

# Wild ARMs XF Walkthrough

by DreamChasingDrifter

Updated to v0.17 on May 9, 2008

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|           *           *           |
|           *   Introducing the PSP TRPG:   *           |
|   *                                           *   |
|           --- WILD ARMS XF: Walkthrough ---           |
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Wild ARMs: XF Walkthrough  
Written by Traz (Trazmann@gmail.com)  
Copyright: Troy de Haan

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|           I N T R O D U C T I O N   (000A)           |
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Welcome to my battle walkthrough for Wild ARMs Crossfire. The point of this guide is to walk you through each of the missions in this game, not detail plot points and ruin the story for you. Thusly you won't find story updates

and whatnot throughout this walkthrough, just long-winded advice to get you through each mission, without having to resort to 'retreat/get-out-as-fast-as-you-can' tactics. Some missions are tough, and the game may want you to avoid engaging the enemy. Such missions have a general strategy that you can implement which will allow you to wipe out every single enemy, offering maximum Gella/EXP gain. If you'd like to help you can email me typos/corrections/suggestions/etc and I'll credit you for any worthwhile information.

This guide offers a turn-by-turn walkthrough of each battle, and therefore relies heavily on your utilizing the same Classes as me for your characters, as their RFX stat determines how fast they are, and therefore some characters will get two turns in before the enemy; if they were slower due to a different Class than mine parts of the advice in this strategy will conflict.

Note that I make no promise to complete this guide promptly. I like to take my sweet-time with RPGs of any kind, but I'll update the walkthrough when I can. Complaints can be directed to the neighbourhood brick wall. Thanks for your time, and enjoy.

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|   F R E Q U E N T L Y   A S K E D   Q U E S T I O N S   (000B)   |
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+++ How can I tell which magic spell I should use on certain enemies? +++

Pay attention to the screen that comes up when you choose your spell and select an enemy (before confirming said action) and it shall tell you how much damage the spell will do. Simply choose spells of other elements (Fire/Freeze/etc) and see if a certain one will do more damage. That痴 the slightly long method. When you are on the map and click X on a foe twice, their stats will come up. Look at their elemental weaknesses there (four icons representing the four elements will have +/- indicating a strength or weakness). It痴 not rocket science.

+++ CSP? EXP? GPS? +++

~ CSP: Class Skill Points - Earn enough of these and you will increase your current Class Level (up to 7) and earn Skills as you do so. Once you have maxed out your current Class, you will gain a special ability which cannot be equipped with another Class like a regular 'Skill'.

~ EXP: Short for Experience Points. Any RPG fan would know this. Gain enough EXP and you'll advance in level (up to 99).

~ GPS: Global Positioning System. Nothing to do with Wild ARMs XF whatsoever.

+++ What is 'VP' and why do my characters 'randomly' lose HP? +++

VP stands for 'Vitality Points', and there's nothing random about that HP loss at all. As your character moves/performs an action/waits, they use up a small amount of VP. Throughout the course of a long mission, your character just might run out of VP, and once that occurs said character will start losing 10% of their maximum HP per following turn. However, once they only have 1 HP left, they won't lose any more; hence you cannot die from having no VP left.

+++ So Poison is similar then? Drops your HP until you have 1 HP left? +++

No, the negative-status Poison will kill you eventually.

+++ Why does 'Skill Execution' pop up in battle from time to time? +++

This occurs when an inherent Skill of a particular Class takes effect. For example, a Gadgeteer has a Skill known as 'Item Effect', which makes certain item 1.5 times more effective (so a Heal Berry that usually recovers 100 HP will heal 150 HP instead and a Potion Berry will recover 300 HP rather than 200 HP) and should you use a healing item that 'Skill Execution' message will pop up. It's nothing to be alarmed by.

+++ Which Class should I use for \*insert-Act-here\*? +++

If said Act has not been covered by the Walkthrough yet, you're best off seeking help at the Wild ARMs XF Forum at Gamefaqs. I aim for balance in my teams, and thusly I will always advise the most effective team where a reasonable balance is concerned, that will get you through each mission without a character ever dying.

+++ Critical Steal? +++

When an enemy that can steal items from you (such as a Harpy) attempts to do so, the 'critical hit' animation (a zoomed-in affect with the camera) may randomly go off, though this means nothing. They don't get more than one item or anything like that; it's just an odd little flaw.

+++ Why don't you suggest using Accelerate? That Skill rocks. +++

Indeed it can. However, for the purposes of a turn-by-turn walkthrough that Skill will only cause frequent conflictions due to the random turn order it will create. Where I might have had you move behind a certain character, said character might not be there yet; or I might get you to move and use magic/etc where you couldn't because Rush had not been cast on you yet. RFX +25% is the best alternative because it will always be consistent.

+++ What does '8H-level' mean? +++

If I directed you to move to such a location, it would define the height of the Hex/area. Where the 'ground floor' (the lowest level of the map) would be '0H', as you progress to higher elevations that number will change (you can see it in the top-right of your screen). Just pay attention to these figures as I usually mention them so you have a better idea of where to go.

+++ Sometimes I don't know whether I'm supposed to move or not? +++

Don't move unless I tell you to move. Thusly, if I said "Make Clarissa use Heal" then obviously I don't want you to move anywhere; simply have here stay where she is and use Heal. On that note, if I don't specify who you need to use Heal on it should be obvious based on HP-loss.

+++ When will this Walkthrough/FAQ be completed? +++

Not for a long time. I'll generally update the thing every two days when

possible, or whenever I complete a new Act mission (which usually has a new Free Battle/Drifter Search in between). Then you have to add the time it takes for Gamefaqs to process the new file.

+--+ Can other questions be submitted for this section? +--+

Only if they are in relation to parts of the game where the current stage of the Walkthrough is at. I'm at the same stage in my own game that I am with this guide, and as such it would be a waste of time asking anything about a stage of the game that I am not up to. You'll get the quickest response to any problems you are having at the Wild ARMs XF Forum at Gamefaqs, anyhow.

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GAMEFAQS FORUM FAQ (Created by swift412)

[--When do I get new classes?--]

Starting classes: Secutor, Elementalist, Gadgeteer, Fantastica  
End of Act 1-8: Sentinel, Sacred Slayer, Excavator, Geomancer  
End of Act 2-3: Berserker, Strider, Grappler, Enigmancer  
End of Act 3-7: Night Stalker, Emulator, High Cavalier, Extremist

[--Where do I find more Item scopes?--]

Unless otherwise specified, you receive them as a mission reward.

1. Act 1-4
2. Act 1-5, Promise Hill, use Excavator's Detect skill on the 12-height tile
3. Act 1-16
4. Act 2-7
5. Act 2-15
6. Act 3-4, Guardian Temple, use Detect by the snowy area before the temple.
7. Act 3-7
8. Act 3-13
9. Act 4-5
10. Act 4-7, breakable box
11. Act 4-11
12. Epilogue, On the map Foothills of No Return, there is a snowy area slightly up from the middle. East of there, then down, there is a tree to the South West. Search there with Detect.

[--Is there a list of all the weapons and armour?--]

<http://swift412.googlepages.com/WildArmsXF-WeaponsandEquipmentList.xls>

List of all weapons, armours and shields with name, description, ATK-MAG-AIM/DEF-RES-EVA and weight.

Missing: synthesis recipes, needs to be double-checked.

[--Is there a list of all the classes and their skills?--]

<http://swift412.googlepages.com/WildArmsXF-ClassesOriginalsandSkills.xls>

List of all classes, original skills, skills, SP skills; also list of usable items with descriptions.

Missing: Elements, MP costs, needs to be double-checked.

[--What skills can the Emulator class download?--]

1. Kirlian Buster

Decreases the target's maximum HP - Gremalkin, Marchosias; Bandit Hill.

2. Stink Cloud

Inflicts ~Disease~ status, preventing the target from recovering HP - Damnation; Sundome Abbey OR Nightstalkers; late Act 3 story battle in the Capital.

3. Petrify

Inflicts ~Stone~ status. Physical attacks will reduce a unit in Stone status to zero HP - Rhinoceros, Gorgon; Rhino River; White Devil Plains.

4. Slumber Fog

Inflicts ~Sleep~ status, preventing the target from acting - Orc, Princeton; Rasalom Keep; Circle Valley.

5. Toxic Breath

Inflicts ~Poison~ status, causing the target to lose HP each turn - Tarasque; White Devil Plains.

6. Luminous Moss

Inflicts ~Confusion~ status, causing the target to randomly attack units regardless of whether they are allies or enemies - Ascomoid, Moss Fungus; Promise Hill.

7. Downhearted

Inflicts ~Misery~ status, preventing the target from using Originals that consume MP. Units in Misery status cannot recover MP - Nightstalkers; late Act 3 story battle in the Capital.

8. Asphyxiate

Instant-death attack - Harpy; Rasalom Keep, Bandits Forest.

9. Electrigger

Lightning-elemental breath attack. Deals heavy damage to mechanical units - Ignus Fatuus; Wayward Path, OR Undead Emulator, late Act 3 story battles.

10. Dangerous Matter

Reduces the target's HP by half - Creeping Chaos; Flatwoods.

11. Buried Alive

Earth-elemental breath attack - Paigoel, Clymenus; Deserter's Camp, Flatwoods.

12. Hydro Pressure

Water-elemental breath attack - Paigoel, Clymenus; Deserter's Camp, Flatwoods.

13. Crimson Cremation

Fire-elemental breath attack - Paigoel, Clymenus; Deserter's Camp, Flatwoods.

14. Storm Blade

Wind-elemental breath attack. - Paigoel, Clymenus; Deserter's Camp, Flatwoods.

Each character needs to learn them separately. Characters only need to learn them once. You can also learn them from enemy Emulator characters.

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1.] In the early stages of the game, always stick your group close together, and work on wiping out one enemy at a time. When you are stronger and more capable, it may be safer to split into two teams, but it's generally advisable that no novice to TRPGs do so. In 'Free Battle', it's less of an issue and splitting off to kill enemies that may be on two sides of the map is generally a good thing to do.

2.] Again, early on in the game there is no real need to waste your money on the more expensive 'Potion Berry' items. A Gadgeteer can recover 150 HP with a Heal Berry (50 HP less than a regular Potion Berry) and most characters will seldom lose more HP than that until later on in the game. At the very least, save your money by purchasing the cheaper alternative until post-Act 1-8.

3.] If you are surrounded by enemies, or your character is in range to attack many of them, always target the foe which is up next in the Turn-Order. Always check this line-up by pressing 'Start' and having a look by scrolling over the names there; it'll take to the highlighted name on the map so you know who it is. Naturally, if there is a wounded unit you should finish it off first if you are able.

4.] Always take the time to engage in Free Battle so you can train your characters between Act missions. They don't take very long to complete if you know what you're doing, and they can be rewarding and fun if you don't play them excessively (a few rounds between 'event' battles is not excessive). This Walkthrough will be a waste of time for you if you like rushing through an RPG; that's not what I'm about.

5.] If you move a character and they have nothing to do for their turn (for example they are out of attack range) don't just 'Wait'. Have them use a support ability (Rush/Encourage/etc) on nearby characters so you increase your EXP/CSP Bonus rate for the end of the mission. Unless I advise otherwise or you are low on MP, this is a good tactic to make a habit of.

6.] Never use a Lucky Card or a Potential Egg on a single character, always use Mystic so that you can target your entire party so that they all can reap in the benefits for the cost of just one of said items. As for Gella Cards, you should save them early on in the game until specified missions or quests.

7.] As with any RPG, save your game REGULARLY.

Have some worthy 'Hints And Tips' to contribute? Feel free to send them into me via email and should I use them, you'll receive the credit. I'm looking to add basic stuff here, and more in-depth information will be placed elsewhere.

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One of the fun features of Wild ARMs XF is that you get to create generic characters to help your small party at the start of the game, which you can name and select their gender and which Class you want them to be (i.e. a warrior-like Class such as a Secutor or a magic-wielder like an Elementalist). Also, their base-statistics are determined randomly, but you can keep scrolling to the left/right (L1/R1) to reset these stats, which ultimately can allow you to have a really high ATK (Attack) or MAG (Magic) stat and so on. Likewise you can also keep scrolling until you have low elemental weaknesses all-round, and other positive things. However, for the purposes of this guide,



we are only going to create two Drifters that will ever see the light of battle, and unfortunately there is some criteria you must stick to otherwise you will run into problems with the 'Turn-Order' of battle; and naturally as this is a turn-for-turn guide a characters' RFX (their speed) is very important. Before we get into that, I'll tell you a few more things about what a Drifter can do.

~ A Drifter is a generic character, where gender has no real purpose. There are many NPC Drifters in this game, and you can create dozens of them if you want to.

~ Drifter Search - soon enough in the first Act you are able to 'Search' in various locations where you can engage in Free Battle. The purpose of this Search is to gather resources that you use for Synthesis (something you get to do late into the first Act, which allows you to forge stronger weapons/armour/items). This is a very important thing to do, as you'll get better equipment that regular shops do not offer at certain points in the game. You can send up to six Drifters on a Search (per any one location) to get a higher amount of materials, but I only use two throughout the game because I don't want extra generic characters getting in the way of my character line-up; meaning I'd hate having to scroll through them all the time.

After you complete Act 1-4, you get the opportunity to create your first Drifters. You only need to create two of them for the purposes of battle if you are going to follow this guide, so here are the base statistics that MUST be present (with only a slim margin of difference +/-).

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|-----|
| Male (Secutor): |
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HP (Health Points) - 170+  
ATK (Attack) - 70+ (as this will be a fighter-character)  
RFX (Speed-stat) - 74 (or 73 [-] or 75 [+]).  
(The above stats reflect a Classless, level one Drifter).

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|-----|
| Female (Gadgeteer): |
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HP (Health Points) - 140+  
MAG (Magic) - 70+ (as this will be a magic-wielder)  
RFX (Speed-stat) - 71 (or 70 [-] or 72 [+]).  
(The above stats reflect a Classless, level one Drifter).

Now those above base-statistics will change when you select your Class (i.e. Secutor) but that does not matter. The above stats reflect what you will see initially, and they must reflect that criteria. It may take some scrolling around until you get what I have asked for, but it will be worth it in the end. If your RFX stats for each Drifter are too different from mine, the Turn-Order in battle will be screwed up and you won't be able to follow the strategy easily per battle. It would be much better if you can get the exact RFX stat I told you to aim for, but a value positive/negative by one should be okay; so long as only ONE Drifter goes higher or lower by one point. Looking at what I ask, it would be fine if your male Drifter's RFX was 75 and the female's was 73; but if the male's was 75 and the females was 70 you'd have problems.

PROLOGUE: SEED OF THE DANDELION

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| Prologue - (0000) |  
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Pre-mission Advice:

N/A. Your characters are already equipped with 4 Heal Berries each (not that you'll need them) and there is no need to waste space by equipping an Antidote just yet. You can also check out the battle-map and get a look at the enemies you'll be facing shortly if you'd like.

Notes:

You cannot use 'Originals' in this battle, so worry not about that feature. Also, ignore Rupert's presence throughout the mission.

Strategy:

The first mission of any SRPG is usually child's-play, and Wild ARMs XF is no exception. Begin by making yourself familiar with the controls, and reading up on your characters' abilities/weapons/etc. Once you are ready to get on with business, move Clarissa as far forward and to the left as she can go, and you will be able to attack a distant enemy. You may miss, but give it a try anyhow as there is no penalty. Whatever the result, when you are done you will now control Felius. Move him ahead of Clarissa though stay close. The general rule of any SRPG is to work together, wiping out one enemy at a time. He won't be able to attack indirectly, so just finish up his turn and wait.

When Clarissa is next able to move, the enemy that you may have wounded will have been lured close to you. Since there is no risk, move her straight ahead as far as she can go and target this enemy. If you had injured the foe before, you will wipe it out with her attack. Now Felius should finish the enemy unit off if it's still alive, otherwise move him ahead as far as he can go, to the right of Clarissa. Our plan is to lure down the next Strider-class unit, so when you control Clarissa again, move her forward and to Felius's right. When it is Felius's turn, he will have two possible opponents.

Wipe out the weaker unit first (the Strider) as Felius will take him out in one hit. Have Clarissa now move in front of the Secutor and attack him. Worry not about being close enough for a counterattack on the next turn. You may be lucky and get to use her twice in a row, so fire again, though move her to the left of the foe (stand directly next to him). Now position Felius directly behind the unit, so he faces up with Clarissa. Attack the Secutor and Felius will perform a Formation Art. No further strategy is needed, so finish off the Secutor and then wipe out the remaining Elementalist.

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ACT 1: PATH OF THE FOUNDING KNIGHTS

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| Act 1-1 - Trader's Road - (0001) |  
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Pre-mission Advice:

In town, purchase a Revive Fruit for a future mission (just in case). Don't bother with stat-ailment curatives just yet, though if you want to spend more of your money, purchase plenty of Heal Berries. At this point, Potion Berries are not worth the extra money. Me? I purchased 7 Heal Berries to bring my grand-total to 20 (as there was no need to use one in the previous mission for

minor wounds). Also don't even consider changing classes, as that is unnecessary right now.

Strategy:

You can now use Originals, and are aided by a third party-member. There are a couple of ways to approach this mission, and I will take the direct approach. Start by moving Clarissa as far forward as she can go, and you will be able to attack an enemy unit (McQuaid). You might miss, but try anyway. For Felius, move him as far forward as he can go and wait. When you control the White Dog, move it right in front of Felius. When you control Clarissa once more, move her forward and attack the (hopefully) wounded McQuaid. Next, for the purpose of a Formation Art, move Felius straight ahead (to McQuaid's left) and attack. Try using his 'Shockwave' Original so you hit both enemies. Clarissa should have another turn, so line her up with McQuaid and Felius and attack; so she performs a Formation Art of her own. If the enemy is not dead yet, finish him off with the White Dog's turn.

As Felius should be near a wounded Cordell (the second Fantastica unit) have him move ahead (closer to the last unit standing at the end of the map) and finish it off with another Shockwave. If you missed, use Clarissa to finish him off. Now advance with all your units on the remaining Fantastica unit at the end of the map, and use all of your combined might to finish him off with ease, at your leisure. Feel free to try out Clarissa's 'Sacrifice' Original if she is in the right position. She will be at no risk of dying at this point if you have followed this strategy.

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| Act 1-2 - Windhalt Gatehouse - (0002) |  
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Pre-mission Advice:

The key to completing this mission with ease (rather than hit-and-run/hide tactics) lies in preparation and naturally, teamwork. Therefore, make sure Clarissa is equipped with four Heal Berries (nothing else, item-wise).

Notes:

Do NOT use any Original abilities until stated to do so in this strategy, otherwise you will not be able to complete this mission in the 'easy' (though more time-consuming - however still a lot more fun) non-EXP-wasting manner; as opposed to the inanely simple manner.

Strategy:

I have found the easiest way to completing this mission lies in wiping out Glenn, the level 12 Secutor. If you have played this mission before, and think "He's too powerful and my characters always miss when fighting him!" you are going about it the wrong way. On the contrary he is very easy to defeat. Anyhow, begin this mission by moving Clarissa two spaces ahead; one forward and one to the right, so you can safely target the semi-distant Gadgeteer. You'll probably miss, but give it a shot. Worry not about his weak magic counter-attack. When you control the dog, move him ahead and next to Clarissa (there's no need to go further than that). This position will save Clarissa from getting hit by an attack from the Fantastica that advanced toward the pair.

Now position Clarissa with a one-space gap between the Gadgeteer, and fire. Again, you may miss. You'll probably get to control her again before the dog, so try and hit him once more. When you do control the dog once more, position him so that you can perform a Formation Art with the aid of Clarissa. When you next control Clarissa, finish off the Gadgeteer with a Formation Art of her

own. Now you can use Felius, so move him to the side of the nearby Fantastica and attack (save your MP/Originals for later). Next move the dog behind the same enemy, and line up with Felius to perform a Formation Art. You'll most likely wipe her out.

Now you control the newest character in your ranks, an Arcanist. Notice the approaching female Gadgeteer, so we want to move this Arcanist close to her but out of range. For now just move her to Felius's right; which is to the right of that boulder you'll see. You will now notice that the powerful level 12 Secutor has decided to head toward your party. Fear not. Have Clarissa move in ahead to target that female Gadgeteer on the mountain, as we'll want to lure the Secutor up there. Now move Felius up next to Clarissa to offer his aid, and attack the (hopefully) wounded female unit. Move Clarissa behind Felius, and take this time to use a Heal Berry (3 left). The Secutor will probably move ahead and attack the dog, so get the animal out of there and head up the mountain to attack and try to finish off the Gadgeteer.

Worried about the Secutor now? Worry not. You should now control the Arcanist again, so move her up the mountain as far as she can go (towards the treasure chest) and use her 'Replica' Original ability and select the Hex in front of the Secutor. Well done. He has fallen into your trap. Anyhow, Felius should be up next, so if the Gadgeteer is still alive finish her off, otherwise move him toward the ground and use his 'Upper Hand' Original ability on Glenn (the Secutor). Anyhow, Clarissa should be in the perfect position to use her 'Sacrifice' Original ability on Glenn. Do so without fear. Glenn should now use his turn to wipe out the Replica. At this point, the dog is of no help against Glenn, so have him Wait whenever he gets a turn until the Secutor is dead.

Using the Arcanist again, have her create another Replica, though this time place it in front of Clarissa (so the Secutor has to move closer). As Clarissa, move her back a step just for the sake of it, and use her turn to use a Heal Berry (2 left). If you haven't already, move Felius to the ground (the lowest Hex) and take advantage of his 'Upper Hand' Original again on Glenn. The Secutor will move again, and naturally target the Replica once more. After that it shall be Clarissa's turn, and as she is at full health use another Sacrifice Original on the level 12 enemy. As the Arcanist, call forth yet another Replica and place it in front of Glenn. Don't even think of using her Lightning just yet. From here on, continue using Felius's Upper Hand Original, and then have Clarissa use another Heal Berry (1 left). Ah, predictability. Glenn will wipe out your Replica once again, and not come after your other units. Clarissa should receive another turn, so use her Sacrifice Original. The Secutor is nearly dead. Great.

Felius - Upper Hand. Arcanist - Replica. Glenn - Heal Berry. Okay, do not panic. Clarissa should be up again, so have her use another Heal Berry of her own (none left). Felius will be up again, so use his Upper Hand (no pun intended). Glenn will now destroy the Replica. Now it is the Arcanist's turn once more, and now it is safe to use her Lightning Original (as the Secutor is nearly dead). Clarissa should then use Sacrifice on Glenn once more. Don't worry about having no Heal Berries left. Have Felius use another Upper Hand, and Glenn shall be a few HP away from Oblivion. Finish him off with Clarissa's Sacrifice Original. The strong foe will finally perish. Now you can safely head for the bridge's control Crystal with the Arcanist and use her Lightning to activate it. If you don't have enough MP, you have not followed this strategy correctly.

Optionally you can wait until you have wiped out the last remaining unit with Felius and the dog (as they should have enough HP to safely engage the unit in battle. Use this time to move the Arcanist into position, and have Clarissa

open the nearby chest for a Heal Berry (not that she can use it). Don't worry about Clarissa losing HP because she's run out of VP, as she cannot die in this manner; she'll simply be reduced to 1 HP and then nothing else will happen.

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| Act 1-3 - Poliasha - (0003) |  
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#### Pre-mission Advice:

Now it is finally worthwhile to change your characters' Classes. Make Clarissa a Gadgeteer (so she is useful as a healer) and then equip her corresponding weapon and armour (you will not need to purchase them, they should have been won in previous battles) and do not forget to equip her previous Skill, the Dandelion Shot OC, as that way you can take advantage of the abilities of that Class (with the exception of Howling Shot as that requires the Dandelion Class weapon). Now make Felius a Secutor and again equip his new weapons and his Halberdier OC Skill. In town, use your money to stock up on Heal Berries if you need to, but don't bother with Potion Berries or elemental Gems yet. When you get Labyrinthia, change her Class to an Elementalist, and equip her weapons as well as her Arcanist OC Skill. Item-wise, make sure everyone has Heal Berries equipped (Clarissa as a Gadgeteer can have 7 attached).

#### Notes:

Be careful with using 'Mystic' with Heal Items, as the large area-of-effect may include the enemy, and yes if this happens they will also be healed; something that doesn't occur too often with RPGs. Be sure to target the right Hex location that will cover your allies and not foes as well.

#### Strategy:

Like the previous mission, there is a cowardly (and EXP sacrificing) manner to complete this battle, but we'll ignore those parameters. If you have followed the Pre-mission Advice, you'll have no trouble dispatching those tough-looking level 20 foes (and the two much weaker enemies). Begin by moving all four of your characters as far forward as they can go, heading near those stone pillars, though have Labyrinthia Warp there so she is in range to attack quicker. Once you control Clarissa again, see that Hex in the middle of the two pillars? That's for Felius to occupy, so move her directly one space behind that location. Next move Felius to the aforementioned Hex in front of Clarissa, effectively blocking the path so that the enemies can only attack him, one at a time. He cannot attack anyone directly just now, so have him use his Halberdier 'Upper Hand' ability on the closest enemy (by selecting left/right from the Secutor ability menu).

Clarissa should be up again, so have her use her Dandelion Shot 'Sacrifice' ability on the unit Felius wounded. Controlling Tony again, have him move on top of the elevated land straight ahead of him and make him wait up there out of reach. We'll use him soon. Have Labyrinthia finish off the wounded Secutor with the Elementalist 'Crush' magic. Clarissa should now use a Heal Berry. The remaining 2 Secutors will move forward, and one of them will attack the stationary Felius. When it's his turn, you can risk attacking the unit in front of him with his 'Hard Smash' ability, but I suggest using 'Smart Drive' as it cannot miss. Clarissa is up again, so use her Sacrifice ability on the slightly-wounded unit. Labyrinthia can now finish this Secutor off with her 'Crush' ability. Continue to have Tony wait in his safe-haven. It's now time for Clarissa to use Mystic and a Heal Berry, making sure the target area does not include the enemy (though hits Felius and herself).

As Felius, play it safe and use Smart Drive. The Female Gadgeteer will probably run down to try and double-team Felius with an indirect attack, but

if you've been following this strategy to the letter you have nothing to fear. Clarissa should now use Sacrifice on the last Secutor. When you can use Labyrinthia again, have her finish the unit off with 'Fire' (this enemy is weak against this type of magic, make sure you always check which element does the most damage before actually using it). Now that all the Secutor's have been defeated, have Tony move behind the Gadgeteer and attack. You may miss, but it's of no consequence now. The battle was yours long ago. Have Felius move behind the enemy female so he can perform a Formation Art with Tony. Have Clarissa use Mystic again with a Heal Berry so that the green Hex area-of-effect targets both herself and Felius (but not the enemy).

Clarissa should be able to move again, but have her wait behind Felius and do not use Sacrifice this time. We'll finish this enemy Gadgeteer off without that. Have Felius use Upper Hand, and then have Tony finish off this level 20 foe. Should he miss, finish the enemy off with Labyrinthia, otherwise have the Elementalist/Arcanist Warp as far forward as she can; landing her near Tony. Now concentrate on moving all of your characters toward the remaining two enemies; but be wary of going too far or you'll end the mission (the last two lines of horizontal Hex will transport an ally to safety, which is not necessary).

Clarissa should place herself near the low-level female Fantastica; in the little corner which is two spaces away. Don't worry about the enemy being too high to reach. As Felius and Labyrinthia have battled most of the enemies so far, we'll leave these last two enemies to Clarissa and Tony, to make the EXP bonus more balanced. Clarissa (when she is in her desirable location) should get to move before the enemy, so use her Sacrifice ability on the closest Gadgeteer; killing her in one hit. Now move Tony up onto the raised elevation as he can jump up there, and head toward the last enemy on the map; who should now promptly target the dog. Use a Heal Berry on Clarissa when you control her again. You may be lucky and get to use her again right away, so kill the last unit with Sacrifice; or wait and have Tony wipe her out.

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| Optional Quest - Free Battle #1 - Bandit's Forest - (0004) |
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**Pre-mission Advice:**

Taking a break from the storyline battles, it's now time to decide if you want to spend time training your characters, reaching higher levels and gaining Class Skills. It's highly advisable that you do so, and if you have been following this guide you should have no trouble getting your characters to level 8 (10 if you have the time). You'll gain some minor Class Skills along the way, and gain plenty of Gella and experience points. Stock up on Heal Berries before each battle, and replay this stage as much as you like.

**Notes:**

Don't bring any Potion Berries into this stage, and perhaps even Revive Fruits (though one or two of your characters can and will die from time to time thanks to a certain enemy with an instant-death attack). Your items can be stolen, and it costs a lot of money for these particular things.

**Strategy:**

Your enemies are randomly determined for this Free Battle stage, but there are only two enemy types. You should also take this time to learn the fundamentals of Wild ARMs XF's battle system, and improve your teamwork skills and find out the best combinations, the best abilities to use at the right times, and so on. You'll become an expert in no time.

~~~ Gremalkin (Dubious Leopard):

This foe can't really hurt you too much, but it does have a slightly annoying attack called 'Kirlian Buster' which causes a status-ailment known as Max-HP Down. It doesn't work too often, and isn't really worth worrying about, so forget about Nectars. This enemy also counters direct attacks with an ability that sucks health from your character and heals itself. Therefore, Clarissa and Tony should never attack a wounded Gremalkin with regular attacks as it heals more damage than you generally inflict.

Suggested attacks per character:

- Clarissa (Gadgeteer): Direct attack (when the enemy is at full health). Otherwise Formation Art only.
- Felius (Secutor): Hard Smash.
- Labyrinthia (Elementalist): Any elemental magic (all does the same damage).
- Tony (Crossbreed): Direct attack (when the enemy is at full health). Otherwise Formation Art only.

~~~ Harpy (Avian Bandits):

The more dangerous (and annoying) foe by far. A Harpy is able to bring instant-death to a character of yours, and though it rarely works, it will succeed from time to time. It can also drain HP/MP from you, and it also steals your items. Its movement range is insanely large, and it retreats quite often, which is highly annoying as you lose the EXP/Gella it brings. 'Steal Sanity' can also inflict a character with either Confusion (lose control of a character for a short period) and Steal Energy can cause Misery (unable to use Originals). A Harpy is also nearly impossible to hit with direct attacks.

Suggested attacks per character:

- Clarissa (Gadgeteer): Encourage allies, or Formation Art direct attack. (If it's the last enemy on the map, Sacrifice).
- Felius (Secutor): Upper Hand
- Labyrinthia (Elementalist): Any elemental magic (all does the same damage). Creating a Replica nearby also helps.
- Tony (Crossbreed): Formation Art direct attack.

The possible enemy lineups I faced were:

- Gremalkin X3 (Few dozen Gella, 6 or so EXP)
- Gremalkin X2 + Harpy X2 (1000+ Gella, 40+ EXP)
- Gremalkin X1 + Harpy X3
- Gremalkin X3 + Harpy X2
- Gremalkin X2 + Harpy X3

Note that Gremalkins offer very little EXP and Gella, so should you encounter only Gremalkins, you are better off Loading your game and trying for a better random lineup. Also note that you would have a much easier time wiping out Harpies by making all three of your human units Secutors, and gang up on them with Upper Hand. I didn't do this solely because I was busy training my perspective characters' Class Skills.

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| Optional Quest - Free Battle #2 - Promise Hill - (0005) |  
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Pre-mission Advice:

When you move to this location on the map and your characters converse for a short moment, you will then have access to this second 'Free Battle'. If you

have already spent a lot of time training your characters and their Classes in the previous Free Battle, you may wish to skip this one or just give it a quick play-through if you are a perfectionist such as myself who must complete every aspect of a game. Anyhow, stock up on Heal Berries as usual and perhaps give Felius and Clarissa a Revive Fruit each; though it's no big deal if a character dies in a Free Battle.

Strategy:

