

Hoshigami: Ruining Blue Earth FAQ/Walkthrough

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Darkstar Ripclaw Presents...

HOSHIGAMI: RUINING BLUE EARTH REMIX

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WALKTHROUGH

[WLKTH]

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 SEITAN HILLS
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[C1STH]

 AUS

- Answer "Let's here what he has to say."
- Answer "I can't say no to the king."
- 10,000G along with some items and equipment will be supplied to you, in addition to eight mercenaries.

 SEITAN HILLS

- Answer "Alright, I'll listen" if you are new to the game, otherwise choose the other text option and continue through the conversation.

On the overworld, press A on the town of Aus (where Fazz is right now), and go to Data to save your game. After visit Town > Shop and grab a bit of equipment where needed. For the most part, you will not need to visit the Coin shop or the Temple just yet. I HIGHLY recommend you go to the Tower of Trial and clear the 20 floors; if you do so, you will easily be able to clear most of the first chapter. For info on the tower, refer to the side section on the Tower of Trials (the Aus Tower specifically). After, visit Seitan Hills to engage in the first battle of the game.

 SEITAN HILLS

Objective: Defeat Sajiri

Losing Condition: Fazz or Leimrey is defeated

Hidden Items: (02, 06) Eye Drop, (11, 08) Grulla

Enemies:

Dagger (Kashis) LV01	Bow (Ema) LV01	Sword (Amu) LV01
W: Dagger	W: Short Bow	W: Short Sword
A: Cloth Armor	A: Cloth Armor	A: Cloth Armor
H: None	H: None	H: None

Spear (Zeneth) LV01	Morning Star (Zeneth) LV01
W: Spear	W: Morning Star
A: Cloth Armor	A: Cloth Armor
H: None	H: None

Sword (Amu) LV02	Axe (Sonova) LV01	Spear (Zeneth) LV02
W: Short Sword	W: Stone Axe	W: Spear
A: Cloth Armor	A: Cloth Armor	A: Cloth Armor
H: Headgear	H: Headgear	H: Headgear

Sly (Kashis) LV02	Sajiri (Gote)
W: Dagger	W: Morning Star
A: Cloth Armor	A: Cloth Armor
H: Pointy Hat	H: Lucky Charm

Hopefully you levelled up at least a few times at the Tower of Trial, if not cleared it altogether, or else this may be a bit more difficult than it has to be.

In any case, you should notice that there are two distinct groups of foes here. The first is the five-soldier detachment off to the side, while the second group is the Gang of Five waiting for you at the bottom of the hill, the latter including both Sly and Sajiri. For the most part, you should ignore Sly and Sajiri's group at the beginning of the battle. You should put a small outpost on the top of the hill of Leimrey and a single archer or boomerang user to wear down anybody that decides to press up the hill.

With your remaining fighters, take anybody who has an offensive coinfeigm equipped, and pound the other group on the top of the hill with your magic. If nobody from Sajiri's group is coming from above, you should also focus archer fire from afar on them. With the enemy regiment worn down, have your melee fighters swarm the five generic units and rid yourself of as many of them as you possibly can (go into the end zone in your RAP gauge if you have to).

After the top section has been cleared out, take a breather, and use your Coinfeigm/items to recover anybody who has taken damage; the next batch of foes downhill are almost all Level 2, and have slightly better equipment. With that, move everybody into position on top of the hill, with the close-combat warriors in front, and long-range fighters (or those who have already obtained the bulk of the experience) in the back. Wait a turn to see if you can lure anybody into coming up; if it is a generic, set up an Attack Session and take him out. If Sajiri comes up, eliminate him as well (even though you will not get the EXP for fighting the other enemies).

Make your march downhill once you are finished trapping foes uphill, but do it at a slow pace. Once you hit the bottom, divide your units up and put two or three units on each soldier until you finally have accomplished the mission. Do not forget to heal up where needed, and use Fazz's Re Vin to revive any dead units (if you are playing Medium or Hard - this is not a necessary step in Easy mode).

On a side note, if you levelled up at the Tower of Trial next to Aus, do not even bother with most of this battle, as you will barely break double digits in experience gained. Instead, note that the objective is to defeat Sajiri; as such, send a platoon of men downhill right away to finish him off.

