



Story

Terca Lumireis, a world sustained by the all-encompassing power of aer and the blastia technology that uses it. The world's people surrounded their cities with giant barriers to protect themselves from the threat of monster, and lived their days in peace.

A single empire ruled the whole world.

Blastia, a relic of an ancient civilization, fell under the strict control of the empire, and as time passes, it became to benefit only a small, elite portion of the population. In retaliation to this, and in search of their own economic and social freedom, the impoverished lower class formed guilds; societies set up for the mutual aid of its members. Throughout the long series of clashes and subsequent mediations, the two disparate classes came together to form a complex and complicated society.

Ten years ago, a mass monster uprising led to what became known as the Great War. After the death of the emperor, the path to imperial succession seemed unclear, but the world appeared mostly at peace...

Which brings us to the present...

A young man named Yuri, raised in the lower quarter of the imperial capital of Zaphias, joined the Imperial Knights along with his childhood friend, Flynn, but soon found himself quitting the force, disillusioned by its internal corruption. He led a relatively carefree life in the lower quarter where he had grown up, spending his days helping to solve the problems of his fellow residents.

One day, quite by chance, Yuri met a strange girl by the name of Estelle. She told Yuri that she wished to see Flynn, so he agreed to lead her to him. But he was completely unaware that this strange encounter was the beginning of a journey that would affect the fates of countless people the world over...

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Author's Note

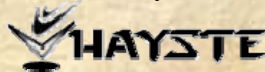
First of all, thank you for picking this guide. I've played two Tales games for the PS2 so far and this is my third Tales title. What draws me in the game primarily are its story and battle system. I've been a fan of active battles instead of turn-based ones (though I don't really despise turn-based combat) for a while now, as well as being a writer and RPG fan myself, the story of Tales are unique in their own way. I am glad that I was given a chance to cover this game as it hits the 360.

This is my third IGN exclusive guide for this year and also my third title for the x360. Since this is an exclusive, this guide will be featured only in IGN.com and its network. Kindly email me if you saw this guide someplace else.

Any feedback from you guys is very much appreciated. I will try to cover everything that needs to be covered but I can't guarantee you that this will be perfect (just imagine one guy can do with such limited time and resources), especially for the game's wealth of sidequests. Since I love using screenshots to make the guide more effective, **SPOILERS MAY BE REVEALED INEVITABLY** so read with care. Screenshots featured in this guide is produced solely by the author and is protected by copyright.

If you have questions, suggestions and additional tips you would like to add, kindly refer to the credits page for my contact email add or my [official homepage](#). This guide is distributed FREE and can be downloaded in major gaming sites I usually contribute to. I don't request for payments but if you are generous enough to pitch in a dollar or two to support my projects, I would greatly appreciate that. If you would like to support me in some other ways, you can check the credits section for details.

That's all and I hope you will find this guide useful. Thank you!



QUICK START GUIDE - THE BASICS

A quick start guide is an essential help to those new players that doesn't have access (or too lazy) to read the manuals. Tales of Vesperia works like a generic RPG with some twists. We'll discuss the menu – what you can do there and where to find what. New terminologies will be explained along the way.

MENU

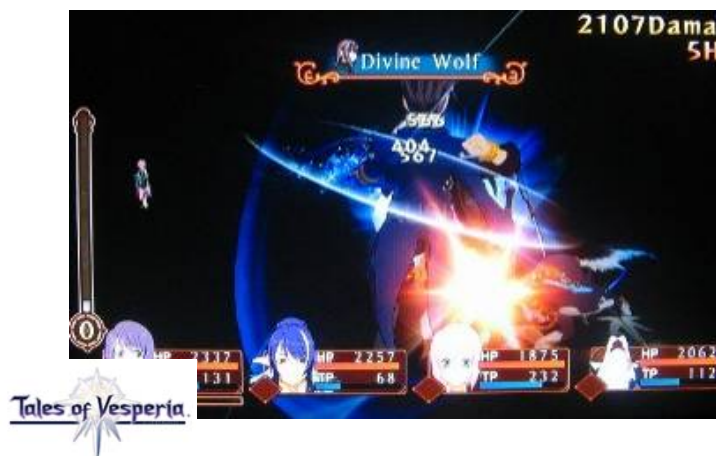
Access your menu by pressing Y. Use your analog or D-Pad to move the cursor. Press A to select an option.

Artes



Spells and moves used in combat are called Artes. In this option, you can set up the artes your active character can use, as well as turn off or on your allies' active artes. You can also use healing artes from this option off battle. Artes are unique to each and every character. They can learn it a variety ways; by leveling up, by using them frequently in battle until they evolve, learning them by equipping certain weapons. Further details and the complete arte list for each character, please check the Artes and Skills section of this walkthrough. As an overview, there are four types of artes for each character.

- *Base* – These are basic artes. They consume the smallest amount of TP and fast but do little damage. You can use this after normal attacks to perform a combo.
- *Arcane* – These are combination of two base arts. TP consumption and damage increases. You can use arcane artes after using base artes to extend the combo.
- *Altered* – Can be learned by using a base arte for a number of times (normally 100 uses) while you have the corresponding skill. Skills can be learned from weapons permanently by using them in battle.
- *Burst* – This is a special arte that can only be used while in Over Limit mode. It deals massive damage and can really save your tail in a tight situation; especially in boss fights. The higher your Over Limit, the stronger the damage. Using a burst arte doesn't consume TP.
- *Mystic* – These artes can only be used after learning the SPECIAL skill from specific weapons in the game. These are more powerful than burst artes and can deal massive damage to anybody caught within range.



Mode

You can switch the control mode of each character by pressing the BACK button.

- *Manual* – While on this mode, you must fully control the character during combat. That includes moving around the battlefield, using artes, items, etc. Using your character in this mode will reward you with a considerable bonus to your final GRADE after the battle.
- *Semi-Auto* – This is almost the same as manual since you can still fully control your character. However, the game will help you in maximizing the effectiveness of your attacks by moving your character automatically to the optimal range and position. This will be a recommended mode for newbies.
- *Auto* – Characters on auto mode will act on their own. Since Vesperia features an active battle system, this is recommended for your other allies so that they can help you out with the battle without worrying about their actions too much. If you are lazy or if you want to watch how all characters fight, you can also switch the mode for your active character to auto. But, where's the fun in that?

Assigning Artes



Characters under Manual or Semi-Auto mode have four slots and four shortcut slots where you can assign artes. Unlike your allies on auto-mode, you can only perform those artes that you placed on the slots so make sure you update it regularly, especially upon learning new and powerful artes.

In the other hand, the artes you can put in the shortcut slot is what you can order your allies to use. Remember that this will only work if the user of the selected arte is in the active combat team. This is also a list that needs some regularly checking and updating.

Equipment

Equipment is an integral part of your journey. This improves your chance of survival and gives you an edge when thrown into battle. Each character has five slots:



1. *Main* – This is where the character's weapon is placed.
2. *Sub* – These are sub-weapons unique to every character
3. *Head* – Slot for helms, circlets and other head gear.
4. *Body* – Slot for armors, garbs and other main body protection gears
5. *Acc* – Stands for accessories. These are auxiliary items that provide a variety of stat-bonuses or other effects. Though most of them can be used by everybody, there are some that can be wielded by specific characters only.

It is imperative to check the weapon information before equipping them. Don't just rely on high attributes but with the skills you can learn from them. When comparing your current to a new gear, remember that the blue values indicate an increase with the aligned stat while a red value indicates otherwise. Upgrading your party's equipment is imperative along your journey since enemies will tend to get more powerful as well.

Items

Accessing this option will allow you to view all the items your party is carrying. Refer to the sub-categories below:



- *New* – This is where all your newly acquired items will be displayed
- *Tools* – Consumables such as gels, bottles, etc
- *Main* – Displays all the weapons for each character.
- *Sub* – Displays all sub weapons for each character
- *Head* – Displays all head gears regardless of the character
- *Body* – Displays all armor and body protection gears
- *Accessories* – Displays all acquired accessories.
- *Ingredients* – Displays all the ingredients you can use for cooking
- *Synthesis Materials* – Used for forging or synthesizing new items and equipment. The complete list of what you have will be listed here
- *Valuable* – These are special /rare items that you have acquired during your journey. Most of them are story related while some of them can be synthesized
- *Xbox Live* – Displays all the items you have downloaded from Xbox Live like Gel Sets, Bottles and other bonus items.

Skills

Skills provide various benefits to your characters. They can increase your stats, provide helpful battle maneuvers or even affect your artes. Skills can be learned from selected weapons. Use the weapon long enough in battle and you'll learn its skill permanently. Learning the skill doesn't mean that it's active already. You still need to equip it in case you have changed weapons. Unequipped weapons are colored green. Choose the skills fit for the combat style of the character or what you see fit.

Skills are divided into four categories.

- *Attack* – These are offensive skills that help you boost your damaging capability. This range from increase of attack rating, faster and increased number of hits or even type advantage versus certain enemies.
- *Guard* – Skills that focuses in your defensive capabilities. Some examples are those that boost your defensive ratings and resistance to certain attacks.

- *Move* – These skills helps your character to perform certain maneuvers. They also reduce the ‘recovery time’ a character needs when performing attacks, thus allowing him/her to attack immediately after a combo.
- *Support* – These are non-combat skills that provide you with a variety of bonuses like increased HP/TP recovery and extra EXP.



Symbols

Symbols appear when you set multiple skills in certain combinations. These symbols appear beside the character’s portrait within the Skills menu. Here are some of the symbols you can produce and their effects as well.

	CHROCS	The overall Over Limit effective period will be extended.
	FLECK	Increase Physical Attack during Over Limit.
	GOLDOS	Increase total Gald acquired after battle by winning the battle during Over Limit.
	KAON	Recover TP during Over Limit.
	LAYTOS	Recover HP During Over Limit.

	NHOSING	This symbol does not have any special effects
	ROCKRA	Increase Physical Defense during Over Limit.
	SANDOR	Increase Magic Attack during Over Limit.
	STRIHM	Increase Mobility during Over Limit.
	TWORY	Increase total Gald acquired after battle by winning the battle during Over Limit.

Strategy

This menu will allow you to manage the actions of your AI-controlled allies during combat. There are four default strategies:

1. *Moderate* – This is the normal, balanced setting. Your characters will attack moderately, healing only when needed. They will save a certain amount of TP and will also move away from the enemies once their HP drops below a certain point.
2. *Full Charge* – While in this mode, all your allies will attack aggressively and exhaust their TP using offensive artes. However, healing will be their least priority so make sure you monitor their HP and TP.
3. *Defend* – Your allies will keep their distance away from the enemies and will support each other. They will only use TP in a very conservative way, normally through healing or recovery spells.
4. *Save TP* - Your allies will only use normal combo attacks that don’t consume TP, as well as the use of items sparingly.



Unlike the previous Tales titles, you may now edit or create your own strategies in Vesperia. You can even call them whatever you fancy. It may be challenging for some, but it is really effective in getting the most out of your party's combat capacity. Set up strategies according to your fighting style and needs; this is essential for winning hard battles. Also, keep in mind that strategies you have set are not absolute protocols your team to follow; you can always enforce specific actions using the battle menu should the need arise.

You can also set your party formation from the Strategy menu. As a general rule of thumb, keep your magicians away from the frontline and your primary attackers close up front. This way, your vulnerable spellcasters will be protected and your attackers won't need to run from a distance just to get near the targeted enemy.

Cooking



Cooking is a good, alternative way to recover HP, TP, even cure ailments or even boost your stats.. To cook, you'll need a recipe and the ingredients needed to prepare the dish. Recipes can be learned by finding the Wonder Chef or cooking the same dish for a number of times. The **Wonder Chef** disguises himself as your everyday object so keep an eye for him (though we will reveal his locations along the way) Your party will start off with a Sandwich recipe but you can learn more sophisticated dishes in the long run. You can cook right after the battle; just make sure to assign a recipe in the Cooking shortcut and a character that will cook it.



Status

Aside from being able to see portraits of your characters, you can change the first name of your characters, change titles or even add attachments. The custom name you give your characters will only change text dialogues and skits; not with the cutscenes or voiced dialogues/ chat.

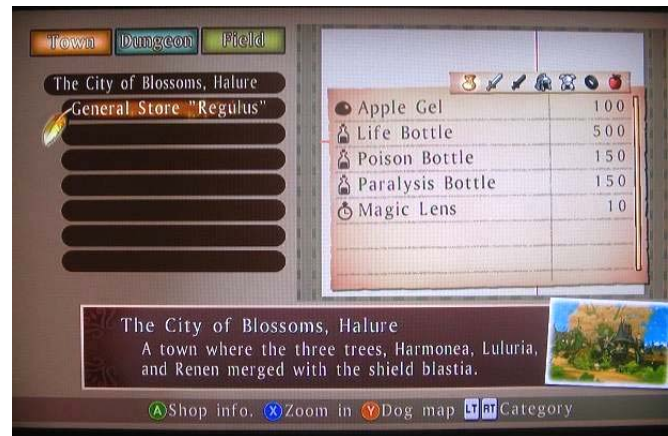
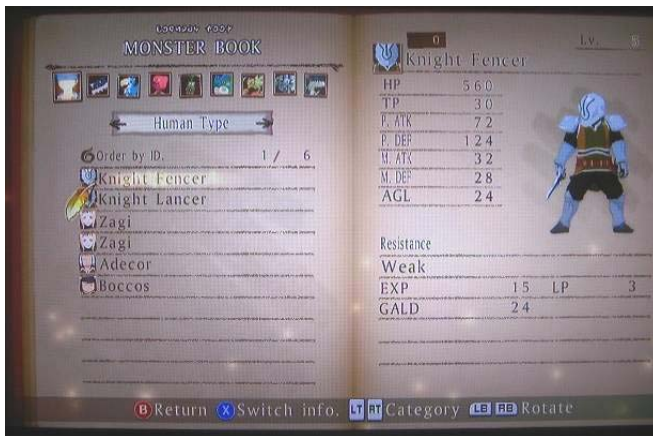
Along the way, characters will acquire different titles, some of which can change the character's appearance. These are called costume titles. You can unlock titles during the course of the main story or after doing special events or sidequests. A complete list of titles for every character will be covered in a dedicated section of this guide as well.

Finally, the attachments. These are purely cosmetic equipment that will alter your character's appearance. Just like titles, you can receive them along with the main story or as products of synthesizing.



Library

This is like your handy-dandy notebook where all important stuff in your journey is recorded. It is recommended to check your library often to make your journey easier. Below are the contents of the library option.



- *Battle Book* – This is where your battle tutorials are saved. You can refer here in case you forgot certain tactics or moves.
- *Synopsis* – It's like a journal in the game. Consult this if you have resuming your game after a break to recall what happened before, where you're heading next and in what part of the story are you in.
- *Monster Book* – This bestiary is where all valuable data of the enemies you have encountered are saved. Some helpful information you can find here is the individual stats, habitat, item drops, strengths, weaknesses, amount of exp given, etc.
- *Collectors' Book* – Like the monster book, this book tracks and records all items you have acquired so far, no matter the type. It is organized by category and you can view some information about the item including where you obtained it.
- *World Map* – As you visit places, dungeons or fields, it is recorded in your world map option. You can even view the items available for sale in the selected town's shops or even view what monsters/enemies are residing in dungeons or fields.
- *Records* – This basically tracks down on your own progress in the game as the player. That includes total time, the number of times you saved, the maximum amount of gald you have collected, number of counters, etc.

NAVIGATION

Shops

These can be found normally in towns, cities or settlements. They offer a variety of items to sell while some may offer one type only. You can buy, sell or synthesize items in shops. Make sure to check out the inventory of any shop you may come across during your travel. New shops that you visit often wield more powerful equipment than your party currently has.

Synthesizing is like bartering or trading the materials you collected to get an entirely new item. Even if you have to still pay through this process, it's worth it, considering the discount you'll get and the quality of the item you'll get. Normally, more powerful and unique equipment can be produced only through synthesis. I will try to list all the synthesis items in a separate section of the guide later on.



Field Map

When traveling outside the cities or towns, you'll need to rely on your compass to reach your destination. There is also a mini-map on the upper right hand corner that displays your position and your immediate surroundings. You can also press X to display the whole world map on your screen as transparent overlay. Remember that fully exploring the whole map will unlock an achievement!



Aside from the monsters that are appearing, watch out for some peculiar places in the field. Watch out for the King of Adventures traveling lodge/inn. They offer low cost resting for your party early on, until you get your own camping kits.

Also on the field, you may come across with tree trunks. These are actually *Search Points*. Examine them to obtain different materials required for synthesize. They may re-appear again after some events or a span of time. Make sure to check it whenever you find one. There are also search points in the sea but you'll need an upgrade to be attached to the Fiortia. This upgrade can be acquired in the process of completing a sidequest. Searching search points in the sea is easy. Just look for the spot where the birds and fishes gather. Stop sailing there and press A to gather the items. Better items are acquired this way.

Encounters

When a monster touches you, you'll be immediately thrown into battle. There are three types of encounters that may trigger depending on the situation.

- *Surprise Encounter* – Your formation will be messed up and random characters will be in your fighting team. The enemies will also have an advantage. This happens if an enemy touches you from behind.
- *Advantage Encounter* – If you stun an enemy using a Sorcerer's Ring and enter a battle with the enemy, your team will have the upper hand in battle.
- *Regular Encounter* – This is just the normal and most frequent fight you'll find yourself in. Both your team and the enemies will fight on equal footing.

Encounter Links

If a monster touches you while there are other monsters nearby, you'll be facing the combined forces of them. This makes the battle harder but does yield higher experience, gold or item drops.



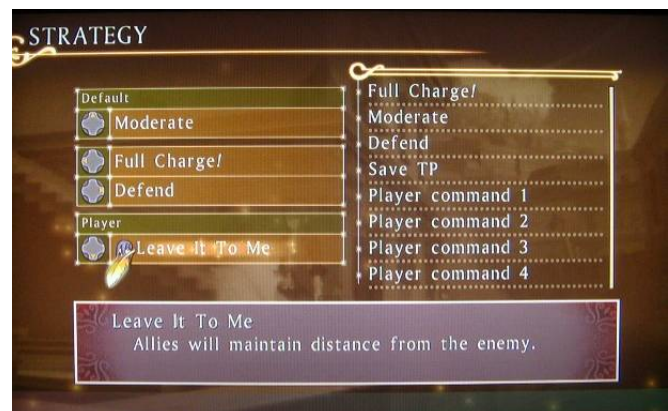
If this is your first Tales game, then I recommended reading through this section to understand the combat basics. Knowing how to fight efficiently is required to survive your upcoming battles. Otherwise, you can just skip this part of the guide and start with the game.

Overview

Tales of Vesperia features an upgraded version of *Tales of the Abyss*' battle system known as "Evolved Flex-Range Linear Motion Battle System" (EFR-LMBS). On layman's term, the game has an active battle system. When in combat, everything happens real-time. You can also control your character around the battlefield, attack targets, cast artes or even guard attacks. Though you'll receive an in-game tutorial during your first fight, you can rely on this guide for details.

Battle Menu

When in the middle of the battle, you can press the Y button to open the battle menu. This pauses the game and offers you flexibility in battle. You can change your active party's artes, shortcuts, equipment, use items or even change your strategy. When you find yourself in pinch, save your hide by selecting the Escape option. You can even change your equipment on the fly.



Movement

Move your character freely by using the left analog stick. You can also use *Free Run* (Hold LT while running) to freely move around the battlefield.

Attacking

Attack normally by pressing the B button when up close. Hold the left analog stick down to slash downwards and hold up for your characters to jump or attack upwards. These maneuvers are essential when facing flying or small enemies. This may be confusing to some Tales veterans since B is equivalent to the PS2/P's circle button which is used for activating artes. Anyhow, you can chain up to three hits using normal attacks. They don't consume TP but actually restores a tiny bit of it for every hit on the enemy.



Use your artes by pressing the A button. Different artes have different ranges or effects so it recommended assigning shortcuts so you can easily activate it after a normal combo. Practice linking your attacks, base artes and arcane artes to inflict severe damage to the target.

Guarding

Blocking attacks not only prolongs your survival by minimizing the damage you take but also opens a small window of opportunity to counterattack. Be careful not to stay in the middle of the pack during a battle; getting caught in an enemy combo will render you helpless and open, without any chance to interrupt or guard yourself. Make sure to raise your guard after landing a successful combo or when an enemy is taking a position behind you. Also take note that some attacks are powerful enough to crush your defense and leave you open for a few seconds.

Over Limit








This nifty feature is like your team's special attack. It appears as a vertical gauge to the far left of the battle screen that is gradually filled up by attacking enemies. You can also use a Burst (Mystic) Arte by pressing A after using an Arcane or Altered arte. There are four levels of Over Limit, each with their own effects.



- LV1 – You can attack and cast artes continuously
- LV2 – Effects of LV1 active; More damage to fallen enemies
- LV3 – Effects of LV2; no TP consumed while OL is active.
- LV4 – Effects of all other levels active; temporarily invincibility while OL is active.



Status Effects

Refer to the list below for the status changes that you may inflict to enemies or that can affect your characters. Use items/spells or rest to cure status ailments.

	POISON	HP is lost as time passes.
	CONTAMINATION	TP is lost as time passes.
	PARALYSIS	Various Actions are limited.
	WEAK	Maximum HP is halved.
	SEALED ARTES	Cannot use Artes.
	SEALED SKILLS	Cannot use Skills and the effects of Skills are canceled.
	PETRIFICATION	No actions are possible.

	SLEEP	No actions are possible.
	CHARM	Control keys are randomly assigned.
	PHYSICAL ATTACK	Attack Power is increased or decreased.
	PHYSICAL DEFENSE	Defense Power is increased or decreased.
	MAGIC ATTACK	Attack Power is increased or decreased.
	MAGIC DEFENSE	Defense Power against enemy spells is increased or decreased.
	AUTO-RECOVER	Automatically recover from KO.

Fatal Strikes

Attacking a target continuously will sometimes give you a chance to inflict a Fatal Strike. It deals massive damage and can kill almost any enemy instantly. Wait for a red, blue or green crosshair or symbol to appear then press RT to trigger a fatal strike. Look out for these opportunities since they don't stay for long. This can be used in bossfights, too. Though it won't kill them instantly, it will usually deal massive damage or weaken them for a brief period, making them vulnerable for more attacks. Performing a Fatal Strike on your enemy will yield more grade, extra LP, EXP, and even some extra items.

After scanning your enemy using a Magic Lens, you should see the gauge that displays three different color bars. Also, if you view your artes, you should see what 'color' that attack does. For example, using artes with a green arrow over and over again depletes the target's green bar. Once it is depleted, a Fatal Strike symbol will appear. After using (or missing) the opportunity to perform a FS, the depleted gauge will replenish so you'll need to work your way again on depleting it.



Post Battle Results - Grades



After each battle, you'll see a screen displaying the summary of what you earned. Most of the information displayed is fairly obvious. One of these is the Grade.

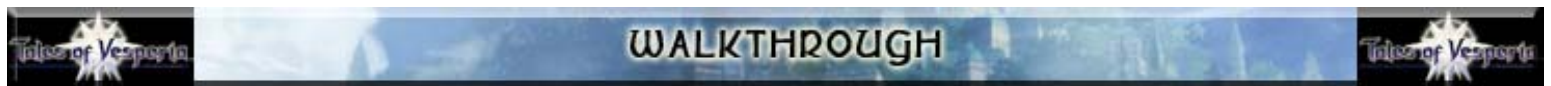
This is your evaluation for the whole battle. You can purchase extras in the Grade Shop after completing the game so that your stuff will be carried over during your next playthrough, as well as some bonuses as well. For the complete list of what the Grade Shop has to offer, refer to the corresponding section that will be covered within this guide as well.

There are many factors that may affect your grade. Winning the battle in a few seconds, attacking an enemy's weak point, finishing the battle with Max HP, fighting on Manual Mode or least damage taken are some factors that may increase your grade at the end of every battle. In the other hand, the longer the battle took, the more damage you've taken, the more items you used or if an ally is uncured or KO'd, expect a lower or sometimes negative grade.

Aside from gold and experience, your characters will also earn **LP** or **Learning Points** after the battle. LP is needed for a character to learn a skill permanently. Getting higher grades also rewards characters with higher LP.

Extro

Alright, you should be all set. To get you started, download some of the free packs from XBL. If you have points to spend, you can give your characters the edge by getting extra levels, gold and skills. The game offers a variety of challenges that players will either hate or love. Start a new game if you still haven't and good luck!



"Broken Aqua Blastia" The Imperial Capital, Zaphias

Lower Quarter

Checklist: Apple Gel

Once in control, view the skit by pressing the BACK button. There is a savepoint at the back so use it. Take the stairs and enter Yuri's room. Examine the drawer there to get an **Apple Gel**. Exit back to the street and head upstairs north for a scene.



Public Quarter

Sub-Event: (**Wonder Log 1**) – *acquired during the story*

Once in control again, continue up to the Public Quarter. Head left to find a shop. Buy some tools. Don't get the cape for now, you'll get one later. Try heading up the stairs to the left. You will be stopped by the Wonder Reporter.



You'll receive a **Wonder Log** after the conversation. This will be accessible through the main menu and selecting Synopsis. This contains the logs of the story so that you'll know where you left and where to go next. Continue up the stairs to reach the Royal Quarter.

“Infiltrate the Royal Quarter!”

Royal Quarter

Checklist: Magic Lens

After the scene, enter the manor to the left. Approach the doorstep for a short scene. Check the plant to the right to get **Magic Lens**. Head left and enter through the window.

Tip: Make sure to stock up Magic Lenses and use it on every enemy (including bosses). You'll acquire the Monster Book later on. It holds valuable enemy data and entries will be updated if you use Magic Lens on the enemies you have encountered. Check the quick start section above to learn more.



Mordio Palace

Checklist: 100G, Magic Lens

Once inside, examine the two tables to the north to get the items. Go upstairs and check the leftmost room for a scene. After that, exit the mansion through the main door south. More scenes will follow, including your first battle.

ADECOR LV5

HP	: 2345	PATK	: 74	MATK	: 32	STR	: NONE
TP	: 100	PDEF	: 70	MDEF	: 28	WKN	: NONE
EXP	: 15	GLD	: 15	LP	: 3		

BOCCOS LV5

HP : 2109	PATK : 64	MATK : 32	STR : NONE
TP : 120	PDEF : 88	MDEF : 28	WKN : NONE
EXP : 15	GLD : 15	LP: 3	



This is a tutorial battle actually. Just follow the instructions and the real fight starts.

Avoid getting sandwiched between the two. Use Azure Edge from a distance and free run to keep your distance in case they get near. Try to connect some combos whenever you can and use apple gels as you need it. Concentrate on one target at a time and block as soon as you complete a combo. I suggest getting rid of Adecor first since he has the lower defense rating.

“Dungeon Escape”

Zaphias Dungeon

Checklist: Apple Gel, Magic Lens

Watch the scenes. You'll obtain the **Prison Key**. Examine the back of your cell to get the **apple gel**. Use the prison key to unlock the door. Save your game. Head left, examine the crates behind the desk of the sleeping guard to get the **Magic Lens**. Continue to the right and examine the chest to get your equipment back. Exit left.



Zaphias Castle

Enemies: Knight Fencer, Knight Lancer

Checklist: Holy Bottle, orange gel, Life Bottle, Cape

You'll be in a fight immediately. Get rid of the guards; examine the crates to the left to get a **Holy Bottle**. Go upstairs, defeat the guard to the right and examine the crates again to get an **orange gel**. Take the corridor up north to reach two chests. Obtain a **Life Bottle** and **Cape**. Equip the cape immediately, leave the room and go upstairs to the left.



“Meeting with a Mystery Girl”

Watch the following scenes. Continue up the hallway. Enter the Dining Hall; it’s the first door to the right.

Dining Hall

Checklist: Egg

Check the fireplace on the lower right corner to get the **egg**. Go to the far right and check the curry there. This will restore your HP and TP to full so make sure to come back here whenever you needed. Return back to the hallway.



Checklist: Life Bottle

Defeat the guards and get the **Life Bottle** from a guarded chest up north. Continue upstairs left to the next area. Grab the **apple gel** from the chest, then save. Continue down and take the hallway then take the first corridor left to find another chest with 200G. Return to the main hallway, save again and head south for a short scene. Enter Flynn’s Room.



“Assassin’s Strike”

Flynn’s Room

Checklist: Orange Gel, Pineapple Gel, Apple Gel, Holy Bottle

Watch more scenes. After that, your first REAL boss battle will ensue.

ZAGI LV8

HP : 4500

PATK : 92

MATK : 77

STR : FIRE

TP : 420

PDEF : 104

MDEF : 88

WKN : WATER

EXP : 400

GLD : 300

LP: 6



Start the battle by using a Magic Lens. After that, try to hit some combos. Make sure to run and use apple gels whenever your HP drops below 200. Block his attacks then counterattack with a combo and Azure Edge up close. Whittle his HP below 3000 for the second part of the battle to start. This time, an ally will join you in battle, at a secret mission as well.

ZAGI LV8

HP : 5000

PATK : 92

MATK : 77

STR : FIRE

TP : 420

PDEF : 104

MDEF : 88

WKN : WATER

EXP : 400

GLD : 300

LP: 6



Secret Mission 1: Defeat Zagi while protecting Estellise from Zagi’s attacks

As soon as the second part starts, quickly use another magic lens for the record. Zagi will still be as aggressive as ever, now with more combos and damaging attacks. His Falling Leaf attack can break through Yuri’s guard and stunning him. Good thing is that Estellise will take care of the healing. If ever Zagi starts to attack Estellise, run after him and attack him to get his attention, then run away at a safe distance away from Estellise. Don’t just rely on your partner’s healing though; use apple gels whenever the need arises. Also, it will be hard to win without using artes so recover your TP by using an orange gel. If you time your attacks right, you may even have the chance to interrupt Zagi’s slashes and connect your combos.

REWARD: **Leather Boots.** **Sage**

After the battle, return to Flynn's Room and examine the closets and drawers inside to get all the items. Remember to equip the Leather Boots you acquired. You may backtrack to the previous hallway to grab some curry and save as well. Once ready, proceed south then exit left to the next screen.

After the scene, continue left along the walkway to enter the next hallway. Continue north to reach Estelle's room. After that, she'll join the party. Equip her with the cape you have and assign some shortcuts for her First Aid arte. Continue up north, defeating the enemies along the way. Take to corridor to the right first, then activate the switch there to lift the gate. This is a shortcut to the savepoint so save if you want.



Checklist: Life Bottle

Backtrack to the western hallway, continue up north then take stairs to the left. Go south, then take the corridor to the right. Grab the **Life Bottle** from the chest and activate the switch. This is another shortcut, this time to the Dining Hall. Grab some curry if you want. Return to the hallway you're in then exit south to the next room.

Checklist: Apple Gel, Orange Gel



Approach the statue for a scene. Grab the items first from the chests, then pull to Goddess Statue to the right to reveal a hidden passage. Climb down to the next area.

“Secret Passage”

Zaphias Sewers

Enemies: Ratwige

Checklist: Life Bottle, Magic Lens, Apple gel, Holy Bottle, 150G, 200G, Orange Gel

You'll learn the **Encounter Link** feature as soon as you enter this dungeon. This dungeon is small and pretty straightforward so I won't need to give the locations of the chests containing the items in our checklist. Make sure to use a magic lens to the Ratwigs here and try to collect synthesis items from them. **Make it a habit collect at least 8 synthesis materials available from each monster available in each area to avoid shortage and for you to acquire valuable synthesis equipment later on.** These enemies vary from sizes but small ones are the most annoying. Make sure to hold down your analog stick when attacking to slash downwards. Collect the items and exit using the ladder in the lower left corner at the end of this dungeon. Watch the scenes afterwards.



Royal Quarter

You'll emerge from the Royal Quarter. Make your way back to the lower quarter for more scenes.



Lower Quarter

Watch more scenes and the pair will be forced to leave the Capital. The people will give Yuri the following supplies: **World Map**, **Orange Gel x4**, **Melange Gel x4**, **Life Bottle x4**, **Bread x4** and **Egg x2**. You'll be taken immediately to the field after the scenes.

“Go North, Young Man” [Mayoccia Plains](#)

Enemies: Knight Fencer, Knight Lancer, Minicoid, Filifolia Bud, Filifolia, Tuliper, Bee, Wolf

Sub-Event: (**King of Adventure 1**) Simply rest at the King of Adventure Lodge at the back of the capital, to trigger some events.

There will be some skits available once you're out so make sure to view them all. There are two accessible search points (they look like rotten tree trunks) SE and NE of your starting position so search out for them. I suggest entering random encounters here to “scan” the enemies with your magic lens and earn some extra gold and experience as well. Try to cover as much area as possible to fill the world map. There is an achievement for completing the whole map anyway. You can reach Deidon Hold by simply following the road up north.



“Formidable Fort” Deidon Hold

Checklist: Milk & Egg, Apple gel x2, Magic Lens

After the scene, talk to the merchant to the right for a weapon skill tutorial. You’ll also get the **Battle Book**. This is where all the tutorials or tips are located. New entries will be added as you proceed with the story. Talk to the merchant again and upgrade your weapons. Use the savepoint to the left.



Sub-Event: (Duke 1) - Once in control, enter the Guard Station up north. Use the stairs at the back to reach the roof. Grab the items from the chests there. Take the ladder up then left to find a strange man staring afar. Talk to him, then go back down.



Near the Guard Station is a store room. You’ll need to revisit it for a sidequest later on so take note of it. Head left then go down the ramp south to find some tents. Examine the crates in the area to get a **magic lens** and **orange gel**. You can also rest by talking to the soldier to the far left of the area for 100G. When ready, head north to the open gate for some scenes.



“Rescue Operations”

Once in control again, head south where the tents were to proceed with the story. You’ll learn your next destination. Pack up then exit the hold. You’ll need to head west this time.



Reach Quoi Woods by venturing west uphill, then find the lowlands. The entrance of the woods can be found by facing NE.



“The Forest Curse”

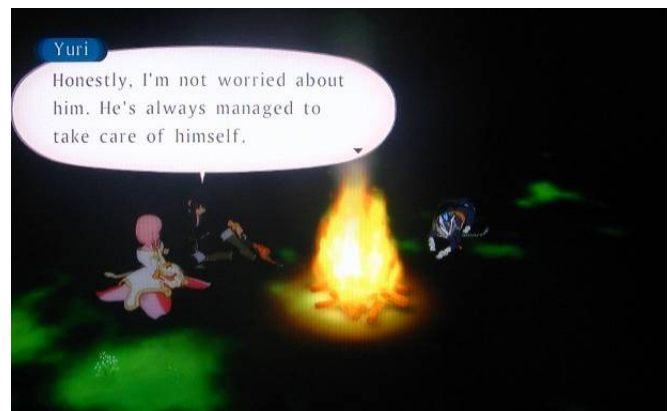
Quoi Woods

Enemies: Mandragora, Tuliper, Filifolia, Wolf, Bee, Axe Beak

Checklist: Apple Gel, Iron Circlet, Magic Lens, Hard Mail, Cape, Orange Gel, Life Bottle

This area is short but does contain some hidden paths. First, start of by following the path then head to the right once you find a split. Find a chest ([apple gel](#)) in the end. Return to the split and head north to find another split. Ignore the path to the right; continue north instead to find [Iron Circlet](#). Equip it to Estelle, then take the path to the right for more scenes.

“The Swooning Maiden”



You'll learn the **Sandwich** recipe during this scene. Once in control, head to left and pickup the magic lens from the chest. Examine the bushes opposite to the chest to get some ingredients. Use the savepoint to the right. Ignore the large butterfly-like monster in the background for now since you have now ways of reaching it, not to mention that it is very powerful for you to face in your current level. Continue to the right and grab the two chests (**Hard Mail** and **Cape**) along the way. Another scene will take place along the path.

"Attack of the Hunter"



You'll get the **Monster Book** during this scene and a new ally as well. Karol joins the team. Grab the chest behind you to get a Life Bottle. Backtrack a bit to the left then hug the bushes south to find a hidden path leading to an **orange gel**. After that, you may now leave the area by heading east of the main path.

Peyoccia Plains

Enemies: Minicoid, Filifolia, Tuliper, Bee, Wolf, Axe Beak, Rhinossus, Treant , Chirpee

Your next destination, Halure is in the center of the plains, which has the large tree in it. I suggest exploring the area first to fill in the map and some other extra stuff. Follow the road NE of Halure to reach a cavern with some lights inside. Enter it.

Aspio

You won't get anywhere within the city so just head left to find a bouncing vegetable. Examine it to reveal the Wonder Chef. You'll learn the **Salisbury steak** recipe from him. Exit the city.



There is a search point in highlands, SE of Aspio. Examine it to get some free synthesis materials. Head further east to find the Shaikos Ruins. And further to the east is a traveler's lodge. Rest there if you need some urgent healing.

Shaikos Ruins

Checklist: Life Bottle, Magic Lens, 800G, Half-Guard

There are no enemies here and you can't go in deeper since its not part of the story yet. This area is small so it won't be hard for you to locate and loot all the chests. Go up then head right to find a barely hidden chest (**Magic Lens**) in the lower right corner. Continue north then go upstairs to the right. Find another chest (800G) behind the pillar.



Return to the central path, then head left this time. Find another chest (**Life Bottle**) in the lower left corner. Head back again to the central path and continue north to reach the chest containing Estelle's **Half-Guard**. Exit the ruins and make your way back to Halure to proceed with the story.

“Trouble in the City of Blossoms”

The City of Blossoms, Halure

Checklist: Orange Gel, Magic Lens, Apple Gel

Estelle and Karol will temporarily leave the party. Enter the mayor's house to your immediate right and examine the boxes to the right to get an **orange gel**. Examine the tree further in the back to get **magic lens**. Exit the house, cross the bridge and enter the inn.



Enter the room in the middle and examine the drawer to get an **apple gel**. Continue left to the slopes for a scene.

“O Tree, Return to Beauty”

You can now check the new items in the store after the scene. Continue uphill to the left for more scenes. There are two chests behind the tree root but you can't access it yet. Return to the shop to proceed along with the story.

“Restoring the Tree”

After talking to the shopkeeper, talk to Karol nearby so that he'll rejoin the party. Talk to the mayor in front of his house to obtain one of the ingredients in synthesizing a Panacea Bottle; the **Luluria Petal**. Prepare your team and head out when ready. You'll need to return to Quoi Woods to obtain the other ingredients.