You only face one kind of enemy in this mission, but it can Confuse your characters frequently which does get annoying if things get out of hand. You can counter this by equipping your characters with Pinwheels, though I never did and managed to get through this stage several times without them, waiting for the negative status to heal itself.

~~~ Ascomoid (Mutant Shroom):

This enemy attacks from a large distance away initially, utilizing 'Luminous Moss', an attack which can and will frequently Confuse your characters. This does get very annoying, fast. If a semi-wounded character is near they will use a direct attack which does small damage. Once they are wounded to a significant degree, they will use 'Countdown', where the end result is an explosion; however it will take several turns to actuate, where you have plenty of time to destroy it beforehand.

Suggested attacks per character:

- Clarissa (Gadgeteer): Sacrifice/Regular attacks (have the 'Dandelion EQ' Skill equipped as it halves the damage Clarissa takes when using Sacrifice).
- Felius (Secutor): Upper Hand
- Labyrinthia (Elementalist): Fire (enemy is very weak against Fire). Creating a Replica nearby also helps.
- Tony (Crossbreed): Direct attacks.

The possible enemy lineups I faced were:

- Ascomoid X3
- Ascomoid X5 (700+ Gella, 50+ EXP)

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| Act 1-4a - Creedmore Prison: Rear Entrance - (0006) |  
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Party Update:

By now you should be well familiar with the gameplay of Wild ARMs XF, and therefore confident enough to choose your own Classes and equip the right Skills. However, I'd highly advise that you stick to what I have suggested so far, otherwise you may end up with a slower/faster character which would conflict with my turn-by-turn strategies. For the record, my party were all evenly balanced at this point, at level 11, and took advantage of multi-class status (i.e. Clarissa was a Gadgeteer for me with the Dandelion Shot OC Skill attached, hence she could use the abilities of either Class).

Pre-mission Advice:

The first in a two-part mission, this is a fun arc in the game. You won't need to worry about items or attacking in the first mission, but stock up on Heal Berries nonetheless. For the sake of the coming strategy, make sure Clarissa and Labyrinthia are both of the Gadgeteer Class (making sure the latter has her Arcanist OC Skill equipped), and keep Felius as a Secutor. To deviate from this path may void the strategy.



## Strategy:

To make things easier to follow, you'll note that there are 9 houses on the map which each hold a prisoner that must be rescued. Clarissa will handle those on the immediate left, Labyrinthia will take care of the 3 in the middle, and Felius those on the right. Knowing this, there is less chance that you'll get confused when following the steps below. As your lineup, choose Clarissa/Felius/Labyrinthia, and Tony can sit this one out. I will show you what to do, turn by turn with plot points.

Clarissa - Move to the doorway of the left-most house near her (Fellman rescued, 8 left).

Labyrinthia - Move straight ahead to the middle house's nearby doorway (Krelia rescued, 7 left).

Felius - Head to the right-most house's doorway. (Brown rescued, 6 left).

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Clarissa - Sticking to the right side of the house she's standing at, move ahead as far as she can go.

Labyrinthia - Move two steps ahead, so she lines up with Clarissa; there's no need to go further.

The guard in the far upper corner of the map will now move.

Clarissa - Move one step forward. The nearby guard will not see you.

Felius - Move as far forward as you can go, heading toward the next right-most house.

The lower guard will move further into her corner, away from Clarissa, but not enough.

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Clarissa - Move down, heading toward the door of the next house on the left, but make sure you're in the gap where the guard will not see you. Rotate the map to see better if you need to. Wait there.

Labyrinthia - Position her in front of the door of the middle house (McCullum rescued, 5 left).

Felius - You may be tempted to go for that door which is in reach. Instead head toward the top of the map (the nearby gap), as we'll have Felius move toward the further house on the right first.

Clarissa - Have her wait in her current position.

Labyrinthia - Where she is now, have her Warp to the opposite side of the house, placing her near the last one in her charge.

Felius - Have him move to the top of the map, but snaking along the right side of the nearby house.

The lower guard will move now, seeing no one.

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Clarissa - She is now safe to position herself at the door of the mid-left house, but aim for the left-most Hex just for the sake of it, so she is further up the map (Weyland rescued, 4 left).

Clarissa - She can move again, so head for the gap ahead, placing her in between the two plants.

Labyrinthia - Continue to wait in her current position.

Felius - Move all the way ahead, sadly one Hex away from the door.

Clarissa - Move one space ahead, so you are still safe out of view and wait.

Labyrinthia - Wait.

Felius - Move one space ahead to the door (Jonah rescued, 3 left)

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Clarissa - Continue to wait.

Labyrinthia - Continue to wait.

Clarissa - Continue to wait (getting repetitive, but you're nearly done).

Felius - Move into the gap behind him, so he is close to the mid-right house, which we skipped earlier.

A guard will move, but Felius will be safely hidden away.

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Clarissa - Wait.

Labyrinthia - Wait.

Felius - Move to the door of the mid-right house (Alison rescued, 2 left).

Clarissa - Snake along the right of the house on the left yet to be rescued as far as you can go.

Labyrinthia - Move in front of the door of the last house in the middle section (Ellen rescued, 1 left).

Clarissa - Move further ahead but safe from the nearby guard's view.

Felius/Labyrinthia - Wait in current positions from now on.

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Clarissa - The guard is still nearby, so wait again. The guard will promptly move, so once you control Clarissa again move her to the final door (Brandon rescued, 0 left).

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| Act 1-4b - Creedmore Prison: Front Entrance -(0007) |  
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Pre-mission Advice:

Change Labyrinthia back to an Elemental (retaining her Arcanist OC Skill) and make sure everyone is equipped with plenty of Heal Berries (7 for Clarissa, or you may have trouble with this strategy). Also, make Levin a Gadgeteer and equip his Martial Mage OC/EQ skills since you have the space, and then equip his Gadgeteer Weapon/armour plus a few Heal Berries just in case. You should have the Dandelion Shot EQ Skill and a Brooch equipped on Clarissa so her Sacrifice doesn't harm her as much.

Notes:

The 'Warden' Nanasato (Secutor) is the 'boss' of this mission, and we will be defeating her and every other enemy on this map for maximum rewards.

Strategy:

Start off by having Clarissa move in front of the nearby Fantastica, but make sure you face her directly and there are three empty Hexes between and use a regular attack. As Levin, head towards the same foe, though since he cannot reach (indirectly or otherwise) use his 'Blast' magic on the Fantastica behind him. Felius should position himself behind Labyrinthia and attack Grinne (Excavator) with Upper Hand from a distance. As Labyrinthia, move next to Tony and create a Replica in front of him. Tony should go over and finish off the wounded Excavator near Felius.

Controlling Clarissa again, use Sacrifice on the Fantastica in front of her, which should kill the foe. Move Levin ahead towards the Warden (the same direction he's been heading). Clarissa is up once more, but don't move her. Use Mystic with a Heal Berry and make sure the target area includes herself and the wounded elderly villager nearby (Brown). Levin should move one space ahead and use Blast on the Fantastica behind him. Labyrinthia should use Crush on the Fantastica behind her Replica (Miranda) Just have the Replica wait or move it around endlessly. Having control of Felius at last, move him and finish off Miranda with Upper Hand.

Clarissa should use a Heal Berry on the villager Fellman (whom the warden wounded). Levin can make himself useful once more with a dose of Blast on the nearby Fantastica. Clarissa gets another turn, so take this time to use a Heal Berry on Brown (the elderly villager). Have Tony move behind the surviving nearby Fantastica and use a direct attack. Labyrinthia can assist the dog by

wiping out that very Fantastica with Vortex. Levin can now finish off his own Fantastica nuisance with Blast. Use Clarissa's Sacrifice Skill on Nanasato (Secutor Warden). Ignoring the Replica, have Felius move next to Labyrinthia and use Upper Hand on Excavator Maron.

As Clarissa, have her use a Heal Berry and wait right where she is. Make Labyrinthia Warp as close to Nanasato as possible, and then have Levin head toward the treasure chest you must have noticed by now. Clarissa can again use Sacrifice on the Secutor Warden, and then Tony can finish off the severely wounded Excavator near him. If he missed, or you want the treasure, have Labyrinthia use Freeze on the Warden (which won't kill her; because we don't want that yet). Have Clarissa use Mystic with a Heal Berry to target herself and Brown.

Felius can stay where he is, and use MP Burst for the sake of it. Clarissa gets another turn, so slap a little Sacrifice on Nanasato. Levin can now move over and attack/open the treasure chest for a free Heal Berry (I felt somewhat cheated as well). Labyrinthia can finally finish off the 'Boss' or wait until there are no enemies left on the map and then kill her. You receive a decent amount of EXP and CSP thanks to a nice bonus rate per character when the mission concludes. Well done.

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| Optional Quest - Free Battle #3 - Creedmore Prison - (0008) |
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Pre-mission Advice:

Your characters can be affected by the negative status effects Confuse and Disease, which can be countered with Pinwheels and Medicine respectively; but like the previous 'Free Battles' I never bothered. Disease will prevent the character affected from being able to use restorative items, so if any I'd worry about that a little more than confusion. The battles are short and unimportant, so it's up to you.

Strategy:

The map is quite large and the enemies usually start off far away, so if you hang back it might take a turn or two for them to reach you, during such time you could cast various 'buffs' on your characters. The chances of confusion afflicting your characters are very high if you spread out. Sticking together and throwing a Replica into the mix when possible early on will help. The only enemies you will face in this battle are Harpies and Ascomoids; foes you have faced and are familiar with from the previous Free Battles. Review the information written about them above, should you need to.

The possible enemy lineups I faced were:

- Ascomoid X1 + Harpy X2
- Ascomoid X2 + Harpy X2
- Ascomoid X1 + Harpy X3 (2000 Gella, 75+ EXP)

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| Optional Quests - Drifter Item Search #1-3 - Bandit's Forest/Promise Hill/ |
| Creedmore Prison - (0009) |
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Pre-mission Advice:

I hired two Drifters, and here's what my plan was:

Male Secutor - I plan to train this character until he learns the Secutor OC Skill, and then make him a Gadgeteer to get that Classes own OC Skill, and then revert back to a Secutor and equip the Gadgeteer OC Skill so I have a strong fighter who can also heal nearby characters (Mystic For-The-Win). When you are purchasing this Drifter the stats are random, so keep scrolling along until the HP stat is 170+ along with an Atk (Attack) stat of 70+. If you are unlucky it may take a while, but keep scrolling until you meet said criteria. Choose the highest level possible (it will cost more, but it's worth it) which for me was level 12. The base-RFX stat must be 74 (or 73/75).

See 'Drifters' (000D) for more info. (Base-stat means level one & Classless).

Female Gadgeteer - Once this character has learned the Gadgeteer OC Skill, I plan on changing her to an Elementalist so she can use more powerful magic along with being able to mass-heal allies with Mystic. It won't take long to learn the Gadgeteer OC Skill, so do that first. When creating this unit make sure the HP Stat is 140 (give or take) and 70+ Mag (Magic) shall be fine. Again choose the highest level possible. The base-RFX stat must be 71 (or 70/72).

#### Strategy:

It's now time to use our new Drifters to go on a 'Search' at the three available locations where you could engage in 'Free Battle'. You won't be doing any fighting, though. You could enhance your results by hiring extra Drifters, but since you won't really have the time to train them, I'd suggest not bothering. As I had enough funds, and for the purpose of a quicker Walkthrough, I always applied 'Force Wait' to my Searches so they were concluded instantly. I'll now produce my various results for each of the Search locations.

#### Search Location - Bandit's Forest:

Again, I use two Drifters only in all of my Search missions. The possible rewards I came across at the Bandit's Forest were:

- Mantrap Vine (Common Item, used for Synthesis - an unavailable feature at present).
- Tabanga Branch (Semi-rare Item, used for Synthesis).
- Heal Berry (Rare item, though not a valued prize by now).

15 Searches at 300 Gella each (200 per search for 'Force Wait').

Results: 4,500 Gella = 88 Mantrap Vines + 30 Tabanga Branches + Heal Berries (few).

This bunch of Searches would have only cost 1,500 Gella without Force Wait.

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#### Search Location - Promise Hill:

Slightly better rewards at this location, though you rarely receive the semi-decent spoils. The possible rewards I came across at Promise Hill were:

- Iron Ore (Common Item, used for Synthesis).
- Elesium (Semi-rare Item, used for Synthesis).
- Break Gem (Rare Item, in terms of how often you'll get any).
- Cyclone Gem (Rare Item).

15 Searches at 300 Gella each (200 per search for 'Force Wait').

Results: 4,500 Gella = 99 Iron Ore + 18 Elesium + Elemental Gems (few).

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Search Location - Creedmore Prison:

Offers the best rewards by far at this point in the game, and I actually had the most luck with my Searches here, so hopefully you will too. The possible rewards I came across at Creedmore Prison were:

- Tatzelwurm Horn (Common Item, used for Synthesis).
- Kalivos Claw (Semi-rare Item, used for Synthesis).
- Gella Card (Rare Item, though I received a decent amount).
- Lucky Card (Rare Item, I only received one out of 15 Searches).

15 Searches at 300 Gella each (200 per search for 'Force Wait').  
Results: 4,500 Gella = 99 Tatzelwurm Horns + 21 Kalivos Claws + Gella/Lucky Cards.

Note that Gella Cards can be sold for 1,500 Gella so you may want to start this optional 'Search' quest at this location, and use them to fund further expeditions if you are low on funds, otherwise fight several Free Battles here at Creedmore Prison as you can generally attain 2,000+ Gella per victory. These various Search rewards will come in handy in the future, so it's in your best interest to do them.

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| Act 1-5 - Rusty Docks - (0010) |  
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Party Update:

Clarissa (Gadgeteer) - Dandelion Shot OC + Soul Survivor + Dandelion Shot EQ (Strahl Gewer/Brooch Equipped).

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Felius (Secutor) - Halberdier OC + Overflow + Crisis AIM Up.

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Labyrinthia (Elementalist) - Arcanist OC + Zone Effect + Arcanist EQ (Ribbon Equipped).

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Drifter 1 (Male Secutor) - Gadgeteer OC + Fantastica OC (Strong attacker with healer/support capabilities).

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Drifter 2 (Female Elementalist) - Gadgeteer OC + Fantastica OC.

Pre-mission Advice:

As you'll see above, by now you should have your party at level 10 as a minimum (mine are level 12), so they each have four Skill slots. You can deviate from the suggestion, but only for the last two Skill slots; otherwise go your own way and cease using this strategy to avoid possible conflictions. Anyhow, make sure you have an adequate supply of Heal Berries, but also purchase a Fire Gem for each of your human characters (5) and equip one on each unit (even your two Elementalists). You should have plenty of funds via training your characters in Free Battles.

Notes:

To avoid confusion, line up your units (see the numbers 1-6 when choosing your battle characters?) like this:

Clarissa (1) - Felius (2) - Labyrinthia (3) - Tony (4) - Male Secutor (5) - Female Elementalist (6).

### Strategy:

Start by moving Clarissa one space diagonally forward, so she can target the distant Lantern with her Fire Gem. Move your Drifter Elementalist up next to Felius, and have your other Drifter (Secutor) head toward the other nearby Lantern (below the one Clarissa lit with her Fire Gem). Felius should head toward that Jelly Blob which is on land, but don't use your Fire Gem. You can use Upper Hand, but it will do very small damage. Tony can head toward Felius (whenever I say this, I mean move the maximum distance possible). Have Labyrinthia Warp as far ahead as she can go (the elevated stone).

Clarissa should head toward the Jelly Blob as well (don't go into the water though) and then use Encourage on Felius. Now have Felius move as far ahead as he can go, advancing toward the Gremalkin's on the other side of the map. Move your female Drifter (Elementalist) toward that Jelly Blob and use Rush on Labyrinthia; or just wait if you lack that ability. Move your other Drifter (Secutor) in range of that Lantern and use his Fire Gem on it. Have Clarissa move next to Felius and behind the Jelly Blob. Tony should move behind Clarissa and just wait. Labyrinthia can now Warp ahead (2 spaces behind Felius). Speaking of Felius, move him as far toward those Gremalkin's as you can. Have the Drifter Elementalist use her 'Fire' magic on the nearby Jelly Blob, then move the Secutor Drifter near her.

Move Clarissa toward that Gremalkin which is high up in the mountain. The female Drifter (Elementalist) gets another turn, so position her next to Tony and use Rush on Labyrinthia again (if you have it). Have Tony aid Clarissa by following her up the mountain after that Gremalkin. Use Clarissa to perform a direct attack on that Gremalkin, and don't worry about its weak counter-attack. Have Labyrinthia move in front of Felius and use Crush on the Gremalkin in range (all magic does the same damage); or wait if you couldn't cast Rush on her. Now move Felius near that same Gremalkin and use Upper Hand on it. Have the male Drifter (Secutor) wait where he is. Clarissa can now use Sacrifice on her mountain-bound foe. Have the female Drifter move closer to the other Drifter (Secutor). Tony should finish off the Gremalkin if Clarissa's Sacrifice didn't kill it, otherwise head down toward Felius. Have Felius finish off the wounded Gremalkin nearby with Smart Drive or a regular attack, and then Labyrinthia should move ahead so she lines up with the next unlit Lantern.

Have Clarissa move back down to lower ground and use a Heal Berry on herself. Move the female Drifter closer to the other Drifter, while he in turn moves away from her and heads toward that Jelly Blob which is in the water. Felius can now go after the last Gremalkin on the map, and use Upper Hand against it. Clarissa should move in front of Tony (behind Labyrinthia), while the dog goes toward Felius. Have Labyrinthia use her Fire magic on that nearby Lantern. Move the Elementalist Drifter towards the other Drifter again. Have Tony position himself next to Felius and attack the Gremalkin; or wait nearby if he cannot reach. Clarissa should hold her current position, and the male Drifter should do the same. Make Labyrinthia Warp into the water, so she lines up with the last unlit Lantern. Felius can now finish off that Gremalkin with a regular attack, and then move the female Drifter closer to her generic partner.

Continue to have Clarissa wait, and then have Labyrinthia move a space ahead and target the last unlit Lantern with her Fire Gem (her regular magic won't reach). The Jelly Blobs will now head for dry land. Have your Drifters both wait where they are, and then do the same with Felius/Tony/Clarissa. Labyrinthia should now Warp back to dry land (behind Clarissa). Clarissa can now use Encourage on Laby. Move Tony back a space from where he is, and then have the Elementalist Drifter use her Fire magic on the nearby Jelly Blob. Labyrinthia is up once more, so move her closer to that soon-to-surface Jelly

Blob. The Drifters are now useless, so have them wait where they are for the rest of the mission (have them use various 'Buffs' on each other if you want to).

Move Clarissa closer to Labyrinthia. Felius/Tony/Clarissa/Labyrinthia - have them all wait a turn. When Clarissa gets her next turn use Sacrifice on the Jelly Blob which is now on dry land. Felius/Tony - you're cramping that Jelly-Blob-in-the-water's style, so move them back a step each (away from the foe). Use Labyrinthia's Fire magic on the other Jelly Blob which is now out of water. Have Clarissa use a Heal Berry, make Felius wait where he is, and when you control Clarissa again make her wait as well. Position Tony so that he performs a Formation Art with Felius. Labyrinthia should Warp near that Jelly Blob with Felius and Tony. Clarissa has to wait yet another turn, and then use Felius to perform his own Formation Art with Tony. If this causes the Jelly Blob to duplicate, that's great; we'll finish them off with Laby. Have Tony attack that Jelly Blob again if it didn't duplicate.

Clarissa must wait once more. Labyrinthia can now finish off the wounded Jelly Blob with Fire (if there is a duplicate, use her magic on it for her next turn). Felius/Tony must wait around for the rest of the mission. Clarissa has to wait again, so take this time to use a Heal Berry as her health would be declining by now due to depleted VP. Once that last Jelly Blob does surface, have Clarissa finish it off with Sacrifice. Now reap the spoils of victory... Nearly 300 EXP (!) and close to 20 CSP...

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| Optional Quest - Free Battle #4 - Rusty Docks - (0011) |  
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#### Pre-mission Advice:

The only enemy you face in this Free Battle is the foe you faced in the previous mission, the Jelly Blob. If you want to make this level proceed quicker, you could make all your human characters Elementalists (or give them that particular Skill OC) so they can all summon Fire magic, but I didn't bother. Fire Gems aren't worth it either. Anyhow, all you need before facing random encounters here are Heal Berries for Clarissa.

#### Strategy:

You've faced Jelly Blobs in the last Act mission, but I'll detail them a bit more and offer some facts about this Free Battle. Firstly, your best bet (just like before) is to wipe out all the land-bound Jelly Blobs and then light the Lanterns with Fire so you draw the remaining foes out of the water. You probably won't want to spend much time training here, as this whole process can become boring/annoying rather quickly.

#### ~~~ Jelly Blob (Shapeless Mass):

This enemy is very slow, so the bulk of your characters will usually get two turns before a Jelly Blob gets to do anything; though unless a character is right next to them they will remain stationary. Their 'Boing' attack can do semi-moderate damage to weak/low-HP characters; though it's a mostly weak attack unless you are fairly damaged. Should you land a critical hit with a direct attack a Jelly Blob will try to use 'Floop' which splits the foe in two; effectively duplicating itself. It hardly ever works though, but if it does it's actually a good thing as it means more EXP/Gella for you when they are dead.

#### Suggested attacks per character:

- Clarissa (Gadgeteer): Sacrifice.

- Felius (Secutor): Upper Hand (just to raise the CSP bonus)
- Labyrinthia (Elementalist): Fire.
- Tony (Crossbreed): Direct attacks or do nothing.
- Drifter 1 (Male Secutor): Cast Rush on Labyrinthia/Drifter Elementalist
- Drifter 2 (Female Elementalist): Fire.

The possible enemy lineups I faced were:

- Jelly Blob X3
- Jelly Blob X5 (1000+ Gella, 100+ EXP)

Another strategy to note is to wipe out all the land-bound Jelly Blobs (as usual) and then have all six of your characters go into the water after the single foe which is hiding there (don't light the Lanterns; and if there are two Jelly Blob's in the water don't bother). Surround it with everyone, and from then on use direct attacks until it is dead. This will take some time, and no matter how powerful you may be, you'll only inflict 1-HP-damage to this enemy. Anyhow, at the end of the mission the EXP (80-100) Bonus per character will range from double to triple; throw a Lucky Card into the mix for even better results. A character could net them self 400-odd EXP to this effect. You could apply this strategy to Original abilities as well to increase the CSP rate instead; but the results don't seem as rewarding.

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| Optional Quests - Drifter Item Search #4-6 - Rusty Docks/ |
| Windhalt Gatehouse/Trader's Road - (0012)                |
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Pre-mission Advice:

I still only implemented my two current Drifters, and there's no real need to purchase more at this point of time, but feel free to do so if you want enhanced (though more costly) Search results.

Strategy:

As I had the funds (and you really should too, otherwise you are slacking off in the training department) I applied 'Force Wait' for all of my Searches. Note that the Synthesis items you find were also available at Promise Hill, so there's no real point in investing any of your Gella, unless you want some more Elesium and really desire a few elemental Gems (which are not worth it at all). For completion purposes of this Walkthrough I'll provide the stats though.

Search Location - Rusty Docks:

If you've already done plenty of Drifter Searches at Promise Hill, there's no real point engaging in this particular Search quest. The possible rewards I came across at Rusty Docks were:

- Iron Ore (Common Item, used for Synthesis).
- Elesium (Semi-rare Item, used for Synthesis).
- Fire Gem (Rare item).
- Freeze Gem (Rare item).

15 Searches at 300 Gella each (200 per search for 'Force Wait').  
 Results: 4,500 Gella = 90~ Iron Ore + 25 Elesium + 2 Fire Gems + 5 Freeze Gems.

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Search Location - Windhalt Gatehouse:



You'll receive familiar Synthesis-related items at this location (Creedmore Prison equivalent), however you could always use more of the higher-rank type (which is rarer) and this place also offers useful Potential Eggs (increases your CSP Bonus rate by 1.0). The possible rewards I came across at Windhalt Gatehouse were:

- Tatzelwurm Horn (Common Item, used for Synthesis).
- Kalivos Claw (Semi-rare Item, used for Synthesis).
- Potential Egg (Rare Item).
- Lucky Card (Rare Item).

15 Searches at 300 Gella each (200 per search for 'Force Wait').  
Results: 4,500 Gella = 90~ Tatzelwurm Horns + 24 Kalivos Claws + 2 Potential Eggs + 1 Lucky Card.

If you are the patient type, you could simply keep reloading your game after each Search which failed to reward you with a Potential Egg, but such a thing would become tiresome rather quickly.

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Search Location - Trader's Road:

The most useless in terms of the non-Synthesis item reward. You will receive Antidotes here, as well as the same Synthesis materials you could get at Bandit's Forest. If you have the funds, be sure to spend some time with Drifter Searches here anyhow, so you increase your stockpile of Tabanga Branches. The possible rewards I came across at Trader's Road were:

- Mantrap Vine (Common Item, used for Synthesis).
- Tabanga Branch (Semi-rare Item, used for Synthesis).
- Antidote (Rare item).

15 Searches at 300 Gella each (200 per search for 'Force Wait').  
Results: 4,500 Gella = 90~ Mantrap Vines + 23 Tabanga Branches + 4 Antidotes.

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| Optional Quests - Free Battle #5-6 - Windhalt Gatehouse/ |  
| Trader's Road - (0013) |  
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Pre-mission Advice:

Finally being allowed to access Free Battles at Windhalt Gatehouse and Trader's Road, you should definitely take the time to fight a few random encounters, as after all those Drifter Searches you are probably running low on Gella.

Free Battle Location - Windhalt Gatehouse:

Strategy:

You will face Gremalkins and Ascomoids at this location, so by now you'll be quite familiar with these foes and should have no trouble completing this Free Battle in a timely manner. As a priority, you should wipe out the Ascomoids first, as you don't want them having plenty of chances to Confuse your characters. Fire magic will wipe out most of an Ascomoids' HP, and Gremalkin's are easy to gang up on with your two Secutors (Felius and the generic Drifter).

The possible enemy lineups I faced were:

- Ascomoid X1 + Gremalkin X2
- Ascomoid X1 + Gremalkin X3
- Ascomoid X3 + Gremalkin X1
- Ascomoid X2 + Gremalkin X3 (600+ Gella, 60+ EXP)

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Free Battle Location - Trader's Road:

Strategy:

This Free Battle is somewhat of a disappointment, as you only face one type of enemy; the lowly Gremalkin. For completion's sake, give it a go at least once anyway. The only benefit of this one is that it has a nice and small, tight battlefield. Split your party into two or three teams and quickly exterminate the beasts with your many acquired abilities and Formation Arts.

The possible enemy lineups I faced were:

- Gremalkin X 3 (250+ Gella, 25+ EXP)

Note that these two optional missions offer very little Gella/EXP in comparison to other stages, so should you still be rather low in level or funds, replay Rusty Docks for decent Experience Points, or Creedmore Prison for abundant Gella.

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| Act 1-6 - Fallen Fowl Swamp - (0014) |
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Pre-mission Advice:

By now, your Gella coffers should be above 20,000, as it is not very hard to get such an amount via training at the various Free Battle locations (especially Creedmore Prison) plus your characters should be around level 12 by now (mine are level 14). Purchase a Freeze Gem (if you don't have one) and equip it on Clarissa. For this battle, change Clarissa's Class to Secutor, and equip her Dandelion Shot OC/EQ + Gadgeteer Item Range (if you have it) Skills, and make sure she has her Dandelion weapon/armour equipped, along with a Buckler. The only other class change that is required is to make your female Drifter a Gadgeteer (equipping her Elementalist OC/EQ Skills, plus whatever you want for the forth slot) and equip her Elementalist weapon and Gadgeteer armour. Make sure everyone has Heal Berries equipped, but there is no need to equip Antidotes; despite the in-game advice.

Notes:

To avoid confusion, line up your units like this:

Clarissa (1) - Felius (2) - Tony (3) - Labyrinthia (4) - Female Gadgeteer (5)  
 - Male Secutor (6).

Strategy:

Start off by moving for female Drifter (Gadgeteer) toward the wooden 'bridge' as far as she can go, and then have Clarissa do the same. Move your male Drifter as far as he can go near that bridge as well, and then move Felius behind Clarissa. Tony should move behind the female Drifter. Labyrinthia can warm herself up by Warping near that enemy Elementalist who has taken up residence on that nearby island in the swamp, but position her on the left on said island; don't line up with the distant Geomancer. Have your female Drifter move as far ahead as she can go again, and then have Clarissa do the same; ending up on the next wooden bridge. Move your male Drifter behind your

female Drifter, and cast Rush on her.

Have Felius move behind Clarissa, and then move Tony to that gap which is on the sides of both Drifters. Controlling your female Drifter again (Gadgeteer) move her as far ahead as she can go and use her Vortex magic on that other Elementalist who has set up shop on an island in the middle of the swamp; which will kill him in one blast. Clarissa should head toward the enemy Geomancer, and target said foe with your Freeze Gem I told you to equip her with. Labyrinthia can now use Vortex on the Elementalist she Warped near which will kill him instantly. Move your generic Secutor behind your female Drifter and cast Rush on Clarissa, and then have Felius move behind Clarissa. Have your generic Gadgeteer move as far ahead as she can go, landing on the left Hex, and use Freeze on the Geomancer (as you are still affected by Rush).

Clarissa can now move up next to this enemy Geomancer, and use Howling Shot on him (Sacrifice is not worth the very minute extra damage it does). Move your male Drifter (Secutor) behind your female Drifter and cast Rush on her again. The Geomancer will now use his 'Lock Out' ability on your generic Gadgeteer. Worry not. Now move Tony behind Felius, and then have Labyrinthia Warp over to Clarissa's side. Felius should now move next to your female Drifter and use Upper Hand on the Geomancer. Speaking of your female Drifter, she cannot move anywhere yet, so just cast Freeze on the Geomancer for a little comeback. Clarissa is now free to finish off the aforementioned foe with a regular attack (or if that won't be enough to kill him, use Howling Shot instead). Have your generic Secutor move in front of Clarissa, and then cast Rush on Labyrinthia.

Tony should move to the sides of Felius and your female Drifter, who then can't move for her turn again, so just wait. Have Labyrinthia walk over behind the male Drifter (due to the direction he's facing) and then Warp over to that island with the treasure chest. Felius should now move to where Laby was just standing. Move Clarissa as far ahead as she can go, and then have your male Drifter do the same (ending up to Clarissa's left) and then cast Rush on her. Your female Drifter (Gadgeteer) can move again at last, so position her behind Felius. Felius should move as far ahead as he can go, waiting near that enemy Elementalist, and then have Tony move in front of your female Drifter. Clarissa should move ahead of Felius and use Howling Shot on that Elementalist. Labyrinthia can now attack/open that treasure chest for a Revive Fruit, however if she is injured use a Heal Berry instead. Trust me on this one.

Controlling your male Drifter, move ahead and finish off that Elementalist with a regular attack, and then move your other generic Drifter behind Felius. Tony should move behind Clarissa, while she moves as close to that enemy female Elementalist on the left of the plateau and uses Sacrifice (thanks to Rush). Have Felius move to the left of your male Drifter (Clarissa will be one Hex-gap ahead). Move your female Drifter next to Felius and your generic Secutor, and then use Mystic with a Heal Berry, making sure the target area includes Clarissa and your generic Secutor. Now that your male Drifter is healthy, move to the other side of your female Drifter and cast Rush on her as thanks. Labyrinthia should open the chest now or use a Heal Berry (if you opened the chest already). Have Clarissa finish off that wounded Elementalist with Sacrifice. Move your female Drifter over near the corner (where all the enemies have gathered) however save the actual corner Hex for Felius, and cast Crush on the last female Elementalist.

Now have Felius move to the aforementioned corner Hex and finish off the female Elementalist with Upper Hand. Tony should move to the left of your female Drifter, and then have your male Drifter cast Rush on Clarissa. Labyrinthia is sadly stuck in the role of decoy, so use a Heal Berry again, or

Warp far away from enemy fire (excuse the pun, if they've been hitting you with Fire). Have Clarissa move behind Felius and use a Heal Berry, and then have your female Drifter use Crush on the 'Boss', the stronger Elementalist. Felius can help out by using Upper Hand on the same foe (El Jackson). Now make your male Drifter cast invoke on Tony, and then move the Crossbreed dog up onto the plateau and attack the boss Elementalist.

Clarissa can now finish off El Jackson with Sacrifice, and then have your female Drifter use Fire magic on the last enemy unit. Labyrinthia now takes another beating if she is still on her treasure island, and if so get your revenge by killing the pesky enemy Elementalist with her Fire magic, otherwise just wait and finish the enemy off with someone else.

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| Optional Quests - Free Battle #7-8 - Fallen Fowl Swamp/ |
| Path to the Shrine - (0015)                               |
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Pre-mission Advice:

If you can spare the funds, equip a Revive Fruit on your each of your human characters (besides Labyrinthia) as you will be battling Harpies again, which can kill you in one hit on rare occasion. I didn't worry about it though, as very rarely did a character of mine die (and even then there are no penalties). Change your female Drifter back to an Elementalist (we had her as a Gadgeteer in the last Act) and equip her Gadgeteer /Fantastica OC Skills plus your weapon/armour. Keep Clarissa as a Secutor until she has learned the 'Wait and Heal VP' Skill, and then change her Class back to Gadgeteer (with Dandelion OC/EQ + Soul Survivor - which nullifies instant death attacks - or Wait and Heal VP).

Free Battle Location - Fallen Fowl Swamp:

Strategy:

You will only face Harpy foes in this Free Battle, and you can review more detailed information about them much further above. You will be dealing with very fast Harpies here, and they will usually move before you at the start of the mission, possibly killing someone with Asphyxiate or using Confuse if they are close enough. Don't worry about the fairly large battlefield or the generally spread-out enemies, as they'll reach your party pretty quickly on their own. Always make sure you focus on one foe at a time, as a wounded Harpy tends to retreat more often than not (costing you EXP/Gella). Labyrinthia should use Replica whenever she can't use her magic to distract the Harpies. Some characters may easily get a 1.5/2.0 EXP Bonus rate without even using a Lucky Card, which is a very nice amount.

The possible enemy lineups I faced were:

- Harpy X3
- Harpy X5 (3000~ Gella, 100 EXP)

As you can see, this is a great location to earn some extra funds, and train your characters to a decent well-rounded level, such as 13 at this stage (mine were on the verge of 15).

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Free Battle Location - Path to the Shrine:

Strategy:

This time you will be facing three types of monsters in this Free Battle, all

of which are familiar. The one sore point of this location is that the battlefield is very long, and some of the slower foes will take some time to get in range of your attacks, even while you hasten toward them. Some are also generated high above in the mountain, and seem reluctant to come down. The previous Free Battle location should be the superior choice for training, however give this one a shot or two just for completion's sake. The general strategy is to head toward your foes as a group, using your Class abilities when you get the chance (and casting Rush from time to time). If an enemy is high up in the mountain, try to lure them closer or have Felius use Upper Hand and Labyrinthia Warp to a lower point in the mountain, and then even higher when she gets another turn.

The possible enemy lineups I faced were:

- Gremalkin X1 + Ascomoid X1 + Harpy X1
- Gremalkin X1 + Ascomoid X2 + Harpy X1
- Gremalkin X2 + Ascomoid X2 + Harpy X1 (1500+ Gella, 105 EXP)

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| Optional Quests - Drifter Item Search #7-8 - Fallen Fowl Swamp/ |
| Path to the Shrine - (0016) |
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Pre-mission Advice:

As usual, I only used two Drifters, and again you shouldn't really bother wasting your money on more generic characters, as they tend to become a waste of space and somewhat hard to manage.

Strategy:

The Synthesis item materials that you can get here have already appeared in two previous Drifter Search missions for each type, so there is really no worthy gain to 'investing' a lot of funds into these ones. Just do them a couple of time anyhow, if only to increase your amount of Tabanga Branches/Elesium.

Search Location - Fallen Fowl Swamp:

The 'bonus item', Revive Fruit, may make this Search seem appealing, but given how few you'll probably receive, don't spend too much time with this one. The possible rewards I came across at Fallen Fowl Swamp were:

- Mantrap Vine (Common Item, used for Synthesis).
- Tabanga Branch (Semi-rare Item, used for Synthesis).
- Alraune Pollen (Rank 3 Synthesis material - Act 2).
- Tryphid Fruit (Rank 4 Synthesis material - Act 2).
- Revive Fruit (Rare item).

15 Searches at 300 Gella each (200 per search for 'Force Wait').

Results: 4,500 Gella = 90~ Mantrap Vines + 20 Tabanga Branches + 5 Revive Fruits.

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Search Location - Path to the Shrine:

There are two 'bonus' items that you can find at this location, both of which will be new to you at this stage of the game. Exploder Gems are one such type, which are multi-target Non-elemental magic Gems. The other is Chakrams, which are useless at the moment. Neither is worth much in the way of Gella.

- Iron Ore (Common Item, used for Synthesis).
- Elesium (Semi-rare Item, used for Synthesis).
- Chakram (Rare item).
- Exploder Gem (Rare item).

15 Searches at 300 Gella each (200 per search for 'Force Wait').

Results: 4,500 Gella = 90~ Iron Ore + 27 Elesium + 2 Chakrams + 2 Exploder Gems.

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| Act 1-7a - Guardian Shrine - (0017) |
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Pre-mission Advice:

Nope, no need to change any of our units' Class, nor do we need to waste any Gella on elemental Gems. Just top everyone off with Heal Berries (even though only Clarissa will use them) and you are good to go. As I mentioned before, my characters were level 14 at this point, but level 12 would be fine as well. Training is too much fun and rewarding to pass over this early in the game, so it's far from difficult to get to where I was at. Head to Poliasha if you need more items, as you have another event battle to face after this one, and while you can save in between this time, you are cut off from the rest of the map and cannot enter towns/etc.

Notes:

Whoa, only 99 turns? Bah, a few over 60 is all that will pass before this mission is complete, and we shall be wiping out every single enemy for maximum EXP gain as always. FYI, you cannot engage in Free Battle/Drifter Search here.

To avoid confusion, line up your units like this:

Clarissa (1) - Tony (2) - Labyrinthia (3) - Felius (4) - Male Secutor (5) - Female Elementalist (6).

Strategy:

Move Clarissa toward the middle path as far as she can go, and then have your female Drifter (Elementalist) move ahead toward the right path, ending up on that elevated Hex tile so she can then cast Rush on Labyrinthia. Now have your male Drifter (Secutor) move ahead to the left path (aiming for the middle Hex). Felius can now move behind your female Drifter (due to the way she is facing), and have Tony move to the right side of your male Drifter. Move Labyrinthia to Clarissa's right (elevated tile) and Warp as far ahead, near the treasure chest. Clarissa should move all the way forward and wait, and then continue to move your female Drifter to the right. Now have your male Drifter move further ahead on the left path (lining up with the distant enemy Elementalist), and then have Felius move further ahead on the right path.

Clarissa must now move in front of Labyrinthia, and then attack/open the treasure chest for a Katzbalger; which is a stronger sword for a Secutor. Laby should now move as far forward as she can go and target the Sentinel with Freeze (thanks to Rush). Tony can now move in front of your Male Drifter, and then have your generic Elementalist move in front of Felius. Your male Drifter (Secutor) should now move ahead and target the Elementalist in range with Smart Drive (100% success rate) to kill him in one hit. Clarissa should now move ahead to Labyrinthia's left and use Encourage on her. Laby can now use Freeze on the Sentinel again. Felius should move in front of your female Drifter. That is all. Clarissa can now use her Sacrifice ability on the Sentinel for a worthy beating. Have Tony move all the way ahead and target the Elementalist who is on level ground, and then move your female Drifter to

Felius's right and cast Invoke on him (if a Secutor has advanced on Felius, instead target the foe with Vortex).

Controlling your male Drifter now, leave the wounded enemy for Tony and move up behind the Elementalist who is on elevated land and kill him with Smart Drive (use Hard Smash if you are too weak to wipe the foe out in one hit). Labyrinthia can use Freeze on the Sentinel once more, and then have Felius move over to that Secutor who lines up with your female Drifter (he has higher HP than the rest) and use Hard Smash (he may have moved and recently been attacked with your female Drifter's magic, if so just kill him from where you are). Clarissa should now use a Heal Berry, and then have your female Drifter cast Vortex on the wounded Secutor (she may not get a turn right now if she didn't originally cast Invoke on Felius). Now move your generic Secutor a Hex down and use Smart Drive on the Elementalist with FULL HP (your female Drifter may get a turn now, if so move next to/behind Felius and use Invoke), and then have Tony finish off the wounded and final Elementalist who is left. Clarissa can now use Sacrifice on the Sentinel again. Felius should move to that elevated area of stone and target the Secutor there with Hard Smash (don't worry if you miss).

Labyrinthia can use another blast of Freeze on the Sentinel, and then have your female Drifter use her own Freeze magic on the stronger Secutor who is on the right. Have your male Drifter just wait where he is. Make Clarissa use a Heal Berry, and then have Felius use Hard Smash and kill the last Secutor. If there is still an enemy Secutor remaining, have your female Elementalist wipe him out with her magic. Clarissa now gets another turn to use Sacrifice on the Sentinel, and then have your male Drifter do nothing. Labyrinthia has the honour of finishing off the 'powerful' Sentinel with a final blast of her Freeze magic. Nearly 200 EXP (+9 CSP) for a simple mission, and most of your characters' EXP Bonus rate will be close to double; and with almost 40 turns to spare.

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| Act 1-7b - Path to the Shrine - (0018) |
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Pre-mission Advice:

The half-wit Levin has foolishly cut himself off from the rest of the party, so we'll need to prepare a good set-up to keep the little runt alive. Thusly, make sure you change his Class to that of a Secutor, and equip his Martial Mage OC Skill and equip your new Katzbalger (stronger Secutor sword) and your Secutor Buckler/armour. Also make Clarissa a Secutor again, and equip her Dandelion Shot OC/EQ + Decelerate Skills (+ Strahl Gewer/Buckler/Brooch). As always, make sure everyone has plenty of Heal Berries just to be safe.

Notes:

This is the only mission where I noticed some random differences on multiple replays, mostly with enemy magic and how they choose randomly; so you may sometimes be hit with an element that your character is weak against, while other times it will do close to no damage thanks to your stronger elemental defences. Also, the Secutor who hounds Levin frequently misses with his powerful attacks, but there is a slight chance he may get to kill Levin, but it's quite rare if you follow the below strategy. If you do fail it on your first attempt, you should easily nail it the next time. It's a rather short battle, anyhow.

To avoid confusion, line up your units like this:

Clarissa (1) - Female Elementalist (2) - Male Secutor (3) - Labyrinthia (4) -

Felius (5) - Levin (6).

Strategy:

Start by moving your female Drifter (Elementalist) two Hexes in front of Labyrinthia, and then cast Rush on her. Move Levin all the way ahead and then one Hex to the left, and use Blast on the in-range Excavator. Clarissa should move toward the broken pillar, so that you can target the Secutor which is on her side of the map. Your male Drifter (Secutor) should move onto that elevated stone (in the direction of the enemies on the left of the map) and cast Invoke on Felius, who should then move next to your male Drifter and use Upper Hand on the enemy Secutor in range. Labyrinthia must head toward Clarissa (to her Clarissa's left and behind your female Drifter) and then Warp over right behind the enemy Elementalist who is straight ahead.

Your female Drifter should now use Freeze on the nearby Secutor, and then have Clarissa use Howling Shot on the same enemy. Use your male Drifter's Hard Smash ability on the enemy Secutor next to him. Levin should now move all the way up and use Hard Smash on that Secutor who has come toward him. Felius should move back a step and use Upper Hand to finish off the Secutor in range. Now Labyrinthia may take a significant magic-slap, or a weak attack (random) but move her next to the pillar where she's in range to target the male Fantastica with Fire (however make sure that nearby Secutor will not be able to target her, aiming for a step away from the blue-lit hex of his movement area). Your female Drifter should move up behind Felius and use a Mystic Heal Berry that targets Felius and your male Drifter.

Have Clarissa finish off the nearby Secutor with Howling Shot, and have your male Drifter move a space ahead and use Hard Smash on the Secutor nearby. Make Levin target that Secutor again with Hard Smash. Have Felius move a space ahead and use Upper Hand on the nearby Secutor (which should kill him). Have Clarissa move ahead and cast Encourage on your female Drifter, and then have your female Drifter use Fire on the Secutor that is in range. If Labyrinthia is not badly wounded (and Levin has 70+ HP), kill that Elementalist with Vortex; otherwise move close to that Secutor and use a Heal Berry. Now use your male Drifter to finish off that Secutor in range with Smart Drive. Levin should now use go kill that Elementalist with Hard Smash (or if he's already dead, use a Heal Berry), and then have your female Drifter move onto that elevated stone near Felius and your generic Secutor, and use Mystic with a Heal Berry that targets Clarissa and your male Drifter.

Felius should now move ahead and attack that pesky Excavator with Hard Smash, but don't worry if he misses. Move Clarissa ahead so she can target both of your Drifters with Encourage, and then have your male Drifter go finish off that Excavator with Smart Drive; if the foe is still alive, use your female Drifter finish him off with her magic, otherwise just wait. Labyrinthia should now finish off that strong Secutor with Vortex, and then have Levin move over and kill that slightly wounded Excavator with Smart Drive. Nearly 200 EXP, and Levin should have an EXP Bonus of around 2.0.

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Mandatory Training #1 - (0019)

Pre-mission Advice:

I should have done this before, but previously I simply informed you about the level my characters were at, and what yours should be. Anyhow, first and foremost, make these alterations to Clarissa and Levin:

Clarissa - Change back to Gadgeteer (equip Dandelion OC/EQ Skills + Soul



Survivor or Wait and Heal VP) and equip her Dandelion weapon/armour.

Levin - Change to a Martial Mage until he learns the 'Skip Enemies' Skill and reaches level 10 (thanks to the last mission, he should be level 8 at the moment); all other Martial Mage Skills are pretty useless and not worth learning when there are better ones to attain. 2-3 battles at Fallen Fowl Swamp should be enough to get Levin to level 10.

Male Drifter (Secutor) - Once he has learned the Secutor EQ Skill, make him a Fantastica (equip Secutor OC/EQ + Weapon Block) and equip the powerful Katzbalger sword plus a Buckler and a Vest. He'll be a bit weaker than usual, but thanks to your above Skills and equipment (and Levin) it won't be too crippling.

Notes:

When I say 'mandatory', I don't mean that the game forces you; I mean that I require you to do it. Should you fall behind where my characters are at level/Class-wise, my strategies will occasionally conflict, possible costing you a victory. Ignore this advice at your own peril, and don't complain to me should you ever lose. We won't be using Tony anymore, so always use your six human characters in battle (2 of which are your Drifters).

Strategy:

Engage in Free Battle three times at Fallen Fowl Swamp, and that should be enough to meet the above requirements I put to you. Use your usual tactics against the Harpies, ganging up on them, and Levin can either attack from a distance with Blast (if he cannot reach a foe directly) or use Smart Drive. Magic/Upper Hand/Sacrifice shall do the rest. Use Rush on your magic-wielders whenever you get the chance to make them more useful. To this effect, you'll blast your way through this mandatory training session.

Once Levin has learned the 'Skip Enemies' Skill as a Martial Mage, change him back to a Secutor (note that he must also be level 10 or higher) and equip your Martial Mage OC/EQ and the Skip Enemies Skill, plus also his Short Sword/Buckler/Coat. Fight another battle or two here if you have fallen behind so badly that your male Drifter has not learned the Secutor EQ Skill yet. I never power-level through RPGs of any kind, so there's no reason you shouldn't be where I'm at in terms of level/Class advancement.

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Optional Quest - Free Battle #9 - West Wind Guidepost - (0020)

Pre-mission Advice:

Unfortunately, I was hoping to name our army the Black Hand of Bane, but you don't get that choice. Anyhow, we face a new monster at last! And don't they look lovely? Orcs! They can put you to sleep, so in case this annoys you be sure to equip your Mystic-wielding characters with two Breath Mints before each time you fight here, just in case. By now your male Drifter will have changed to a Fantastica, and Clarissa has reverted to a Gadgeteer, whilst Levin is our newest Secutor with Martial Mage abilities.

Strategy:

Generally, you should move everyone down the mountain, heading towards the right path when you get down to the next level; rather than crossing that bridge and going down the next set of descending stairs near there. While you are moving down, your female Drifter should be casting Rush on Labyrinthia and have Laby then move all the way she can, and Warp below, while everyone else walks down as far as they can go (and make your male Fantastica cast Rush on

Clarissa). The bulky Orcs should start moving towards you, but you are well protected from them up above. To this effect, you should continue snaking along the mountain, and target them with your magic as you advance (thanks to Rush) and have Clarissa use Sacrifice when she gets the chance, while Felius uses Upper Hand and Levin heads further toward them (using Blast if it will reach). Gang up on your foes, and you'll get a lot of training done here in a short amount of time.

~~~ Orc (Brutal Swine):

Fresh from Draenor (just kidding) these Orcs are very strong in terms of HP and their ATK (Attack) stat is over 400... Despite these worrisome statistics, not once did my characters ever get hit by a direct attack from these foes. Orcs are very slow, and have poor movement range plus they cannot easily target your characters if they are on a high level. If you are nearby and not too high up though, their 'Slumber Fog' has a very high indirect range, and its success rate seems to be 50/50. These behemoths also have a decent counterattack, but I always used magic and Original abilities so it was never a factor.

Suggested attacks per character:

- Clarissa (Gadgeteer): Sacrifice.
- Felius (Secutor): Upper Hand (indirect) and Hard Smash (direct attack).
- Labyrinthia (Elementalist): Any of her magic spells.
- Levin (Secutor): Graviton/Blast when they are distant otherwise Hard Smash.
- Drifter 1 (Male Fantastica): Hard Smash or re-Rush magic-wielders.
- Drifter 2 (Female Elementalist): Any of her magic spells.

The possible enemy lineups I faced were:

- Orc X3
- Orc X5 (1600+ Gella, 165 EXP)

Also, the person who dealt the final death-blow to the most enemies mostly always gets a 2.0 EXP Bonus; hence they'd net over 300 EXP quite often. Take this time to get your characters to level 14/15 (except for Levin).

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| Optional Quest - Drifter Item Search #9 - West Wind Guidepost - (0021) |
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Pre-mission Advice:

N/A

Strategy:

This marks the ninth Drifter Search location, and the Synthesis materials have appeared before, meaning you can find each type at three areas thus far. You should still give it a few goes though, just to increase the higher-ranking Synthesis item type.

Search Location - West Wind Guidepost:

You can also find Potential Eggs and Gella Cards here, so it is worthwhile to spend some time doing Searches here. Your best bet is to try about 10 Searches in a row, and if you don't get a few of either type, reset and try again. Having multiple Save Files makes the process easier. The possible rewards I came across at West Wind Guidepost were:

- Tatzelwurm Horn (Common Item, used for Synthesis).

- Kalivos Claw (Semi-rare Item, used for Synthesis).
- Gigamantis Claw (Rank 3 Synthesis material - Act 2).
- Yurung Fang (Rank 4 Synthesis material - Act 2).
- Potential Egg (Rare item).
- Gella Card (Rare item).

15 Searches at 300 Gella each (200 per search for 'Force Wait').

Results: 4,500 Gella = 90~ Tatzelwurm Horns + 22 Kalivos Claws + 5 Potential Eggs + 3 Gella Cards.

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| Act 1-8 - Fort Molasar - (0022) |
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Pre-mission Advice:

There is no need to change your Class for this mission, as your male Drifter is already a Fantastica. If she has it, equip Clarissa's Wait and Heal VP Skill. Give everyone plenty of Heal Berries as we always do, and equip your female Drifter with a Nectar as well. That's all we'll require for this mission, don't let the in-game advice make you paranoid. This mission is quite simple, it's just very drawn out.

Notes:

By now you should have several Potential Eggs, so you can optionally equip one on Clarissa, so she can cast it on everyone at the start of the mission using her Mystic ability, so everyone earns extra CSP. If you wish to do this, ignore my strategy for everyone's first turn and just wait (except for Clarissa, have her move in range so she can target everyone with Mystic and a Potential Egg. Afterwards (to avoid confusion) move her back to her original location, and begin following the guide when she gets her next turn. It's a little unorthodox, but well worth it.

To avoid confusion, line up your units like this:

Clarissa (1) - Male Fantastica (2) - Felius (3) - Female Elementalist (4) - Labyrinthia (5) - Levin (6).

Strategy:

Start things out by moving Clarissa all the way to the right (near the Block pillar) and then have Levin move all the way over so that he's near those 'stairs'. Move your male Drifter (Fantastica) over next to Levin's left side, and then have your female Drifter move over near Levin and your generic Fantastica. Felius should move ahead next to Clarissa (to her right), and then have Labyrinthia Warp to that gap near your female Drifter and Levin. Clarissa can now move toward the stairs as well (between Levin and that rock) and then move your female Drifter do the same though position her in front of Clarissa and cast Rush on Labyrinthia. Levin should now move onto the first left-most step, and have your male Drifter occupy the right-most step. Felius should move to Clarissa's left, and then position Clarissa on the middle left-most step.

Labyrinthia can now walk in front of Felius and then Warp as far ahead near that enemy Fantastica (landing on that elevated Hex). Move Levin to Laby's left and use Blast on that Fantastica. Have your female Drifter go up next to Clarissa and cast Rush on her, and then move your male Drifter to Levin's left. Clarissa should move as far ahead as she can go, onto the next level (with the Sentinel further ahead) and target the female Fantastica with Sacrifice. Felius can now move up next to your female Drifter, and then have Labyrinthia move as far forward as she can go and kill the female Sentinel

with Vortex. Now move Levin up to the middle Hex next to (in essence) Labyrinthia, and then have your female Drifter go as far ahead as she can walk, following your other characters.

Clarissa must now move in front of Labyrinthia and use a Heal Berry, and then have your male Drifter move behind Laby. Felius can now move up onto the higher level with everyone else. Clarissa gets another turn, so walk her ahead and go to the furthest Hex in the middle line and attack the Crate in range. Move Levin ahead ending up on the left side of the walkway. Your female Drifter should move between Felius and your male Drifter, and then cast Rush on Labyrinthia. Now have Laby move to Levin's left and target the distant Sentinel with Vortex (killing her in one hit). Your male Drifter must now move ahead (middle Hex) and cast Rush on Clarissa. Clarissa should then begin heading toward the next Sentinel you can see, and destroy that Crate in range for good measure. Have Levin move next to Clarissa, and use Blast on the middle Crate near the Block pillar.

Have Felius move as far ahead as he can go (middle Hex) and then have your female Drifter do the same though end up on the left Hex side, and cast Rush on Labyrinthia. Your male Drifter should move up behind that nearby Crate and cast Rush on Clarissa. Move Labyrinthia all the way ahead and then Warp left of Clarissa (all the way) so only the chasm separates her from that Sentinel. Clarissa should now head a Hex away from that Block and destroy the Crate on the right. Levin must now move to the spot where the Crate just was. Your female Drifter can now move all the way ahead again, and then have Felius do the same, ending up a space in front of her. Clarissa should now just move a space to the left of the Block pillar and just wait. Move your male Drifter a Hex-gap from that Block. Labyrinthia can now severely wound that Sentinel in range with her Fire magic. Have your female Drifter move ahead behind that Crate, and then have Clarissa wait where she is.

Felius can now move as far ahead toward the Block pillar, and then move your male Drifter a space ahead and 'attack' that Block to knock it down into the hole, creating a bridge. Clarissa should move as far forward as she can go and target the enemy Gadgeteer with a regular attack. Have Levin move to the left side of Clarissa and cast Blast on that Gadgeteer, and then have your female Drifter move towards your generic Fantastica. Your male Drifter should now head to Clarissa's right and use Rush on her, and then have Labyrinthia finish off that Sentinel with Fire. Clarissa must now move behind the enemy Gadgeteer and kill him with her Sacrifice ability. Felius can now position himself a Hex-gap from that Block, so the female Drifter can go there. Have Levin move toward the Sentinel as close as he can get and then use Blast on the foe. Now move your female Drifter up behind that Block and cast Rush on your male Drifter.

Clarissa can now move next to Levin (to his right) and use a Heal Berry, and then have your male Drifter position himself behind Levin and then cast Slow Down on the Sentinel nearby. Levin can now use Graviton on that Sentinel, and then have Felius move all the way ahead. Labyrinthia should now Warp behind your female Drifter, who should then move to Felius's right and use Rush on Laby. Clarissa is now able to kill the Sentinel with Sacrifice. Now Levin should move all the way to the right, and then have your male Drifter do the same (ending up near Levin). Clarissa is up again, so move to Levin's left and use a Heal Berry. Felius can now head all the way right near those elevated steps. Have your female Drifter move behind Felius and in front of your male Drifter, and then use Mystic with a Nectar to target everyone (except Labyrinthia).

Speaking of Laby, have her walk all the way forward and then Warp to the Hex above Felius. Levin can now move to that Hex in front of Labyrinthia (though

next to Felius) and use Blast on the enemy Gadgeteer nearby. Have your male Drifter move in front of Levin and then cast Rush on your female Drifter. Clarissa should now move to the right of Labyrinthia and cast Encourage on Felius and Laby. Have Felius head up behind that Gadgeteer and use Smart Drive. Now make Labyrinthia move to that elevated Hex above your male Drifter and target the distant Fantastica high above with Vortex. Your female Drifter can now head behind that wounded Gadgeteer and kill the foe with Fire. Now have Levin move up above that wounded Fantastica and kill him with a regular attack. Clarissa can now move behind Labyrinthia and use Encourage on Laby/male Drifter/Felius. Felius must now move toward the enemy Fantastica (and Levin) and use Upper Hand on him.