Reward: Healing Fruit

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                                TOWER OF WIND
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[C1TOW]
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•Head to the Tower of Wind from Seitan Hills.

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TOWER OF WIND
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Objective: Defeat all enemies
Losing Condition: Fazz, Leimrey is defeated
Hidden Items: (08, 02) Boomerang, ?? Tempest
Enemies:
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Axe (Kashis) LV02	Dagger (Ema) LV02	Sword (Zeneth) LV02
W: Stone Axe	W: Dagger	W: Short Sword

A: Cloth Armor	A: Feigm Robe	A: Cloth Armor
H: None	H: None	H: None
	C: Re Lite	

Spear (Gote) LV02	Sword (Sonova) LV02	Dagger (Zeneth) LV02
W: Spear	W: Short Sword	W: Dagger
A: Cloth Armor	A: Cloth Armor	A: Cloth Armor
H: None	H: None	H: None
		C: Blisu

Bow (Gote) LV02	Dagger (Kashis) LV02	Sword (Amu) LV02
W: Short Bow	W: Dagger	W: Short Sword
A: Cloth Armor	A: Cloth Armor	A: Cloth Armor
H: None	H: None	H: None

Axe (Sonova) LV02	Ring (Zeneth) LV02	Axe (Sonova) LV02
W: Stone Axe	W: Stone Ring	W: Stone Axe
A: Cloth Armor	A: Cloth Armor	A: Cloth Armor
H: None	H: Headgear	H: None

Sword (Amu) LV02	Ring (Ema) LV02
W: Short Sword	W: Carmina Ring
A: Cloth Armor	A: Feigm Robe
H: None	H: Pointy Hat
	C: Spika, Grulla

It is here at the Tower of Wind that the reality of most of the fights in Hoshigami: Ruining Blue Earth Remix comes to fruition; basically every battle will have enough enemies to choke you. This battle is no different.

Start by dividing your group into three; one person (a strong melee fighter, preferably Leimrey at this point) to the one side of the bridge alone to take on the two soldiers there, a group of two (with an archer or mage along for the battle) to take on the priest and soldier on the opposite half of the bridge, and Fazz, along with your two remaining men, down the bridge.

Leimrey should be able to take care of himself in a one on two situation, although you may want to go all out and take one unit out so he only has to engage with a single foe from then on. The two going towards the priest and soldier should focus on the priest first (with your archer relentlessly barraging him, while staying out of harms way of the soldier) to stop him from healing from there on. Meanwhile, with your group that goes up towards the bridge, take on the opponent at the very end of the bridge first; he has a Blisu coinfeigm on him, so eliminate him first to stop magic from being cast. Finish off the other unit and secure the bridge thereafter. As a result, it will distract several enemies away from Silphatos and draw them to you.

Silphatos should stay in the exact position he starts in; the side walls will protect him from archer fire. Meanwhile, he should start the first turn off with a use of Zel on one of the nearby foes, and then finish that same enemy off the next turn. He should be for the most part able to take care of himself. However, if he loses most of his HP, use Cure to keep Silphatos alive (as the mission will end if you let him die). Do not go crazy in using Silphatos, however; his EXP and levels will revert back to his beginning level as soon as you acquire him later on in the game.

Once you have pressed up past the bridge, contain all the foes in the middle, and slay them in a maelstrom of damage. Turn your attention outwards; do whatever you can to eliminate the mage and archer as quickly as possible, even if you have to lose a turn to get an extra hit in, and bring your warriors on

the other side of the bridge over to the Tower as soon as their delegated duties are done. Once your entire army has made it over the bridge, the battle is effectively over. Just make sure to revive anyone before the battle is completely done.

Reward: Cure

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DISSOAL

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[C1DSS]

•Watch the story scene after the previous battle. Save your game, as you shall have to fight two battles in a row. Head off to Dissoal.