Quoi Woods

Make your way back to the clearing where Estelle fainted and you'll immediately get the **Nia Fruit** as part of the story. Now its time to hunt down an Eggbear. Save your game, then continue left for more scenes. Head south of the path to engage a battle with the Eggbear.

EGGBEAR LV12

HP : 12800	PATK : 205	MATK : 45	STR : NONE
TP : 55	PDEF : 174	MDEF : 32	WKN : NONE
EXP : 100	GLD : 203	LP: 4	



This battle isn't that hard so just attack normally. Its better if you can corner it and sandwich it between your attackers. And don't forget to scan this guy. You can also ask Estelle to use Sharpness to increase your damage. Don't let your guard down though; this bear has some powerful and damaging attacks so make sure to guard often after performing some combos.

After getting the **Eggbear Claw**, head back to Halure.

"The Girl who Makes Miracles"

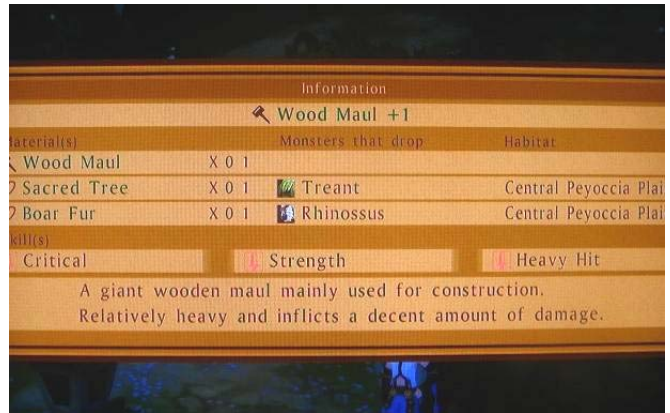
The City of Blossoms, Halure

Checklist: Nectar Bottle, Holy Bottle

Return to the ship and synthesize the Panacea Bottle. Head back to the tree for more scenes. You can now access the two chests.



Go downhill for another scene. Visit the shop to find a guy with a yellow hardhat named Kozakura. He'll appear nearby almost every shop you'll visit from now on. Talk to him to learn about the suggested items or upgrades you can get through synthesizing. Take his suggestions into consideration since the materials needed for the items he'll suggest can be acquired nearby or as early as possible. Synthesize whatever you can at the moment. Head back to the mayor's house for a little scene, then exit the town.



“Onward to Aspicio” The Sealed City of Scholars, Aspicio

If you have followed the walkthrough up to this point, you should have already visited Aspicio. If not, just follow the dirt road north of Halure. Approach the guards for a scene.

“The City Hidden in the Mountains”

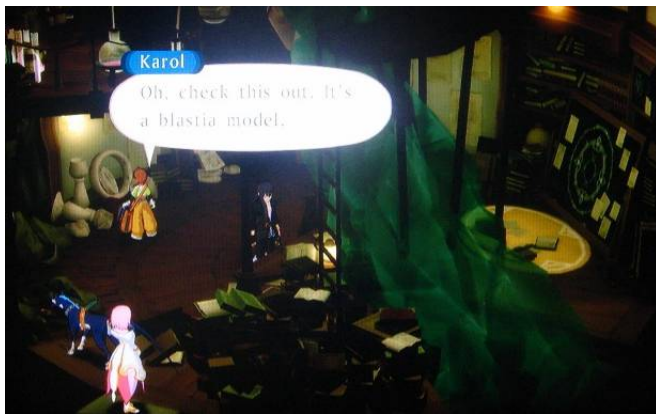
After denying entry, go to the left and try to open the only door. Karol will unlock the door and you'll be inside the Aspicio Library. You can rest by talking to the guy to the far right. Find **Apple Gel** x3 by examining the pile of books near the Book Shelf Lounge “Inn”. There is also a shop here so check the goods. Once done, head outside. Continue heading to the right to find a plight of wooden stairs leading to a small shack. Examine the door for Karol to open it.

“The Genius Mage of Aspicio”

Sub-Event: (Collector's Book 1) – Examine the pile of books in the second floor of Rita's house

Sub-Event: (Feminine Secrets) – Search Rita's dresser beside the bed to trigger this scene

Once inside the house, check out all interactable spots to proceed with the story. More scenes will follow. Rita will now join the party. You may want to try her out since she is an offensive spellcaster, very useful in your upcoming battles. Don't leave the house just yet. Climb the ladder and examine the pile of books to get the **Collector's Book**. This book will be automatically updated whenever you get new items so you can check their details later. Exit the room and the city.



Your next destination is Shaikos Ruins. If you are following this walkthrough, we should have visited this ruin by now – the first part of it that is. The search point near Aspicio has probably re-appeared by now so don't forget to stop by. Enter the Ruins when ready.

Shaikos Ruins

Continue north to where the fountain is for a short scene. A hidden passage will be revealed as well. Take the stairs down to the next area.



“The Floating Ruins”

(Area 1)

Enemies: Polwige, Ribbit, Merfish, Golem, Bat

Checklist: Amber Cloak, Leather Boots, Apple Gel

After the conversation, go down the slope and continue heading south, across the bridge. Defeat the enemy there and grab the [Amber Cloak](#) for Rita. Equip it to her immediately, then backtrack a bit then go left this time. Grab the [Leather Boots](#) along the way, then encircle around south to find a blastia. Examine it for a scene.



You'll receive the Sorcerer Ring after the conversation. Press X to shoot a projectile to the blastia to activate it. A bridge will rise to the north. However, it will also activate the dormant sentinels guarding the area. Try shooting enemies for various effects. Clear the path and go downstairs to the central area. The game will now introduce Surprise Encounters. Defeat the enemies and continue up north. Grab the **apple gel** from the chest and follow the path left to reach the next area.

(Area 2)

Checklist: Ohka, Chain, Long Sword

Follow the only path, past a chest and a blastia. Make your way to the northernmost part of the area and find a blastia behind a pillar to the left. It will create a bridge for the chest and blastia you passed a while ago.



Backtrack, grab Repede's **Ohka** from the chest and shoot the blastia to create another bridge to the upper right. Proceed there and grab the Rita's **Chain** from the chest. Head south first, then shoot the blastia to create another bridge in the middle area. Backtrack a bit to reach another chest with a **Long Sword**. Exit to the northeastern stairs.



(Area 3)

Checklist: Great Axe, Stiletto, Orange Gel

Head left first to find a hidden chest. Obtain a **Great Axe** from it. Head to the right and use the blue healing/save point. Ignore the stairs for now; *you may want to visit this area later after an earthquake*. You may want to fight a few battles here to obtain some synthesis items, extra gald and exp. Proceed to the right, then north. Activate the blastia in the middle left to raise another bridge to the southwest. Go there.



You may want to pick up the **Orange Gel** from the chest in the upper left corner of the area along the way. Activate the blastia to the southwest. This will activate the golems. Defeat all of them to raise another bridge leading to a hidden chest. Grab the **Stiletto**, and activate the two northern blastias. Save your game first, then proceed to the middle area for some scenes and a boss battle.



“Sentinel of the Depths”

GOLIATH LV18

HP	: 19200	PATK	: 272	MATK	: 90	STR	: NONE
TP	: 320	PDEF	: 231	MDEF	: 76	WKN	: NONE
EXP	: 600	GLD	: 500	LP	: 10		



Goliath’s attacks are really damaging. It does have a handful of ranged attacks but expect most of the damage done at close range. Have Rita attack at a distance with her artes and keep the Goliath busy by hit-and-run attacks (rush in, combo, then attack at a distance) You may want to order Estelle to dedicate her time keeping the party’s HP up; otherwise, she’ll just rush in herself and get unnecessary damage. Repede or Karol will do a good job in keeping Goliath distracted. Another thing is that this boss sluggish movements. Use this against him by free running behind and attacking. Don’t hesitate to use items, especially if Estelle’s TP has run out. Fight cautiously until you complete the secret mission.

Secret Mission 2: Downed Goliath by attacking its Achilles’ heel while it charges X-Buster

Watch out when Goliath stops on its tracks and started charging. Immediately rush behind and use your artes to attack its heel. You did it correctly if there is a short scene shown where Goliath is downed.

REWARD: **Poison Ward**, Antibiotics

“Who’s Afraid of a Band of Thieves?”

After the battle, you’ll need to hack your way back to the entrance. Save your game and backtrack to the entrance. Watch the scenes along the way. Return to Aspio.

“Genius Mages Need Friends Too” The Sealed City of Scholars, Aspicio

Watch the scenes, and you’ll receive a **Passport** from Rita. You can now enter the city freely. I suggest heading back to the Library and synthesize a **Special Flag**. This special item allows you to change the active party leader. You should have got the synthesis items by now. Anyhow, return to Rita’s house for some more scenes. Make your way out of the city for another scene. This time, Rita will permanently join the party. Your next stop is back to Halure.

Sidequest: (Blastia Destroyer 1, Judith’s Spear 1) – Head back to Rita’s house before leaving the town and examine the blastia in the upper left. She’ll name it to Victoria.



“A Mage’s Curiosity ” The City of Blossoms, Halure

Checklist: Life Bottle

Watch the scenes. You can check the suggested synthesis by talking to Kozakura near the shop or even rest at the inn. Make sure to stock up with Poison Bottles, Orange gels and Apple gels for the upcoming battles. Go uphill to reach the tree. Talk with Rita. After that, examine the base of the tree, in the center to pickup a **Life Bottle**. Rest at the inn if you still haven’t then save your game. Head to the exit for more scenes. You’ll be in another battle with the Tweedle duo.



“Wanted Man ”

ADECOR LV10

HP : 6789	PATK : 165	MATK : 44	STR : NONE
TP : 180	PDEF : 115	MDEF : 33	WKN : NONE
EXP : 100	GLD : 100	LP: 5	

BOCCOS LV10

HP : 6543	PATK : 138	MATK : 42	STR : NONE
TP : 220	PDEF : 134	MDEF : 36	WKN : NONE
EXP : 100	GLD : 100	LP: 5	



Read through the tutorials. You'll will learn the Over Limit ability here, though its max level is one only. First, use a couple of Magic Lens for both of them; just as I discussed before, scan your enemies even if they are recurring bosses. Their levels and stats are different, making them an entirely new entry.

As usual, get rid of Adecor first since he has lower defense and you can hit him easily. Remember that you can attack continuously and use artes without any delays while in over limit but you're still vulnerable and interruptible. Just avoid getting sandwiched between them. This battle should be easy, especially if you have your allies in the battle as well.

You won't be able to return to Halure for now so follow the road NW to find the new location, overlooking the sea.

"A Hill with a View"

Ehmead Hill

Enemies: Chirpee, Seasidey, Basilisk, Giant Beetle, Gattuso Cub
Checklist: Melange Gel, Poison Bottle x3, Francisca, Scarf, Life Bottle x2, Tama-Hagane, Orange Gel, Armet Helm, Holy Bottle, 2000G

Continue along the road to the right. More scenes will follow. You'll find your self in the beast trail, off the road. There are new enemies here so make sure you scan them all. Continue up north then go east on the first split to trigger a short scene regarding the plants' effect. From the billybally plants, head to the right to find a chest with a **Melange Gel**.



Backtrack left to the first split, then head north. Continue to the far left to find another chest. (**Poison Bottle x3**) Go past those two billyballies and find another chest to the northwest containing **Francisca**. Head back to the split then continue north this time and find two paths



Take the path left first to find a [Scarf](#) for Rita. Return to the split and continue uphill to the path to the right. Grab the [Life Bottle](#) x2 along the way. Continue left to find a save point. Go uphill to the left to get [Tama-Hagane](#) for Repede. Save again, and make sure everybody's HP and TP are almost full. Equip Yuri with a Poison Ward. If not, you should have a good number of Poison Bottles. Continue heading to the left for some scenes and a boss fight.



GATTUSO LV20

HP : 26543
TP : 380
EXP : 700

PATK : 288
PDEF : 245
GLD : 600

MATK : 141 STR : WIND
MDEF : 122 WKN : FIRE
LP: 20

This could be probably one of the toughest battles you'll have. Gattuso has really high attack rating that easily chew your party's HP easily. Have Estelle take care of the healing only so that you'll avoid attacking the giant wolf. Get rid of the two gattuso cubs since they can be nuisance. Rita's Fireball attack helps a lot in this battle so keep the battle away from her and Estelle. If you have a full OL (Over Limit) gauge, use it only when the trio starts to gang up on you. Make sure to heal poisoned characters quickly since it can really kill your characters easily. Artes with knock down effect like Wolf Strike or Azure Wolf Strike will be your ace against this boss since it can down an enemy if the last strike connects. This will give your casters much needed milliseconds to cast their healing and offensive spells.



Secret Mission 3: Use the billybally plants to stun Gattuso.

This secret mission can be bit tricky to get. First, the plant will only open its petals to release the powder after getting hit, and it takes 1-2 seconds to do that. Next, if Gattuso hits the plant by accident and gets stunned, that doesn't count. Like before, a very short cutscene should trigger if the secret mission is done correctly. The good (but risky) way to unlock this is to lure it to one of the plants and try to sandwich it. Try to knock it down to minimize the chances of counterattacking and higher chances of getting affected by the powder.

REWARDS: Life Bottle, Attack Ring, Powerlight

“Over the Hill We Go”

After the battle, head back to the save point and save your game. Proceed to the left then up to the next screen. After the scene, grab the **orange gel** from the chest nearby. Follow the path until you reach a split.



Head to the right to find a clearing. This is where the last chests in the area are located. I suggest clearing the enemies here then grab the items. (**Armet Helm**, 2000G, **Holy Bottle**). Return to the main path and head south to reach the main road.



Your party will find a **Mat**. From here on, I suggest stocking some; these are invaluable items if you need restoring your HP and TP while in the field. Exit the area.

Muluroccia Peninsula

Enemies: Thief, Sorceress, Floating Filo, Green Roper

Just follow the dirt road to reach your next destination. If you are low on items and need to rest, avoid fighting for the meantime. Note that you'll need to collect some monster data, synthesis materials and train your characters so you won't find yourself underleveled or mismatched against a boss. When ready, enter the port town to proceed with the story.

"Storms in the Harbor"

The Port Town, Capua Nor

Watch the scenes. Once in control, avoid the alley beside the shop for the meantime and check out/restock items or even rest at the inn and save. Exit the inn and go to the rightmost side to find a spinning yellow rubber ducky. Examine it for the Wonder Chef to appear and for you to learn the **Sorbet** recipe.



Upgrade your equipment if you can then head to the alley for a solo fight against the assassins.

Enemies: Lett



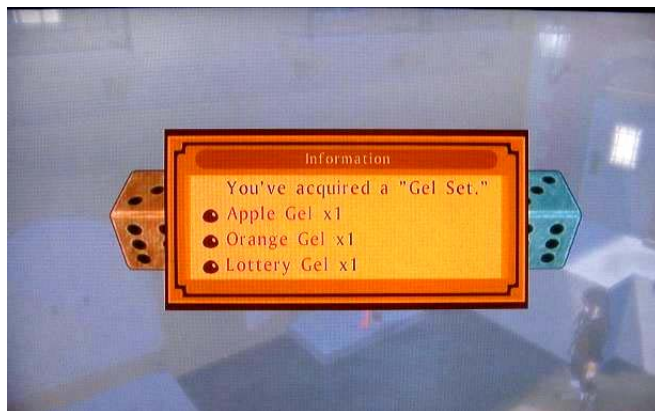
Start the battle by using a Magic Lens. With 2000HP each, these enemies are not that hard to defeat. However, because it's a 1-vs-3 battle, you may want to concentrate on one target at a time. Avoid getting sandwiched between them. If you have stored up your OL gauge, it will be helpful in this battle. Remember to heal yourself if ever your HP drops below 400. Once the first two are down, the remaining enemy is just child's play.

Watch the following scenes. Estelle and Flynn will have a private conversation in the inn so take a look around town. Head back to the inn to regroup with everyone. Kozakura is just in front of the store if you haven't noticed. Talk to him to learn the suggested synthesis. Check everyone's equipment then enter the inn, and get inside the room to the left for more scenes. Exit the inn afterwards.



“The Tyrant Magistrate”

Once outside, head north until you reach the end of the street. Talk to the man by the window and agree to play a game of dice with him. He offers two games: High-Low or Odd-Even.



Odd-even is simple and you can win easily. You'll just need to guess the sum of the values of the two dice three times in a row to win the prize. The normal pattern for Odd-even is ODD-EVEN-EVEN or three EVENS in a row. Obtain a Gel Set as your reward (Apple Gel, Orange Gel and Lottery Gel) and Rita's **New Dice Master** title.

Now take the street to the left to find the magistrate's house. Approach the guards for a scene. After denying entry, return to the main town and talk to the people to get some info. Try to leave the town for another scene. Exit, and save your game. Its time to hunt for the Rhybgaro.

“In Search of Rhybgaro” Muluroccia Peninsula

The Rhybgaro is located in the highlands to the left of the town. Follow the road then turn right to reach the wooded highlands. Your target should be towering above the trees so its impossible to miss it. Approach it for a battle.



This battle shouldn't be that hard. At level 22, the Rhybgaro only has 10000HP and will be fighting alone. Scan it first then order your allies to go all-out. Sandwich it between your attackers while your casters spam it with offensive artes from a distance. It should go down in less than a minute. You'll also obtain the **Golden Horn**. Before you return to the town, make a brief detour back to Ehmead Hill.

Ehmead Hill

Sub-Event: (Blastia Destroyer 2) – Follow the main road until a short scene is triggered. Rita will check the broken blastia and name it.

Sub-Event: (Elucifer's Grave 1) – Head to the cliff overlooking the sea and examine the gravestone marker. Go to Halure next.

Halure

Sub-Event: (Elucifer's Grave 2) – Talk to the couple standing near the entrance.

Sidequest: (Halure Fairy Tale 1) – Go to the Halure Tree and talk to the mayor to learn about the legend surrounding the tree.

The Port Town, Capua Nor

Return to the town when ready. A scene will trigger immediately upon your return to Capua Nor. Save your progress at the inn. Return to Flynn's room for more scenes. Exit the inn, head to the magistrate's palace. A scene will trigger again, this time with a familiar face.



Checklist: Paralysis Ward, Panacea Bottle

After the scenes, slowly search the bushes to the left to get the two items on our checklist. Don't stray too far to the left or the game will take over and you'll be taken down the basement. Approach Raven to continue with the story.



"Monsters in the Basement" Magistrate's Palace

Enemies: Black Basilisk, Black Wolf, Black Rhino, Black Bat

Checklist: Leather Whip, Knight Sword, Gladius, Kotaro, Mat

Defeat the enemies in the room. Take the door to the right. Continue along the corridor then exit to the next area. Grab the items ([Leather Whip](#), [Knight Sword](#)) from the chests. Head back to the first room, then take the door north. Follow corridor again to reach the next room for a scene.



After meeting up with the kid, grab the **Gladius** from the chest in the lower left corner of the room. Take the door in the middle right. Follow corridor again, to reach the next room. Defeat some enemies here to obtain the **Small Key**. Grab **Kitaro** from the chest to the right as well. Return to the previous room.

Take the door up north, follow corridor to reach the northernmost room. Fight the enemies here again to get the **Small Wolf Key**. Return to the previous room then unlock the door to the left using the Small Wolf Key. Head north for a scene. Continue upstairs for more scenes.

“Rumble at Ragou’s Mansion”

Once outside, grab the **Mat** from the nearby chest and save your game. Equip the Paralysis Ward with Yuri and make you’re your party’s HP and TP are at tops. Continue north for some more scenes. Your party will land on the boat in time, however, you’ll be in a battle with some new enemies. They’re not that hard so scan them before defeating them. More scenes will follow. Your real fight begins now.



“From a Sinking Ship”

ZAGI LV22

HP : 31000	PATK : 312	MATK : 129	STR : FIRE
TP : 600	PDEF : 255	MDEF : 45	WKN : WATER
EXP : 1000	GLD : 900	LP: 15	

During the first part of this battle, you won’t be able that much damage to Zagi because of an active force field. Karol will be handy here since his First Aid Smash can heal nearby allies while dealing damage to the enemy. Zagi has some fast, deadly combos so make sure to fight defensively all throughout the battle. Like before, he also has an attack that can break your character’s defense and stun him/her. Take advantage of his aerial attacks by blocking the initial hit and moving directly behind where he will land. Unleash a combo from behind to deal more damage. Wolf Strike or Azure Wolf Strike works wonders on keeping him down and your allies on their toes. Paralyze is another problem you’ll need to deal with immediately or it’ll cause serious problems later on. Order Estelle to dedicate her time keeping the party’s HP up. You may want to order them to defend while you’re trying to achieve the **secret mission**.



Secret Mission 4: Lured Zagi to the side of the ship and knocked him overboard to cool him off.

This mission can be a little tricky to perform and may affect your grade after the battle. You'll need a full Over Limit gauge and lure Zagi to the side of the ship. Wait for him to perform one of his aerial attacks then use your overlimit right before he lands so that the force of OL will throw him overboard. It is recommended that his position should be between you and the edge of the ship to make sure that this trick works. This takes timing and patience since you'll need to build your OL gauge in case your OL activation was off the timing.

"Unpunished Crimes"
The Port Town, Capua Torim

Checklist: Poison Bottle, Mat, Magic Lens x3, Lottery Gel, Holy Bottle

After the scene, examine the large, blue fish by the shed to reveal the Wonder Chef. You'll learn the **Fried Chicken and Fries** recipe. Enter the lighthouse and proceed to the second floor. Exit to the balcony and examine the crate there to get a **Holy Bottle**.



Head to the left, go upstairs. Examine the pile of crates to the upper right to get a **Lottery Gel**. Continue to the left; examine the crates with barrel between the house and the stairs. Obtain a **Poison Bottle**.



Take the stairs up, then continue to the left. Talk to Kozakura on the bench to learn more about the new suggested synthesis items. Restock and upgrade your gear. Rest at the nearby inn for more scenes. Save your game. Enter the room to the upper left to get the items (**Magic Lens x3**, **Mat**) from the drawers. Exit, enter the second room for some more scenes. After that, exit the inn and head right. Find Raven by the benches and talk to him. You'll need to set out from the port town to your next destination.

Sidequest: (**Dark Enforcer 1**) – After exiting the town, sleep at the inn to trigger an event.

Sub-Event: (**King of Adventure 2**) They are located to the northwest of Capua Torim. Just rest there.

Plains of Tolbyccia

Enemies: Basilisk, Sorceress, Crab Man, Thief, Thornwicle, Howler, Tortoise

I suggest spending some time around the area to scan new monsters, farm some gald, exp, TP and synthesis items. The lodge to the NW and a search point to the SW so use them to your advantage. When ready, you can just follow the road NE until you reach the cliffs. Find the town immediately to the north, the one that looks like a ruin without barriers, of course.



“Warning from the Hunting Blades” The Fallen City, Caer Bocram

Enemies: Thornwicle, Howler, Strange Bat, Tortoise, Spikkit, Seed

Checklist: Epee, Straw Hat, Paralysis Bottle, Mat, Orange Gel, Password Clue 1

Note: Before you navigate the area, take note that this city is rather small but terraced, which will be divided and referred here as a floor. You can't use stairs to get to the upper level; you'll need to use the warp blastia scattered around the place.

Enter the town for a scene. After that, head north. Examine the blastia in the middle. Find **Paralysis Bottles (x3)** to the upper right. Ignore the doors for now since it is locked. Proceed to the left to find a chest (**Epee**) beside the house. Continue heading to the left and grab the **Straw Hat** from the chest. To the leftmost side of the area is a trapdoor. Your party will open it. Go down the ladder.

After the scenes, just shoot it with the Sorcerer Ring to activate the blastias and unlock the doors. Climb back up.



Head to the right and enter the house. Obtain the **Mat** there. Exit the house and enter the house to the NE. Examine the pile of books in the upper right corner of the house to obtain the **Password Clue 1**. Obtain an **Orange gel** by checking the wall to the right. Exit the house and shoot the central blastia to activate it. Step on it and choose to move forward to reach the second level.



Checklist: Limit Bottle, Magic Lens, Apple gel, Cocktail Dress, King Sized Belt.

Enter the building to the left. Get the **Limit Bottle** from the chest. Examine the upper right corner of the house to find **Magic Lens** x3. Go downstairs to the left to find a savepoint. Take note of this area since you'll need to go down the spiral path to complete this dungeon. Anyway, head back up, then up go upstairs. Check the left corner to get an **Apple gel**. Grab Rita's **Cocktail Dress** and **King Sized Belt**. Exit the door to the right. Activate the blastia, step on it and move to the left. Go left for a scene.



Checklist: Apple Gel, Password Clue 2, Purple Ribbon, Life Bottle, Paralysis Bottle, Orange Gel, Holy Raven

After the scene, you'll be in an event battle. The Fatal Strike tutorial will commence. You can refer to the game's Battle Book for details about this subject. This is a very valuable attack that will help a lot in battles so make sure you use it whenever the situation arises.



Head to the right first to find a chest (apple gel). Enter the house. Examine the bookshelf to get 1000G. Go downstairs. Check the table to get **Password Clue 2**. Grab the **Purple Ribbon** from the chest. Exit the house and head left.



Continue to the far left to find a chest. Be warned that this is no ordinary chest; this is one of the famous trap-chests that is actually a monster. Examine it to enter a battle. Scan it first and attack. It has high damage and level but you can trap it between your fighters so it won't have the chance to retaliate that much. Aside from the 4000G drop, you'll also receive a bonus 3000G.



Take the stairs up and enter the house. Grab the **Life Bottle** from the chest and the **Paralysis Bottle** from the shelf. Backtrack and enter the house in the middle of this level. Check the top right corner to get an **Orange Gel** and open the chest nearby for Repede's **Holy Raven**. Climb the ladder up, activate the blastia. Step on it and choose to move forward.



Checklist: War Axe, Mat, Magic Mist, Tsurugi

Head left and grab the **War Axe**. Enter the house. Obtain a **Mat** in the upper left corner. Open the hidden chest at the back to get a **Magic Mist**. Jump back down and use the blastia to reach the previous level.



Make your way to the next blastia in the roof and choose to move to the right to obtain **Tsurugi**. Go back down again enter the house again. Use the warp blastia forward. Enter the house to the left and go to the upper floor.



Checklist: Password Clue 3, Lamellar Leather

Check the shelf to the right to obtain **Password Clue 3**. Get the **Lamellar Leather**. Return to the savepoint and head to the basement.



Save your game and approach the large machine for a scene. Once in control, examine the panel and input the password **SUN** and the door will open. Prepare your team for a boss battle ahead; I suggest saving again so that you can reload it faster without repeating the scenes and inputting the password. Watch more scenes inside and the battle will begin.

“A Cave Beneath the Ruins”

DREADED GIANT LV24

HP	: 34800	PATK	: 530	MATK	: 240	STR	: EARTH, WATER, LIGHT, DARK
TP	: 500	PDEF	: 280	MDEF	: 140	WKN	: FIRE, WIND
EXP	: 1200	GLD	: 1000	LP	: 20		

You'll start the battle with Yuri alone. Use a Magic Lens to reveal the enemy's stats, then run around. Eventually, your allies will appear one by one. Now the real battle starts. There will Fatal Strikes that can be done in this battle so watch out for those symbols. Remember that executing FS on bosses deals massive damage. This boss has a wide range attack that can hit multiple characters, especially those surrounding it. Rita's fire-based artes will help a lot here so order her to spam the enemy with her spells. Aside from really damaging physical attacks, this boss can also use different magic artes. Fortunately, it needs a few seconds to use its spells. Just remember to defend or evade its magical attacks. This is also one attack that staggers and damages the party anywhere on the field. It will stand on its hind legs and slams the ground, creating an earthquake that deals damage to everybody. Watch out for this attack because this is where the secret mission plays in...



Secret Mission 5: Downed the Dreaded Giant when it reared back and left itself wide open.

Wait for the giant to stand on its hind legs. You'll have 2 seconds before it slams the ground, damaging anybody and staggers your party as well. Ordinary attacks won't work here so I suggest activating 'knockdown' artes like Wolf Strike or Azure Wolf Strike. If you have a stored OL limit at this point, activate it while the enemy is on its side so you can score some free hits on the enemy.

REWARD: Shield Light, Defense Ring



“Lower Quarter Lad Arrested!”

More scenes will take place. Exit the building, then attempt to leave the area for more scenes. Estelle will get the **Royal Successor** title during these events as well.

“A Full Pardon”

The Rising City, Heliord

Watch the scenes. Once in control, examine the swinging ghost doll by the window to reveal the Wonder Chef. You'll learn the **Fish with Miso Soup** recipe. Exit, continue south to exit the HQ. Your party members will leave for the meantime. Make sure to heal Yuri and check your equipment and skills. Head left for a scene. Try to enter the inn for a battle with the two tweekles.



ADECOR LV15

HP : 12345 PATK : 230
TP : 240 PDEF : 155
EXP : 15 GLD : 300

MATK : 32 STR : NONE
MDEF : 28 WKN : NONE
LP: 5

BOCCOS LV15

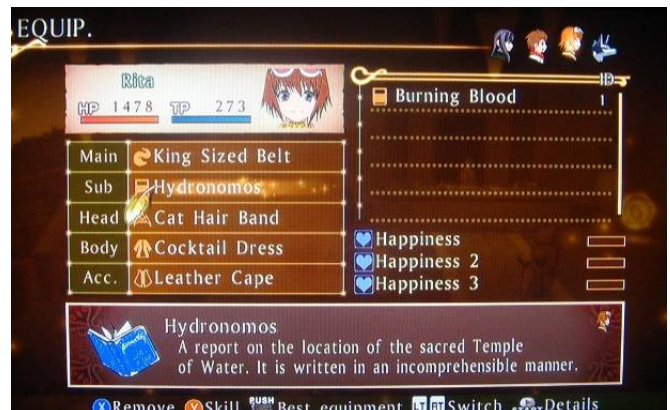
HP : 12109 PATK : 212
TP : 320 PDEF : 170
EXP : 15 GLD : 300

MATK : 32 STR : NONE
MDEF : 28 WKN : NONE
LP: 5

This is the Burst Arte tutorial. Now you can unleash your special attack while on over limit. Just like before, you'll need to attack Adecor first because of his low defense rating. Avoid getting trapped between the two. Try to perform some combos then run away at a distance. Once Adecor is down, Boccos shouldn't be that much. Just remember to use recovery items as needed.



Enter the inn. I suggest having all your allies with you before upgrading. Kozakura is sitting in a bench nearby so talk to him to learn the suggested synthesis items. Head to the second floor and talk to the guard. Learn that Estelle is already sleeping. Head back to the first floor, save and sleep. Watch the following scenes.



“Blastia Problems”

You may now synthesize new items and upgrade your party’s equipment. Restock as you needed and head out side the inn and proceed to the central part of the city for more scenes. After that, Estelle rejoins the party as well. Go to the right and enter the HQ. Enter the room to the rear and talk to Flynn for more scenes.

“Genius Mage to the Rescue”

After the scenes, go to the left and talk to Karol sitting in the hallway. Go downstairs, talk to the innkeeper and return to Estelle’s room for more scenes.



“Return of the Dragon Hunter”

The conversation between the party will continue. And, the dragon rider will make another appearance.

“A Task Assigned”

Once in control again, head to the central blastia. Watch another scene afterwards and you’ll need to venture out of this town. Make some final checks with your party’s equipment and skills then exit the town to the left.

Heliord

Sub-event: (Chevaliers) Return to Heliord and enter the Chevalier’s HQ. Talk to the guard (who is an old acquaintance of Yuri) and he’ll ask you to deliver a message to his folks in the inn of Capua Nor.

Sidequest: (Master Knight 1) Head to the town center and talk to the old knight which happens to be Estelle’s mentor. Just read through the conversations.

Sub-Event: (Wonder Log 2) – Head to the upper right corner outside the inn. Examine the area there to find the Wonder Reporter

Sub-Event: (Hard Labor) Rest at the inn to trigger this side event



Caer Bocram

Sub-Event: (Duke 2) Go back to Caer Bocram and head to the left to find Duke by the waterfall.

Northern Tolbyccia

Enemies: Thornwicle, Howler, Tortoise, Black Basilisk, Honker, Grasshopper, Filihelia

From Heliord, go west along the beach, then proceed northwest. Dahngrest should be immediately visible. There is also sandy beach nearby with a tower protected by gust. There are some new enemies in this beach that you can scan, and farm synthesis items, exp and gald. Enter the city of Dahngrest when ready.



“Stronghold of the Guilds”

The Den of Guilds, Dahngrest

There are two shops in the area but they sell the same items so it doesn't matter where you buy your stuff. At this point, you should have well over 25000G by battling monsters outside. Check all the synthesis items you can create, even the materials that you can get nearby. Don't hesitate to backtrack outside to search out for those monsters dropping the materials you need. In any case, enter the inn along the street north, rest and save. Once ready, head north to the center of the town for some scenes.



You'll be in a couple of battles against the monsters – something that you simply do anyway. After the scenes, return to the town center and go left. Enter the building there named “Tavern Sagittarius”.

“For our Beloved Town”

Checklist: Holy Bottle, Dark bottle, Limit Bottle, Panacea Bottle, Orange gel, Apple gel

Head to the eastern room and examine the drawer in the lower right corner to get [Holy Bottle](#), [Dark bottle](#) and [Limit Bottle](#). Return to the main area and examine the drawer to the left wall to find the remaining items. Exit the tavern, continue to the left of the street



Approach the barrier blastia controls for a scene. You'll need to fight with some assassins. Use your magic lens to register their stats, and defeat them. They shouldn't pose that much of a problem, especially if you are training outside. Return to the town center, take the street north and talk to the guard. Get the party ready for your next destination. Exit the town by going left from the street by the inn.

Sidequest: (Bunny Guild) Head to the Union HQ and talk to the guy in the top left. He'll ask you to promote his bunny loving guild. Return to him as you acquire more titles to get attachment rewards. You'll also get **Bunny Ears** and **Bunny Guild Badge**.

Northern Tolbyccia

Follow the path SE and find the darker colored woods standing above the normal field vegetation. If you continue west, you'll find a dark mansion (not accessible at the moment) where the Zincs and Bronzes spawn. Try to fight a few battles in this area to earn more exp and get synthesis items like Red Lens and Mystic Cloth. Enter the woods when ready.

"The Emerald Forest"

The Forest of Keiv Moc

Enemies: Howler, Leaf Bat, Beetle, Filihelio, Grasshopper, Trifid

Meet Raven as soon as you enter the forest. You can have him in your active party to know his abilities or use him in a few battles to get familiar controlling him. He must be included in your combat party during a boss fight later to unlock the secret mission. Anyway, proceed north.

There are some areas that can't be accessed, thanks to the thick bushes that the party can't just whack away. These paths lead to items so remember to visit the area again later on.



Checklist: Bastard Sword, Chain Whip, Estoc, Orange gel

Sub-Event: (Bug Breath) - <Read below>

Follow the large trunk, north. After the short scene, take the path south from where you're standing, then follow the path north for a scene. Karol will learn the **Bug Breath** base arte here. Continue down north to find the two chests in the clearing. Obtain a **Bastard Sword** and **Chain Whip**. Backtrack a bit then take the path left. Find a chest south containing an **Estoc**. Continue further left to find an **orange gel**. Now go north to reach the main path. Continue left.



Checklist: Weak Bottle x2, Rabbit's Foot, Poison Bottle x2

There will be two paths here; upper left and lower left. Your real destination is the path below but we'll find some items along the upper left path. We'll take that, obviously. This is a pretty straightforward path, so you won't miss an item. Grab the **Weak Bottles** along the path and find the **Rabbit's Foot** by taking large root leading northeast. Backtrack to the split a while ago and go down. Grab the **Poison Bottle x2** from the chest along the way. Continue north to the next area.



Checklist: Limit Bottle, Mind Bottle x3

Save your game first, then proceed to the north. The chest up north is a seed so prepare for a battle. Defeat it to get a **Limit Bottle**, not to mention the 300exp and 4000G reward. Follow path to the left and grab the chest with **Mind Bottle x3**. Continue west to find a savepoint.



Make Raven your party leader and modify your strategy and formation. Place your spellcasters at the back and make sure that they stay away from the enemy. You can change your second attacker's strat to be aggressive. If you have some Poison Wards, equip it to Raven and/or Yuri. Continue down the clearing for a scene.

GIGALARVA LV25

HP	: 48000	PATK	: 358	MATK	: 260	STR	: WATER, WIND, EARTH
TP	: 440	PDEF	: 399	MDEF	: 185	WKN	: FIRE, LIGHT, DARK
EXP	: 1100	GLD	: 1100	LP	: 25		

Attack normally and use overlimit whenever you can. As usual, Rita's fire-based artes will deal large amounts of damage here. Her other spells can exploit the enemy's weakness, making it susceptible to one or two Fatal Strikes. As Raven, you can also safely attack the boss from a medium distance, thanks to his bow and arrow. Once the boss' HP drops below 50% (24000HP), it will attempt to heal itself by digging its pincers in the ground. There is where our secret mission kicks in...



Secret Mission: Raven used Serpent to trap Gigalarva and prevented it from healing itself.

Place multiple traps by using Raven's Serpent arte in front of the Gigalarva. You can order your allies to briefly stop the attacks so the boss will have the chance to heal itself. If placed correctly, it will dig its pincers to the traps, dealing high damage and preventing it from healing itself. After successfully doing it, unleash all your fury to the ill-fated monster.

REWARD: Spicy Potion, Stun Bracelet



"The Silent Aer"

Watch the following scenes. Head outside to trigger more scenes and you'll be near the Forest's entrance. Return to Dahngrest.

"Letter from an Imperial Candidate" The Den of Guilds, Dahngrest

Rest at the inn and synthesis some items. Head out and visit the Union HQ. Once there, examine the yellow egg on the upper right corner. The Wonder Chef will teach you the **Minestrone Soup**. Enter the Don's Chamber up north and watch the following scenes.

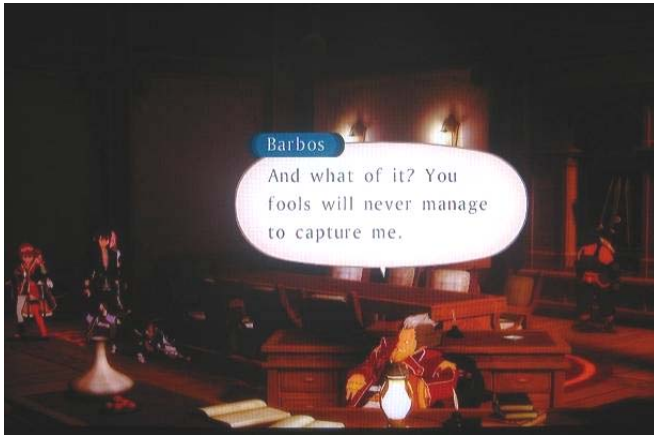


“The Ties that Bind”

Yuri will part with everyone Return to the HQ and take the door to the left to reach the prison. Approach Flynn for some scenes.