Have your male Drifter head near that enemy Fantastica and cast Rush on Labyrinthia from a distance. Laby should now move up to the next level, and then Warp to the right of that treasure chest up above. Your female Drifter should now move ahead and finish off that Fantastica with Crush. Felius must move behind that 'boss' Secutor and use Hard Smash on him, and then have your male Drifter move a space ahead and use his own Hard Smash ability on the enemy Secutor. Levin can now join in, so use his Hard Smash ability as well on Magnus (the boss). Clarissa should move ahead and target that Secutor with Howling Shot. Labyrinthia can now attack/open the treasure chest for a Gella Card, and then have your female Drifter use Crush on the boss Secutor. Levin should again use Hard Smash on Magnus, and then have your male Drifter finish off said Secutor. If the foe is still alive, have Felius kill him with Upper Hand. 310 EXP for a simple mission and Levin should have an EXP Bonus rate of at least 2.5 (he became level 12 for me here).

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| Optional Quest - Free Battle #10 - Fort Molasar - (0023) |  
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Pre-mission Advice:

While the Free Battle location may be optional, I require you to do at least 3 of them, so you acquire the minimum 10 CSP needed to learn some new Class OCs, as I'll list below. Many of the changes we are about to make are only temporary, so we can nab certain useful new OC's that become available with the four new Classes we gained access to after completing the previous Act mission. At this point in my game, Felius was maxed-out in his Secutor Class (meaning he had learned all the Skills) and Labyrinthia was maxed-out in her Elementalist Class, and Clarissa was coincidentally 10 CSP away from being a maxed-out Gadgeteer; we also need 10 CSP to learn a few new OCs. Make the following changes to your characters:

Clarissa - Sacred Slayer (learn the OC only, then change back to Gadgeteer with the Dandelion Shot OC and Sacred Slayer OC equipped).

Felius - Geomancer (learn the OC only, then change back to Secutor with the Halberdier OC and Geomancer OC equipped).

Labyrinthia - Sacred Slayer (learn the OC only, then change back to Elementalist with Arcanist OC and Sacred Slayer OC equipped).

Levin - Sentinel (learn the OC only, then change back to Secutor with the Martial Mage OC and Sentinel OC equipped).

Male Drifter - As is. This Fantastica is getting closer to acquiring the CSP Up Skill, so leave him in this Class for now.

Female Drifter - Excavator (learn the OC only, then change back to

Elementalist with the Gadgeteer OC and Excavator OC equipped).

New weapons and armour are now available, though Port Atraiige specializes in weapons with higher ATK (Attack) and armour with higher DEF (Defence), whilst Poliasha stocks weapons with a higher AIM and armour with higher EVA (Evasion). Hanigar sells both types, though, so you may as well go there. If you generally use Original abilities to attack that have a 100% success rate or seem to have a high percentage with regular attacks, go for high ATK weapons and always aim for armour with high DEF rather than EVA, because though Evasion would be ideal per se, high defence is consistent. Magic-users should go for weapons with higher MAG (not ATK/AIM) because they shouldn't be used as direct attackers anyway, and again armour with high DEF.

#### Notes:

Head into Hanigar to two 'Elder Records' for Labyrinthia and your female Drifter, along with 3 Shields (improved DEF); as you will generally benefit more from extra Defence, as while a higher Evasion could prevent an attack slightly more often, a better DEF is consistent. You should also stock up on Heal Berries and perhaps a few Potion Berries for your non-Gadgeteers or those who lack the Item Effect Skill. Get new weapons for your other characters and new armour for everyone. Then equip everyone with their new gear (those that can use them, anyhow). Also, previous Free Battle locations now have more enemies (greater Gella/EXP gains abound).

#### Strategy:

This Free Battle is drawn out, so you may wish to only play it once for the sake of it, and then train in Fallen Fowl Swamp for the last two rounds of Free Battle required to get 10 CSP (or more if needed). Anyhow, move your female Drifter ahead and up that mountain (Excavators have high 'Climb') and then have your male Drifter move ahead as far as he can go and use Rush on Felius. Clarissa should just move forward and use Encourage on your male Drifter. Felius can now move ahead onto the first raised step, so he can use 'Replace' on your female Drifter to get propelled onto the higher elevation. Levin can just move next to your female Drifter (as she is now where Felius just stood). Labyrinthia should follow everyone else and Heal when she can; though you won't get much of a chance to do much with her, but she'll earn CSP nonetheless.

Your male Drifter should use Rush on your female Drifter and then switch between using Hard Smash on foes and re-Rushing Felius and your generic Excavator. Your female Drifter can use her magic to attack your foes, and Clarissa should just move always ahead healing/attacking when she gets the chance. Levin must always move forward and use Blast (indirect) or Heavy Strike for a direct attack. Felius can use Hard Smash or use Replace on distant enemies to bring them amongst your other characters so you can surround them easier and quicker. Use magic/direct attacks to destroy Crates that get in your way, and your male Drifter can move that Block pillar in the middle of the map so everyone can progress further.

Always stick to two groups, a forward-attack-party and Clarissa/Labyrinthia bringing up the rear. When an enemy is wounded, you can generally move your further-ahead characters on, and let those in the rear finish them off. I noticed that on completion of this Free Battle, at least two of my characters always got around a 2.5 Bonus EXP rate; without the use of Lucky Cards. If you play this stage once and don't want to play it again due to the scope of the map, have your final two Free Battle sessions at Fallen Fowl Swamp, and use Mystic with a Potential Egg to target all six of your characters so you get plenty of CSP if you have fallen badly behind and need extra time to fulfill my above requests regarding Class changes and so on.

The possible enemy lineups I faced were:

- Ascomoid X1 + Gremalkin X1 + Orc X1
- Ascomoid X1 + Gremalkin X2 + Orc X1
- Ascomoid X1 + Gremalkin X1 + Orc X2 (1300~ Gella, 132 EXP)

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| Optional Quest - Drifter Item Search #10 - Fort Molasar - (0024) |
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Pre-mission Advice:

You already received your first Item Scope after completing Act 1-4, and you can get your second one at Promise Hill. Have an Excavator (or a character with that OC) use Detect on or very near the highest elevated Hex on the map (near the middle) which is not hard to notice. You will now receive the previously 'higher Rank' (Rank 2) Synthesis material predominately, and have slightly better luck at getting the rare items such as Gella Cards/Lucky Cards/etc.

Strategy:

Now that you have an extra item scope, you should spent a fair amount of time getting a few extra Lucky Cards and Gella Cards from this location, and then review the previous Drifter Search locations and track down a few extra Potential Eggs as well. If you have a total of 5+ of each, that should be fine. Try and make sure you have at least two of each before any Act battle, as they offer the best results and make the Lucky Card/etc bonus more worthy.

Search Location - Fort Molasar:

The possible rewards I came across at Fort Molasar were:

- Kalivos Claw (Common Item, used for Synthesis).
- Tatzelwurm Horn (Semi-rare Item, used for Synthesis).
- Gigamantis Claw (Rank 3 Synthesis material - Act 2).
- Yurung Fang (Rank 4 Synthesis material - Act 2).
- Lucky Card (Rare item).
- Gella Card (Rare item).

15 Searches at 300 Gella each (200 per search for 'Force Wait').

Results: 4,500 Gella = 90~ Kalivos Claws + 20~ Tatzelwurm Horns + 4 Lucky Cards + 3 Gella Cards.

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| Act 1-9a - Hanigar Ore Mine Zone 4: Rescue - (0025) |
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Pre-mission Advice:

The following two missions are a lot of fun and are quite short, but you cannot save your game in between. You are restricted to using only Clarissa and Levin in this mission, so make them both Excavators (even if you already have the Excavator OC) and equip whatever Skills/Items/etc that you want (though you don't need to).

Strategy:

Begin by having Levin move as far up those steps as you can (right Hex) and use Detect. Clarissa can now walk up to stand on that bag of treasure (Heal Berry). Levin should now move up to that door (stand directly next to it) and use Detect again. Clarissa must now head up those stairs to the left (right

Hex). Levin must wait where he is for now, and then have Clarissa move straight ahead and use Detect. Continue to make Levin wait where he is and then move Clarissa onto that treasure she discovered (Revive Fruit) and use Detect yet again. Levin can finally position himself on that bag of treasure (Antidote), and then Clarissa must move onto that other bag of treasure that she recently located (Lift Key).

Levin now has to move all the way to the left (opposite that door) and then have Clarissa move back to the right to that elevated level (left Hex). Levin can now head up those nearby stairs (right Hex). Clarissa should move to the right, though aim for the elevated level furthest to the right (directly above level-ground) and use Detect. Levin must move all the way straight ahead, and then Clarissa can move onto that treasure (Quickshot). Levin should now move up to the Hex next to Clarissa's right (slightly behind her) and then get Clarissa to move toward the lift (left Hex near the wall) and use Detect.

Levin can head to Clarissa's right, and then move Clarissa next to the 'Step Switch' and use Detect again. Levin should move onto the treasure near him (Iron Ore) and have Clarissa move onto the treasure nearby as well (Pinwheel). Levin can finally move onto the wooden lift, and then have Clarissa position herself on the Step Switch. Levin should now move next to the Step Switch on the high level and wait, and then have Clarissa move onto the wooden lift when she can. Once she is on it and Levin positions himself on the Step Switch, Clarissa will be delivered to the higher level and the mission will conclude.

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| Act 1-9b - Hanigar Ore Mine Zone 4: Retreat - (0026) |  
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Pre-mission Advice:

Clarissa - Revert back to a Sacred Slayer (with Dandelion Shot OC/EQ + any other single Skill) and equip Strahl Gewer + Rose Corsage.

Felius - Change to Halberdier Class (with Wait and Heal VP/Blood Heat/Weapon Block/ATK +25%) and equip Bullova + Hard Guard.

Levin - Change back to Secutor (with Sentinel OC + Gadgeteer OC) and equip Katzbalger + Shield + Chrome Vest. Equip Heal Berries as well.

Notes:

You can equip Felius's Halberdier weapon which has a slightly higher AIM if you want, but his attacks never missed for me with his stronger weapon.

Strategy:

Have Levin move one Hex to his right, and then move Felius to Levin's left. Clarissa should move behind Levin and wait. Levin can now move to the side of that enemy Secutor and use Heavy Strike. Position Felius to the side of that enemy Secutor and finish him off with a dose of Upper Hand. Clarissa should use Sacrifice on that nearby Elementalist ('Give Up' and return to the Tactics Screen if his 'Magic Block' skill goes off; there's no penalty for doing so). Move Levin to the right of that Fantastica and kill him with Heavy Strike. Felius can move behind Levin and then have Clarissa head directly ahead the way she is facing and use Heal. Felius can now move ahead (toward those cowering enemies in the distant left-corner) and then have Clarissa position herself to the right of Felius.

Move Levin behind Felius, and then have Felius move ahead again. Clarissa should head towards Felius, but leave that spot directly behind him for Levin.



Felius should move directly ahead (not moving to the left) and wait. Levin can now move as far ahead as he can go and wait. When Clarissa is up again move her down toward the others. Felius should stay where he is and use Upper Hand on that enemy Secutor. Levin can now move down and kill that Secutor with Heavy Strike, and then have Clarissa move in front of Levin and Felius and use Heal if anyone is injured. Move Felius down so that Clarissa is above him on her right, and then have Levin move in front of Felius (in the direction he is facing). Clarissa should move to Felius's left (the Hex is slightly behind him) and use Encourage. Keep Felius where he is and use Upper Hand on the enemy Secutor who is in range.

Levin should kill that wounded Secutor with his Heavy Strike ability, and then make Felius go behind the 'boss' Secutor (Mathis) and use a direct attack on him. Clarissa should select Sacrifice (SINGLE) and target the boss. Levin can't really do much, so have him move near Clarissa and target her with Mystic and a Heal Berry (but position him so he can line up with Felius for a Formation Art; but don't target the boss with your Mystic ability). Felius can use a direct attack on that Secutor again, and then have Clarissa use Sacrifice on the foe again. Levin can now heal Clarissa again with Mystic and a Heal Berry, and then have Felius use a direct attack again on Mathis. Clarissa should deal another dose of Sacrifice on the boss, and if required use Felius to attack him once more. If he's still alive, continue to attack with Felius, heal Clarissa with Levin and have Clarissa use Sacrifice. Her 'Fragile' ability can also help out greatly. Anyhow, you get nearly 250 EXP for everyone (and around 2.0 EXP Bonus for the characters who participated in this battle).

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| Synthesize Me #1 - (0027) |  
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#### Pre-mission Advice:

We are finally able to make use of the 'Synthesis' aspect of Wild ARMs XF's gameplay. If you have been following this Walkthrough, you will have more than enough Synthesis materials from your Drifter Search exploits. Now you can purchase enhanced weapons and armour, so your toil was well worth it. It's also worthwhile to purchase weapons for your physical fighters that have better AIM, as they are still stronger than any of the current regular weapons, plus we are getting to a point in the game where the chances of your characters 'missing' an enemy with a direct attack (even certain abilities) are higher. Below I shall list what you must purchase.

#### Notes:

When you revisit Toco in Hanigar (the Elder's daughter) she will give you a Dragon Fossil for your exploits. This Rank 8 Synthesis material is of no use to you at the moment, but be sure to get your reward anyhow.

^ \* Credit to Gary M. for reminding me to add this to the guide.

#### Strategy:

- ~ Rapier +1 X3 (Felius/Levin/Male Drifter).
- ~ Battle Axe +1 X2 (Levin/Male Drifter) - For future use, don't equip yet.
- ~ Bullova +1 X1 (Felius) - Until he learns 'Halberdier EQ'.
- ~ Elder Record +1 X2 (Labyrinthia/Female Drifter).
  
- ~ Shield +1 X3 (Felius/Levin/Male Drifter).
  
- ~ Rose Corsage +1 X (Clarissa).

- ~ Chrome Vest +1 X3 (Levin/Male Drifter/Spare).
- ~ Hard Guard +1 X1 (Felius).
- ~ Cuirass +1 (Spare).
- ~ Phantom Ring +1 X 2 (Labyrinthia/Female Drifter).

Buy/Synthesize any items that you may need for the above improved weapons/armour. After all the Drifter Search quests you'd have completed, you'll have plenty of materials left. Don't forget to equip your new gear on your corresponding characters. If you ever need Potion Berries, Synthesize them at a cheaper rate and use your current Heal Berries (two Heal Berries will net you one Potion Berry). However, I wouldn't say Antidotes +1/Medicines +1 are worth it.

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| Mandatory Training #2 - (0028) |
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Pre-mission Advice:

After Synthesizing all of those new weapons and such, your Gella supplies have probably run rather low; or been depleted entirely. Hence, it's time to engage in a Free Battle, but we'll employ a faster route to plenty of Gella. Make the following changes to your party:

Labyrinthia - Excavator (with Elementalist OC/EQ + MAG +25%).

Female Drifter - Excavator (with Elementalist OC/EQ + Magic Block).

Then equip these two characters with an Elder Record +1 and a Phantom Ring +1 each. You could optionally make things a little easier by also making Levin an Excavator (with Martial Mage OC/EQ + Weapon Block) and give him your best Martial Mage weapon and Excavator armour. When an Excavator deals the final blow to an enemy, you gain extra Gella, so should you use your Excavators to kill wounded Harpies at Fallen Fowl Swamp, you'll get around 7,000 Gella per round (with 5 Harpies).

Note:

Save your game before entering Fallen Fowl Swamp each time, and if you go into battle and there are only 3/4 Harpies, Load your game and try again until there are 5 (so you get more worthwhile results and can do fewer Free Battles overall). Also, as I needed Felius to learn his 'Halberdier EQ' Skill, I gave a Potential Egg to Clarissa for two round of Free Battle here, and had her use Mystic with a Potential Egg to target every character at the start of the match. You should do this as well, as some of your characters may be nearly maxed-out in their Class.

Strategy (Fallen Fowl Swamp):

Have your female Drifter move in front of your male Drifter so she is a Hex-gap ahead of him, and then have Levin move toward the (hopefully) nearby Harpy in range and use Blast. Your male Drifter should move in front of your female Drifter and use Rush on Labyrinthia. If a Harpy is close enough, have Felius use Upper Hand or move closer and wait. Clarissa can move forward and then make Labyrinthia should get in range and use her magic on a nearby Harpy. Your female Drifter should use her own magic to finish off said Harpy. From then on, apply this general tactic to wipe out the remaining Harpies, making sure that only your Excavators kill them (while your other characters wound them). Make sure you frequently cast Rush on these magic-wielders.

After three battles defeating 5 Harpies in each of them, you will gain over

20,000 Gella when you use an Excavator to deal the final blow. My human characters were all level 17 (except Levin who was level 15) so at the very least if you have fallen behind fight another couple of battles against these Harpies so that your characters are level 16 (14 for Levin) as you could use the extra Gella anyhow, and the amounts you receive here are very plentiful.

\* Credit to Daniel Lim for the above Gella-raising suggestion.

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| Act 1-10 - Rainy Pass - (0029) |
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Party Update:

Change everyone to the following Classes:

Clarissa - Sacred Slayer (with Dandelion Shot OC/EQ + Item Carry Up (or Item Effect Up) and equip Strahl Gewer/Rose Corsage +1.

Felius - Sentinel (with Secutor OC/EQ + ATK +25%) and equip Rapier +1/Shield +1/Cuirass +1.

Labyrinthia - Elementalist (with Arcanist OC + Sacred Slayer OC) and equip Elder Record +1/Phantom Ring +1.

Levin - Secutor (with Martial Mage OC + Sentinel OC) and equip Rapier +1/Shield +1/Chrome Vest +1.

Male Drifter - Secutor (with Fantastica OC + Arts Support + CSP Up) and equip Rapier +1/Shield +1/Chrome Vest +1.

Female Drifter - Elementalist (with Gadgeteer OC + Fantastica OC) and equip Elder Record +1/Phantom Ring +1.

If you don't have some of the Skills I required you to equip, head back to Fallen Fowl Swamp and review the above strategy (utilizing a Potential Egg or two with Mystic for quicker results).

Pre-mission Advice:

Felius and Levin are both 'unavailable' for this mission, so we'll use Tony again, and have an empty slot. Hiring an extra Drifter to fill the void is unnecessary, as you really only need three characters anyway (hell, it's possible to complete with just two).

To avoid confusion, line up your units like this:

Clarissa (1) - Labyrinthia (2) - Female Drifter (3) - Empty (4) - Male Drifter (5) - Tony (6).

Notes:

Don't worry about that treasure chest (Flail) as it's a worthless weapon compared to others available, and you can get it in the impending Free Battle anyhow. The goal is to only kill four enemies (after which the battle ends immediately) but we're going to kill Rupert anyway just to prove how easy it is to do so. If you don't want to do this for Cool Points (and a slightly higher EXP Bonus rate) just kill the first four enemies you come across. Equip your female Drifter with a Lucky card that she can cast on everyone with Mystic if your characters are still below the levels I told you my characters were at above (they'll get over 1000 EXP as a result).

### Strategy:

Move your female Drifter ahead (single Hex near that boulder/rock) and then move your male Drifter below her (stay on the current level he's already on). Clarissa can now move behind your female Drifter, and then position Tony to the right of your female Drifter. Labyrinthia should move behind Clarissa (left of your male Drifter). Now have your female Drifter head between Tony and that tree. Your male Drifter should now go in front of Clarissa (next to Tony), and then have Clarissa move in front of him. Tony can now position himself in front of that tree (lining up with the characters behind it). Labyrinthia should Warp to the left of Tony (not behind him) and then have your female Drifter move behind Tony. Now it's time to have your male Drifter go to that Hex right of Clarissa (Hex-gap behind your female Drifter).

Clarissa must now move in front of your male Drifter and use Encourage on him and your generic Elementalist. Your female Drifter can now move to the right of Labyrinthia (ahead of her, though lining up with her) and use Rush on her. Now it's your male Drifter's turn to move ahead, so place him to the left of Labyrinthia and cast Rush on your female Drifter. Tony should move to the right of your female Drifter (not behind her) and then move Labyrinthia so that she is to the right (though in front of) your female Drifter and right near Tony, and then use Vortex on the nearby Sentinel, almost killing the foe. Clarissa should move ahead to the right of your male Drifter, and then move your female Drifter so that she is in front of Tony and finish off that wounded Sentinel with Vortex (3 kills left).

Your male Drifter should now head in front of Labyrinthia and cast Rush on Clarissa, and then have Tony move straight ahead (not going to the left or right Hex). Labyrinthia should walk ahead to be behind your male Drifter and then use Lightning on Rupert. Yes, it can reach. Now have your female Drifter move behind Tony and cast Rush on Labyrinthia. Clarissa must move behind Laby and your male Drifter so that she can use Encourage on both of them. Your male Drifter should move next to your female Drifter and Tony (left side) and cast Rush on your generic Elementalist. Labyrinthia can move to the Hex to the right and slightly ahead of that tree nearby, and use Lightning on Rupert again. Your male Drifter gets another turn, so have him move as far ahead as he can go (onto the level with that enemy Fantastica) and wait. Now your female Drifter can move ahead, so she's lined up with Tony and then cast Fire on that Secutor in range. Tony can now move next to your male Drifter and attack that Fantastica.

Clarissa must now position herself next to Labyrinthia (behind) and use Encourage on her, and then Laby should move one Hex to the next elevation and target Rupert with Lightning once more. Move your male Drifter behind that enemy Fantastica and use a regular attack (we don't want to kill him). Clarissa can move straight ahead (not to the left or right Hex) near your female Drifter and use Encourage on her. Now that your generic Elementalist gets a turn, move her straight ahead so you are near Tony and against the wall then cast Crush on the uninjured Secutor above your male Drifter. Have Tony move behind that Secutor and finish him off (2 kills left). Make Labyrinthia use her Lightning on Rupert again, and then move your male Drifter above one Hex and use Smart Drive on that Excavator (we don't want him badly injured).

Have Clarissa move up to the left of that enemy Fantastica and just wait, and then use Tony to go kill the last wounded Secutor (1 kill left). If that Secutor's Weapon Block Skill saved him, have your female Drifter kill him with Crush, otherwise just move ahead. Labyrinthia should Lightning on Rupert yet again, and then have Tony move back down near that wounded Fantastica. Clarissa should use Sacrifice (single) on Rupert, and then your male Drifter must move behind Rupert and slap him with Hard Smash. Labyrinthia should use Freeze on that Fantastica above just for the hell of it. Unfortunately for me,

Rupert died from a counter-attack here, but the idea was to hit Rupert and any surrounding wounded unit with 'expanded' Sacrifice, potentially killing more than the four required to win the mission. Anyhow, you get over 500 EXP here which should increase with EXP Bonus rates.

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| Optional Quest - Free Battle #11 - Rainy Pass - (0030) |  
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#### Pre-mission Advice:

As Labyrinthia should be maxed-out as an Elementalist, it's time to train her 'Sacred Slayer' Class whilst we are away from event battles; so make her one accordingly, and equip Elementalist OC/EQ + MAG +25%, and her Elementalist weapon and armour. This way she can earn some CSP rather than wasting it. Also, be sure to equip Felius and Levin with their weapons/armour/items, as since they were not in the last mission their gear was taken off them.

#### Notes:

If you didn't get it in the last event battle, you can go after that treasure chest right down the bottom of the mountain if you want that Flail (Sentinel Weapon - you can already get something stronger via Synthesis).

#### Strategy:

There is a new type of enemy in this Free Battle location; however it is quite rare to come across it. You also face Harpies/Gremalkins/Jelly Blobs, so use your normal tactics to defeat them for some extra EXP and Gella.

#### ~~~ Not-Have (Smoky Specimen):

A very strange monster, this creature only has 1 HP and has no regular attacks or magic. They use 'Countdown' for five turns and then actuate 'Eternal Reoccurrence', which takes you back to the Tactics Screen. If that happens, you can only start over (the enemies won't change though). You can Load your last save file if you want to 'retreat', though. Magic is very effective against these foes, as is generally any attack if you can get close to them. Clarissa's Strahl Gewer works well from a distance.

#### Suggested attacks per character:

- Clarissa (Sacred Slayer): Regular attack from her Strahl Gewer.
- Felius (Sentinel): Upper Hand (indirect).
- Labyrinthia (Sacred Slayer): Any of her magic spells.
- Levin (Secutor): Blast.
- Drifter 1 (Secutor): Use Rush on magic-wielders.
- Drifter 2 (Female Elementalist): Any of her magic spells.

#### The possible enemy lineups I faced were:

- Harpy X3 + Gremalkin X1
- Harpy X4 (3,300~ Gella, 110+ EXP)
- Harpy X3 + Jelly Blob X1
- Not-Have X1
- Not-Have X2 (2,700+ Gella, 27~ EXP)

Coming across a pair of 'Not-Haves' is rather rare, but if you kill them with an Excavator you'll get over 5,000 Gella for a dead-simple kill (no pun intended). A good idea is to save your game right before entering battle (with Clarissa as an Excavator) and then enter Rainy Pass just with Clarissa, saving yourself filling out the whole line-up. Then if you come up against Harpies or whatever, simply reload your game and try again. Should you finally come

across a Not-Have or two, 'Give Up' to return to the Tactics Screen and add your other characters, with no penalty (the Not-Haves will still be your foes to defeat as well).

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| Optional Quest - Drifter Item Search #11 - Rainy Pass - (0031) |  
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Pre-mission Advice:

Now that you have two Item Scopes, I'm just going to list basic information below and not approximate results as to how many Synthesis materials I ended up with.

Strategy:

There's no real reason to spend much time here, unless you would like to slightly restock your Elesium/Iron Ore supplies from your recent Synthesis spree. You also receive Freeze Gems and Fire Gems here; which aren't special.

Search Location - Rainy Pass:

The possible rewards I came across at Rainy Pass were:

- Iron Ore (Rank 1 Synthesis material).
- Elesium (Rank 2 Synthesis material).
- Spirit Crystal (Rank 3 Synthesis material - Act 2).
- Meteoric Iron (Rank 4 Synthesis material - Act 2).
- Freeze Gem (Rare item).
- Fire Gem (Rare item).

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| Act 1-11a - Starlit Path: Room 1 - (0032) |  
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Pre-mission Advice:

You only require two characters to complete this very short mission, one to stand on a switch on one side of the room, while the other heads to the other side and uses a Slingshot (or similar) to fire on the Attack Switch that lights up when someone is on that other switch. To make the strategy easier to follow, just use Felius and Levin. Change them both into Excavators, as we need at least one of them to be such a Class for this mission, and they'll each need the abilities of an Excavator in the next mission, so make the change for both of them before this mission. Give them both Slingshots as well (even though Felius won't need it for this battle).

To avoid confusion, line up your units like this:

- / (1) - Felius (2) - / (3) - Levin (4) - / (5) - / (6).

Notes:

Act 1-11 is comprised of 5 small missions, and you cannot save in-between any of them (not that you'd need to anyway), nor will you face any enemies until the fifth and final stage.

Strategy:

Move Levin straight forward (not to the left or right) and then have Felius head toward that Step Switch on the left. Levin should now just wait where he is, and then move Felius onto that Step Switch. Levin can now finish the mission by using an indirect attack from his Slingshot (or use Blast) on that

lit-up 'Attack Switch'. All your other characters who didn't participate in this battle still receive EXP.

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| Act 1-11b - Starlit Path: Room 2 - (0033) |  
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Pre-mission Advice:

Make sure Levin and Felius remain Excavators until directed otherwise (with Slingshots equipped) and also give Levin his Martial Mage OC Skill.

Strategy:

Start things out by having Levin move onto the crystal Hex in front of him and cast Blast on that Attack Switch which is in range, and then have Felius move to the left (one Hex) and hit that Attack Switch on his side with his Slingshot. Levin can now move into that room on the left all the way ahead (though stay against the wall) and cast Blast on that Attack Switch which is surrounded by Crates. Felius should position himself behind those crystal blocks for now. Levin can now move up between that orange-lit Attack Switch and that crystal block, and then attack said Attack Switch.

Felius is now able to move all the way ahead (snaking the wall) and attack the Crate which is in range (which is blocking the Attack Switch there). Levin should now wait where he is, and then have Felius climb up to that elevation above the raised crystal block and fire on the Attack Switch below. When you control Levin again, have him move above onto that Warp Point, and then have Felius use 'Wait' as he's already standing on the Warp Point on his side.

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| Act 1-11c - Starlit Path: Room 3 - (0034) |  
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Pre-mission Advice:

Maintain your current setup where Classes/Weapons/etc are concerned. The mission you are about to do is very short.

Strategy:

Have Levin move straight ahead (not to the left or right) and then have Felius move onto that nearby Step Switch. Levin is now able to move all the way ahead and hit that Attack Switch (with Blast or a regular attack). Felius will then be able to move over next to the Attack Switch on his side and hit it. Levin should now move onto the Warp Point near him, and then have Felius do the same on his side.

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| Act 1-11d - Starlit Path: Room 4 - (0035) |  
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Pre-mission Advice:

This forth-in-a-row mission is the longest of them all (per se) but it is by no means difficult. Just follow the strategy carefully so you don't make a mistake (not that starting over would be the end of the world). Note that the different-looking 'Yellow Tiles' are all Warp Points that transport you around the map.

Strategy:

Have Levin move all the way left onto the Warp Point there and attack that

Crate in front of the Hex he's standing on, and then have Felius move all the way right (Warp Point) and attack the Crate in front of the Hex he's standing on. Levin should now move to the next Warp Point ahead and then attack that Crate to the lower-right (near that stone tablet). Felius can then move to the next Warp Point on his side and attack that Crate to his left (and slightly ahead).

Levin should then move to the Crate blocking the path and destroy it, and then have Felius move to the Warp Point ahead (upper right) and attack the Crate ahead and to his left. Levin can now move forward to the next Warp Point on his side and attack the Crate ahead on the right. Levin will get another turn so move him to the left, and attack that Crate in the lower-left area just for good measure. Felius can now head all the way to the right and attack the Crate to the lower-right for good measure as well. Levin should move below to that Warp Point and then attack the Crate behind him (the left one).

Felius must now move down to the next Warp Point on his side and attack the Crate directly behind him. Levin can then move next to that Crate which is blocking his path and destroy it, and then have Felius do the same thing on his side of the map. Finally, Levin should move onto the last (Red) Warp Point, and then Felius must do the same on his side. You get an insane EXP Bonus rate (4.0-4.5) for destroying all of those Crates, as well.

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| Act 1-11e - Starlit Path: Room 5 - (0036) |
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Pre-mission Advice:

Ah, we face some (weak) enemies at long last. These foes are hardly worth bothering with, though make the following changes to Levin and Felius:

Felius - Secutor (Halberdier OC + Sentinel OC) - Rapier +1/Shield +1/Chrome Vest +1.

Levin - Secutor (Martial Mage OC + Sentinel OC) - Same weapon/armour as Felius.

Strategy:

Levin can start things out by moving ahead and to the left (so that hole is still in front of you) and then have Felius move ahead and to the right to a similar location though on his side of the map. Levin must then move ahead some more so that he is near that treasure chest and can target that Fairylight with Heavy Strike (which will kill it in one blow). Felius should then move around to the right side of that nearby Fairylight and kill it with a dose of his own Heavy Strike ability.

Levin can now move next to that treasure chest and kill the Fairylight there with Heavy Strike, and then have Felius move behind the Fairylight on the right and kill it; using Heavy Strike again. Levin can now attack/open that treasure chest (Cuirass). Felius should now kill the last Fairylight on his side of the map with Heavy Strike, and then have Levin conclude the mission by felling the remaining Fairylight with his own Heavy Strike.

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| Optional Quest - Free Battle #12-13 - Starlit Path/Rhino River - (0037) |
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Pre-mission Advice:



Change Felius back to a Sentinel (with Secutor OC/EQ + ATK +25%) and equip his Secutor Weapon/Shield and Cuirass +1. Also note that Clarissa and Labyrinthia will need to have their gear and items equipped again as they were not present in the lineup for the last few missions (though the Drifters were, for some reason).

Free Battle Location - Starlit Path:

Strategy:

You faced Fairylights in the last mission with Felius and Levin, though this time they are impervious to physical attacks unless you cast Invoke on them. There is also a new enemy, which is somewhat of a cousin to Fairylights. Magic is very strong against them, as are Secutor/Sentinel abilities when Invoke is used on said characters. You can generally kill a few of them right on your first few turns, as they are positioned quite close to you.

~~~ Fairylight (Wicked Spirit):

Nowhere near as annoying as a Harpy, though impossible to hit with a direct attack (without Invoke). When out of reach, this foe uses 'Silent Stare', which is a fancy way of just using 'Wait'. It has an attack that does very small physical damage to you, but its ability 'Follow Around' severely decreases (50%) your MAG (Magic) stat; and hence is a bane to spell-wielders. Even though you could hit them with direct attacks in the last battle, strangely you can't anymore without Invoke.

~~~ Ignus Fatuus (Phantom Soul):

This foe has all the same abilities as a Fairylight, along with 'Electrigger', which does heavy damage to mechanical units; which means it can't even really scratch you. It's somewhat rare to come across, though.

Suggested attacks per character (for either foe):

- Clarissa (Sacred Slayer): Sanctify (wounded foes) or Sacrifice.
- Felius (Sentinel): Heavy Strike (when Invoke is cast on him).
- Labyrinthia (Sacred Slayer): Any of her magic spells.
- Levin (Secutor): Blast.
- Drifter 1 (Secutor): Invoke Felius, then use Rush on magic-wielders.
- Drifter 2 (Female Elementalist): Any of her magic spells.

The possible enemy lineups I faced were:

- Fairylight X3
- Fairylight X5 (1,400+ Gella, 150 EXP)
- Fairylight X4 + Ignus Fatuus X2 (3,500~ Gella, 290+ EXP)

As you can see, EXP is abundant here from an enemies you can wipe out in just 2-3 turns from each of your characters. Hence, this is a great location to catch up if your levels are low (plus use Mystic with a Lucky Card on all your characters when you come up against Ignus Fatuus enemies). Note that all of my characters were level 18 at this point (16 for Levin).

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Free Battle Location - Rhino River:

Strategy:

You face a new enemy here (the only type at this location) and it can cast Petrify on your characters, which turns them to stone, where they will die if hit with a physical attack. You can cure this condition with a Pygmalion (hence a Gadgeteer) or let it cure naturally which can take a few turns. Luckily, the enemies are too stupid to try and attack you until everyone in

range has been turned to stone; meaning if you stick together they'll never get the chance. The attack rarely works, so you have nothing to worry about.

~ Rhinoceros (One-Eyed Beast):

This creature has a basic attack and counterattack, plus it can cast Petrify from a huge distance away. It's also basically impervious to physical attacks (even with Amplifier) so magic is the go to kill it.

Suggested attacks per character:

- Clarissa (Sacred Slayer): Sacrifice (expanded when possible).
- Felius (Sentinel): Act as a 'wall' for other characters.
- Labyrinthia (Sacred Slayer): Any of her magic spells.
- Levin (Secutor): Blast.
- Drifter 1 (Secutor): Cast Rush on magic-wielders and Clarissa.
- Drifter 2 (Female Elementalist): Any of her magic spells.

The possible enemy lineups I faced were:

- Rhinoceros X3
- Rhinoceros X5 (2,300~ Gella, 230+ EXP)

When you come up against 5 of these foes (with 3 of them across the river and two Rhinos up above on the high mountain) have everyone go after the ones up in the mountain as traipsing across that large river will take forever due to the movement penalty, and a Rhinoceros can easily snipe you with Petrify from far away. Once you have killed the Rhinos above, head back down the mountain and the others should be pretty close to you by then. Labyrinthia and your female Drifter (Elementalist) can stand on those lower rocks to stay out of reach and still use magic from a safe distance. Be sure to stick together, though Petrify often misses, and you don't even have to worry about curing the odd 1-2 characters who might get Stoned anyhow as you can easily finish off the remaining Rhinos without them.

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| Optional Quest - Drifter Item Search #12-13 - Starlit Path/Rhino River - |
| (0038) |
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Pre-mission Advice:  
N/A

Strategy:  
Spend a few rounds here if you need some more Kalivos Claws or Tatzelwurm Horns (I already had 99 of each) otherwise get a few extra Potential Eggs and Lucky Cards. Having three separate save files allows you to try a quick little strategy. Engage in 10 Drifter Searches, then mark down how many Potential Eggs/Lucky Cards you got, save your game, and then do it two more times for the other two save files you have. Reload the file that got you the most of both items. Duplicate this strategy at Rhino Rive if you want some Gella Cards as well (or return to a previous location that has them).

Search Location - Starlit Path:

The possible rewards I came across at Starlit Path were:

- Tatzelwurm Horn (Rank 1 Synthesis material).
- Kalivos Claw (Rank 2 Synthesis material).
- Gigamantis Claw (Rank 3 Synthesis material - Act 2).

- Yurung Fang (Rank 4 Synthesis material - Act 2).
- Potential Egg(Rare item).
- Lucky Card (Rare item).

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Search Location - Rhino River:

You receive the exact same items here as you did at Starlit Path, except swap Lucky Cards for Gella Cards.

The possible rewards I came across at Rhino River were:

- Tatzelwurm Horn (Rank 1 Synthesis material).
- Kalivos Claw (Rank 2 Synthesis material).
- Gigamantis Claw (Rank 3 Synthesis material - Act 2).
- Yurung Fang (Rank 4 Synthesis material - Act 2).
- Potential Egg(Rare item).
- Gella Card (Rare item).

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| Act 1-12 - Deserters' Camp - (0039) |
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Pre-mission Advice:

As our Classes may be all over the place from the past mission and Free Battles, make sure the following changes are in place:

Clarissa - Sacred Slayer (with Dandelion Shot OC/EQ + Item Carry Up (or Item Effect Up) and equip Strahl Gewer/Rose Corsage +1.

Felius - Geomancer (with Sentinel OC + Secutor EQ + ATK +25%) and equip Rapier +1/Shield +1/Chrome Vest +1.

Labyrinthia - Elementalist (with Arcanist OC + Sacred Slayer OC) and equip Elder Record +1/Phantom Ring +1.

Levin - Secutor (with Martial Mage OC + Sentinel OC) and equip Rapier +1/Shield +1/Chrome Vest +1.

Male Drifter - Secutor (with Fantastica OC + Arts Support + CSP Up) and equip Rapier +1/Shield +1/Chrome Vest +1.

Female Drifter - Elementalist (with Gadgeteer OC + Fantastica OC) and equip Elder Record +1/Phantom Ring +1.

To avoid confusion, line up your units like this:

- Clarissa (1) - Male Drifter (2) - Female Drifter (3) - Levin (4) - Felius (5) - Labyrinthia (6).

Notes:

If your characters are still not up to level 18 (16 for Levin) be sure to give your female Drifter a Lucky Card so she can use Mystic to target all of your characters before you start following my strategy, as this will net you close to 2,000 EXP at the end of the mission (even more for the odd few characters who get higher EXP Bonus rates). I had no need to use one, though I probably should have anyway.

Strategy:

Start this mission by moving Levin to the Hex in between Felius and your female Drifter, and then have your generic Elementalist move ahead (aim for the Hex in the middle, going from the left; hence Hex 3 from left). Your male Drifter should now go to where your female Drifter was just standing and cast Rush on her. Clarissa can move between your female Drifter and that elevated Hex, and use Encourage on her (Elementalist). Noting those coloured ley point around the map as you control Felius, have him move to the Hex which is to the left of your female Drifter (Hex 2 going from the left). Labyrinthia should Warp to that Hex which will put you to the sides of both Clarissa and your generic Elementalist, and then have said female Drifter move two Hexes in front of Felius and kill that Paigoel in range with Vortex.

Levin must move so that he's next to Clarissa's back, and then have your male Drifter position himself in front of where Levin's facing and cast Rush on Labyrinthia. Clarissa should now move to your female Drifter's right and cast expanded Heal so it targets them both. Move Felius all the way ahead (Hex 2 from the left) and then have your female Drifter position herself in front of Felius and kill the next Paigoel with Vortex. Labyrinthia should move to the elevated Hex near her and kill the Paigoel in range with her own Vortex magic. Have Levin move ahead (Hex 3 from the left) and then have your male Drifter move to the right of Levin and cast Rush on Labyrinthia. Clarissa should head next to Laby and use Encourage on her, and then have your female Drifter move ahead so she is near the flowing river.

Labyrinthia can now walk ahead snaking the hole near the river, and then Warp to the other side, two Hexes ahead of that elevated Hex (so the Paigoel will be to your left). Felius should then go to the elevated Hex next to that tree stump, and use Replace on that Paigoel in range (it'll be selected automatically). Levin can now go target that very foe with Heavy Strike, which will knock it into the river, killing it instantly. Your male Drifter should move so he's facing the front of your female Drifter and cast Rush on her, and then have said generic Elementalist move ahead and to the right, so you are right next to the flowing river and can target the next Paigoel with fire (killing it instantly). Clarissa and then Levin should both wait where they are, and then have Labyrinthia Warp ahead as close to that treasure chest as she can get. Felius should then move ahead near those blue ley points (so you line up with your male Drifter across the river). Your generic Secutor can then cast Rush on Felius as he'll be close enough, and then have your female Drifter wait where she is, and have Levin/Clarissa do the same for their next turn.

Decision time - if you want that treasure (useless Power Charm) have Felius wait where he is otherwise move onto the centre blue ley point and cast Replace on that Paigoel to kill it instantly. If you made Felius wait, have Labyrinthia Warp next to that treasure chest, and then have the following folk 'Wait' as there turns come up: Male Drifter/Female Drifter/Levin/Clarissa/Levin/Female Drifter/Male Drifter. Now Labyrinthia can attack/open that treasure chest for a Power Charm (you can already synthesis a better +1 version though), and then have Felius move to the centre blue ley point and cast Replace on the last Paigoel.

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| Optional Quest - Free Battle #14 - Deserters' Camp - (0040) |  
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Pre-mission Advice:

Change Felius back into a Sentinel (Halberdier OC/Secutor EQ+ ATK +25%) and Labyrinthia into a Sacred Slayer (Elementalist OC/EQ + MAG +25%) and equip their best weapon/armour/items, but also give Felius a Revive Fruit before

each bout of training here just to be safe.

