF - 573     | EXP - 5,350             |    |
| - F. ATK - 255     | Gald - 9,000            |    |
| - F. DEF - 511     | Difficulty - Easy       |    |
|                    |                         |    |
| Weakness - Fire    | Resist - Earth          |    |



The clock is still ticking as you go through this battle, so do please watch out for that. The Blade Rex is one of the easiest pussycats you'll fight in the entire game, even though you only have three party members for this one. It also has a weakness to fire which is easy to exploit, so have Luke ready with Guardian Field and Havoc Strike, Tear ready with Eclair de Larmes, and Jade with Flame Burst. Guardian Field and Eclair de Larmes are both light elemental, which are good for starting off, with Jade adding some Flame Burst to it will make a FoF, and turning Havoc Strike to Burning Havoc is devastating.

All that the Blade Rex really does is bite in front of itself and do a rather ironic fire breath attack which isn't really powerful. You shouldn't

exactly your HP either, but Tear with Healing/Fairy Circle will get you back on your feet in no time. Again, seal all of Jade's artes except Flame Burst, and attack with everything you've got, Radiant Howl is also the sweetness. After this battle you'll receive the Nebilim, which is Luke's ultimate weapon (but which is useless now!), and the Laurel, an accessory that protects against magical ailments.

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\\ Boss: Tyrannopion                                     Party: Luke, Tear, Jade, Anise \\
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Stats:
- P. ATK - 381                                         HP - 48,000                       ||
- P. DEF - 682                                         EXP - 6,750                         ||
- F. ATK - 304                                         Gald - 10,000                       ||
- F. DEF - 523                                         Difficulty - Semi-Easy              ||
                                                                    ||
Weakness - None                                         Resist - None                        ||
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```

What a ridiculous looking enemy. Still, the Abyss producers certainly love to space out these boss fights. But anyway, the reason this thing gets the jump from easy to semi-easy is because of its tremendous amount of vitality. It has a physical defense from hell (Dist's, which was quite a pain, was 170 higher), and plus a fonic defense that's too high for its own good, coupled with HP only slightly lower than Sword Dancer #2's, which had less than half of Tyrannopion's defense.

In terms of the attack department, it's a little fast but nothing that a quick Healing Circle can't dispatch. Magic is a better strategy than physical attacks here for obvious reasons, as a decisive Eclair de Larmes or Flame Burst/Ground Dasher if you have it, are certainly nice things to add in there. As such, Anise really is better for this fight than Guy. Still, use Mystic Artes even though they're a little weak. Hell, my Radiant Howl was usually about 5500 damage but only did about 3000 in this one.