“Hounding the Mastermind”

Exit the prison and return to the town center. After the scene, head to the right to find Rita and Repede. Enter the tavern for more scenes. After that, Yuri flies off with the dragon rider and ends up in...



The Tower of Gears, Ghasfarost

Enemies: Bandido, Soldier, Witch, Scissor Beak, Horse Raptor, Gear Golem

Watch more scenes. You'll be in a battle with seven Bandidos. If you have a full over limit gauge here then use it as they approach to avoid getting interrupted. Backstep a lot and concentrate on one target at a time to eliminate them. Gain distance and use items if you need healing. These guys are only threatening because of their numbers. Once you whittle them one by one, that threat dramatically decreases. Defeat them for more scenes.



Checklist: Sorcerer Ring LV2, Melange Gel, Life Bottle, Specific, Magic Lens x3, Pineapple Gel

Meet Judith, the stunning bombshell of a dragon rider. You'll be able to escape with her help. Once in control, she'll join you to explore the area. You'll need to recover your equipment as well. Start off by heading up north. Grab the [Melange Gel](#) and [Life Bottle](#) from the chests. Enter the room to the upper right corner. Obtain a [Specific](#). Search the crates for [Magic Lens x3](#).



Head to the lower left to find a green orb. Its actually a concentrated form of aer. Approach it to **upgrade the Sorcerer Ring to LV2**. Enter the room to the lower left to your equipment back and a **Pineapple Gel**. Return to the right to find a vendor. Check your supplies and equipment. There is also a save point to the lower right room. Once done, just shoot the lever near the merchant to lower the stairs. Continue to the next floor.



Checklist: Battle Suit, Leather Coat, Orange Gel, Crescent Axe

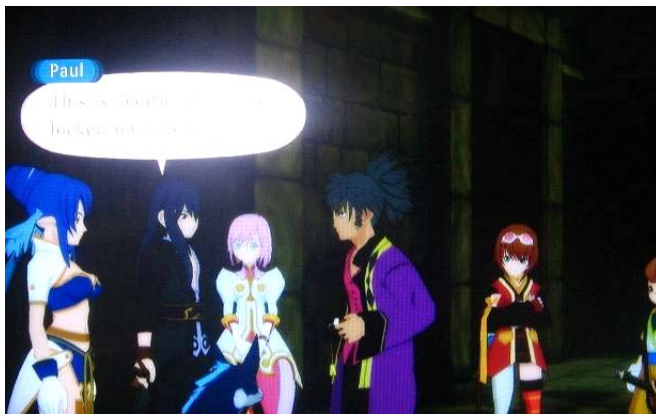
You will receive a **Limit Duo** from Judith. This increases your over limit gauge to 2. Head north and grab the **Battle Suit** from the chest in the middle. Enter the room to the upper left. Examine the armor stand to get a **Leather Coat** for Judith. Exit the room and find a chest to the lower left containing a **Crescent Axe**. Once you collected all items, head south for a scene.



“Tower in a Tempest”

Checklist: Rivet Belt, Holy Bottle x3

Surprisingly, the whole gang is here as well. You can now explore the tower with a full party so choose the other two characters you want in your active party. Climb any of the ladders to reach the third floor. Once there, examine the crates to the left to get the **Holy Bottles** and grab Rita’s **Rivet Belt** to the right. Head north.



In the next area, you'll need to shoot the gears for them to move and to power the central tube. Some gears will open gates and stretch walkways for you to reach other gears. You may need to go up and down a floor to reach some of these gears. To start off, shoot the gear to the upper right. Continue up for a scene.



Checklist: Kurama, Orange Gel

- Continue upstairs and find a chest to the left. Obtain Repede's **Kurama**. Go to upper level.
- Shoot gear to the right. Go to upper level, defeat Gear Golem to the right and get **Orange Gel**. Shoot another gear to the left this time.
- Return to the lower level and activate the new gear. The ladder on the above you will be lowered. Use that to go up to the next area.

Checklist: Blue Dragon, Wizard Horn

- Ignore the Wonder Chef (Pinwheel disguise) for the meantime. Go up to the next level to get a **Blue Dragon**. Continue to the right and activate the gear.
- Go up to the next level and grab the **Wizard Horn**. Go to the right, activate gear to lower the fence blocking the pinwheel. Backtrack to the bottom floor and examine the pinwheel to learn the **Salad** recipe. Activate the gear nearby.
- Go up one level, then go left, past behind the 1st gear, then south using the walkway to reach the hanging gear.
- Head to the topmost level of this area and activate the two gears to the right.

Checklist: Holy Cloak, Spike Hammer, Lemon Gel, Smash Bow, Halberd, Warrior Symbol, Thief's Cape

- Head north, get **Holy Cloak**. Go to the third level of this area, and activate the gear to the right. Go back one level, activate the gear to the lower right. Go back one more level and activate the gear to the left. Return to the upper levels and check any gears you can activate.
- There is also a chest containing a **Spike Hammer** along the way. Return to third level, cross the footbridge north, and activate the gear. Take the stairs to the upper level, go left and activate gear.
- Go to the right to find a pair of gears. Activate them both.
- Head back to the lower level and activate the gear to the right. The stairs to the next area will be lowered. Go upstairs.
- Grab the two chests in the upper right to get **Lemon gel** and **Smash Bow**. Save first if you want, then continue upstairs.

Grab the equipment. Make sure to equip the Halberd and Thief's Cape to Judith, especially if you're going to use her in battle. Save once again if you like. Take the elevator to the left for more scenes and eventually a boss battle.



“Storm’s End”

BARBOS LV30

HP	: 49800	PATK	: 366	MATK	: 290	STR	: NONE
TP	: 550	PDEF	: 386	MDEF	: 160	WKN	: NONE
EXP	: 2300	GLD	: 3500	LP	: 40		

The secret mission for this battle is a lot easier than the previous ones. You can also start working on it as soon as the battle starts.

Secret Mission 7: Destroy the bridge supports to prevent Barbos from calling out more reinforcements.

It will be best if you take out the bridge supports as soon as possible since it will make the battle a whole lot easier. Endure the enemy attacks for the meantime and use your artes to quickly destroy the bridge supports. Fortunately, these supports have 3000HP each only so destroying them shouldn’t take that long.



After destroying the bridge supports, chase after the witches and eliminate them. After that, take out the other minions before focusing your attention to Barbos. Don't let your guard down though; this enemy can inflict serious damage and even knockdown or stun your characters. Always guard after performing a combo or step back to safety if he is already attacking. Build your over limit to LV2 then activate it right in time to cancel his attack and create an opening that your party can take advantage. Watch out also for Fatal Strike moments since they can shorten the duration of the battle.

REWARDS: Demon Bone, Knuckle Duster, Blue Talisman

More scenes will follow. Raven and Judith will temporarily leave the party. You'll obtain the **Aque Blastia Core**. Make your way back to Dahngrest.

“The Guilty be Punished”

The Den of Guilds, Dahngrest

Visit the shop to resupply and check equipment/synthesis items. Approach the onlookers when ready. Rest at the inn for more scenes. Yuri will earn his **Vigilante** title while Repede gets his **Sinful Sidekick** title.

“Death to the Guilty”



“Trouble Breeds More Trouble”

The next morning as Estelle is preparing to leave, another monster attack will occur. Save first then head to the entrance of the town for more scenes. Estelle will get her **Seeker of Truth** title. Judith also rejoins the party. Exit to the world map. Let's tackle a couple of side-events along the way. Head to Heliord afterwards.



Sub-Event: (Duke 3) – Simply enter Dahngrest again to spot Duke in the other side of the bridge.

Sidequest: (Judith's Spear 2) – Enter Ghasfarost and enter the door to the lower right for a scene with Judy looking for her spear.

"A New Guild is Born!"

Eastern Tolbyccia

Make your way back to Heliord. There will be some scenes along the way, including the founding of your party's guild, named Brave Vesperia. The party will eventually rest near Heliord. Talk to everybody first then talk to Repede to rest. Enter the city of Heliord to unfold more events.



"A Town Without Direction"

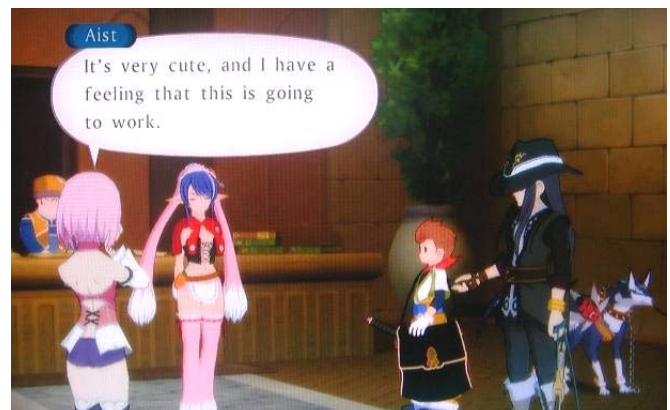
The Rising City, Heliord

Enter the Inn/Shop. Check any new items again. Save and sleep at the inn. During the night, follow Judith outside and talk to her. The next morning, head to the central blastia to meet the family you helped back in Capua Nor. After the scene, talk to the guard beside the elevator to the south.



"How to Make a Gorgeous Town"

After getting pushed back by the guard, Karol will thought of an idea on how to distract the guard by using the common male weakness... yep, beautiful women. You can choose between Judith, Estelle or Karol (!) who will dress up and seduce the knight. Of course, the best option is the alluring Judith. Go to the shop and talk to the merchant. Give him the materials he needs (common enemy drops around Heliord) to create the costumes.



You'll need to return to the merchant later on to get the costume title for the character you chose. He'll ask for 4 Spirit Fragments, 2 Cheagle Fur and 2 Cockatrice Claws for the title costumes of the other two characters so make sure to collect them along the way. Don't worry, I will cover that along the way as well. .

Go back to the central blastia again and watch the following scenes. After that, you'll need to choose between Yuri or Karol on who will dress up as a knight. I suggest choosing Karol. Watch more scenes. Follow him to the Chevalier's HQ for more scenes.



“The Boomtown’s Secrets”

Rita will rejoin the party. Go to the left to overhear the conversation between the faggy Cumore and Yeager. You can save first if you want then follow them them down. Head to the southeast to find Teagle and two villains. A boss battle will follow.



“Freeing the Oppressed”

<u>YEAGER LV30</u>			
HP	: 18000	PATK	: 340
TP	: 600	PDEF	: 224
EXP	: 0	GLD	: 0
		MATK	: 264
		MDEF	: 90
		STR	: NONE
		WKN	: NONE
		LP	: 10

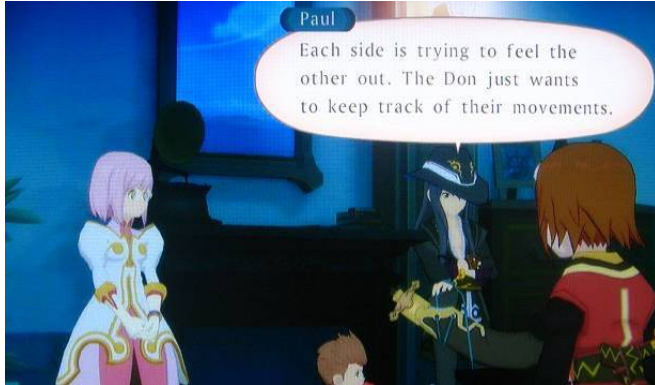
This battle isn't really a hard one. Just scan one of the three Titanes and Yeager. Eliminate them first before concentrating your attacks on Yeager. He uses ranged attacks using his gun but other than that, he doesn't really have any solid melee strikes that you should worry about. Gang up on him and use your over limit to finish the fight with a Burst Arte or two.



After the battle, there will be more scenes. You'll be outside Heliord automatically. Make your way back to Capua Torim. Try to fight a few battles if you want, to collect much needed synthesis items and LP for your characters trying to master weapon skills. Raven will rejoin the party along the way as well.

The Port Town, Capua Torim

Head to the inn for more scenes. Once in control, talk to all your team mates to proceed with the story. Talk to Karol, then to Rita in the other room. Repede is outside the inn. Estelle is standing near the slides. Raven is in the docks and finally Judith. Approach the exit of the town to find her along the way. After talking to her, return to the inn and rest by talking to the innkeeper.



“Friendship Treaty Deadlock”

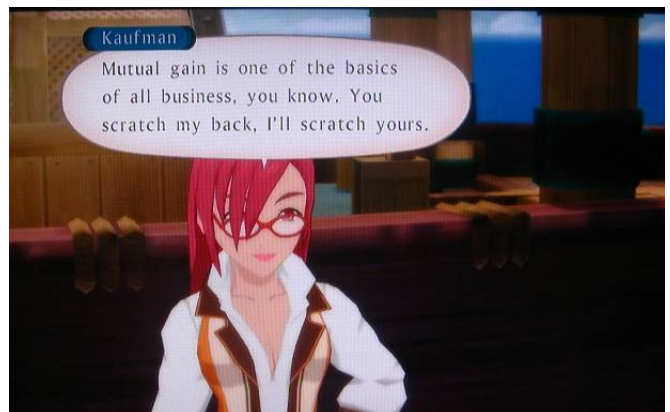
The next morning, the party will be ready to their next destination. Save your game, then head to the docks. Keep heading to the right to meet Ioder. After the conversation, keep heading right to witness another scene.

Sub-Event: (The Blastia Hunter 1) Talk to the woman in front of the tree near the stairs. Judith will leave the group. After that, a commotion will start regarding a destroyed blastia. Yuri is enjoying the guilty pleasure of knowing who's responsible without giving any hint from his clueless allies.



“Watch out for Mermen”

Head left and talk to Kaufman. Your party will accept her deal. Check your equipment and skills for the last time then talk to her to head out.



“Defeating the Mermen”

Inner Sea

Controlling the ship is similar to the field controls. However, you can't save while inside the ship so find a beach to land and save there if you want. Your journey is not time restricted so you can use the ship to explore as much area as you can. Land on beaches of isolated islands to battle new enemies and add them to your records. There are also search points here that may carry uncommon to rare synthesis materials so make sure you grab them all as well. You won't get far from the peninsula when the mermen attacks. Treat like a normal encounter though.



“Ghost Ship in the Mist”

The Ghost Ship, Atherum

Enemies: Hawk, Aquates Assassin, Predafish, Anchorgeist, Fake, Poltergeist

Nordopolica is to the southwest of Port Torim. On your way, a ghastly fog engulfs the ship and everything stops working. A ghost ship also appears from the fog and stops by the Fiertia. Yuri and Repede will investigate the area. You can choose the other two. Once ready, board the ship.



Checklist: Trident, Ogre Sword, Seal Bottle, Limit Bottle, Specific, Treat

Head north first to grab the [Trident](#) from the chest. Climb the ladder on the mast to reach a lone chest. Open it to obtain [Seal Bottle](#), [Limit Bottle](#), [Specific](#) and [Treat](#). Climb back down and head to the upper deck to the left. Grab the [Ogre Sword](#) from the chest. Return to the main deck and go downstairs to the right.



Checklist: Lemon gel, Orange gel, Life Bottle, Magic Lens x3, Seal Bottle

Use the mirrors in this corridor to know the location of the invisible monsters. Continue heading to the right until you reach a large room with stairs. Grab the **Lemon gel** along the way. On the large room, grab the **Orange gel** from the chest. Check the crates to the NE corner to get a **Life Bottle**. Enter the room to the right. Examine the crates to the upper right to **Magic Lens x3** and **Seal Bottle**. Return to the large room and head upstairs.



(2F) **Checklist:** Snipe Xiphos, Specific, Take-Mikazuchi

Grab Raven's **Snipe Xiphos** from the chest in the middle. Enter the room to the left first. Examine the kitchen to the lower left to get some seafood. The chest to the upper left is a Fake; a monster disguising as a chest, similar to the Seeds you have battled before. Defeat it to get a **Specific**, aside from the 200exp and 3000G it drops. Exit the room. Enter the room to the upper right this time. Grab Repede's **Take-Mikazuchi**. Exit the room and head upstairs.



(3F) **Checklist:** Limit Bottle, Holy Bottle

Get the **Limit Bottle** in the middle. Enter the room to the right first and scour the area for a **Holy Bottle**. Enter the room to the left to trigger some scenes.

Checklist: Pineapple gel, Melange gel, Mat, Orange Gel, Limit Bottle



“What’s in the box?”

With the 1st party gets trapped inside, its up for the remaining party members to rescue them. Check your party leader and board the ship. Climb the main mast and follow the broken part of it until you reach the other side of the ship. Enter the room beside the ladder to get a **Pineapple gel** and a **Melange gel**. Exit the room and walk around to reach another door to the right. Enter that.



Continue left along the corridor. Grab the Mat along the way. You'll regroup with the others once you reach the large room. The door where you came from will lock so you can't backtrack anymore. Grab the **Orange Gel** from the chest NE. Exit through the door to the left to find another chest. Obtain a **Limit Bottle** from it. Return inside and head upstairs.

(4F) **Checklist:** Seal Bottle, 4000G, Pirate Hat, Holy Symbol

Examine the bookshelf to get 4000G. Head to the right for a scene. Once in control, examine the table to get a **Seal Bottle**. Check the area to the lower rightmost corner to get a **Pirate Hat**. Examine the chest on the captain's table. Defeat the attacking monsters. Obtain **Red Box**. Use the ladder nearby. Grab the **Holy Symbol** and climb back down.



Exit using the door to the left. Examine the top left corner for the team to deploy a ladder. Climb down twice. Examine the open gap to the south and climb back down to the main deck. Return to the ship afterwards for more scenes. Rita will earn her **Anti-Nonsense** title here. Fortunately, the ship's path is just ahead of Nordopolica and its not too far away either. If you approach the port, the story will proceed automatically.

For the meantime, you can do some more sidequests while you're at it.

Deidon Hold

Sidequest: (Cleaning Up the Warehouse 1) – You can start the series of the warehouse sidequest by heading back to Deidon Hold and talking to the guy guarding the entrance. You'll need to push the crates to create paths to the chests. The mini-game will end after you collect all the items from the chests inside. For this first warehouse, you'll get Miracle Gel, Limit Bottle x3, Strong Wine. You'll get a 2000G reward as well.

Capua Torim

Sidequest: (Cleaning Up the Warehouse 2) – In Capua Torim, you can do the same. Grab Power Light, Golden Horn, and Lottery Gel plus the 2000G reward for completing the mini-game.



Sidequest: (Dog Map 1) - Land the Fiertia in the water near Capua Torim. Enter the docks for a scene. Repede will meet his old rival and will challenge for a “territory marking” contest. Open your world map and press Y to see how much area Repede has covered so far. (Blue). Neutral or uncolored areas can be easily acquired by fighting a battle and sleeping using a mat or tent. You can also “overwrite” the rival dog’s territory (red) by staying in the area for a few minutes, fighting a few monsters and sleeping.

Zaphias

Sidequest: (Dog Map 2): Head to the Public Quarter and go to the stairs to the left. Talk to the dog for Repede to have a conversation with it. He’ll also get a **Friendship Furball** key item.

Sidequest: (Dark Enforcer 2) Head to the Royal Quarter for a scene. Shel will ask you to look for his brother. Once in control, head to the left and talk to the man again. Go back to the Public Quarter to find Lune sitting on the bench, with some kids. Yuri will learn the **Tiger Blade** base arte and his **Kingdom Celeb** title. Return to the Royal Quarter again for more scenes.



Halure

Sidequest: (Halure Fairy Tale 2) Talk to the children under the tree to obtain **Veil**. (attachment)

Sidequest: (Professor Sicily 1) Talk to the guy standing near the stairs to the inn. Raven will be forced to help him count flower petals. Raven will also learn **Arrivederci** arte.

Capua Nor

Sub-Event: (Seafood Bowl Recipe) – Simply talk to the woman standing near the entrance of the inn. If you have talked to Hatchett back in Heliord, the conversation will be altered a bit.

Sidequest: (Professor Sicily 2) – Head to the west towards the Magistrate’s Mansion to find the Professor staring out to the sea. Talk to him for Raven to learn his *Vacanze* skill and **Twilight Dreamer** title. There is a Poison Bottle near the entrance of the mansion as well.

Central Peyoccia Plains

Sub-Event: (King of Adventure 3) – Find the encampment in the elevated land northwest of Halure. Spend a night there to trigger an event with Rich regarding the Giganto Monsters. From here on, every time you defeat a Giganto Monster, he’ll give a corresponding key item. You need to trigger this event BEFORE killing any Giganto Monster (First one is the Hermit Drill)

“A City Ringing With Warrior Songs”

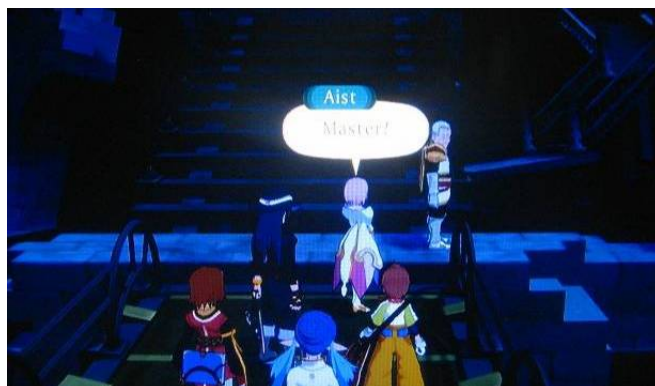
The Coliseum City, Nordopolica

After the scenes, you’ll need to enter the Coliseum to deliver the letter to Belius. You can perform some side-events as well.

Sub-event: (The Blastia Hunter 2) Head to the southwest and talk to the guy near a large cauldron. During the conversation, Judith will leave again without anybody noticing. Another blastia has been broken, courtesy of a spear-wielder. Rita goes out to check the blastia and Judith arrives just as she leaves. Yuri knows who’s responsible but decided to keep quiet instead.

Sidequest: (Master Knight 2) Meet Estelle’s master for the second time. After those side-events, continue heading upstairs and enter the main hall.

Easter Egg: Examine the small signpost/ billboard above the resting man. The list of Tales of the Abyss characters will be listed there, including their brief descriptions.



“New Moon Duce”

Continue to the Coliseum. Don’t sleep at the inn yet; just check your equipment and upgrade as you can afford it. Restock your supplies and synthesize upgraded or new weapons/armors. Once done, head to the right and enter another large door. Head to the lower right to find a moving trophy. Examine it to reveal the Wonder Chef. Learn the **Kebab Sandwich** recipe from him. Continue upstairs and talk to the guard to the left. After learning that Belius only accepts visitors during the new moon, go back down and return to the inn. Raven will already pay for the lodging so sleep for free. Yuri will take a walk alone. Head to the docks to find Estelle. Talk to her for a short scene.



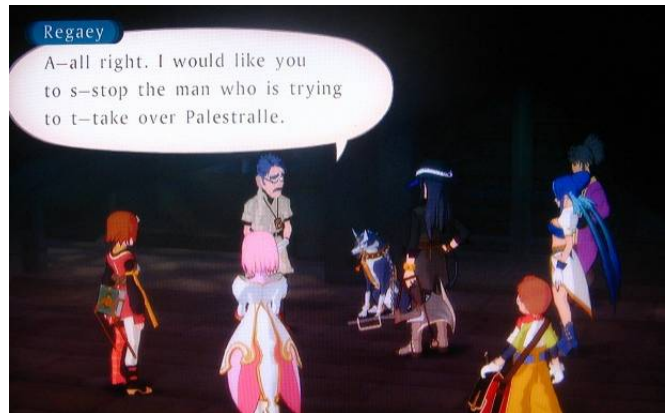
“Coliseum Quarrel”

Sub-Event: (Duke 4) – In the morning, enter the coliseum again. Go upstairs to find Duke, trying to request an audience for Belius as well.

Sidequest: (Dark Enforcer 3) – Before talking to Regaey in the Coliseum, head south in the docks and talk to the couple. Sleep at the inn for Yuri to learn **Shining Eagle**.



After that return to the docks for another scene. Meet Regaey. He'll make a request for the guild so return to the Coliseum again (after doing sidequest). Talk to Regaey to the right. He'll request for someone to join the tournament and defeat the champion. Yuri will agree to join.



Check your equipment and supplies (especially your supply of Magic Lenses) and save if you want. Talk to the registrar in the middle to enter the tournament. There will be three opponents. Fortunately, your items in your inventory will be available for use. Use the Magic Lens on every round. Also, these guys aren't that tough; just block their attacks first then unleash a devastating combo in return.



“It's the Title Bout”

After defeating the 3rd enemy, the championship match will start. This is a story-oriented battle so don't think you can just kick Flynn's a\$\$ even if you wanted to. Just put up a good show by using combos and artes. The fight will eventually get interrupted by an unexpected guest.



Note: If Yuri is not part of your active party before joining the tournament, the game will prompt you to include him in your party. This will open the menu screen where you can use items, healing artes or cook to recover his HP.

ZAGI LV30

HP	: 60000	PATK	: 408	MATK	: 345	STR	: NONE
TP	: 840	PDEF	: 469	MDEF	: 233	WKN	: NONE
EXP	: 2500	GLD	: 1500	LP	: 22		

Secret Mission 8: Let Zagi absorb too much energy to destroy his bodhi blastia.

Like the previous boss battle, you can immediately do the secret mission. Just set your strategy to Defend and stay from him. Let him absorb energy 2-4 times and it will shatter automatically. If not, try to attack him for a bit then leave him alone. Once done, immediately change your strategy to full attack or the default setting.



Zagi is still as agile and dangerous as ever; thanks to his fast and devastating combos. Keep the battle away from your healers by attacking him to get his attention. You can try to gang up on him however, he has some skills preventing him to stagger from attacks. Use your over limit to cancel his attacks then retaliate with a burst arte of your own. Judith is a great help due to her aerial attacks and combos which can take Zagi off the ground, making him vulnerable for more hits as he lands. Alternatively, knockdown artes like Wolf Strike and Azure Wolf Strike can help in taming this insane killer.

REWARD: Dice, Drain Charm

After the scenes, the monsters will be released. Defeat two of the monsters, then exit the coliseum. Judith will rejoin you upon reaching the inn. Restock supplies, rest if you want then head to the exit of town. Repede rejoins the party as well. Exit the town and chase the deceptive bastard.



Zadrach Peninsula

Enemies: Wirbel, Death Mantis, Hawk, Squirricle

Follow the dirt road to the west. It will lead you to the mountain range. Save first and enter the cave.

“An Aer-filled Cave”

The Weasand of Cados

Enemies: Thunder Bat, Beast Bear, Spider, Agaric

After the scene, you'll be in a battle against Leviathan's Claw assassins. Just defeat them; the battle won't be that hard. Don't forget to scan the Etains. Continue along the path after the scenes.



Checklist: Seal Bottle x3, Limit Bottle, Mighty Guard, Verbena,

Follow the path and grab two chests containing **Seal Bottles** and a **Limit Bottle**. Once the path turns north, you should find another one leading down. Defeat the spider guarding the chest. Get a **Mighty Guard** from it. Backtrack to the main path, follow path as soon as it turns east. There will be two paths; the upper right or the lower right.

The lower right path is where the Hermit Drill, a **Giganto Monster** is located. Giganto Monsters are those large, rare monsters or “marks” that yield enormous amount of XP, gald and some rare items when defeated. They are scattered in various areas around the world and facing them is entirely optional. This monster is level 34; I fought when I was at level 36 so I think its safe to assume that facing this monster at least LV32 would be advisable. If you can't defeat it yet, wait until you complete the Weasand of Cados and return. The only downside is that you won't gain access to the two chests behind it for the meantime.



HERMIT DRILL LV34

HP : 73600	PATK : 455	MATK : 398	STR : EARTH, WIND, DARK
TP : 590	PDEF : 510	MDEF : 396	WKN : WATER
EXP : 10000	GLD : 8000	LP: 40	

First of all, this beast has massive defense. Buffing your characters or eating an attack-increasing food prior to battle should give you a good headstart for this battle. You should bring Rita and turn off her other skills except **Splash**. Of course, Estelle is mandatory for the healing. You'll need a fast attacker or a support healer so Raven or Judith should do the trick. I'll stick with Yuri as the main attacker.



To start off, this beast has some really devastating attacks which can easily take out your character if not careful. The attack you should probably look out for is its **Sleepy Bubble** attack. It deals multiple damage to the target and inflicts Sleep status as well. It will also cower itself inside its shell, either shooting spikes or charging at your characters. It is pretty much invulnerable while doing this so step out of the way.



Unleash your over limit once you stored at least LV2 to take off a large chunk of its HP. Using artes with knockdown can help a lot here, especially if you're buying time for your casters to heal your attackers or cast an offensive spell. Remember to block and due to the enemy's large outer shell, be aggressive and attack it from the inside to stun it. It will just take a few minutes, especially if you can deal 5000 damage in a single combo.

REWARD: Great Crab Shell, Achievement 20G

Grab the 8000G from the chest at the back and a **Verbena** from a hidden chest on the other path. Go back to the upper path and keeping heading to the right to find another chest with a **Spike Bow**. Take the path downhill to the north to the next area.

Checklist: War Harpoon, Aquamarine, Avenger’s Scroll, Jiraiya, Spine Ripper, Silver Circlet

Most of the items in this dungeon is located in the part of the cave. Take the lower path first. It will lead you to two chests with **War Harpoon** and **Aquamarine**. Return to the main path and follow it around as it turn to the lower right corner. Grab Rita’s **Avenger’s Scroll** along the way. Try to cross the footbridge for a scene.



- After the scenes, follow the path to reach a savepoint. Save first then continue to the north, from the left side of the savepoint. Get a **Jiraiya** from the chest.
- Return to the savepoint and keep heading all the way to the right to find a **Spine Ripper**.
- Backtrack a bit then take the lower path to the north. The path will turn west. Defeat the spider blocking the chest to get a **Silver Circlet**. Cross the upper right path leading to the northeastern corner of the screen to reach the next area.

Continue uphill, and use the blue savepoint to restore your HP. Prepare your team for a boss battle ahead. Make sure to equip one of your attackers with an aquamarine you got earlier. The ideal party for this battle is Yuri, Judith, Estelle and Raven.

PTEROPUS LV33					
HP	: 66000	PATK	: 468	MATK	: 340 STR : WIND, DARK, WATER
TP	: 600	PDEF	: 500	MDEF	: 200 WKN : LIGHT
EXP	: 2700	GLD	: 1500	LP	: 30

As soon as the battle starts, scan Pteropus. Attack it continuously until it reveals its true form(s). Apparently, this boss is a collection of three different types of bats, one is acting as a leader. See their individual stats below.

LEADER BAT LV33					
HP	: 24000	PATK	: 422	MATK	: 303 STR : NONE
TP	: 500	PDEF	: 385	MDEF	: 106 WKN : NONE

MAGIC BAT LV33					
HP	: 6000	PATK	: 302	MATK	: 336 STR : WIND, DARK
TP	: 300	PDEF	: 215	MDEF	: 312 WKN : LIGHT

ATTACK BAT LV33					
HP	: 8000	PATK	: 332	MATK	: 225 STR : WIND, DARK
TP	: 100	PDEF	: 322	MDEF	: 150 WKN : LIGHT

Now we have that segregated, we can now try to complete the secret mission.



Secret Mission 9: Defeat the Leader Bat and prevented Pteropus from recombining.

Change your strategy, preferably a custom one and edit the settings. Set your characters to attack the same enemy, endure the attacks and give all they've got. Press the RB button and scroll through the enemies until you lock on the Leader Bat. Its hard to hit it using ordinary attacks so use Yuri's Shining Fang arte. Destruction field is also a good alternative but it's a lot slower to perform, making you susceptible to enemy interruption. You can also force Estelle to cast Photon to the leader bat to deal more damage. Ignore the other bats while you're doing this. **The Leader Bat must die first.**

After getting the confirmation that you have successfully complete the mission, switch your strategy or edit a custom one targeting arte users. You'll need to eliminate the Magic Bats next since they will continue to spam your party with Splash. Deal with the remaining bats. Their threat is decreased dramatically as their numbers dwindle. Continue attacking until the battle ends.

REWARD: Speed Light, Rebirth Ring

Checklist: Silver Hat, Simple Tent

Obtain a Simple Tent from the chest barely hidden to the south. The Silver Hat is a complete hidden chest to the leftmost side of the area. You can also backtrack to where the aer krene is located to find Duke. After that short scene, leave the Weasand and exit to the desert.

Sub-Event: (Duke 5) – Backtrack to the aer krene for a short scene with him.

Western Desert

Enemies: Cactus, Green Spider

This is a pretty small area so you'll immediately see the town in the middle. Fight some battles outside the town to register new monster types and collect synthesis items and gald as well. Enter the town when ready.

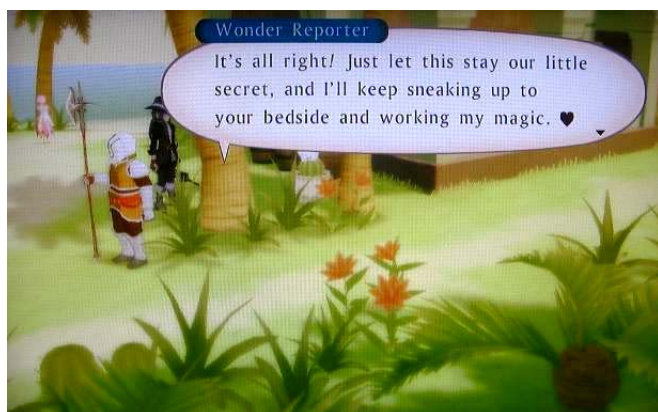
“The Wind-Swept Oasis”

The Desert Oasis, Mantaic

There are no stray items in the area so don't bother looking. Once inside, your party will separate ways for the meantime. The shop here offers new inventory but I suggest checking it out later once everybody is back together. Head north to the oasis to find a curious looking cactus. After that, examine the cactus to reveal the elusive Wonder Chef. This time, you'll learn the **Curry Recipe**.



Sub-Event: (Wonder Log 3) – Examine the tree beside (the wonder chef disguise) first and talk to the Wonder Reporter.



“Forward, Into the Desert”

Talk to your party members then enter the Inn. The innkeeper will agree to provide supplies. Judy will also earn the **Trophy Wife** title as well. Head back to the inn and talk to the innkeeper again and agree to spend the night.



“The Magistrate’s Unreasonable Demands”

The next morning, you will receive your water canteens. These are customized for each of your party members. You’ll need to attach them on the status screen. Head outside and upgrade your equipment. Head north towards the oasis to fill your canteens and for a short scene as well. Obtain a **Glass Marble**. Exit the town to the west.



“Where the Cacti Grow” **The Sands of Kogorh**

Enemies: Cactus, Green Spider, Dryad
(Day only) Firebird, Firebat, Red Roper, Fire Spirit
(Night only) Superstar O, Icebat, Blue Roper, Ice Spirit

The desert is a harsh place. While exploring the area, a water gauge will be available to the right side of the screen. Monitor your water supplies. Your health will continuously drop if the water level reaches zero due to dehydration. Fortunately, you can replenish water supplies by shooting the cacti scattered around the area. At night however, the water gauge diminishes slowly.



Also, this place has a regular interval between night and day. As you can see in the enemy list above, some enemies appear only during certain parts of the day. I'd say fighting during the night is better because its only when the monster called Superstar O appears. This little, star shaped martial artist is worth 800EXP and 950G each. Hunting these guys can really boost your levels and funds a lot at this point of the game. Its also safer to fight near the entrance so you can just rest and save if you have to.

The elemental affinities of enemies changes at night too. Enemies during the day are weak against water attacks and the enemies at night are weak against fire attacks. Use this to your advantage; though you'll need to change equipments often. I suggest equipping neutral weapons to your allies and turn off any water or fire based artes; this is to prevent your allies from using it accidentally against a monster strong against that element. That will really ruin your grade after the battle.



Lastly, try to synthesize a Limit Trio. This conveniently increases your Over Limit capacity to LV3, enabling you to perform more powerful and effective burst arte and other bonuses as well. You'll just need a **Limit Duo** (which you already have), a **Flare Stone** (dropped by Firebirds and Fire Spirit) and a **Frost Stone** (dropped by Icebat and Ice Spirit)

It is really hard to provide exact directions in this wide area so I'll just list down the items and their general locations. Just hug the walls if you'll be checking the edges. For the meantime, head back to Mantaic for some sub-events

Sub-event: (Moonlight Talon) Sleep at the inn and watch the scenes. The party minus Raven and Estelle will find a carriage containing some smuggled blastia. They'll follow the soldiers to the desert and deal with them. Judith will learn a new arte, **Moonlight Talon** after the scenes. Exit the town and sleep in the inn again for another scene.

Sub-event: (Mother's Memento) This time, Yuri will talk to Estellise regarding what she needs to do and such. You'll receive a key item called **Mother's Memento**. This can also be used during battles to heal everybody's wounds; it only heals a very small amount but is reusable. It is also required to complete a secret mission later in the game. Head to back to the desert to start navigating.



The Sands of Kogorh

This area is divided into three parts; the first one which you have set foot already, the Oasis where the blue recovery savepoint is located and the third part where you can exit and where a Giganto Monster called Medusa Butterfly is located. If you ever see this beast, avoid fighting it unless you're at least LV42.

Finding the items along the edges are easy but the ones located in the middle are really challenging. Try zigzagging in the central part of the desert to find those. Don't forget to frequently replenish your water supply.

FIRST AREA

Checklist:

- Flamberge – SE corner
- Stinger – SW Corner
- Stone Bottle(x3) - Central area
- Executioner – Head right after getting the Stone bottles.
Its bit to the lower right, by the edge of a cliff and beside a skeleton.
- Limit Bottle – NW corner
- Mizuchi – Middle north
- Phoenix Guard – NE corner

OASIS

Checklist:

- Riot – Beside savepoint
- Airstone x3 – SW corner, water
- Rapid Shot – South, under the tree



SECOND AREA

Checklist:

- Striped Ribbon – SW corner
- Aqua Cape, Flare Cape – Middle, north
- Glowing Ribbon – NW corner
- Silver Circlet – Middle, east

Somewhere in the southwestern part of the area lurks a Giganto Monster called Medusa Butterfly. If you are at least LV42 and you have a good supply of healing/recovery items (especially Stone Bottles), then you may battle this monstrosity. If you can't, just return a little later once you have a higher level and better equipment. Skip this part if you plan to do this later.