Strategy:

You dealt with Paigoels in the last mission, and thusly they still infest this location. Generally they are weak, but when they occupy the ley point which empowers them, they become slightly stronger (they are only a threat if there element is one a character of yours is weak against). It is best to split your party into two for this mission (Clarissa/Labyrinthia as one party and Felius/Male Drifter/Female Drifter/Levin as the other group). Usually one side of the map will have 2-3 Paigoels and there will be a lone foe on the other side of the river, hence you should have the smaller group (Clarissa/Laby) go after the single enemy, abusing Turn Shift so they reach it very quickly (stop once Clarissa has 50 MP or less). Your larger party should advance toward the remaining enemies once you are ready.

~~~ Paigoel (Ghostly Goblin):

There is nothing special about this creature stat-wise, other than its slightly-high MAG (Magic) stat which allows its spells to do small-medium damage. They have an elemental breath attack (either Earth/Ice/Fire/Wind) so pay special attention to their element, as they are weak against its opposite. At the same time, if one of your characters was very weak against Fire and you came across a Paigoel of that element, it can do around 120 HP damage to said character (more if you are under-leveled). Be sure to attack a Paigoel with magic of its opposing element (i.e. Fire VS Ice and vice-versa).

Suggested attacks per character:

- Clarissa (Sacred Slayer): Sacrifice or regular attack.
- Felius (Sentinel): Upper Hand (indirect) or Heavy Strike (direct).
- Labyrinthia (Sacred Slayer): Opposing magic element spell.
- Levin (Secutor): Blast (indirect) or Heavy Strike (direct).
- Drifter 1 (Secutor): Cast Rush on female Drifter then Hard Smash on foe.
- Drifter 2 (Female Elementalist): Opposing magic element spell.

The possible enemy lineups I faced were:

- Paigoel X2
- Paigoel X3
- Paigoel X4 (2,000~ Gella, 200~ EXP)

Note that the Sacred Slayer's Turn Shift ability is very easy to exploit, though it will deplete your MP very quickly. With Clarissa and Labyrinthia working together (always moving as far from each other as possible but still being able to target the other with Turn Shift) they can constantly keep moving and swapping turns until they run out of MP; though you shouldn't let this happen. Keep doing it until Clarissa has 50 MP or so left, and then walk as normal from there. If a Paigoel is close, you'll get to kill it before it gets a turn. If it's at the back of the map, Clarissa will run out of MP by then so make sure she has at least 50 MP or so in case she needs to use another ability or Heal. The other party can easily handle the other Paigoels by working together, using Heavy Strike to knock them into the river when possible.

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| Optional Quest - Drifter Item Search #14 - Deserters' Camp - 0041 |  
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Pre-mission Advice:

N/A

Strategy:

The 'special' item you can get here is Nectar, so this place is not really worth bothering with, unless you don't have 99 Tabanga Branches and 99 Mantrap Vines. If so, engage in Drifter Search here until you do (this took me about 7 turns to do so).

Search Location - Deserters' Camp:

The possible rewards I came across at Deserters' Camp were:

- Mantrap Vine (Rank 1 Synthesis material).
- Tabanga Branch (Rank 2 Synthesis material).
- Alraune Pollen (Rank 3 Synthesis material - Act 2).
- Tryphid Fruit (Rank 4 Synthesis material - Act 2).
- Nectar (Rare item).

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| Act 1-13 - Dead Plateau - (0042) |  
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Pre-mission Advice:

Equip a single Pygmalion on Clarissa and your female Drifter just in case, even though I didn't get Petrified at all on this stage (but there's a chance you might, so precautions never hurt). Again, since some of our Classes might be a bit different, make sure the following changes are in place:

Clarissa - Sacred Slayer (with Dandelion Shot OC/EQ + Item Range and equip Strahl Gewer/Rose Corsage +1.

Felius - Sentinel (with Halberdier OC + Secutor EQ + ATK +25%) and equip Francesca +1/Shield +1/Chrome Vest +1.

Labyrinthia - Elementalist (with Arcanist OC + Sacred Slayer OC) and equip Elder Record +1/Phantom Ring +1.

Levin - Secutor (with Martial Mage OC + Sentinel OC) and equip Francesca +1/Shield +1/Chrome Vest +1.

Male Drifter - Secutor (with Fantastica OC + Arts Support + CSP Up) and equip Rapier +1/Shield +1/Chrome Vest +1.

Female Drifter - Elementalist (with Gadgeteer OC + Fantastica OC) and equip Elder Record +1/Phantom Ring +1.

To avoid confusion, line up your units like this:

- Felius (1) - Clarissa (2) - Male Drifter (3) - Female Drifter (4) - Labyrinthia (5) - Levin (6).

Notes:

We're going to give the treasure chest on this mission a miss for now. As you receive 1,150 EXP for this battle, you really should use a Lucky Card if your characters aren't level 18 (16 for Levin). You may have trouble if Labyrinthia is not already level 18 before you attempt this mission, so fair warning. Also, the initial Rhinos you face are much weaker than what you've faced at Rhino River, so you should be familiar with them.

Strategy:

Begin by moving Levin all the way ahead (the way he's facing) and then have your female Drifter do the same thing. Now move Clarissa all the way ahead as well (the way she's facing) and use Encourage on your female Drifter, and then have your male Drifter move ahead all the way and cast Rush on Labyrinthia. Laby should then move all the way ahead as well, and then Warp to the elevated Hex ahead of Clarissa (which lines up with the way Felius is facing). Felius must also move ahead the way he's facing. As your female Drifter, see that boulder to the left? Move to the Hex just below and to the right of it, and then cast Rush on Levin. Levin should then move below that boulder (next to your female Drifter) and use Amplifier. Your male Drifter can then move to the Hex behind the one Levin's standing on (lining up with that boulder) and cast Rush on your female Drifter.

Have Clarissa head over next to Labyrinthia (the Hex which is closer to your female Drifter) and use Encourage on her (Laby). Labyrinthia should then move one Hex ahead of that elevated one in front of her and kill the Rhinoceros on the right with Crush (all elemental magic does the same damage; if it doesn't kill it she is under-leveled - she should be level 18). Your female Drifter can then move to the above-right (so you line up with the Rhino above) and kill said Rhino with Crush, and then have Levin move near that Rhino near him on the right and kill it with Blast. Felius can then move ahead all the way (near Clarissa) and then have your male Drifter move to the elevated Hex behind Levin and cast Invoke on him. Clarissa must then move to the elevated Hex next to Labyrinthia and use Encourage on her. Laby can then move to the Hex which is a Hex-gap above your female Drifter and use Heal on herself.

Move your female Drifter to the Hex right of the one your male Drifter is standing on and target the Gremalkin near Clarissa with Crush. Levin should then head to the left (as close to that Rhino as possible) and use Blast on the Rhino near there. Labyrinthia must target that wounded Gremalkin with Lightning, and after that your male Drifter might get Petrified (mine did not after two attempts. Anyhow, move Felius in front of Clarissa and kill that Gremalkin with a regular attack. Your male Drifter (if he's not Petrified) should then go target that other Gremalkin with Hard Drive, then have Clarissa move near Labyrinthia and Encourage her. Levin must now kill that Rhino nearby with a regular attack, and then have your female Drifter use Mystic with a Pygmalion on your male Drifter is necessary otherwise move as close to that distant treasure chest and cast Rush on Labyrinthia.

Laby can then move straight ahead (the way she's facing) and use Crush on the Rhino on the right, and then have your male Drifter kill that Gremalkin with Hard Smash. Levin should line up with your male Drifter and kill the nearby Rhino with a regular attack (Formation Art). Felius can move toward the last Rhino and wait, and then have your female Drifter use Crush on the too-close-for-comfort Rhino. Clarissa must then move between Felius/Labyrinthia/Female Drifter and Encourage the lot of them. Labyrinthia can then head to the Hex on the other sides of the Rhino and your female Drifter, and then finish off said Rhino with Crush. Now have your generic Elementalist move toward the last enemy on the map and cast Rush on Clarissa.

Your male Drifter should move toward the final enemy unit as well, and then have Levin wait where he is. Clarissa can then move near that 'Tarasque' and use Sacrifice on the beast, and then have Labyrinthia cast Crush on the same foe. Your female Drifter should also cast Crush on the Tarasque, and then have your generic Secutor cast Invoke on Felius. Levin should wait when he gets another turn, and then have Felius use a regular attack on that final enemy unit which should kill it. If not, have Clarissa do the honors with a final burst of Sacrifice (even though she's already wounded from the last effort).

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| Optional Quest - Free Battle #15 - Dead Plateau - (0043) |  
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Pre-mission Advice:

As Labyrinthia and your female Drifter would both be maxed-out in the Elemental Class, be sure to change them both to Sacred Slayers just for training missions (with Elemental OC/EQ + MAG +25%). They will still be quite strong magic-wielders, but they'll also become close to learning the Widespread Skill. As you will face enemies with 'Hard' "armour", keep Felius and Levin equipped with their Francesca +1 weapons. Your male Drifter won't need to though, as he'll be too busy fulfilling other duties. You may wish to equip Clarissa with a Pygmalion or two (Item Range Skill) in case someone gets Petrified, but I didn't bother.

Strategy:

You do not face any new enemies here, but Rhinos and Tarasques are almost impervious to physical attack due to their Hard-classed armour. As Felius and Levin will be equipped with a Francesca +1 each, they can use regular attacks though. Magic works well against either foe, and generally ganging up on them and killing one at a time will make for quick training. Gremalkins are more of a slight annoyance than a threat.

~~~ Tarasque (Shelled Lizard):

This beast has a large amount of HP, and has poor movement range though it can cast Toxic Breath from a distance to afflict you with Poison (which won't even have the time to cause you much damage anyway). It also has a mildly strong physical attack ability, but is nothing to worry about when you gang up on this enemy.

Suggested attacks per character:

- Clarissa (Sacred Slayer): Sacrifice.
- Felius (Sentinel): Regular attack.
- Labyrinthia (Sacred Slayer): Any magic spell.
- Levin (Secutor): Blast (indirect) or regular attack.
- Drifter 1 (Secutor): Cast Rush magic-users or Invoke Felius/Levin.
- Drifter 2 (Sacred Slayer): Any magic spell.

The possible enemy lineups I faced were:

- Gremalkin X3 + Rhinoceros X1
- Gremalkin X2 + Rhinoceros X2
- Gremalkin X1 + Rhinoceros X3 (1,900+ Gella, 190+ EXP)
- Tarasque X1
- Gremalkin X2 + Rhinoceros X2 + Tarasque X1 (2,000+ Gella, 280+ EXP)

Rhinos start at the bottom of the pit, so they can't target allies who are high above them with ease, which works nicely to your advantage. It's best to bait them closer for the first turn of all your characters, and then proceed to wipe them out from there. You should fight at least three battles here so your female Drifter learns the Sacred Slayer OC, and all of your characters are level 19 (18 for Levin). At this point Felius and my female Drifter had both reached level 20 due to high EXP Bonus rates, but level 19 is fine.

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| Optional Quest - Drifter Item Search #15 - Dead Plateau - 0044) |  
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Pre-mission Advice:

N/A

Strategy:

Spend a few rounds Searching here if you would like to restock your Elesium/Iron Ore supplies, but I didn't bother as the extra items you can receive are Exploder Gems and Chakrams; which aren't really worthwhile additions when you probably have more than enough Elesium/etc.

Search Location - Dead Plateau:

The possible rewards I came across at Dead Plateau were:

- Iron Ore (Rank 1 Synthesis material).
- Elesium (Rank 2 Synthesis material).
- Spirit Crystal (Rank 3 Synthesis material - Act 2).
- Meteoric Iron (Rank 4 Synthesis material - Act 2).
- Exploder Gem (Rare item).
- Chakram (Rare item).

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| Act 1-14 - Richala Rose - (0045) |
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Pre-mission Advice:

The following mission can be a lot of fun if you take the right steps, and though you may be tempted to make some of your characters Geomancers, it's completely unnecessary. We'll get through it by basically wounding every single enemy as much as possible before killing two of the foes (which spawns 3 reinforcements) and then bring the remaining starting enemies down to minimal HP before we kill the rest (spawning the final 3 reinforcements). Just follow the below strategy to the letter and you'll have no trouble (unless you are under-leveled; proceed at your own risk). Make sure everyone has their usual Class and whatnot:

Clarissa - Sacred Slayer (with Dandelion Shot OC/EQ + Item Range and equip Strahl Gewer/Rose Corsage +1.

Felius - Sentinel (with Halberdier OC + Secutor EQ + ATK +25%) and equip Rapier +1/Shield +1/Cuirass +1.

Labyrinthia - Elementalist (with Arcanist OC + Sacred Slayer OC) and equip Elder Record +1/Phantom Ring +1.

Levin - Secutor (with Martial Mage OC + Sentinel OC) and equip Rapier +1/Shield +1/Chrome Vest +1.

Male Drifter - Secutor (with Fantastica OC + Arts Support + CSP Up) and equip Rapier +1/Shield +1/Chrome Vest +1.

Female Drifter - Elementalist (with Gadgeteer OC + Fantastica OC) and equip Elder Record +1/Phantom Ring +1.

To avoid confusion, line up your units like this:

- Clarissa (1) - Male Drifter (2) - Labyrinthia (3) - Levin (4) - Felius (5) - Female Drifter (6).

Strategy:

Have Levin move all the way forward and one Hex to the left, and then have your female Drifter simply move all the way ahead. Clarissa must do the same, and then have your male Drifter move in front of Clarissa. Felius should then move in front of your female Drifter, and then have Labyrinthia move all the way forward. Levin can then do the same, and have your female Drifter move ahead and next to the fence on the right. Your male Drifter can then move ahead so he is one Hex-gap behind the fence near that Crate, and then have Clarissa move so she is facing the front of your male Drifter and use Encourage on him. Your male Drifter can now move a Hex to the right, so he is against the fence and cast Rush on Labyrinthia. Levin should move in front of the fence ahead of the Hex he's standing on and use Blast on the male Berserker it auto-targets. Felius must move ahead so he's against the fence on the right (lining up with your female Drifter).

Have Labyrinthia move ahead next to that Crate (left side) and use Crush on the Excavator on the left, and then have your female Drifter head to the left of Felius and Invoke Levin. Clarissa should use Sacrifice on the right-most Excavator (single), and then have Levin move in front of that male Berserker you wounded earlier and use Heavy Strike on him. Your male Drifter can move to the other side of Clarissa and kill that wounded Excavator with Smart Drive (1 Enemy Killed). Your female Drifter must move so she is in the centre of the wooden barricade ahead and cast Invoke on Levin again. Felius should move to the right of your female Drifter and use Upper Hand on the female Berserker it auto-targets. Labyrinthia can move in front of that Excavator and use Fire to further wound the foe (we don't want him dead yet). Have Levin move a space ahead and use Heavy Strike on the Full-HP male Berserker.

Clarissa can move all the way to the left and cast Heal on herself, and then have your male Drifter follow her. Your female Drifter should use Crush on the Full-HP female Berserker, and then have Levin move to the right (between female Berserkers) and use Heavy Strike on the higher-HP one. Labyrinthia must now kill that Excavator with Crush (2 Enemies Killed; Reinforcements arrive on upper-left), and then have Felius move to the Crate near that male Berserker and use Upper Hand on him (the higher-HP one). Clarissa can move to the left (in front of your male Drifter) and then have your generic Secutor move to the Hex in front of where Clarissa's facing. Have your female Drifter kill the closest female Berserker (Amy) with Vortex, and then make Levin head to the Hex near your female Drifter though slightly to her left (fence will be right in front of you) and use a Heal Berry.

Labyrinthia must Warp to the left as close to Clarissa as possible (Hex with fence on the right of it) and then have Clarissa move back to the right (upper Hex). Your male Drifter can now move back to the right as well (lower Hex) and then have your female Drifter move down to the left so she is against the wooden fence there and use a Heal Berry. Felius must use a regular attack on the male Berserker standing in front of you (83% chance; don't worry if you miss) and then have Levin move to your female Drifter's back (directly down 3 Hexes). Your male Drifter should hold his position, and then have your female Drifter use Crush on the male Berserker to the left. Clarissa can move to the Hex below the one Labyrinthia's standing on, and then have Levin move to the right one Hex and use a regular attack on the female Berserker there. Labyrinthia should move above and to the left so she is in the corner near the hole and fence, and use Vortex on the Geomancer in range.

Have Felius move in front of Levin and kill the male Berserker there with Upper Hand, and then move your female Drifter to the Hex on the right of Felius and use a Heal Berry. Your male Drifter can move a Hex to the left (not on the elevated ones) and cast Rush on Clarissa, and then have Clarissa move to the left and use expanded Sacrifice on that Geomancer and male Berserker. Levin should move to the right and use Heavy Strike on the Geomancer there,

and then have Labyrinthia finish off the male Berserker on her side with Crush. Felius must move to the Hex behind and below Levin (so you line up with the female Berserker above if you tilt your camera around, and finish off that Geomancer with Upper Hand (if you are too weak to kill the Geomancer with this method, move to the spot next to the Geomancer on the other side and use Heavy Strike).

Your male Drifter should move ahead toward that female Berserker near him (right-most Hex) and cast Rush on Labyrinthia. Have your female Drifter cast Fire on the male Berserker near her and then have Clarissa move toward your male Drifter and cast Heal on herself. Levin should move to the Hex on the enemy female Berserkers' right and use Heavy Strike on her, and then have Labyrinthia cast Vortex on the female Berserker on her side. Your male Drifter can now finish off said foe with Smart Drive, and then have your female Drifter finish off that male Berserker near her with Fire. Levin should move ahead and target the last female Berserker with Smart Drive, and then have Felius move forward and finish her off with Upper Hand. 1,300+ EXP and 12 CSP; not a bad day's pay for a simple affair.

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| Mandatory Training #3 - (0046) |
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#### Pre-mission Advice:

You can converse with everyone in Richala Rose, as even if you set the stage for the next event battle you are not forced into it, so there is no penalty in delaying said battle with some much-needed (probably) training. For starters, make the following changes to your party:

Labyrinthia - Sacred Slayer (Elementalist OC/EQ + Magic Block + MAG +25%).

Levin - Secutor (Martial Mage OC + Gadgeteer OC).

Ragnar - Sacred Slayer (All Stormrider Skills except Move and Heal VP).

Female Drifter - Sacred Slayer (Elementalist OC/EQ + Magic Block + MAG +25).

Equip everyone with their best weapon/armour/etc, and equip Levin with 3 Potential Eggs (one for each of the three rounds of training we're going to do; if you don't have enough go do some Drifter Searching). As for the six characters we are going to use, make sure Levin and Ragnar are in the line-up, plus your four lowest-level (or EXP if all are the same level) human characters (in my case I had my female Drifter warm the bench). Our training location of choice is Starlit Path, since it only takes a few minutes to complete the stage and earn plenty of CSP.

#### Notes:

Save your game before entering Starlit Path each round, as we are only going to bother with encounters that have at least 5 enemies (sometimes there are even 6; hence earning you 10-12 CSP with a Potential Egg). If the idea of reloading your game annoys you, you'll just have to fight more battles. Also, be sure to always let Levin or Ragnar deal the final blow to enemies, so they get the higher EXP Bonus rate (1.5 for 2 enemies felled, 2.0+ for 3).

#### Strategy:

At the start of every round (when facing 5-6 foes ONLY) have Levin use Mystic with a Potential Egg to target all your characters. Everyone besides Levin and Ragnar should wound the Fairylights/etc as much as possible WITHOUT killing them. Magic attacks work well, as does Upper Hand from Felius. You'll get 10

CSP per quick battle plus decent EXP for Levin and Ragnar.

After Round 1 (10 CSP) - Ragnar learns Sacred Slayer OC.

Change Ragnar to an Elementalist (with Stormrider OC/EQ + Anti-Critical) and equip Elder Record and his Hirsch Band. You may even be lucky and come up against six foes (hence have Levin kill 3 of them and Ragnar the other 3) which will net you 12 CSP thanks to using another Potential Egg with Mystic.

After Round 2 (12 CSP) - Ragnar learns Elementalist OC.

After Round 3 (10 CSP) - Ragnar learns Elementalist EQ.

As Levin was so close to level 20 and Ragnar level 16, I fought a fourth round against 5 foes again at Starlit Path, and used a Lucky Card on all characters. You should probably do the same, as it'll only take a few minutes. However change Ragnar back to a Stormrider (with Sacred Slayer OC + Elementalist EQ).

After Round 4 - Levin progressed to level 20 and Ragnar level 16.

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| Act 1-15 - Quarry of Desire - (0047) |
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#### Pre-mission Advice:

Return to Richala Rose and Synthesize another Elder Record +1 for Ragnar. We won't be using Felius in this battle, because he had a higher level than my male Drifter so I wanted to balance things out. Make sure that everyone is the following Class (further training is required if you can't equip certain Skills, with the only exception being Levin's 5th Skill slot):

Clarissa - Sacred Slayer (with Dandelion Shot OC/EQ + Item Range and equip Strahl Gewer/Rose Corsage +1.

Labyrinthia - Sacred Slayer (with Elementalist OC/EQ + Magic Block + MAG +25%) and equip Elder Record +1/Phantom Ring +1.

Levin - Secutor (with Martial Mage OC + Sentinel OC + Skip Enemies) and equip Rapier +1/Shield +1/Chrome Vest +1.

Ragnar - Stormrider (with Sacred Slayer OC + Elementalist EQ) and equip Elder Record +1/Hirsch Band +1.

Male Drifter - Secutor (with Fantastica OC + Arts Support + CSP Up + Zone Effect) and equip Rapier +1/Shield +1/Chrome Vest +1.

Female Drifter - Sacred Slayer (with Elementalist OC/EQ + Magic Block + MAG +25%) and equip Elder Record +1/Phantom Ring +1.

To avoid confusion, line up your units like this:

- Ragnar (1) - Male Drifter (2) - Labyrinthia (3) - Clarissa (4) - Levin (5) - Female Drifter (6).

#### Strategy:

Start by moving Levin ahead to those elevated Hexes, going to the one of the left which lines up with Ragnar. Ragnar can move the way he's facing two Hexes (that's all) and then have your male Drifter move in front of Levin. Clarissa should head to the left of your generic Secutor, and then have your female

Drifter move two Hexes ahead. Labyrinthia can also move two Hexes ahead, and then have Levin move behind Ragnar. Have Ragnar move to the left one Hex (not next to Levin), and then have your male Drifter move in front of Levin. Clarissa can now head behind Levin, and then have your female Drifter move ahead and to the left, so she lines up with that rock jutting out of the ground further ahead. Have Levin move to the Hex in front of where Ragnar's facing (RFX +10%) and then have Ragnar wait where he is. Your male Drifter should move ahead two Hexes (RFX +10% Hex) and cast Rush on Clarissa.

Labyrinthia must move behind Clarissa and use Turn Shift on your female Drifter, and then have said generic Sacred Slayer move in front of Clarissa. Clarissa can now move ahead so she's facing your male Drifter, and then have Labyrinthia move behind Clarissa. Have Levin move two Hexes up from the Hex he's standing on (to RFX +10% Hex) and then make Ragnar use Sanctify on the nearby undead unit (Wanda). Your male Drifter should move to the Hex behind Levin and cast Rush on Labyrinthia, and then have Clarissa move all the way ahead (the way she's facing) and cast Sanctify on the undead it auto-targets (Sindel). Levin can move up one Hex from the Hex he's standing on and then have your female Drifter move all the way forward and use Turn Shift on Labyrinthia. Laby should then move all the way ahead and finish off Sindel with Sanctify.

Make your female Drifter position herself in front of Clarissa, and then have Ragnar move all the way forward. Your male Drifter can then move in front of Ragnar and cast Rush on your female Drifter. Levin should move to the left side of the undead near him (Winters) and use Heavy Strike, and then have Clarissa use Sanctify to finish off Winters (and Wanda if she's still alive). Your female Drifter can move ahead so that she lines up with 'Ziggy' and kill said unit with Sanctify. Ragnar must move to the upper-left, and then have Labyrinthia do the same and then cast expanded Sanctify on undead unit on the left (Chad) who'll die and spawn reinforcements. Sweet. Have Levin move down toward these reinforcements and use a Heal Berry, and then have your male Drifter do the same except make him cast Rush on Labyrinthia.

Clarissa can move to the right of your male Drifter and cast Encourage on him, and then have said generic Secutor move ahead though stay on the same level (don't go to lower elevation) and cast Rush on Clarissa. Ragnar must move down toward enemy reinforcements, and then have Levin move one Hex-gap below Clarissa (right of male Drifter). Your female Drifter should kill undead Nevis with Sanctify, and then have Labyrinthia move all the way down and use expanded Sanctify so it hit Veronica and Olivier (Sentinel/Elemental-shaped undead). Have Clarissa move in front of Levin and use expanded Sanctify on the undead trio Marklin/Luca/Kaumann, and then have your male Drifter move back two Hexes so he can target Ragnar with Rush. Now Ragnar can move between Labyrinthia and your male Drifter and target Caleb with Sanctify, and then have Levin move to the left and down one Hex and wait. Your female Drifter should move down toward Ragnar and use Turn Shift on him.

Have Ragnar finish off Olivier (wounded Elementalist undead) with Sanctify, and then have your female Drifter move down and to the right of Ragnar. Your male Drifter can move behind Clarissa and cast Rush on the female Drifter, and then have Levin move to the Hex facing your male Drifter and use a Heal Berry. Clarissa should finish off that undead trio (Marklin/Luca/Kaumann) with expanded Sanctify, and then have Labyrinthia move a Hex-gap ahead of your female Drifter and use expanded Sanctify on Muran/Eckert (should kill one of them). Ragnar must finish off Caleb (lower left) with Sanctify, and then have your female Drifter move next to Clarissa and kill the undead Elementalist her Sanctify spell auto-targets.

Levin should use Blast on Eckert, and then have your male Drifter kill him

again if he comes back to life or just wait. Clarissa can finish off any remaining undead with Sanctify, and then have Ragnar do the same if they are any left after that. You are rewarded with over 1,500 EXP, and a nice 15 CSP. Half of your characters should also have around a 2.0 EXP Bonus rate.

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| Optional Quest - Free Battle #16 - Quarry of Desire - (0048) |  
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Pre-mission Advice:

Clarissa/Felius/Labyrinthia/Male Drifter - level 21. Levin (20), Ragnar (17) and female Drifter (22). Looking at my characters' levels, I didn't use my female Drifter in the two rounds of training I did at this Free Battle location. You should also leave at your highest-level character, and change your male Drifter to a Sentinel (with Fantastica OC/CSP Up + Secutor EQ/ATK +25%). Ragnar should be changed to an Elementalist (with Sacred Slayer OC + Stormrider EQ/Anti-Critical) because of the loss of our female Drifter in this battle and the next event battle.

Strategy:

You face Rhinoceri, Gremalkins and Tarasques here, but your best bet is to save your game and reload until you come up against five Rhinos, as that way two training sessions will be all you'd need to engage in; perhaps even one (our goal is to get Ragnar to level 18 since he should be pretty close to leveling up). The good thing about this stage is that you have the high ground, and the Rhinos will come to you though they cannot target you with Petrify unless you go to the ground level. They can reach you with their physical attack ability if you stand at the edge of the mountain, but your magic-wielders can snipe them from a distance. If you want your warriors to get involved, equip them with weapons that ignore the 'Hard' attribute.

Optionally you can make Ragnar an Excavator if you want to get that treasure chest; but it's only a Heal Berry so I didn't bother. Also, you can now go back and engage in Free Battle at Dead Plateau and do the same thing to get the treasure chest there; but it's just an Antidote.

The possible enemy lineups I faced were:

- Gremalkin X2 + Rhinoceros X2
- Rhinoceros X2 + Tarasque X1
- Rhinoceros X3
- Rhinoceros X5 (3,000~ Gella, 300 EXP)

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| Optional Quest - Drifter Item Search #16 - Quarry of Desire - 0049) |  
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Pre-mission Advice:

N/A

Strategy:

You find the exact same items here as you did at Dead Plateau, and it costs twice as much to 'Wait' (4 Turns) to have your Drifter Search completed instantly.

Search Location - Quarry of Desire:

The possible rewards I came across at Quarry of Desire were:

- Iron Ore (Rank 1 Synthesis material).
- Elesium (Rank 2 Synthesis material).
- Spirit Crystal (Rank 3 Synthesis material - Act 2).
- Meteoric Iron (Rank 4 Synthesis material - Act 2).
- Exploder Gem (Rare item).
- Chakram (Rare item).

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| Act 1-16 - Richala Rose Redux - (0050) |
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Pre-mission Advice:

This is a short mission, and it concludes Act 1. Make sure everyone is the following Class:

Clarissa - Same as last Act battle.

Felius - Sentinel (with Geomancer OC + Secutor EQ/Weapons Block/ATK +25%).

Labyrinthia - Sacred Slayer (with Elementalist OC/EQ + Magic Block + MAG +25%).

Levin - Secutor (with Martial Mage OC/Skip Enemies + Gadgeteer OC).

Ragnar - Elementalist (with Sacred Slayer OC + Stormrider EQ/Anti-Critical) and equip Elder Record +1/Hirsch Band +1.

Male Drifter - Sentinel (with Fantastica OC/CSP Up + Secutor EQ/ATK + 25%).

To avoid confusion, line up your units like this:

- Male Drifter (1) - Levin (2) - Felius (3) - Clarissa (4) - Ragnar (5) - Labyrinthia (6).

Notes:

Also equip Levin with a Potential Egg, or a Lucky Card if you are still behind me in level.

Strategy:

Begin by having Levin move to Clarissa's left (Hex closer to foes) so he can use Mystic with a Potential Egg (see Notes) that targets all six of your party, and then have Ragnar use Sanctify on Stacy (undead unit located below-left). Clarissa can then use her on Sanctify spell to kill Stacy, and then have your male Drifter move to the lower-left (2 Hexes below the Hex Levin's standing on) and cast Rush on Labyrinthia. Felius should move below (to the right, landing on the RFX +10% Hex), and then have Labyrinthia move to the right of Felius and target 'Nevan' (lower-left foe) with Sanctify. Levin must move to the left side of that Crate (one Hex-gap behind villager Chapman) and use Blast on Kilrain (lower-left), and then make Ragnar finish off Nevan with Sanctify. Clarissa should move to the sides of Felius and Labyrinthia and use Encourage on them, and then have Felius use Replace on Theresa.

Have Labyrinthia move down near Stronach (RFX +10% Hex that lines up with elderly villager below) and cast (single) Heal on villager Gabriella. Your male Drifter can move down next to villager Noah, and then have Levin use Blast on Kilrain again. Ragnar should kill Theresa with Sanctify, and then have Clarissa move next to Noah and cast Heal on him. Felius can go behind Stronach and use Heavy Strike on the foe, and then have Levin use Smart Drive

on Kilrain. Your male Drifter should cast Slow Down on Darnell, and then make Labyrinthia kill Stronach with a Sanctify spell.

Ragnar can now finish off Kilrain with his own Sanctify magic, and then have Clarissa also use Sanctify though target Darnell. Felius can head toward Darnell, and then have Levin move down to the left and cast Blast on Darnell. Ragnar/Male Drifter/Labyrinthia should all wait for their turns, and then have Clarissa finish off Darnell with Sanctify. You get over 1,500 EXP for this quick rout, and after the battle Clarissa/Felius/Labyrinthia/Male Drifter/Female Drifter were all level 22 for me, Levin was level 21 (and maxed-out in his Secutor Class) and finally Ragnar was level 19. Congratulations, you've completed Act 1 of Wild ARMs XF.

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ACT 2: A TALE OF TWO PRINCESSES

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| Synthesize Me #2 - (005X) |
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Pre-mission Advice:

Now that we have progressed to Act 2, we are able to access more powerful weapons and armour via Synthesis (+2), however they will not be immediately available as we need some new materials, which we will be able to find via Drifter Search since we received our third Item Scope at the completion of Act 1-16. So, we will be returning to three distinct locations and engaging in 15 Drifter Searches per area.

Search Location - Dead Plateau:

15 Searches at 300 Gella each (200 per search for 'Force Wait').  
Results: 4,500 Gella = 99~ Spirit Crystals + 6~ Meteoric Irons.  
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Search Location - Rhino River:

15 Searches at 300 Gella each (200 per search for 'Force Wait').  
Results: 4,500 Gella = 99~ Gigamantis Claws + 16~ Yurang Fangs.  
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Search Location - Deserters' Camp:

15 Searches at 300 Gella each (200 per search for 'Force Wait').  
Results: 4,500 Gella = 99~ Alraune Pollens + 12~ Tryphid Fruits.  
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Once you have done all of these Drifter Searches (should only take around 15 minutes at the most) you'll have around 99 of all types of Rank 3 Synthesis items (plus a handful of the Rank 4 types). Now we are ready to purchase our new Synthesis goodies. You can now get better regular items such as Elemental/Non-elemental Gems +1 (stronger) and a few other specialties, but I didn't bother due to the price and the 'materials' required for them.

Notes:

Un-equip/Reset all the weapons/armour from your characters.



Strategy:

- ~ Rapier +2 X3 (Felius/Levin/Male Drifter).
- ~ Miter +2 X2 (Felius/Male Drifter) - For future use, don't equip yet.
- ~ Wing Edge +2 X1 (Ragnar) - Don't equip though.
- ~ Elder Record +2 X4 (Labyrinthia/Ragnar/Female Drifter/Spare).
  
- ~ Shield +2 X3 (Felius/Levin/Male Drifter).
  
- ~ Rose Corsage +2 X1 (Clarissa).
- ~ Chrome Vest +2 X2 (Levin).
- ~ Cuirass +2 X2 (Felius/Male Drifter).
- ~ Power Charm +2 X2 (Labyrinthia/Female Drifter).
- ~ Hirsch Band +2 X1 (Ragnar).

Purchase any weapons/etc that you may require to Synthesize the above weapons/armour, and then equip all of your new stuff on your characters. After all of those Drifter Searches and Synthesizing new weapons/etc, I was left with over 40,000 Gella. If your amount is significantly lower, you have been slacking off on training and it may become a problem in the future where costly Synthesis is concerned.

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| Act 2-1 - Frightful Abyss - (0051) |
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Pre-mission Advice:

This mission is by no means difficult, it's simply quite drawn out and the strategy of luring your enemies closer a few at a time will save you any heartache. Make sure everyone is the following Class:

Clarissa - Sacred Slayer (with Dandelion Shot OC/EQ + Item Range/Carry Up) and equip Strahl Gewer/Rose Corsage +2.

Felius - Sentinel (with Halberdier OC + Secutor EQ/Weapon Block/ATK +25%) and equip Rapier +2/Shield +2/Cuirass +2.

Labyrinthia - Elementalist (with Arcanist OC + Sacred Slayer OC/EQ) and equip Elder Record +2/Power Charm +2.

Levin - Sentinel (with Martial Mage OC/Skip Enemies + Secutor EQ/ATK +25%) and equip Rapier +2/Shield +2/Cuirass +2.

Ragnar - Elementalist (with Sacred Slayer OC + Stormrider EQ/Anti-Critical) and equip Elder Record +2/Hirsch Band +2.

Male Drifter - Sentinel (with Fantastica OC/CSP Up + Secutor EQ/ATK + 25%).

Female Drifter - Sacred Slayer (we won't be using her though).

To avoid confusion, line up your units like this:

- Clarissa (1) - Ragnar (2) - Felius (3) - Male Drifter (4) - Levin (5) - Labyrinthia (6).

Strategy:

Ragnar can begin this 'skirmish' by moving the way he's facing all the way forward, and then have Clarissa move one Hex to the left then all the way down toward the water. Have Levin head to the left and down (lining up with Ragnar)

and then make your male Drifter move one Hex-gap behind Clarissa and cast Rush on her. Labyrinthia should Warp behind Ragnar, and then have Felius move to the right sides of Laby/Ragnar. Ragnar can now kill the Berserker who is straight ahead (Bustric) with Vortex, and then have Clarissa move straight ahead all the way and use Turn Shift on Labyrinthia. Laby must now Warp to the Hex in front of that boulder near distant Vodianoï (monster), and then make Levin move to where Clarissa was standing previously. Clarissa can move to Labyrinthia's left side and use Encourage on her, and then have your male Drifter move behind Levin (not in water) and cast Rush on Ragnar. Felius can head to the Hex ahead of the one Ragnar's standing on (not in the water) and then use Upper Hand on that other male Berserker.

Make Labyrinthia move near that Vodianoï (sticking to the Hex-line left of that boulder) and create a Replica on Hex of land to the left of her. Ragnar can now move the direction he's facing two Hexes (lining up with Clarissa) and kill that enemy Berserker Felius wounded with Crush. Levin can move to the right of Ragnar, and then have Clarissa head behind Labyrinthia and use Turn Shift on her (not Replica). Laby can now cast Fragile on that Vodianoï, and then have your male Drifter move to the left of Levin (lining up with that boulder near Clarissa) and re-Rush Ragnar. Clarissa should use Sacrifice (single) on the Vodianoï, and then have Ragnar move to dry land ahead and cast Sanctify on the same foe. Felius must head towards Clarissa so he lines up with her, and then have your Replica just wait. Levin can move to the left side of Clarissa, and then have Labyrinthia cast Lightning on the Vodianoï. Clarissa should move to the other side of Laby and use a Heal Berry (save your MP) and then have your male Drifter move to the right sides of Levin/Ragnar and use a Heal Berry as well.

Ragnar must head to the Hex that Levin is facing and wait, and then have Felius move to Levin's right. Make your Replica move behind the Vodianoï, and then have Levin move ahead and target said foe with Blast. Clarissa can cast Sacrifice (single) on the Vodianoï, and then have Labyrinthia cast Lightning on the same enemy. Ragnar should use Sanctify on the Vodianoï, and then have your male Drifter move straight ahead (next to Clarissa). Move Levin in front of your Replica and use Blast on the Vodianoï, and then have Felius move to the Hex facing the back of your water-bound foe and wait. Now your Replica can move two Hexes ahead, and then have Clarissa move to the left side of that Vodianoï and use a Heal Berry. Ragnar should move behind Clarissa and then have Labyrinthia cast Lightning on the unrelenting Vodianoï.

Move your male Drifter to the Hex facing Levin and cast Rush on Labyrinthia, and then have Levin move to the other side of that plant on your male Drifter's left (not in the water) and use Blast on the Strider in range. Clarissa has to head to Levin's left and Lock-on with the Strider ahead, and then have Ragnar kill the Vodianoï with Sanctify. Felius should move behind Clarissa and then have your male Drifter move to the right and cast Rush on Ragnar. Move Labyrinthia so she lines up with that Stride and kill him with Vortex, and then make Levin move 2 Hexes ahead and wait. Ragnar can head to the right (not in the water) and target Diego with Vortex, and then have Clarissa cast Sacrifice (expanded) on the Enigmancer in range. Make Felius move to the right (in the water) and use Upper Hand on Diego, and then have Levin move to dry land (Hex on the left near elevated land which lines up with Clarissa) and use a Heal Berry.

Get your male Drifter to move so he is in front of Diego (rotate camera) and kill him with a regular attack or Heavy Strike if that won't be enough to kill him, and then have Labyrinthia move behind Clarissa and kill the Enigmancer in range with Sanctify. Ragnar can move forward and wait, and then have Clarissa move to the left and ahead and use a Heal Berry. Felius should move between your male Drifter and Ragnar and use Upper Hand on the female Berserker, and

then make Levin use Heavy Strike on the Grappler in front of him. Your male Drifter can cast Invoke on Felius, and then have Ragnar use a Heal Berry. Make Clarissa use Sacrifice so it hits the Grappler near Levin (but not him), and then have Labyrinthia cast Crush on the Strider in range. Felius will probably activate Defender and protect Ragnar from attack, not that it really matters. Use Levin's regular attack to kill that Grappler, and then have Ragnar kill the female Berserker nearby with Fire.

Next have Felius move so he lines up with Ragnar and use a regular attack (Formation Art) on the foe there, and then have your male Drifter cast Rush on Labyrinthia. Clarissa can move to Levin's right and use a Heal Berry, and then have Laby head toward your male Drifter and wait. Levin must head toward that female Enigmancer (Hex closest to water) and use a Heal Berry, and then have Ragnar move to dry land near your foes. Clarissa should use Fragile on that nearby Strider, and then have Felius move to the Hex above the one Ragnar's standing on and use Upper Hand on that female Enigmancer. Your male Drifter can now go and target that Strider with Heavy Strike (88% accuracy), and make Labyrinthia move toward Felius and kill that female Enigmancer with Vortex. Ragnar must move in front of where Felius' facing and cast Heal on himself, and then have Levin move behind that Strider and kill him with Heavy Strike (88% accuracy).

Now make Clarissa move in front of your male Drifter and cast expanded Heal on herself and Levin, and then have your male Drifter go use Heavy Strike on that male Enigmancer (80%). Felius can move ahead and use Upper Hand on the same foe, and then have Ragnar kill said Enigmancer with Vortex. Labyrinthia should cast her own Vortex on the last foe (50% chance due to 'Prevent'), and then have Levin move toward enemy Grappler and use Blast. Clarissa can move between Levin/Male Drifter/Ragnar and Encourage them all, and then have your male Drifter use Heavy Strike on the Grappler. Ragnar should now wait, and then have Levin finish off the last foe with Heavy Strike. Well over 2,000 EXP and nearly 30 CSP, a nice bonus since you wiped out that Vodiano. Felius/Labyrinthia will probably have an EXP Bonus rate of 1.6 and Ragnar/Levin (your lowest-level characters) should have 2.1. At this stage, Levin was level 22 and Ragnar attained level 20 at last.

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| Optional Quest - Free Battle #17 - Frightful Abyss - (0052) |
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#### Pre-mission Advice:

You can fight Harpies and Jelly Blobs here, but you should only bother with Vodianois, so be sure to save your game each time before entering this Free Battle, and make Clarissa a temporary Excavator so that if you do face Harpies/etc you get to move first, so you can load your game and try again. You'll want to equip each of your characters with one Revive Fruit each, just in case you need to use one or two throughout the battle. You'll earn plenty of EXP and CSP here, and though there is a better way coming up after a few more Act battles, be sure to spent a few turns here using the below strategies.