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\\ Boss: Behemoth                                         Party: Luke, Tear, Jade, Guy \\
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Stats:
- P. ATK - 822                                         HP - 90,000                         ||
- P. DEF - 419                                         EXP - 19,800                         ||
- F. ATK - 560                                         Gald - 22,000                         ||
- F. DEF - 475                                         Difficulty - Semi-Hard              ||
                                                                    ||
Weakness - None                                         Resist - None                        ||
oooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooo

```

The Behemoth is rather hard, so if you're at a low level (I was Level 39), don't even think about this one. It does give a tremendous amount of EXP which is only further increased by the likely number of combos you'll be doing here, though, so I recommend at least giving it a shot, but still, your group probably has anywhere from 2100-2500 HP at this point. That physical attack stat speaks for itself; the Behemoth's attacks can do anywhere from 600 to 900 damage, and being that sometimes they can come quite quickly, that can rip your party to shreds.

I personally don't think this fight is worth wasting an All-Divide on, but if you have an Hourglass handy, that should help for a good 5000 damage though. Once again, do NOT attack the Behemoth when it's in Overlimit, even with Mystic Artes if at all possible. Speaking of which, if Jade hits Overlimit, have him immediately try and hit this beast with Ground Dasher so that it can become Mystic Cage instead. That really is one of the best Mystic Artes there is. But anyway, Specifics are highly recommended, and Lemon Gels

at all times, along with Holy Song constantly on your party, are absolute necessities. Take advantage of all field effects that arise too, as some Rending Quakes and Burning Havocs can go a long way... good luck.

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\\ Boss: Uniceros Party: Luke, Tear, Jade, Anise \\  
#####

Stats: HP - 54,000 ||  
- P. ATK - 422 EXP - 8,150 ||  
- P. DEF - 684 Gald - 15,000 ||  
- F. ATK - 328 Difficulty - Semi-Easy ||  
- F. DEF - 724 ||

Weakness - Darkness Resist - Wind, Light ||

#####

If you beat the Behemoth, you will just walk all over the Uniceros without any problem at all. You might notice that the defense ratings are a little on the high side, but that isn't a problem if you just apply some dark magic to it. Anise has Negative Gale and Tear has Nightmare, so throw those in there to try and get a First FoF, and then Luke throwing in a Rending Quake or Frigid Blast will stack some more damage up. The Uniceros's attacks are rather weak, even though having a large stallion dash at me would probably intimidate me in real life. And as usual, Mystic Artes such as Indignation or Radiant Howl are just as good as always, but just stay away from Guardian Field, Eclair de Larmes, Limited, and Turbulence.

#####

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\\ Boss: Sync Party: Luke, Tear, Jade, Guy \\  
#####

Stats: HP - 83,500 ||  
- P. ATK - 543 EXP - 9,300 ||  
- P. DEF - 537 Gald - 16,000 ||  
- F. ATK - 261 Difficulty - Medium ||  
- F. DEF - 462 ||

Weakness - None Resist - None ||

#####

The second round with Sync is an example of starting a pushover and turning into hard as hell as it progresses. In other words, caught in the middle. The first thirty thousand HP of Sync's will disappear quite quickly, as ganging up on him is by far the best strategy early on. His physical attacks are fast and furious, but his Base Artes are really laughable, to be honest with you. Plus, with Jade in the back throwing out Ground Dasher and Blessed Drops at any given opportunity, it'll be easy as hell to just propel Sync with Guardian Frost and Rending Quake.

It all changes when Sync goes below the halfway mark. His Cyclone Blaze and Stone Dragon Ascent Artes can shave in excess of 1100 HP off if unblocked, and 400 if blocked. Plus as the fight wears on he'll throw out his Akashic Torment Mystic Arte. This is probably the first experience in the game with enemy Mystic Artes, and let me tell you that Sync's for one may reduce a full HP to critical, with about 2000 damage right there. Fortunately, it gives you a couple split seconds to Free Run away, but your allies won't be that smart. My recommendation is when Sync gets to 25,000 HP or less, or somewhere around there, use Radiant Howl (or Razing Phoenix if you use Guy) with a combo or two for a good 13,000 damage, and you can probably manage the remainder of the battle. It really can get rough.

#####

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\\ Boss: Repair Fonbot Party: Luke, Tear, Jade, Anise \\  
#####

```

Stats:
- P. ATK - 528 EXP - 10,000
- P. DEF - 835 Gald - 18,000
- F. ATK - 326 Difficulty - Semi-Easy
- F. DEF - 810
Weakness - Water, Wind Resist - None

```

This thing becomes even easier if you've cleared Entrances 3-5, since that will stop the fonic artes except Flame Burst, but the Repair Fonbot lacks fonic strength anyway, it's more of the Rock Break that's gone now that would have bumped it up a notch. This thing has rather high defense in both the physical and fonic departments, but fonic defense is slightly weaker, so pound it down with FoFs whenever possible. If Tear has Revitalize, that will help a ton since the fonbot's slow but powerful 700 damage attacks can be quite a pain.

As you can see, it's weak against water and wind, so make sure Jade is ready with Blessed Drops and Turbulence, so that Luke can blast this thing to oblivion with Guardian Frost and Light Blast. The rather high HP that the Repair Fonbot packs can be a deterring factor, but hey, Mystic Artes are always there for you to use if at all necessary. But yeah, annoying boss but not hard.

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\\ Boss: Largo / Arietta / Legretta Party: Luke, Tear, Jade, Guy \\

```

```

Stats:
- P. ATK - 426 HP - 32,000
- P. DEF - 489 EXP - 4,500
- F. ATK - 336 Gald - 8,000
- F. DEF - 348 Difficulty - Medium