DISSOAL

Objective: Defeat all enemies

Losing Condition: Fazz or Leimrey is defeated

Hidden Items: (03, 09) Leather Armor, (08, 17) Eye Drop

Enemies:

Dagger (Kashis) LV03	Morning Star (Amu) LV03	Spear (Gote) LV03
W: Dagger	W: Morning Star	W: Spear
A: Cloth Armor	A: Cloth Armor	A: Cloth Armor
H: None	H: None	H: None

Sword (Zeneth) LV03	Spear (Zeneth) LV03	Axe (Sonova) LV03
W: Short Sword	W: Spear	W: Stone Axe
A: Cloth Armor	A: Cloth Armor	A: Cloth Armor
H: None	H: Headgear	H: Headgear

Bow (Kashis) LV03	Sword (Amu) LV03	Dagger (Kashis) LV03
W: Short Bow	W: Short Sword	W: Dagger
A: Cloth Armor	A: Cloth Armor	A: Cloth Armor
H: Headgear	H: Headgear	H: Headgear

Ring (Gote) LV03	Ring (Ema) LV03	Sword (Amu) LV03
W: Carmine Ring	W: Carmine Ring	W: Short Sword
A: Feigm Robe	A: Feigm Robe	A: Cloth Armor
H: Pointy Hat	H: Pointy Hat	H: Headgear
C: Laira	S: CF DMG -10%	S: Counter 10%
	C: Gaiga, Zel, Cure	

I cannot stress this enough; do NOT go up the hill until near the end of the battle. You will be fighting a difficult (if not losing) fight trying to go up the hill (never mind they have the high ground, and we all know what happened to Anakin Skywalker). Additionally, two mages and an archer await at the top to make life difficult for you.

Instead, you should stick to the bottom of Dissoal. At the start of the battle, take all your troops and have them attack the triad of soldiers in the nearby corner. Those who are still stuck at level one should get the last shot in for a free level-up, as having that level can be vital (of course, you can still go to the Tower of Trial afterwards), and long-range attackers can also get their bite in.

After, move close to the bottom of the hill, and start trying to lure

down the close-quarter combat foes. Pick them off as they come around, and use anybody who has offensive Coinfeigm equipped to do a hit-and-run on the archer and mages up top (head up, hit somebody with a magic, then quickly retreat all within the same turn). Concentrate your efforts all on the same turn so that the mage with Cure equipped cannot heal her fellow battalion members.

Once everyone that will come down has come down, march uphill. It is important to sever the life connection of each soldier as you can; surround each opposing troop and finish him off as quickly as you can as opposed to dividing your forces, and you should be able to quickly consolidate your hold. To combat the mages, send one or two high defense, high HP warriors to take the brunt of any attacks coming your way and acting as a tanks, then follow up the next turn with a kill. Once you make it to the top, your foes should be down to only three or two of their own left. Once again remember to use Re Vin where necessary before ending the battle.

Reward: Determination

UNDERGROUND WIDDEN PRISON

[C1UWP]

- Answer "...just a childhood friend". You NEED to answer this to later recruit a character. If Kasha talks about a key, you answered incorrectly.
- You will not get a chance to save, but will instead automatically enter battle.

UNDERGROUND WIDDEN PRISON

Objective: Defeat all enemies
Losing Condition: Fazz or Kasha is defeated
Hidden Items: (02, 02) Hand Axe
Enemies:

Axe (Gote) LV02	Morning Star (Ema) LV02	Spear (Zeneth) LV02
W: Stone Axe	W: Morning Star	W: Spear
A: Cloth Armor	A: Cloth Armor	A: Cloth Armor
H: Headgear	H: Headgear	H: Headgear

Spear (Zeneth) LV02	Sword (Sonova) LV03
W: Spear	W: Short Sword
A: Cloth Armor	A: Cloth Armor
H: Headgear	H: Headgear

For the duration of this battle, Fazz will not have ANY equipment on him. The only stuff that stays are any Skills you may have equipped, and Kasha's Bonga coin, armor and accessory. At the start of the battle, hit the nearest enemy with the Bonga spell, but stay inside your cell; let the first enemy come inside, then hit him from both sides. Repeat for the second guard (again, hit him with Bonga if you can before he comes around). Do not worry about your overall strength; the enemies here are lower on stats than what you fought before, and Fazz should still have a lot of raw attack (especially if you have been favoring him in battle and levelling him up), and Kasha is no slouch, either.