#### Strategy:

These foes are quite strong, but you can prevail. A couple of your characters may die if you are not quick enough in killing a Vodiano, but if someone has the Excavator OC, they can use Switch to drop a 700~ HP foe down to a 280~ HP foe (85% accuracy; Invoke will make it 100%). Clarissa's Sacrifice as an Elementalist also does 250~ HP damage to this enemy.

~~~ Vodiano (Mystic Kappa):

This beast has very high HP/ATK/DEF/MAG stats (400~ each) meaning it will deal a lot of damage and most of your regular attacks/magic won't even dent the thing. Fragile will help cure this problem, per se, though elemental magic will never do much damage. Non-elemental magic (Lightning/Blast) can do somewhat-decent damage, as well as Sanctify when the foe is 'Fragile'. A Vodianoi has some strong physical abilities that can kill your weaker characters in one hit (Clarissa/Labyrinthia) so be sure to shield them with your warriors and watch out for its counter-attack if you try to wound the foe directly. 'Kappa Maelstrom' can do significant damage, but only if you're stupid enough to traipse around in the water. A couple of Revive Fruits will be required, but the rewards for felling this beast are great.

You may even be lucky enough to encounter two Vodianois at a time, and though this may sound dangerous, crappy-AI comes into effect once they hit the water. They'll advance toward your party, but once they are both in the water they'll constantly cast Kappa Maelstrom on each other (feel the love). The one that is closest to you will never emerge and attack your party, but the one which is further away will do so if you get in its attack-range, so be sure to distance yourself from that one, but feel free to remain close to the nearby-one. The idea is to try and weaken them both as much as possible, and then kill the closest one and when the other one advances on you, it should go down in one hit. Have someone use Switch on the close one, and then have Clarissa constantly use (expanded) Sacrifice on the far-off Vodianoi (it should reach) while other characters Heal her and use Turn-Switch. Reduce their HP as much as possible before killing one of them.

Also, once you are able to kill them in one hit, have Levin (Gadgeteer OC) use Mystic with a Potential Egg, which will net you over 60 CSP; but make sure the Vodianois don't have the chance to kill one of your characters otherwise they won't reap the CSP-Bonus. Note that if you screw up and the two beasts advance on you, you can simply 'Give Up' and try again. Using a Gella Card or two on these creatures along with felling them with someone who has the Excavator 'Gella Bonus' Skill will earn you plenty of Gella. The key to winning against a pair of Vodianois is to slowly whittle away their HP while they stupidly try to hit each other with Kappa Maelstrom, making sure not to come in range of the far-off foe and not killing one of them until they are both one-hit away from death. Note that a Sentinel such as Levin (while Invoked/Amplifier) can do 220+ damage to these foes when Fragile has been used on them. Clarissa as an Elementalist can do 250~ HP damage with Sacrifice. Once you've mastered the Sacred Slayer Class with her, be sure to make this change.

The possible enemy lineups I faced were:

- Harpy X2 + Jelly Blob X3
- Vodianoi X1 (11,700+ Gella [Gella Card + killed with Gella Bonus Skill], 290~ EXP)
- Vodianoi X2 (19,000~ Gella [Gella Card used on each, plus one killed with 'Gella Bonus' Skill], 630 EXP, 30 CSP [60 CSP with Potential Egg used right at the end before killing the final foe])

Note:

A User going by the alias 'Yorae' also reported that you can also come across three Vodianois at this stage. I never came across more than two, but coming across a trio (when implementing Potential Eggs) can net you very large amounts of CSP prior to The Flatwoods (a stage you'll be able to access in the near-future; but not now). Yorae also reported that if you have a Drifter with a Water element resistance of +80% or more you can simply place him/her in the water to permanently distract the Vodianois (unless your other characters draw too close) without suffering damage.

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| Optional Quest - Drifter Item Search #17 - Frightful Abyss - 0053) |  
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Pre-mission Advice:

N/A

Strategy:

By now you should have 99 Alraune Pollens, so the expenses you would pay for 15 Drifter Searches here are not worth it, as the general cost is higher, and the 'Force Wait' fee is doubled. However, the rate for which you discover 'Tryphid Fruit' is higher, but you're better off waiting until you have a forth Item Scope. Though to be safe, make sure you have 20+ Tryphid Fruit.

Search Location - Frightful Abyss:

The possible rewards I came across at Frightful Abyss were:

- Tabanga Branch (Rank 2 Synthesis material).
- Alraune Pollen (Rank 3 Synthesis material).
- Tryphid Fruit (Rank 4 Synthesis material).
- Medicine (Rare item).

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| Act 2-2 - Wayward Path - (0054) |  
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Pre-mission Advice:

Ah, a 'breather' mission. Most of the enemies can be sniped from a distance (despite them having the high ground) and by the time reinforcements arrive you'll be more than ready to slap them down. After a few rounds against Vodianois in the previous Free Battle stage, your characters should have mastered a few classes and are more useful now. Make sure everyone is the following Class:

Clarissa - Elementalist (with Dandelion Shot OC + Sacred Slayer OC/Widespread) and equip Elder Record +2/Phantom Ring +2.

Felius - Secutor (with Halberdier OC + Sentinel OC/EQ) and equip Rapier +2/Shield +2/Cuirass +2.

Labyrinthia - Elementalist (with Arcanist OC + Sacred Slayer OC/Widespread) and equip Elder Record +2/Phantom Ring +2.

Levin - Sentinel (with Martial Mage OC/Skip Enemies + Secutor EQ/ATK +25%) and equip Rapier +2/Shield +2/Cuirass +2.

Ragnar - Elementalist (with Stormrider OC/EQ + Sacred Slayer OC) and equip Elder Record +2/Hirsch Band +2.

Male Drifter - Secutor (with Fantastica OC + Sentinel OC/DEF +25%) and equip Rapier +2/Shield +2/Chrome Vest +2.

Female Drifter - Sacred Slayer (we won't be using her though).

To avoid confusion, line up your units like this:

- Felius (1) - Male Drifter (2) - Clarissa (3) - Levin (4) - Labyrinthia (5) -

Ragnar (6).

Notes:

If you lack some of the above Skills, head back to Frightful Abyss and kill a few Vodianois as they offer plenty of CSP, especially when a Potential Egg is involved. I had around 90,000 Gella at this point in the game, and Clarissa/Felius/Labyrinthia/Female Drifter were all level 23, Levin/Male Drifter were level 22 and Ragnar was level 21. Felius and Levin must both have a WGT (Weight) value of 15+ for this mission; setup above takes care of that.

Strategy:

Clarissa can start by moving all the way ahead she's facing (rotate camera), and then have Ragnar do the same. Your male Drifter must move onto that Step Switch, and then have Levin (rotate camera if required) move to the Hex your male Drifter's facing. Felius must head to the left sides of Levin/Male Drifter, and then have Labyrinthia Warp to Clarissa's left (on crystal Hex). Clarissa should move in front of Felius (rotate camera if you need to), and then have your male Drifter move ahead so he lines up with 'Fratte' (enemy male Strider) and cast Rush on Clarissa. Get Ragnar to move to Clarissa's left, and then make Levin move ahead and to the right, as he's going to stand on the switch on the right. Felius can now move in front of your male Drifter and use Upper Hand on 'Irvin' (female Strider auto-targeted), and then have Labyrinthia kill 'Ciala' with Fire (whom is auto-targeted).

Make Clarissa move ahead behind that switch and cast expanded Crush between those two Striders (kills the one on the right), and then have your male Drifter move behind Ragnar and use a Heal Berry. Ragnar can now move one Hex ahead (elevated one; a Hex-gap behind Clarissa) and cast Heal on Clarissa, and then get Levin to move onto that Weight Switch on the right. Felius must move onto the other Weight Switch, and then have Clarissa move to Felius' upper-right, so her expanded Fire can reach the distant Sacred Slayer (Sharp). Labyrinthia should move ahead to the elevated 'Floor' Hex and create a Replica in front of her, and then have your male Drifter move onto the Step Switch nearby and cast Rush on Ragnar. Now make Ragnar move behind Clarissa and cast Heal on her, and then have Levin and Felius each wait for their turns.

Clarissa can use expanded Fire to target Sharp (the 'leader' Sacred Slayer), and then have your male Drifter move to the left, aiming for the crystal Hex on the right. Ragnar must move in front of Felius and kill Sharp with Fire, and then Labyrinthia can use Vortex to kill 'Corke' (male Strider). Levin can use Amplifier (nothing better to do), and then have Clarissa move behind Felius and cast Heal (target her/Felius/Ragnar). Felius can then wait, and have Ragnar move behind Clarissa and one Hex to the right, and cast Hyper Attack on Levin. Now your male Drifter can move two Hexes ahead of Labyrinthia and cast Rush on her, and then make Clarissa move down one Hex (behind Ragnar) and wait. Levin should move down and to the right (above crumbled Hex tile), and then have Labyrinthia move behind your male Drifter and use Turn Shift on him.

Now you male Drifter can move behind Laby and re-Rush her, and then have Felius move below Lily (female Strider above) and kill the foe with Upper Hand. Labyrinthia should move ahead and to the right and use expanded Vortex to kill Leo (female Elementalist) and Camille (female Secutor). Ragnar can move to Clarissa's other side and use Turn Shift on her, and then have Clarissa use expanded Crush to target Grapplers Fanne and Tiselica (killing Fanne). Ragnar must now finish off Tiselica with Sanctify, and then make your male Drifter move ahead (next to elevated Floor Hex) and Rush Labyrinthia. Levin can move down to the left toward the foes nearby and use Blast on the Enigmancer in range (50% chance), and then have Felius move below your male Drifter and use Upper Hand on the female Secutor above.

Clarissa should move down in front of that Step Switch and use Turn Shift on Ragnar, and then have Ragnar move to Clarissa's right and wait. Clarissa is then able to kill Paget (male Enigmancer) with expanded Vortex, and then make Labyrinthia move to the elevated Hex next to your male Drifter and kill the distant female Elementalist with Vortex. Your male Drifter can now kill that Secutor with Heavy Strike, and then have Levin move ahead and kill the Strider there with Heavy Strike (90% chance). Clarissa should move ahead to the elevated Hex nearby and use Turn Shift on Ragnar, and then have Ragnar just wait. Clarissa can conclude the battle by casting Vortex (single) on the last enemy unit (male Enigmancer). 2,400 EXP for a job well done.

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| Optional Quest - Free Battle #18 - Wayward Path - (0055) |  
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Pre-mission Advice:

I only played this stage once, though I kept resetting about ten times and only encountered the same enemies every time. Play it once for completions sake if you want, and then move on.

Strategy:

You should be able to complete this mission in one or two turns (per character). There are only three enemies, so kill the two Jelly Blobs with Fire magic and gang up on the Fairylight with any kind of magic at all. Done.

The possible enemy lineups I faced were:

- Fairylight X1 + Jelly Blob X2 (1,600+ Gella, 265+ EXP)

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| Optional Quest - Drifter Item Search #18 - Wayward Path - 0056) |  
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Pre-mission Advice:

N/A

Strategy:

Again, you should have plenty of Spirit Crystals already, so there's no real need to engage in Drifter Search here, though you can nab some Break Gem +1 items... We'll worry about getting Rank 4 Synthesis resources at a later time, so you can skip this Search if you want.

Search Location - Wayward Path:

The possible rewards I came across at Wayward Path were:

- Elesium (Rank 2 Synthesis material).
- Spirit Crystal (Rank 3 Synthesis material).
- Meteoric Iron (Rank 4 Synthesis material).
- Break Gem +1 (Rare item).

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| Optional Quest - Free Battle #19 - The Flatwoods - (0057) |  
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Pre-mission Advice:

Welcome to the Free Battle that can net you insane amounts of CSP (enough to master a Class in just one battle) or 'just decent' amounts (which will master a Class in two battles). At 'The Flatwoods' there is a semi-rare encounter that pits you against a 'Creeping Chaos' beast which rewards you with CSP based on how much 'overkill HP damage' you can cause; i.e. if the foe is at 1 HP and you use Sacrifice (from Clarissa as an Elementalist) and do 255 damage you'll get 127 CSP...double if you use a Potential Egg. There is a superior method to implement, and you can read about it further below.

As long as Clarissa has Elementalist EQ and an Elder Record +2 equipped, she'll do a similar amount of damage with Sacrifice no matter what Class she is, and all your other characters will reap the benefits. Keep everyone in the same Class as the last Act battle, except for Felius (Halberdier) and Labyrinthia (Arcanist). By now you should know the best Skills/weapons/etc to equip on your characters so when I tell you to change to a different Class, use your best judgment regarding Skills and whatnot; however always have CSP Up equipped when possible, and make sure Laby has Arcanist OC so she can create a Replica.

Notes: Save your game before entering this zone, and load your game if you come up against Paigoels/Fairylights/etc, as we're not going to bother with them. We only want to encounter Creeping Chaos foes.

#### Strategy:

As mentioned above, Clarissa should wound a Creeping Chaos with Sacrifice (when Elder Record +2 is equipped) to deal significant damage. All your other characters can attack it as well, and the Sentinel ability 'Allowance' will never kill the beast but bring its HP to 1 (use when it has like 50 HP left; Invoke will make the move 100% accurate). When the battle begins, do not move your characters. Have Labyrinthia create a Replica ahead of your characters (by one Hex) and everyone can cast 'buffs' on each other while they wait for the Creeping Chaos to come closer. If this beast starts right near you, try and have Clarissa use Turn Shift so Laby can create a Replica before the foe hurts one of your other characters.

#### ~~~ Creeping Chaos (Unwanted Visitor):

High HP/ATK/MAG, this foe has a few tricks up its sleeve. Thanks to dodgy A.I, you won't see many of them, though. If a Replica is around, it will constantly use 'Dangerous Matter' which reduces the targets HP by half; though a Replica only has 1 HP so it's ineffective. However, once the creature runs out of MP it will use its innate abilities which don't use MP, so consider MP its timer; try to have it killed before it runs out and attacks your other characters.

Generally, you can move everyone ahead about 2 Hexes, but don't go any further until Labyrinthia has created a Replica nearby; making sure no other character is in range on the beast's attacks (5 Hexes from where it stands). Having Clarissa use Turn Shift or Encourage on Laby will generally help you get that Replica created quicker. This enemy will always target your Replica until it runs out of MP, so you basically have a decent amount of time to get it to 1 HP, and 'Slow' will aid you in this, since it will stop the creature from wasting its MP as often. The best strategy is to do the following to Levin/Felius/Male Drifter (whoever has the strongest ATK stat):

- Amplifier X2 (the character who you have chosen).
- Hyper Attack (from Ragnar, after above character has used Amplifier once).
- Invoke (after chosen character has used Amplifier twice).
- Fragile (after chosen character has used Amplifier once).

Then have the buffed-up character use Heavy Strike (Sentinel OC) to do anywhere from 500-600 damage depending on what their Class is and the various



Skills equipped. Note that before/during this time you should have whittled away the Creeping Chaos' HP to 1 (via Allowance when foe has around 50 HP or so - Sentinel OC ability). You'll end up with around 250-300 CSP after each round, and with the Fantastica 'CSP Up' Skill you can basically 'Master' a Class in just one battle. Here's what my plan was:

~ After Battle One: Clarissa maxed-out Elementalist, Levin maxed-out Sentinel, Ragnar maxed-out Elementalist, Female Drifter maxed-out Sacred Slayer.

Change Clarissa's Class to Dandelion Shot, Levin to Elementalist, Ragnar to Sacred Slayer, Female Drifter to Fantastica.

~ After Battle Two: Felius maxed-out Halberdier, Labyrinthia maxed-out Arcanist.

Change Felius' Class to Geomancer and Labyrinthia to Fantastica.

~ After Battle Three: Clarissa maxed-out Dandelion Shot, Levin maxed-out Elementalist, Ragnar/Male Drifter maxed-out Sacred Slayer.

Change Clarissa/Levin/Ragnar/Male Drifter to Fantastics.

~ After Battle Four: Felius maxed-out Geomancer, Labyrinthia/Male Drifter/Female Drifter maxed-out Fantastica.

Change Felius to Fantastica, Labyrinthia to Gadgeteer, Male Drifter to Geomancer, Female Drifter to Excavator.

~ After Battle Five: Clarissa/Felius/Levin/Ragnar maxed-out Fantastica, Labyrinthia maxed-out Gadgeteer, Male Drifter maxed-out Geomancer, Female Drifter maxed-out Excavator.

Change Clarissa to Secutor, Felius/Labyrinthia to Excavator, Levin to Martial Mage, Ragnar to Stormrider, Male Drifter to Gadgeteer, Female Drifter to Geomancer.

~ After Battle Six: Clarissa maxed-out Secutor, Felius/Labyrinthia maxed-out Excavator, Levin maxed-out Martial Mage, Ragnar maxed-out Stormrider, Male Drifter maxed-out Gadgeteer.

Want a break now? Okay, we'll proceed with the story, but we'll be coming back soon to master every other Class per character. Mandatory Training here we come! You may have noticed some discrepancies when you mastered the above Classes, because for the first couple I used Clarissa to kill the Creeping Chaos rather than the superior method you use with a Buffed-physical fighter. Note that you can no longer access this place after Act 2-4, so it is important that we nail training in this area before that stage, as it will be a long time before we can come back here after that point.

The possible enemy lineups I faced were:

- Fairylight X1 + Paigoel X3 + Clymenus (Ghastly Ghoul; basically a more advanced Paigoel with high RES value).
- Creeping Chaos X1 (2,400+ Gella, 80~ EXP)

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| Optional Quest - Drifter Item Search #19 - The Flatwoods - 0058) |  
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Pre-mission Advice:

N/A

Strategy:

There's no real incentive to waste your time at this Drifter Search location, even though you can find Gella/Lucky Cards here. There are cheaper places to find those items elsewhere, and you should have plenty of Gigamantis Claws by now.

Search Location - The Flatwoods:

The possible rewards I came across at The Flatwoods were:

- Kalivos Claw (Rank 2 Synthesis material).
- Gigamantis Claw (Rank 3 Synthesis material).
- Yurung Fang (Rank 4 Synthesis material).
- Lucky Card (Rare item).
- Gella Card (Rare item).

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| Act 2-3 - Rasalom Keep - (0059) |
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Pre-mission Advice:

As usual, make sure everyone has Heal Berries equip (even though you'll only need to use a couple) and make sure everyone is the following Class:

Clarissa - Dandelion Shot (with Sacred Slayer OC/Widespread + Elementalist EQ/MAG +25% + Fantastica OC + RES +25%) and equip Elder Record +2/Rose Corsage +2.

Felius - Halberdier (with Sentinel EQ/DEF +25% + Secutor EQ/ATK +25%/Blood Heat/Weapon Block + Move and Heal HP + Ignore Move Cost) and equip Rapier +2/Shield +2/Cuirass +2.

Labyrinthia - Arcanist (with Elementalist OC/EQ/MAG +25% + Sacred Slayer OC/EQ/Widespread) and equip Elder Record +2/Power Charm +2.

Levin - Martial Mage (with Sentinel OC/EQ/DEF +25% + Secutor EQ/ATK +25%/Weapon Block + Magic Block) and equip Rapier +2/Shield +2/Cuirass +2.

Ragnar - Stormrider (with Elementalist OC/EQ/MAG +25% + Sacred Slayer OC/Widespread +/RES +25%) and equip Elder Record +2/Hirsch Band +2.

Male Drifter - Secutor (with Fantastica OC + Sentinel OC/DEF +25%) and equip Rapier +2/Shield +2/Chrome Vest +2.

Female Drifter - Geomancer (we won't be using her though).

To avoid confusion, line up your units like this:

- Felius (1) - Levin (2) - Clarissa (3) - Ragnar (4) - Male Drifter (5) - Labyrinthia (6).

Notes:

Your non-generic characters will have eight Skill slots in their default Class, and as you have mastered many Classes in The Flatwoods you have a lot more room to work with. If you lack some of the above Skills, head back to The Flatwoods until you have them.

### Strategy:

Begin by making Levin move ahead (left-most '8H' Hex), and then have Clarissa move to the Hex behind Levin. Your male Drifter can move to Clarissa's right, and then have Ragnar head to the upper-left of Levin. Make Labyrinthia move next to Levin, and then have Levin move all the way ahead (10H; don't go higher). Clarissa should go to the upper-left of Ragnar, and then have your male Drifter move to the Hex above Clarissa. Now Ragnar can go to Levin's right, and then make Levin move behind Gadgeteer Siegel and attack him (81%). Clarissa must now move to the left of Ragnar, and then make Labyrinthia move to the right of your male Drifter. Levin can move behind those female Secutors and use a regular attack on 'Mia', and then have Ragnar move all the way ahead toward your enemies. Now your male Drifter should move behind Ragnar, and then have Felius move toward your party.

Clarissa can move to the right of Ragnar/Male Drifter, and then have Levin stay where he is and use a Heal Berry. Labyrinthia must move behind your male Drifter, and then have Ragnar try and attack the nearby Gadgeteer just for the hell of it. Your male Drifter can now move behind the female Secutor 'Reese' and attack via a Formation Art with Levin to kill her. Clarissa should move up next to Mia and Lock-On with her, and then have Felius move down toward his allies and use Upper Hand on Mia. Make Levin move and target Gadgeteer Siegel with a Formation Art with Ragnar, and then have Ragnar move behind Levin (go no further). Clarissa can move one Hex ahead (on Ragnar's left) and use a Heal Berry, and then have your male Drifter move behind her (Clarissa). Have Levin move to the left-Hex one space ahead of Clarissa and use a Heal Berry, and then make Labyrinthia move ahead (right Hex). Felius can now move down next to Levin and use 'Status Absorb' on your whole party.

Now Clarissa can move down to Labyrinthia's left, and then have Levin move ahead but not past the '22H' level. Ragnar should head toward Levin (left Hex) and use Hyper Attack on him, and then make your male Drifter move to Clarissa's/Laby's right and wait. Felius can move in front of Ragnar, and then have Clarissa move down (2 Hexes in front of your male Drifter) and cast Rush on your male Drifter and Labyrinthia. Make Levin move behind that enemy Strider and use Heavy Strike on him (88%), and then have Labyrinthia move down to Clarissa's right and use Fragile on 'Angel' (female Gadgeteer). Ragnar must move ahead and use Turn Shift on Felius, and then make Felius move ahead (close to enemy Strider). Your male Drifter should move down (right-most Hex) and use Amplifier, and then have Ragnar move next to that Strider and use Turn Shift on Felius.

Get Felius to move in front of the enemy Strider and use a regular attack on him (80%), and then have Levin move behind that Sacred Slayer and use Heavy Strike. Clarissa can now kill Angel with Sacrifice, and then make Ragnar move ahead and use Hyper Attack on Levin. Levin is now able to kill that Sacred Slayer with Heavy Strike, and then have your male Drifter move down to the Hex above Secutor Hadley (lines up with Felius way above). Now have Labyrinthia move down and kill that very Secutor with Vortex, and then make Felius move in front of Ragnar. Clarissa should head in front of Laby and cast Heal on herself, and then make Ragnar move in front of the enemy Strider there and wait. Levin can move to the left of Ragnar and use Heavy Strike on that Strider, and then have Clarissa move all the way down and cast Rush on Labyrinthia/Male Drifter. Your male Drifter should head down toward the enemy Secutor further below and use Amplifier again, and then make Felius move next to that Strider and use a regular attack on him.

Get Labyrinthia to move down and kill Gadgeteer Mimosa with Vortex, and then have Levin kill the Strider nearby with Heavy Strike. Make Ragnar wait, and then have Clarissa move to the right side of your male Drifter and use Turn

Shift on Labyrinthia. Laby can now move to the left side of your Drifter and use Vortex on the Sacred Slayer in range, and then have your generic Secutor use Heavy Strike to kill the Secutor 'Sapphire'. Clarissa can move down toward the Secutor below, and then have Felius/Levin/Ragnar wait. Move Clarissa toward that Secutor again (stay on 2H level), and have Levin wait. Labyrinthia should move toward Clarissa and create a Replica behind and to her left (which will distract your foe). Felius/Ragnar can wait, and then have Clarissa use (single) Sacrifice to kill that Secutor. You'll nab yourself nearly 3,000 EXP.

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| Mandatory Training #4 - (0060) |
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#### Pre-mission Advice:

You have a lot of battles ahead of you, though once you are done mostly all of your characters will have mastered every single Class with extreme ease, including those new ones you just gained access to. After the next mission you'll no longer have access to the CSP-goldmine that is The Flatwoods (until several missions into Act 3), so you'll be kicking yourself if you pass up this opportunity (and my guide will probably conflict a lot if you don't do this). To start with, make the following changes:

Clarissa - Sentinel  
Felius - Elementalist  
Labyrinthia - Secutor  
Levin - Gadgeteer  
Ragnar - Secutor  
Male Drifter - Elementalist  
Female Drifter - Secutor

#### Notes:

Make sure everyone always has 'CSP Up' equipped, that two of your characters have the Fantastica OC and Sacred Slayer OC, and that Ragnar has his Stormrider OC. Felius should have his Halberdier OC and Secutor Skills to make him stronger, and I always used Levin as the one to deal the final blow to a Creeping Chaos (Sentinel OC + Secutor EQ/ATK+25% + CSP Up).

#### Strategy:

Always save your game before entering The Flatwoods, and reload if you come up against non-Creeping Chaos foes (or should you come across a trio of said beasts). Draw your enemy close by creating a Replica nearby, and proceed to whittle away the beasts HP the quickest way you are able, and always finish it off with Levin (Amplifier X2, Invoked, Hyper Attack from Ragnar, and when the beast has had Fragile cast on it) to earn 250-300 CSP.

After Battle Two: Characters all mastered their current Classes.

#### Class Changes:

Clarissa - Excavator  
Felius - Sacred Slayer  
Labyrinthia - Sentinel  
Levin - Geomancer  
Ragnar - Gadgeteer  
Male Drifter - Excavator  
Female Drifter - Gadgeteer

After Battle Four: Characters all mastered their current Classes.

Class Changes:

Clarissa - Enigmancer  
Felius - Berserker  
Labyrinthia - Enigmancer  
Levin - Berserker  
Ragnar - Strider  
Male Drifter - Grappler  
Female Drifter - Grappler

After Battle Five: Characters all mastered their current Classes (except female Drifter).

Class Changes:

Clarissa - Berserker  
Felius - Strider  
Labyrinthia - Berserker  
Levin - Strider  
Ragnar - Enigmancer  
Male Drifter - Strider  
Female Drifter - Grappler

After Battle Six: Characters all mastered their current Classes.

Class Changes:

Clarissa - Strider  
Felius - Enigmancer  
Labyrinthia - Strider  
Levin - Enigmancer  
Ragnar - Berserker  
Male Drifter - Berserker  
Female Drifter - Enigmancer

After Battle Seven: Characters all mastered their current Classes (except female Drifter).

Class Changes:

Clarissa - Geomancer  
Felius - Grappler  
Labyrinthia - Geomancer  
Levin - Sacred Slayer  
Ragnar - Excavator  
Male Drifter - Enigmancer  
Female Drifter - Enigmancer

After Battle Eight: Characters all mastered their current Classes.

Class Changes:

Clarissa - Grappler  
Felius - Gadgeteer  
Labyrinthia - Grappler  
Levin - Grappler  
Ragnar - Sentinel  
Male Drifter - N/A (Mastered all Classes; made him a Secutor again)  
Female Drifter - Berserker

After Battle Nine: Characters all mastered their current Classes.

All of my characters were level 23-25, and I had amassed over 130,000 Gella.

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| Optional Quest - Free Battle #20 - Rasalom Keep - (0061) |  
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Pre-mission Advice:

You can determine your own Classes and Skills for this battle, as I'll list the ultimate lineup for Act 2-4. There's no real incentive to engage in Free Battle here as the EXP rewards are pretty poor, but play it once for completions' sake.

Strategy:

There are no new enemies here, and only one type of random encounter (2 Orcs and 1 Harpy). The enemies usually start off far away, though the Harpy will reach you in no time regardless. The Orcs won't be able to put you to sleep very easily, as they have to be closely level to you. You'll wipe them out in no time with your superior characters.

The possible enemy lineups I faced were:

- Harpy X1 + Orc X2 (3,000+ Gella, 200+ EXP)

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| Optional Quest - Drifter Item Search #20 - Rasalom Keep - 0062) |  
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Pre-mission Advice:

N/A

Strategy:

Like before, there's no real need to waste your money with Searches here. You can find Lucky Cards and Potential Eggs, but you can find these items for a lot cheaper elsewhere as the cost to 'Wait' is double. To be safe, make sure you have 20+ Yurung Fangs.

Search Location - Rasalom Keep:

The possible rewards I came across at Rasalom Keep were:

- Kalivos Claw (Rank 2 Synthesis material).
- Gigamantis Claw (Rank 3 Synthesis material).
- Yurung Fang (Rank 4 Synthesis material).
- Lucky Card (Rare item).
- Potential Egg (Rare item).

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| Act 2-4 - Elensia - (0063) |  
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Pre-mission Advice:

By now most of your characters should have mastered every single current Class, so you no longer have to worry about CSP. The benefit to this is you don't have to worry about using a Class you have already mastered; therefore you won't care about wasting CSP. Understand? Anyhow, as you'll see below I

have made the main characters their default Class so they have 8 empty Skill slots. They will be slightly less powerful when compared to say a Secutor (fighter) or Elementalist (magic-user) but with the right Skills, you won't notice much of a difference, so trust me on this. It was a hard decision on whether or not I'd implement CSP 'farming' into my guide, but it's not cheating so I couldn't ignore it. Equip Levin with at least one Potion Berry, and then make the following Class changes:

Clarissa - Dandelion Shot (with Sacred Slayer OC/Widespread + Elementalist EQ/MAG +25% + DEF +25% + MOV Up + Extend) and equip Elder Record +2/Rose Corsage +2.

Felius - Halberdier (with Sentinel OC/EQ/DEF +25% + Secutor EQ/ATK +25% + AIM +25% + Extend) and equip Rapier +2/Shield +2/Cuirass +2.

Labyrinthia - Arcanist (with Elementalist OC/EQ/MAG +25% + Sacred Slayer OC/Widespread + MOV Up) and equip Elder Record +2/Phantom Ring +2.

Levin - Martial Mage (with Sentinel OC/DEF +25% + Secutor EQ/ATK +25% + EXP Up + AIM +25% + VP +25%) and equip Rapier +2/Shield +2/Chrome Vest +2.

Ragnar - Stormrider (with Elementalist OC/EQ/MAG +25% + Widespread + EXP Up + Extend + DEF +25%) and equip Elder Record +2/Hirsch Band +2.

Male Drifter - Secutor (with Fantastica OC + Sentinel OC + AIM +25%) and equip Rapier +2/Shield +2/Chrome Vest +2.

Female Drifter - Strider (we won't be using her though).

To avoid confusion, line up your units like this:

- Labyrinthia (1) - Clarissa (2) - Felius (3) - Male Drifter (4) - Ragnar (5)  
- Levin (6).

Notes:

Looking at the above setup, you'll note that all your characters now have basically the same movement range and CLM (climb; except for Laby since she can Warp anyway). All your physical fighters will now rarely miss thanks to AIM +25%, and Levin will have increased VP and not lose it as rapidly now that he doesn't have his Sentinel armour equipped. Your party is very well-balanced and will complement each others' abilities.

Strategy:

Begin your march by having Clarissa move straight ahead all the way, and as Levin, see that Hex between your male Drifter and Felius? Have him move as far ahead from there (so he doesn't get in the way of anyone's maximum-move distance). Felius/Ragnar/Male Drifter can all move straight ahead, and then have Levin move ahead toward your foes. Make Labyrinthia Warp in front of Felius, and then have Clarissa move straight ahead again. Felius should then do the same, and then make Ragnar move 3 Hexes ahead of your male Drifter (so you don't get in his way). Levin can move 2 Hexes ahead, and then have your male Drifter move in front of Ragnar and cast Rush on Labyrinthia. Now get Clarissa to move behind Levin, and then Labyrinthia can move behind Clarissa and create a Replica in front of Levin. Levin must now move to the right and in front of that Sentinel and use Heavy Strike on him, and then make Felius move ahead.

Ragnar can now move forward again, and then make your male Drifter move in front of Ragnar. Next get Clarissa to use Encourage on Labyrinthia, and then have Laby move in front of her Replica and use Crush on the Sentinel on the

left (Nasaladin). Levin must use Allowance on Sentinel Hobbes, and then get Ragnar to move ahead and cast Hyper Attack so it hits your male Drifter and Felius. Felius can now head 3 Hexes ahead of Labyrinthia and wait, and next get your Replica to move to the sides of Levin and that enemy Sentinel. Clarissa should move in front of Labyrinthia, and then get your male Drifter to move behind Ragnar and cast Rush on Laby. Levin must use Amplifier, and then have Labyrinthia move ahead and target Sentinel 'Ilia' with Crush. Ragnar can now use Vortex on the Sentinel who is situated at the above-left (Tyler), and then get Clarissa to move 2 Hexes in front of Felius and use a Heal Berry.

Get Felius to head to the left with a Hex-gap facing Sentinel Tyler and kill him with Upper Hand, and then make Levin move ahead and use Heavy Strike on Sentinel Geldis. Your male Drifter can move to Labyrinthia's right and kill Nasaladin with a regular attack, and then have Clarissa use Sanctify (single) to kill the Sentinel in front of Levin (or Sacrifice if it won't kill him). Ragnar should use Crush on Ilia to finish her off, and then get Felius to move ahead facing the nearby Elementalist and use Upper Hand. Labyrinthia (rotate camera) can move in front of Clarissa and cast expanded Fire on Sentinel Laurentis and Elementalist Miriela (to the right), and then have Levin move in front of the Elementalist and kill her with Heavy Strike. Get your male Drifter to kill Sentinel Hobbes, and then have Clarissa move behind Felius and use Encourage on him. Felius can now finish off that Elementalist with Upper Hand, and then get Ragnar to move to Labyrinthia's left and cast Hyper Attack on Felius.

Now get Levin to move in front of Labyrinthia and use a Potion Berry, and then have Laby move to the right one hex and up all the way and create a Replica to her left. Your male Drifter can move to Clarissa's right and use Rush on Ragnar, then have Clarissa move behind Labyrinthia and Encourage her. Levin should use Graviton on Sentinel Denbrough (90%), and then get Ragnar to move face-to-face with that Sentinel and kill Grappler 'Kiki' with Vortex. Felius can now move ahead and kill Geomancer Giselle with Upper Hand, and then get Labyrinthia to kill Geomancer Tiselica with Crush. Get Levin to move behind that Sentinel and use Heavy Strike, and then have Clarissa kill him with Sanctify (or Sacrifice is necessary). Well done, nearly 60 turns to spare and over 3,000 EXP with a nice EXP Bonus for everyone (1.4-1.9).

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| Act 2-5 - Streets of Elensia - (0064) |  
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Pre-mission Advice:

Keep everyone in the same Class as the previous battle maintaining all the same Skills, except make the following change to Ragnar:

Ragnar - Stormrider (with Elementalist OC/EQ/MAG +25% + Widespread + EXP Up + Gadgeteer OC) and equip Elder Record +2/Hirsch Band +2.

To make the change, simply 'Reset' Ragnar's Skills and then put them all in again, with the addition of the Gadgeteer OC. Give Ragnar a Lucky Card, and then equip his Elder Record +2 as it disappeared when you reset your Skills.

To avoid confusion, line up your units like this:

- Clarissa (1) - Felius (2) - Labyrinthia (3) - Ragnar (4) - Male Drifter (5)
- Levin (6).

Notes:

In the first paragraph of my strategy for this mission, if Clarissa's 'Turn



Shift' misses, or Labyrinthia's Vortex magicis 'Blocked', 'Give Up' and start over. It'll only take a minute to get back to this part of the walkthrough. It's rare, but occasionally these things will happen.

#### Strategy:

Another breather mission; time to relax. Start by moving Levin straight ahead all the way, and then have Clarissa use Turn Shift on your male Drifter (don't move). Get your male Drifter to move ahead all the way and use Rush on Labyrinthia, and then have Clarissa move ahead two Hexes and wait. Ragnar can now move forward all the way and use Mystic with a Lucky Card to target your entire party, and then have Felius move straight ahead all the way and one Hex to the left and use Upper Hand on the Geomancer in range. Labyrinthia can move behind Felius and kill the other Geomancer ('Morail') with Vortex, and then get Levin (rotate camera) to move to Geomancer Jekyll's right and kill him with Heavy Strike. Clarissa should now move one Hex to the left, and then have Ragnar move in front of Levin (rotate camera if necessary). Your male Drifter must move to Levin's right and cast Rush on Ragnar.

Continue by getting Felius to move one Hex to the right so the approaching Sentinel can't reach him, and as Levin (see those steps?) move to step two (4H) and go to the left-most Hex and use Blast on the auto-targeted foe. Clarissa can move up one Hex and then all the way left, and then have Ragnar move up the stairs to that 5H-level Hex and use expanded Fire to hit Sentinel 'Nigel'. Your male Drifter is now able to move up behind Levin, and then get Labyrinthia to move up next to that female Sentinel (Yorda) and use Fire on her. Levin should use Amplifier, and then have Felius move behind Sentinel Cedantes and use Upper Hand on him. Get Clarissa to use Sanctify (single) on Cedantes (which may miss due to his 'Magic Block' Skill), and then have Levin use Amplifier again.

Now use your male Drifter's Slow Down ability on Sentinel Bulgren (who is across the river), and then have Ragnar use expanded Fire to target Sentinel Nigel again. Labyrinthia must use Lightning (single) to kill Yorda, and then get Felius to move to the left and kill Cedantes or Yorda if they're still alive (with Upper Hand or Heavy Strike) otherwise just wait near Clarissa. Speaking of Clarissa, see the level above? (6H), move to the first line of Hexes and wait on the second Hex from that building (cast Heal on anyone who is injured otherwise just wait). Levin can now move down and attack Sentinel Dotoris with Heavy Strike, and then have your male Drifter move behind Levin and cast Rush on Ragnar. Ragnar should now move a Hex ahead and use expanded Fire to target Sentinel Nigel and Sentinel Elise. As Levin do not move but finish off Dotoris with Heavy Strike, and then get Felius to move to the Hex right of Clarissa and wait.

Clarissa must move straight down the street toward your foes, and then have Labyrinthia do the same (line up with Clarissa though). Your male Drifter can move in front of that enemy Geomancer and use Heavy Strike on him, and then get Ragnar to move ahead all the way and kill that female Sentinel with Fire. Now make Levin move in front of your male Drifter and attack that enemy Geomancer with his own Heavy Strike, and then have Clarissa use expanded Sacrifice on those two Sentinels (it will kill one of them). Next get Felius to move ahead and kill that remaining Sentinel with Heavy Strike, and then have your male Drifter move to the left and kill that Geomancer with Smart Drive. Clarissa should now move three Hexes ahead toward that Strider and use Heal on herself, and then have Labyrinthia Warp in front of Clarissa and to the left. Levin can now use Blast on that Gravity Pulsar, and then have Ragnar use expanded Crush to target those three Crates (huge EXP Bonus).

Resume your progress by getting Clarissa to move beyond Labyrinthia and use Turn Shift on her, and then have Laby move behind Clarissa and use Turn Shift

on her this time. Now have Clarissa move beyond Laby once more and again use Turn Shift on the Arcanist, and then have Labyrinthia cast expanded Crush to target five of the Crates around the corner. Get Levin to wait, and then have Felius move ahead and use Upper Hand on the enemy Strider. Your male Drifter should move to the left and down all the way (near Strider across the river) and cast Rush on Ragnar for the sake of it, and then have Clarissa use Heal on herself. Ragnar must move over next to your male Drifter can use Provoke on that Strider. Have Levin wait again, and then make Clarissa finish off that Strider with Sacrifice (single). 3,500+ EXP, along with an EXP Bonus rate ranging from 2.2-4.9 thanks to that Lucky Card and destroying those Crates. This took all of my characters to level 26-28.

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| Act 2-6 - Streets of Elensia #2 - (0065) |  
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Pre-mission Advice:

There is no need to change anyone's Class or Skills for this battle, but make sure you give Ragnar another Lucky Card so he can use it with Mystic at the start of the battle.

To avoid confusion, line up your units like this:

- Clarissa (1) - Felius (2) - Labyrinthia (3) - Levin (4) - Ragnar (5) - Male Drifter (6).

Strategy:

Don't worry; you'll destroy that big-fluffy-teddy-bear in no time at all. Begin by moving Levin the way he's facing by one Hex, and then get Clarissa to move in front of Felius. Get Ragnar to move to the left of Felius and use Mystic with a Lucky Card to hit everyone of your characters, and then have Felius wait where he is. Your male Drifter can move behind Felius, and then make Levin wait where he is. Labyrinthia should move to Clarissa's right and create a Replica behind Clarissa, and then have Clarissa wait (Clarissa, Clarissa, Clarissa; say it a few more times if you'd like). Get Ragnar to move behind Labyrinthia and wait, and then have Felius use Amplifier. Make your male Drifter cast Rush on Clarissa, and then get Levin to use Amplifier. Clarissa should move in front of Ragnar and target Asgard with expanded Sacrifice, and then have Ragnar cast Hyper Attack so it hits Felius/Levin/Male Drifter.

Felius can continue to use Amplifier, and then have Labyrinthia cast Fragile on the Golem. Your Replica can wait where it is, and then have Levin use Amplifier again. Now make your male Drifter use Invoke on Felius, and then Clarissa can cast Heal on herself. Make Ragnar wait, and then have Levin move behind Asgard and use Heavy Strike. Felius can finish this short mission by moving next to the Golem and using his own Heavy Strike ability on the foe. You'll get yourself close to 4,000 EXP, which will increase with your 2.0-2.7 EXP Bonus. At this point, Clarissa/Felius/Labyrinthia/Levin were all level 28 for me, and Ragnar/Male Drifter kicked up the rear at level 27. Now that Levin has caught up with the other characters in level, we won't need to use his EXP Up Skill anymore; giving us an extra slot to play with.

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| Act 2-7 - Elensia Plaza - (0066) |  
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Pre-mission Advice:

Keep everyone in the same Class as the previous few battles, but make the following changes to these characters' Skills ([ ] defines new Skills/etc):

Levin - Martial Mage (with Sentinel OC/[EQ]/DEF +25% + Secutor EQ/ATK +25% + AIM +25% + [Widespread]) and equip Rapier +2/Shield +2/[Cuirass +2].

Ragnar - Stormrider (with Elementalist OC/EQ/MAG +25% + Widespread + EXP Up + [Fantastica OC]) and equip Elder Record +2/Hirsch Band +2.

To avoid confusion, line up your units like this:

- Male Drifter (1) - Felius (2) - Levin (3) - Labyrinthia (4) - Ragnar (5) - Clarissa (6).

Notes:

Your generic Drifter's RFX may be problematic for the below strategy if it's quite different to mine, so when you get to the point where I have you start to attack/kill Rupert, you're probably better off heading straight for those remaining Energy Generators instead. It's a quick mission, so try my way first. 'Ol 'Ripper may seem tough, but he's no harder to bring down than Asgard was or those Creeping Chaos beasts you are well familiar with by now.

Strategy:

For this mission we are going to destroy all of those 'Energy Generators', Rupert, and every other enemy bar one; unfortunately. Begin by moving Levin straight ahead up the stairs all the way, and then have Clarissa do the same. Ragnar can do likewise but use expanded Rush to target Labyrinthia/Felius/Male Drifter, and then have your male Drifter move up those stairs straight ahead and cast Rush on Ragnar. Get Felius to move to your male Drifter's right (next to that plant) and use Amplifier, and then make Labyrinthia move ahead and then Warp to the top step/level (6H); but no further. As Levin, scroll ahead three Hexes and then tap the right-button four times and go to that position and use Blast to target that Energy Generator (it'll kill the enemy unit there). Clarissa should move to the left of Labyrinthia (near that lamp post) and Encourage her, then have Ragnar move in front of said lamp post and use expanded Crush to target Elementalist 'Morrow' and that Energy Generator.

Get Labyrinthia to move ahead two Hexes (toward Rupert/etc) and use expanded Vortex to kill Sacred Slayer 'Macrid' and Secutor 'Kuntz'. Now your male Drifter must move in front of Ragnar and cast Rush on Labyrinthia, and then as Levin move the cursor to the right three times and then up three times (go to that position) and use expanded Blast to hit that Excavator ahead. Felius should move to the right of Ragnar and use Amplifier again, and then as Clarissa (rotate camera) see where Felius is facing? Go all the way that direction then one Hex to the right and use Turn Shift on Labyrinthia. Laby can now go to the Hex behind Clarissa and create a Replica two Hexes ahead of the one Felius' standing on (will draw Rupert towards him), and then keep Clarissa where she is though Encourage Labyrinthia. Levin can move all the way ahead and use Blast to target that next Energy Generator and Excavator, and then make Ragnar move all the way ahead and cast Hyper Attack to target Felius and your male Drifter.

Your generic Secutor must now move to Rupert's right and use Hard Smash on him, and then get Labyrinthia to move ahead toward that Energy Generator and use expanded Crush on the Elementalist there as well as the Generator. Felius can now move ahead and use Heavy Strike on Rupert, and then have Levin use Heavy Strike on Excavator 'Korczak'. Clarissa should now move to the Hex ahead of Ragnar/Male Drifter and use Turn Shift on Felius, and then get Felius to move behind Rupert and use Heavy Strike on him. Ragnar can cast (single) Crush on Rupert, and then have Clarissa use expanded Sacrifice to kill Sacred Slayer

'Rinco' and badly wound Sentinel Walter. Your male Drifter must now move behind Rupert and kill him with Heavy Strike, and then have Labyrinthia use Vortex to finish off Walter (Sentinel).

Ragnar can cast Rush on Clarissa, and then have Clarissa move ahead of your male Drifter and destroy that Energy Generator in range with Sanctify. Felius should now move to the right and kill that Excavator with Upper Hand (Turn 58/60), and then have Levin move to the left and destroy that final Energy Generator with Blast (Turn 59/60). It's a shame we didn't get to destroy that final Fantastica, but it was worth it to defeat Rupert yet again. You'll get close to 4,500 EXP for your trouble; decent for another quicker mission.

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| Act 2-8 - Elensia Plaza Redux - (0067) |
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#### Pre-mission Advice:

Keep everyone in the same Class as the previous few battles, but make the following changes to these characters' Skills ([ ] defines new Skills/etc):

Felius - Halberdier (with Sentinel OC + Secutor EQ/ATK +25% + AIM +25% + [Sacred Slayer OC/Widespread]) and equip Rapier +2/Shield +2/Chrome Vest +2.

Ragnar - Stormrider (with Elementalist OC/EQ/MAG +25% + Widespread + EXP Up + [Sacred Slayer OC]) and equip Elder Record +2/Hirsch Band +2.

To avoid confusion, line up your units like this:

- Levin (1) - Clarissa (2) - Labyrinthia (3) - Ragnar (4) - Male Drifter (5) - Felius (6).

#### Notes:

Don't forget to equip Felius with his Chrome Vest +2 as he lost his Cuirass +2 when you got rid of Sentinel EQ. Anyhow, you can accomplish this battle by simply using 'Wait' for every characters' turn until you complete the mission (that's all it takes) but if you want to defeat all the undead regardless for symbolism, follow the below strategy. You don't get any Gella/Items/EXP/CSP either way. Oh, and don't worry about Felius being a poor magic-user with his above setup. You'll see why soon enough.

#### Strategy:

Start the match by moving Clarissa all the way to the right four Hexes, and then get Levin to move to Clarissa's left and use Blast on the undead in range. Your male Drifter can move in front of Clarissa and cast Rush on her, then make Felius move to the sides of Clarissa/Male Drifter and use Upper Hand on Milton (Strider-undead). Ragnar should move behind Felius and cast Hyper Attack to hit Levin/Male Drifter/Felius, and then have Labyrinthia Warp to Ragnar's right. Make Clarissa move to the left of 'Hector' (near stairs) and use Sanctify to hit 'Henrietta' and destroy Milton, then have Ragnar use his own Sanctify magic to finish off Henrietta. Your male Drifter can now use Heavy Strike on 'Kate' (right next to him), and then get Felius to move to Clarissa's left and kill the undead there with Heavy Strike. Levin should move two Hexes ahead of Clarissa, and then have Ragnar move behind Levin (not in front of Clarissa) and cast Heal on Clarissa.

Get Clarissa to move ahead and target distant trio of undead (two Elementalist and a Strider), and then have Labyrinthia Warp in front of the undead Geomancer on the stairs. Felius can move behind Ragnar and hit the undead there with Heavy Strike, and then make your male Drifter move ahead of

Labyrinthia and cast Rush on her. Levin must move to Clarissa's right and use expanded Blast to finish off those undead in 'Crisis' (nearly dead), and then have Ragnar use Sanctify to target the trio of undead on the top of the stairs. Your male Drifter can wait where he is, and then have Labyrinthia move in front of the Elementalist at the top step and use expanded Sanctify to kill the trio of undead near the Summoning Device. Felius can now kill the remaining trio of undead at the top of the stairs with expanded Sanctify.

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| Act 2-9 - Streets of Elensia #3 - (0068) |  
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#### Pre-mission Advice:

As it's been a while, I'll repost the Class that everyone should be and what Skills they should have (though there are few changes):

Clarissa - Dandelion Shot (with Sacred Slayer OC/Widespread + Elementalist EQ/MAG +25% + DEF +25% + MOV Up + Extend) and equip Elder Record +2/Rose Corsage +2.

Felius - Halberdier (with Sentinel OC/[EQ]/DEF +25% + Secutor EQ/ATK +25% + AIM +25% + [Extend]) and equip Rapier +2/Shield +2/[Cuirass +2].

Labyrinthia - Arcanist (with Elementalist OC/EQ/MAG +25% + Sacred Slayer OC/Widespread + MOV Up) and equip Elder Record +2/Phantom Ring +2.

Levin - Martial Mage (with Sentinel OC/DEF +25% + Secutor EQ/ATK +25% + AIM +25% + [Widespread] + [VP +25%]) and equip Rapier +2/Shield +2/Chrome Vest +2.

Ragnar - Stormrider (with Elementalist OC/EQ/MAG +25% + Widespread + EXP Up + [Fantastica OC]) and equip Elder Record +2/Hirsch Band +2.

Male Drifter - Secutor (with Fantastica OC + Sentinel OC + AIM +25%) and equip Rapier +2/Shield +2/Chrome Vest +2.

Female Drifter - Strider (we won't be using her though).

To avoid confusion, line up your units like this:

- Clarissa (1) - Felius (2) - Labyrinthia (3) - Levin (4) - Ragnar (5) - Male Drifter (6).

#### Notes:

There's no need to use Felius in this battle (as all he does is move forward all the time and destroys only one Crate) but I've written him in anyway. You'll still finish this mission with 13-odd turns to spare, but if you don't want to use him just ignore his turn advice whenever he's mentioned, and just go at this mission with the other five characters. His EXP Bonus will be slightly affected, though.