MEDUSA BUTTERFLY LV45

HP : 117200	PATK : 643	MATK : 555	STR : WIND, DARK, WATER
TP : 320	PDEF : 612	MDEF : 388	WKN : LIGHT
EXP : 14000	GLD : 9500	LP: 40	

This monster hits hard and fast. Try to keep your team's HP over 1000 at all times to avoid getting killed by its combos. This guy doesn't have any elemental weakness but can be easily distracted. Avoid attacking it if it activates Over Limit. Just free run if it has its attention on you and wait until the Over Limit wears off. Order Estelle to cast buffs to your attackers to increase their effectiveness while pummeling the boss.



One attack you should look out for is the Stone Powder. It can petrify your characters if they weren't able to block it. There are also a lot of Fatal Strike opportunities here so make sure to use an arte that will target his critical points. Use your Burst Artes as often as needed, especially if you need to stop its combo from killing your character. It is also the easiest way to exploit the weakness of the enemy, making it possible for you to perform a FS after the Burst Arte.

The recovery save point is located in the far NW corner of this area. The children's parents are here as well. Prepare your team. I suggest bringing Judith and/or Raven. The next boss is airborne and you'll some decent aerial attacks to combat it. Exit to the north.



OUTBREAKER LV35

HP : 78925	PATK : 498	MATK : 314	STR : FIRE, WATER
TP : 660	PDEF : 505	MDEF : 108	WKN : WATER, FIRE
EXP : 3000	GLD : 2000	LP: 25	

This boss is airborne all the time but can be hit easily by ordinary attacks. It has some melee attacks and multi-hit projectile attacks. What's unique about this boss is that it will constantly change the time of day (day/night), inverting its weakness. During the day, its weak against water-based attacks while the opposite happens during the evening. Unless you want to frequently change your weapon, equip the most powerful neutral (no elemental attribute) weapon you can find. If you are going to use Rita, turn off her water and fire based artes. Same goes with the others. Order them when to use the element the boss is weak against.



Secret Mission 10: Destroy the core and prevent the inverting of day and night.

Attack the boss continuously until it stops briefly to release a large orb from its mouth. You only have a few seconds to hit it and you must destroy it before defeating the boss to get the achievement and complete the mission. Yuri's Severing Fang is an excellent choice here. Just position Yuri under the orb's shadow before attacking. The orb will slowly crack, indicating the damage deal to it. Once its destroyed, it will become day. You can now order your allies to go all out and finish the fight.



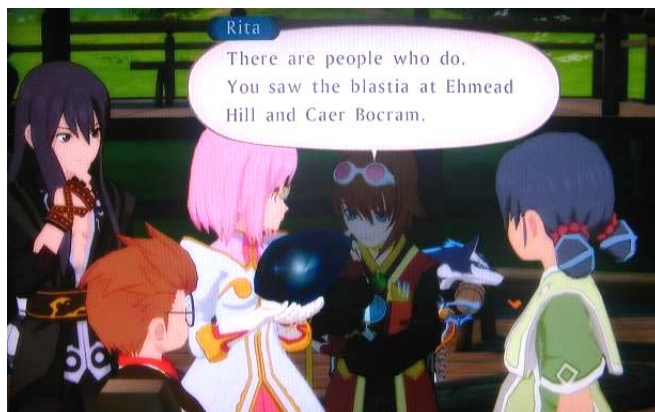
"A Legendary Utopia" The Heartland Town, Yormgen

Checklist: Hour Glass, All-Divide, Limit Bottle, Simple Tent, Strange Mark

After the scenes, wake up in an inn. Examine the peeking face-on-a-stick to the right to learn the **Croquette** recipe from the Wonder Chef. Examine the bed to the left to get **Hour Glass** and **All-Divide**. Save your game, exit the inn to meet up with others.



Examine the chest to the right of the inn's entrance to get a **Limit Bottle**. Continue north then head right to the viewing deck. Find a chest to the far right. Obtain a **Simple tent** from it. Talk to the girl nearby for more scenes.



“A Broken Clear Ciel Crystal”

Go back to the main path and enter the large house in the end. Watch more scenes. Once outside, head back to the house for another scene with Rita. Examine the top left corner of the house to get **Strange Mark**. Find your other team members. As usual, Judith can be found by attempting to leave the town. Sleep at the inn after talking to them. Head to the town's entrance to regroup with everybody. Check your equipment and supplies first venturing out.



[East Father Muzaeli Mountains](#)

Enemies: Swordbeak, Deadwreth

The normal enemies here are the cactuses and the green spiders. Head to the NE desert from Yormgrem until you reach a series of branch-like edges. Stay still on last one and two new enemy types will appear. I suggest spending some there to collect some important synthesis items. There are also two accessible search points here. Two are located in the opposite to each other in the field map of Sands of Kogorh. Return to Yormgrem to rest then enter the Sands of Kogorh to the SW.



The Sands of Kogorh

Checklist: Melange Gel, Life Bottle.

Once you approach the entrance, you'll be asked to stay on the field on enter the place. Staying on the field will allow you to reach Mantaic faster. But enter first to get a couple of items. Examine the cactus to the left to get a Melange Gel. Find a chest to the lower right to get a Life Bottle.

Also, if you have defeated the Medusa Butterfly on your first visit, it will be available again in for you to battle. You can only get the rewards once though. Return to the oasis and use the recovery savepoint. Examine the green orb to be warped to the nearest exit. Return to Mantaic for more scenes.

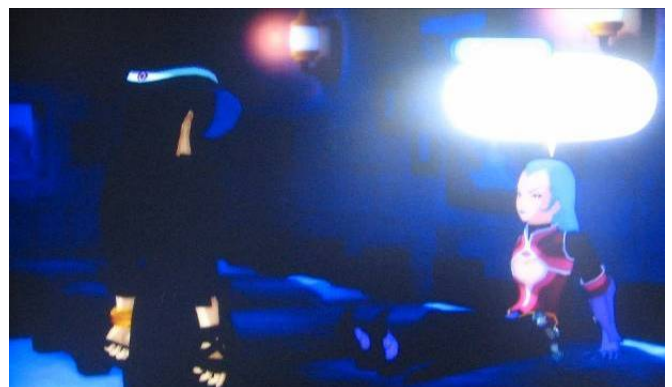


"Oppression Hits a Speed Bump" The Desert Oasis, Mantaic

Sub-Event (Saved the parents): After the scenes, head to the oasis and turn to the right. Talk to the kids for a short scene. You'll receive an **Hourglass**.

"Tyrant Gone Missing"

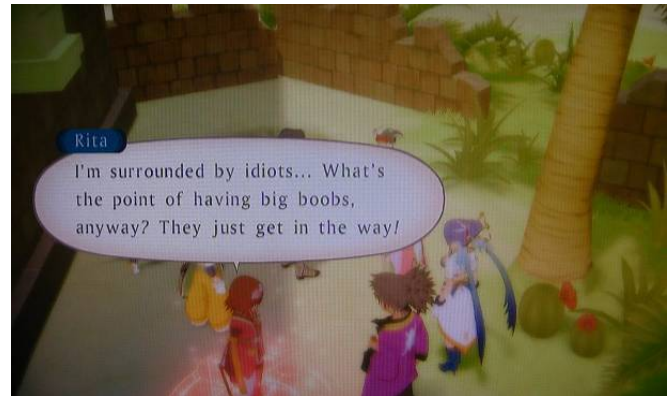
Head to the inn and sleep. More scenes will follow during the night. Once in control, head to the oasis and approach Flynn for more scenes.



Guild 1 (Proof of Friendship -1): On the next day, exit the town and return again for a scene. Head to the oasis and talk to the guy to the left. He'll offer a job for Brave Vesperia. You'll need to talk to the client next. Return to the shop and find the red-haired guy to the right. You can continue with this job after getting Ba'ul.



Sidequest (Kowz Trading -1): Next, enter the small alley beside the inn to find a small costumed kid called Kowz. This is in direct reference of the guys from Tales of the Abyss, in Nam Cobanda isle. Trade your apple gel to get a [milk](#), just to know what they're capable of doing. You'll meet the infamous Antlion man as well.



After doing that, exit the town and proceed to your next destination.

“A Blocked Windpipe”
“A Moonless Night”
The Weasand of Cados

Enemies: Quietta, Knight Catcher, Knight Guard, Knight Halberd F, Knight Fencer F, Spider, Agaric, Thunder bat
Checklist: Sinclair Saber

On your way to the Weasand of Cados, a merchant will warn you about the blockade. Enter the cave for more scenes. Once in control, follow the path downhill and grab the [Sinclair Saber](#). Just backtrack your way to the entrance and don't forget to scan the new enemies. Once you reach the exit, walk all the way back to Nordopolica.

“Audience with the Duce”
The Coliseum City, Nordopolica

Check new synthesis items and stock up items – there will be a series of battles waiting for you. Also, make sure to check your party's skills and formation. Yuri and Estelle **MUST** be in the party, and set a shortcut for Yuri's *Destruction Field* arte. Lastly, **SAVE FIRST BEFORE SLEEPING**. The events will start immediately after resting at the inn and the savepoint will be unavailable. Once ready, sleep at the inn and go back and talk to Belius' guard.



Enemies: Grain, Rye, Barley, Orge, Pepe, Ail

Once inside, keep on heading to the left until you reach the top floor. Enter the door to meet Belius. Watch the following scenes. You'll need to fight your way back down and enter the Coliseum's arena. After defeating the last batch of hunters in the arena, more scenes will follow and after an unexpected turn of events, the party will need to battle Belius.

"Coliseum in Chaos"

BELIUS LV38

HP	: 96000	PATK	: 505	MATK	: 796	STR	: WIND, WATER, LIGHT
TP	: 700	PDEF	: 500	MDEF	: 369	WKN	: EARTH
EXP	: 4000	GLD	: 3000	LP	: 30		

Bringing Rita in this battle should give you an advantage; just remember to turn off her water-based artes. Same thing goes with Estelle. Turn off her light-based magic artes to prevent her from wasting TP. For the first part of the battle, scan the boss first then attack until its HP drops below 72000. Once that's done, the whole area will darken and that's where the secret mission kicks in.

Secret Mission 11: Light up the four candlesticks and eliminate the illusion of Belius

Change your strategy and order your allies to defend or act moderately as you get busy with the candlesticks. Don't forget to scan Belius' shadow! Press and hold RB to manually target the candlesticks, run to it and use Destruction Field to light it up. Work quickly since the light will only last for a few seconds. Make sure to Free Run if there are obstacles in your path and avoid getting in the crossfire. If you move uninterrupted, you should be able to light up all four candlesticks and destroy Belius' shadow.



Once that is taken care of, attack at will. There are a lot of fatal strike opportunities here so make sure to keep your finger on the right trigger ready. Knocking Belius up or down will also buy your spellcasters time to cast their offensive spells.

REWARD: Emerald Ring, Ice Coffin

After the tragic outcome of the battle, you'll obtain **Cyano Ciel Apatheia**. Raven will leave the party. Return to the shop to resupply. Head to the left for a scene. Continue to the harbor. Meet Flynn along the way. More scenes will follow and you'll be eventually back in the *Fiertia*. Judith will leave the party while Raven regroups with the team.



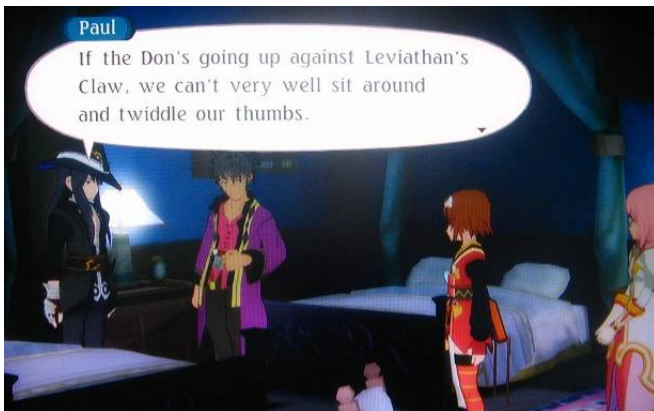
“Fiertia Adrift” Hope and Glory, Fiertia

Save first, then go up in the deck. Talk to everybody then return to the cabin to rest. Rita will be able to fix the ceres blastia so you can use the ship to explore the whole map. You can farm spoils and experience by fighting on areas where monsters have slightly higher level than you. Just remember to save before fighting. When ready, make your way to the northwest part of the world to reach Swendle Island, a few distances away from Dahngrest.



“A Time-Worn Hero” The Den of Guids, Dahngrest

You should arrive at night. Watch the scenes. Once in control, check out some new equipment and resupply as well. Rest at the inn. The next day, learn that the Don has left to the Leviathan Claw's headquarters. The party will decide to follow him. Karol will be left behind to handle the situation in the town. Exit to the west.



"The Deathly Mansion"

The Manor of the Wicked

Enemies: Plomb, Fer

If you are following this guide, you should have come across this place (though its not accessible early on). From Dahngrest, just head to the NW, past the Forest of Kiev Moc. It is located uphill and is in the middle of the small wooded area. Enter it for some scenes. Defeat the two guards outside then head inside. A battle will follow against the common enemies in this area.



This mansion is fairly small; it is comprised of only two floors with almost identical rooms. Also, there is no boss you'll need to battle to complete the stage so its pretty much a treasure collecting stage.

(1F) Checklist: Gothic Plate, Lemon Gel, 7000G, Grim Cardian, Orange Gel, Apple Gel, Holy Bottle, Panacea Bottle

- From the entrance, examine the trunk to the left to get 7000G. Examine the boxes near the windows north to get the **Lemon Gel**. Examine the armor stand to the right to get the **Gothic Plate**.
- Enter the first room to the right. Examine the weapon rack to get Rita's **Grim Cardian**.
- Head to the right to find four more rooms along the hallway. The lower and middle right rooms contain an **Orange gel** and **Apple Gel** respectively, while the upper right room is empty.
- Enter the northernmost room. Check to the bottles to the top left to get a **Holy Bottle**, then the shelf to the bottom right to get a **Panacea Bottle**. Backtrack to the stairs, head to the second floor.



(2F) Checklist: Gothic Guard, Ruby Wand, Magic Lens x5, Crimson Axe, Limit Bottle, Stone Slasher

- Check the barrels to the leftmost side to get a **Gothic Guard**. Go to the right, save.
- Grab the **Ruby Wand** from the chest right beside the savepoint.
- Examine the plant beside the chest to get the **Magic Lenses**.
- Ignore the first room to the right since its empty. Enter the bottom right door and examine the bed to get the **Crimson Axe**.
- Get a **Limit Bottle** from cabinet inside the middle right room.
- Get a **Stone Slasher** inside the top right room.

“Wicked Showdown”

Enter the northernmost room for a scene. Battle some common enemies afterwards. After that, head all the way back to Dahngrest.



“Fallen Star”

The Den of Guilds, Dahngrest

Watch the scenes after entering the town. Once in control, restock items and rest at the inn. Head to the town center for more scenes. Once in control, head out of the Union HQ to look for Karol. He's located to the left of the Sagittarius Tavern. Have a conversation with him. He'll also get the **Troubled One** title. Head back to the eastern entrance of town to find Estelle. Prepare for your journey to Mt. Temza and continue to the bridge to find Rita. Watch the following scenes. The party will regroup in the ship. Make your way back to Yormgren. Its located to the SW part of the month.



Sub-Event: (Insomniac) – Sleep at the inn for Karol to get this title.

Shaikos Ruins

Sub-Event: (Ruin's Gate 1) – Make a long journey back to Shaikos Ruins to trigger this extra event.



Manor of the Wicked

Enter the manor again and head to the room where you found Yeager and the Don. Examine the room to get [Quick Trigger](#), [Life Bottle](#), [Syrup Bottle](#) and [Nectar Bottle](#).

East Father Muzaeli Mountains

Enemies: Swordbeak, Axigle, Sand Thief, Druid

There will be new enemies here so you can spend a little time battling enemies here to gain a level or two, and to collect synthesis materials as well. The Cockatrice appears in the upper levels of the Kogorh desert in case you want to battle it and collect the synthesis material you need to create great equipment and weapons.

You can also rest in the Yormgren inn before heading out to the mountain. Stock up and check your skills/equipment. Proceed to the north to find the mountain path.

“The Dragon on the Mountain”

Mt. Temza

Enemies: Deadwreath, Ail, Soya, Pandor, Orge, Heavy Bottom, Axigle

Checklist: Tent, Red Sage, Saffron, Deadly Horn, Lemon Gel, Crimson Phoenix +1, Treat, Specific

Go uphill, and find a [Tent](#) to the left. Follow the path downhill for a short scene. Go down to the crate to the right and find a small path uphill with two hidden chests. Grab the [Red Sage](#) and [Saffron](#) from it. Return to the main path and follow it.



As the road bends to the NW, find a small offroad path to the lower right. Follow it to reach a chest containing a [Deadly Horn](#). Return to the main path and follow the path north. There is a blocked path here that you can't access yet. Don't worry, like the others, we will come back for it later. Continue north until you reach the narrow mountain path. There is also a blocked off chest to the left. Continue along and grab the [Lemon Gel](#) along the way. More conversation along the way.



Find the [Crimson Phoenix +1](#) along the path. Continue north and examine the dead end to the right before crossing to bridge to get [Specific](#) and [Treat](#). Cross the bridge for another scene.



Checklist: Melange Gel, Grand Scepter, Transform Bow, Aries

After the scenes, save your game. Go back down and grab the **Melange Gel** to the lower left. Head to the right and grab the **Grand Scepter** from the chest behind the pillar, before the bridge. Cross the bridge.



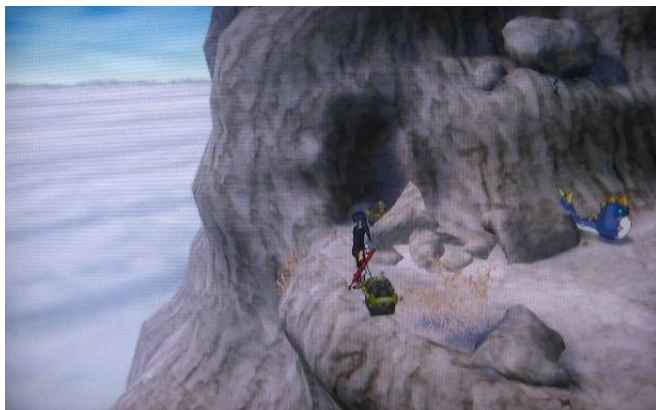
Get the **Transform Bow** from the edge of the cliff to the right. Find the **Aries** along the main path, just beside the rocks and covered barely by grass. There is another blocked path to the left so just take note of that. Continue north to reach the next screen.



“Heading for the Summit”

Checklist: Tribal Guard, Limit Bottle, Red Lavender, Everblue, Feather Coat

Follow the path, grab the **Tribal Guard** in the middle. Take the uphill path to the left to find a chest. It is one of those monsters that mimic treasure chests. Defeat the LV58 *Pandor* to get 800EXP and 30000G, as well as a **Limit Bottle**.



Return to the main path, grab the **Red Lavender** from the chest and save. Prepare your best team for a boss battle against two targets. Continue to the left for more scenes, and eventually a boss battle. Judith must be a part of the active team so the menu screen will be available before the start of the battle. Equip her the strongest equipment you have and even cook a Kebab Sandwich or any food with stat increase bonuses.

NAN LV38

HP : 57890	PATK : 456	MATK : 343	STR : NONE
TP : 1400	PDEF : 408	MDEF : 335	WKN : NONE
EXP : 2500	GLD : 2000	LP: 20	

TISON LV39

HP : 71258	PATK : 521	MATK : 376	STR : NONE
TP : 1080	PDEF : 500	MDEF : 225	WKN : NONE
EXP : 3500	GLD : 1000	LP: 25	

Out of the two, you should look out for Tison since he can deliver some really damaging attacks and can quickly move around the battlefield. Nan can throw her weapon as a boomerang so avoid from its return trajectory to avoid getting damaged. You can immediately start out with the secret mission early in the battle.

Secret Mission 12: Aimed between certain attack and struck down enemy.



You'll need to fight defensively when aiming to complete the secret mission. Both Nan and Tison have ground attacks where their arms will be stuck. Strike them using a NORMAL attack. Don't worry, they don't have a reflective shield unlike the other bosses so a single strike can easily knock them down. To get this achievement, both of them must be knocked down as well. Concentrate on one of them and attack until you get their attention. Backstep and guard to endure their attacks and wait until they perform the move. You will have a good 2-3 seconds opening to strike before they get free again.



Once that is done, concentrate on taking Nan first since she doesn't have that much HP and defense. Save your overlimit for Tison. If possible, try to unleash a LV3 OL to deal massive damage to him. There will also be FS opportunities throughout the battle so make sure you are ready to trigger it when needed. Aerial combos are great to keep this

REWARD: Special Flag, Death Scythe, Protect Ring, Resist Ring

Before heading north to meet Ba'ul, head to the left to find the Everblue. Follow the path uphill, through the tunnel. Defeat the enemy blocking the chest to get a Feather Coat. Return down and save if you want. Head north for more scenes.



Hope and Glory, Fiertia

Aboard the Fiertia, talk to everybody and enter the cabin. "Examine" Judith to proceed with the story. You'll receive Ba'ul's Horn. Now you can fly anywhere on the map using Ba'ul. Summon him by pressing the left analog stick while on the field. Your next destination is Phaeroh's Crag in the middle of the Kogorh Desert. But for now, I suggest clearing the whole map and erasing any gray areas you haven't visited yet. By completing the map, you'll get an achievement worth 50G easily.



“The Truth of the Full Moon Child”

The Sands of Kogorh, Phaeroh’s Crag

Nothing much to do here; just proceed north and watch the following scenes. Next stop: Aspio.



There are also a lot of sidequests that will be available by now. I will list all the available ones at this point but if you want to proceed with the main story, scroll below or search for *The Forest Sanctuary* synopsis.

Capua Torim

Guild 1: Proof of Friendship-2: Proceed to the inn to find Nobis. Deliver the book to him and receive a Rainbow Bookmark in return. Head back to Mantaic to deliver the proof of delivery and to get your reward.



Sub-Event: (Blastia Destroyer 3) – Just talk to the same lady standing in front of the tree near Fortune’s Market HQ.

Sidequest: (Judith’s Spear 3) – Enter Fortune’s Market HQ and talk to Kaufman. Head back to Dahngrest and talk to the merchant in store # 1

Mantaic

Sidequest (Kowz Trading -2): Talk to the Kowz again and trade your Trident for some ingredients for curry. It may seem an unfair trade at first but we’ll see...

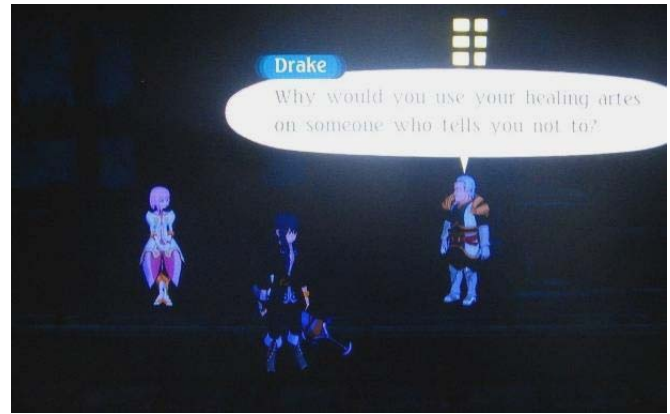
Sub-event: (Puppy Love) Sleep at the inn for a short scene with Karol and Judith.

Sidequest: (Dark Enforcer 4) – Head to the oasis and talk to the guy sitting with some children. Sleep at the inn to have a brief conversation with the mystery guy.



Dahngrest

Sidequest: (Master Knight 3) Estelle will heal an injured mercenary. Her master will be outside of the tavern and will start lecturing her about her actions and other stuff. She will also get an **Imperial Crest**.

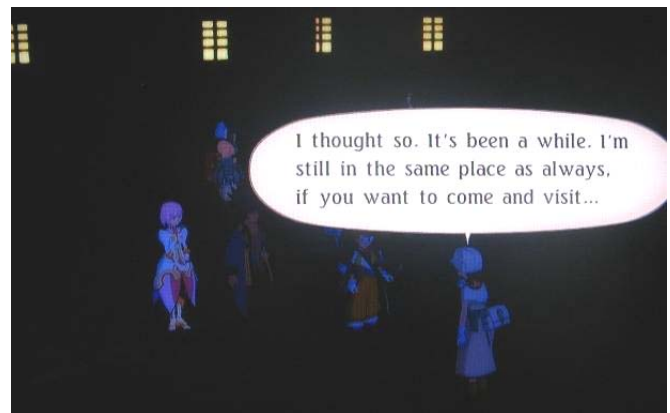
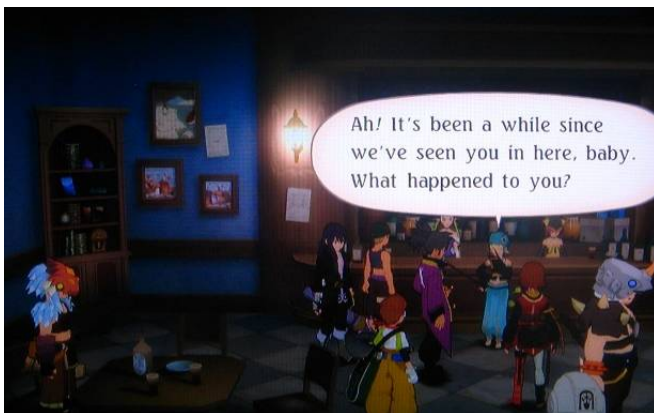


Guild 2: (Lost Memento): Talk to the bartender to the far right of the counter to start your next job. Meet Rhianna back in the inn. Exit the inn, and head to the bridge east. After learning the location of where the pendant may have been carried off, exit Dahngrest and fly to Heliord.

Head to the labor camp in Heliord by taking elevator from the central blastia. Head to the left part of the camp to find a girl wearing the pendant. She'll ask for a small bird feather (which you should have aplenty). Talk to her again to give the feather in exchange of the **Everlight Crystal**. Return it to the client back in Dahngrest. You won't get paid for this mission unfortunately...

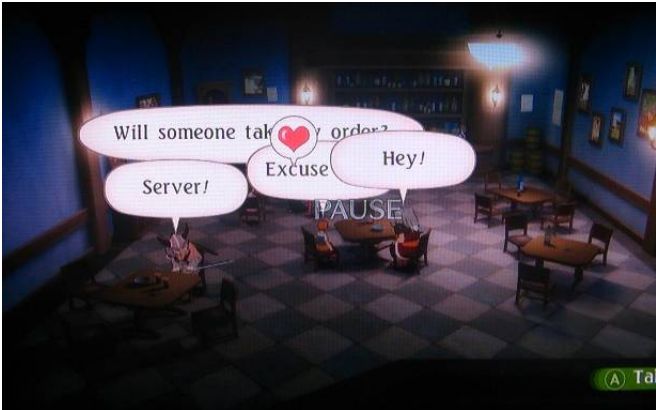


Sub-Event: (Ladies Man) Enter the tavern again for a short scene with one of Raven's girls. Exit the tavern, talk to one of the mages in the town center. Head to the right to find another girl near the Meteor Swarm tavern. Head towards the inn to spot another lady. After talking to the four of them, head north towards the Union HQ to get Raven's title.



Sub-Event: (Tavern Servers) Talk to the woman in the middle of the counter inside Tavern Sagittarius and she'll ask for your assistance in taking a part-time job serving the costumers. Everybody except Yuri and Repede can join.

The rules are simple; just approach a costumer, get the order, relay it to the counter and deliver it back to the costumer. Concentrate on delivering the correct quantity and dish to satisfy the costumer. Fortunately, there is no time limit; but you'll need to move quickly to complete an order to move to another costumer. The level will end once all costumers are served. Completing all three levels for each of the participating characters will reward them with individual costume titles as well as a good amount of cash per round if you satisfied the legion of hungry costumers.



General Tips

- You can PAUSE the game. This is an in-game “cheat” which you can use to temporarily stop the waiting time of the costumers, when taking their orders or when getting them from the counter.
- You can only serve one costumer at a time.
- Have a pen and paper ready. It’s impossible (unless you have an incredible memory) to remember the orders, especially during the later levels when costumers often change their orders or get multiple dishes.
- Serve the impatient ones first. You will know if the costumer is being a d**k if his/her dialogue bubble is overlapping the others. Serving the impatient ones will allow you to see the orders of the person behind.
- Difficulty will depend on which character you use. Raven is probably the hardest while Estelle is the easiest. Follow them in this sequence: Estelle, Judith, Karol, Rita and Raven.



With that said, I will just list the amount of money you'll get from each level and the costume titles you'll get as well.

Estelle	Judith	Karol	Raven	Rita
Gracious Waitress	Glamorous Maid	Lunch Lady	Gentleman	Kitty Cat Waitress
LV1: 1900G	LV1: 2500G	LV1: 3200G	LV1: 4400G	LV1: 5900G
LV2: 2900G	LV2: 3600G	LV2: 4600G	LV2: 6300G	LV2: 8700G
LV3: 3900G	LV3: 4500G	LV3: 6900G	LV3: 8700G	LV3: 11700G

Sub-event: (**Karol “Special” Skill**) Sleep at the inn to get a scene with Karol and Harry. Do this several times (at least 4 instances) for Karol to learn his Special skill.

Sidequest: (**Imperial Knights Captain**) – Enter the Union HQ to trigger an event. Head to Capua Torim and talk to Kaufman inside the Fortune’s Market HQ.

Nordopolica

Sub-event: (**After Belius’ Death**) From the docks, go north towards the Coliseum for an event.

Sub-event: (**Arena**) 30, 50 and 80 man melee battles are now available.

Sub-event: (**Ruin’s Gate 2**) Talk to the man near the statue, before the Coliseum entrance.

Ehmead Hill

Sidequest: (**Memoirs of a Comrade 1**) –Enter from the west and take the beast trail north. Go right to the very first turn then north again to the clearing for a short scene. Acquire **Fire Lily**.

Sub-Event: (**Elucifer’s Grave 3**) – Head to the cliff overlooking the sea.

Sub-Event: (**Hermes’ Notes 1**) – Enter from the east, Halure side and approach the blastia for a scene.

Capua Nor

Sidequest: (**Monster Book 1**) –If your monster book is at least 50% full, Karol will run into Nan in the main street.

Mt. Temza

Giganto Monster:

PTEROBRONC LV49					
HP	: 168523	PATK	: 688	MATK	: 540
TP	: 880	PDEF	: 636	MDEF	: 640
EXP	: 12000	GLD	: 14000	STR	: WIND, WATER, DARK
				WKN	: EARTH
				LP	: 10

If you are at least LV44, you can return to Mt. Temza to find this large bird in the middle of the first crater near the entrance. It does have some damaging attacks like shooting fireballs from above, flapping its wings or spin around, damaging everybody around it. Judith will be very helpful in this battle, as well as Raven if you want someone to provide healing support while attacking at a distance. Knock it down using aerial attacks like Yuri’s Severing Fang. Alternatively, you can bring Rita so she can use Stalagmite or better yet, Ground Dasher.

REWARD: Great Raptor Beak



The Sealed City of Scholars, Aspio

Rita, Raven and Estelle will temporarily leave the party. Make Judith your leader using the Special Flag you created or the one dropped by Tison and Nan. Head upstairs to the city center. Find a Krityan to the upper left and talk to him. You’ll receive the **Guide Bell to Myorzo**. Head to Rita’s house to rest. The next day, you may resupply and exit the city.



Sub-Event: (Hermes' Notes 2) – Head to the library and check the bookshelf near the Fortune's Market merchant. Head to Capua Torim and sleep in the inn for Rita to learn **Negative Gate**.

“The Forest Sanctuary”

Egothor Forest

Enemies: Peepit, Clukkit, Filifolia Puff, Nuggethopper, Insect Plant, Knight Halberd A, Knight Bishop

Checklist: Panacea Bottle, Gaia Cleaver, Magic Lens x5, Mythrill Helm, Tent, Queen's Whip, Limit Bottle

You can reach Egothor Forest by heading west to Norpolica, look for a group of islands to its south. You should find a small hill protruding from the forest near the shore. Enter it for a short scene.



Start off by collecting the **Panacea Bottle** from the chest to the right. Continue north until you reach a split. Defeat the Insect plant to the left to find a chest. Grab **Gaia Cleaver**. Continue along the path uphill to find a chest with **Magic Lens** x5. Proceed uphill to battle the guards. Make sure to edit your strategy and have your attackers target the arte users first. These Knight Bishops can heal enemy soldiers so eliminating them can really make your job easier.



Ignore the first bridge to the right. Instead, keep on heading north uphill and grab the **Mythrill Helm**. Cross the bridge to get a **Tent**. Follow the path uphill and battle the knights. Defeat them; watch the scenes as Rita disables the blastia. Backtrack to the first

bridge and cross it. Follow the winding path uphill to the north to get [Queen's Whip](#) and [Limit Bottle](#). Enter the cave to the next area.



Checklist: 3000G, Life Bottle, 9000G, Turquoise, Mythril Circlet, Mythril Boots, Melange Gel

Follow the path to the upper left to get 3000G. There is a [Life Bottle](#) to the lower right-hand path. Follow the path to the NE until you reach the savepoint. Save first, then take the path to the right. You'll reach another split. Take the path north and follow it to reach the two chests to the SE. One of the boxes is a Fake Box monster. Grab the 9000G and the [Turquoise](#). Backtrack to the split and continue south this time.



There will be another split; go to the left first to get [Mythril Circlet](#). There is a Giganto Monster (Brucis) to the right. Since it's level 62 and has a whopping 396K HP, avoid it for now. Use a Holy Bottle to prevent it from seeing you; go to the lower right to find a path. Grab the [Mythril Boots](#) to the left. Head south to the next area.



Checklist: Sage, Overdrive Warrior, Red Saffron, Lavender

Go uphill to the left first and get the [Sage](#) from the chest. Continue left and defeat the enemy to obtain [Overdrive Warrior](#), an attachment for Repede. Head to the lower right part of the area to find a hidden path heading further east. Follow it, defeat the two enemies to grab [Red Saffron](#) and [Lavender](#) from the chests. Backtrack your way to the save point.



“A Curious Shadow”

From the savepoint, follow the path uphill and defeat enemy along the way to reveal a chest with **Melange Gel**. Continue up to battle the knights. Defeat them and watch the scenes.

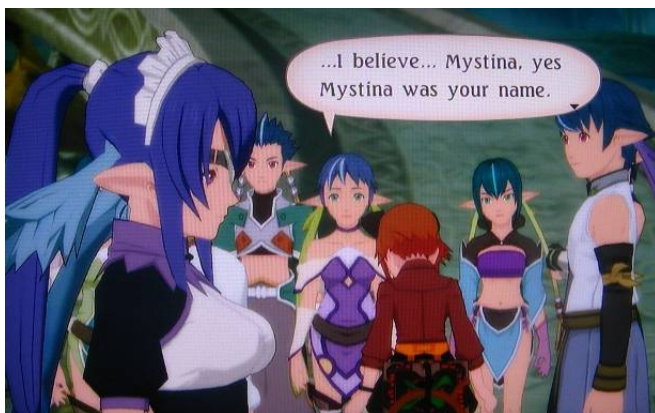


“City of Seclusion”

The Home of the Kritya, Myorzo

Checklist: Barrier, Specific, Barrier

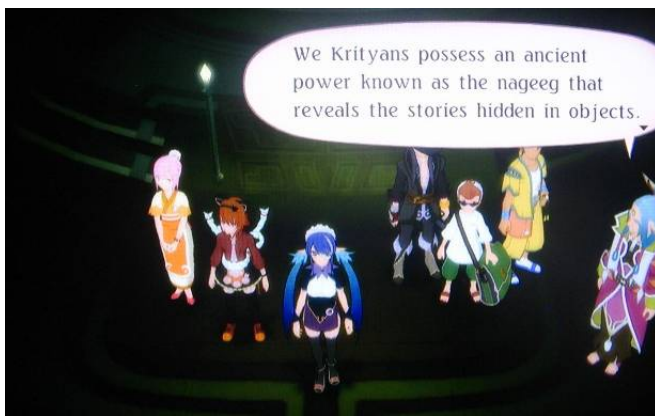
Enter the jellyfish-like Entelexeia from the air. After the scenes, go upstairs and examine the debris to get a **Barrier**. Enter the large door to enter the city. Head to the right to find an ice cream cone beside a kid. Examine it to learn the **Cream Stew** recipe.



Check some new items from the shop to the right. Check if there are new synthesis items as well. Head to the house to the upper left part of the town, the one with a red colored roof.

“Bringer of the Cataclysm”

Watch the following scenes. As the party learns more about the planet’s history and Estelle’s role with the events, Estelle leaves the room to have some time for herself. The party will need to rest so enter the room to the northeast corner. After the little earthquake, save first then exit to the dock.



“Two Go Missing”

After finding the recently activated blastia, the party must head inside the town and talk to the townspeople. Remember to enter the Elder’s house again and examine the northwest and northeastern corners of the room to find the two hidden recovery items. Head back to the dock for some scenes. Judith will earn the **Guardian of the Truth** title and a nice secondary weapon, **Dragon Boots**. Head back to Yormgren.

Sidequest: (**Cleaning Up the Warehouse 3**) Clean up the warehouse in the middle of the town to collect Hourglass, All-Divide, Flare Stone, Freeze Stone, Aer Stone and Geo Stone. You’ll get the usual 2000G payment.

Sub-event: (**Entelexia**) – Sleep at the inn after the talking to the elder

“The Commandant Exposed!” The Heartland Town, Yormgren

You don’t have nothing to do here but to go along with the story and watch the scenes. You will learn your next destination as well.