```

```

Weakness - None Resist - Earth, Fire

```

```

Stats:
- P. ATK - 576 HP - 26,000
- P. DEF - 459 EXP - 4,500
- F. ATK - 336 Gald - 8,000
- F. DEF - 348 Difficulty - Medium

```

```

Weakness - None Resist - None

```

```

Stats:
- P. ATK - 576 HP - 29,000
- P. DEF - 469 EXP - 4,500
- F. ATK - 336 Gald - 8,000
- F. DEF - 348 Difficulty - Medium

```

```

Weakness - None Resist - Light

```

Yep, you are indeed fighting three God-Generals in one go, although as you can see, these three are weaker than one Sync by themselves, it's just a matter of who to go for first. The Raging Blast/whatever stealing technique you decided to use, comes into play against Arietta here though, as mugging her will net you a Time Traveling Girl, which is an accessory for Anise. Anyway, this is like Spider-Man 3's villains versus Spider-Man 2's single one: not three are quite as nasty as one Sync, because for one thing, they don't use Mystic Artes.

You definitely want two or so characters with Item Thrower here, but just to give you a heads up: go for Legretta first, as her Holy Lance and Eclair de Larmes attacks will absolutely incinerate your party if given







- P. DEF - 962 Gald - 0  
- F. ATK - 300 Difficulty - Semi-Easy  
- F. DEF - 853

Weakness - Fire Resist - Water

Arietta isn't as tough as she was the last two rounds, lemme tell ya. As you can see, her HP is pathetic considering you can do 800-900 damage at a usual sword slice, and her monster allies may be a little rough with their constant attacking, but you can certainly manage, even though those defense values are a little high. Realistically Arietta should probably be your last target, but certainly not your first, because as the fight wears on she'll start pulling out Mystic Artes.

Meanwhile, attacks that have a realistic chance of hitting both the liger and the bird are best, like Guardian Field, Swallow Fury, or FoF Changes, plus Infernal Prison from Jade is always great to roast the Hresvelgr. But just don't focus on Arietta too much, or the monsters will rip you to shreds after her Mystic Artes. Basically, she'll use Evil Light (only about 1200 damage or so to one character) and then almost immediately, Big Bang, which can't kill you but will do about 2100-2200 to the entire party like Mystic Cage. Just as an idea, my Luke had exactly 4000 HP, so you can assume that can decimate you. But anyway, the fight will end quickly with a few of them dying off.

\\ Boss: Kaiser Dist XX Party: Luke, Tear, Jade, Guy \\

Stats: HP - 110,000  
- P. ATK - 703 EXP - 20,000  
- P. DEF - 1104 Gald - 32,000  
- F. ATK - 385 Difficulty - Easy  
- F. DEF - 861

Weakness - None Resist - None

Sure, Dist may have the most HP since Van and has only extremely high physical defense, but he's not very hard, though it's really a pain in the ass that he fixed the Kaiser up so that it isn't weak to water anymore. I personally got Radiant Howl, Mystic Cage, and Razing Phoenix in this battle and he died in almost no time, since he really doesn't have any new tactics aside from his usual spins and constant smashing in front of himself. Jade's high level fonic artes along with Luke's FoF Changes will end this battle in no time despite the semi-high HP and physical defense, but just have Revitalize ready in case. Not a problem.

\\ Boss: Largo Party: Luke, Jade, Natalia, Guy \\

Stats: HP - 140,000  
- P. ATK - 768 EXP - 23,000  
- P. DEF - 769 Gald - 35,000  
- F. ATK - 201 Difficulty - Easy  
- F. DEF - 593

Weakness - None Resist - Earth, Fire

While Largo has more HP even than Van had back in the first trip to the Absorption Gate, he lacks both the physical defense and fonic defense necessary to draw the fight out. I know it's quite rare that I use Natalia, but I brought her in this battle both for poetic purposes, and also for the fact that Largo is a slow, stronger type of opponent that tends to

focus more on the character at a time, making her Cure perfect for that purpose. Regardless, Largo is barely harder than Dist.