#### Strategy:

Start this slightly-drawn-out mission by getting Levin to move straight ahead all the way and use Blast on the right-most Crate, and then have Ragnar move straight ahead and cast Rush to hit Labyrinthia. Clarissa/Felius can both move straight ahead as well, and then have your male Drifter move in front of Ragnar and cast Rush on him. Labyrinthia should move ahead and then Warp in front of that Crate on the left (she'll line up with Clarissa), and then make Levin move straight ahead again and use Blast (single) to hit that Crate behind Labyrinthia. Ragnar can move straight ahead again, and then have

Clarissa move behind Labyrinthia and Encourage her. Get Felius to move ahead next to Clarissa and destroy the Crate there with a regular attack, and then make Levin also move ahead and use a regular attack on Gadgeteer Montgomery (it won't kill him, but that's okay). Labyrinthia must move all the way ahead and to the right two Hexes and then use expanded Crush to finish off Montgomery and kill Gadgeteer 'Sears' on the left as well, and then have your male Drifter move behind Ragnar and re-Rush him.

Ragnar (turn around) must move straight ahead and kill Gadgeteer 'Proctor' with Vortex, and then have Levin move forward and use expanded Blast to destroy the three Crates ahead. Clarissa has to move straight ahead again, and then make Felius move to Clarissa's/Laby's side. Your male Drifter can move behind Ragnar and cast Rush on Labyrinthia, and then have Laby move straight ahead all the way and Warp as far as she can even further forward. Levin should move forward again and use Blast on the two Crates on the left, and then have Ragnar/Clarissa each move straight ahead all the way as well. Levin will be able to move again so have him move one Hex toward those Enigmancers and wait, and then get your male Drifter to move behind Ragnar and cast Rush on him. Felius can move straight ahead once more, and then have Clarissa do the same though go one Hex to the right as well. Labyrinthia must move forward again and use expanded Crush to kill the Enigmancer on the left and the one in the middle, and then make Ragnar (turn around) move straight ahead and use Crush on the Crate to the right.

It's time to move Levin forward again and kill that final Enigmancer with Heavy Strike, and then he'll get another turn so have him move ahead again (same direction he's been going all along) and use expanded Blast to hit the six Crates straight ahead. Your male Drifter can move behind Ragnar and re-Rush him, and then have Clarissa/Felius move straight ahead. Get Ragnar (turn around) to move forward again and use Rush on Labyrinthia, and then make Laby move straight ahead (toward Levin) and Warp all the way even further (slightly upper-left of Levin). Levin should move straight ahead and use Blast on the three Crates to his left, and then have Clarissa move forward again. Get your male Drifter to move behind the Hex Ragnar's standing on and cast Rush on him, and then have Felius move ahead all the way. As Ragnar (turn around) get him to do the same, and then as Levin see where Laby's maximum-movement range is? Go two Hexes ahead of that and use expanded Blast to hit Sentinels Max and Fletcher.

Labyrinthia must move ahead and use expanded Sanctify to hit those same Sentinels, and then have Clarissa move straight ahead. Levin can stay where he is and use Blast to hit Max and Fletcher (Sentinels) again, and then get your male Drifter to move behind Ragnar and re-Rush him. Felius/Ragnar/Clarissa should all move forward, and then have Levin use Blast on those Sentinels again (Fletcher will die). Labyrinthia must move to Levin's slightly upper-left side and cast Heal on him, and then make your male Drifter move behind Ragnar and cast Rush on him. As Ragnar (turn around) move straight ahead and use Crush to destroy that in-range Crate, and then have Clarissa move forward and use Turn Shift on Labyrinthia. Laby can then use expanded Vortex to hit the three Sentinel behind her, and then get Levin to move in front of Laby and cast expanded Blast to kill those two Sentinels ahead (who would be in 'Crisis').

Get Felius to move straight ahead, and then have Clarissa move to the right sides of Levin/Labyrinthia. Levin must now move ahead and use Heavy Strike on female Sentinel 'Cole', and then have Ragnar move straight ahead and cast expanded Rush to hit Clarissa/Labyrinthia. Your male Drifter should move forward and wait, and then have Clarissa move to Levin's right and cast expanded Sacrifice to hit those two Sentinels. Felius can go forward one last time, and then get Labyrinthia to move ahead and use Vortex to kill that last

enemy unit. You'll get 5,600~ EXP, Labyrinthia/Ragnar will get a 2.7 EXP Bonus rate while Levin will get an insane 9.8 EXP Bonus due to all those Crates he hit, propelling him to level 33 (for me, anyhow).

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| Act 2-10a - Twilight Valley - (0069) |  
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Pre-mission Advice:

Again there are no Class changes, but there are a few alterations you'll need to make:

Clarissa - No change.

Felius - Equip Miter +2 (weapon).

Levin - Martial Mage (with Sentinel OC/[EQ]/DEF +25% + Secutor EQ/ATK +25% + AIM +25% + Widespread + VP +25%) and equip [Miter +2]/Shield +2/Chrome Vest +2.

Ragnar - Add 'RES +25%' to his 9th Skill slot.

Male Drifter - No change.

Female Drifter - Elementalist (with Sacred Slayer OC/Widespread + MOV Up + CLM Up) and equip Elder Record +2/Phantom Ring +2

To avoid confusion, line up your units like this:

- Clarissa (1) - Felius (2) - Ragnar (3) - Female Drifter (4) - Levin (5) - Male Drifter (6).

Notes:

You cannot save between this battle and the next, but you'll have no need to worry about that; unless you are short for time.

Strategy:

Levin can get the ball rolling by moving toward those stairs (second Hex from the left), and then have Clarissa move to the right of Levin. Ragnar must move in front of Clarissa and cast expanded Rush to hit Felius/Male Drifter/Female Drifter. Your female Drifter can move to Levin's left, and then have your male Drifter move in front of Levin and cast Rush on Ragnar. Felius should move towards the stairs (left-most '1H' Hex), and then get Levin to move to the left-most '2H' Hex. Make Clarissa move to the Hex to Levin's right (lower-right), and have Ragnar move up next to Levin and use expanded Vortex between those two 'Dark Summoners' (which will kill them). Levin can now move ahead (10H Hex), and then get your female Drifter to move to Clarissa's left. Have your male Drifter move next to Ragnar and re-Rush your female Drifter, and Felius can move behind your male Drifter. Make Clarissa move two Hexes ahead of Felius, and then Levin can move to the Hex facing the Gremalkin on the right and use Heavy Strike.

Get Ragnar to move to Clarissa's right and use expanded Crush to target the Gremalkins above, and then have your female Drifter move to Clarissa's left and use Sanctify on the Gremalkin in range. Your male Drifter is able to move in front of Clarissa and cast Rush on Ragnar, and then make Felius head to Ragnar's right (10H Hex). Clarissa can cast Sanctify on the Gremalkin on the left (has the most HP), and then make Levin stay where he is and use expanded Blast to finish off both Gremalkins. Make Ragnar move in front of Levin and use expanded Vortex to hit both Dark Summoners above, and then have Levin move to the side of the left-most Dark Summoner (has less HP) and kill it with

Heavy Strike. Your female Drifter should move to Felius' left and cast Turn Shift on Ragnar, and then make Ragnar move two Hexes to the right of the Hex which that other Dark Summoner is standing on and use Crush (single).

It's now Clarissa's turn again so position her to the right of your female Drifter, and then get your male Drifter to move to Clarissa's above-left and cast Rush on your generic Elementalist. Felius can move ahead of your male Drifter (16H Hex) and use Upper Hand on that Dark Summoner, and then make your female Drifter move ahead all the way and one Hex to the right and use Crush (single) to finish off the Dark Summoner. Levin should move ahead up the mountain right to the top (32H) and go to the right-most Hex, and then have Clarissa move between Ragnar/Female Drifter. As Ragnar scroll to the right three Hexes and go there then cast Rush on Clarissa/Female Drifter, and then get your male Drifter to move in front of Clarissa and cast Rush on Ragnar. Make Felius move to the upper-left of your male Drifter, and then have your female Drifter move in front of Felius and use expanded Vortex to hit the Dark Summoner in range.

As Levin continue to move all the way right and then down one Hex, and then use Clarissa to move to the right of Ragnar and cast Sanctify to hit that Dark Summoner and Tarasque nearby. Ragnar can move three Hexes to the right and use expanded Vortex to hit those same two foes, and then Levin must move to Ragnar's right and use a direct attack on that Tarasque. Your male Drifter should move to the right and cast Rush on your female Drifter, and then have Felius move to the left of Ragnar and use Status Absorb if TWO or more of your characters have been affected by a negative-status. Make your female Drifter move to the Hex surrounded by Felius/Male Drifter/Ragnar and use Heal to hit Felius and Levin, and then have Clarissa move to Felius/Ragnar's right and cast Sacrifice (single) to kill that Tarasque. Levin must move to the left of that other Dark Summoner and use Heavy Strike, and then get Ragnar to move to the right and use expanded Crush to hit the same foe along with the nearby Tarasque.

Your male Drifter can move to the right and cast Rush on Felius, and then have Felius move to Ragnar's left and use Amplifier. Now move Clarissa to the right and use Heal on herself/Felius/Ragnar, and then make your female Drifter move to Felius' left and use Crush between that Dark Summoner and Tarasque. Levin should move behind that Tarasque and use a regular attack, and then have Ragnar cast Hyper Attack so it hits Felius. Levin can use another regular attack on that Tarasque, and then have Clarissa cast Fragile (single) on the same foe. Ignore your male Drifters turn, and then get your female Drifter to cast Crush on the Tarasque. Felius must move so he lines up with Levin and then have him finish off the last enemy unit on the map with a direct attack Formation Art. 3,260 EXP, with a decent EXP Bonus for Felius and Ragnar. After this battle, Clarissa/Felius/Ragnar were all level 30 for me, while my Male Drifter/Female Drifter were dragging behind at level 28. Levin still holds the lead at level 33 due to the previous mission.

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| Act 2-10b - Twilight Valley - (0070) |  
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Pre-mission Advice:

You do not need to change anyone's Class for this battle, but keep Felius/Levin equipped with their weapons which can damage enemies with 'Hard' armour/etc. Give Clarissa the Secutor EQ Skill and equip a Shield if she has reached level 30 (extra Skill slot) and add RES +25% to Felius likewise. The below mission is a piece of cake even though you'll be killing every enemy; it's surprising there are no reinforcements which might have made the stage



more challenging.

To avoid confusion, line up your units like this:

- Clarissa (1) - Felius (2) - Levin (3) - Ragnar (4) - Female Drifter (5) - Male Drifter (6).

Strategy:

Levin can start things up for us again so have him move ahead and to the left, going to the '4H' Hex there, and then have Clarissa move to the left all the way aiming for the third Hex away from that 'Mud' (on the right). Get Ragnar to move to the right of Clarissa, and then have your female Drifter move to Ragnar's right. Felius can move in front of Ragnar, and then get your male Drifter to move behind your generic Elementalist and cast Rush on Ragnar. Levin should move two Hexes below King Tarasque (line up with the beast), and then have Clarissa move to the left (second Hex from the left of the possible Hexes you can move to). Ragnar is now able to head to Clarissa's right and cast Rush on her, and then make your female Drifter move behind Ragnar. Levin can move ahead so that he lines up with those Rhinos (but still 8H level) and use expanded Blast between the beasts, and then have Felius move to Clarissa's left.

Your male Drifter can proceed by heading to the sides of Clarissa/Ragnar and cast Rush on your female Drifter, and then have Clarissa move ahead (4H Hex) and use expanded Sanctify to finish off those two Rhinos. Levin can move below-right of the Dark Summoner on the left and use Heavy Strike on said foe, and then get Ragnar to move to the lower-left of Clarissa and use expanded Rush to hit Felius/Male Drifter/Female Drifter. Your generic Elementalist must then position herself behind Clarissa and use Turn Shift on her, and then have Clarissa move a Hex below and to the right of Levin and cast expanded Sanctify to hit the two Dark Summoners (and Levin; but don't worry). Felius should move ahead of your female Drifter and to the right and then use Amplifier, and then get your male Drifter to move behind his female counterpart and use Rush on Ragnar. Your female Drifter can then move behind Clarissa and use Vortex to finish off the remaining Dark Summoner, and then move Levin to the right (8H Hex) below King Tarasque.

Ragnar must move to the right of Clarissa and cast Rush to hit Clarissa/Female Drifter/Felius, and then have Clarissa move behind Levin and use Sacrifice on King Tarasque (select Hex behind him though so you don't hit Levin). Levin can now move all the way to the right (still 8H) and use a Heal Berry, and then get Felius to move to Ragnar's right and use Amplifier. Move your male Drifter to your generic Elementalist's left, and then have your female Drifter (rotate camera) move in front of Felius and target King Tarasque with Fragile. Ragnar should move ahead and past the same foe and cast Slow Down (single) on the beast, and then make Clarissa move to Ragnar's right and cast Heal on herself. Levin can move to the right of that boulder near the 'Black-Clothed Girl', and then have Felius move in front of Ragnar and use a regular attack on King Tarasque. Your male Drifter should move to the left of Clarissa and cast Rush on her, and then have your female Drifter move to the left of her male counterpart and use Sanctify on the 'boss'.

Now Levin is able to move to the right of the Black-Clothed Girl and use Heavy Strike on her, and then have Clarissa move to the right and use Sacrifice (single) on the same 'foe'. Have Ragnar use Crush on the strange enemy as well, and then Levin can move behind her and use Heavy Strike again. Your female Drifter should use Crush (single) on the Black-Clothed Girl, and then have Felius move below the same foe and finish her off with Upper Hand. Make your male Drifter move behind Clarissa and use Rush on Levin, and then have Clarissa cast Heal so it hits herself and Felius. Ragnar can cast Crush on

King Tarasque, and then get Levin to move behind your male Drifter and use Amplifier. Use Clarissa to Heal (single) your female Drifter, and then have said generic Elementalist use Sanctify (single) on King Tarasque. Felius should use Amplifier, and then make your male Drifter just wait.

Get Ragnar to move behind your female Drifter and cast Hyper Attack on Felius, and then have Levin move to the right of Felius and use Amplifier. Clarissa can use Sacrifice (single) on King Tarasque, and then make Levin move so he lines up with your female Drifter and use a regular attack Formation Art on the boss. Make your female Drifter move to the right and use Heal on herself/Felius/Clarissa, and then have Felius move so he lines up with Levin and use a regular attack Formation Art on King Tarasque. If this boss unit is still alive after this, finish it off with Ragnar's magic or Clarissa's Sacrifice. You'll get 3,100+ EXP, along with a nice EXP Bonus for Ragnar.

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| Optional Quest - Free Battle #21 - Twilight Valley - (0071) |
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Pre-mission Advice:

Hmm, you can have Felius and Levin equip their standard Rapier +2 weapons now.

Strategy:

You only face Fairylights in this location, and (rarely) Ignus Fatuus beasts. There's no real need to waste your time here unless you want to get the treasure chest. From your starting position, just wait and cast various 'Buffs' on your characters until the Fairylights/etc come to you, and then promptly destroy them with magic and whatnot. They'll go down in seconds. It's a great place to earn lots of money in a timely manner, especially if you make a couple of your characters who have Mastered the Excavator Class deal the final blow to each enemy (whenever Ignus Fatuus foes are concerned, at least).

The possible enemy lineups I faced were:

- Fairylight X3
- Fairylight X4 + Ignus Fatuus X2 (6,800+ Gella, 560+ EXP)

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| Optional Quest - Drifter Item Search #21 - Twilight Valley - 0072) |
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Pre-mission Advice:

N/A

Strategy:

Don't engage in Drifter Search here, as you're about to do so in the next instalment of "Synthesize Me".

Search Location - Twilight Valley:

The possible rewards I came across at Twilight Valley were:

- Iron Ore (Rank 1 Synthesis material).
- Elesium (Rank 2 Synthesis material).
- Spirit Crystal (Rank 3 Synthesis material).
- Meteoric Iron (Rank 4 Synthesis material).
- Median Crystal (Rank 5 Synthesis material).
- Cyclone Gem +1 (Rare item).

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| Synthesize Me #3 - (0073) |
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Pre-mission Advice:

Thanks to the latest Item Scope you received during your stay in Elensia, you are now able to forge '+3' weapons and so on. However, your supplies of higher-ranking Synthesis materials will not be sufficient, but luckily we can remedy this situation right now before proceeding with the story. At last, it is worthwhile to hire extra Drifters solely for the purpose of Searching. As you already have two, hire an extra four 'level one' Drifters so you'll have a full Search party (we'll get more in the future, but worry about that later). Here's what mine looked like (just for aesthetical appeal):

1 Male Sentinel - 'Algorind'.  
1 Male Berserker - 'Ebenezer'.  
1 Female Sacred Slayer - 'Bronwyn'.  
1 Female Enigmancer - 'Alice'.

Search Location - Twilight Valley:

Unfortunately I did not record my statistics, but as usual I did 15 Drifter Searches, and with a full party of six Drifters you should easily get enough materials for the Synthesizing we'll be doing shortly.

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Notes:

Un-equip/Reset all the weapons/armour from your characters.

Strategy:

~ Katzbalger +3 X1 (Male Drifter; as his AIM should still be over 300).  
~ Rapier +3 X2 (Felius/Levin).  
~ Elder Record +3 X3 (Clarissa/Ragnar/Female Drifter).  
  
~ Shield +3 X4 (Clarissa/Felius/Levin/Male Drifter).  
  
~ Rose Corsage +3 X1 (Clarissa).  
~ Chrome Vest +3 X2 (Levin/Male Drifter).  
~ Cuirass +3 X2 (Felius/Spare).  
~ Phantom Ring +3 X1 (Female Drifter).  
~ Hirsch Band +3 X1 (Ragnar).

Purchase any weapons/etc that you may require to Synthesize the above weapons/armour, and then equip all of your new stuff on your characters (those that you can for now, anyway). After all of those Drifter Searches and Synthesizing new weapons/etc, I was left with over 110,000 Gella.

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| Act 2-11 - Twilight Valley Redux - (0074) |
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Pre-mission Advice:

As usual there's no need to change any Classes or Skills. This mission is very short, so you'll be done in no time. However if you haven't already, change Levin's 'Sentinel EQ' Skill to RES +25%, and make sure Felius and Levin each have their Rapier +3 equipped.

To avoid confusion, line up your units like this:

- Clarissa (1) - Female Drifter (2) - Levin (3) - Ragnar (4) - Male Drifter (5) - Felius (6).

Notes:

The Fairylights that start out near your characters will be faster than you, and it is generally random as to who they primarily attack. One time it was my male Drifter (to which he countered and killed one of them) and another time most went for my female Drifter. Adjust the below strategy accordingly.

Strategy:

Start out by moving Levin to the '2H' Hex on those stairs and use Heavy Strike on the Dark Summoner on the right to kill it instantly via knocking it into oblivion, and then have Clarissa cast Heal (single) on your male Drifter (if your female Drifter was surrounded instead use Sacrifice to hit the three Fairylights near Felius). Get Ragnar to cast expanded Crush to hit the three Fairylights near Felius OR move behind your male Drifter and cast Rush on your female Drifter, and then have said female Drifter cast Sanctify to finish off those three Fairylights that Ragnar wounded OR move ahead and cast Heal on Clarissa. Your male Drifter can move to the left of the Fairylight closest to Felius and use Heavy Strike to kill it (or the one near Clarissa), and then have Felius move to the 6H Hex on those stairs and use Heavy Strike on the Dark Summoner on the right to knock it into the 'Hole'. Levin should move to Felius' left and knock the next Dark Summoner into oblivion with Heavy Strike, and then make Clarissa move to your male Drifter's right and cast Heal (single) on your female Drifter.

As Ragnar, if there are two Fairylights next to your female Drifter, cast expanded Crush behind them so it wounds each of them (or do the same thing to any other nearby Fairylight), and then have Levin use Heavy Strike on the Dark Summoner on the 8H level (right next to him). Your female Drifter can move to the right of Clarissa and cast Heal to hit whoever needs it, and then get your male Drifter to move behind the Dark Summoner near Clarissa and use Heavy Strike. Felius should use Heavy Strike on the full-HP Dark Summoner behind him, and then have Clarissa finish off that Dark Summoner nearby with Sanctify. Levin must finish off the Dark Summoner near him with Heavy Strike, and then make Ragnar use expanded Vortex to hit the Dark Summoner on the right and the two Fairylights to its left.

Get your female Drifter to use expanded Crush to hit the those two Dark Summoners and three Fairylights (and Ragnar; but it'll do minor damage), and then have your male Drifter move back a Hex and knock the Dark Summoner there into the Hole with Heavy Strike. Felius can use his own Heavy Strike to kill the Fairylight below, and then make Clarissa use Sacrifice (single) to kill the Dark Summoner to the left ('Pteryx'). Levin should use Heavy Strike on the Dark Summoner next to him, and then have Ragnar use Crush (single) to kill the wounded Dark Summoner nearby. Get Levin to move down behind your male Drifter and use Blast (single) on the remaining Ignus Fatuus, and then make your female Drifter finish it off with Crush (single). Your male Drifter can move behind that Fairylight and kill it with Heavy Strike, and then have Clarissa cast Heal. Felius can end the battle by moving up and killing the last Dark Summoner with Heavy Strike. You'll get close to 7,000 EXP and a 1.6-2.2 EXP Bonus rate all-round. At this stage Clarissa/Felius were level 31, Male Drifter/Female Drifter were level 30, Ragnar was level 32 and Levin was the highest at level 34.

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Pre-mission Advice:

If your Male Drifter/Female Drifter are not yet level 30 but close, do some training so that they have access to another Skill slot. On occasion you can face six enemies at Twilight Valley, and if you have your Drifters deal the final blow to three each they should get over 1,000 EXP. Replace Ragnar's EXP Up Skill with Extend, add 'Widespread' to your male Drifters sixth slot, and give your female Drifter 'Extend' as her sixth Skill. If Levin is not yet level 34 (he was for me) you are better off buying a Katzbalger +3 to replace his Rapier +3.

To avoid confusion, line up your units like this:

- Felius (1) - Levin (2) - Male Drifter (3) - Clarissa (4) - Female Drifter (5) - Ragnar (6).

Notes:

You will not get to save in between 2-12a and 2-12b; but both missions are very short.

Strategy:

Begin by moving Levin straight ahead all the way and use Blast on the Enigmancer in front of him, and then have Clarissa move in front of Felius and use Encourage on him. Felius can now move to Levin's left and use Upper Hand to finish off that Enigmancer, and then make Ragnar move straight ahead and cast Rush to hit your female Drifter. Get your male Drifter to move to Levin's right and cast Rush to hit Ragnar/Clarissa, and then have your female Drifter move to Ragnar's left and cast Fire to kill Grappler 'Shiho' who is in front of Felius. Levin should move two Hexes to the right so he's next to that male Berserker and then kill him with Heavy Strike, and then get Clarissa to move ahead of Felius (RFX +10% Hex) and cast expanded Sanctify on the female Gadgeteer and Grappler to the above-left. Felius can move two Hexes in front of Clarissa and use Upper Hand to finish off that female Grappler ahead, and then have Ragnar move behind your male Drifter and use Crush to kill female Grappler 'Mahelia'.

Get your male Drifter to move to Felius' right and re-Rush Clarissa/Ragnar, and then have your female Drifter move between Clarissa/Ragnar and cast expanded Fire to hit the trio of enemies to the above-left. Levin can move behind the Strider ahead and use Heavy Strike on him, and then make Clarissa move in front of Felius and target Excavator 'Mooch' (will also hit that wounded Gadgeteer). Felius should move to that wounded Gadgeteer's right (lining up with distant Grappler) and kill her with Upper Hand, and then have Levin move in front of the full-HP Strider ahead and use Heavy Strike on him. Ragnar must move to the other side of that boulder (next to your male Drifter and enemy Strider) and wound that Strider with Crush (single), and then get your female Drifter to move behind your male Drifter and cast Heal to hit Levin. Your other Drifter can now move to the right of that nearby Strider and kill him with Heavy Strike, and then have Clarissa move to Felius' left and cast Heal on him and herself.

Continue the battle by moving Levin to the left of the Strider ahead and wound him with Heavy Strike, and then have Felius move to the right and finish off the Strider there with Upper Hand. Ragnar can move to Felius' right and cast Rush to hit both of your Drifters, and then get your female Drifter to move behind Felius and use Vortex (single) on the distant female Gadgeteer. Clarissa should move two Hexes to the left of that boulder ahead (RFX +10% Hex), and then have your male Drifter move ahead and cast Slow Down (single)

on that female Gadgeteer. Levin must move to that Enigmancer's upper-left and use Heavy Strike on the foe, and then use Ragnar to cast Vortex on the female Gadgeteer ahead. Make Felius wait, and then have Levin use Blast on that Enigmancer. Clarissa can now finish off said foe with Sanctify, and then have your female Drifter finish off that female Gadgeteer with Vortex. You'll get close to 4,000 EXP with a decent EXP Bonus for Felius and your female Drifter.

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Act 2-12b - Circle Valley Redux - (0076)

#### Pre-mission Advice:

Now that Labyrinthia is back (level 31) add 'Remove Trap' to her ninth Skill slot, and 'Reset' your female Drifter's gear and equip it on Laby. Make the following changes to everyone else:

Clarissa - Change 'Extend' to 'Remove Trap'.

Felius - Change 'Extend' to 'Remove Trap'.

Labyrinthia - See above.

Levin - Martial Mage (with Sentinel OC/DEF +25% - Secutor EQ/ATK +25% - VP +25% - AIM +25% - Gadgeteer OC) and equip his usual gear.

Ragnar - Change 'Extend' to 'Remove Trap'.

Male Drifter - Change 'Widespread' to 'Remove Trap'.

To avoid confusion, line up your units like this:

- Clarissa (1) - Felius (2) - Ragnar (3) - Male Drifter (4) - Labyrinthia (5)  
- Levin (6).

#### Notes:

Give Levin a Lucky Card, and don't forget to equip his weapon/amour/etc.

#### Strategy:

Start your next short mission by moving Levin next to your male Drifter (facing Clarissa) and use Mystic with a Lucky Card to hit everyone, and then have Clarissa move behind Levin and one Hex to the right (RFX +10% Hex). Ragnar can move behind Levin and use expanded Rush to hit Labyrinthia/Male Drifter/Levin, and then get Felius to move behind Clarissa. Your male Drifter should move behind Ragnar and cast Rush on him, and then make Labyrinthia move ahead all the way and to the left one Hex (right of that tree) and use expanded Fire to hit Princetons (Orc look-a-likes) A and C. As Levin, see where Labyrinthia is? Move two Hexes right of her and use Graviton on the Princeton which is auto-targeted, and then have Clarissa move to the right of Labyrinthia and use Encourage on her and Levin. Levin should now move a Hex ahead toward those Princetons (not lining up with them) and use Graviton on Princeton C, and then make Ragnar move to the left of Levin (Trap disables) and use expanded Fire on Princetons A and C.

Get Labyrinthia to use expanded Fire to kill those same Princetons, and then have Felius move behind Levin. Your male Drifter can move behind Felius and cast Rush on Laby, and then make Levin move to the left of Princeton B and use Heavy Strike on it. Clarissa must move two Hexes ahead of Ragnar (Trap disables), and then have Ragnar move in front of Clarissa and use Fire on Princetons B and D. Your male Drifter should now move to Clarissa's right and cast Rush on Ragnar, and then move Levin behind Princeton B (don't attack it) and use Heavy Strike on Princeton D. Felius can move in front of Ragnar and use Upper Hand on the Princeton in range, and then make Clarissa use Sanctify

(single) on Princeton D. Labyrinthia is now able to move to the sides of Clarissa/Ragnar and finish off those last two Princetons with expanded Fire, and then get Ragnar to move in front of Levin and kill the Dark Summoner in range with Crush.

Position Levin so he is facing the Dark Summoner on the right (Ino) and then use Blast on it, and then have Clarissa move behind Ragnar and use Encourage on him. Your male Drifter can move behind Clarissa and cast Rush on her, and then make Felius move to your male Drifter's left. Ragnar should move to Levin's left and use expanded Fire to hit Dark Summoners 'Dils' and Ino, and then have Levin move in front of Dark Summoner Dils and kill it with Heavy Strike. Labyrinthia can move in front of Felius and cast expanded Sanctify to hit the two Dark Summoners near Levin, and then make Clarissa move to the above-left (line up with Levin) and use Sanctify to hit Dark Summoner 'Nippono' and Coelus (on the left). Ragnar should use Fire to kill Nippono, and then have Levin kill the remaining Dark Summoner with Heavy Strike. You'll get around 4,000 EXP with an EXP Bonus ranging from 2.0-3.0.

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| Optional Quest - Free Battle #22/23 - Circle Valley/White Devil Plains - |
| (0077) |
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Pre-mission Advice:

Equip everyone with 'Gella Bonus' to replace 'Remove Trap' (except Levin; give him Widespread and replace Gadgeteer OC with VP +25%/RES +25%).

Free Battle Location - Circle Valley:

Strategy:

You'll face Ascomoids, Gremalkins and Orcs at this Free Battle location, though the EXP/Gella rewards are nothing special. Nonetheless, whenever you train be sure to equip Gella Bonus regardless to earn extra money. The quickest way to complete this mission is to send Levin/Clarissa up the mountain to take out any enemies up there, while your other four characters head for the other foes who are on ground-level, casting various 'buffs' on each other on the way. Use a Replica to draw in the long-range negative-status-wielders and use as a shield.

The possible enemy lineups I faced were:

- Ascomoid X2 + Gremalkin X2 + Orc X2 (8,000+ Gella, 450+ EXP)
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Free Battle Location - White Devil Plains:

Strategy:

There's a new foe that you may face at this location known as a 'Marchosias', which is basically just an 'upgraded' version of a Gremalkin, and it's even more resistant to elemental magic. I never came across more than three enemies at a time here, usually either a Gremalkin/Marchosias/Rhino or a Tarasque/Rhino. Take the foes out one at a time as moving toward them and you'll be done in no time at all.

The possible enemy lineups I faced were:

- Rhinoceros X1 + Tarasque X1
- Gremalkin X1 + Marchosias X1 + Rhino X1 (6,000+ Gella, 300+ EXP)

I only engaged in Free Battle once at each location, but afterward here's how my main party looked:

Clarissa/Ragnar - Level 33.  
Felius/Labyrinthia - Level 32.  
Levin - Level 35.  
Male Drifter - Level 31.

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| Optional Quest - Drifter Item Search #22/23 - Circle Valley/ |
| White Devil Plains - + Mandatory Search (0078) |
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Pre-mission Advice:

Don't engage in Drifter Search at these locations just yet. Look over the statistics if you'd like, but I'm going to have you do a few things before getting more Synthesis materials at these locations and Twilight Valley.

Strategy:

N/A

Search Location - Circle Valley:

The possible rewards I came across at Circle Valley were:

- Tatzelwurm Horn (Rank 1 Synthesis material).
- Kalivos Claw (Rank 2 Synthesis material).
- Gigamantis Claw (Rank 3 Synthesis material).
- Yurung Fang (Rank 4 Synthesis material).
- A Bao A Qu Drop (Rank 5 Synthesis material).
- Gella Card (Rare item).

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Search Location - White Devil Plains:

The possible rewards I came across at White Devil Plains were:

- Alraune Pollen (Rank 3 Synthesis material).
- Tryphid Fruit (Rank 4 Synthesis material).
- Reguleus Sap (Rank 5 Synthesis material).
- Breath Mint (Rare item).

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Mandatory Search - Twilight Valley/Circle Valley/White Devil Plains:

Pre-mission Advice:

Head into town and go to the pub, and then hire an additional 12 level-one Drifters. That way you can send out three full Search parties at once, making 'Force Wait' that much more worthwhile. Such was a waste of time in the past, but now it'll save you money in the long run. Here's what my two parties of six Drifters looked like:

Male Drifter #1 - Drizzt - Secutor  
Female Drifter #1 - Cattie-B - Strider  
Male Drifter #2 - Wulfgar - Grappler  
Female Drifter #2 - Alustrie - Sacred Slayer  
Male Drifter #3 - Bruenor - Sentinel  
Female Drifter #3 - Liriel - Elementalist



Male Drifter #4 - Regis - Berserker  
Female Drifter #4 - Vierna - Enigmancer  
Male Drifter #5 - Entreri - Secutor  
Female Drifter #5 - Guen - Geomancer  
Male Drifter #6 - Jarlaxle - Excavator  
Female Drifter #6 - Lolth - Sacred Slayer

Strategy:

10 Drifter Searches at each location, sending six of your Drifters to each location before applying 'Force Wait'. This should get you plenty of extra Synthesis materials, so do not skip it.

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Act 2-13 - Sundome Abbey Ruins - (0079)

Pre-mission Advice:

There's no need to change any Classes or Skills here as per your previous setups, though you can swap 'Remove Trap' for Gella Bonus if you haven't already; or any other Skill you'd like. I did however remove Levin's Gadgeteer OC in favour of Widespread and VP +25%. You can equip Medicine on each of your characters if you want; but you won't need to heal in this mission anyway.

To avoid confusion, line up your units like this:

- Clarissa (1) - Male Drifter (2) - Ragnar (3) - Levin (4) - Felius (5) - Labyrinthia (6).

Notes:

This is your last chance to shop/train/Search/etc until the next Act, so be sure you have everything you need before entering this battle.

Strategy:

As usual Levin goes first so move him in front of Clarissa and use Blast on the 'Damnation' it auto-targets, and then have Clarissa move two Hexes ahead of Felius. Ragnar can move to Felius' left and cast Rush on Labyrinthia, and then make your male Drifter move in front of Clarissa and cast Rush on Ragnar. Get Felius to move to Clarissa's upper-left, and then have Labyrinthia move behind Levin and then Warp straight ahead all the way (in front of Damnation 'I'). Levin should move in front of Felius and use Blast to hit Damnation 'D' on the left, and then move Clarissa behind Labyrinthia and use Turn Shift on her. Laby must now use expanded Sanctify to destroy Damnations 'I' and 'H', and then have Ragnar move behind Felius and use expanded Fire to finish off the Damnation across the chasm/Hole (G). If the Damnation came back to life have Clarissa use Sanctify to kill it for good or use it on Damnation J (single) instead, and then get Levin to move to Labyrinthia's left and kill the Damnation there with a regular attack.

Move your male Drifter to Levin's right and cast Rush on Labyrinthia, and then have Felius move behind your male Drifter and use Status Absorb if Laby's Diseased. Clarissa can move in front of Felius, and then make Levin move ahead toward the nearest Damnation (right-most Hex next to Hole) and use Blast on Damnation F (or on J if it came back to life). Ragnar should move behind Felius and Rush Clarissa/Male Drifter/Laby, and then have Felius move to Labyrinthia's left and wait. Laby must now move to Levin's upper-left and finish off Damnation F with Sanctify, and then get your male Drifter to move in front of Felius and cast Rush on Ragnar. Levin can move straight ahead, and Blast Damnation E, and then have Clarissa move toward the Hole on the other side so you can hit Damnation C with expanded Sanctify. Position Ragnar behind

Felius and cast Rush on Clarissa, and then make Levin move to Damnation E's left and use Heavy Strike on the fiend.

Felius can move in front of Labyrinthia, and then have your male Drifter move in front of Felius and use Rush on Laby. Keep Clarissa where she is and finish off Damnation C with Sanctify, and then move Labyrinthia behind your male Drifter and finish off Damnation E with her own Sanctify spell. Ragnar should move to the '1H' Hex closest to foes and use Fire to hit Damnation D, and as Levin just move ahead again. Clarissa can now move in front of Ragnar and wait, and then have your male Drifter move beyond Labyrinthia and cast Rush on her. Move Felius in front of Laby and use Status Absorb, and then make Levin move ahead and use Blast on Damnation B. Ragnar can move toward Labyrinthia and Rush Clarissa, and then have Laby move toward Clarissa and Warp two Hexes ahead of Levin. Clarissa should use Sanctify to finish off Damnation D, and then move Levin to Labyrinthia's left and use Blast on Damnation A. Male Drifter/Felius/Ragnar - Wait. Now get Levin to move behind Damnation A and use Heavy Strike, and then Clarissa/Male Drifter must wait. Labyrinthia can finish the mission by using expanded Sanctify to destroy Damnations A and B. You'll get around 8,500 for this simple affair.

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Act 2-14 - Sundome Abbey Underground - (0080)

Pre-mission Advice:

Be sure to swap Remove Trap/Gella Bonus for Levitation for each of your characters. If you don't have that Skill then you have not followed this guide correctly; though it's not too big of a deal. No Class changes required.

To avoid confusion, line up your units like this:

- Clarissa (1) - Felius (2) - Male Drifter (3) - Labyrinthia (4) - Levin (5) - Ragnar (6).

Strategy:

Begin your underground foray by moving Levin ahead to the Hex below the '6H' level, and then have Ragnar move to Levin's right and cast Rush on Clarissa/Felius/Labyrinthia. Move Clarissa in front of Levin, and then make your male Drifter move behind Levin and cast Rush on Ragnar. Felius can move behind Ragnar, and then have Levin move ahead to the 12H level and use expanded Blast to hit Paigoel A (which is located further above). Labyrinthia should move to the side of Ragnar/Male Drifter and then Warp two Hexes behind Levin, and afterward those four nearby Paigoels will advance on Levin though they will only do pitiful damage to him. Clarissa can move straight ahead behind Levin and use expanded Sanctify to hit Paigoels A and B, and then have Ragnar move two Hexes behind Clarissa and use expanded Freeze to finish off those same foes. Position Levin to the left of Paigoel C and kill it with Heavy Strike, and then make your male Drifter move to Ragnar's left and Rush Clarissa.

Continue by positioning Felius in front of Ragnar, and then have Clarissa move to the 14H elevated Hex on that bridge to the left. Move Levin across the bridge staying on the 12H level but aiming for that 'Stone' Hex (meaning not the Lava ones), and then make Ragnar move ahead to the 12H level and kill the nearby Paigoel with Crush. Labyrinthia can move in front of where Ragnar's facing and use expanded Sanctify to hit the distant Damnation ('A'), and then have your male Drifter move behind Laby and cast Rush on Ragnar. Felius should move to Ragnar's right, and then get Clarissa to move ahead (still 12H) aiming for the Stone Hex and cast Heal on Levin. Levin must now move ahead as well

but go to the left-most 12H Hex and cast expanded Blast which will reach the last duo of Paigoels, and then have Ragnar move to the left and use Rush to hit Labyrinthia/Male Drifter/Felius. Levin will get another turn so move him to the left two Hexes (line up with Ley Switch below) and target both Paigoels with Blast again, and then move Labyrinthia toward those Damnations above and destroy Damnation B with Sanctify.

Get you male Drifter to head toward Clarissa and use Rush on her, and then have Clarissa move to the left as well and finish off those two Paigoels with Sanctify. Felius can move ahead so that he lines up with the Damnation above and use Amplifier, and then make Ragnar move to the left and cast Rush on Clarissa. Keep Levin where he is and use Amplifier, and then move Clarissa to Levin's side (not going below). Your male Drifter should move in front of Ragnar, and then get Felius to move ahead and use Heavy Strike on that Damnation. Keep Levin where he is once more and use Amplifier, and then have Labyrinthia move behind Felius and use Sanctify on that glitched Damnation/Ley Switch. Ragnar can move to the left and Rush Clarissa/Levin, and then make Clarissa wait.

Levin is finally able to move below and kill Damnation E with Heavy Strike, and then have your male Drifter move left and Rush Ragnar. Felius should move ahead and use a regular attack on that Ley Switch for the sake of it, and then make Ragnar move below and use Fire on the Damnation on the left (D). Clarissa must move in front of Levin and use Sanctify to kill Damnation D, and then have Levin move to the left side of Damnation F so he can knock it into the Lava for a bath via Heavy Strike. You'll get over 9,000 EXP for this mission.

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Act 2-15 - Sundome Abbey Underground #2 - (0081)

#### Pre-mission Advice:

Clarissa will be solo in this mission, and there is naturally no need to change her Class or Skills; though you need to swap her Elder Record +3 for her Strahl Gewehr. To make the strategy easier to follow I'll also number it.

#### Strategy:

Turn 1 - Move onto nearby Warp Point and fire at Attack Switch (auto-targets).  
Turn 2 - Move two Hexes to the left and fire on the Attack Switch which is auto-targeted.

Turn 3 - Fire on Attack Switch behind Clarissa.

Turn 4 - Move one Hex to the right onto that Warp Point.

Turn 5 - Move the way Clarissa is facing one Hex and fire on Attack Switch (auto-targets).

Turn 6 - Move to Warp Point in the left corner.

Turn 7 - Move to Hex on Clarissa's right and fire on Attack Switch to her distant right (not the one auto-targeted).

Turn 8 - Use 'Howling Shot' on the Attack Switches which are auto-targeted.

Turn 9 - Move to Warp Point to Clarissa's upper-left.

Turn 10 - Move two Hexes to the right so you can hit the blue Attack Switch to Clarissa's above-left (you can't hit the orange one yet).

Turn 11 - Use Howling Shot to hit both of those orange Attack Switches.

Turn 12 - Move onto the Warp Point to Clarissa's upper-left.

Turn 13 - Move a Hex to Clarissa's lower-left and shoot the treasure chest (Rapier +3).

Turn 14 - Shoot Attack Switch behind Clarissa to conclude the mission.

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Act 2-16a - Sundome Abbey Ruins #2 - (0082)

Pre-mission Advice:

It's just Clarissa and Alexia in this battle, so make the following  
Class/Skills change:

Clarissa - Dandelion Shot (with Elementalist OC/EQ/MAG +25% + Sacred Slayer  
OC/Widespread + DEF +25% + MOV Up) and equip Elder Record +3/ Rose Corsage +3.

Alexia - Secutor (with Royal Fencer OC/Anti-ZOC/Leader's Duty/Strong Heart/EQ)  
and equip Claymore +3/Licht Plate +3.

Strategy:

Alexia - Move the way she's facing all the way.

Clarissa - (Rotate camera R1) Scroll to the right four times and go there.

Alexia - Scroll to the right two times then one down; go there.

Clarissa - Move to Alexia's left.

Clarissa - Target between both Striders with expanded Vortex.

Alexia - Move in front of remaining Strider and kill with a regular attack.

Clarissa - Hold position and cast Heal on Alexia.

Clarissa - Move to the left next to elevated (1H) Hex.

Alexia - Move so you line up with Clarissa (rotate camera if required).

Clarissa - Use expanded Vortex to hit the pair of Elementalist nearby.

Alexia - Move to Clarissa's left.

Clarissa - Move to Elementalist's right and use Turn Shift on Alexia.

Alexia - Move behind Elementalist and kill him with a regular attack.

Clarissa - Move past Alexia and to the right (against stone wall).

Alexia - Move in front of Clarissa.

Clarissa - Head two Hexes in front of Alexia.

Clarissa - Use Crush to weaken the Elementalist it auto-targets.

Alexia - Move to that Elementalist's right and kill with a direct attack.

Clarissa - Head the way she's facing all the way.

Alexia - Move so she lines up with that nearby Elementalist.

Clarissa - Move ahead of Alexia to act as her human shield from nearby foe.

Clarissa - Now move behind that Elementalist.

Alexia - Move so she lines up with Clarissa and attack with a Formation Art.

Clarissa - Use Fire to severely wound Aberdeen (auto-targets).

Alexia - Move so she lines up with Aberdeen.

Clarissa - Move in front of Alexia and use Heal.

Alexia - Head in front of Aberdeen and kill him with a regular attack.

Clarissa - Use Fire to wound the remaining Elementalist.

Alexia - Move ahead and kill that last Elementalist with 'Revolver Sweep'.

You'll receive nearly 5,500 EXP and Alexia will get an EXP Bonus rate of 2.8  
for all the enemies she finished off; bringing her to level 33.

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Act 2-16b - Sundome Abbey Ruins #2 Redux - (0083)

Pre-mission Advice:

Swap everyone's 'Levitation' Skill with 'Ignore Move Cost' (MOV Up for Ragnar)  
and leave Clarissa/Alexia as they are. Don't forget to equip everyone's  
weapons/armour/items (Katzbalger +3 for Levin). In case you are not in the

habit yet, I find giving everyone two Heal Berries and two Potion Berries the safest bet; even though I seldom use any at all.

To avoid confusion, line up your units like this:

- Clarissa (1) - Alexia (2) - Felius (3) - Ragnar (4) - Levin (5) - Labyrinthia (6).

Strategy:

As Alexia (rotate camera so you can see the Abbey door) scroll to the right three times and go to that location, and then as Levin (rotate camera so you can see the snow above you) move straight up all the way (to his right, really). Move Clarissa to Alexia's left, and then as Ragnar notices where Felius is facing and go all the way in that direction and then one Hex to the left and use Rush to hit Labyrinthia/Felius. Felius can move to Ragnar's right, and then have Alexia scroll to the right four Hexes and go there. Levin should move straight ahead and one Hex to the left, and then make Labyrinthia move in front of Ragnar then Warp four Hexes in front of Felius. Position Clarissa in to Alexia's left, and then move Ragnar in front of Labyrinthia and use Provoke on Sentinel 'Metchen'. Get Levin to move to Secutor Jeannot's left and use Heavy Strike, and then have Felius move to the left of Labyrinthia and use Amplifier. Clarissa should use Sacrifice (single) on the enemy High Cavalier in front of Alexia, and then have Alexia finish off said foe with a regular attack.

As Labyrinthia use Vortex to kill Sentinel 'Lillikrai' (or severely wound if your under-leveled), and then move Levin to that Secutor's right (lines up with Alexia) and kill him with Heavy Strike. Ragnar can use Vortex (single) on the Sentinel in front of him, and then have Clarissa use Heal. Make Felius move to the upper-right of the closest Sentinel and kill her with Heavy Strike, and then move Levin to Alexia's left and hit the High Cavalier there with Heavy Strike. Clarissa should use expanded Vortex to hit all three nearby enemies, and then have Ragnar use Crush on the remaining Sentinel. Get Alexia to move behind High Cavalier 'McBain' and use Revolver Sweep to kill him and wound the female foe next to him, and then use Labyrinthia to finish off that Sentinel with Crush (single). Move Levin to Alexia's left and kill the High Cavalier there with Heavy Strike, and then have Felius move ahead all the way (1H Hex). Clarissa can use Crush (single) to wound the last Cavalier, and then make Ragnar move behind Felius and use a Heal Berry or Potion Berry depending on his HP loss.

Resume the battle by moving Levin a Hex to the right so he's on 5H level and wait, and then have Alexia finish off that High Cavalier with a regular attack. Clarissa can move behind Alexia and use expanded Heal to hit all three characters, and then get Labyrinthia to move so she lines up with Ragnar and use Heal. Levin should move as close to that Strider below as possible and use Blast on her, and then have Felius move to Labyrinthia's right. Ragnar must position himself on Laby's left and use Rush on her, and then make Clarissa move behind Levin. Alexia can move behind Clarissa, and then have Levin move behind that Strider and use Heavy Strike. Get Felius to head to the left of that Sentinel and use Heavy Strike, and then Ragnar must use Vortex (single) on the same foe. Labyrinthia should move all the way right (RFX +10% Hex) and kill the nearby Enigmancer with Crush, and then have Clarissa move to the left of that Strider and wait. Position Levin behind that female Gadgeteer and use Heavy Strike, and then move Alexia in front of the Strider and kill her with a regular attack.

Felius can move to the left of that Sentinel and kill with a regular attack, and then have Clarissa move behind Levin and use Heal to hit them both. Levin must now move to the left of the full-HP Gadgeteer and use Heavy Strike, and

then get Ragnar to move between Labyrinthia and Felius and Rush Laby. Labyrinthia should now move to Felius' left and use expanded Vortex to hit that High Cavalier in range, and then have Levin move behind that Strider and use Heavy Strike. Move Alexia to Clarissa's left and finish off that Gadgeteer with a regular attack, and then make Ragnar use Vortex to hit that Sentinel and Enigmancer. Felius can move in front of that Sentinel and use Heavy Strike, and then have Clarissa use expanded Vortex to hit and wound both nearby foes. As Levin use Blast (single) to finish off that Gadgeteer, and then get Labyrinthia to use Freeze to hit that Enigmancer (and Sentinel if he's still alive). Ragnar must finish off that Enigmancer with Freeze (single) and then have Felius finish off that High Cavalier with Heavy Strike. Alexia can conclude the mission by killing the final enemy with a regular attack.

This will conclude Act 2, and you'll receive around 5,600 EXP (2.7 Bonus EXP rate for Alexia), and here's how everyone's levels looked like:

Felius/Alexia - Level 34.  
Labyrinthia/Ragnar - Level 35.  
Clarissa - Level 36.  
Levin - Level 37.

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### ACT 3 - ECHOES OF DAYS PAST

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| Synthesize Me #4 - (0084) |
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#### Pre-mission Advice:

You can now purchase +4 stuff via Synthesis thanks to that Item Scope you received automatically a few battles back. As you have enough Drifters to send three full groups at a time thanks to the preparation we did not too long ago, you are good to go. Begin by sending a full Search party to these three locations ten times:

- Twilight Valley
- Circle Valley
- White Devil Plains

It's a little tedious, but once you have engaged in Drifter Search at those locations ten times with a full Drifter team you are ready to get new stuff.

#### Notes:

Un-equip/Reset all the weapons/armour from your characters.

#### Strategy:

- ~ Katzbalger +4 X2 (Felius/Male Drifter - you can make a second one using your other Rapier +3; just choose the second 'Katzbalger +4' down the list).
- ~ Miter +4 X2 (Spares)
- ~ Claymore +4 X1 (Alexia).
- ~ Elder Record +4 X3 (Clarissa/Labyrinthia/Ragnar).
- ~ Shield +4 X3 (Clarissa/Felius/Levin).
- ~ Rose Corsage +4 X1 (Clarissa).

- ~ Chrome Vest +4 X1 (Levin).
- ~ Cuirass +4 X1 (Felius).
- ~ Phantom Ring +4 X1 (Labyrinthia).
- ~ \* Hirsch Band +4 X1 (Ragnar).
- ~ \* Licht Plate +4 X1 (Alexia)

\* Before you purchase these final two items you will need to leave town and do a further 2-3 Drifter Searches using all of your teams of Drifters again.

Once you have everything equip your gear on your corresponding characters. I was left with a little over 80,000 Gella after this little distraction.

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Optional Quest - Free Battle #24 - Sundome Abbey Ruins - (0085)

Pre-mission Advice:

Equip everyone who has it with 'Gella Bonus'; or even better simply make two of your characters who have 'Mastered' the Class Excavators.

Strategy:

You'll come across Damnations at this location, and by now you are well familiar with them and know how to defeat them. They can generally be killed in one hit of Sanctify from a strong magic-user (300-400+ HP damage), and Fire magic is also somewhat effective. Heavy Strike from you fighters will also help weaken them.