After the two initial guards are eliminated, put your two charcters on the same side of the metal cage wall, with both of them right next to the door

frame. Hit a guard with Bonga if you can, and take him out as soon as he comes in. Repeat for guard #4. Be careful as you approach the door, as you will run into Level 3 guard with slightly higher stats. Once again, bring both of your fighters in to slam him hard (you may also want to pick up the hidden item nearby the door). You should still have no problem in taking him out, especially as you have likely leveled up at least once while finishing off the last four guards. With his death, you will win the battle.

Reward: Blue

- Answer "Thank you."
- Once you are in the organization screen, reequip Fazz and Kasha. Do not forget to put a Coin back onto Fazz as well.
- Save, then move forward.

WIDDEN

Objective: Defeat all enemies

Losing Condition: Fazz is defeated

Hidden Items:

Enemies:

Sword (Amu) LV03	Dagger (Kashis) LV03	Spear (Zeneth) LV03
W: Short Sword	W: Dagger	W: Spear
A: Cloth Armor	A: Cloth Armor	A: Cloth Armor
H: None	H: None	H: None

Sword (Amu) LV03	Ring (Ema) LV03	Axe (Sonova) LV03
W: Short Sword	W: Carmine Ring	W: Stone Axe
A: Cloth Armor	A: Feigm Robe	A: Cloth Armor
H: None	H: Pointy Hat	H: None
	C: Cure, Spika	

Bow (Gote) LV04	Sword (Amu) LV04	Bow (Gote) LV04
W: Short Bow	W: Broad Sword	W: Short Bow
A: Cloth Armor	A: Leather Armor	A: Cloth Armor
H: Headgear	H: Lucky Charm	H: Headgear
	S: Absorb 10%	

Ring (Ema) LV04
W: Stone Ring
A: Feigm Robe
H: Pointy Hat
C: Cure, Gaiga

At the beginning of the battle, turn around and march uphill to where the Sword, Dagger and Spear-wielder are standing. Flood them with attacks; it does not matter if you have to lose a turn to do so, you must finish off all three of them. Once you have done so, organize yourself into a good formation, and take advantage of the high ground to wear down anybody coming up the hill from the two soldiers and mage below with arrows and boomerangs, in addition to any coinfeigm you wish to use.

If the three in the middle of the map refuse to bite, then heal yourself up, let your coinfeigm points restore as required, then make a march downhill. Make taking out the mage your first priority; with him down, his two comrades go down much easier, especially if you have all seven of your fighters focused on

this.

Once again, you should make a few preparations, and let your Coinfeigm points recover if you used any up. Revive anybody whom you may have lost, then continue the march onwards to the last group of four. Take out the mage from long range with your magic attacks and physical long-range attackers. From there on in, it is a simple matter of numerical advantage, so finish off the rest of the enemy soldiers.

Reward: Lucky Charm

WIDDEN VALLEY

[C1WDV]

- Do not forget to organize and what all that needs to be done in Widden.
- You can also head to the Tower of Trial next to Widden; if you did not do the Tower of Trial near Aus at the beginning of the game, the Tower here provides a very good power-levelling opportunity that allows you to basically blow through a good chunk of the next few chapters (yes I said blow).
- After all is said and done, head to Widden Valley.

WIDDEN VALLEY

Objective: Defeat all enemies

Losing Condition: Fazz is defeated

Hidden Items: (04, 07) Stone Ring, (07, 15) Ema Crest

Enemies:

Dagger (Kashis) LV04 W: Ceramic Knife A: Leather Armor H: Lucky Charm	Sword (Sonova) LV04 W: Short Sword A: Cloth Armor H: None	Spear (Zeneth) LV04 W: Spear A: Leather Armor H: Headgear
Sword (Amu) LV04 W: Short Sword A: Leather Armor H: None	Sword (Amu) LV04 W: Broad Sword A: Cloth Armor H: Headgear	Bow (Gote) LV04 W: Short Bow A: Cloth Armor H: Headgear S: HP +10%
Spear (Amu) LV04 W: Spear A: Leather Armor H: Lucky Charm	Dagger (Sonova) LV04 W: Ceramic Knife A: Feigm Robe H: Headgear	Ring (Ema) LV04 W: Stone Ring A: Feigm Robe H: Pointy Hat C: Gaiga, Bonga, Cure
Morning Star (Gote) LV04 W: War Hammer A: Leather Armor H: Lucky Charm S: Phys Hit +10%	Bow (Gote) LV04 W: Long Bow A: Leather Armor H: Headgear S: Jump +1	Sword (Amu) LV04 W: Broad Sword A: Leather Armor H: Headgear S: Absorb +10%
Ring (Ema) LV04 W: Stone Ring A: Feigm Robe H: Pointy Hat		