First of all, Jade with Blessed Drops, Thunder Blade, and Absolute are ideal for this battle because of Largo's very low defense ratings, but for the first portions of this battle, all you really need to do is beat up on him with virtually your whole party while he does his very slow combo which does a good 1400-1500 damage, but later in the battle, when "Arcane Arte" and "Mystic Arte" start showing up, you need to Free Run away, because those attacks are extremely powerful, especially his Brimstone Tempest, which is the strongest thing since Imperial Slaughter. All the same, you really outnumber him, plus with his lack of speed he will go down very quickly. And your reward for that battle is the Black Onyx, which raises your HP by a whooping 30%. I like that.

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\\ Boss: Gigant Mohs Party: Luke, Tear, Jade, Guy \\
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```
Stats: HP - 141,000 ||
- P. ATK - 938 EXP - 22,000 ||
- P. DEF - 461 Gald - 34,000 ||
- F. ATK - 514 Difficulty - Very Easy ||
- F. DEF - 1050 ||
```

```
Weakness - Light Resist - Darkness ||
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If you seriously thought enemies such as Dist or Largo were easy, get a load of Mohs... this is seriously maybe the easiest battle in the game. Mohs is slow and can become easily outnumbered, and the ONLY thing he has going for him is a poison breath attack, but that can be easily remedied with a quick usage of a Panacea Bottle. Meanwhile, you've got Mystic Artes like Guy's Razing Phoenix which will hit such a large target with ease. Mohs's other attacks are Bloody Howling, which is a tornado for about 1200 damage or so, and Negative Gale, in which damage barely registers.

If you REALLY want to finish this battle off fast, seal everything for Tear except Eclair de Larmes, Holy Lance, Judgment, and Grand Cross, three of those four being light elemental. Then just use those while Jade casts stuff like Thunder Blade, and a bunch of FoFs start forming, so that Luke can use Light Blast, which does a tremendous amount of damage. Yeah, you probably did notice Mohs's puny defense, but hey, that's what comes when you're so hooked on something that you turn into a monster for it. Of course, the inferior Farthest Place - Glint remix keeps playing during the fight, but that disappointingly easy battle ends with silence.

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\\ Boss: Reid / Nanaly / Philia / Mint Party: Luke, Tear, Jade, Guy \\
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Stats: HP - 80,000 ||
- P. ATK - 652 EXP - 8,000 ||
- P. DEF - 1130 Gald - 10,000 ||
- F. ATK - 386 Difficulty - Hard ||
- F. DEF - 541 ||
```