~~~ Damnation (Living Dead):

These fell beasts have poor movement range, though they can reach you from a distance with 'Stink Cloud', which will inflict a character with Disease (prevents you from healing HP damage). It is their priority to get all of your characters Diseased, so you basically never have to even worry about them attacking you physically. Always make your characters that have Gella Bonus deal the final blow; or more importantly make an Excavator who has mastered said Class do it for even better Gella rewards.

Make your lower-level (or lower-EXP) characters who have mastered the Excavator Class into said Class (which in my case was Felius/Labyrinthia). Only play this stage when you come across five Damnations, as you'll earn around/over 20,000 Gella per battle if you kill them all with Mastered Excavators. Due to our recent Synthesizing, a top-up of Gella will be well advised. Considering how you can earn lots of money in a quick amount of time be sure to play this stage at least 2-3 times (I had over 140,000 Gella after this).

The possible enemy lineups I faced were:

- Damnation X3 (4,000~ Gella, 400~ EXP)
- Damnation X5 (20,000+ Gella, 670~ EXP - killed with mastered Excavators)

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| Optional Quest - Drifter Item Search #24 - Sundome Abbey Ruins - (0086) |  
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Pre-mission Advice:

N/A

Strategy:

You are best off refraining from Drifter Search for now, since we have the best Synthesized gear at the moment and have spent enough Gella. I'll advise you when it's time to start a mass-Drifter Search.

Search Location - Sundome Abbey Ruins:

The possible rewards I came across at Sundome Abbey Ruins were:

- Kalivos Claw (Rank 2 Synthesis material).
- Gigamantis Claw (Rank 3 Synthesis material).
- Yurung Fang (Rank 4 Synthesis material).
- A Bao A Qu Drop (Rank 5 Synthesis material).
- Belleclaire Horn (Rank 6 Synthesis material).
- Lucky Card (Rare item).

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| Act 3-1a - Lonely Waterside - (0087) |
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Pre-mission Advice:

You can equip everyone with two Heal Berries and two Potion Berries if you want, and other than that make everyone the following Class with the noted Skills:

Clarissa - Dandelion Shot (with Elementalist EQ/MAG +25% + Sacred Slayer OC/Widespread + DEF +25% + MOV Up + Ignore Move Cost + Secutor EQ) and equip Elder Record +4/Shield +4/Rose Corsage +4.

Felius - Halberdier (with Secutor EQ/ATK +25% + Sentinel OC/EQ/DEF +25% + AIM +25% + RES +25% + Ignore Move Cost) and equip Miter +4/Shield +4/Cuirass +4.

Labyrinthia - Arcanist (with Elementalist OC/EQ/MAG +25% + Sacred Slayer OC/Widespread + MOV Up + Ignore Move Cost) and equip Elder Record +4/Phantom Ring +4.

Levin - Martial Mage (with Secutor EQ/ATK +25% + Sentinel OC/DEF +25% + AIM +25% + Widespread/RES +25% + Ignore Move Cost) and equip Katzbalger +4/Shield +4/Chrome Vest +4.

Ragnar - Stormrider (with Elementalist OC/EQ/MAG +25% + Widespread/RES +25% + MOV Up + Fantastica OC) and equip Elder Record +4/Hirsch Band +4.

Alexia - Secutor (with Royal Fencer OC/EQ/Anti-ZOC/Leader's Duty/Strong Heart) and equip Claymore +4/Licht Plate +4.

To avoid confusion, line up your units like this:

- Clarissa (1) - Felius (2) - Labyrinthia (3) - Alexia (4) - Levin (5) - Ragnar (6).

Strategy:

Firstly, rotate the camera so you can see everyone's backs. Alexia will be able to have the first turn so move her ahead and to the right (7H Hex), and then have Levin go the furthest toward foes, Hex 3 from the left. Clarissa can move to Alexia's left, and then get Ragnar to move in front of Alexia and cast Rush to hit Labyrinthia/Felius. Move Felius to Clarissa's right, and then have Labyrinthia move to Alexia's right and Warp all the way where Levin's facing ahead. Levin should move in front of Labyrinthia and use expanded Blast to hit the Fairylight in range, and then make Alexia move forward and to the left



(she'll line up with Ragnar). Clarissa can move in front of Alexia and use Encourage on Labyrinthia/Alexia, and then have Ragnar move all the way Felius' facing and Rush Clarissa/Labyrinthia. Get Labyrinthia to move down and into the water (Hex closest to nearby Dark Summoner) and use Lightning to kill the Fairylight to the left in the water, and then Levin must move to the side of that Dark Summoner (line up with Laby) and kill it with Heavy Strike.

Move Felius to Clarissa's upper-left, and then have Alexia move ahead all the way so she lines up with Ragnar. Clarissa can position herself to Labyrinthia's left and finish off that nearby Fairylight (on land) with Sanctify (single), and then get Levin to move straight across the river so he's facing the Dark Summoner on the left and use Blast on the remaining Fairylight. Ragnar should move behind Labyrinthia and use Rush on her and Clarissa, and then have Felius move to Clarissa's upper-left and kill that Fairylight with Upper Hand. Move Clarissa straight across the river and one Hex to the right (line up with Levin) and use expanded Sanctify to hit both Dark Summoners, and then make Labyrinthia move in front of Clarissa and finish off said foes with expanded Lightning. Levin must continue heading straight across the river, and then have Alexia move to Felius' right. Get Ragnar to move behind Labyrinthia, and then make Clarissa head straight across the river and one Hex to the right. Move Levin back one Hex and wait, and then have Felius move across the river and one Hex to the right.

Continue by moving Ragnar to Clarissa's right and Rush her/Levin, and then have Labyrinthia move behind Clarissa and Warp three Hexes ahead (2H level). Alexia can move to Felius' right, and then make Levin move up to 8H level and use Graviton on 'Machosias B' (one on the right). Move Clarissa to Labyrinthia's right and Encourage her, and then have Felius move across the river and one Hex to the right. Labyrinthia must use expanded Lightning to hit Machosias B, and then move Levin to Machosias B's right and finish it off with Heavy Strike. Ragnar should move to Felius' upper-left and cast Rush to hit Labyrinthia/Clarissa, and then have Clarissa move to 8H level and kill the remaining Machosias with Sacrifice. Move Alexia ahead and one Hex to the right, and then make Levin move up to 16H level and kill the Dark Summoner there with Heavy Strike. Felius can move to Labyrinthia's left and kill the Dark Summoner above with Upper Hand, and then have Clarissa move ahead to 12H level (line up with Levin) and cast Heal on herself. Get Ragnar to move in front of Felius and Rush Labyrinthia/Felius, and then make Laby move to 8H level and then Warp to Clarissa's right. Levin must move ahead near that Dark Summoner and use Force Field, and then have Alexia move ahead and to the right so she lines up with Felius.

Move Clarissa to the first 16H level Hex on the left (next to plant), and then have Felius move past Ragnar so he's close to Labyrinthia and use Amplifier. Ragnar can move ahead of Felius to 10H level (behind Laby) and Rush Felius, and then make Levin move next to that Dark Summoner and kill it with Heavy Strike. Clarissa must use Sacrifice to hit Tarasque, and then have Labyrinthia use Turn Shift on Felius. Felius should move to the Hex below 14H level (behind Clarissa) and use Amplifier, and then move Levin in front of Clarissa and wait. Don't bother moving Alexia anymore, and then have Labyrinthia move next to Felius and use Turn Shift on him. Have Felius move ahead so he's facing that Tarasque and use Force Field, and then Ragnar can wait. Labyrinthia should move ahead and use Turn Shift on Felius again, and then move Felius forward and finish off that Tarasque with a regular attack. You'll get over 6,000 EXP with a nice bonus for Felius and Levin.

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Pre-mission Advice:

You will not need to worry about all the negative-status abilities that your foes have if you follow the below strategy, but do equip one Peppy Acorn on Clarissa and your normal Heal/Potion Berries for everyone else. There are no Class/Skill/gear changes for anyone except Levin:

Levin - Martial Mage (with Secutor EQ/ATK +25% + Sentinel OC/[EQ]/DEF +25% + AIM +25% + Widespread + [VP +25%]) and equip [Miter +4]/Shield +4/Chrome Vest +4.

To avoid confusion, line up your units like this:

- Levin (1) - Labyrinthia (2) - Alexia (3) - Clarissa (4) - Felius (5) - Ragnar (6).

Strategy:

Alexia can begin your next foray by moving ahead just below the right-most 10H-level Hex (first Hex from left), and then have Levin move behind Alexia. Move Clarissa two Hexes to the left of Ragnar (rotate camera if necessary), and then get Ragnar to move in front of Clarissa and use expanded Rush to hit Felius/Labyrinthia. Felius can move to Levin's right, and then have Labyrinthia move behind Clarissa and Warp all the way straight ahead behind Ragnar. Levin should move to the left-most 10H-level Hex, and then make Alexia move to the right of Levin and use Royal Cheer on him. Get Clarissa to position herself a Hex-gap behind Labyrinthia, and then have Ragnar move to the right of Laby. Keep Levin where he is and use Amplifier, and then get Felius to move behind Alexia and his own Amplifier. Clarissa must move in front of Labyrinthia, and then have Levin move straight ahead to the first left-most 16H-level Hex and use Heavy Strike on 'Merychippus'.

Continue by moving Labyrinthia across to the other side of the river and Warp right of that tree on the 4H-level nearby, and then have Ragnar continue across the river as well (2H-level Hex). Alexia can move to Levin's right and use Status Lock on herself, and then get Felius to move in front of Alexia and kill the Forsaken Mutant 'Loris' with Heavy Strike. Move Clarissa in front of Ragnar, and then have Levin remain where he is and use Amplifier. Ragnar must move over to dry-land and position himself on 2H-level which lines up with nearby foe and cast Rush on Clarissa, and then make Clarissa move to Ragnar's right and use expanded Sanctify to hit the pair of Forsaken Mutants in range. Levin should move ahead to the right of Forsaken Mutant 'Sinonyx' (so Felius can go to its left) and use a regular attack on it, and then have Labyrinthia use Crush to finish off the foe in range.

As Felius move behind that foe which Levin wounded and finish it off with a direct attack Formation Art, and then have Alexia move to the right of Levin and use Status Lock on herself. Ragnar can move in front of Clarissa (no further) and Rush Labyrinthia, and then get Levin to move behind the Forsaken Mutant in the left corner (Pikamelus) and use a direct attack. Move Clarissa two Hexes behind Ragnar, and then have Felius line up with Levin to do a direct attack Formation Art on the foe there. Labyrinthia should move straight ahead and kill the nearby Forsaken Mutant with Vortex, and then make Levin finish off his own nearby foe with a direct attack Formation Art. Alexia must use Status Lock on herself again, and then have Ragnar move below to the closest Hex in the water (0H) and Rush Clarissa/Labyrinthia. Get Clarissa to move two Hexes ahead (to 5H level) and use expanded Sanctify to hit that foe at the back which is in range, and then Levin must move to the right of 'Juketax' (in front of tree stump) and use a direct attack. Felius should move behind this same foe and perform a direct attack Formation Art, and then have Clarissa move in front of Labyrinthia and use Encourage.

Move Labyrinthia straight ahead two Hexes and use expanded Crush to finish off the Forsaken Mutant Clarissa wounded, and then have Ragnar move two Hexes right (2H-level Hex) and cast Rush on Labyrinthia. Alexia must use Status Lock, and then get Levin to move in front of Juketax and finish it off with a direct attack. Clarissa can move down into the water close to Ragnar and use Turn Shift on him, and then have Ragnar use Fire on the nearby Forsaken Mutant. Felius should move behind 'Matolus' and use Heavy Strike, and then make Clarissa head to Ragnar's right and use Encourage on him. Labyrinthia can move down toward the water and use expanded Fire to finish off the foe in range, and then have Levin move to the lower-left of 'Merychippus' and use Heavy Strike. Get Ragnar to use expanded Vortex to hit the Forsaken Mutant on the right, and then make Alexia move to the sides of both foes and finish them off with Revolver Sweep. Clarissa (if not in 'Misery Status; otherwise use a Peppy Acorn) must use Sacrifice on the enemy it auto-targets, and then have Levin/Felius wait. Ragnar should use Vortex on the last enemy unit, and then have Labyrinthia move toward this final foe and finish it off with Vortex.

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| Optional Quest - Free Battle #25 - Lonely Waterside - (0089) |  
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Pre-mission Advice:

You can now swap Felius'/Levin's weapons for the superior Katzbalger +4 and change Levin's 'Sentinel EQ' Skill to 'Ignore Move Cost'.

Strategy:

You will come across familiar Gremalkins/Orcs/Fairylights here, and on occasional a Marchosias. Despite the large battlefield training here does not take very long since most of the enemies come after you pretty quickly and 'Ignore Move Cost' prevents certain terrain slowing you down. Levin and Labyrinthia will usually get ahead of everyone else (when Laby is Rushed and both moves forward AND Warps for the same turn). Your stragglers should simply here where they can be taken care of the closer foes while your faster/etc characters try to ignore them and go after the more distant enemies as quickly as possible. Be sure to spend 2-3 training sessions here as Alexia should learn 'Weapon Block' in that time, meaning she'll be two Skills away from mastering the Secutor Class.

The possible enemy lineups I faced were:

- Gremalkin X1 + Orc X1 + Fairylight X1 (2,300~ Gella, 240 EXP)
- Gremalkin X2 + Orc X1 + Fairylight X2 (3,700~ Gella, 370+ EXP)
- Gremalkin X1 + Orc X1 + Fairylight X2 + Machosias X1 (5,000+ Gella, 500+ EXP)

Here's how my characters' levels looked at this point in the game:

Levin - Level 38  
Clarissa - Level 37  
Felius/Labyrinthia/Ragnar - Level 36  
Alexia - Level 35

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| Optional Quest - Drifter Item Search #25 - Lonely Waterside - (0090) |  
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Pre-mission Advice:

N/A

Strategy:

As usual, there's no need to engage in Drifter Search just now.

Search Location - Lonely Waterside:

The possible rewards I came across at Lonely Waterside were:

- Tryphid Fruit (Rank 4 Synthesis material).
- Reguleus Sap (Rank 5 Synthesis material).
- Dendrobium Petal (Rank 6 Synthesis material).
- Pinwheel +1 (Rare item).

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| Act 3-2a - Crestabelde - (0091) |  
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Pre-mission Advice:

You'll only be using Alexia and Clarissa in the first part of this Act battle. Equip Alexia with a Nectar, other than that make sure Clarissa has the following Skills:

Clarissa - Dandelion Shot (Elementalist EQ/MAG +25% + Sacred Slayer OC/Widespread + Secutor EQ + DEF +25% + Ignore Move Cost + MOV Up) and equip Elder Record +4/Shield +4/Rose Corsage +4.

Strategy:

Alexia - (Rotate camera with R1 button) Move all the way she's facing and one Hex to the right (not 'her' right) and Status Lock herself.

Clarissa - Move a Hex-gap behind Alexia.

Alexia - Move between that Gremalkin and Dark Summoner on the right and use Revolver Sweep to kill them both.

Clarissa - Use Sacrifice to kill that Gremalkin in range.

Clarissa - Move down toward the Dark Summoner on the left (in front of that lamp post) and use Heal.

Alexia - Move back to street, lining up with Gremalkin on stairs and use Status Lock on herself again.

Clarissa - Use Sacrifice to kill the nearby Dark Summoner.

Clarissa - Move two Hexes right of Alexia (line up with Gremalkin on stairs) and use Heal.

Alexia - Move ahead of Clarissa and use Status Lock on her.

Clarissa - Move in front of Alexia.

Alexia - Move to stairs lining up with Dark Summoner on the left (use Nectar if required; it's really a waste though).

Clarissa - Use expanded Sacrifice to kill the final pair of Gremalkins.

Alexia - Move ahead and kill the last pair of Dark Summoners with Revolver Sweep. Alexia should be level 36 after this battle.

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| Act 3-2b - Crestabelde Redux - (0092) |  
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Pre-mission Advice:

There's quite a few enemies in this level, and a whole bunch of reinforcements appear when you have killed all enemies bar two. You may worry about all those Ascomoids; but if you follow the bellow strategy you won't ever get hit with

'Confuse'; hence there's no need to waste Skill slots with Enigmancer OC. Every character except Levin should remain in the same Class and Skills that they had in Act 3-1, but make sure you equip everyone's weapons/armour/items as they disappeared since certain characters weren't present in the last battle. Make Sure Felius has his Miter +4. As usual equip everyone with two Heal Berries and two Potion Berries.

Levin - Martial Mage (Secutor EQ/ATK +25% + Sentinel OC/EQ/DEF +25% + [Ignore Move Cost] + VP +25% + Aim +25%) and equip Miter +4/Shield +4/Chrome Vest +4.

To avoid confusion, line up your units like this:

- Labyrinthia (1) - Felius (2) - Levin (3) - Clarissa (4) - Ragnar (5) - Alexia (6).

Strategy:

Begin by moving Alexia straight ahead all the way and use Status Lock on her, and then have Levin also move straight ahead all the way. Clarissa can do the same and then use Turn Shift on Levin, and then get Levin to move ahead to the left of Dark Summoner 'Syntarsus' and use Heavy Strike. Ragnar should move straight ahead and Rush Labyrinthia/Felius, and then have Felius move all the way forward and then to the left of that lamp post. Clarissa must use expanded Sacrifice to kill that Ascomoid near Levin, and then make Labyrinthia move to Felius' left and use expanded Fire between the Dark Summoner and Ascomoid in the left corner. As Alexia scroll three Hexes straight ahead and two to the right (go there) and use Status Lock on Clarissa, and then have Levin move to the lower-right of the Dark Summoner in front of him and finish it off with Heavy Strike. Ragnar should move two Hexes in front of Felius and re-Rush Labyrinthia/Felius, and then get Clarissa to move in front of Alexia and use Heal.

Move Felius next to Levin, and then have Levin move to the middle-most 2H-level Hex on those stairs (line up with King Tarasque). Alexia can move toward the Ascomoid in the corner and use Status Lock on herself, and then get Ragnar to move to the right-most 1H-level Hex on stairs and Rush Felius. Labyrinthia should move to Felius' left and use expanded Freeze on the Dark Summoner on the left (Nix), and then have Clarissa use expanded Sacrifice between Dark Summoner 'Steno' and Ascomoid C. Levin must use Amplifier, and then make Felius move to Levin's left and use Amplifier as well. Levin will get another turn so use Amplifier once more, and then have Clarissa hold her position and use Heal. Get Ragnar to move to Felius' upper-left and cast Hyper Attack on Felius/Levin, and then move Levin straight ahead and use a regular attack on King Tarasque. Alexia should move in between that Dark Summoner and Ascomoid and use Revolver Sweep, and then have Felius move to Levin's left and use Amplifier.

Labyrinthia can move in front of Ragnar and create a Replica behind him, and then have Clarissa use Sanctify (single) to finish off that Dark Summoner (or use Sacrifice if you're too weak). Get Ragnar to use Slow Down (single) on King Tarasque, and then make Levin move to Chelle's left and use a regular attack on King Tarasque. Move Clarissa toward King Tarasque (line up with it and use Heal if required), and then have Felius line up with Levin and use a direct attack Formation Art on King Tarasque. Ragnar must use Vortex (single) to finish off said foe, and then move Levin to Chelle's right and use Heavy Strike on her. Alexia can move toward Clarissa and use Status Lock on herself, and then get Labyrinthia to move two Hexes right of your Replica and use Turn Shift on Felius. Felius must now move below and use Upper Hand on Chelle, and then make your Replica wait.

As Clarissa use Sanctify to kill Ascomoid D and wound Ascomoid G, and then

have Labyrinthia use Lightning (single) on Chelle. Levin can move to Chelle's lower-right and use Cancel Strike (84% chance), and then get Ragnar to finish her off with Crush (single). Move Felius below and use Upper Hand on the Dark Summoner in range (or Chelle if she's still alive; doubtful), and then Alexia can use Revolver Sweep to finish off Ascomoid G and hit Dark Summoner 'Pricono'. Clarissa should use Sacrifice (single) to kill Ascomoid F, and then have Levin move to Felius' left and use a Potion Berry. Get Ragnar to move to Felius' upper-right and use Rush on Labyrinthia, and then make Laby move behind Levin and use Crush (single) to kill the Dark Summoner behind Clarissa ('Lynx').

Position Clarissa in front of Felius and use Heal on everyone there, and then have Levin move behind Dark Summoner 'Montano' and use Heavy Strike. Alexia can use Revolver Sweep to finish off the two Dark Summoners next to her, and then get Felius to move to the left so he lines up with Ascomoid E and use Upper Hand on said foe. Ragnar should use expanded Fire to finish off that same Ascomoid, and then have Clarissa wait. Levin can move in front of Ascomoid H and use Heavy Strike, and then make Labyrinthia move behind Felius and use Vortex to kill Dark Summoner 'Perochipes'. Alexia is now able to conclude the mission move by moving to the left of that final Ascomoid and use Revolver Sweep. You'll receive close to 7,000 EXP with a decent EXP Bonus rate for Labyrinthia/Clarissa/Alexia.

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| Act 3-3a - The Frozen Lands - (0093) |  
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Pre-mission Advice:

All you need to do Class/Skill-wise is to change Levin's 'Sentinel EQ' Skill for 'RES +25%', and equip Levin/Felius with Rapier +4 weapons as a higher AIM is required even with the AIM +25% Skill for this mission. You'll have plenty of funds again by now and more than enough Synthesis materials so head back into town and make them. As usual give every two Heal Berries + two Potion Berries, though also equip a single Potential Egg on Alexia.

To avoid confusion, line up your units like this:

- Clarissa (1) - Levin (2) - Alexia (3) - Ragnar (4) - Labyrinthia (5) - Felius (6).

Strategy:

Alexia's Leader's Duty Skill will provide her the first turn so move toward the foes in the left corner (1H Hex) and use a Potential Egg, and then as Levin see that 6-ring of Ice Blocks ahead? Go in front of the left-most one (lines up with Alexia). Move Clarissa straight ahead all the way, and then have Ragnar do the same and cast Invoke to hit Alexia/Levin. Felius can go in front of Alexia and use Upper Hand on the Vodianoi below, and then get Labyrinthia to move a Hex-gap behind Felius and create a Replica to his upper-right. Levin should move to the side of the Vodianoi straight ahead and use Heavy Strike, and then have Alexia move to the nearby Vodianoi's left and use Revolver Sweep. As Clarissa (have the camera showing her back) scroll two Hexes left (go there) and use Turn Shift on Ragnar, and then make Ragnar move behind Clarissa and Rush her. Clarissa is up again so move her behind Alexia and use Sacrifice to kill the Dark Summoner below (Rinodelphis), and then have Levin use Amplifier.

Position Felius in the middle of that 6-ring of Ice Blocks and use Upper Hand on that Vodianoi, and then have Clarissa use Heal on herself/Alexia. As Ragnar cast Invoke on Alexia, and then get Labyrinthia to move in front of Felius and

create a Replica in front of that Vodianoi. Levin must once again use Amplifier, and then have Alexia move to the left of 'Vodianoi C' and use Revolver Sweep. Felius can now finish off that Vodianoi with Upper Hand, and then make Clarissa move to Levin's right and Turn Shift Ragnar. Ragnar should move in front of Labyrinthia and cast Invoke on Levin just to be safe, and then have Clarissa use Turn Shift on Levin (trust me). Make Levin use Heavy Strike on Vodianoi B, and then get Clarissa to use Sacrifice to kill that Dark Summoner and Vodianoi. Now move Labyrinthia to Clarissa's right and use Heal on Levin/Clarissa. Levin should move behind Felius, and then have Felius move behind Labyrinthia.

Move Clarissa straight ahead (toward last Dark Summoner), and then have Ragnar move to the right (7H-level next to tree stump) and cast Rush on Felius/Labyrinthia/Levin. Position Alexia on the 6H-level Ice Block nearby, and then get Levin to move straight ahead (10H-level) and use Amplifier. Clarissa is now able to kill that final Dark Summoner with Sacrifice, and then have Ragnar move all the way in front of Clarissa (8H-level) and Rush Felius/Clarissa. Move Felius all the way in front of Clarissa and one Hex to the left then use Amplifier, and then have Labyrinthia move to Felius' right then Warp in front of Ice Block on his left. Move Levin two Hexes ahead of Felius and use Amplifier, and then Alexia should move a Hex-gap behind Clarissa. Get Clarissa to move behind Ragnar and use Heal, and then have Ragnar move to Labyrinthia's left (7H) and use Invoke on Felius/Labyrinthia/Levin.

Position Levin in front of that final Vodianoi and use Heavy Strike, and then have Felius move to the Ice Block to Ragnar's lower-right (first 9H Hex) and use Amplifier. Move Clarissa behind Levin and kill that Vodianoi with Sacrifice, and then get Labyrinthia to move to that Ice Block facing Chelle and use Lightning on her. Alexia can simply move toward your allies, and then have Levin head toward Chelle and use Blast on her. Ragnar should cast Slow Down on Chelle just in case, and then move Felius in front of Chelle and kill her with Heavy Strike. You'll get close to 7,500 EXP for this short mission and about 50 CSP; meaning 100 or so CSP for Alexia (she should easily learn Secutor EQ by now, and by very close to mastering the Secutor Class). Felius/Labyrinthia/Ragnar/Alexia were all Level 37 for me, while Clarissa/Levin were Level 39.

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| Act 3-3b - The Frozen Lands Redux - (0094) |
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Pre-mission Advice:

You only face one enemy unit in this mission, and you can do it easily enough with just 1-2 characters; but we'll use the whole party nonetheless. You don't need to use any different Skills, but equip Felius/Levin with their stronger Katzbalger +4 weapon.

Notes:

If you are behind me in level you may also wish to give someone a Lucky Card and equip Gadgeteer OC so you can use Mystic to target your party at the start of the mission.

To avoid confusion, line up your units like this:

- Clarissa (1) - Alexia (2) - Felius (3) - Levin (4) - Ragnar (5) - Labyrinthia (6).

Strategy:

Begin by moving Alexia to the 4H-level Hex closest to your foe, and then have Levin move to Alexia's lower-right. Move Clarissa to Levin's upper-right, and then get Ragnar to move to Alexia's upper-left and use Rush to hit Labyrinthia/Felius. Move Felius in front of Levin, and then have Labyrinthia move behind Clarissa and Warp to the 6H-level Hex closest to your enemy. Levin should move to Labyrinthia's left, and then make Alexia move to the 7H-level Hex in range. Clarissa can head to Alexia's left, and then have Ragnar move ahead next to that boulder and cast Rush on Levin/Labyrinthia. Get Levin to move to Labyrinthia's right (9H-level) and use Amplifier, and then make Felius move in front of Clarissa.

Position Clarissa behind Labyrinthia and use Heal on Levin, and then have Labyrinthia move to Levin's left and use Lightning on Weisheit. Levin can move behind Weisheit and use Heavy Strike, and then get Ragnar to move to Clarissa's left and cast Hyper Attack on Felius/Alexia. Alexia should move in front of Felius and use Royal Cheer, and then have Felius move ahead and target Weisheit with Heavy Strike. Clarissa must use Heal on Felius, and then make Levin move to your foe's lower-right (Hex closer to Felius) and use Heavy Strike. Ragnar can finish this short mission by using Crush (single) on your strange enemy. You'll get 7,000 EXP; and plenty more if you used a Lucky Card (I didn't).

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| Optional Quest - Free Battle #26 - The Frozen Lands - (0095) |
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#### Pre-mission Advice:

You might want to equip one of your characters with Excavator OC so that they can use 'Detect' to make a certain 'invisible' enemy able to be targeted (easily) with physical and magical attacks; though I didn't bother. Noting this, however you need to change Levin's Class to Excavator just for one battle or until he learns Excavator OC; as he needs it for the next Act battle. It needs to be done otherwise you'll be disappointed when you are unable to get a certain Item Scope during the next story mission's strategy.

#### Strategy:

You will face Vodianois at this stage which aren't quite the pushovers they were in the previous Act battle, and also a new foe known as the Stealth Stalker which is intangible meaning you can't naturally target it with any attack; though there is a way to get around it without needing to waste Skill slots with Excavator OC (or changing to that Class; though a mastered Excavator does get more Gella). Rarely you may also come across a trio of Stealth Stalkers and a single Jelly Blob.

#### ~~~ Stealth Stalker (Hidden Wanderer):

There is nothing special about this creature stat-wise, though it does have an attack called 'Fatal Fury' which can bring instant-death to a character if successful (much like a Harpy's 'Asphyxiate'). When insubstantial this foe cannot be targeted directly, but this stage has plenty of Ice Blocks so simply lure it toward one and you can use expanded magic (or Sacrifice) to target an Ice Block when a Stealth Stalker is next to it or very close. Alexia's Revolver Sweep can be used to similar effect for a decent amount of damage. If you have Levin use Amplifier twice and then use expanded Warp he can make himself useful also. If the creature is far from an Ice Block you can simply have Labyrinthia create a Replica next to the foe and then target the dummy with any magic attack (elemental magic all does the same damage) or Clarissa's Sacrifice. Similarly you can use your higher-HP characters for this role; or simply equip your magic-user with the Enigmancer's 'IFF' Skill which will stop their expanded magic from harming an ally - though it's really a waste of time



for a mission like this one.

I only bothered training here when I came across a single Vodianoi and Stealth Stalker (high CSP reward for Alexia; especially if you use a Potential Egg once or twice). If the Vodianoi starts in the upper-left corner he'll basically be stuck up there due to Stupid-AI; he'll only come down if you get close enough, meaning you have all the time you want to 'Buff' your characters with support-Skills (Amplifier/Hyper Attack/etc) and take care of the approaching Stealth Stalker. However when the Vodianoi starts right near your characters, you are best off staying where you are and trying to cast a few Buffs while you can, casting Slow Down and Fragile on the beast when you are able. Labyrinthia can distract the creature with a Replica as well, giving you more time to safely dispatch the Vodianoi. Heavy Strike when Amplified (or targeted with Hyper Attack/the beast has had Fragile cast on it) does plenty of damage (100% when Invoked).

Don't worry if you make a mistake when the Vodianoi starts very close to you; as it's no big deal to 'Give Up' and try again correctly what you did wrong. Have Alexia use a Potential Egg as least once when you are up against a Vodianoi, as she finally mastered the Secutor Class in my game after only three short training sessions (and one Potential Egg).

The possible enemy lineups I faced were:

- Vodianoi X1 + Stealth Stalker X1 (5,500+ Gella, 850~ EXP)
- Stealth Stalker X2 (700~ Gella, 650+ EXP)
- Stealth Stalker X3 + Jelly Blob X1 (1,900+ Gella, 1,040+ EXP)

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| Optional Quest - Drifter Item Search #26 - The Frozen Lands - (0096) |  
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Pre-mission Advice:  
N/A

Strategy:  
As usual, there's no need to engage in Drifter Search just now.

Search Location - The Frozen Lands:

The possible rewards I came across at The Frozen Lands were:

- Tryphid Fruit (Rank 4 Synthesis material).
- Reguleus Sap (Rank 5 Synthesis material).
- Dendrobium Petal (Rank 6 Synthesis material).
- Pygmalion +1 (Rare item).

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| Act 3-4 - Guardian Temple - (0097) |  
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Pre-mission Advice:  
You only need to make a few changes for Levin and Alexia as pointed out below, but also give Felius EXP Up (replace RES +25%) and Labyrinthia EXP Up/DEF +25% as well (replace Sacred Slayer OC). As you should have plenty of Lucky Cards by now since I hardly ever advise you to use them (and we don't want to waste Skill slots/turns with Gadgeteer OC/Mystic) equip a Lucky Card on Felius/Labyrinthia/Ragnar/Alexia (they'll get over 30,000 EXP each). Clarissa

and Levin don't need to as they are well ahead in level; we'll just come close to evening the team out. Other than that, Heal/Potion Berries all round.

Levin - Martial Mage (Secutor EQ/ATK +25% + Sentinel OC + [Widespread] + Ignore Move Cost + Aim +25% + [Excavator OC]) and equip Katzbalger +4/Shield +4/Chrome Vest +4.

Alexia - Berserker (Royal Fencer OC/EQ/Leader's Duty/Strong Heart/ATK +25%) and equip Claymore +4/Licht Plate +4.

Notes:

There is a very slight chance the below strategy can conflict if Clarissa gets 'Slow Down' cast on her - if Alexia misses the female Fantastica early on in the battle (4% chance...) You'll know what I'm talking about soon enough. If this happens you'll need to slightly alter the strategy or simply 'Give Up' and start over to avoid any hassle. It's rare, but it did happen once for me.

To avoid confusion, line up your units like this:

- Levin (1) - Labyrinthia (2) - Felius (3) - Clarissa (4) - Ragnar (5) - Alexia (6).

Strategy:

As usual Alexia takes the initiative so move her straight ahead all the way and use a Lucky Card, and then have Levin also move straight ahead all the way. Position Clarissa behind Alexia, and then get Ragnar to move straight ahead all the way and one Hex to the right then use expanded Rush to hit Labyrinthia. Felius can move two Hexes behind Ragnar and use Upper Hand on the enemy Sentinel in range, and then have Alexia move up to the 6H-level stair and use Revolver Sweep on the Sentinel there. Labyrinthia should move straight ahead and Warp to the 4H-level stair two Hexes below Alexia, and then make Levin move to the 7H-level Hex closest to Strider 'Christoph' and use expanded Blast to finish off the Sentinel Alexia wounded (Dotoris). As Clarissa use Sanctify on Sentinel 'Laurie', and then have Ragnar finish off said foe with Fire. Move Levin behind Strider Christoph and kill him with Heavy Strike, and then get Alexia to move in front of Strider 'Straker' and use Revolver Sweep. Felius should move to Labyrinthia's left and use a Lucky Card, and then have Clarissa move to the 7H-level Hex near that enemy female Fantastica and use Heal on herself.

Move Levin to the 14H-level Hex closest to the enemy Fantastic way ahead, and then have Ragnar move to Felius' left and Rush Labyrinthia/Felius. Laby can now move near the next set of stairs (to enemy Fantastica's right; lines up with Felius below) and use Freeze on that enemy Strider (single - we don't want to kill him), and then get Felius to move to the 7H-level Hex which lines up with the space between Levin and that Strider and use Upper Hand on said Strider. Move Alexia between the enemy Fantastic/Strider and kill both with Revolver Sweep (if she 'misses' the Fantastica, see 'Notes' above), and then have Clarissa move to Labyrinthia's lower-left and use Encourage. Levin should move straight ahead past that Strider, and then make Ragnar move to the sides of Clarissa/Labyrinthia and Rush them both. Alexia must wait where she is for now, and then have Clarissa move to the 10H-level step.

Position Felius to Levin's right and finish off the Strider above with Upper Hand, and then have Labyrinthia move to the 9H-level stair then Warp to first 13H-level Hex on the right (has a plant both in front and behind it). Levin can move to the enemy Fantastica's left and use Heavy Strike, and then get Ragnar to move to the 11H-level Hex below Laby (and that plant) and use a Lucky Card. Make Clarissa wait for now, and then have Alexia move to the Hex lining up with Clarissa's back and use Quick Step. Levin should move to the

enemy Fantastica's right (line up with Sentinel nearby) and kill her with Heavy Strike, and then as Felius (turn around) move toward Levin. When you control Clarissa again, where Labyrinthia is scroll two Hexes left and go there (RFX+20% Hex), and then have Ragnar move to Labyrinthia's lower-right and use Rush on Clarissa/Laby. Get Alexia to move up the stairs to the 14H-level Hex, and then as Clarissa (turn around) move straight ahead all the way.

Move Felius a Hex ahead and use Upper Hand on the Sentinel above, and then have Levin also move a Hex ahead and use Heavy Strike on that Sentinel. Ragnar can move to Clarissa's left, and then get Alexia to move to the right all the way (onto Gem). As Clarissa just wait for now, and then have Labyrinthia move ahead and Warp behind Alexia. Ragnar should move where Clarissa's facing all the way and use Rush to hit Levin and that enemy Sentinel, and then make Felius finish off said Sentinel with Upper Hand. Position Alexia five Hexes to the right, and then have Clarissa move to Alexia's upper-left and use Encourage. Ragnar will get another turn so move over just below the 15H-level stair leading towards your final foes, and then get Alexia to move to Ragnar's right. Levin should move behind Ragnar and use Amplifier, and then have Clarissa move behind Levin and Heal him. Labyrinthia must move to the right (between those two Gems) and use a Heal Berry, and then simply make Felius wait.

Move Alexia to the 18H-level step, and then have Levin move to Alexia's left and use Amplifier. Ragnar can move to Levin's left and cast Hyper Attack on Levin/Alexia, and then get Clarissa to move ahead and Turn Shift Ragnar. Ragnar must cast expanded Freeze between that Strider and High Cavalier, and then as Levin move in front of that Sentinel and kill him with Heavy Strike. Alexia should move next to that Strider and kill him with a regular attack, and then have Clarissa move in front of Levin and use Turn Shift on him. Now make Levin move over towards the Snow (as far as he can go) and use Detect to reveal a 'bag of treasure', and then get Labyrinthia to use expanded Lightning to hit that High Cavalier. Clarissa can move ahead and use Turn Shift on Levin, and then have Levin move onto that bag of treasure for an Item Scope. Make Felius wait, and then Clarissa should move below and use Turn Shift on Ragnar. Ragnar should now finish off that High Cavalier with Crush. You'll get over 15,300 Gella/EXP, and at this point Clarissa/Levin reached level 40 for me, while Felius/Labyrinthia/Ragnar/Alexia were all level 39. We didn't really get a chance to use a Lucky Card with Labyrinthia, so we'll simply have her use it next battle.