S: Absorb +10%
C: Cure, Gaiga, Spika

At the start, move all your close-combat fighters under the waterfall. I would highly recommend that you move any mages and long-range attacks under their as well; while you COULD ideally strike the two soldiers across the water without retaliation, there are a mage and archer at the top of the cliff that could kick your ass if you do (under level standards if you have not gone to any Tower of Trials). If you are willing to take the risk, however, do it, then retreat under the waterfall as soon as you can and take the chance to lick your wounds.

Once everyone is under the waterfall, wait for a few of the enemies on the bottom to come to you. Because of the cramped quarters, you should allow your two front-row hitters to attack, then back out of the way (or jump into the water) and let the next two in line deal with any incoming foes. Under any conditions possible, make sure that any magic users you have get a lick of action on the nearby bow user captain on the ground and the mage partways up the cliff. Killing the mage should especially be your first priority, since she has a Cure coinfeigm with an area of effect of 5. When wiping out the bottom regiment, be sure to gang up on them and take them out quickly if you cannot finish her off.

When making your trek uphill, once again take some time to stop at the bottom and recover. Take out the mage as soon as you humanly can through the use of magic, then let any archers or boomerang-users that you have try to strike the Amu Spear-user at the bottom of the hill from four or five spaces away. In doing so, he will come down, probably get one strike in, and then be stuck there. Use the opportunity to swarm him. The second soldier on the path up the hill (a Sonova Dagger wielder) should not be as hard to take out, because the ground around him is a lot more even (in the position he is in at the start, you can only attack him from the sides).

For your march uphill, my BIGGEST recommendation is to put somebody with very high defense and coinfeigm defense back in the eastern corner of the screen, where you first started, and leave them in fresh air as opposed to under the waterfall. This may or may not cause the mage and archer up top to actively attack that particular unit; however, if it does, that there is two fatal units that will not harrow the rest of your group's trip up because they are distracted with taking out one unit. Keep the unit healing himself, and make the trek for the rest of your group. Take out the Morning Star captain and the Sword-user, then you should have open access to the mage and archer. Revive anybody who needs reviving, then finish them off for the battle to be yours.

Reward: Leather Armor

SEITAN HILLS 2

[C1SH2]

- Head off to the Tower of Wind
- Choose "I'll do it."
- Choose "I gladly accept your offer." for Silphatos to join the party.
- Accept Kasha's offer to learn more about Coinfeigms.
- Equip whatever you need to on Silphatos, then you will enter a battle.

TOWER OF WINDS

Objective: Defeat all enemies

Losing Condition: Fazz is defeated

Enemies:

Bow (Gote) LV04	Sword (Amu) LV04	Sword (Amu) LV04
W: Short Bow	W: Dagger	W: Short Sword
A: Cloth Armor	A: Cloth Armor	A: Cloth Armor
H: None	H: None	H: None

Boomerang (Kashis) LV04	Dagger (Kashis) LV04	Sword (Gote) LV05
W: Boomerang	W: Dagger	W: Short Sword
A: Cloth Armor	A: Cloth Armor	A: Cloth Armor
H: None	H: None	H: None

Ring (Ema) LV04	Ring (Ema) LV05	Ring (Ema) LV05
W: Stone Ring	W: Stone Ring	W: Stone Ring
A: Feigm Robe	A: Feigm Robe	A: Feigm Robe
H: Pointy Hat	H: Pointy Hat	H: Pointy Hat
C: Cure, Re Lite	C: Blisu, Cure	C: Gaiga, Spika

Spear (Zeneth) LV05	Spear (Zeneth) LV05	Axe (Sonova) LV05
W: Spear	W: Spear	W: Hand Axe
A: Cloth Armor	A: Cloth Armor	A: Leather Armor
H: Lucky Charm	H: Lucky Charm	H: Headgear

This battle is a pretty simple case of "If you won the last battle, then you can easily win this one". You have one less enemy, the terrain is much more favourable, you can easily wrest control of the high ground, the Boomerang and Bow user are on lower elevation, the enemies have poorer equipment, and so forth. With that being said, if you have levelled up everyone significantly in the Tower of Trial, I suggest you bring in Silphatos and let him use his Coinfeigm on your OWN characters to level up quickly (being a non-generic character, he will have significantly better stats than whatever generic mercenary he replaces on your squadron).