“Monster vs. Mobile Fortress”

The Forgotten Shrine, Baction

Enemies: Knight Fencer S, Knight Warrior, Knight Lancer S, Knight Bishop, Rabbio, Bunwicle, Uniceros, Drillbeak

Checklist: Pineapple Gel, Life Bottle, Dark Bottle, Lemon Gel

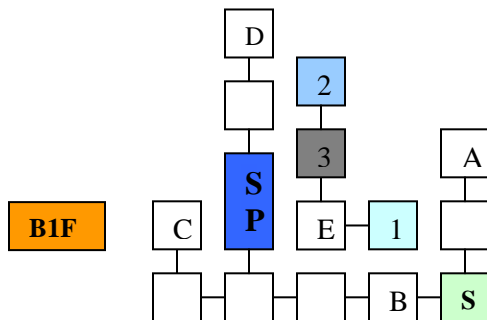
Fly Ba’ul to the Hyponian islands. A scene will automatically take place. The party will need to rescue Estelle and without Raven, the closest thing you have for a healer is Karol. You should have a lot of recovery items in stock. Apple gels and orange gels will be dropped by the knights and there are blue savepoints located inside so don’t hesitate to use your recovery items if the need arises.

“Sanctum of the Sublime”



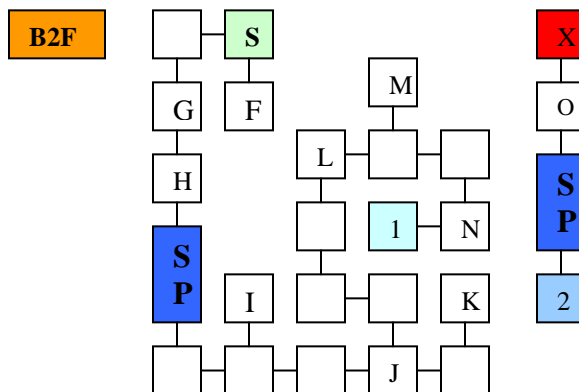
Start off by grabbing the **Pineapple Gel** to the left. Find the Life Bottle behind the flowery bushes to the upper right. Enter the shrine. Defeat the guards and grab the two chests (**Dark Bottle**, **Lemon Gel**) to the lower left and to the north. Take the ladder down.

The map will be available to you on the next screen. Don't worry, it's not a maze or anything. Refer to the map below to get the items.



- A. Twinkle Star
- B. Panacea Bottle
- C. Holy Bottle, Lemon Gel
- D. Limit Bottle, stairs to B2F
- E. Masaraki Cleaver

1. From B2F
2. To B2F
3. Room with broken floor**



- F. 8000G
- G. Wind cape
- H. Statue, Magic Lens x5
- I. Lottery Gel, Kylin
- J. Story*; Simple Tent
- K. Limit Bottle
- L. Mermaid Cloak
- M. Mythril Gauntlet
- N. Melange Gel
- O. Panacea Bottle, Lemon Gel
Heal Bracelet, 6000G

* During upon reaching the barrier, Duke will arrive. He'll give the Dein Nomos to Yuri. Aside from its high attack rating and all elemental attribute, this will also enable Yuri to use his Mystic Arte. Mystic Artes damages all enemies and cannot be interrupted once it has started. Continue exploring the rooms and getting the items.



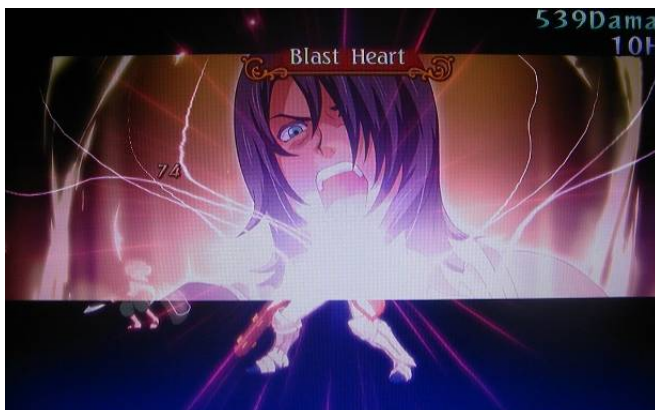
**The gaps on the floor can be barely visible if you pause for a few seconds and have a good look around. If you fall three times in a row, Rita will create a Magic Lantern that will light up most parts of the floor. There are still some tricky dark spots here. Just a hint; the dark area to the upper left is NOT a straight path.

"Death of a Captain"

Schwann LV43

HP : 148000	PATK : 578	MATK : 412	STR : NONE
TP : 1800	PDEF : 708	MDEF : 588	WKN : NONE
EXP : 9000	GLD : 2500G	LP: 20	

Schwann is a very balanced swordsman and spellcaster. He is can unleash Mystic Arte that can deliver heavy damage to anyone that gets caught in the blast. Start aggressively after scanning him. Judith's aerial attacks can keep him busy and may throw him off balance, while Rita's powerful offensive spells can allow you to chain some combos while Schwann is busy blocking the attack or getting damaged. Have Karol act as a dedicated healer and support his TP with orange and pineapple gels. Don't forget to keep your TP up as well, in case you'll need to use a Burst Arte. Once he reaches nearly half of his HP, he'll begin using his Mystic Artes. This is where the secret mission can be completed.



Secret Mission 13: Knockdown Schwann by attacking him after a Mystic Arte.

It is really hard to know when he'll activate his Mystic Arte. Just keep your HP high enough to endure the damage and you should have the skill "Recover" active. After using it, Schwann will stop for a few seconds, gasping for air and clutching his heart. Rush to him and attack him. No need to do any fancy moves here; just a normal attack would do. Just continue attacking after getting the confirmation that you have done "Great".

REWARD: Force Ring, Imperial Prestige

Watch the following scenes and the party will be eventually out of the shrine. Land first, use a tent to restore your party's HP and TP then save. Now, head to the NE towards Zaphias to find Heracles. More scenes will follow and you'll land in Hercales itself.

"Alexei Returns to Heracles" The Mobile Fortress, Heracles

Enemies: Knight Halberd A, Knight Bishop, Murder, Blade Murder, Eon Raptor, Capiora

Checklist: Naginata, Life Bottle, Limit Bottle

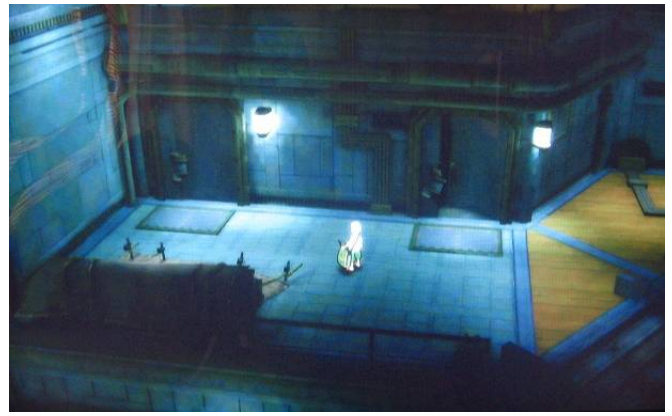
During the scenes, Raven will make his appearance again. Just as we thought that he's a goner, now we have a healer. He'll get the Immortal Old Man title and he'll rejoin the party. Include him on your active party to ease Karol's burden as a healer. Not only that, his equipment has been upgraded as well. The Schwann Brigade will also make an appearance. Adecor opens a supply point so buy ingredients and synthesize any new equipment you can create or afford.



Alright, let's start. Head to the right across the wooden planks (past Adecor) to find a chest containing [Naginata](#). Backtrack and keep heading downstairs this time. Grab the [Life Bottle](#) on the 3rd level down and the [Limit Bottle](#) on the bottom level to the right. Enter the door to the left.

Checklist: Holy Bottle, Reflex, Melange Gel, Wonder Symbol, Pineapple Gel

Continue up north for a short scene. The Sorcerer Ring will be upgraded to LV3. You can now shoot those hard to reach obstacles. You can now return to the previous areas where you can't get through earlier; however, that may have to wait until a little later in the game. Head to the left and shoot the heavy metal door to open it. Enter the room and grab the [Holy Bottle](#). Examine the upper left part of the room to get a [Reflex](#). Exit the room and continue to the left. Blast them open and grab the [Melange Gel](#) and [Wonder Symbol](#) (hidden in the upper right corner of the leftmost room) Go downstairs.



Take the ladder to the right to reach a **Lemon Gel**. Climb back up and head to the control panel to the left. Activate it. Climb the ladder down to get a **Pineapple Gel**. Climb back up and head to the right. Take the large elevator. You can't go downstairs yet so proceed to the right and follow the walkway until you reach the other side of Heracles.



Checklist: Panacea Bottle, Treat

Grab the **Panacea Bottle** to the right. Head to the upper level and grab the **Treat** to the leftmost side. Climb the stairs and enter the door to the upper right.

Checklist: Guardian Stamp

Follow the walkway and exit to the left. You should find yourself in the large room with barriers and blastia controlling them. You'll need to eliminate all five barriers in order to reach the control room. The crates around this area are the ones that will you disable the blastias. Let's start.

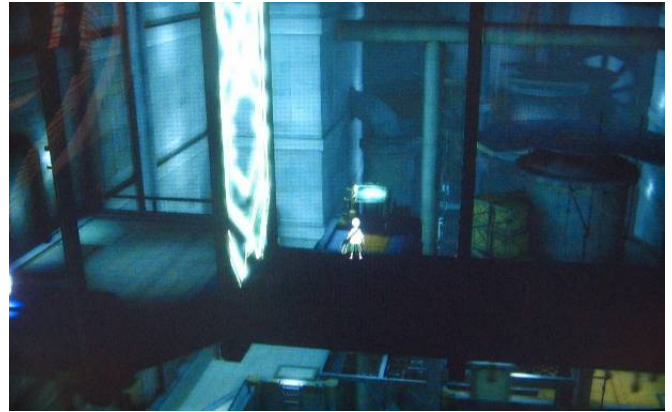
Start by destroying the yellow blastia to lower right, near the night. This will disable the yellow barrier. Now go upstairs to the north, shoot the metal obstacle to the left.



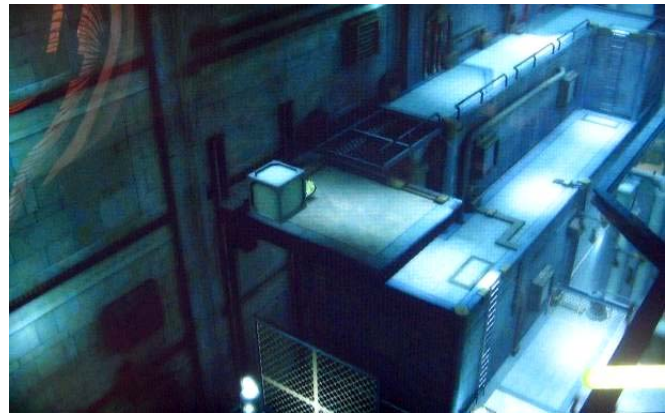
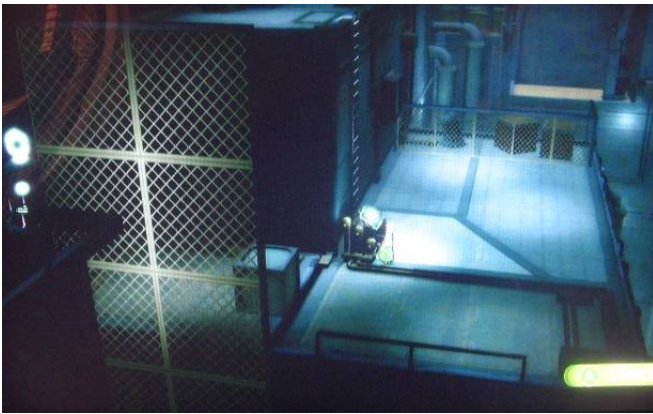
Now go right to the next screen. Push the crate to the left and drop it over the pink blastia. Once that is destroyed, climb the ladder nearby and head to the left. Climb up the first platform there and grab Guardian Stamp. Head south until you see the blue blastia. Position yourself directly over it and wait for a crate to pass. Time your shot so it hits the crate and destroys the blastia below. Three barriers down.



Get down from the platform and head to the left. Climb the ladder down until you see a conveyor belt moving southward. Position yourself in middle of the “clip” just above the white blastia. Shoot a crate again to drop on the blastia. Now take the central walkway where the barriers were and defeat the Knight Bishop guarding a control panel. Activate the control panel to unlock the lift controls below.



Backtrack to the lower level, past the point where you dropped the crate over the white blastia. Climb the ladder down and operate the lift. Choose to lift the platform to the upper level. Now climb to the middle level and head to the southwest corner. Push the crate over the last blastia to clear the central walkway.



Use the central walkway and save at the blue savepoint. Make sure to have Karol in your party for the upcoming boss battle. His Nice Recovery Smash is needed to complete the secret mission ahead. You can have him as you leader (if you are comfortable controlling him) or simply assign shortcuts for the arte in your right analog controls (can be done from the artes menu). Also, you can just temporarily control Karol during the battle (*Moon Selector* key item required). Check everybody’s skill and equipment then enter the room.

ZAGI LV44

HP : 175000
TP : 1240
EXP : 9500

PATK : 624
PDEF : 771
GLD : 5000G

MATK : 444 STR : NONE
MDEF : 422 WKN : NONE
LP: 30

Attack aggressively at the start of the battle. If you have a full LV3 OL gauge, activate it and dish out some combos before finally using your Mystic Arte. Raven is a must here since his Love Shot can help in keeping the party's HP afloat. Judy is also an impressive alternative to help you out offensively. Just attack continuously until he stops to put on some perfume...



Secret Mission 14: Forced Zagi to recover from Poison



If you can control Karol, do so immediately and use his Nice Recovery Smash on Zagi. Alternatively, you can just guard his attacks and order Karol to use that arte. NRS has a good radius so as long as Zagi is within the recovery radius, that should complete the secret mission. Once that is done, commence attacking and unleash hell on this insane assassin.

REWARD: Dark Seal, Poison Charm

“Search for the Engine Room”

After the scenes, examine the cylinders to the right to get **Magic Lens** x5. Exit the control room, save again. Take the ladder down and head south. Exit to the next screen, head to the right and use the large elevator to reach the engine room

Checklist: Dark Bottle, Rose Whip, Specific, Tent, 10000G, Vagabond

Go to the right first and enter the room and get a **Dark Bottle**. Go downstairs to find another room to the right. Check the barrels on the upper right to get a **Rose Whip**. Continue downstairs for a scene. Grab the **Specific** nearby. Approach the door to the right and grab **Tent** along the way. Exit to the next screen.

The chest to the north is a fake box called Capiora. Defeat it to get 10000G (aside from the 5000G it drops). Destroy the obstacle to the far right and examine the side of the barrel to get a [Vagabond](#). Enter the door to reach the engine room.

“Stopping a Juggernaut”

There are two more chests here; grab the [Lemon Gel](#) to the left and the [Pineapple Gel](#) to the right. Fight your way to the central blastia for more scenes.



“Return of the Commandant”

After that, make your way outside. To do that, backtrack to the large elevator you used earlier, and head to the right. Follow the path until you reach the door south. Watch the following scenes.



“The Capital Enveloped in Aer” [The Port Town, Capua Nor](#)

After almost getting killed, Brave Vesperia struggled reach Capua Nor to rest and treat their wounded. Read through the scenes. Once in control, exit the inn for a short scene. Talk to some of the civilians outside to get info. Check what you can synthesize at this time. Don't forget to resupply ingredients and healing items as well.



You can also try a few rounds of dice games from the former Dice Master to the left of the shop. You can win a full bottle set (Life, Panacea, Holy, Dark, Syrup and Nectar Bottle) Head back to the inn to finalize your next move. Prepare your party and exit the town.

“A Northern Detour to the Capital”

Muluroccia Peninsula

Head east towards the entrance to Ehmead Hill. Take the narrow path to the left. Continue following the path until the weather turns snowy and new enemies start to appear. Follow the ice floes until you reach the Blade Drifts of Zopheir.



“Sea of Ice”

The Blade Drifts of Zopheir

Enemies: Limewreath, Rabbigo, Boost Merfisth, Lupice, Teethee, Bugle Beak, Ice Bat

Checklist: Tabar, Panacea Bottle, Melange Gel, Lemon Gel, Limit Bottle, Pineapple Gel, Hades, Cure Bottle, Falcon Needle, Life Bottle, Diamond Guard, Tent

Before venturing here, make sure to turn off all water-based artes and weapons. You can equip the Flamberge here to make use of its Fire-based affinity. The paths are pretty much straightforward, except for the occasional interference from your underwater stalker.

- Go uphill to the left to get [Tabar](#).
- Head north a bit to find a [Panacea Bottle](#) to the left.
- Follow path, grab [Melange Gel](#) along the way.
- Continue along the path. The large monster fish will destroy the path ahead but another path will be created to the lower right.
- Find a [Lemon Gel](#) along the way. Follow the path until you reach a split.
- Grab [Limit Bottle](#) on the northern path. Continue along and it will be destroyed again.
- Head south, find a [Pineapple gel](#).
- Continue to the east to find another split. Take the northern path first. Grab [Hades](#) along the way.
- Continue north to find two chests. Get the [Cure Bottle](#) and [Falcon Needle](#). Attempt to push forward but again, the path will be destroyed.
- Head back to the split and head east. Follow the path then grab the [Life Bottle](#) to the south.
- Continue east, use the savepoint. Don't approach the large crystal just yet. Head south to get [Diamond Guard](#) and go to the north for a [Tent](#). Save again if you want and head to the large crystal for some scenes and a boss battle



“Menace Beneath the Ice”

Baitojoh LV48

HP	: 204640	PATK	: 634	MATK	: 540	STR	: NONE
TP	: 1000	PDEF	: 699	MDEF	: 342	WKN	: NONE
EXP	: 12000	GLD	: 7500G	LP	: 30		



Karol will start the battle alone. Avoid attacking the enemy; just run around in a wide circle and if cornered, guard against its attack. Just keep on running around and use recovery items as needed. The battle will be interrupted in a while. Watch the following scenes. Karol will also get his Bravior sword. If he is not in your party, you'll be advised to include him. Use the menu to your advantage and cook a stat-raising dish. Exit the menu to start the real battle.

Secret Mission 15: Fish Baitojoh out of the water by hitting its fins three times before resurfacing

Wait for this enemy to dive and watch its fin will appear. Quickly use a fast attack like Yuri's Ghost Wolf to prevent it from attacking. You can also do this during its ice edge attack. Do this continuously until you get “Great!” message on your screen. Attack all out afterwards.



Since this boss has no elemental weakness, you can switch your Flamberge with whatever is the most powerful weapon you have in your inventory. The attack you should look out for is its Moment Spark that stuns your characters within a large range, enabling it to land some free hits on you. Its unblockable but you can prevent it by attacking its fin after it dives. Aside from that, it will also make icicles appear from the ground that will explode after a few seconds. Stay away from it and wait until the boss resurfaces. It does have some really powerful melee attacks so make sure to guard after landing combos. Unleash a Mystic Arte against this enemy whenever you have the chance. Alternatively, you can use a Limit bottle or two to boost your Over Limit and use another Mystic Arte again.

REWARD: Paralysis Charm, Body Paint

Checklist: Body Paint, Bloody Cloak, Pineapple Gel, Seal Bottle, Psychedelica, Lottery Gel, Limit Bottle, Magic Lens x5

After the scene, Karol will be temporarily unavailable due to exhaustion. Use the blue save point again if you want then head to the right. Scour the area for the remaining items. (see checklist) Since they are immediately visible, I don't need to write down specific directions to reach them. Head to the lower right part of the area to reach the exit.

Once in the world map, follow the path until you reach the plains. Head to Halure.

“Compassion for the Imperials”
The City of Blossoms, Halure

Check the new items at the store. Synthesize whatever you can at the moment. Head to the inn to proceed with the story.



“A Noble Calling”

Head outside the inn and head to the Mayor's house. You'll meet Ioder and some council members. Return to the inn for some scenes. Yuri and Repede will go out alone. Exit the town and head to Quoi Woods.

“Going it alone”

Quoi Woods

Use a Holy Bottle to keep away from the weak enemies. Head to the forest clearing in the middle. Watch the following scenes. Yuri will regroup with everybody. Exit the forest and head to Zaphias.

Giganto Monster: Now that you have a full party, there is an optional Giganto Monster near Deidon Hold. If your characters are at least LV55 above, you can face this beast. From Halure, follow the dirt road going south until you reach Deidon Hold. Stay in the field for a few seconds and this enemy will appear as a normal enemy. Also before facing this guy, equip Paralysis Wards (Charms) or have a lot. If you can't beat it yet, you're free to check it out later.

<u>BRUTAL LV58</u>				
HP	: 339000	PATK	: 745	MATK : 622 STR : NONE
TP	: 560	PDEF	: 600	MDEF : 561 WKN : NONE
EXP	: 15000	GLD	: 15000G	LP: 30

This enemy will start with three aersick versions of Rhinossus. Scan them and concentrate your attacks to the main boss. This may be a bit challenging to do, with all those interruptions you'll get from the minions. The only problem is that Brutal will always call for reinforcements whenever one of Rhinossus is defeated; up to a maximum of four at a time. You'll need to dish out all you can give in this battle. Remember that you can execute a Mystic Arte after a burst arte so release a LV3 over limit when you have the chance. Brutal also has a weakness for "green" attacks; which can be exploited to perform FS combos when you have the chance.



Make your way back to Zaphias, through the Quoi Woods.

Sub-Event: (Duke 6) – Enter Deidon Hold from the south. Head to the same spot where you first found Duke to find him again.

“The Lost Capital” The Imperial Capital, Zaphias

Enemies: Wolf, Egg Bear, Giant Bee, Mandragora, Axe Beak

You’ll find the stronger (aersick) versions of the common enemies in the area. Battle them out and scan them to add their details to your monster book. Continue to the left and go upstairs reach the Royal Quarter. Head left and approach the gate for a scene. Karol will open it. Enter the castle.

“Storm-wracked City” Zaphias Castle

Enemies: Knight Lancer A, High Knight Bishop, Knight Fencer A, Guilty Murder, Knight Lancer, Knight Fencer, Trans-Murder.
Checklist: Life Bottle, Limit Bottle, Breaker Bow, Vagabond +1, 15000, Elder Cloak, Spirit Bangle, Mystic Mark, Transform Bow +1, Moon Guard

As soon as you enter, take the path to the right. Continue north along the hallway to find the Dining Hall to the right. Enter it for some scenes.

“Familiar Faces”

There is still curry to the rightmost stove that you can use to heal your HP whenever you need it. There is also a shop nearby you can use for resupplying while inside the castle. Exit the Dining room when ready. Head south then go to the left to reach the courtyard. From the courtyard head north to find a large room with a series of stairs. Continue upstairs north to reach the Throne Room. Walk to the middle of the room for a scene. Grab the [Spirit Bangle](#) and [Elder Cloak](#) from the chests. Examine the throne itself to find a [Mystic Mark](#).



Now this time, you'll need to activate four angel statues to unlock the main door behind the throne. You should've encountered one or two of them during your first visit the area. You'll need to activate the status in a specific order to unlock the door. Activate a wrong statue and whole system will reset. Exit the throne room and return to the previous area; (with the stairs and savepoint)

1. Head to the right, follow the corridor to reach the first statue. Grab the items ([Limit Bottle](#) and [Breaker Bow](#)) and shoot the statue to activate it. (Symbol: New moon) Return to the audience hall.
2. Head south to reach the courtyard. From the courtyard, exit to the left, then south to find the Goddess Statue you used to escape the castle before. The angel statue is located in the room to the lower left. Activate the statue by shooting it (Symbol: Crescent Moon)
3. Return to the audience hall, go upstairs and enter the corridor to the left. Like the first one, follow the corridor to reach the angel statue. Activate it. (Symbol: Half Moon) Open the chests in the area (15000G and [Vagabond + 1](#))
4. Backtrack, exit the hall. Head back to the courtyard. From the courtyard, exit to the east, south, then east again. This will bring you back to the dungeon area of the room. Enter the corridor heading north to find the last statue. Activate it and you should hear a chime to confirm that you did it correctly. Exit the room.



Before going anywhere, head to the prison cells to the lower right. Examine the rightmost cell to get [Transform Bow +1](#) and [Moon Guard](#). Make your way back to the dining hall to recover and save. Head back to the throne room and shoot the large door to open it. Enter the door to reach the Sword Stair.

“Stair’s End”

Save and check everybody’s skills and equipment, especially Yuri’s. Follow the path up until you reach Alexei and Estelle. Watch the scenes and you’ll be in a boss fight.

ESTELLISE LV48					
HP	: 68000	PATK	: 625	MATK	: 588
TP	: 1600	PDEF	: 700	MDEF	: 379
EXP	: 0	GLD	: 0	STR	: NONE
				WKN	: NONE
				LP	: 20

Estelle has a good, solid defense rating but that 68000HP she has is nothing with four people attacking her. Keep on the offensive and save your Over Limit. Remember to guard from her attacks since she can easily dish 1000+ worth of damage if her combo connects. There will also be fatal strike opportunities here so watch out for those. Just show no mercy and the first part of the battle will end.



Watch the following scenes after the battle. The second part of the battle will start immediately, but this time, Yuri will face Estelle alone.

Secret Mission 16: Use Mother's Memento against Estellise

If you are following this walkthrough, you should have this key item already. If not, then unfortunately, you can't backtrack to get it since you don't have Ba'ul at this point of the game. Anyhow, keep your HP above 1500 to be safe. Guard against her combos; though there are certain points that she can easily crush your defenses. Keep on your toes and prepare to counter attack. Run away from her to use items. She can also interrupt burst artes so make sure to use your over limit at the right time that it throws her off, and activate your burst arte. That should take a large amount of HP from her. Once her HP is low, Estelle will try to Heal herself. Prevent her from doing so by attacking her while casting.

REWARD: Second Star, Reflect Ring, Strange Mirror

"Crushed Ambitions"

Though you won't get any exp or gold in the battle, at least you have Estelle back. Watch the following scenes. Once in control, Yuri must talk to all the party members before sleeping. Find Karol and Repede in the Dining Room, Judith in the courtyard, Raven in his prison cell (he just want to sleep there) and Estelle and Rita on the fourth angel statue. After talking to them, head out of the dungeon area to the corridor before the dining hall. Find a man with an orange vest and hat. Talk to him to rest.



Yuri will have a conversation with Flynn outside the castle entrance. Make your way back to the public quarter. Restock items from the nearby shop as necessary, then go to the eastern exit of the town to find everybody. Estelle will also earn the **Determined Princess** title. You can be used in battle from here on. You will also be able to fly around with Ba'ul. But first off, we got to do a couple of extra stuffs.

Myorzo

Sidequest: The Seven Fell Arms-1 Head to the Elder's home. He'll be cleaning his stuff when finds a strange sword. It's actually one of the seven legendary fell arms and this is the first of our collection. Obtain the **Abyssion**. Exit the city.

Nordopolica

Sidequest: (Cleaning Up the Warehouse 4) The warehouse is located in the middle of the flight of stairs leading to Belius' room.

Mantaic

Sidequest: Kowz Trading 3 Head back to the Kowz behind the inn. He will ask for a Paralysis Ward, Poison Ward and Stone Ward. You'll get **Flare Cape** x3 in return. Another unfair trade, huh? Let's see...

Mt. Temza

Sidequest: (Memoirs of a Comrade 2) – Head to first hill in Mt. Temza to trigger the event. You'll obtain **Compact of Remembrance**.

Phaeroh's Crag

Sidequest: (Labyrinth of Memories) –Head north to find a phantom rift. This will bring you back to the old Yormgren. Head to the Sage's House and talk to him. Once in control, talk to him again and agree to rest. Leave the area afterwards. Check the *Extras* section of this guide for the continuation of this sub-event (*Second playthrough only*)



Heliord

Sub-Event: (Kid Loving Hound) – Go to the central blastia and talk to Pauly (the little kid) to trigger a scene. He'll be kidnapped by some monsters. Head to the right towards the exit to find the culprit. Defeat the monsters and watch the following scenes. Repede will obtain his **Special** skill (ability to use Mystic Artes) and **Nanny** title.



Capua Torim

Sidequest: (Professor Sicily 3) – Head to the lower right part of the docks to automatically trigger an event. Professor Sicily will upgrade the Fiertia and attach a **Salvage Crane** to it. You may now use the Fiertia to examine search points in the sea. (pg.9)

Capua Nor

Sub-Event: (Duke [final]) – Head to the left to find Duke.

Northern Yurzorea

You can access the Spa now but you won't be able to enter just yet. You'll need a total of 900000G to fully complete the sub-events for this place later on.

Fly your way to the middle of the ocean. A scene will trigger once you approach Zaude.

"Into the Fortress Shrine" The Enduring Shrine of Zaude

Enemies: Knight Warrior A, Knight Fencer A, Knight Lancer A, High Bishop Knight, Perfect Murder, Jons, Watergunner, Gigafish, Lizardman, Cuivre, Argent

Checklist: Barrier, Special Gel, Splash Dress, Limit Bottle, Life Bottle, Zaude Orb, 20000G, Panacea Bottle, 15000G, Moon Cloak, Pineapple Gel, Lemon Gel, Dunamis, Rare Plate, Rare Protector

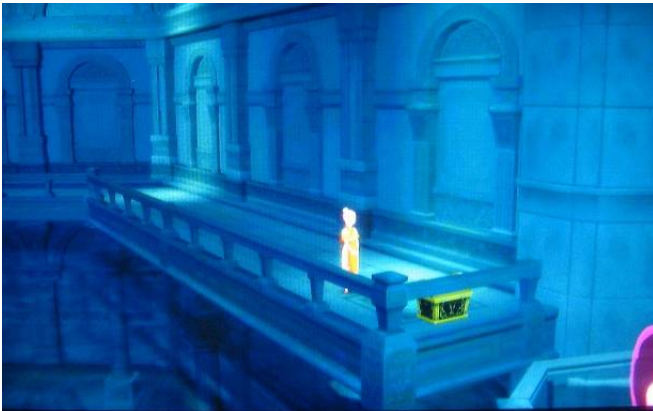
Head to the right to find a chest containing Barrier and a savepoint to the north. Examine the vent to enter the shrine.



The area has blue and red orbs. Blue orbs raise the water level while the red orbs do otherwise. Head to the upper right path. Follow it until you reach a treasure room to the right. Grab all the items there, including the key item, **Zaude Orb**. Backtrack to the previous area and place the orb in the central pedestal to the north. The area will be flooded and you will be able to access the upper level.



Swim to the left until you reach dry land. Defeat the enemy to the lower left and grab **Pineapple Gel**. Follow the path to the next area. Swim to get the **Dunamis** from the central platform up north, guarded by large squid. Swim back to the main path and exit to the lower right. Follow the walkway to get a **Lemon Gel** at the end of the path. Make your way back to the previous screen and swim south. Go to the left and use stairs to reach upper level.



Go upstairs and grab the **Rare Protector** and **Rare Plate** in the upper left and right corners of the area. Go back to the ground floor and enter the door to the north. There are some stronger minions of Leviathan's Claw along this corridor. Get rid of them and save using the blue save point. Prepare your party's skills and artes. Raven is required for the next boss' secret mission. Either you control him or assign shortcuts for the right analog button.

“Overcoming Obstacles”

YEAGER LV50

HP	: 230000	PATK	: 669	MATK	: 720	STR	: NONE
TP	: 1700	PDEF	: 798	MDEF	: 400	WKN	: NONE
EXP	: 12000	GLD	: 6000G	LP	: 20		

Start the battle aggressively, but avoid using the full LV3 or LV4 OL during this part of the battle. Use the normal LV1 OL and pummel him with combos and burst artes. Aside from attacking at a distance using his gun, he can also attack in a wide area using his sickle, damaging multiple characters in one swipe. As Raven, cast offensive spells to support your attackers. Let Estelle keep the party healthy and you, for the meantime, avoid getting caught in the fray. Once you deplete his HP halfway below, he'll reveal his Hermes Blastia and the second part of the battle starts. Don't forget to scan him as well.



Secret Mission 17: Use Raven's Rain arte after breaking Yeager's guard.

From here on, Yeager can now use his Mystic Arte (*Caress of Death*). He'll also be more aggressive than before. The best way to complete the secret mission is by using artes with multiple hits to keep the pressure on him. As Raven, you can join the mix and keep on attacking. Rain doesn't consume that much TP so if you want, you can just keep on shooting Rain at him while your other two attackers pummel him with combos. Yeager has a high block rating so don't expect for his defenses to break immediately. Beware of his Mystic Arte since it can definitely instantly kill a character or two. Watch everybody's HP and Estelle's TP. Block his attacks whenever you can and you should do fine.



REWARD: Splash Bow, Alexandrite

Head back to the save point to recover your party's HP and save. Proceed to the northern door past where you fought Yeager to find one of the Giganto Monsters in the area.

POSEIDON LV55

HP : 213000	PATK : 778	MATK : 450	STR : FIRE, EARTH, WIND, WATER
TP : 540	PDEF : 920	MDEF : 1040	WKN : LIGHT, DARK
EXP : 12000	GLD : 15000G	LP: 45	

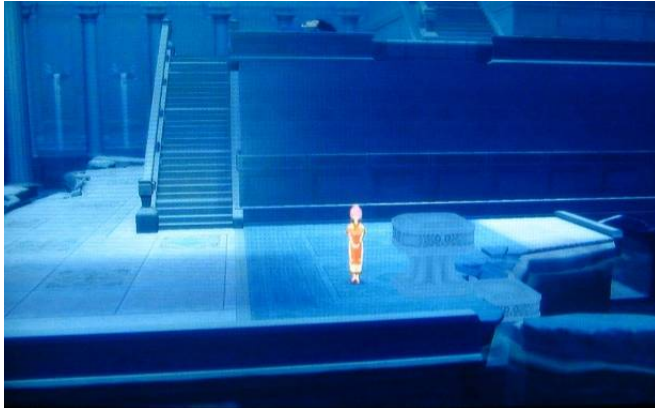
This monster has really massive defense – both physical and magical. Estelle and Rita will pretty much own this enemy since your attackers won't have that many chances to attack the enemy through brute force. Disable any other elements except for dark and light spells and attack while the enemy is being pummeled by your spellcasters' magic. Look out for any Fatal Strike opportunities that may come up. Use your mystic arte as well if needed.



REWARD: Rare Metal x1

After defeating the giganto monster, grab the three weapons (Rod, Mjolnir, Shiden) from the chests behind and head back to the recovery point. Save your game and return to this hall. Take the lower right door.

In the next room, head upstairs to find a movable pedestal. Push it over the edge. Go back down. Place the pedestal beside the similar pedestal floating in the water on the lower right corner of the screen. Climb back upstairs and shoot the blue orb to flood the area. If you did it correctly, the two pedestals should serve as a footbridge.



Head to the right to reach the walkway. Follow it SW until you reach the red orb. **DO NOT SHOOT IT YET**. Stand in the left side of it, on the broken piece of concrete then shoot the crystal. If done correctly, you should land in a balcony in the second floor. Enter the door and continue heading to the left (past the central area) until you reach another large room with a barrier and some chests.

Checklist: Melange Gel, World Charm



Go downstairs and head to the lower right to two chests. Grab **Melange Gel** and **World Charm**. Now head to the left to find a pedestal with a blue orb on it. Push it to the lower left corner. Go west and push the pedestal to the right and make it as close as possible to the orb. Push it on the water and step on it. (Make sure to stand in the middle of the pedestal) shoot the orb to flood the area. The confined chests should be accessible now.



Grab the **Red Orb** and the **Lemon Gel**. Shoot at the red orb pedestal to remove the barrier. Head back to the central area where there is a similar yet empty red orb pedestal. Put the orb there and shoot it. The large barrier on the door should be removed by the beam of light. Backtrack and save before heading there. Fight through at least a couple more rooms until you reach the final corridor guarded by a bunch of guards. Defeat them, prepare your team and save your game.



Watch more scenes, and your anticipated battle with Alexei will ensue.

“Overcoming Obstacles”

ALEXEI LV54

HP : 305550	PATK : 700	MATK : 600	STR : NONE
TP : 2800	PDEF : 690	MDEF : 480	WKN : NONE
EXP : 17000	GLD : 10000G	LP: 60	

Having Rita in this battle will help a lot since Alexei has no elemental strengths, and his magical defense is low. Compared to Poseidon, his physical defense is average for his level so you'll probably deal more damage per hit against him. Judith is an excellent choice for a secondary attacker since her aerial attacks can knock Alexei down or throw him off balance. Bringing Estelle goes without saying but if you plan on going on without a primary healer or with the other characters that will be up to you. As for Alexei's attacks, he does have a few, damaging ones. His combos will hurt so make sure you guard often. Your healer(s) will do a good job in keeping your party healthy all throughout the battle. If Yuri has mastered and equipped the Combination 2 skill from the Real Knight Sword along with the Combination skill, he'll have 3 more normal attacks added so he can perform a 6-hit combo, followed by a base, altered and arcane arte.

Start the battle aggressively. Dish out your Burst and Mystic Artes and use Limit Bottles to boost your OL gauge. Go all out and with Rita's offensive spells, (with spell-casting support skills active) Alexei will be open for most of your attacks. Once his HP reaches critical point (about 25-35% down) he'll begin abusing his OL whenever he has the chance. He'll use a recovery/defensive stance where icicles will cover him while recovering his HP. Don't let him do this often or you'll be in a world of hurt. He'll also unleash some elemental attacks so block it whenever you have the chance. The most dangerous part of this battle is that he'll use his Mystic Arte in a regular basis.



Secret Mission 18: Knock Alexei down while he's tired after using a Mystic Arte.

After using his Mystic Arte, Alexei pants in exhaustion, similar to Schwann. If you have guarded against his Mystic Arte, you should be able to hit him with any kind of attack and knock him down. If you can't seem to get the chance to hit him, endure a few more Mystic Artes from him and the time he takes to recover from exhaustion is gradually increased, giving you more time to hit him. Pound him more with your very own Burst and Mystic artes, FS chains and spells to end the battle.



REWARD: Song of Wisdom, Faerie Ring

Equip the Faerie Ring to either Rita or Estelle. This wonderful accessory reduces TP consumption by half!

“The Man in Black Returns”

The Imperial Capital, Zaphias

After the scenes, Yuri will find himself inside his room back in the Lower Quarter. Duke will also make his appearance here to retrieve the Dein Nomos. Once in control, exit your room and proceed upstairs for a scene. Yuri will earn his **Survivor** title here and he'll regroup with Estelle and Repede afterwards. Head to the Public Quarter to meet Judith. Now its time to pick up Rita on Aspicio.



The Sealed City of Scholars, Aspicio

Head upstairs for a scene in the middle of the town. Head to Rita's hut and talk to her. After the conversation, you'll need to head to Dahngrest to pick up Karol and Raven.