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| Act 3-5a - Guardian Temple: Inside - (0098) |
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#### Pre-mission Advice:

Clarissa and Levin will now have an extra Skill slot to work with, so here are the Skills I attached to my characters (I don't use many 'OCs' as they are only necessary at certain times):

Clarissa - Dandelion Shot (with Elementalist EQ/MAG +25% + Sacred Slayer OC/Widespread + Secutor EQ + DEF +25% + MOV Up + IFF + VP +25%) and equip Elder Record +4/Shield +4/Rose Corsage +4.

Felius - Halberdier (with Secutor EQ/ATK +25% + Sentinel OC/EQ/DEF +25% + RES +25% + AIM +25% + Decelerate) and equip Katzbalger +4/Shield +3/Cuirass +4.

Labyrinthia - Arcanist (with Elementalist OC/EQ/MAG +25% + Sacred Slayer OC/Widespread + MOV Up + Secutor EQ) and equip Elder Record +4/Shield +4/Phantom Ring +4.

Levin - Martial Mage (Secutor EQ/ATK +25% + Sentinel OC/DEF +25% + Widespread/RES +25% + Aim +25% + VP +25% + MAG +25%) and equip Katzbalger +4/Shield +4/Chrome Vest +4.

Ragnar - Stormrider (Elementalist OC/EQ/MAG +25% + Widespread/RES +25% + Fantastica OC + DEF +25%) and equip Elder Record +4/Hirsch Band +4.

Alexia - No change from previous Act battle.

To avoid confusion, line up your units like this:

- Felius (1) - Labyrinthia (2) - Clarissa (3) - Ragnar (4) - Alexia (5) - Levin (6).

Notes:

As usual give everyone two Heal Berries and two Potion Berries, though note that Labyrinthia should still be equipped with a Lucky Card as she didn't get to use it in the last battle like everyone else; so she'll utilize it in this mission.

Strategy:

Continue your Wild ARMS XF journey by moving Alexia all the way left next to Sentinel 'Heidegger' and use Revolver Sweep on him, and then have Levin move two Hexes to his upper-right and use expanded Blast to hit the High Cavalier in range. Move Clarissa straight ahead all the way, and then get Ragnar to move behind Levin and use Rush on Labyrinthia/Felius. Felius can head to Clarissa's upper-right and use Amplifier, and then have Alexia use Revolver Sweep to finish off that Sentinel and badly wounded the High Cavalier that advanced on her. Labyrinthia should move toward Alexia (right-most Hex) and finish off that High Cavalier with Vortex, and then make Levin finish off the Cavalier in range with expanded Blast (or badly wound if you're under-leveled). Get Clarissa to move ahead three Hexes and use Turn Shift on Felius, and then move Felius behind Clarissa and kill that Sentinel with Upper Hand (or badly wound if you're not strong enough). Make Clarissa move to Felius' right and Turn Shift him one more time, and then have Felius use Heavy Strike on that Elementalist to knock her into oblivion.

As Ragnar use expanded Vortex to kill Sentinel 'Thorndike', and then have Levin move the way Ragnar's facing all the way and one Hex to the left. Don't move Clarissa but have her use Encourage on Felius, and then get Felius to move next to High Cavalier 'Wight' (0H Hex) and kill with Heavy Strike. As Alexia (turn around) move in front of Grappler 'Mitchum' and use Revolver Sweep, and then have Labyrinthia move ahead (1H elevation) and kill said Grappler with Vortex (single). Ragnar can move behind Levin and Rush him, and then make Levin move ahead (line up with Sentinel 'Bowman') and use Amplifier. Clarissa should use Sanctify to hit Elementalist 'Doris', and then have Felius use Heavy Strike on Grappler 'Nicbat' to knock into the Hole. As Levin move one Hex closer to Sentinel (out of reach) and use Amplifier again, and then get Alexia to use a Potion Berry for now.

Move Ragnar toward Levin (left-most Hex) and re-Rush him, and then have Clarissa move toward Alexia (1H elevation). Labyrinthia can use expanded Vortex between that Sentinel and High Cavalier (kills both of them), and then get Levin to move to that Sentinel's right (next to Hole; don't worry about being in range of that nearby Grappler) and kill him with Heavy Strike. Move Felius in front of that Elementalist and kill her with Heavy Strike, and then have Clarissa move three Hexes in front of Labyrinthia and Turn Shift her. Labyrinthia must now move in front of Clarissa and use a Lucky Card, and then make Alexia move in front of that Grappler and use Revolver Sweep. Ragnar can

use Hyper Attack on Levin, and then have Clarissa Turn Shift Labyrinthia once more. Laby should now finish off that Grappler with Fire, and then have Levin move to the left side of that final Grappler and knock him into the Hole with Heavy Strike. You'll get nearly 8,500 EXP (3.0 EXP Bonus for Labyrinthia) and at this point all of my characters were level 40 or above.

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| Act 3-5b - Guardian Temple: Inside #2 - (0099) |  
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Pre-mission Advice:

Make the following minor changes to these characters:

Felius - Add 'MOV Up' to his 10th Skill slot.

Labyrinthia - Replace Sacred Slayer OC with 'Fantastica OC' and add 'DEF +25%' to her 10th Skill slot.

Ragnar - Add 'MOV Up' to his 10th Skill slot.

Alexia - Add 'Anti-ZOC' to her extra Skill slot.

To avoid confusion, line up your units like this:

- Clarissa (1) - Felius (2) - Levin (3) - Ragnar (4) - Labyrinthia (5) - Alexia (6).

Strategy:

Begin the second part of Act 3-5 by moving Alexia all the way right, and then have Levin move all the way left (as if he were also a Berserker). As Clarissa scroll three Hexes forward and two to the left (go there), and then get Ragnar to move to Levin's right and cast Rush on Clarissa. As Felius scroll three Hexes forward and three to the right (go there), and then have Alexia move seven Hexes ahead and use Revolver Sweep on the Fright Knight there.

Labyrinthia can Warp to Felius' left, and then make Levin move four Hexes the way he's facing. Move Clarissa toward the Fright Knight upstairs aiming for the right-most Hex, and then have Ragnar move to Levin's lower-right. Felius should move two Hexes in front of Labyrinthia, and then Levin must use Amplifier. Get Alexia to finish off that Fright Knight with a regular attack (if it used Heal just start again and use a regular attack both times; it never did at this point for me), and then as Clarissa scroll three Hexes forward and two to the right (go there) and kill Fright Knight 'H' with Sacrifice.

As Labyrinthia use Fire on Fright Knight 'I', and then have Levin move in front of Fright Knight 'G' and destroy it with Heavy Strike. Ragnar can move to Levin's upper-right and cast Rush on him, and then get Felius to move to the 12H-level Hex next to Fright Knight 'I' and destroy with a regular attack. Make Clarissa remain where she is and use Heal, and then have Levin move two Hexes ahead lining up with enemy 'C' and use Amplifier. Move Alexia ahead to 11H-level and target Fright Knight 'F' with a regular attack, and then make Ragnar move ahead to the 9H-level elevation. Labyrinthia should Warp to the 12H-level ahead closest to (lining up with) Fright Knight 'E', and then have Felius move to Laby's upper-left. Clarissa must use Sacrifice to destroy enemy 'D', and then get Levin to move straight ahead and kill Fright Knight 'C' with Heavy Strike. Alexia can use a regular attack on enemy 'F' again to defeat it, and then have Ragnar move straight ahead all the way and cast Rush on Levin.

Position Levin behind Ragnar, and then have Clarissa move two Hexes to her upper-left (line up with distant Fright Knight 'A') and use Heal. Simply make Felius wait, and then get Labyrinthia to use expanded Fire to reach enemy 'E'. Move Alexia to the first 12H-level Hex and use a Potion Berry (depending on

HP-loss), and then as Ragnar scroll three Hexes from where Levin is (the way Levin's facing) and then one Hex to the right (12H; go there). Levin can move ahead three Hexes and use Amplifier, and then have Clarissa move straight ahead all the way. Felius should move in front of Fright Knight 'E' and finish it off with a regular attack, and then make Levin move ahead and obliterate enemy 'A' with Heavy Strike. Move Alexia all the way left, and then have Ragnar position himself to Levin's lower-right. Get Clarissa to move straight ahead and use Turn Shift on Ragnar, and then make Ragnar use Feeble Mind on Katrina (1/6 times).

As Labyrinthia Warp in front of Felius, and then have Clarissa move next to Ragnar and use Encourage. Levin can use Heavy Strike on Fright Knight 'B', and then get Ragnar to use Feeble Mind on Katrina again (2/6 times). Move Felius straight ahead, and then have Alexia move to Clarissa's right and use Royal Cheer. Levin can wait, and then move Clarissa in front of Felius. Ragnar should use Feeble Mind on Katrina (3/6 times), and then have Labyrinthia Warp behind Clarissa. Alexia can finish off Fright Knight 'B' with a regular attack Formation Art, and then make Felius/Levin both wait. As Clarissa Turn Shift Labyrinthia, and then have Laby use Feeble Mind on Katrina (4/6 times). Clarissa should use Turn Shift on Labyrinthia one last time, and then get Laby to use Feeble Mind on Katrina (5/6 times). Ragnar can finish the mission by using Feeble Mind on Katrina once more (6/6 times).

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| Synthesize Me #5 - (0100) |  
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Pre-mission Advice:

As you managed to obtain a new Item Scope at the Guardian Temple (if you followed this guide correctly) you can now get even more powerful weapons/armour/items via Synthesis. However we shall need to engage in Drifter Search beforehand, and to make things generally less costly we are going to purchase an additional 18 Drifters; so we can send six full Search parties each with six Drifters, making the force 'Wait' command more worthwhile. Names/Classes are unimportant, but here's how my new 18 Drifters looked like:

- Male Secutor: Paul
- Male Secutor: Leto
- Male Secutor: Stilgar
- Male Secutor: Gurney
- Male Secutor: Duncan
- Male Secutor: Thufir
  
- Female Sentinel: Jessica
- Female Sentinel: Chani
- Female Sentinel: Alia
- Female Sentinel: Irulan
- Female Sentinel: Ghanima
- Female Sentinel: Harah
  
- Male Elementalist: Baron
- Male Elementalist: Feyd
- Male Elementalist: Scytale
- Female Sacred Slayer: Gaius HM
- Female Sacred Slayer: Lichna
- Female Sacred Slayer: Fenring

Well, now you'll be able to send six full Search parties at a time. Thusly, here are the locations you should send them to before applying force 'Wait' to

complete the Search:

- Dead Plateau
- Quarry of Desire
- Rainy Pass
- Starlit Path
- Rhino River
- Deserters Camp (Not accessible yet; not important)

It shall be tedious, but with this setup you'll only have to do three Searches before you should have enough materials; that is to say before you 'max out' the amount you can hold at one time. Anyhow, go purchase the below items now, knowing that you'll have another three Drifter Searches to do when you run out of materials shortly.

Notes:

Un-equip/Reset all the weapons/armour from your characters.

Strategy:

- ~ Katzbalger +5 X2 (Felius/Levin).
- ~ Miter +5 X2 (Spares)
- ~ Claymore +5 X1 (Alexia).
- ~ Elder Record +5 X3 (Clarissa/Labyrinthia/Ragnar).
  
- ~ Shield +5 X5 (Clarissa/Felius/Labyrinthia/Levin/Ragnar).

By now you've probably run out of Median Metals, so go Search in those five areas mentioned above three times in a row and you should be fine.

- ~ Rose Corsage +5 X1 (Clarissa).
- ~ Chrome Vest +5 X1 (Levin).
- ~ Cuirass +5 X1 (Felius).
- ~ Phantom Ring +5 X1 (Labyrinthia).
- ~ Hirsch Band +5 X1 (Ragnar).
- ~ Licht Plate +5 X1 (Alexia)

Once you have everything equip your gear on your corresponding characters. I was left with just under 60,000 Gella after this 'Synthesize Me' quest. We shall have to engage in some Gella-raising missions soon enough lest we be too poor for the next batch of advanced weapons/etc. Be thusly prepared.

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| Act 3-6 - Bandit's Fort - (0101) |
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Pre-mission Advice:

Make the following minor changes to these characters:

- Clarissa - No change.
- Felius - Replace MOV Up with Magic Block.
- Labyrinthia - Replace Fantastica OC with Sacred Slayer OC.
- Ragnar - Replace MOV Up with Secutor EQ (and equip Shield +5).

Levin - Martial Mage (with Secutor EQ/ATK +25% + Sentinel OC/DEF +25% + Widespread/RES +25% + AIM +25% + Enigmancer OC) and equip his new gear.

Alexia - Royal Fencer (ATK +25%/Wait and Heal VP/Blood Heat/Weapon Block/Berserker OC) and equip her new gear.

To avoid confusion, line up your units like this:

- Clarissa (1) - Labyrinthia (2) - Felius (3) - Levin (4) - Ragnar (5) - Alexia (6).

Strategy:

Alexia will take the initiative so move her to the left one Hex and then straight ahead all the way, then have Levin move to Alexia's right and cast expanded Dispel two Hexes ahead of the one he's standing on (not the way he's facing). Move Clarissa to Levin's right and use Encourage, and then get Ragnar to move behind Clarissa and Rush Levin/Clarissa/Alexia. Levin can head two Hexes to Alexia's left and cast expanded Prevent on Paquita (female Elementalist) which will also hit two male Elementalists and Samille, and then have Felius move in front of Clarissa and use Upper Hand on Ingrid (auto-targeted).

As Labyrinthia Warp to Felius' left, and then have Alexia move three Hexes in front of Laby and use Revolver Sweep on the two foes there (kills one of them). Position Clarissa in front of Labyrinthia and use Heal, and then get Levin to move in front of El Jackson and use Heavy Strike. Ragnar can move in front of Clarissa and cast Hyper Attack on Felius, and then have Felius move next to Paquita and kill her with Heavy Strike. Clarissa should simply remain where she is and use Heal on herself, and then make Levin move in front of Alexia and finish off Nicky with Heavy Strike.

Labyrinthia must cast Fragile on Samille, and then have Ragnar use Hyper Attack on Felius/Levin/Alexia. Alexia can move between El Jackson and Lionel and use Revolver Sweep, and then get Felius to finish off El Jackson with Upper Hand (no need to move). Move Levin behind Samille and use Heavy Strike, and then have Clarissa cast Sacrifice (single) on Samille. Ragnar should cast Freeze (single) on the same foe, and then have Labyrinthia finish him off with her own Freeze magic (single). You'll get over 17,000 Gella and EXP respectively, and at this point all of my main characters were level 41 or above.

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| Act 3-7 - Path of the Unjust - (0102) |
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Pre-mission Advice:

Make the following minor changes to these characters:

- Clarissa - Replace VP +25% with Zone Effect.
- Felius - Replace Magic Block with Zone Effect.
- Labyrinthia - No change.
- Levin - Replace Enigmancer OC with VP +25%/Zone Effect.
- Ragnar - No change.
- Alexia - No change.

To avoid confusion, line up your units like this:

- Levin (1) - Alexia (2) - Felius (3) - Clarissa (4) - Ragnar (5) - Labyrinthia (6).

Strategy:

Begin by moving Alexia straight ahead all the way and one Hex to the left and use Quick Step, and then have Levin move straight to the left (as if he were a Berserker) and kill Elementalist 'Belzer' with Heavy Strike. As Clarissa



scroll three Hexes forward and two to the left (go there), and then get Ragnar to move straight ahead all the way and one Hex to the left then cast Rush on Felius/Labyrinthia. Felius can move the way Laby's facing all the way, and then have Labyrinthia move forward all the way and use expanded Freeze to target those two Secutors. Levin should move to the lower-left of 'Galligan' and kill him with a regular attack, and then make Alexia move the way she's facing all the way and one Hex to the right. Move Clarissa to Levin's left and use Heal, and then make Ragnar use Freeze between those two Secutors. Get Felius to move straight ahead all the way and one Hex to the left then finish off 'Graham' with Upper Hand, and then have Levin (turn around) move three Hexes ahead (4H-level).

Position Clarissa to Levin's upper-right and Encourage him, and then have Levin use Amplifier. As Labyrinthia scroll three Hexes ahead and one to the left (go there) and finish off 'Ichabod' with Lightning (single), and then get Ragnar to move forward all the way and one Hex to the left and cast Rush on Felius/Labyrinthia. Felius can move so he lines up with that distant Enigmancer (as close as he can get, obviously), and then have Alexia move in front of Sacred Slayer 'Aym' and use Revolver Sweep. Levin should move behind that enemy Sentinel and use Heavy Strike, and then make Clarissa move to that Sentinel's upper-left and use Turn Shift on Alexia. As Alexia finish off that Sacred Slayer with another dose of Revolver Sweep, and then have Ragnar move all the way ahead so he lines up with Levin and use Rush on Clarissa/Levin. Clarissa can move to the sides of Levin/Alexia and use Encourage on them both, and then get Levin to finish off that Sentinel with Heavy Strike.

As Labyrinthia move so she's facing that distant Enigmancer then Warp one Hex in front and one Hex to the right of where Felius is facing (lines up in between that Grappler/Enigmancer ahead), and then have Alexia move five Hexes in front of Felius and use a Heal Berry. Move Felius to Labyrinthia's upper-left (lines up with the enemy Grappler), and then get Levin to move behind Alexia and use Amplifier. Clarissa can move behind Levin and use Sacrifice on that Grappler, and then have Ragnar move behind Clarissa and Rush Levin/Alexia/Clarissa. Felius should move to Alexia's lower-left and finish off that Grappler with Upper Hand, and then make Levin use Amplifier again. Get Labyrinthia to move in front of Felius and use expanded Crush to hit Enigmancer 'Patty', and then have Alexia use Quick Step.

Move Clarissa in front of Levin and use Heal, and then have Ragnar move to Alexia's right and use Hyper Attack on Felius/Alexia/Levin. Levin can head next to Samille and use Heavy Strike on him (will hit the Secutor instead; don't worry), and then get Felius to move ahead and finish off that Secutor with Upper Hand. Clarissa should cast Fragile (single) on Samille, and then have Ragnar use Rush on Labyrinthia. Position Levin behind Samille and use Heavy Strike, and then make Labyrinthia finish off that Enigmancer with expanded Crush. Alexia can move up next to Samille and El Jackson and use Revolver Sweep on them, and then have Clarissa finish off Samille with Sanctify (single). Felius is now able to conclude the mission by moving behind El Jackson and killing him with Heavy Strike. You'll get close to 20,000 Gella and EXP respectively.

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| Mandatory Training #5 - (0103) |  
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Location: - The Flatwoods.

Pre-mission Advice:

Once again you have plenty of battles ahead of you to master all of the newest

Classes for your characters; along with several of the older ones for Alexia. Note that you also have a new Item Scope and hence we are going to need a lot of money to get the next batch of new weapons. Fear not, though you have twelve battles ahead of you, you will not only master plenty of Classes but also earn more than enough Gella for the impending 'Synthesize Me' quest. Note that this is generally your last chance to do so before Act 4. To start with, make the following changes:

Clarissa/Felius/Labyrinthia/Levin/Ragnar - Nightstalkers.  
Alexia - Fantastica.

#### Notes:

Make sure everyone always has 'CSP Up' equipped, that two of your characters have the Fantastica OC and Sacred Slayer OC, and that Ragnar has his Stormrider OC. Felius should have his Halberdier OC and Secutor Skills to make him stronger, and I always used Levin as the one to deal the final blow to a Creeping Chaos (Sentinel OC + Secutor EQ/ATK+25% + CSP Up). Equip the best Skills to compliment a character, i.e. Widespread for a support character. You are also powerful enough by now to take on a trio of Creeping Chaos beasts that sometimes appear, just concentrate on wiping them out as quickly as possible and not so much on the overkill-for-CSP factor; by killing three you should earn more than enough CSP. As Levin will always be finishing off these foes, make sure he always has Gella Bonus equipped (after the first two battles, that is; he shouldn't have the Skill yet).

#### Strategy:

Always save your game before entering The Flatwoods, and reload if you come up against non-Creeping Chaos foes. Draw your enemy close by creating a Replica nearby, and proceed to whittle away the beasts HP the quickest way you are able, and always finish it off with Levin (Amplifier X2, Hyper Attack from Ragnar, and when the beast has had Fragile cast on it) to earn 250-300 CSP. Always cast Slow Down on the foe as quickly as possible (especially when facing three of them) so they don't waste their MP too often on the Replica. Note that I had about 50+ Gella Cards at this point because I never used them before, so before every battle I made sure I had at least three of them equipped. Below I'll list some figures about how much Gella you can make here:

~~~ 8,000+ Gella - Creeping Chaos killed with a mastered Excavator.

~~~ 13,000+ Gella - Creeping Chaos killed by Levin with the 'Gella Bonus' Skill equipped + a Gella Card used on the beast.

~~~ 20,000+ Gella - Creeping Chaos killed with a mastered Excavator + a Gella Card used on the beast.

~~~ 38,000+ Gella - Three Creeping Chaos foes killed in one battle, each with a Gella Card used on them + Gella Bonus equipped on Levin (who killed them all).

~~~ 61,000+ Gella - Three Creeping Chaos foes killed in one battle, each by a mastered Excavator (Levin) + a Gella Card used on them all.

Noting these figures, be sure to always have enough Gella Cards equipped on your characters before battle. I used no more than 15 Gella Cards at the most during this quest, so keep that figure in mind. You'll also earn most of those Gella Cards back once you engage in Drifter Search soon enough.

After Battle One: Characters all mastered their current Classes.

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#### Battle Two Class Changes:

Clarissa/Felius/Labyrinthia/Ragnar - Emulators.  
Levin - Excavator.

Alexia - Sentinel.

After Battle Two: Characters all mastered their current Classes.

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Battle Three Class Changes:

Clarissa/Felius/Labyrinthia/Ragnar - Extremists.

Levin - Emulator.

Alexia - Strider.

After Battle Three: Characters all mastered their current Classes (except female Drifter).

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Battle Four Class Changes:

Clarissa/Felius/Labyrinthia/Ragnar - High Cavaliers.

Levin - Extremist.

Alexia - Grappler.

After Battle Four: Characters all mastered their current Classes.

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Battle Five Class Changes:

Clarissa - Dandelion Shot (with Secutor EQ + Elementalist EQ/MAG +25% + DEF +25% + Sacred Slayer OC/Widespread + Remove Trap + MOV Up + RFX +25%) and equip Elder Record +5/Shield +5/Rose Corsage +5.

Felius - Halberdier (with Secutor EQ/ATK +25% + Fantastica OC + DEF +25%/Sentinel EQ + Aim +25% + RES +25% + RFX +25% + Extend) and equip Katzbalger +5/Shield +5/Cuirass +5.

Labyrinthia - Arcanist (with Elementalist OC/EQ/MAG +25% + DEF +25% + Sacred Slayer OC/Widespread + MOV Up + RFX +25%) and equip Elder Record +5/Phantom Ring +5.

Levin - High Cavalier.

Ragnar - Geomancer.

Alexia - Berserker.

After Battle Five: Characters all mastered their current Classes (except female Drifter).

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Battle Six Class Changes:

Clarissa/Felius/Labyrinthia - No change.

Levin - Excavator (with Secutor EQ/ATK +25% + Sentinel OC/DEF +25% + AIM +25% + RFX +25%) and equip Katzbalger +5/Shield +5/Chrome Vest +5.

Ragnar - Grappler.

Alexia - Enigmancer.

After Battle Six: Characters all mastered their current Classes.

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Battle Seven Class Changes:

Clarissa/Felius/Labyrinthia/Levin - No change.

Ragnar - Stormrider (with Elementalist OC/EQ/MAG +25% + Secutor EQ +  
Fantastica OC + Widespread + RFX +25% + DEF +25%)

Alexia - Sacred Slayer.

After Battle Seven: Characters all mastered their current Classes.  
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Battle Eight Class Changes:

Clarissa/Felius/Labyrinthia/Levin/Ragnar - No change.

Alexia - Nightstalker.

After Battle Eight: Characters all mastered their current Classes.  
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Battle Nine Class Changes:

Clarissa/Felius/Labyrinthia/Levin/Ragnar - No change.

Alexia - Emulator.

After Battle Nine: Characters all mastered their current Classes.  
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Battle Ten Class Changes:

Clarissa/Felius/Labyrinthia/Levin/Ragnar - No change.

Alexia - Extremist.

After Battle Ten: Characters all mastered their current Classes.  
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Battle Eleven Class Changes:

Clarissa/Felius/Labyrinthia/Levin/Ragnar - No change.

Alexia - High Cavalier.

After Battle Eleven: Characters all mastered their current Classes.  
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Battle Twelve Class Changes:

Clarissa/Felius/Labyrinthia/Levin/Ragnar - No change.

Alexia - Royal Fencer.

After Battle Twelve: Characters all mastered their current Classes.  
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Well done, you've finally mastered every Class for each of you main characters  
(except for Alexia; but we'll take care of that in the near-future. You'll be  
wanting a break by now, for sure. Thanks to killing all of those Creeping  
Chaos foes with either Gella Bonus/a mastered Excavator and those 15-odd Gella

Cards you should now easily have over 400,000 Gella (I had around 415,000 Gella). Sadly you're about to lose 300K of those funds in the next round of costly 'Synthesize Me'.

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| Synthesize Me #6 - (0104) |
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#### Pre-mission Advice:

You received your seventh Item Scope by-default after the last Act mission, and though we made our +5 weapons not so long ago, know that you had the advantage of using them a few battles earlier than most folk who missed that Item Scope at the Guardian Temple; and you would have had to pay the cost to forge them anyhow so you could get your +6 weapons. Before you start Searching, you should have enough Synthesis materials to forge your two Katzbalger +6 weapons, so go into one of the towns and do so right now.

You will be sending six full Drifter Search parties, though two of them are optional (you will get extra Gella Cards/Lucky Cards though for a measly 600~ Gella per Drifter Search):

- Quarry of Desire
- Dead Plateau
- Rainy Pass
- The Flatwoods
- Fort Molasar (Optional; but highly worth it)
- West Wind Guidepost (Optional; but highly worth it)

After you have completed just four Drifter Searches, you should have maximized your Ore-related materials, so it's time to head into town (knowing that you'll have to resume Searching another four times soon enough).

#### Notes:

Un-equip/Reset all the weapons/armor from your characters.

#### Strategy:

- ~ Katzbalger +6 X2 (Felius/Levin - You should have these already).
- ~ Flail +6 X2 (Spares - choose second 'Flail +6' in the menu)
- ~ Claymore +6 X1 (Alexia).
- ~ Elder Record +6 X3 (Clarissa/Labyrinthia/Ragnar).
  
- ~ Shield +6 X5 (Clarissa/Felius/Labyrinthia/Levin/Ragnar).

By now you've probably run out of Ore-related materials, so go Search in those six areas mentioned above four times in a row and you should be fine.

- ~ Rose Corsage +6 X1 (Clarissa).
- ~ Chrome Vest +6 X1 (Levin).
- ~ Cuirass +6 X1 (Felius).
- ~ Phantom Ring +6 X1 (Labyrinthia).
- ~ Hirsch Band +6 X1 (Ragnar).
- ~ Licht Plate +6 X1 (Alexia)

Once you have everything equip your gear on your corresponding characters. I received at least a dozen Gella Cards from the above searches, nearly earning me back all the 15-odd ones I used at The Flatwoods; oh and I must have got close to 20 Lucky Cards. Sadly after this endeavour I was left with just over 100,000 Gella (yes, we paid around 300,000 Gella for this round of Synthesize

Me...)

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| Optional Quest - Free Battle #27 - Path of the Unjust - (0105) |  
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Pre-mission Advice:

There's nothing special about this Free Battle location, so feel free to skip it as you've got more training coming up soon anyhow.

Strategy:

You face Gremalkins, Jelly Blobs and Tarasque at this battle, and it seems such a waste of time to fight against such a small amount of opponents. Head toward them as quickly as possible, casting various 'Buffs' as you go, and wipe out your foes by separating your characters into two-three small teams.

The possible enemy lineups I faced were:

- Gremalkin X2 + Jelly Blob X1 (2,400+ Gella, 240+ EXP)
- Gremalkin X1 + Jelly Blob X 2 + Tarasque X1
- Gremalkin X1 + Jelly Blob X 1 + Tarasque X2 (3,200+ Gella, 620+ EXP)

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| Optional Quest - Drifter Item Search #27 - Path of the Unjust- (0106) |  
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Pre-mission Advice:

Do not bother wasting your time here just yet. You have to pay 1,200 to force 'Wait' by skipping twelve 'time units', so the cost is not worth it since you don't require any of the Synthesis materials available.

Strategy:

After our two 'Synthesize Me' quests there's no need to engage in Drifter Search here.

Search Location - Path of the Unjust:

The possible rewards I came across at Path of the Unjust were:

- Tabanga Branch (Rank 2 Synthesis material).
- Alraune Pollen (Rank 3 Synthesis material).
- Tryphid Fruit (Rank 4 Synthesis material).
- Reguleus Sap (Rank 5 Synthesis material).
- Dendrobium Petal (Rank 6 Synthesis material).
- Magic Berry (Rare item).

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| Mandatory Training #6 - (0107) |  
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Location: - The Flatwoods.

Pre-mission Advice:

Our goals here are to master Alexia's final four Classes which she has left to go, along with Ragnar/Labyrinthia swapping their Elementalist OC for Emulator OC and learning the four elemental breath attacks. We'll start with just battling Creeping Chaos foes to take care of Alexia before we take care of the

latter though. Change her to an Elementalist to begin with.

#### Notes:

Make Levin an Excavator again and always let him deal the final blow for enhanced Gella amounts; along with making sure you've used a Gella Card on the foes. We'll only be doing this four times so make sure not to be stingy with the Gella Cards. It's also wise to equip Clarissa with the 'Remove Trap' Skill so she can see traps, and remember when you come across trios of Creeping Chaos beasts try to slow them down and kill them as soon as possible rather than trying to get them to a very low HP amount before killing them; if Alexia has CSP Up you'll generally always master a Class in one go anyway (when fighting three of them). We'll be 'Downloading' the other available abilities for Labyrinthia/Ragnar at different locations.

#### Strategy:

After Battle One: Alexia mastered the Elementalist Class (60,000~ Gella).

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#### Battle Two Class Changes:

Alexia - Gadgeteer.

After Battle Two: Alexia mastered the Elementalist Class (20,000~ Gella).

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#### Battle Three Class Changes:

Alexia - Excavator.

After Battle Three: Alexia mastered the Elementalist Class (60,000~ Gella).

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#### Battle Four Class Changes:

Alexia - Geomancer.

After Battle Four: Alexia mastered the Elementalist Class (20,000~ Gella).

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Now make Alexia a Royal Fencer and Levin a Martial Mage and equip their best Skills/etc, and then change Ragnar/Labyrinthia's 'Elementalist OC' to Emulator OC. Also give Gella Bonus to your other characters so that when they kill an enemy they get slightly higher Gella amounts. Keep 'Remove Trap' equipped on Clarissa though to not have to worry about traps.

After Battle One: Ragnar/Labyrinthia learned 'Dangerous Matter' (Downloaded from Creeping Chaos).

After Battle Two: Ragnar/Labyrinthia learned the four elemental breath attacks (Downloaded from Paigoels/etc).

You may not be as lucky and come across a group of Paigoels/Clymenus' which each have one of the four elemental breath attacks (sometimes two of them may have the same ability) but you should be able to get them all in at least two different battles. Be sure to always use Turn Shift/etc to give Ragnar/Labyrinthia more chances to Download these abilities. Just be patient; you may miss the first couple of times but you'll get the ability you are after soon enough. Note that you can both move and use one of these magic-attacks without having to have Rush affecting the character, making them superior to an Elementalist; plus we'll be using a Skill in the future which

makes the abilities even more powerful.

Buried Alive = Earth (equivalent to 'Crush').  
Hydro Pressure = Water (equivalent to 'Freeze').  
Crimson Cremation = Fire (equivalent to 'Fire').  
Storm Blade = Wind (equivalent to 'Vortex').

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Location: - Creedmore Prison.

~~~ Spend a battle here to Download 'Luminous Moss' (from Ascomoids) and 'Asphyxiate' (from Harpies). You may also encounter Moss Fungus enemies, which are merely an upgraded Ascomoid.

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Location: - Dead Plateau.

~~~ Spend two battles here, one to learn 'Toxic Breath' (from a Tarasque) and another to learn both Kirlian Buster (from Gremalkins) and Petrify (Rhino).

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Location: - West Wind Guidepost.

~~~ Spend a battle here to Download 'Slumber Fog' (from Orcs). You may also encounter Princetons here now (likewise at Rasalom Keep).

Ignus Fatuus foes (which you can Download 'Electrigger' from) are not appearing at Starlit Path any more, and aside from that you'll only have two other abilities left to Download. Note that though the elemental breath attacks of an Emulator cost more than an Elementalist's, this can be mostly remedied by equipping 'Conserve MP' (makes spells cost less MP) and MP-recovery Skills.

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| Act 3-8 - Elensia Streets - (0108) |  
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Pre-mission Advice:

Make sure Alexia has a Lucky Card equipped. As we have just mastered the four new Classes here's how your characters should be looking:

Clarissa - Dandelion Shot (with Secutor EQ + Elementalist EQ/MAG +25% + Sacred Slayer OC/Widespread + Conserve MP + MOV Up + Enigmancer OC) and equip Elder Record +6/Shield +6/Rose Corsage +6.

Felius - Halberdier (with Secutor EQ/ATK +25% + Nightstalker OC + Sentinel EQ + Aim +25% + RES +25% + RFX +25% + MP Recovery/Conserve MP) and equip Katzbalger +6/Shield +6/Cuirass +6.

Labyrinthia - Arcanist (with RFX +25% + Emulator OC + Elementalist EQ/MAG +25% + Exploit Weakness + High Cavalier OC + Widespread + Secutor EQ) and equip Elder Record +6/Shield +6/Phantom Ring +6.

Levin - Martial Mage (with Secutor EQ/ATK +25% + Nightstalker OC + RES +25%/Widespread + MP Recovery/Conserve MP + AIM +25% + VP +25%) and equip Katzbalger +6/Shield +6/Chrome Vest +6.

Ragnar - Stormrider (with RFX +25% + Emulator OC + Elementalist EQ/MAG +25% + Fantastica OC + Widespread + Conserve MP + Exploit Weakness) and equip Elder Record +6/Hirsh Band +6.



Alexia - Royal Fencer (with ATK +25% + MP Recovery/Conserve MP + RES +25%/Widespread + RFX +25% + Gadgeteer OC + High Cavalier OC) and equip Claymore +6/Licht Plate +6.

To avoid confusion, line up your units like this:

- Felius (1) - Clarissa (2) - Alexia (3) - Ragnar (4) - Labyrinthia (5) - Levin (6).

Strategy:

Place Alexia two Hexes in front of Labyrinthia and use Mystic with a Lucky Card to hit all six of your characters, and then have Ragnar move toward the nearby stairs (line up with the Royal Knight above). Move Clarissa behind Ragnar, and then get Felius to head above Clarissa. Levin can move straight ahead and one Hex to the right, and then have Labyrinthia move to Alexia's lower-left and Warp four Hexes to Levin's upper-right (as if she were a Berserker). Ragnar should move to the 6H step above, and then make Alexia use Intrude. She'll get another two turns so move to Levin's lower-left (turn one) and then rotate the camera so it's facing her back and scroll one Hex ahead and then two to the left (go there). Felius can move to the 8H step above, and then have Levin head to Alexia's upper-right.

Position Clarissa in front of Ragnar and cast Protect to hit Felius/Clarissa/Ragnar, and then have Ragnar move to the 10H step ahead and cast 'Buried Alive' between Stewart and Garber to kill them both. Continue moving Felius up the stairs (12H step), and then get Levin to move to Labyrinthia's upper-left. Place Labyrinthia in front of Levin and cast 'Crimson Cremation' between Sheldon and Kahn (kills Sheldon), and then have Clarissa move in front of Ragnar and use Encourage. Ragnar can move ahead and to the right and cast Rush on Clarissa/Felius, and then make Alexia use Intrude (she'll have another two turns again). For her first turn move next to Levin and use Royal Cheer, and for her second (third, really) turn head next to Kahn and use a regular attack on the foe.

Move Felius in front of O'Reilly and use Innocent Blow, and then have Levin move two Hexes in front of Labyrinthia and use Six-Shooter on Kahn (killed him for me). Clarissa can move to Ragnar's upper-left and use Sacrifice (single) to finish off O'Reilly (we wanted her to get the EXP Bonus), and then get Ragnar to move ahead to the middle 'Floor' Hex and use expanded Storm Blade to kill Royal Knight Thompson. Felius should move to the right aiming for the middle 'Floor Hex' (meaning don't stand on the grass), and then have Labyrinthia move to Levin's right and kill Osbourne with her Emulator Storm Blade ability.

As Alexia move toward the stairs, and then have Levin move to the 4H step which lines up with 'Baker'. Ragnar can move two Hexes in front of Felius and use Storm Blade on 'Esperanza', and then get Clarissa to move near Felius and use Heal. Position Felius in front of Esperanza and use Innocent Blow on him, and then have Levin move ahead and use his own Innocent Blow ability on Baker. Ragnar should cast Hydro Pressure on Baker (single), and then simply make Alexia wait. Move Clarissa next to Felius and use Turn Shift on him, and then have Felius use Innocent Blow on Esperanza again. Make Labyrinthia wait, and then end this mission by using Clarissa's Sanctify ability on Esperanza. You'll get over 20,000 Gella/EXP (2.9 Bonus EXP rate for Clarissa/Felius) and at this point all of my main characters were level 44 (45 for Levin).

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Pre-mission Advice:

I purchased ten Magic Berries in town (in the Shop; not via Synthesis - special one-time-only event) for a rainy day which cost 40,000 Gella. It may seem cheaper to Synthesize them, but they require five Holy Berries (6,000 Gella) not to mention the other materials, so in the end this is the best time to buy some. You need not change any Skills here, but be sure to give Alexia another Lucky Card and equip a Peppy Acorn on Levin just in case. You need not worry about anything else.

To avoid confusion, line up your units like this:

- Labyrinthia (1) - Felius (2) - Alexia (3) - Clarissa (4) - Ragnar (5) - Levin (6).

Strategy:

Start this mission by having Alexia use Intrude and afterwards move in front of Labyrinthia and use Mystic with a Lucky Card to target everyone, and then have her move to the 6H Hex in the left street (lines up with 'Garber') and use expanded Status Lock on Clarissa/Labyrinthia. Position Felius in front of 'Wyatt' and kill him with Six-Shooter (very slim chance it won't be enough), and then get Levin to move ahead and hit Nightstalker 'Eugene' with Innocent Blow. As Ragnar use expanded Storm Blade on Nightstalker 'Curtis' to kill him, and then have Clarissa kill 'Ramis' with Sacrifice. Alexia should cast Quicken on herself, and then make Labyrinthia move in front of 'Knox' and destroy him with Buried Alive (single). Levin can head toward Felius (lining up with distant Esperanza), and then have Ragnar move two Hexes behind Levin and use 'Download' on Eugene (I learned Misery here).

Move Felius just two Hexes ahead for now, and then have Alexia move four Hexes ahead so she's in range of Garber (we want to draw him in). Clarissa can move so she's behind Alexia and use Heal, and then get Levin to move straight ahead all the way. Alexia should use Revolver Sweep on her foe, and then have Labyrinthia move to Ragnar's lower-left and use Download on Eugene (I learned Misery here). Ragnar must use Download if he didn't learn Misery before or cast Slow Down on Eugene is Labyrinthia's attempt at Downloading failed - otherwise move three Hexes behind Labyrinthia and finish off Eugene with expanded Crimson Cremation (the guide will continue thusly). As Clarissa use Heal (single) on Alexia, and then have Felius move a Hex ahead and use 'Blackout'. Levin can move to Felius' upper-right and use Innocent Blow on 'Thompson', and then make Alexia use Revolver Sweep to finish off Garber.

Get Ragnar to move toward Levin/Felius (4H Hex) and kill Osbourne with Storm Blade (single), and then have Clarissa move to Alexia's lower-left and Heal her. Labyrinthia must Warp behind Ragnar, and then make Felius move two Hexes ahead and finish off Thompson with Innocent Blow. Levin can move one Hex ahead and use expanded Blast on Esperanza, and then have Alexia use Intrude. For her first extra turn move so she's lining up with O'Reilly, and then next move in front of Stewart and use Revolver Sweep on him and O'Reilly. Move Ragnar straight ahead and Invoke Felius/Levin, and then have Clarissa move forward and use Heal (single) on Alexia just for the sake of it. Levin should move in front of Sheldon and kill him with Six-Shooter, and then get Felius to head in front of Esperanza and use Six-Shooter on him. As Labyrinthia move ahead and finish off the same foe with Storm Blade (single), and then make Ragnar wait. Position Alexia behind O'Reilly and use Revolver Sweep on him, and then have Clarissa finish off those remaining two foes with Sacrifice.

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| ACT 1: PATH OF THE FOUNDING KNIGHTS - (00X0) |
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One of the Skills of an Excavator is that it can randomly discover items in battle, and this feature can be put to great advantage in the numerous 'Free Battle' locations that you gain access to within the game. These particular items (not including 'rare' items you may find with the Detect ability) can range from nothing special (for example a Heal Berry) to quite useful (such as a Gella Card which can double your money earned for defeating a monster; or sold for 1,500 Gella). Such items are not specific to any Free Battle location, but they do differ between Acts (i.e. Act 1/Act 2/Act 3/Act 4/etc). I've documented all of these items that I came across while searching around aimlessly, so I'll list them here and then offer a few notes on this aspect of the game.

- ~ Antidote/Medicine/Breath Mint/Pinwheel/Pygmalion/Nectar
- ~ Heal Berry/Potion Berry
- ~ Revive Fruit
- ~ Break Gem/Freeze Gem/Fire Gem/Cyclone Gem (elemental)
- ~ Exploder Gem (non-elemental)
- ~ Potential Egg/Gella Card/Lucky Card
- ~ Chakram (Rank 1 'Toss' Item)
- ~ Ring Edge (Rank 2 'Toss' Item)
- ~ Large Moon (Rank 3 'Toss' Item)
- ~ Flying Saucer (Rank 4 'Toss' Item)
- ~ Dark Nebula (Rank 5 'Toss' Item)
- ~ Circle Zapper (Rank 6 'Toss' Item)
- ~ Angel Halo (Rank 7 'Toss' Item)
- ~ Buzzsaw (Rank 8 'Toss' Item)

Note 1:

A worthy strategy is to have a team of six characters all become Excavators (equip their most powerful OCs and Skills so they can still defeat enemies) and have them all line up from one vertical Hex to the sixth vertical Hex along the map, and proceed turn after turn moving one space ahead. You don't need to waste MP by using 'Detect', as after your character performs an action they may randomly discover an item (whether they use an item/ability/attack or simply just 'Wait'). Once you reach the opposite side of the map, have everyone move over to their next unexplored vertical Hex starting point, and start heading back down the map one Hex at a time. This may be tedious, but when you have done the whole map you'll have received potentially more than a dozen items, such as high-ranking 'Toss' items and Lucky/Gella Cards or Potential Eggs. You should also be killing off the enemies as they come near you, making sure you leave at least one alive so you don't end the mission.

Note 2:

A Replica can also 'Discover' items when Labyrinthia is an Excavator, so essentially you could have seven characters early on in the game helping you search every Hex of the map even quicker. This whole process can become very tedious, but the results will start becoming worth it sooner or later if you would like to exploit this system to its full potential.

Please drop me a line if you come across any other 'random' item discoveries for the first Act of the game. I'll continue to list the items that can be

found in other Acts, though they will be added much later in the future.

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~~~ Daniel Lim: Quick Gella-raising tips for early on in the game.

~~~ Gary M: Reminding me to mention the Dragon Fossil you receive in Hanigar.

~~~ Cortney S: Pointing out the flaw in not stating an RFX stat to aim for when creating generic drifters near the start of the game.

~~~ SP: Emulator Skills suggestion.

~~~ swift412: For his (now archived) 'Wild Arms XF Board FAQ' topic.

~~~ Yorae: For informing me that you can randomly encounter a trio of Vodianois at the Frightful Abyss Free Battle stage; rather than just two and comments regarding another method to distract them.

~~~ All the folk who contacted me with their kind comments and suggestions.

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