In any case, at the start of the battle, you should march east up the hill to where the two mages, two soldiers and the captain await. It is pretty imperative of you to eliminate the two Mages first; use all your manners of magic to root them out, and let your physical fighters take care of the rest. Once they are out of the way, it is a matter of defeating the three infantry units. If you are taking out the axe captain first, make sure that you do not have any two characters right next to each other (except for diagonally), as if you leave any one of the spear-users unattended, they can get a shot in that hits both of your side-by-side units at the same time. Eventually, though, you should be able to dispatch all three.

Once that is done, recover all your units. From the vantage point you have, you are virtually invincible. All the remaining enemies are split up into small groups of two or three; if any decide to rush up, you can kill from afar through the use of magic, arrows and boomerangs. If they decide to stay at the bottom, you can just head around the grid clockwise or counterclockwise, overpowering all of the groups with the superior numerical advantage (7 vs. 3 or 2). That is pretty much it.

Reward: Spirit

•Organize Silphatos' equipment as you will, then head on to Seitan Hills after the battle.

SEITAN HILLS

Objective: Defeat all enemies
Losing Condition: Fazz is defeated
Hidden Items: (11, 06) Fruit, (14, 03) Blue Cutter
Enemies:

Dagger (Amu) LV05	Boomerang (Zeneth) LV05	Axe (Sonova) LV05
W: Dagger	W: Boomerang	W: Stone Axe
A: Cloth Armor	A: Cloth Armor	A: Cloth Armor
H: None	H: Headgear	H: None
	S: Zeneth's Aid	S: Phys Evade +10%

Ring (Ema) LV05	Axe (Kashis) LV05	Sword (Sonova) LV05
W: Stone Ring	W: Hand Axe	W: Short Sword
A: Feigm Robe	A: Feigm Robe	A: Leather Armor
H: Pointy Hat	H: Lucky Charm	H: Lucky Charm
C: Cure, Re Lite		S: HP +10%

Morning Star (Gote) LV06	Ring (Gote) LV05	Dagger (Ema) LV05
W: War Hammer	W: Stone Ring	W: Ceramic Knife
A: Leather Armor	A: Feigm Robe	A: Feigm Robe
H: Headgear	H: Pointy Hat	H: Pointy Hat
C: Cure, Re Lite	C: Spika, Gaiga	C: Laira, Cure

Bow (Gote) LV05
W: Short Bow
A: Leather Armor
H: Headgear

Rotate the camera around at the beginning of the battle so that you have a better view of the battlefield (the hidden item locations are still listed for the view where your group starts off in the northern corner though).

That having been said, there is not really very much room for any complex strategies in this battle; it is a simple north-south battle, with only one side allowed to come out the victor. You will be starting in opposite spots in comparison to the first battle at Seitan Hills, as your group will be in the position formerly occupied by Sly and Sajiri.

Probably your best bet in the early game is to bring out your long-range shooters and mages at the start, and take out anything that moves towards you. Anything that gets past the long-range attacks is fair game for your melee fighters. Once the stragglers from above have been cleared out, start your march uphill. Once again, there is not really not much of a tactical facet to this battle; it is a simple kill or be killed, and whoever has the stronger men (which should be you) wins.

Reward: Broad Sword

[CLAUS]

•Do whatever needs to be done, then head for Aus.