“Home Sweet Dahngrest”

The Den of Guilds, Dahngrest

Head to the town center to find Karol and Raven. Head to the Union HQ for more scenes. You'll also get Belius' apatheia afterwards.

“Humanity's Legacy”



Okay, now is the time to do some of the sidequests available at this point. If you want to save this for later and continue on with the story, search for *Birthplace of the Spirits*. First, head to the first shop (not the one inside the inn) and talk to the man to the right.

Sidequest: (Recollection Guardian 1): Karol and Raven will agree to help the man. The door should be opened. Grab the (C) F Statue from the chest, Stun Bracelet on the bottom right corner and Poison Ward on the top left corner.

Guild 3: Crimson Stone -1: Head to the east exit of the town to find Yu, the guy that provided your first job. His friend is in Capua Torim. Fly there.

Sub-Event (False Dein Nomos): Talk to the bartender in Tavern Sagittarius to get the **Ghasfarost Basement Key**. Enter Ghasfarost and examine the lever to the left, near the concentrated aer. The party will use the Basement Key you got from the Dahngrest bartender a while ago. Now with the power of Sorcerer Ring LV4, shoot the lever to lower the ladder. Follow the ladder down to get the **False Dein Nomos** and a **Limit Bottle**. This is a good sword at this point of the game.

Capua Torim

Sidequest: (Memoirs of a Comrade 3) – Head to the dock. On your way, you'll find Droite and Gauche. Go to Zaude and head to the large room where you fought Yeager. You'll need to battle the two. Remember to scan them and have Repede in your party to steal their weapons. It's a good idea to defend during the first part of the battle and order Repede to use Thievery until both of their swords are stolen.

GAUCE LV60

HP : 183400	PATK : 635	MATK : 580	STR : NONE
TP : 1200	PDEF : 536	MDEF : 608	WKN : NONE
EXP : 8000	GLD : 7500 G	LP: 20	

DROITE LV60

HP : 186270	PATK : 680	MATK : 492	STR : NONE
TP : 1000	PDEF : 624	MDEF : 413	WKN : NONE
EXP : 8000	GLD : 7500 G	LP: 20	

These two are fast and can dish out heavy damage through their combos. Change your tactics attack the same enemy, preferably Gauce since her defense and HP is lower compared to Droite. You can easily gang up on one of them and knock them down. Don't hesitate to use items as needed; with the damaging capabilities of these young gals, you can't rely on your healer solely for healing.



After the battle, Raven will obtain his **Divine Cannon** bow. You'll also get a **Letter of Challenge – Leviathan's Claw**. This is part of the series of letters you'll need to collect to unlock more modes in the Coliseum.

Guild 3: Crimson Stone -2: Continue to the docks to find Nobis standing just opposite to Tokunaga talk to him to learn about the job. Go back to the inn in Dahngrest to talk to Rhianna. You'll need to go to Mt.Temza next.

Sidequest: (Master Knight 4) After witnessing the scene with Droite and Gauce, head to the left a bit to find the lady running the orphanage. Talk to her. She'll need 500,000G to pay the orphanage's debts. Once you gave her the money, attempt to exit the town to the west for a scene. Estelle will get her **Noble Princess** title.

Mt. Temza

Checklist: Golden Helm, Golden Horn, Holy Ring, Overdrive Lady, Chamomile, Savory, Spirit Ring, Stone Charm.

Guild 3: Crimson Stone -3: Another scene will trigger as you approach Mt.Temza from the air. You should access the blocked paths now using Sorcerer Ring LV3. The Giganto Monster, Pterobronc should have respawned by now. Defeat it for some extra exp, gold and grade. Grab all the items from the chests. Head to the summit.



Find a red stone near Ba'ul's cavern, just where the blue savepoint was before. Examine it to obtain the **Everlight Ore**. Continue to the right to find a green orb. Use it to be transported near the entrance. Attempt to leave the area and Zagi will make an appearance. You don't need to battle him though. Just exit the area and deliver the ore to Nobis back in Capua Torim. You'll get 5000G for completing this sidequest.

Mantaic

Sidequest (Kowz Trading 4): The little freak will ask you to trade an All-Divide and Hourglass. You'll receive a Gel Set in return.

Zaphias

Sidequest: (Imperial Knights Captain 2) – Find Lebranc sitting in the bench in the Public Quarter. Talk to him for Raven to earn his **Imperial Knight Captain** costume title.

Sidequest: (Dark Enforcer 5) Head to the Royal Quarter for a short scene with Shel

Guild 4: Capturing a Criminal: Talk to Bartender to receive another job. Head to Zaphias and talk to Leblanc in the Lower Quarter. Head to the inn (below Yuri's room) to find the client. Head to the Manor of the Wicked for a scene. Head to Dahngrest next. Talk to Yu in the main entrance. Obtain **Letter to Leviathan's Claw**. Return to the Manor and win the easy fight. Return to Zaphias, talk to the client and refuse the payment. Go to the fountain to find LeBlanc and report what happened. Return to the bartender in Dahngrest to get your reward (6000G)

Myorzo

Sub-Event: (Mural Feelings) Check the mural at the back of the room.

Sidequest: (Astion) – Examine the back of the room for a scene. You'll also get a **Bush Baby Doll**. Fly back to Aspicio and talk to Tort. After a negotiation, Estelle will learn the spell Astion. If you missed this event, you can learn the spell by going to Deidon Hold instead.

Heliord

Sub-Event: (Girls' Costumes) Talk to the merchant inside the inn to obtain the costume title for the character you chose to distract the guard. For the other two, you'll need to collect the necessary items to get them. (He'll ask for 4 Spirit Fragments, 2 Cheagle Fur and 2 Cockatrice Claws in total)

Sidequest: (Professor Sicily 4) – Go to the labor camp to find the Professor by the river. He leaves after getting an inspiration from Karol. Fight a few battles outside or do another sidequest before returning to find him again, this time with a robot he invented called Barelow X (In reference to the dumb robot in Tales of the Abyss). The robot will run away. Just find it on the eastern side of the camp. Exit the town. .

Dahngrest

Guild 5: Lost in the Ruins: Talk to the Bartender in Tavern Sagittarius to accept a new job. Head to the Union HQ to meet the clients. Talk to the guys on the upper right. Make your way to the shrine of Baction in the Hyponian continent.

The Forgotten Shrine, Baction

Checklist: Hotengeki, Pineapple Gel, Savory, Athena Guard, Red Basil, Amulet, Basil, Poison Charm

Go to the northern room with an unfinished path to the left. Shoot the crack on the wall to create an opening. Slowly cross the room with the broken floor. Exit north.

- Grab the two chests ([Hotengeki](#), [Pineapple Gel](#)) there. Go to the right and take the stairs down to BF2.
- Go right, then down to get [Red Basil](#). Go back up.
- Go to the right, up, then left. Grab the Savory and Athena Guard attachment for Judith
- Go right, then four rooms down. Go left, then down 2 rooms again to get the Shovel. Enter the other room on the SE corner to get an Amulet.

Backtrack all the way to the room in B1F that has holes and fall down deliberately. You should be able to access the other blocked rooms in B2F. Enter them to get [Basil](#) and [Poison Charm](#). Make your way outside and return to the clients in Dahngrest to get your reward.

You may also battle Brucis now, back in Egothor Forest. Once those are done, head to the Blade Drifts of Zopheir to proceed with the story

“Birthplace of the Spirits” The Blade Drifts of Zopheir

Checklist: All-Divide, Spirit Symbol, Bloody Coat

Enter the area from the east. The storm has subsided now and there are new items you can get. Some are stuck on icebergs; you'll need to shoot those to force them out.



Head to the aer krene and examine it for more scenes. You'll need to do a little mini-game. If you are playing Guitar Hero then timing when to press the button is child's play already. After filling up the gauge, watch the scenes. You'll get Undine, as Belius' reincarnated form. You'll also get [Death Contrast 2a](#), [Dark Avenger +1](#) and [Moonstone](#). Rita will also earn the [Spirit Hunter](#) title.



“The Adaphagos Awakens”

Exit and watch the following scenes. Next destination is Nordopolica.

“Crisis Strikes Nordopolica” The Coliseum City, Nordopolica

Approach the city from land. You’ll find a large monster floating by the city entrance. Save and approach it for a boss battle.

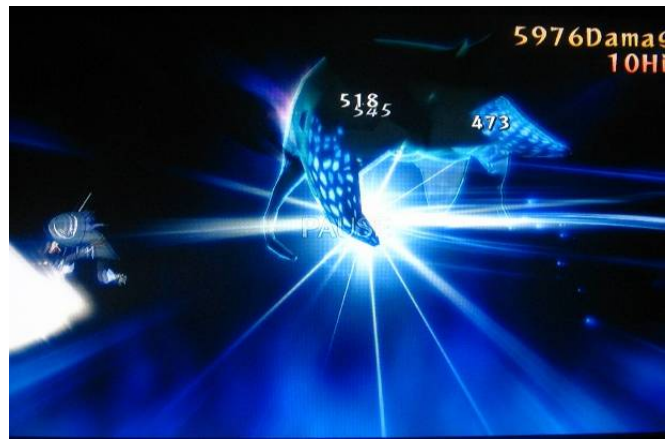
NIGHTBREAKER LV52

HP	: 142210	PATK	: 588	MATK	: 607	STR	: WATER
TP	: 720	PDEF	: 506	MDEF	: 499	WKN	: FIRE
EXP	: 6000	GLD	: 5000 G	LP	: 30		

DAYBREAKER LV52

HP	: 142210	PATK	: 640	MATK	: 480	STR	: FIRE
TP	: 720	PDEF	: 581	MDEF	: 216	WKN	: WATER
EXP	: 6000	GLD	: 5000 G	LP	: 30		

This battle is not really that hard. If you are going to use Rita, its best to turn off her fire and water based artes. Check everybody’s weapon attributes and concentrate on one target at a time. Force Rita to use an arte the other breaker is weak against. Attack aggressively and the enemies will be gone before you know it.



“Bodies in Crystal”

Watch the following scenes. Make your way out of the city and stop by to shop some Miracle Gels. Head to the Sands of Kogorh next.



Dahngrest

Sub-Event: - Raven's Heart Blastia – Sleep at the inn to unlock this extra scene.

Aspio

Sub-Event: - Rita's Meteor Storm – Head to the town center for a scene. You can exit the town afterwards and return again and head to the town center again for Rita to learn this powerful spell. If you missed this event, you can do this later on by going to Halure instead. To know how to effectively use this spell to make your boss battles easier, check the note on page 141 of this guide.

Myorzo

Sidequest: - Judith's Sundering Moon 1 – Speak with the Elder for a short scene.

Sidequest: (Dragon Race) Talk to the kid to the right, near the entrance and enter the race. Win LV3 to get **Krone's Dew**. This will enable Ba'ul to land on some areas he can't access before. Win LV5 to get the **Ultimate Red Cape** and Judith's **Super Dragon Rider** title. If you have done 200 Blue Fatal Strikes and at least 1000 total FS, you also get **Into the Sky** title by talking to the kid again.

The Dragon Race is a pretty easy mini-game if you know the tricks. Since you can pause the game, you can easily plan your shortest route to collect rings in one go. Collecting the red rings consecutively deducts more time, making it easier for you to win the race.

1. Open the large world map (press X)
2. Pause the game
3. Plot your course. Remember that you'll need to collect both red and yellow rings to complete the race.

Zaphias

Sidequest: (Dark Enforcer 6) Go to the Royal Quarter to trigger an event and for Yuri to obtain his costume title.

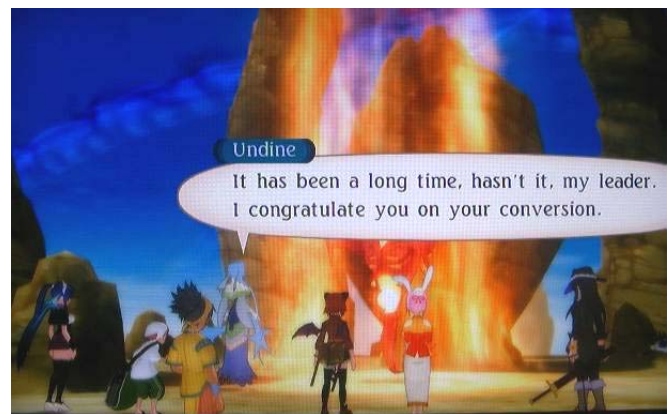
Halure

Sidequest: (Halure Fairy Tale 3) Talk to the kids under the tree for Estelle's Fairy Tale Weaver title.

Sidequest: (Halure Fairy Tale 4) Exit the town and enter again. Approach the tree to trigger a scene and for Estelle to learn Force Field.

"A Fiery Resolve" Phaeroh's Crag

You'll find a heavily wounded Phaeroh flying around the desert. Approach him and watch the following scenes. You'll also get the fire-spirit, Efreet.



Your next destination is the newly formed land in Northern Tolbyccia, to the Northeast of the map. Restock some supplies and check your equipment before heading out.

Northern Tolbyccia

Enemies: Yellow Roper, Crystal Spirit, Sworpien, Cornus

Fight some new enemies here. The crystal formation in the middle of the continent is your next destination. Some enemies here doesn't have elemental affinities. However, there are certain enemies that are resistant to light so turn off your party's light attacks, especially Estelle.



“An Island of Amethyst” Erealumen Crystallands

Enemies: Maize, Piment, Bre, Cornus, Cheiron, Sworpion, Crystea, Crystal Spirit, Gingembre, Quadra

Checklist: Limit Bottle, Sephira, Melange Gel, Stun Talisman, Cowboy Hat, Rare Protector, Highlander, Dark Avenger, 25000G, Lemon Gel, Pineapple Gel, Sword Whip, Spinning Drill Hammer, Strike Eagle, Saffron, Basil, Red Savory, Life Bottle x3, Orochi +1, Longinus

Proceed north, then go uphill to the right. (**Limit Bottle**) Continue up to the main path, and destroy the gray-colored crystal to the left to access a chest. (**Sephira**) Continue north, destroy the crystal before the bend. Get **Melange Gel** from the chest. Head to the right, destroying crystals along the way. Make your way to the upper right until you reach a river. Shoot the tall crystal to create a footbridge. Grab the **Blue Talisman** from the chest nearby.



Thaw the enemy up north to access two chests (**Cowboy Hat**, **Rare Protector**) Head to the lower right for a scene with Nan. Use the save point to the right. From the savepoint, take the lower right path to reach the **Highlander**. Go to the upper right, defeat the monster blocking the path to get **Dark Avenger**. Continue up, destroy the crystal. The chest is a fake box monster called Cuadra. Defeat it to get 25000G, aside from the 15000G it drops. Backtrack to the main path and continue to the right.



Grab the **Pineapple Gel** x2 and **Lemon Gel** x2 along the way. Use the healing point up north but DON'T stray north. Grab the **Life Bottle** x3 near the savepoint. Take the eastern part to grab **Longinus** and **Orochi +1** then backtrack and take the lower eastern path. Keep heading right until you reach a split north-to-south. Head south first, and grab the weapons there. (**Sword Whip**, **Spinning Drill Hammer**, **Strike Eagle**) The third chest to hidden to the left so don't forget to examine it. Head north and shoot the tall crystal to reach the other side. Battle the giganto monster, Fenrir.



FENRIR LV58

HP : 329222	PATK : 765	MATK : 630	STR : WATER, EARTH, WIND, LT, DRK
TP : 1080	PDEF : 632	MDEF : 436	WKN : FIRE
EXP : 10000	GLD : 18000G	LP: 30	



Like the other wolves in the world, Fenrir can cause poison with its massive bite. It also releases a steady stream of ice so make sure to guard against it. You may have your attackers to equip wards or charms to protect them from poison or just go with the offensive and equip stat-increasing accessories instead (just make sure you have Estelle to recover poison or lots of Poison Bottle). Rita's Crimson Flare works best here; connect it with your combos, Mystic Artes, Burst Artes and you should be able to deal massive damage. Just don't forget to turn off her other snells. If you're at least LV55 at this point then there shouldn't be that much of a problem to defeat Fenrir

Scour the chests inside to get Basil, Red Savory and Saffron. Go back to the save point, prepare your team for a boss battle ahead.

"Birth of the Earth Spirit"

GUSIOS LV56

HP : 321020	PATK : 705	MATK : 500	STR : WATER, EARTH, LGT, DRK
TP : 1400	PDEF : 712	MDEF : 280	WKN : FIRE, WIND
EXP : 18000	GLD : 18000G	LP: 30	

Rita and Raven's spells are quite effective against Gusios. Equip Stun Talismans to your attackers since Gusios' attacks can always stun your characters. This is bad news, especially if Gusios is on over limit; he can connect his ground dasher and tidal wave attacks in a row. Also, he also has a wide berth of attack with his tail. Getting rid of that tail is part of the secret mission. And in case that your party's level is pretty high that Gusios dies rather quickly (like mine), be a sucker and order your characters to defend and adjust the strategy to heal and assist you



Secret Mission 19: Struck down enemy while standing on its hind legs

Attack Gusios' tail from behind to force him to retract it. It's hard to get behind Gusios if you're just free running. Use Yuri's Ghost Wolf to get behind him while dealing damage. Once the tail is gone, he will resume with ground shaking attacks. He'll also stand up for about 2-3 seconds which is your only window to attack. You must attack him from behind while he is standing up, since he has a force field in front of him. Its better to have him sandwiched between your two attackers for higher chances of knocking him down.

REWARD: Strange Stone, Amulet

Watch the scenes after the battle and obtain Gnome. Fight your way out and resupply at a nearby town and head to the desolate continent of Weccia. There are quite a number of search points here that contain different materials so make sure to grab them all. Land near the arc in the middle of the continent to enter your next destination.



"Primordial Scars" Relewise Hollow

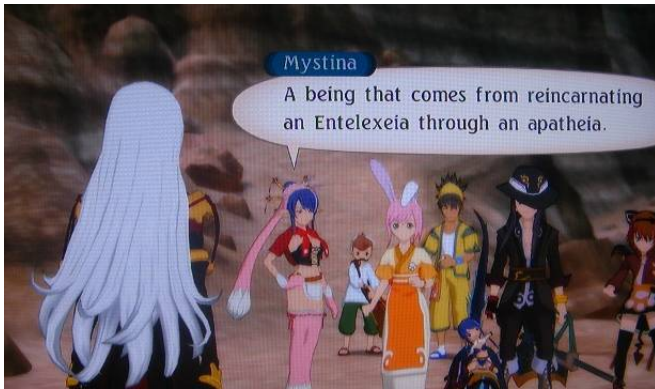
Enemies: Tiredillo, Pandor, Great Cockatrice, Roctus, Strong Lizard, Killing Cupid, Roctoise

Checklist: Force Staff, Bahamut's Tear, Life Bottle, Dragon Protector, Hero Coat, Kritya Circlet, Death Slinger, Pineapple Gel, Sonic Cleaver, Alexandrite, Dragon Mail, Star Rod, Melange Gel, Apple Gel, Orange Gel, Limit Bottle x2, Dragon Helm

There are certain blocked paths here that can only be accessed once you have the Sorcerer Ring LV4. Start off by defeating the Pandor along the way to get the [Force Staff](#). Continue down until you reach the split. Go east first and defeat the Roctoise guarding the chest. Obtain [Bahamut's Tear](#) from it. Return to the split and head to the west. Grab the [Life Bottle](#) along the way. Continue the path west to get [Dragon Protector](#).



In the next split, take the middle right right path and continue until the next split. Grab the [Hero Coat](#) and the [Kritya Circlet](#). Return to the main split and follow the lower right path until you get [Death Slinger](#). Backtrack again and finally take the lower left path this time.



Grab the [Pineapple Gel](#) along the way. Follow the path until you reach the next split. In the next split, head all the way to the right to get [Alexandrite](#). Backtrack to the split and head to the left towards the clearing. After the scene, grab the [Sonic Cleaver](#) and use the savepoint. The path to the lower right contains a blocked chest so ignore it for now. Follow the main path to the right until you reach the next split.

Defeat the pandor in the upper left to get the [Dragon Mail](#) and the [Start Rod](#) to the right. Continue south until another split. Grab the Limit Bottles in the middle chest, then go left to reach a dead end. Search for a hidden chest there to get a [Dragon Helm](#). From the split, head to the right this time to get a [Melange Gel](#), [Apple Gel](#) and [Orange Gel](#) from chest. Follow the path until you reach the opening of the cave and a healing point. Prepare your party for a boss battle up ahead.

Khroma Dragon LV59

HP	: 393300	PATK	: 722	MATK	: 850	STR	: FIRE, WIND, LIGHT
TP	: 1400	PDEF	: 695	MDEF	: 462	WKN	: EARTH, WATER, DARK
EXP	: 22000	GLD	: 12000G	LP	: 30		

Rita is your best bet here; just toggle her artes according to Khroma Dragon's strengths and weaknesses. She has a variety of attacks that can stun your characters, inflicting massive damage as well. Equip your attackers with World Charms to provide them added protection from status effects. This boss is pretty aggressive so you'll need to keep on your toes and keep the battle away from your fragile spellcasters. Remember to block her attacks whenever you can to avoid unnecessary item usage and healing. Blend your attacks with Rita's spells such as Tidal Wave since it doesn't knock the enemy down. Activate a LV4 over limit while Khroma is hit by the spell and continue connecting your combos using ordinary attacks then unleash a Mystic Arte.

Secret Mission 20: Struck down Khroma by aiming between her attacks

Watch out when Khroma flies and slams the ground, making the rocks above to fall down in the party. If you hit her just before she lands or as soon as she hits the ground, you can knock her over to complete the secret mission.

REWARD: Rainbow Lens Hunter's Monocles



“A Spirit Remembers”

After the scenes and getting the yet unnamed spirit, head to the northern end of the cave to find a chest with 40000G. Exit the cave and backtrack to the clearing where you met Duke earlier. Watch more scenes and the power of Sylph will be yours. You can now choose whether Ba’ul can take you up or if you want to exit on foot.

“The Spirits Assembled”

The party will have a conversation. Your next destination is Capua Nor. There are some sidequests we can tackle at the moment so let’s take care of those first. You can do this in any order you want, as long as you don’t proceed too much into the story. If you want to skip to the main story, search for ***Return of the Ancient Tower***.



Sidequest:: The Seven Fell Arms-2 – *Acquired automatically during this event*

Sub-event: Sorcerer Ring LV4 – Head to the strange rock formation in the middle of one of the islands south of Nordopolica. Enter it with *Abyssion* (Seven Fell Arms -1) in your inventory for a scene. As the path is unblocked, you will get the second Fell arm, **Zarich**. Approach the middle of the Air Krene to power up your Sorcerer Ring to LV4.

The Forest of Keiv Moc

Sidequest: The Seven Fell Arms-3 – *Acquired from one of the blocked chests*

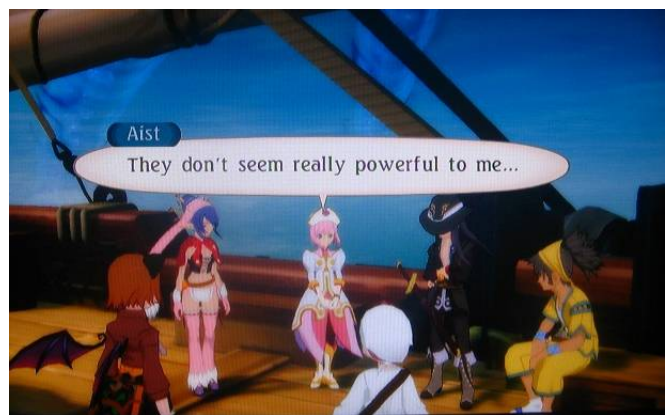
Checklist: Sage, Blue Talisman, Savory, Red Saffron, **Nebilim**, Paralysis Charm, Blue Dice, Elemental Google, Chamomile

Quoi Woods

Sidequest: The Seven Fell Arms-4 – *Acquired from one of the blocked chests*

Checklist: Rebirth Ring, Overdrive Kid, **Glasya Labolas**

You can now battle the Chimera Butterfly here. At this point of the game, this battle should be really easy. Obtain 16000E, 8000G and Dragon Powder by defeating it. A scene will trigger once you ride Ba’ul with four of the Fell Arms in your possession.



Relewise Hollow

Sidequest: The Seven Fell Arms-5 – *Acquired from one of the blocked chests*

Checklist: Overdrive Princess, Red Sage, Red Chamomile, Red Savory, **Mercurius**, Red Lavender x2, Red Verbena

Aspio

Sub-event: Item Collector – If you have at least 50% of the Collector's Book filled, walk upstairs to the left for a scene. Once you have completed the book, you can return to Halure and walk towards to the fountain to the left to get Estelle's **Item Mania** title.

“Return of the Ancient Tower” The Port Town, Capua Nor

Watch the scenes. You may do your own shopping. You can even place a few rounds of dice game with the Dice Master to win a Gel Set. You can use this to stock up Miracle Gels. Enter the inn once ready and sleep to proceed with the story. Watch Aspio disappear and a terrifying edifice rise up from the ground.



Flynn's officers will report that Flynn is in trouble and requests Yuri to help him. After the scenes, depart from the town. Your next destination is the settlement in Northeast Hyponia to help Flynn. If you want to skip the sidequests, search for **A Friend in Need**



Sub-event: Fly to Zaphias and Judith will ask for a short stop to the capital. Head to the castle and watch more scenes.

Note: After the massive earthquake, there will changes in some areas in the world. The rocky island near Zaphias will be flattened, enough for Ba'ul to land. You can fight some new enemies there, especially at night to collect some uncommon materials. You'll also need these new areas to expand your territory in the Dog Map side mission. The lake in the Yurzorea continent will be drained as well so you can land on it. Also, the infamous town of Nam Combada will now be accessible.

Shaikos Ruins

Head to the final area to find the blocked path upstairs now open. Grab Repede's [Overdrive Researcher](#) attachment from the chest. Examine the broken pillar to the left to get Bunny Ear Wing X5. Shoot the pillar to the south to create a shortcut.

The Happy Place, Nam Cobanda Island

Find this isolated island in the northwest corner of the world map. Once you land there, you can acquire new titles and activate new sidequests. After purchasing the tickets, enter the gymnasium to the left.



Item	Chips
Miracle Gel	10
Barrier	10
Specific	20
Treat	20
Special Gel	100
Limit Bottle	500
Holy Avenger +1	35,000
Calabash Potion	50,000
Harold's Mask	70,000
Miracle Bangle	100,000
Risky Ring	111,111
Final Symbol	222,222

Like a typical casino, you'll need chips in order to trade them for new items, attachments and key items. You may buy chips by spending gald or grade. (You can actually see the actual grade you have acquired at this point of the game) However, your chips can't be exchanged for gald or grade. You can exchange the chips you collected by talking to the antlion man beside the kowz near the entrance.

Don't be discouraged by the amount of chips needed to get the goodies. Its easy to earn millions of chips, even if you're not a born gambler – or even if you don't know how to play **Poker**.

Don't forget to examine the board with a wonder chef painting at the back of the exchange to learn the **Vichyssoise** recipe

Poker 101

The game's version of Poker is forgivable and easy to play. The concept is simple, you'll need to get specific card combinations and sequence to earn chips (Check the in-game tutorial). Each "hand" or combination has its corresponding multiplier. Basically, your bet will be multiplied based on your hand. You can only bet a maximum of 500 chips only.

Getting combinations is not that easy. For starters and non-poker players, always aim to get a pair at least. You'll have more chances of getting 3 of a kind or two pair. Also, if you have a joker card in hand, ALWAYS hold it. This card can have ANY value and is vital for successful combinations. It can save you from a bad draw by simply giving you a pair.

Getting a successful combination (except for one pair), you'll be given a chance to double your earnings. This is the part where you'll make the most money. You'll need to guess whether the next card's value will be higher or lower to the one shown on the screen. This part of the game requires not only skill but luck. You can play it safe here and get more chances by simply some basic guidelines:

- If the displayed card is 5 or lower, you can bet High.
- If the displayed card is 10 or higher, you can bet Low
- If the displayed card is a 6, 7, 8, or 9, cash out
- If the displayed card is a Joker, always choose Low
- If the displayed card is Ace, bet Low.



The **Joker** is the highest card of all – so technically, you should always choose Low if you have it. Next is **Ace**. You can always choose Low when this card is up as well since there are no other cards with a higher value, except for the Joker of course. The cards with values 6-9 is pretty much in the middle range – making it harder to compensate the value of the next card. These guidelines are not the sure way of winning but it can help you a lot in getting more chances to double your winnings.

Additional tips:

- **Save/Load Trick** – This is a pretty effective and done-to-death method of keeping your earnings safe from the unpredictable world of gambling. After every major win, save your game. You can simply reload your game to restore your hard earned chips when you had a bad day in the poker table.
- **Managing your earnings** – Set the amount of chips you are willing to lose. If ever Lady Luck is not in your side and you lose beyond your target, reload the game to start over.
- **Bet high, Win Higher** – For your precious handful of chips, play 40-50 chips. Once you earned at least 5000+, save your game and start betting 500 chips per hand. A few successful combinations and double-earnings can turn this into a million or so.

Sub-Event: (Judith's Legendary Gambler Title) – Talk to the Kowz in the chips exchange, exit the town and enter the gym again. Kaufman will inform you about a high-stakes gambler that is making a fortune in town. Judith will challenge him to a little game of Poker. It doesn't matter whether you win or lose; Judy will get this costume title afterwards.



Sub-Event: (Judith's Poker Face Title) – Simply exchange over 35000 worth of chips to trigger a scene. Judith should get the title during this event. Exit the gymnasium and enter the school entrance to the middle left of the town for another scene with Kaufman and a kowz.

Sub-Event: (Raven's Hardcore Gamer Title) – To the left of the capsule dispensers is a series of arcade machines. Talk to the Kowz there to have a short scene on how things work. You can actually play an 8-bit mini-game called Tales of Draspi. (You can post your high scores over XBL if you think you did well enough) Play it several times to earn this title. Remember that you don't need to play the actual game; getting to the title screen and quitting will count as playing it. Just repeat this until you get a scene. You should be able to play the game free as well after getting the title.



Sidequest: (Recollection Guardian 2) – *Note: This sidequest may require lots of gald and chips.*



Talk to the Antlion man near the toy dispensers inside the gymnasium to get a brief explanation about how the dispensers work. Fly to Yumanju Spa and talk to the man on the upper left. You'll receive Estelle's [Tiara](#) attachment. As part of the job, you'll need to collect all 11 statues by using the dispensers.

- 3 statues are available from the dispensers inside Yumanju inn. Since each use costs 500G, I suggest saving your game first then reload if you didn't get any statue after spending a fortune
- Go to Zaphias, Lower Quarter and talk to Hanks to get 1 statue
- 2 statues are available from the 500G dispensers in Nam Cobanda Island
- 2 statues are available from the 100G dispensers in Nam Cobanda Island
- 2 statues are available from the 50G dispensers in Nam Cobanda Island
- 1 statue is available from the 10G dispenser in Nam Cobanda Island

Head back to Yumanju to find the man. If he's not there, you are probably missing one statue. Yuri will get his [Recollection Guardian](#) title after the scene.

Sub-Event: (Yuri's Treasure Hunter Title) – After getting Recollection Guardian title, talk to the Antlion man near the entrance. You'll need to find most of the treasures in the world to get this title. Take note that opened treasure chests does not only contribute to get this title but also objects you can interact with like dressers, cabinets, bushes, etc. The antlion man that will give you the title won't be available until you found most treasures.

Sub-Event: (Karol's Valiant Swordsman Title) – At this point, you should have beaten most, if not all of the Giganto Monsters. The only elusive beast is the Griffin. It appears in the field east of Yumanju Spa. The weather should be fair for it to appear. Defeat it if you still haven't and talk to Rich in the King of Adventure lodge. Talk to him several times since he'll give you key items for each Giganto Monster you slew and finally, the costume title for Karol.

Sub-Event: (King of Adventure 4) After getting Karol's title, go to Capua Torim and talk to the man standing by the tree near the Fortune's Market. After the conversation, head back to the King of Adventure lodge and talk to Rich.

“A Friend in Need”

Northeast Hyponia

Approach the NE tip of the continent for a scene. The party will land and help Flynn to deal with the monsters. Yuri and Repede will bring the Rita's invention, Vesperia No.1 to the center of the monster mob and eliminate them. Flynn will temporarily join your party. You can check his equipment but you can't remove or change any of them. You'll be in a fight with several waves of monsters.



Don't hesitate to use healing items as needed. Remember to scan new enemies. Just defeat the incoming waves of monsters and the main enemy will appear afterwards (Wrath Nail). Use burst artes against it if you want. Watch the following scenes.

“Hearts United”

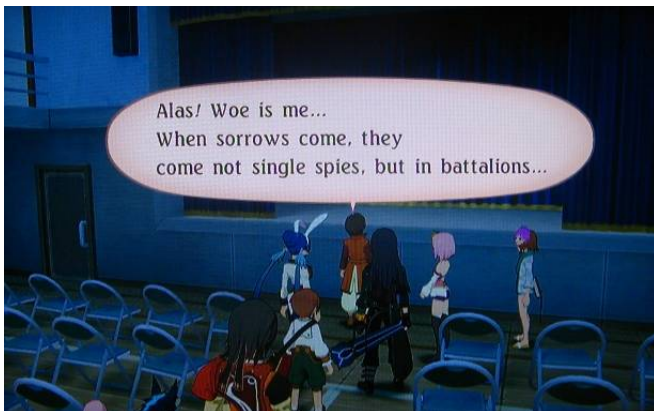
After the success of Vesperia No.1, the Knights and the party was able to drive away the monsters. Once in control, head south of the encampment for a scene. You'll need to head to Dahngrest and Nordopolica next.

Mantaic

Guild 6: Monster Hunting: - Head right for a scene. Head to Mt.Temza and defeat the Pterobronc. You'll obtain the **Pterobronc Claw**. Return to Mantaic and talk to Dyne beside Fortune's Market. You'll get 8000G

Nam Cobanda

Sub-Event: (Stage Play) – Head to the far left to find the stage. Talk to the guy there and watch the amusing scenes. Rita, Estelle, Yuri and Karol will get their costume titles they used in the play as well as **Shield of Valor** and **Hero's Sword**.



“Vanquishing the World Eater”

The Den of Guilds, Dahngrest

Go to the town center for a scene. Karol's former guildmate is requesting for BV's help on hunting a monster. Proceed first with the story by heading to the Union HQ.



The Coliseum City, Nordopolica

Just enter the city for a scene. Check out some new items and participate in the Coliseum if you want. Otherwise, head back to Northeastern Hyponia to find a new, blooming town. Enter it and watch the scenes.

“A Town Alight with Hope” The Land of Hope, Aurnion

Checklist: Specific, Treat, Limit Bottle x3

Enter the inn and search the dressers to get Specific and Treat. Head to the lower right side of town to find a swinging scarecrow. Examine it to learn the **Crepe** recipe. Save your game and talk to Flynn. Head to the entrance and talk to him again. Prepare for a one-on-one battle.



FLYNN LV62

HP : 126200	PATK : 615	MATK : 400	STR : WIND, LIGHT
TP : 2200	PDEF : 620	MDEF : 425	WKN : NONE
EXP : 10000E	GLD : 10000G	LP: 30	

The battle isn't that hard, especially if you are high leveled. But remember to heal when your HP goes below 20%. You can also start with the secret mission immediately.

Secret Mission 21: Allow Flynn to use all his artes, including his Mystic Artes

Flynn has a lot of attacks. Play it defensively first since Flynn is an aggressive fighter. Once you notice that he uses the same set of strike artes, retaliate and drop his HP to critical levels. This will force him to use his healing artes like First Aid and Guardian Field. He can also use Holy Lance but it can be dodged easily, thanks for the casting time. Don't allow him to heal too often since he can recover large amounts of HP in a single heal. Interrupt his casting by attacking him directly.

Go on overlimit and perform a burst arte. Flynn will cancel your combo with his own OL and strike you with his Mystic Arte. If done correctly, he should praise you after using his Mystic Arte. Now retaliate and defeat him after completing the secret mission.

REWARD: Order of Imperial Honor, Alexandrite, Paladin Cape



After the battle, head to the town center for more scenes. Visit the Aurnion HQ and grab the Limit Bottles in the dressers. Sleep at the inn and watch the scenes. Prepare to move out but checking the equipment and resupplying in the newly build Fortune Market to the left.



Now what's left is the final dungeon in the game. And this is the part where most sidequests must be completed. If you want to skip this part, search for *The Man Who Raised Babel*

Aurnion

Sub-Event: Final Gale

Enter Aurnion again. A guard will hand **Letter of Challenge** from Flynn. Talk to Flynn and watch the scenes. Yuri will learn a new arte, **Final Gale**. Exit the town and return again.



Sidequest **Prospering Aurnion**

Talk to the guard near the Aurnion HQ. He'll ask for some building materials that will literally change the town. Bring him the items and watch the town evolve! These items are commonly dropped by monsters from several locations all over the world yet some can be acquired from different search points as well. You'll get a **King's Cape** after delivering all items to the knight. Also, make sure to save at the savepoint of the transformed Aurnion to unlock the **Backup Plan** achievement after you reached the final save point in Tarqaron.

1st set

- | | |
|------------------------|--|
| • Desier Gold Dust x3 | Sand Thief, Deadwreath, Clappit |
| • Hyponia Tree Bark x3 | Square Shoulder, Erdas, Rasslebit, Burglar |
| • Yurzo Fruit x3 | EX Rhino, Bigger Balloon, Killer Bee |

2nd Set

- | | |
|---------------------|---|
| • Might Orb x3 | Johann, Johann Memory, Warrior |
| • Treant Flower x3 | Blooms (<i>Sulzanni Islands, Night</i>) |
| • Mystic Orb x3 | Pearllit, Fancy Parasol, Quadra |
| • Great Leo Fang x3 | Schwert (<i>Tarqaron</i>) |
| • Crystal x3 | Crystal Spirit, Crystea, Cornus |

3rd Set

- | | |
|--------------------|---|
| • Greenlight Stone | Gaina Firefly (<i>Zadrack Peninsula, Night</i>) |
| • Pitch Black Ink | Aquicia (<i>Beldeabou Bay, Snowing/ Night</i>) |
| • Rare Metal | Poseidon, Poseidon Memory |
| • 500000G | |

The town's transformation may not occur immediately. If that's the case, spend a few minutes doing something else or keep on sleeping in the inn until the awaited event occurs.