```
Weakness - None Resist - None ||
```

```
Stats: HP - 70,000 ||
- P. ATK - 642 EXP - 8,000 ||
- P. DEF - 1030 Gald - 10,000 ||
- F. ATK - 786 Difficulty - Hard ||
- F. DEF - 541 ||
```

||

Weakness - None Resist - None ||

|                |                   |  |
|----------------|-------------------|--|
| Stats:         | HP - 50,000       |  |
| - P. ATK - 540 | EXP - 8,000       |  |
| - P. DEF - 980 | Gald - 10,000     |  |
| - F. ATK - 386 | Difficulty - Hard |  |
| - F. DEF - 941 |                   |  |

Weakness - None Resist - None ||

|                 |                   |  |
|-----------------|-------------------|--|
| Stats:          | HP - 60,000       |  |
| - P. ATK - 600  | EXP - 8,000       |  |
| - P. DEF - 980  | Gald - 10,000     |  |
| - F. ATK - 386  | Difficulty - Hard |  |
| - F. DEF - 1041 |                   |  |

Weakness - None Resist - None ||



Seriously, look at those stats I just showed you above. You've got four enemies here trying to rip you to shreds, and while you can use items, this is probably the second most difficult battle in the entire game, first taking place to this game's "Abyssion", but I digress. Preparations are as such: have 16 of every type of Gel, plus Life Bottles, as you'll need it. You will have characters dying left and right, so the party I suggested is essential. In Normal mode, at least, these guys won't be using Mystic Artes every two seconds, but they're still out for blood. Also, go to Keterburg before the battle and buy a bunch of Specifics. You need them. Also, Luke or Guy with the Black Onyx is great.

Just a bit of background before we start. Reid is the physical attacker and an expert swordsman in every way. His Neo Swarm attack is his signature attack, plus he's got a nasty Rising Falcon type attack (Symphonia terms) that even raises his physical attack power, so that sucks ass. Philia is by far the most annoying target here, as she casts magic like Flare Tornado which is really, really strong, stuns you, and just kills you off fast. Nanaly is by far the least of your troubles, but as for Mint, she casts some magic as well but you want her dead fast because she freaking REVIVES these guys. Yeah, just try taking Nanaly out; Mint will use Resurrection and she'll back at 35,000 HP. It revives half of 'em. Which is why you want her dead fast.

If you're in Hard mode, Mint heals more, ALL of them use Mystic Artes, and it's possible that Reid or Nanaly will use Life Bottles. But most people do Normal, so you have little to worry about. But if they come out, Reid's Aurora Wall is the worst as it's very damaging, not to mention it heals allies. Nanaly's Wild Geese is nasty but nothing to worry about; Philia has Big Bang which sucks. I've never seen those in Normal mode though, so you have little to worry about. Just focus on Mint, and if you get Overlimit, USE YOUR MYSTIC ARTES! Always try and direct them on the most enemies at once no matter who they are; Luke's and Guy's are great for that, though the best one is Jade's Mystic Cage for obvious reasons. Make sure Tear is spamming Revitalize, and if you want to make things easier, turn off all but Jade's Meteor Storm, as it kicks ass. After Mint dies, the battle becomes slightly easier without the added defense, so you can then focus on Philia without her high as hell defense due to Barriers constantly. Again, it's a hard fight and you can't win it without constant curing and possible revival. On a positive note, this music, Everlasting Fight, is divine.



\\ Boss: Legretta Party: Luke, Tear, Jade, Guy \\

|                |              |  |
|----------------|--------------|--|
| Stats:         | HP - 143,000 |  |
| - P. ATK - 738 | EXP - 28,000 |  |

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- P. DEF - 1081          Gald - 36,000          ||
- F. ATK - 424          Difficulty - Semi-Easy  ||
- F. DEF - 782          ||

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Weakness - None          Resist - Light          ||

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Yeah, somehow Legretta has more physical defense and HP than Largo or Mohs, but either way, she's not really extremely hard. She really uses two Arcane Artes and that's it: Searing Sorrow which is anywhere between 1600-2200 damage but extremely easy to dodge, and Inlay Nocturne which barely does any damage. Otherwise, her gun attacks aren't very powerful. She is strong against light, however, so I would hold back on Prism Sword, Holy Lance, Grand Cross, and stuff like that.

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Legretta also uses spells like Eclair de Larmes, but they're really weak given her low fonic attack power. The only true worry is her Prism Bullet Mystic Arte which comes out later in the fight. This attack is very easy to Free Run away from, but if you suffer the whole thing, you'll take 4500 damage or above. Maybe if you have a Black Onyx on you can survive that, but otherwise no, and anyone else will probably be left with 1 HP. Just stay away from her when she's in Overlimit, and toast her with your own Mystic Artes when you can. Harder than Dist, Largo, or Mohs, but that says little.