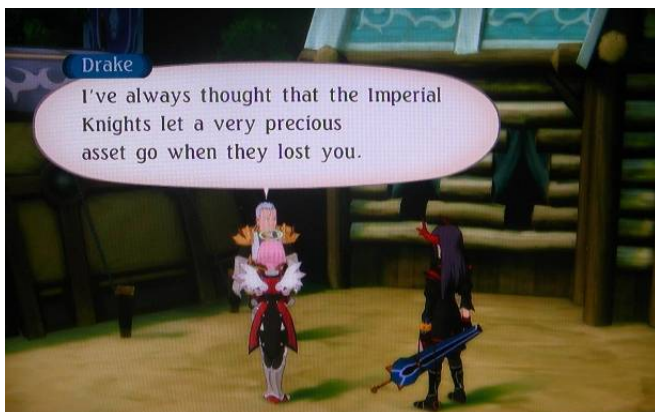
Note: Aurnion has the most number of sidequests at this point of the game. The events listed below won't happen in order; remember that sometimes, you'll need to sleep at the inn, or exit/enter the town to "refresh" things up.

Sub-Event: **Tough Hound**

Just enter the town to trigger this event with Flynn. Repede will obtain this title if he is LV60 above.

Sidequest: (Master Knight 5) – Find Drake on NW side of the town. Talk to him to earn Yuri's **Certified Soldier** title.

Sidequest: (Master Knight 6) – Talk to Drake in the NE part of the town for Estelle to get her **Worldly Adventurer** title.



Sub-Event: **(Shining Star)**

Raven will get this title if he has mastered 100 skills. A scene will trigger and LeBlanc will be the one giving this costume.

Sub-Event: **(Vanji Lost)**

Set Raven as your on screen character. Raven will learn this arcane arte by talking to Drake near the blastia ruins.



Sidequest: (Judith's Spear 4) – Set Rita as your onscreen character and examine the blastia ruins twice for an event. Sleep at the inn and head to Caer Bocram. Enter the house to the upper right for a short scene and for Judith to retrieve her [Brionac](#).

Sub-Event: (Hermes' Notes 3-4) – Sleep at the inn to trigger the last two scenes for this series sub-sevents.

Sub-Event: Meeting of the Spirits – This is another short scene that can be viewed by staying at the inn.

Sidequest: (Dog Map 3): If you have completed at least 85% of the map, head to the left side of town to trigger a scene. If you checked your gauge and its already over the target but you still can't trigger the event, open your world map, go to the **Field** category and toggle your dog map to compare the areas you have covered so far. You'll need to sleep on certain fields, some of them are very small and overlapping each other, making them harder to spot and mark. These locations are normally around the areas of Halure, Diedon Hold, Zaphias, Astio, Ehmead Hill and Shaikos Ruins. You will also get the [Pork Chop](#) attachment after this event.

Sidequest: (Dedicated Paramedic) Enter the inn and speak to the doctor. Rest in the inn and talk to the doctor again. Head outside and talk to the man near the inn. Estelle needs to heal a total of 4 million HP to get this title. Just head to the inn if you have met the requirement to trigger a scene and to get the title.

Sidequest: (Cleaning Up the Warehouse 5) Aurnion must be completely built/transformed. You should have completed the first four warehouses. Karol will obtain his [Warehouse Master](#) title.

Capua Nor

Once you have

Aer Krene

Sidequest Sorcerer Ring LV5

You must have LV4 Sorcerer Ring first. In case you still haven't acquired it, just search for it in this guide.

Enter any other aer krene in the world and go to the center to activate it.

Zaphias

Sidequest: (Dog Map 4): If you have at least 90% covered, head to Zaphias, Lower Quarter, near the inn and talk to the dog there. If the dog is not present, you may not have covered enough area. Repede will get his [Great Boss](#) title after this event.



Sub-Event: Head to the public quarter to find Lune and to trigger a short conversation.

Heliord

Sidequest: (Professor Sicily 5) Head to the riverbank of the labor camp to find the professor again. Repede must be at least LV50 to get his [Murakumo](#).

Mantaic

Sidequest (Kowz Trading 5): Talk to this cow kid and this time, he'll ask for a **Silver Edge +1@**. You can buy the Silver Edge from Aurnion shop and synthesize it with some Insect Horns and Armadillo Spike. Give it to him to receive the following items:

Magic Lens, Krona Symbol, Blue Dice, Rebirth Doll x2, Holy Avenger, Hypershock Yo-yo, Dragon Helm, Paladin's Cape, Black Onyx, Red Sage, Special Gel, Hour glass and Alexandrite.

Guild 7: (Irmine's Manual) – Head to the inn to find Nobis. You'll need to go to different places in search for clues and leads. Follow the next steps below:

1. Head to Dahngrest, inn. Talk to Rhianna to the left.
2. Fly to Nam Cobanda Island, go to the upper left part of the town and talk to the two guild members.
3. Fly back to Aurnion and talk to Flynn inside the HQ.
4. Go back to Zaphias, Royal Quarter. Talk to the guard there.
5. Once inside the castle, head to the prison. Find Mimula there and talk to her
6. Fly to Capua Nor, then head right to the docks for a short scene.
7. Find the Ghost Ship, Athenor and dock on it. Defeat the monsters attacking Sebastian
8. Go back to Caer Bocram and head north another scene.
9. After the scene, go back to Dahngrest. Proceed to the Union HQ and to the prison cell. Talk to Irmine.



You'll need to cook a specific dish to satisfy the old man's hunger. Have Estelle continuously cook *Fried Chicken and Fries* to unlock the *Scottish Egg* recipe. Then have Raven cook the Scottish Recipe several times to unlock the *Okonomiyaki* dish. Cook that food to him and you'll receive **Irmine's Manual**. Return to Nobis in Mantaic to complete the guild mission. Head back to the Dahngrest and go to the town center for a short scene about the guild jobs.

Halure

Sub-Event: Ivy Blade – After finishing the last guild job, head to the tree in Halure to trigger some events. Rita will get her [Ivy Blade](#) weapon here.

Sub-Event: Rita's Seeker title – If you have dealt 60 million worth of damage (check the Records to track the total), go to the left towards the fountain. Talk to the mage there to get this costume title for Rita.

Sidequest: (Professor Sicily 6) Talk to the professor for a short scene. He'll ask you to do some tasks; some of them, you may have done already.

- 10,000,000 Damage Given
- Obtain the highest grade possible in a battle
- Win in 3 seconds or less
- Measuring Tape (Rita)
- Cat Teaser (Estelle)
- Grilled Chicken (Repede)

- 1000 Battles or more.
- Carry 1,000,000 Gald
- Escape Battles 50 times
- Perform a 200 Hit Combo

Deck Brush (Judith)
Slingshot (Raven)
765kg hammer (Karol)
Shinai (Yuri)

He'll give prank weapons to your individual party members. Though they lack attack power, they do contain weapon skills worth mastering.

Mt. Temza

Sidequest: - Judith's Sundering Moon 2 – Head to the first savepoint past the first bridge for some scenes. Judith will learn her Sundering Moon arte afterwards.

Capua Nor

Sidequest: (Monster Book 2) – Once you have completed the bestiary, enter Capua Nor to find Nan. Karol will earn his **Manly Man** title.

Capua Torim

Sub-Event: Karol's Rending Drop

Simply enter the town for Karol to learn this move.

Dahngrest

Sub-Event: Infinity Axe

After Karol learns the Rending Drop, go back to the town center for the Yelling contest. Select either choice and Karol will obtain the axe afterwards.

King of Adventure Lodge

Sleep there at least twice for some scenes. Repede will learn **Shining Fang**, get **Order of the Loyal Hound** and **Ultimate Dog Warrior** title.

Forest of Keiv Moc

Sub-Event: (Golden Armor): Just enter the forest to trigger a scene. Karol will earn his **Golden Soldier** costume title. You'll also get the **Letter of Challenge** (H.Blades)

Yumanju Spa

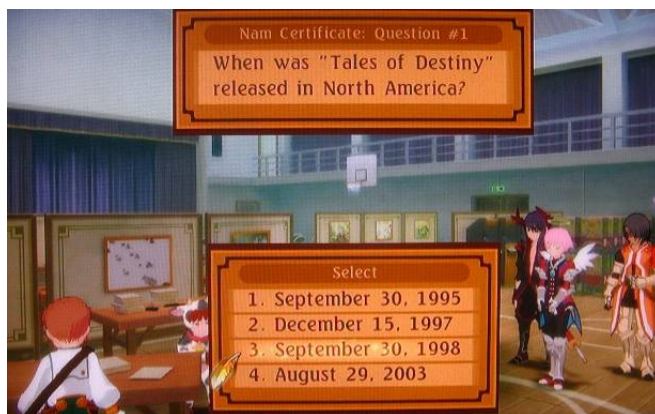
Find this hidden spa in the middle of the forested area in Northern Yurzorea. The forest clearings where it stands looks like a symbol when viewed from the air. Talk to the Receptionist there. He'll ask for 300,000 gald. Watch the scenes, sleep in some inns and return to the spa. This time, he'll ask for 600,000 gald this time. Give him that amount of gald to obtain costume titles for everyone, except Repede. You'll also obtain **Yumanju Permanent Free Pass** as well. Remember that there are skits that will be triggered while wearing their costumes so just wear it for a while until you have viewed the skits. Return a little later and talk to the receptionist while everybody is wearing their spa costumes to trigger some scenes.



Nam Cobanda Island

Sidequest: (Miska Doctoral Degree) Talk to the kowz in front of the poker table to activate this quest. Rita must search for five books in different locations to enter the exam and get her degree. The books and their locations are:

1. *Against a Backdrop of a New Hope* - Chevalier's HQ, Aurnion
2. *Urban Planning for Bustling Cities* - Chevalier's HQ, Heliord
3. *The Legend that Sleeps in Searing Sands* - Inn, Mantaic
4. *Village carpeted with Flowers* - Elder's House, Halure
5. *Reflections on the scent of the sea* - Fortune Market HQ, Capua Torim



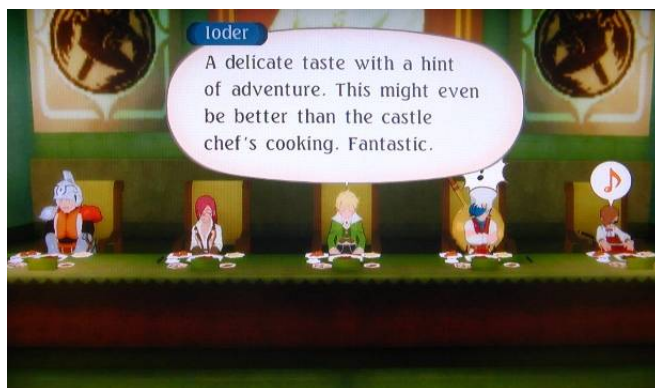
Talk to Miska again to take the test. Answer the five questions correctly to get Rita's costume title and the Smarty Pants achievement as well. Below are the answers for the quiz.

1. Sep 30, 1998
2. Raine Sage
3. Bubbles
4. Presea Combatir
5. Ishtar turns to stone

Nordopolica

Sidequest: (The Cooking Challenge) Once you have collected all recipes from the Wonder Chef and their variants, enter Norpolica by sea. In the dock, head to the left to find the Wonder Chef. If you can't see him there, that means you haven't unlocked all recipes yet. Check the **Cooking and Recipes** portion of this guide to know how to get all the recipes and how to unlock their variants. You'll obtain the **Mabo Curry recipe** and the Cooking Match Invitation.

Now, make sure that one character has mastered all the HP/TP recovery dishes and at least 3 stars for every other dishes. To make it easier, just sleep at the inns for your party to be hungry again. Its better to do that method in the Kind of Adventure lodge since they have the cheapest rate. Make sure to cook after every battle. Once ready, head to Dahngrest and head to the west exit. There should be building there called Black Hole Bistro. Watch the scenes and your characters will earn their individual titles afterwards.



“The Man Who Raised Babel”
The Ancient Tower, Targaron

Enemies: Grimza, Schwert, Fantail, EX Unicorn, Silver Stag, Gun Hornet, Giant Mantis, Hysteric Purple, Deathseeker, Cannosso, Hammer Golem

Checklist: Holy Bottle, Dark Bottle, Limit Bottle, Sacred Chain, Crusader 13, Treat, Life Bottle x3, Ninja Dog Mask, Ancient Ribbon, Life Bottle, Specific, Magical Ribbon, Magic Lenses, Terra Crest, Miracle Gel, Gungnir, Limit Bottle, Syrup Bottle, Nectar Bottle

Lower Level

(Entrance) Grab the two bottles in the entrance and head to the hallway to reach the main area of the tower. Aside from the enemies roaming around the area, some enemies can be fought by releasing them from their stasis pods. Anyway, let's collect the items in the area first.

Ignore the items on the other side of this area for now; you don't have any way to reach them until you reach the final savepoint. Also, don't mind the the freighter lifts for the meantime; you'll get your chance to activate it later.

(Main 1F) Head to the right, ignore the first set of stairs, past the laser walkway. When you reach the stairs to the far right, go downstairs south first to find a chest (**Limit Bottle**) in the lower right. Go upstairs and grab the **Sacred Chain**.



(Main 2FE) Head to the left to get **Crusader 13**. Go upstairs left, then take the stairs to the lower right. Grab **Treat**. Go south a bit then turn left. Continue along to find **Life Bottle** x3. Now head to the right, take the stairs NW to get **Ninja Dog Mask**. Head south to the next screen.

(Ruins-E) Defeat the enemy and grab the **Ancient Ribbon**. Go downstairs to reach the lower level. Grab the **Life Bottle** to the left and head north to the next screen.

(Main) Go up to grab **Specific**. Head left to get **Magical Ribbon**. Now go all the way back to the main area, right before the entrance. Take the western stairs this time.

(Main 2FW) Grab the **Magic Lens** x5. Go downstairs to the left. Defeat the Grimza blocking the path. Grab the **Terra Crest**. Go back to the main path. Take the stairs to the right, beside the laser walkway.

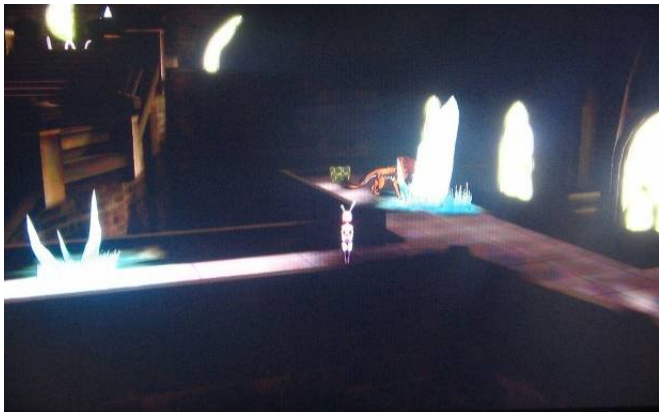
(Main 2FC) Grab the **Miracle Gel** to the right. Go left and get the **Gungnir** beside the stasis pod. Take the stairs south, then go left. Get the **Limit Bottle**. Exit to the SW.

(Ruins-W) Go upstairs and follow it until you reach a large staircase in the middle. Grab **Syrup Bottle** x3 and **Nectar Bottle** x3 from the chest to the right. Exit to the new area.

Courtyard

Checklist: Limit Bottle, Rune Mail, Specific, Treat

Break the ice pillars to unblock the paths. Head to the right first, then get the **Limit Bottle** behind the Schwert. Take the stairs down and follow the corridor to reach a **Rune Mail**. Now backtrack to the main courtyard and find another chest to the NE. Get a **Specific** and **Treat** from it. Find your way westward and follow the walkway until you reach a long bridge. Cross it to reach the next area.



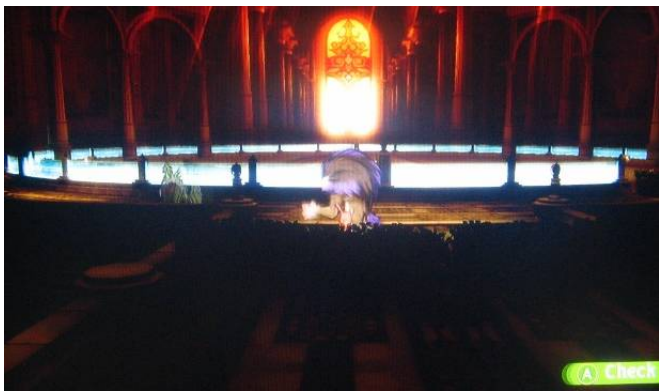
Checklist: Limit Bottle, Lemon Gel x3, Warrior’s Principle

(Exterior 1) – This part of the castle is pretty straightforward; you’ll just need to grab the items, hidden in the left side. Remember to go downstairs left whenever you have a chance to check the item. After looting the chests there, enter the door to reach the next area.

Cathedral

Checklist: Red Basil, Life Bottle, Miracle Gel, Rare Boots

First, head to the right and examine the plants south to get the **Red Basil**. Now, head to the NW and enter the opening. You’ll be trapped inside the ring. You’ll need to shoot the brass balls so that they’ll roll into the hole. Grab the items scattered around the area. After the last ball goes down the drain, the blockade will be removed. Exit to the door to the SE.



Checklist: Limit Bottle, Special Gel, Elemental Ribbon, Effecti Ring, Limit Bottle

(Exterior 2) – Use the blue savepoint. Grab the **Limit Bottle** from the chest. Continue upstairs and grab the items along the way. Before entering the door, check your team’s skills, equipment and of course your consumables; the second-to-the-last boss is waiting beyond the door. You can backtrack to the recovery point and save again. Otherwise, enter the door and meet Zagi in the middle.

ZAGI LV62

HP	: 425000	PATK	: 730	MATK	: 666	STR	: NONE
TP	: 3000	PDEF	: 800	MDEF	: 450	WKN	: NONE
EXP	: 25000	GLD	: 19000G	LP	: 40		

His attacks are still the same as before, except that they deal more damage now. At this point, you should have boosted a couple of levels or more with your battles with the common enemies in this stage. Zagi is still quick and can really unleash devastating combos. If you have Rita’s Meteor Storm, then this is the best time to use it. Disable her other spells and order her to go all out.

The numerous meteors will deal great damage against Zagi, as well as the chance to knock him down or stun him. The good thing is that the raining meteors can still deal half the damage when they hit Zagi while he's lying down. If you are using Estelle as your primary healer, you can switch off her other low level recovery spells and buffs; if you want, you can put a shortcut for her stat-boosting support spells instead. As for the offensive, you can have her Holy Lance spell the only one active.



Secret Mission 22: Aim at the right moment after Blastia Bane and strike down Zagi

This secret mission is a bit tricky; you'll only have a short moment's opening after Zagi uses his Blastia Bane attack. Remember that you need to hit him AFTER he uses it; not by hitting him as he charges for it (interrupting the process) The best way to force him to use it often is by leaving him on his own; as soon as you see him charging, guard against the attack (use critical guard to force yourself forward) and attack immediately. A fast attack should be enough to strike him at a short distance. Or alternatively, you can gang up on him and hope your allies strikes him after using Blastia Bane.

REWARD: Demon Seal, Stun Talisman

Watch the scenes after the battle. Once in control, grab the **Effecti Ring** and **Limit Bottle** which should be easily located. Follow the ramp and exit to the left.

Checklist: Caladbolg, Energy Wand

(Exterior 3) – Continue upstairs and grab the items along the way. Enter the door to the NE to reach the next area.

Cave

Checklist: Lemon gel x3, Pineapple Gel x3, Panacea Bottle, Special Gel, Rune Jacket, Limit Bottle, Miracle Gel x3, Empress Dress

You should shoot the blastias here to create new and unblock paths. I won't provide step by step instructions on how to do it since this area is short and very straightforward. There is only a single, hidden blastia and chest here; just find the ramp leading to them left of the starting point. Once you have unblocked the bath, you should be able to access the last save point in this area. Up above is Duke. Ready to face him? No don't go in yet; we have still some goodies to collect that may help you out a lot in your battle.



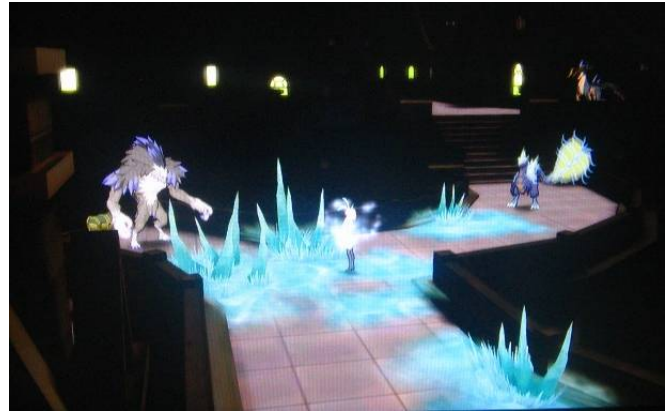
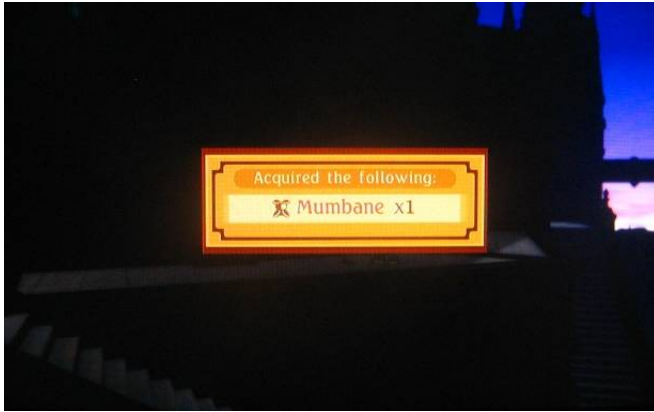
Shoot the last two blastias beside the lifts. Now backtrack to the middle right area where you got the Empress Dress earlier. Continue to the right and exit to the next area.

Checklist: Glorious Guard, Mumbane, Red Chamomile, Milky Way, Kritya Coat, Terra Crest,

(Exterior 4) – Both these chests are located to the left side of the area so check stairs going down to the left. Once you reach the bottom floor, take the door to the right to the next area.

(Interior) – Grab the Red Chamomile from the chest on the lower left. Follow the ramp to the upper right and exit to the next area.

(Exterior 5) – Again, the items are located to the left side so don't forget to grab Rita's [Milky Way](#) and Judith's [Kritya Coat](#). Continue downstairs until you reach the bottom floor. Continue to the left first then south. Cross the bridge back to the courtyard.



Courtyard

Defeat the Grimza blocking a chest. Grab the [Terra Crest](#) and continue to the south to the next area.

Lower Level

Checklist: Laurel, Lemon Gels, Pineapple Gels, Golden Hammer, Miracle Gel

(Ruins) – Just continue downstairs and grab the [Laurel](#) from the chest. Go through the door to reach the next area.

(Main) – Continue upstairs north, then left. Grab the [Lemon Gel](#) x2 and [Pineapple Gel](#) x2. Use the lift down. Head to the left and grab [Golden Hammer](#) and [Miracle Gel](#). Head north using the laser walkway.

Crystal Area

Checklist: Prism Protector, Special Gel, All-Divide, Limit Bottle, Red Verbena

This next area may seem confusing at first but it's really simple; just shoot those nets holding blocks to create new paths and walkways. You can shoot the blocks in any order you can. Just grab all the chests in the area and find your way to the upper right side of the area and find a laser walkway heading south. In the main (blue) area, go downstairs to the next area (main-yellow)



Main Area, Basement

Checklist: Susanoh, Uroboros

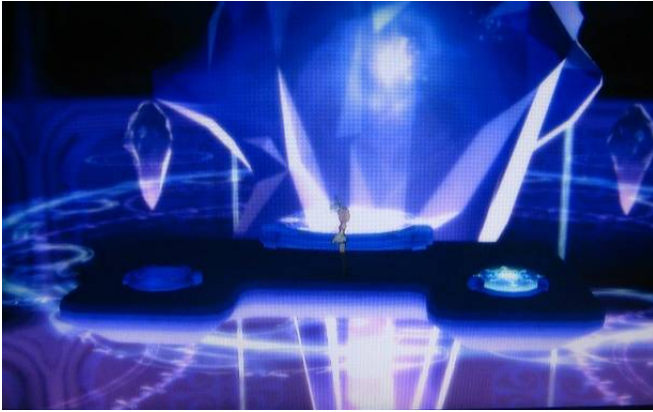
Sidequest: The Seven Fell Arms-6/7 - You can find the last two Fell Weapons to the upper right and upper left.

Examine the circular panels in the lower right and lower left to activate the laser walkways leading to a central, isolated platform. Take the stairs to the left.

WARNING: Before picking up the last Fell Arm, be warned that you'll be facing an extra battle with Duke if you have all them in your possession. He's LV82 and is a LOT tougher compared to his 2nd form in normal battle. Unless your party's average level at least LV77, then you must not collect all the Fell Arms or you'll be forced to level grind before finishing the game. You have been warned.

Crystal Area

You'll be back in the lower portion of the crystalline area. Do the same thing; destroy the nets holding blocks to create pathways. Make sure to grab a chest containing a **Red Verben**a in this area and then proceed to the platform with two ladders, in the middle left. Take the laser walkway south and activate the lower right panel for the stairs to appear in the lower central platform back in the crystal area. The lower left panel contains an enemy. Backtrack to the crystal area and make your way to the platform where you activated the stairs and head down the stairs to reach the other side of the Basement area.



Main Area, Basement

Checklist: Special Gel x3

Head to the right and grab the chest along the way. Take the stairs up.

Main Area

Head to the left and grab the Meteorite Blade. This is actually the central part of the main area that you can't access earlier. A walkway will be activated, as well the lower right freight lift. Now you can easily go back to the last savepoint (6F) or battle Duke (7F). The lower left freight elevator in the main area can be unlocked by using the lift to the left, in 7F.

Since you have already got all the items available in this area, you can go out to resupply, do some final sidequests and fight a few battles. It is also the best time to create a separate save so you can go back in case you'll need to check or do something else. Alright, for some notes.

- Playing the game on a second walkthrough is necessary to complete everything in the game. It is a must if you're a completionist. To get the most out of your second playthrough, you can buy bonuses and enhancements from the Grade Shop prior on starting a new game. Since there is no way to check the exact grade you currently have, open your records and check the number of encounters you had. If you know you did well and most of your encounters were positive grades, your total grade should be around that value.
- If you are short on money but you still need more to upgrade your weapons or complete certain sidequests, head to the forested area near Capua Nor and hunt the Rhybgaro. The **Golden Horn** it drops is worth 10000 each. You'll get it more often if you have somebody with Hunter's Monocle equipped. Alternatively, you can just hunt the Giganto Monsters available at the moment, with the **Blue Sephira** equipped, of course.
- Seek and collect as many materials as you want since they can be carried over if ever you buy that option from the Grade Shop.

- If you think you need to work on your grade, follow this awesome [grade farming method](#) with Rita. Everything will be explained there and you can easily earn 9000+ grade in just an hour. And don't forget equipping those Blue Dice or fighting a handful of enemies or you'll end up like in the second screenshot below.



Once you're done, set your best party and check their skills, artes and equipment. Go back to Tarqaron and use the lift to reach the 7th floor. Go upstairs and the game will automatically take over.

DUKE LV62

HP : 286500	PATK : 762	MATK : 690	STR : NONE
TP : 4000	PDEF : 750	MDEF : 704	WKN : NONE
EXP : -----	GLD : -----	LP: -----	

Don't hold back and attack him with all you've got. Duke has some tricky combos that is hard to guard against but what you should look out for is the status effects he can inflict. The most dangerous probably is Drain, an ailment that continuously depletes the affected characters' HP. Don't wait for Estelle to use her Recover or Dispel artes; use a recovery item whenever you are affected. If you have Krona's Symbol, equip it to Yuri. If not, Amulets and World Charms would do.

Like before, Rita's Meteor Storm will be very effective in this battle. Since Duke keeps on teleporting from one side of the battlefield to the other, this is a good way to suppress him and stun him, giving your attackers free hits. You may use your Limit Bottles to boost your OL gauge and lay a Mystic Arte on him. Otherwise, save your OL and wait for the second part of the battle.



DUKE LV65

HP : 467500	PATK : 808	MATK : 760	STR : NONE
TP : 6000	PDEF : 880	MDEF : 754	WKN : NONE
EXP : -----	GLD : -----	LP: -----	



After his transformation, Duke will be faster than before and can unleash dangerous combos. Keep everybody healthy and make sure your spellcasters have enough TP. If you have a full OL gauge, use a Mystic Arte to get rid of a good chunk of Duke's HP. He still has the same status-inflicting attacks so don't hesitate to use Panacea Bottles, especially if there are multiple status ailments affecting any of your characters. Duke will trigger Big Bang (Mystic Arte) about halfway into the battle. This mystic arte reduces everybody's HP to 1. Immediately use a Treat to recover everyone's HP and use Special or Miracle gels as you see fit. Duke will also try to cast some spells but keep him busy by attacking him nonstop. Like before, Rita's Meteor Storm and Estelle's Holy Lance are very effective in suppressing Duke's movements and stunning him.

Secret Mission 23: Finished Duke using a Mystic Arte

Watch Duke's HP. If it drops below 25000, quickly activate your LV3 or LV4 OL and use your Mystic Arte. If it doesn't kill him, quickly use Limit Bottles and do it again.

REWARD: Last Fencer

If you have all the Seven Fell arms in your inventory, watch the extra scenes and prepare for the next battle.

RADIANT WING ONE LV82

HP	: 528200	PATK	: 1100
TP	: 10000	PDEF	: 1150
EXP	: 40000	GLD	: 0

MATK	: 1256	STR	: NONE
MDEF	: 1078	WKN	: NONE
LP	: 100		



This guy gets a 17 level boost in an instant. Aside from his relentless combos, you still need to look out for the status ailments he can inflict to your characters. Like before, have Rita spam Meteor on this guy while Estelle buffs up your attackers and heals everybody. His attack patterns are still the same but does a lot more damage. Keep the battle away from your spellcasters so that they won't be caught in the middle of the battle. Aside from the Big Bang mystic arte, he can also use an ultra-powerful mystic arte called **Brave Vesperia**. It's actually a combination of your every character's Mystic Artes. Aside from the fact that it can instantly kill anybody caught within range, he also recovers 100,000+ worth of HP after using it. Use all your rare gels and items here.

You may want to use All-Divide to temporarily cut his damage to half while you heal your party. Remember to boost your OL gauge with Limit Bottles and use as many mystic artes as you can. Just give everything you have in this battle and hope for the best. Having Rebirth Dolls equipped to your characters will auto-revive them so you can use the items for healing instead.

After the battle, watch the ending scenes. **Congratulations for finishing the game!**



Sub-Event: **Hope of the Town**

After finishing the game and viewing the credits, you'll be prompted to save. Do so and load it to be brought back to the last save point you used. Go to Zaphias Lower Quarter and talk to the kid near the fountain. You'll receive [Claiohm Solais](#) and the title as well.

Sub-Event: **True Knight**

Complete all 23 secret missions in a single playthrough. After finishing the game and viewing the credits, you'll be prompted to save. Do so and load it to be brought back to the last save point you used. Go to Aurnion and talk to Flynn to get this costume title.

Sub-Event: **Curious Princess**

Visit every other location with Estelle. That includes Heracles, the Labyrinth of Memories and all the four aer krenes around the world. Sleep in the King of Adventure lodge for a scene and the title.

Meteor Storm

Rita's Meteor Storm is no doubt the best offensive spell in the game. You can abuse this spell to lay waste even on very hard bosses and is very effective in crowd control. This is based originally on Welch_Vineyard's [Grade Farming method](#) with Rita's Tidal Wave but I have modified it offensive use with Meteor Swarm. First off, here are the skills you need.



Priority Skills:

These are the skills that you should equip first.

- | | |
|--------------------|---|
| OL Boost | - Extends duration of OL |
| TP Recover | - Increases TP recovery |
| Reducer | - Reduces TP for using an arte repeatedly |
| Critical Magic | - Inflict Critical damage when casting a spell |
| Light Magic | - Reduce casting time, TP consumption and damage |
| Spell End | - Move immediately after casting |
| Rhythm | - Tap B repeatedly to shorten casting time |
| Resilience | - Avoid staggering when casting a spell |
| Speed Cast | - Decreases spell casting time |
| Convert Absorption | - When finishing an enemy with a spell, possibly absorb enemies' remaining HP as TP |

Secondary Skills:

These are the skills you can add later on, once you have enough SP.

- Magic 1-4 - Increase spell attack by X%
- Spirits 1,2,3 - Increase X% max TP
- Stun Magic - Increase chance of stunning enemies
- HP Condition 3 - Increase spell attacks slightly when HP is more than 75%
- Condition Guard - Reduces effects of certain physical ailments
- Status Guard - Reduces effects of magical ailments
- Recast - Resume casting the same spell when interrupted

Equipment:

Milky Way + 1 - The original Milky Way is located in the optional area in Tarqaron. (Included in this guide). You'll need to synthesize it to get Speed Cast and Resilience.

Wonder Symbol - Has the same effect as Spell End, stacks effect (Can be acquired first in one of the storage rooms in Heracles)

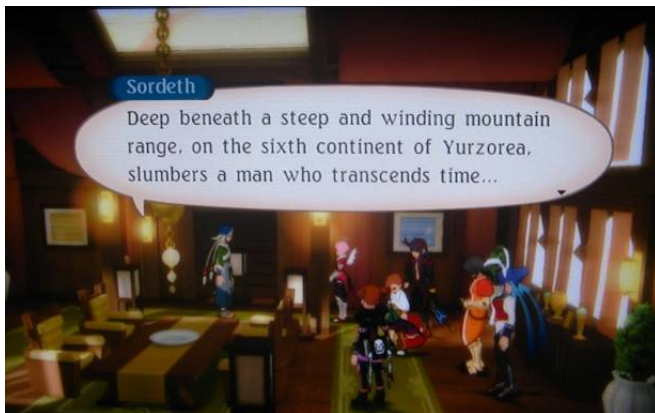
Shizel's Necklace - Dramatically increases casting speed

In normal casting, press B repeatedly for Rita to cast Meteor Storm immediately. Press A as soon as the first meteors drop and repeat the process. When timed correctly, Rita should be able to cast another MS while the first batch is still raining down. This will continue the chain if the last meteors hit their targets but since this is to keep enemies at bay while your allies pummel them, there is no need to worry about continuing the chain. This method is even more effective when you go on Over Limit. Make sure to cast MS first before going to Over Limit to maximize your damage. You'll just need to use one OL level at a time.

Labyrinth of Memories

Complete the game by beating Duke and watching the credits. After saving your file, the game will restart. Load the completed gamesave (the one with the star on it) to find yourself in the last savepoint you used. You can now return to the phantom rift in Phaeroh's Crag to enter Yormgren. It will have civilians now and the inn and shop will be open as well. Return to the Elder's House and talk to him to get **The Legend of the Dark Blue Warrior** book.

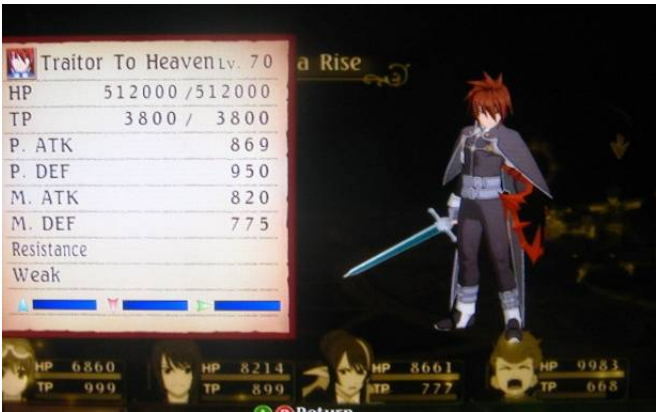
Exit the town and enter Dahngrest for a scene. Head to the Yurzorea continent (South of Yumanju) to find the mountain range flattened and another phantom rift. Prepare your team and enter it.



The only means of moving to another area is by using portals that will appear only after clearing all enemies in the floor or after defeating the boss. For a complete map of the Labyrinth, you can consult NakarG's [map](#). Also, the chests inside can't be opened unless the area is clear from enemies. You may need to do some return trips later on since you can only reach the final boss of the dungeon by collecting 15 Fake Galds. These key items are randomly dropped by bosses or found in chests so make sure to scour every chest in the area.

The chests in this dungeon are randomized. The enemies in the areas stay the same, even when you make some return trips later. Make sure to scan the new enemies as you find them; even the bosses here are the ones you've faced already during the main playthrough - but much stronger of course. Once you have all 15 fake galds, you should find a dark portal after finishing the

memories of Alexei or Duke. Enter it to battle the boss of the dungeon, called *Traitor to Heaven*. Defeat him to get the last Letter of Challenge (Legend). This will unlock the 200 man melee in Nordopolica Coliseum



Coliseum

If you still haven't completed any melee, then you'll need to work your way from the 30, 50 and 80 man challenges before you can try the 100 man melee. The 100 man melee requires some special conditions to be available. You'll need to get 3 letters of challenge. These are tied up with other sidequests

- Letter of Challenge (Leviathan's .Claw) – see *Memoirs of a Comrade* sidequest in this guide.
- Letter of Challenge (Hunting Blades) – Can be obtained along with Karol's **Golden Soldier** title.
- Letter of Challenge (Flynn) – Re-enter Aurnion after defeating Flynn
- Letter of Challenge (Legend) - Defeat the Traitor to Heaven boss in the Labyrinth of Memories. This fourth letter is required to unlock the 200-man melee.

There will be character specific prizes so make sure to finish the 100-man melee with all your characters. Here are the prizes you'll get.

Yuri	Star Mail, Colossus
Estelle	Imperial Guard, Sanctuary, Comet Light, Star Light and Magical Maiden title
Karol	Brave Helm, Rending Drill Hammer
Rita	Elemental Goggles, Sacred Chain
Raven	Glorious Guard, Celestial Star
Judith	Caudecus, Dragon Coat
Repede	Maximum Dog Symbol, Aer Fragment

Each character will need to fight the same set of enemies, except for some variations for certain characters. (Karol will battle Nan twice, Yuri will fight Flynn) Complete the 100 man melee with at least 3 characters to unlock the "Mysterious 200-man Melee". This part of the tournament is ruthless so don't attempt it if your level isn't high enough (LV100+ should be safe) and without any good skill sets and equipment. You'll get **Arredoval**, **Barbatos Ring**, **Dhaos' Cape** and **Shizel's Necklace** for winning this challenge for the first time. Each character will get their individual titles as they complete this.



3000	10x EXP
3000	2x grade
3000	Skill cost 1 SP
1000	Carry over gald
1000	Carry over all artes
1000	Carry over all skills
1000	2x EXP
1000	Double Item drop rate
1000	Unlock All Skits
1000	Double the Over Limit refill speed
600	2x gald
500	Carry over items
500	Carry over titles
500	Increase max HP by 20% at game start
500	Increase max TP by 20% at game start
400	Change max item from 15 to 99
350/e	Carry over individual artes, arte usage and skills for each character
300	Carry over map data
50	Carry over cooking level
50	Set EXP value to one and increase bonus EXP by 5x
50	Unknown Difficulty
10	Carry over enemy book
10	Carry over collectors book
10	Carry over recipes
10	Carry over craft skill
10	Carry over records
10	Decrease max HP by 20% at game start
10	Decrease max TP by 20% at game start
10	1/2 EXP

The game has 50 achievements with a total of 1000 points. For the achievement guide of this game, check Xbox360achievements.org.

	Too Much Free Time	20 G
	Patience. Hours and hours of patience.	
	To Points Unknown	10 G
	The journey of 100,000 km begins with a single step.	
	Grand Battles	10 G
	Monsters! Bring on the monsters!	
	Jackpot	10 G
	Win more chips!	
	Piggybank	10 G
	Save more Gald. More. No, seriously. A lot more.	
	They Call Me...	30 G
	Clear sub events to acquire titles.	
	Character Study	10 G
	Carefull! Some skits are only available for a limited time.	
	No More Grinding	10 G
	Just fight and fight until you don't really need to fight anymore.	
	Map Nerd	50 G
	The camera reveals what the World Map holds...	
	Monster Nerd	30 G
	Don't forget to use a Magic Lens or two. Or more.	
	Item Nerd	30 G
	Carefull! Some items are only available through synthesis.	

	Little Mad Scientist	10 
	Synthesize! Mash stuff up! Make lots of things!	
	Back Up Plan	10 
	Save points are located all over the world.	
	Vesperia master	0 
	Aim for total completion.	
	The Hit that Keeps On Hitting	20 
	Keep that combo going and going and going!	
	Eureka!	10 
	You used Synthesis to create new equipment and items. Keep it up!	
	First Strike	20 
	Took out your enemy in a single shot! Master this technique to gain advantage in battles.	
	Big Game Greenhorn	20 
	Giganto Monsters are...special. Big. Strong. Nasty. Have fun!	
	Big Game Hunter	50 
	You slew all Giganto Monsters! Nothing can stand before you! Careful, though. It's a big world...	
	Smarty-pants	10 
	Hey! You answered every quiz question right! You are a true Tales fan. Thank you.	
	Speedster	15 
	Whoa! Easy! Could you be any faster?! Relax. Take your time. There's much more to discover...	
	Ahhh, Memories	30 
	You have cleared the Labyrinth of Memories. Did you enjoy the surprise?	
	Recovered the Aque Blastia	100 
	You took back the aque blastia core from Barbos. This should fix the lower quarter's fountain.	
	Ended Alexei's Ambitions	150 
	You put an end to Alexei's ambitions. However, the Adephagos remains. The battle continues...	

	Defeated the Adephagos 200 G
	You defeated the Adephagos with Duke! A new world begins. A world without blastia.
	Bunny Guild Member 10 G
	Somehow, somewhere, you became an official member of the Bunny Guild. Who needs Brave Vesperia?
	Low Level Challenger 10 G
	You defeated Barbos at Lv. 15 or under! Amazing! You sure know how to take this guy down.
	Secret Mission 1 5 G
	Defeated Zagi while protecting Estellise from Zagi's attacks.
	Secret Mission 2 5 G
	Downed Goliath by attacking its Achilles' heel while it charged X Buster.
	Secret Mission 3 5 G
	Learning from Karol's experience, you used the billybally plants to stun Gattuso.
	Secret Mission 4 5 G
	Lured Zagi to the side of the ship and knocked him overboard to cool him off!
	Secret Mission 5 5 G
	Downed the Dreaded Giant when it reared back and left itself wide open.
	Secret Mission 6 5 G
	Raven used Serpent to set a trap for the Gigalarva and prevented it from healing itself.
	Secret Mission 7 5 G
	VS Barbos. You took out the bridge supports, keeping him from calling out more of his thugs.
	Secret Mission 8 5 G
	Third battle VS. Zagi. Let him absorb too much magic, destroying his bohdi blastia.
	Secret Mission 9 5 G
	You defeated the Leader Bat and prevented Pteropus from recombining.
	Secret Mission 10 5 G
	VS. Outbreaker. You destroyed the core and prevented magic from inverting day and night.

	Secret Mission 11	5 G
	VS. Belius. You lit up all candlesticks and eliminated the illusions.	
	Secret Mission 12	5 G
	VS. Nan and Tison. Timed your strikes between their attacks and knocked them down.	
	Secret Mission 13	5 G
	VS. Schwann. Downed him by attacking when he was clutching his heart after his mystic arte.	
	Secret Mission 14	5 G
	Fourth battle VS. Zagi. Used Karol's Nice Recovery Smash arte to force him to recover from poison.	
	Secret Mission 15	5 G
	VS. Baitojoh. Hit it 3 times during it's Ice Edge attack and fished it out of the water.	
	Secret Mission 16	5 G
	VS. Estellise. Used the item, Mother's Memento.	
	Secret Mission 17	5 G
	VS. Yeager. Made his heart explode using Raven's Rain arte.	
	Secret Mission 18	5 G
	VS. Alexei. Downed him by attacking when he was tired after his mystic arte.	
	Secret Mission 19	5 G
	VS. Gusios. Attacked his tail, then downed him with a close attack while his feet were raised.	
	Secret Mission 20	5 G
	VS. Khroma. Downed her by timing your strikes between certain of her attacks.	
	Secret Mission 21	5 G
	VS. Flynn. He used every arte he could, including a mystic arte.	
	Secret Mission 22	5 G
	Fifth battle VS. Zagi. Downed him by attacking after he becomes exhausted from Blastia Bane.	
	Secret Mission 23	5 G
	Defeated Duke using a mystic arte.	

Giganto Monsters are those large, rare monsters or “marks” that yield large amount of XP, gald and some rare items when defeated. They are scattered in various areas around the world and facing them is entirely optional. Since defeating them all is a requirement for Karol’s costume title and the materials they drop are required for synthesizing higher level equipment, it’s worth the time finding and hunting them. Not to mention that they should be fought in order to get their entries in the monster book. They will respawn from time to time so be sure to check their locations every now and then. Alternatively, if there is a nearby save point, just reload the game and check if the target has respawned. I will just make a quick list of them since they should already be tackled in the main walkthrough.

1. HERMIT DRILL (LV34)

Location : Weasand of Cados (p64,65)
Drops : Great Crab Shell
Exp : 10000
Gald : 8000



2. MEDUSA BUTTERFLY (LV45)

Location : Sands of Kogorh (p71)
Drops : Dragon Powder
Exp : 14000
Gald : 9500



3. PTEROBRONC (LV49)

Location : Mt. Temza (p87)
Drops : Great Raptor Beak
Exp : 12000
Gald : 14000



4. BRUTAL (LV55)

Location : Peyoccia Plains, Southern Trails
 (Near north exit of Deidon Hold) (p101)
Drops : Long Horn
Exp : 15000
Gald : 15000



5. POSEIDON (LV55)

Location : Zaude, area after battle with Yeager. (p108)
Drops : Rare Metal
Exp : 12000
Gald : 15000



6. BRUCIS (LV62)

Location : Egothor Forest (p89)
Drops : Bull Wing
Exp : 15000
Gald : 20000



7. CHIMERA BUTTERFLY (LV50)

Location : Quoi Woods
**Sorcerer Ring LV4 required (p121)*
Drops : Dragon Powder, Melange Gel
Exp : 16000
Gald : 8000



8. FENRIR (LV58)

Location : Erealumen Crystallands (p118)
Drops : Great Wolf Fang
Exp : 10000
Gald : 18000



9. GRIFFIN (LV59)

Location :
Northeastern Yurzorea, east of Yumanju Spa (p125)
Drops : Griffin Claw, Yurzo Crystal
Exp : 15000
Gald : 7500



This is a quick rundown of the individual character titles you can unlock. Some of them can be acquired by doing certain sidequests which should have been covered in the main guide already. You won't miss the story related titles so I will just provide details for the ones that can only be acquired through sidequests. The corresponding pages where you can find them in the main guide is also included.

Legend:

(C) – Costume titles, (L) Limited/ Missable events

YURI



Downtown Boy	Default
Vigilante	Story
Survivor	Story

Certified Soldier (L)

1. Get Estelle's Noble Princess title (p112)
2. Talk to Drake in the NW part of Aurnion (p129)

Dark Enforcer (C, L)

1. Sleep in Capua Torim (p38)
2. Head to the Zaphias, Royal Quarter for a scene. Shel will ask you to look for his brother. Once in control, head to the left and talk to the man again. Go back to the Public Quarter to find Lune sitting on the bench, with some kids. (p60)
3. Before talking to Regaey in the Norpolica, Coliseum, head south in the docks and talk to the couple. Sleep at the inn for Yuri to learn **Shining Eagle**. (p61)
4. After talking to Phaeroth for the first time, head to the oasis and talk to the guy sitting with some children. Sleep at the inn to have a brief conversation with the mystery guy. (p84)
5. After Zaude, head to the Zaphias Royal Quarter for a short scene with Shel (p113)
6. After getting Undine, go to the Zaphias Royal Quarter to trigger an event and for Yuri to obtain this costume title (116)

True Knight (C, L)

Complete all 23 secret missions in a single playthrough.

1. After finishing the game and viewing the credits, you'll be prompted to save. Do so and load it to be brought back to the last save point you used.
2. Go to Aurnion and talk to Flynn to get this costume title.

Improvisionist (C)

After helping Flynn in Northern Hyponia, go to Nam Cobanda isle gym. Head left to find the stage and a guy from the actor's guild. Talk to him for some events and for the titles. (p126)

Tank Top Lover (C)

Find this hidden spa in the middle of the forested area in Northern Yurzorea. The forest clearings where it stands looks like a symbol when viewed from the air. Talk to the Receptionist there. He'll ask for 300,000 gald. Watch the scenes, sleep in some inns and return to the spa. This time, he'll ask for 600,000 gald this time. Give him that amount of gald to obtain costume titles for everyone, except Repede. You'll also obtain **Yumanju Permanent Free Pass** as well. Remember that there are skits that will be triggered while wearing their costumes so just wear it for a while until you have viewed the skits. Return a little later and talk to the receptionist while everybody is wearing their spa costumes to trigger some scenes. (p132)

Hope of the Town

1. After finishing the game and viewing the credits, you'll be prompted to save. Do so and load it to be brought back to the last save point you used.
2. Go to Zaphias Lower Quarter and talk to the kid near the fountain. You'll receive **Claiohm Solais** and the title as well. (p141)

Commoner Chef

Once you have collected all recipes from the Wonder Chef and their variants, enter Norpolica by sea. In the dock, head to the left to find the Wonder Chef. If you can't see him there, that means you haven't unlocked all recipes yet. Check the **Cooking and Recipes** portion of this guide to know how to get all the recipes and how to unlock their variants. You'll obtain the **Mabo Curry** recipe and the Cooking Match Invitation.

Now, make sure that one character has mastered all the HP/TP recovery dishes and at least 3 stars for every other dishes. To make it easier, just sleep at the inns for your party to be hungry again. Its better to do that method in the Kind of Adventure lodge since they have the cheapest rate. Make sure to cook after every battle. Once ready, head to Dahngrest and head to the west exit. There should be building there called Black Hole Bistro. Watch the scenes and your characters will earn their individual titles afterwards. (p133)

Kingdom Celeb

Acquired while doing step 2 of Dark Enforcer title; can be acquired even if you missed the first step. (p60)

Recollection Guardian

1. After Zaupe, when everybody rejoins your party in Dahngrest, head to the first shop (not the one inside the inn) and talk to the man to the right. Karol and Raven will agree to help the man. The door should be opened. Grab the **(C) F Statue** from the chest. (p111)
2. After Tarqaron rises, head to Nam Combanda island. Talk to the Antlion man near the toy dispensers inside the gymnasium to get a brief explanation about how the dispensers work.
3. Fly to Yumanju Spa and talk to the man on the upper left. You'll receive Estelle's **Tiara** attachment. As part of the job, you'll need to collect all 11 statues by using the dispensers.
 - 3 statues are available from the dispensers inside Yumanju inn. Since each use costs 500G, I suggest saving your game first then reload if you didn't get any statue after spending a fortune
 - Go to Zaphias, Lower Quarter and talk to Hanks to get 1 statue
 - 2 statues are available from the 500G dispensers in Nam Cobanda Island
 - 2 statues are available from the 100G dispensers in Nam Cobanda Island
 - 2 statues are available from the 50G dispensers in Nam Cobanda Island
 - 1 statue is available from the 10G dispenser in Nam Cobanda Island
4. Head back to Yumanju to find the man. If he's not there, you are probably missing one statue. Yuri will get his **Recollection Guardian** title after the scene. (p125)

Dark Lion

Complete the 200-man Melee in the Coliseum.

Treasure Hunter

After getting Recollection Guardian title, talk to the Antlion man near the entrance of Nam Cobanda Island. You'll need to find most of the treasures in the world to get this title. Take note that opened treasure chests does not only contribute to get this title but also objects you can interact with like dressers, cabinets, bushes, etc. The antlion man who will give you the title won't be available until you found most treasures. That includes the treasure chests in the Labyrinth of Memories (p125)

Basic Swordsman	Default
Skilled Swordsman	LV20
Master Swordsman	LV60
Legendary Swordsman	LV100
Beginner Combo User	Perform a 10-hit combo
Advanced Combo User	Perform a 30-hit combo
Combo Master	Perform a 100-hit combo
King of Combos	Perform a 150-hit combo
Fatal Striker	Perform 100 Fatal Strikes (Check the strategy below to get 100 fatal strikes easily)
Berserker	Fight through 255 battles on Hard or Unknown
Item Hater (L)	Don't use any item during chapter 1 (Until you defeat Barbos)

ESTELLE



Castle Healer	Default
Royal Successor	Story

Enchanting Belle (C)

During the course of the story (p54) you will need to choose between Karol, Judith and Estelle to seduce the guard in Heliord. Come back in Heliord after completing Zaude and getting all your party members. Talk to the merchant inside the inn to obtain the costume title for the character you chose to distract the guard. For the other two, you'll need to collect the necessary items to get them. (He'll ask for 4 Spirit Fragments, 2 Cheagle Fur and 2 Cockatrice Claws in total) (p113)

Seeker of the Truth	Story
Determined Princess	Story

Gracious Waitress (C)

Dahngrest, after getting Ba'ul – Complete LV3 of the restaurant mini-game in Tavern Sagittarius in Dahngrest. (p86)

Dedicated Paramedic (C)

After the events in Aurnion, re-enter the town and head to the inn. Speak to the doctor for some scenes. Rest in the inn and talk to the doctor again. Head outside and talk to the man near the inn. Estelle needs to heal a total of 4 million HP to get this title. Just head to the inn if you have met the requirement to trigger a scene and to get the title (p130)

Noble Princess (L)

1. *Heliord, 1st visit* - Head to the town center and talk to the old knight which happens to be Estelle's mentor. Just read through the conversations. (p44)
2. *Nordopolica, 1st visit* – Go upstairs towards the coliseum. Find Drake along the way. (p61)
3. *Dahngrest, after getting Ba'ul* – Go to Tavern Sagittarius for some scenes. (p85)
4. *Capua Torim, after Zaude* - After witnessing the scene with Droite and Gauge, head to the left a bit to find the lady running the orphanage. Talk to her. She'll need 500,000G to pay the orphanage's debts. Once you gave her the money, attempt to exit the town to the west for a scene. Estelle will get her title. (p112)

Massage Therapist (C)

- See Yuri's Tank Top Lover title -

Curious Princess

Visit every other location with Estelle. That includes Heracles, the Labyrinth of Memories and all the four aer krenes around the world. Sleep in the King of Adventure lodge for a scene and the title.

Cordon Bleu

- See Yuri's Commoner Chef title -

Fairy Tale Weaver

1. During the search for Rhybgaro, make a return trip to Halure before returning the Golden Horn. Go to the tree and talk to the mayor to learn about the legend surrounding the tree (p34)
2. After completing the ghost ship, head back to Halure and talk to the kids under the tree to get Estelle's Veil attachment. (p60)
3. After getting Undine and defeating the Outbreaker in Norpolica, go back to Halure and talk to the kids again to receive the title. (p116)

Itemania

1. After getting all four spirits and before heading to Capua Nor, head to the library of Aspio. If you have at 50% of the Collector's Book completed, take the stairs to trigger a scene.
2. After completing the book, return to Halure and go towards the fountain to get the title.

Note: Synthesize all variants of weapons, clear the Labyrinth of Memories and win the challenges in the Coliseum. You must have done all of the sidequests since key items count to the collection as well.

Heroic Actress (C)

- See Yuri's Improvionist title -

Battle Nightingale

Complete the 200-man Melee in the Coliseum as Estelle

Worldly Adventurer (L)

After getting the Noble Princess title and after the events in Aurnion, talk to the Drake in the NE part of town(p129)

Magical Maiden (C)

Complete the 100-man Melee in the Coliseum as Estelle

Healer Default

Cleric LV20

Priestess LV60

High Priestess LV100

Fatal Angel Perform 100 Fatal Strikes with Estelle. AI-controlled FS count.

KAROL



Young Hunter	Default
Brave Vesperia Leader	Story
Troubled One	Story
Brave One	Story

Girly (C)

- See *Estelle's Enchanting Belle* title for details -

Lunch Lady (C)

Dahngrest, after getting Ba'ul – Complete LV3 of the restaurant mini-game in Tavern Sagittarius in Dahngrest. (p86)

Brilliant Support Role (C)

- See *Yuri's Improvionist* title for details-

Guild Chef

- See *Yuri's Commoner Chef Title* for details -

Towel Fanatic (C)

- See *Yuri's Tank Top Lover* title for details -

Golden Soldier (C)

After the events in Aurnion, head to Keiv Moc. A scene will take place as soon as you enter. You'll get the title and Letter of Challenge (Hunting Blades) as well.

Crouching Tiger

Complete the 200-man Melee in the Coliseum as Karol

Warehouse Master (C)

Clear all five warehouse mini-games to obtain this title. They should be completed in order: Deidon Hold > Capua Torim > Myorzo > Nordopolica > Aurnion

Note: Aurnion must be fully built for the warehouse to be accessible.

Manly Man

1. Enter Capua Nor anytime when you have completed at least 50% of the Monster Book.
2. Return to Capua Nor again after completing 100% of the Monster Book for a scene and to get the title.

Insomniac (L)

After the Don's death, sleep in the inn in Dahngrest for a short scene and to get this title.

Valiant Swordsman (C, L)

1. Rest at the King of Adventure lodge to the north of Zaphias, after you leave for the first time. (p19)
2. After leaving Capua Torim for the first time, sleep again in the lodge, located in the NW corner of the town (p38)
3. After completing the ghost ship, travel back on the Central Peyoccia plains by foot. Find the encampment in the elevated land northwest of Halure. Spend a night there to trigger an event with Rich regarding the Giganto Monsters. From here on, every time you defeat a Giganto Monster, he'll give a corresponding key item. You need to trigger this event BEFORE killing any Giganto Monster (First one is the Hermit Drill) (p60)
4. After killing all Giganto Monsters, visit them in same location and talk to Rich several times since he'll give you key items for each Giganto Monster you slew and finally, the costume title for Karol. (p125)

Agile Fighter	Default
Determined Fighter	LV20
Energetic Fighter	LV60
Shining Fighter	LV100

Chirpy Fighter

Karol must be stunned 100 times in a battle. Spend some time in Nam Cobanda Island since the balloons' explosion attack will most likely stun him. Just remove any skill that prevents staggering or other protection. Its better to do this when you're at high level so you won't need to worry about the damage. Set everybody else to defend/heal.

Fatal Attacker

Perform 100 Fatal Strikes with Karol. AI-controlled FS count.

RITA



Genius Researcher	Default
Anti-Nonsense	Story
Spirit Hunter	Story

Kitty Cat Waitress (C)

Dahngrest, after getting Ba'ul – Complete LV3 of the restaurant mini-game in Tavern Sagittarius in Dahngrest. (p86)

Seeker (C)

After the events in Aurnion, fly to Halure. If you have dealt 60 million worth of damage (check the Records to track the total), go to the left towards the fountain. Talk to the mage there to get this costume title for Rita. (p131)

Chemical Chef

- See Yuri's Commoner Chef title for details -

Miska Doctoral Degree (C)

In Nam Cobanda Island, talk to the kowz in front of the poker table to activate this quest. Rita must search for five books in different locations to enter the exam and get her degree. The books and their locations are:

- | | | |
|---|---|--------------------------------|
| 1. <i>Against a Backdrop of a New Hope</i> | - | Chevalier's HQ, Aurnion |
| 2. <i>Urban Planning for Bustling Cities</i> | - | Chevalier's HQ, Heliord |
| 3. <i>The Legend that Sleeps in Searing Sands</i> | | Inn, Mantaic |
| 4. <i>Village carpeted with Flowers</i> | | Elder's House, Halure |
| 5. <i>Reflections on the scent of the sea</i> | | Fortune Market HQ, Capua Torim |

After collecting the books, talk to Miska again to take the test. Answer the five questions correctly to get Rita's costume title and the Smarty Pants achievement as well. Below are the answers for the quiz. (p133)

1. Sep 30, 1998
2. Raine Sage
3. Bubbles
4. Presea Combatir
5. Ishtar turns to stone

New Dice Master

During your first visit in Capua Nor, talk to the man from the window in the northernmost part of town. Win 3 times in a row in a dice game to get this title. (p34)

Magical Bee

Complete the 200-man Melee in the Coliseum as Rita

Spotlight Hog (C)

- See Yuri's Improvionist title for details-

Fashionista (C)

- See Yuri's Tank Top Lover title for details -

Mage

Default

Grand Mage

LV20

Genius Mage

LV60

Master Mage

LV100

Fatal Sorcerer

Perform 100 Fatal Strikes with Rita. AI-controlled FS count.

RAVEN



Fishy Old Man

Default

Old Spy

Story

Immortal Old Man

Story

Shining Star (C)

Learn 100 or more skills with Raven and enter Aurnion. A scene will take place, and Raven will get this costume title afterwards. (129)

Imperial Knights Captain (C, L)

1. After getting Ba'ul, head to Dahngrest and enter the Union HQ to trigger an event.
2. Head to Capua Torim and talk to Kaufman inside the Fortune's Market HQ.
3. After Zaude, return to Zaphias Public Quarter. Find Leblanc sitting on the bench. Talk to him to earn this title

Gentleman (C)

Dahngrest, after getting Ba'ul – Complete LV3 of the restaurant mini-game in Tavern Sagittarius in Dahngrest. (p86)

Vagabond Wolf

Complete the 200-man Melee in the Coliseum as Raven

Twilight Dreamer

1. After completing ghost ship, travel to Halure by foot. Talk to Professor Sicily beside the inn for some scenes
2. Head to Capua Nor, go left towards the Magistrate's mansion to find the professor. Talk to him for Raven to learn a new skill and earn the title.

Hardcore Gamer

In Nam Cobanda Island, after Tarqaron rises, enter the gymnasium. To the left of the capsule dispensers is a series of arcade machines. Talk to the Kowz there to have a short scene on how things work. You can actually play an 8-bit mini-game called Tales of Draspi. (You can post your high scores over XBL if you think you did well enough) Play it several times to earn this title. Remember that you don't need to play the actual game; getting to the title screen and quitting will count as playing it. Just repeat this until you get a scene. You should be able to play the game free as well after getting the title. (p124)

Weekend Chef

- See Yuri's Commoner Chef title for details -

Ladies' Man

After getting Ba'ul for the first time, head to Tavern Sagittarius in Dahngrest. If you enter the tavern, there should be some scenes for other sidequests so re-enter it until you get a short scene with one of Raven's girls. Exit the tavern, talk to one of the mages in the town center. Head to the right to find another girl near the Meteor Swarm tavern. Head towards the inn to spot another lady. After talking to the four of them, head north towards the Union HQ to get Raven's title. (p85)

Spa Manager (C)

- See Yuri's Tank Top Lover title for details -

Trickster

Default

Ranger

LV20

Double Identity

LV60

Super Star

LV100

Fatal Old Man

Perform 100 Fatal Strikes with Raven. AI-controlled FS count.

JUDITH



Blastia Hunter

Default

Sultry Tempest (C)

- See *Estelle's Enchanting Belle* title for details -

Trophy Wife

Story

Guardian of the Truth (C)

Story

Into the Sky (C)

Must perform 200 Blue Fatal Strikes and at least 1000 total FS. Also, Judith must have her Super Dragon Rider title by completing LV5 of the Dragon Race. Talk to the same kid in Myorzo (p116)

Glamorous Maid (C)

Dahngrest, after getting *Ba'ul* – Complete LV3 of the restaurant mini-game in Tavern Sagittarius in Dahngrest. (p86)

Legendary Gambler (C)

After Tarqaron rises, head to the gymnasium in Nam Cobanda Island. Talk to the Kowz in the chip exchange, exit the town and enter again. Upon your entry to the gymnasium, there will be a scene and you'll need to play a little game of poker with the guy. Whether you win or lose, you'll get the title. (p124)

Chef Mom

- See *Yuri's Commoner Chef* title for details -

Enchanting Beauty (C)

- See *Yuri's Tank Top Lover* title for details -

Dragon of the Blue Lightning

Complete the 200-man Melee in the Coliseum as Judith

Super Dragon Rider

After getting Undine and the attack in Nordopolica, head to Myorzo and talk to the kid where you found the Wonder Chef early on. Win LV3 to get **Krone's Dew**. This will enable Ba'ul to land on some areas he can't access before. Win LV5 to get the **Ultimate Red Cape** and Judith's title.

The Dragon Race is a pretty easy mini-game if you know the tricks. Since you can pause the game, you can easily plan your shortest route to collect rings in one go. Collecting the red rings consecutively deducts more time, making it easier for you to win the race.

1. Open the large world map (press X)
2. Pause the game
3. Plot your course. Remember that you'll need to collect both red and yellow rings to complete the race.

Beautiful Lancer

Default

Great Lancer

LV20

Dragoon

LV60

High Dragoon

LV100

Fatal Lancer

Perform 100 Fatal Strikes with Judith. AI-controlled FS count.

Poker Face

After Tarqaron rises, head to the gymnasium in Nam Cobanda island. Simply exchange over 35000 worth of chips to trigger a scene. Judith should get the title during this event. Exit the gymnasium and enter the school entrance to the middle left of the town for another scene with Kaufman and a kowz. (p124)

REPEDE

Repede doesn't have any costume titles. You can only put attachments on him to alter his appearance.

Man's Best Friend	Default
Sinful Sidekick	Story
Considerate Sidekick	Story

Great Boss

After getting Fated One title, head to Zaphias Public Quarter and head left to find a dog near the stairs. Talk to the dog for Repede to have a conversation with it. He'll also get a **Friendship Furball** key item. (p60)

If you have completed at least 85% of the map, head to the left side of town to trigger a scene. If you checked your gauge and its already over the target but you still can't trigger the event, open your world map, go to the **Field** category and toggle your dog map to compare the areas you have covered so far. You'll need to sleep on certain fields, some of them are very small and overlapping each other, making them harder to spot and mark. These locations are normally around the areas of Halure, Diedon Hold, Zaphias, Astio, Ehmead Hill and Shaikos Ruins. You will also get the **Pork Chop** attachment after this event. (p130)

If you have at least 90% covered, head to Zaphias, Lower Quarter, near the inn and talk to the dog there. If the dog is not present, you may not have covered enough area. Repede will get his **Great Boss** title after this event. (p130)

Tough Hound

After the Aurnion and if Repede is LV60, head inside for a scene with Flynn and Repede

Fated One

After completing the Ghost Ship, enter Capua Torim. Try to leave the docks for a scene. This will trigger the Dog Map sidequest that leads to another title. (p60)

Silver Fangs

Complete the 200-man Melee in the Coliseum as Repede

Nanny

After rescuing Estelle and before going to Zaude, go to Heliord, town center. Talk to the kid named Pauly (the little kid) to trigger a scene. He'll be kidnapped by some monsters. Head to the right towards the exit to find the culprit. Defeat the monsters and watch the following scenes. Repede will obtain his **Special** skill (ability to use Mystic Artes) and **Nanny** title. (p105)

Ultimate Dog Warrior

After getting Tough Hound title, sleep in the King of Adventure Lodge at least twice for some scenes. Repede will learn **Shining Fang**, get **Order of the Loyal Hound** and **Ultimate Dog Warrior** title.

Dog Warrior

Default

Dog Knight

LV20

Top Dog

LV60

Nirvana Dog

LV100

Big Bad Bandit

Steal over 100 items using Thievery. To increase his chances of stealing, equip him with the Thief's Tattoo accessory and equip the skill Steal +.

Fatal Dog

Perform 100 Fatal Strikes with Repede. AI-controlled FS count.

Getting 100 Fatal Strikes Easily

Here is a way to get 100 Fatal Strikes for your characters easily. I suggest trying this when your party level is at really high level (or have a good individual defense rating) so that you won't worry about their defense and the damage taken.

Spell needed : Tidal Wave

Artes needed : Turn off any other artes except those that has the capacity to inflict green FS

Skills Needed :

(Rita)

Light Magic – Reduce casting time, TP consumption and damage

Spell End – Move immediately after casting

Reducer – Reduces TP for using an arte repeatedly

Speed Cast – Decreases spell casting time

FS Bonus 1, 2 – Recovers HP/TP when a FS hits an enemy.

(Others)

All/Any defensive and recovery/support skills.

Equipment : Weapons with Minimum Damage skill, best defensive equipment (You can also equip Rita with Shizel's Necklace or Wonder Symbol to increase her casting speed)

Strategy : Default strategy will work, just set FS to AIM. Also set to watch HP.

Target : Brutal (Giganto Monster)

Why green FS?

Brutal and its minions are Beast-type monsters. According to the Battle Book, green FS can be easily inflicted on these enemies. If an FS hits a minion, it dies instantly whereas if it hits Brutal, it's just supposed to inflict heavy damage (which should not be the case since you have minimum damage set). Brutal will always call for reinforcements so you'll have

Why Tidal Wave?

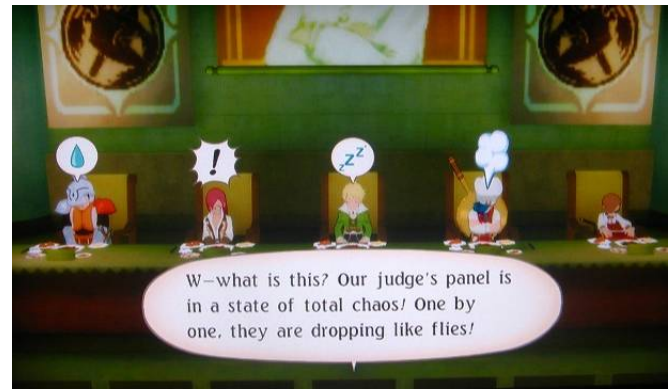
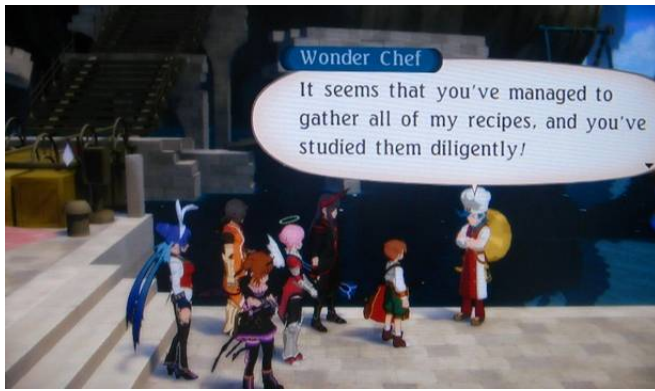
This is a very effective spell that affects the whole area. Since it inflicts green FS, expect a whole lot of green markers to appear during the battle.



How to do it:

Enter a battle with Brutal with all the preparations described above. Brutal appears during sunny days (I never encountered him during rainy days or night). You can just save your game outside Deidon Hold. Try to enter the Hold and sleep and inn. Reloading your game will also give you the chance to fight him. Just set everybody to AUTO mode and watch them rack up FS. You can leave them on their own but remember to move your controller once in a while before it goes to sleep mode (pausing the battle). You can just change the weapons when you're ready to finish the fight.

Strategy is provided by a close friend, *levann* from [Gamefaqs](#) ToV board.



Cooking is a good, alternative way to recover HP, TP, even cure ailments or even boost your stats until your next battle. To cook, you'll need a recipe and the ingredients needed to prepare the dish. Recipes can be learned by finding the Wonder Chef or cooking the same dish for a number of times.

Here are some general tips you may want to consider.

- There is a sidequest later in the game that will require at least one character that has mastered or aced (3 star) all recipes, including the last recipe that will be provided by the Wonder Chef. Since Yuri is in your party most of the time, have him master the recipes you can get as early as possible.
- Sleeping at the inn will make your party hungry again. You can take advantage of this feature by sleeping at the King of Adventure lodge (50G per stay), cook the dish and sleep again. Repeat the process to master/learn new recipes in no time.
- Always stock up with ingredients whenever you visit a new town. If it's your second playthrough, getting the 99 items capacity will help out a lot here, saving you return trips to buy new ingredients.
- Be versatile in assigning shortcuts. Try to include recipes that will provide you various benefits, especially when you're trekking a large dungeon. Having HP/TP recovery and different stat boosting recipes will help out a lot in saving your precious gels



Note: Sometimes the new recipe won't be unlocked even if the required character cooking has mastered the recipe already. Just continue cooking until it appears.

RECIPE	INGREDIENTS	EFFECT	LEARNED FROM:
Sandwich	Bread, Egg	Recover 10% HP	Story, Quoi Woods
Rice Ball	Rice, Dried Seaweed, Salmon	Recover 5% HP and TP	Estelle (Sandwich)
Beef Bowl	Rice, Beef, Onion	Recover 20% HP	Yuri (Rice Ball)
Omelette Rice	Rice, Egg, Onion, Chicken	Recover 10% HP and TP	Karol (Beef Bowl)
Curry	Meat, Rice, Potato, Onion, Carrot	Recover 30% HP	WC, Mantaic (pg. 67)
Meat Sauce	Sticky Flour, Tomato, Onion, Pork	Recover 15% HP and TP	Karol (Omellete Rice)
Cream Stew	Milk, Potato, Carrot, Onion, Chicken	Recover 40% HP	WC, Myorzo (pg. 90)
Udon Noodles Hot Pot	Sticky Flour, Shrimp, Squid, Shitake, Napa Cabbage, Egg	Recover 40% HP	Yuri (Pork Miso Soup)
Mabo Curry	Rice, Onion, Tomato, Potato, Tofu	Recover 25% HP and TP	WC, Nordpolica (pg 133)
Salisbury Steak	Beef, Egg, Onion	Phys ATK + 3%	WC, Aspiao (pg 22)
Pork Stew	Pork, Radish, Kelp	Phys ATK + 5%	Raven (Beef Bowl)
Kebab Sandwich	Bread, Beef, Lettuce, Tomato	Phys ATK + 7%	WC, Nordpolica (pg 61)
Fish with Miso Sauce	Rice, Mackerel, Miso	Phys DEF + 5%	WC Heliord (pg 43)
Sashimi	Tuna, Mackerel, Salmon, Scallop, Squid	Phys DEF + 10%	Raven (Salad)
Sukiyaki	Beef, Napa Cabbage, Shiitake, Tofu, Egg	Phys DEF + 15%	Judith (Japanese Stew)
Seafood Bowl	Rice, Tuna, Salmon, Scallop, Shrimp, Cucumber	Phys DEF + 15%	Capua Nor (pg 60)
Sushi	Fish, Rice, Dried Seaweed, Kelp	Phys DEF + 25%	Karol (Sashimi)
Fried Chicken and Fries	Chicken, Potato	Mag DEF + 10%	WC, Capua Torim (pg 37)
Scottish Egg	Meat, Egg, Tomato	Mag DEF + 20%	Estelle (Fried Chicken and Fries)
Croquette	Meat, Potato, Onion	Mag DEF + 30%	WC, Yormgren (pg 72)
Okonomiyaki	Meat, Sticky Flour, Egg, Shrimp, Squid, Cabbage	Mag DEF + 40%	Raven- Scottish Egg
Tempura	Vegetable, Sticky Flour, Shrimp, Squid, Egg, Chicken	Mag DEF + 50%	Judith - Croquette
Minestrone Soup	Onion, Tomato	Mag DEF + 20%	WC, Dahngrest (pg 48)
Miso Soup	Tofu, Radish, Miso	Mag DEF + 40%	Estelle (Minestrone Soup)
Clam Chowder	Onion, Scallop, Potato	Mag DEF + 60%	Estelle (Miso Soup)
Vichyssoise	Sticky Flour, Milk, Potato	Mag DEF + 80%	WC, Nam Cobanda (pg 123)
Pork Miso Soup	Pork, Tofu, Carrot, Miso	Mag DEF + 100%	Estelle (Vichyssoise)
Salad	Lettuce, Tomato, Cucumber	AGL + 20%	WC, Ghasfarost (pg 51)
Japanese Stew	Radish, Squid, Kelp	AGL + 40%	Judith (Pork Stew)
Vegetable Stir Fry	Meat, Cucumber, Carrot, Onion	AGL + 60%	Rita (Salad)
Soup Noodles	Sticky Flour, Pork, Cabbage, Onion, Carrot	AGL + 100%	Raven (Vegetable Stir Fry)
Sorbet	Fruit, Milk	Recover 10% TP	WC, Capua Nor (pg 33)
Pudding	Milk, Egg	Recover 20% TP	Yuri (Sorbet)
Cake	Milk, Egg, Strawberry	Recover 30% TP	Yuri (Pudding)
Crepe	Milk, Egg, Kiwifruit, Banana	Recover 40% TP	WC, Aurnion (pg 127)
Fruit Parfait	Fruit, Milk, Egg	Recover 50% TP	Rita (Crepe)
Dog Food	Any	Recover 1% HP and TP	Repede only



Credits



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