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\\ Boss: Asch          Party: Luke          \\
#####
Stats:          HP - 60,000          ||
- P. ATK - 584          EXP - 31,000         ||
- P. DEF - 697          Gald - 2,500         ||
- F. ATK - 353          Difficulty - Easy    ||
- F. DEF - 429          ||

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Weakness - None          Resist - None          ||

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At last, the one on one duel between Luke fon Fabre and Asch the Bloody. Anyway, this fight is extremely easy, and because of that I strongly recommend you change the difficulty to Hard. That way, Asch's attacks will do about 150-200 per slice instead of 80 or so, and it'll just generally be a more fun fight. I mean seriously, 90,000 HP is more fun than 60,000. Still, one note very important note: do NOT try to use Radiant Howl in this battle! I tried twice in one battle, and both times he pulled out a Rending Saber on my ass. Taking two of those is bad enough in normal mode, but in hard it's instant death. So yeah, take hard mode!

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If you choose not to, shame on you but Asch isn't very hard. The music here, Meaning of Birth, is overrated but great anyway. Asch should be very easy to dodge if you're using Free Run, plus if you use my setup and have Slog Assault and Sonic Blast on the right analog stick, you can use those with Devil's Maw and Light Blast for massive damage. Asch's magic is a great time to run in for a few hits, then Free Run away and start slashing back away. Later on he'll use stronger stuff like Light Spear Cannon and Swallow Fury, but it won't be a problem either way. It really is a disappointment if the fight isn't hard, but just don't use Radiant Howl.

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\\ Boss: Sync          Party: Luke, Tear, Jade, Guy \\
#####
Stats:          HP - 120,000          ||
- P. ATK - 999          EXP - 29,800         ||
- P. DEF - 885          Gald - 15,000        ||
- F. ATK - 500          Difficulty - Medium  ||

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Weakness - None

Resist - None

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Sync is the last of six God-Generals, and he's by far the hardest of all of them, as he's always been. Remember how quick he was? It's all the more exemplified now. As usual, the early part of this battle isn't very hard, as all Sync really does is cast Flare Tornado and Gravity Well, which are slow and only do 1000+ damage, while his constant Arcane Artes in the form of Stone Dragon Ascent and Cyclone Blaze, are 1500+, fast, and furious, and you'll want to heal when you get below 1000 HP, because Sync can take that out without a problem.

When he gets below half or more HP, you really need to be cautious about Sync, because he'll do his ultimate Mystic Arte, Harrowing Gale, which will almost guaranteed knock one character out, and then Akashic Torment again, which might not be instant death but can hit more than one character. You definitely don't need dead characters left and right, so be very careful at that point. For some reason Sync has quite a bit less HP than the other God-Generals, so it won't take very long to finish him, plus as usual Mystic Artes are murderers.

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\\ Boss: Van

Party: Luke, Tear, Jade, Guy

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Stats:

HP - 122,000

||

- P. ATK - 800

EXP - 0

||

- P. DEF - 750

Gald - 0

||

- F. ATK - 600

Difficulty - Semi-Hard

||

- F. DEF - 750

||

||

Weakness - None

Resist - None

||

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Van is an extremely worthy contender for the final battle, since while his HP is lower than half of the God-Generals or hell, the first fight with him, his attack power (not the stat but the strength itself) is second to none. As an example, remember his Imperial Slaughter attack from the first battle? He can pull that out at any moment. And now, I was Level 66 for this battle so it obviously wasn't impossible by any means, but if you're at all underleveled, Van will annihilate you, especially in the second half of this first battle.

Basically Van's attacks are general Guardian Frosts, Lightning Tiger Blades, plus his signature attack Radiant Dragon, which is about 1500 damage if it all connects. But let me make one thing clear before anything: when Van goes below half of his HP, a scene will interrupt the battle as Tear tries to sing the melody, and a different theme kicks in for the second half, called A Place In The Sun. This is the best boss theme in the game bar none, but it's where Van decides to cut the BS and not cut you any slack whatsoever. And he has sort of a pattern.

If Van used Imperial Slaughter in the first half of the battle, you can land a few hits and then run away. If he didn't, he will IMMEDIATELY use it, and trust me that it's about 4000 damage right there and a tad bit difficult to survive. But if he did use it, which he probably did, then land a few hits then RUN AWAY. He'll use a few Arcane Artes, but then use a second Mystic Arte called Celestial Elegy. This will probably hit one character and kill him, and the rest of the party reducing them to 1 HP, and I'm dead serious that in those moments, Van can probably kill you off right there. But otherwise, use Specifics and Life Bottles like crazy and return to normal, then finish the fight off. He'll still use Imperial Slaughter, but Celestial Elegy pretty much has only one run. Just do this carefully, and you should emerge victorious.

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\\ Boss: Van Party: Luke, Tear, Jade, Guy \\
#####
Stats: HP - 152,000 ||
- P. ATK - 914 EXP - 0 ||
- P. DEF - 850 Gald - 0 ||
- F. ATK - 683 Difficulty - Medium ||
- F. DEF - 780 ||
Weakness - None Resist - None ||
#####

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That's right, the second round with Van is actually slightly easier than the first one, much like the final boss from Symphonia. Van is really not much different than he was the last two times you beat him, although he uses another base arte called Shining Dragon, which is basically Radiant Dragon in about five directions. Also, say goodbye to Imperial Slaughter and the deadly Celestial Elegy; now he uses a new Mystic Arte called Ancient Requiem which looks very similar to Radiant Howl, and does a ton of damage. The whole thing will probably hit for about 8500-9000 damage if it all comes out, which it probably won't.

Regardless, it's hard to survive Ancient Requiem and the last blast is a good 2500-3000 damage to anything around him, but it does give some time to Free Run away, as most Mystic Artes do. Tear should be in constant Resurrection mode, at least. But otherwise, Van's magic isn't that strong unless he's using the very deadly Judgment, which he does indeed use, but very sparingly. If you finish him fast, you'll have little to worry about, at least compared to the previous fight. But as it ends, Luke tries the second order hyperresonance again, and neither you nor Van will take any damage, but after Tear sings the Seventh Hymn twice, Luke will pull off a Radiant Howl and finish it all here.

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 ~ ~ ~ ~ ~ XII. FAQ ~ ~ ~ ~ ~  
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There are just some questions that are bound to come up time and time again. Some already have. So before you start e-mailing a ton of stuff to me, here's the majority of 'em.

[Q] When was this game released and how good is it?

[A] It was released in Japan on December 15, 2005, and in the US on October 10, 2006. It's one of the best games I've ever played, so if you live in Europe, import it. If not, buy it. Now. That's an order.

[Q] Luke or Guy?

[A] That really is up to you. If you've played Symphonia, Guy will probably be your choice, because for one thing he's fast, much like Lloyd was, plus he has more of the traditional stuff: Demon Fang, Sword Rain: Alpha, Tiger Blade, Beast, the unlockable Tempest... meanwhile Luke is the stronger but slower one, and is slightly more similar to, eh, Kratos. He has Demon Fist which is the equivalent of Demon Fang, as well as Sonic Thrust, but his other stuff is more similar to Kratos, like Lightning Blade or Light Spear Cannon. All in all Luke was more my cup of tea, but no one is forcing you to control one of the two outside of your will.

[Q] How do you make a Field of Fonons?

[A] Here's how it works. When a character uses an elemental attack, that

causes a weak Field of Fonons to appear. Id est, Luke with Devil's Inferno is a fire elemental attack. Most of these are quite weak, except for Tear, Jade, and Anise with their higher level magic. Obviously if Tear casts Holy Lance, that'll be a strong Field of Fonons, or Jade with Blessed Drops for water. Anyway, if it's weak, you'll need another attack of the same element to make that a strong field.

When you get a strong Field of Fonons, you can use an arte that matches that field to use a far more potent, deadly one. It's not blatantly said out loud though which one matches which, but I do have it on my artes list in the character section what transformations there are. It's not just that, though. If you get a Field of Fonons of the element of light, that means fire and wind work in that, and if it's of the element of shadow, that means earth and water work in it. So yes, if Tear creates a Field of Fonons by using Nightmare, which is darkness, then Luke can indeed use Guardian Field in that to cause Guardian Frost instead.

[Q] What's a good battle setup to have?

[A] I always set Luke up like this: O - Swallow Fury. Up + O - Light Spear Cannon. Down + O - Devil's Inferno. Left/Right + O - Guardian Field. Stick Up - Steel. Stick Down - Slag Assault. Stick Left - Lightning Blade or Sonic Blast. Why exactly is this, you might ask? You see, the first four abilities all have different FoF Changes, so you can do at least something when any complete Field of Fonons appears. Steel is great plus restores HP, and I always had Sunlight Chambers on Light Spear Cannon and Devil's Inferno which are wind and earth respectively, so what do you have for that? An incomplete FoF from Lightning Blade/Sonic Blast and Slag Assault. Perfect.

[Q] What's the deal with that Sword Dancer thing?

[A] Alright, since I didn't put it in the side quests, here it is. The first Sword Dancer can be fought after beating Arietta in Choral Castle, at the entrance of said place, but has to be defeated before entering Akzeriuth, because that's when the first part of this game enters a no turning back point. The second Sword Dancer is in a search point outside of the Theor Forest after that's completed, but must be beaten before the Absorption Gate is cleared, for obvious reasons. The third can be fought any time after the events at the end of Isle of Feres. For beating them, you get the second best sword in the game, the Ultimatus.

[Q] I can't use Overlimit! I can't use Mystic Artes! HELP ME!

[A] Well first of all, I hope you are indeed aware of the fact that you don't get Overlimit until Level 15, and Mystic Artes until Level 30. And further weighing on things, only one character can be in Overlimit at a time, so that makes things a bit confusing sometimes. But as for Mystic Artes, here's the thing. The arcane artes have to COMPLETELY CONNECT with the enemies if you want a Mystic Arte to be available off of it. You'll think that after a dozen wasted uses of Radiant Howl. And as for Tear's and Jade's, you need high level fonic artes for those, so you can merely look forward to those.

[Q] Where are the best places to get quick, easy EXP, Gald, and Grade?

[A] Alright. For EXP, you can't go wrong with Eldrant, especially with some Enhancement on your characters, but if you're in the second playthrough, the Replication Facility of the Abyss is better, plus certain areas in Sylvana great, particularly the back end of Mt. Roneal, and the space near Nebilim's Crag.

For Gald, you'll want to have Jade's Emperor's Best Friend title, and Anise's Cat Cat Kitty Cat title, and sell expensive stuff for cheap in Engeve. If you're looking for battles, equip someone with a Blue Sephira



and go to the Replication Facility of the Abyss and fight those birds, for up to 40,000 Gald per battle. That's seriously good, plus there's other alternatives. And Grade, just equip a Dice/Blue Dice and set the difficulty as high as you can and anything's good. Short battles allow for 10 second grade, and longer ones allow for you to use Sunlight Chambers to abuse FoF Changes along with Mystic Artes everywhere. =)

[Q] What are some of the new things in the second playthrough?

[A] Most important are the Very Hard and Unknown difficulties, which are of course impossible without the benefits of the Grade Shop, which is another major feature. Also available is the Replication Facility of the Abyss, which is a nice dungeon. Plus there's the Keterburg skit viewer, and also a few titles. And who could forget new ultimate Mystic Artes, plus extensions to Luke's and Anise's, not including one for Tear's second.

[Q] Hey man. Gimme some of those codes so that I can have infinite stats and change Asch's equipment and stuff.

[A] On second thought, how about no?

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~ ~ ~ ~ ~ XIII. Credits ~ ~ ~ ~ ~  
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You have just gone through yet another huge RPG guide, copyrighted and written by none other than a lifeless nerd. Or, in other words, me. Interpret that in any way you wish. So with that, hope you enjoyed this guide and this game, and expect to see my name on many more guides in the future. I'm awesome like that and stuff. With that, buhhh-bye.

- Jeff "CJayC" Veasey: For running the whole site of GameFAQs, the main site that I work for. It's an awesome site, and I must commend CJayC for running this great site for 6 whole years and posting this guide.

- Stephen Ng: For being the FAQ editor for IGN, which is the other site that I write for. I am honored to write for IGN, since it is a great site. I was also very glad to do an exclusive for IGN.

- Led Zeppelin, Pink Floyd, U2, The Eagles, Queen, Van Halen, The Beatles, and many others: You probably know why I'm thanking you, but I don't believe this guide would be up as quickly if it weren't for all of you.

- All the guys who first got me started writing from GameFAQs and all of my best friends like SinirothX, Psycho Penguin, Meowthnum1, CVXFREAK, Karpah, ZoopSoul, Crazyreyn, Gobicamel, asa2377 (OH EM GEE YOU TROLL), Warhawk, Cyril, supernova54321, Minesweeper, AlaskaFox, me frog, RHarrison, masterzero99, Tom Hayes, wayalla, djg40, MTincher, NickBush24, BurningFox, AquaBlast, and definitely more that I'm forgetting: you are some of the best friends that anyone can have, and I may have quit FAQing/left FCB forever without all of you. Thank you for everything and for motivating me to get my ass in gear.