AUS

Objective: Defeat Alveen

Losing Condition: Fazz is defeated

Hidden Items: (12, 12) Openface, (02, 08) Zepherd

Enemies:

Dagger (Ema) LV07

W: Ceramic Knife

A: Feigm Robe

H: Pointy Hat

S: Phys Evade +10%

C: Gaiga, Blisu

Dagger (Ema) LV07

W: Ceramic Knife

A: Feigm Robe

H: Pointy Hat

S: Phys Evade +10%

C: Gaiga, Blisu

Axe (Sonova) LV07

W: Stone Axe

A: Leather Armor

H: None

S: Phys Dmg -10%

Sword (Kashis) LV07

W: Short Sword

A: Leather Armor

H: None

Spear (Zeneth) LV07

W: Spear

A: Leather Armor

H: Lucky Charm

S: EXP +10%

Bow (Gote) LV07

W: Short Bow

A: Leather Armor

H: Headgear

Dagger (Kashis) LV07

W: Ceramic Knife

A: Leather Armor

H: Lucky Charm

Axe (Sonova) LV07

W: Hand Axe

A: Leather Armor

H: Headgear

S: Phys Dmg -10%

Ring (Ema) LV07

W: Stone Ring

A: Feigm Robe

H: Pointy Hat

C: Cure, Cure, Re Lite

Alveen (Amu) LV08

W: Long Sword

A: Ring Mail

H: Lucky Charm

S: Phys Hit +10%, Counter 10%, Champion

Ring (Ema) LV07

W: Stone Ring

A: Feigm Robe

H: Pointy Hat

C: Cure, Cure, Re Lite

Dagger (Ema) LV07

W: Ceramic Knife

A: Feigm Robe

H: Pointy Hat

C: Grulla, Gaiga

Bow (Gote) LV07

W: Long Bow

A: Leather Armor

H: Headgear

Make a special note of the fact that the mission objective is to defeat Alveen; if you are high-levelled (12+ or higher) from all the Tower of Trials, then you will probably not want to waste your time, and should instead go for a quick kill of Alveen.

For non-high levellers, this is the time to be bringing out any coinfeigm with an Area of Effect of 13 or 25 because of how close the enemies are. An AOE of 13 should be used on the three soldiers up front, as well as possibly the fighter behind him; anybody with an AOE of 25 should get in close and use it on the group spread around Alveen. Most of you might only have an AoE of 13 (if you do not know how to increase your AOE, check the coinfeigm guide), so stick with that and injure the soldiers in the first row, then let them come towards you and finish them off.

Around the same time, you should take two of an archer, boomerang user, or mage, and put one of each on top of the wall of the bridge for the extra range; have them focus on the two mages that are lurking around the sides of the

battlefield. In addition to that, make sure your remaining members are not clustered together on the bridge, as both of the mages have a Gaiga coin with an Area of Effect of 5 (a cross shape).

This will still leave the issue of Alveen's main force. If it converges on you, fall back a bit and try to pick off any auxiliary units, in addition to using any coinfeigm that is not already being occupied by the two anti-mage units. Focus on the two priests first, as they will use Cure a lot, and because they each have two Cure coins, it will be a long time before either runs out of Coinfeigm points. If you did not trek through the Towers of Trial and pick up some decent equipment on the top floors, you may also wish to Attack Session Alveen to grab some good stuff.

Recover up, revive, then take out the Valaimian forces in Aus for good.

Reward: Cure Re

- Choose "Alright." This will allow you to later recruit Reuperl

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CLAIR MOUNTAINS

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[C2CLM]

- Once on the world map, head to Seitan Hills, then go to Dissoal. You will watch a cutscene. Choose "How much will you pay?" Elena will give you 100G and join your party. If you choose "Sorry, find someone else." then select "Alright, you win." and she shall still join.
- Head to Clair Mountains afterwards.

CLAIR MOUNTAINS

Objective: Defeat all Enemies

Losing Condition: Fazz is defeated

Hidden Items: (15, 15) Green

Enemies:

Sword (Amu) LV07	Dagger (Kashis) LV07	Axe (Sonova) LV07
W: Broad Sword	W: Ceramic Knife	W: Hand Axe
A: Leather Armor	A: Leather Armor	A: Leather Armor
H: Openface	H: Cat's Eye	H: None
		S: Decoin 10%
Ring (Ema) LV07	Morning Star (Gote) LV07	Ring (Zeneth) LV07
W: Stone Ring	W: Solidthorns	W: Iron Ring
A: Feigm Robe	A: Leather Armor	A: Feigm Robe
H: None	H: Headgear	H: Pointy Hat
C: Zel, Cure, Gaiga	C: Hawk's Eye	C: Spika, Depin
Spear (Zeneth) LV07	Dagger (Kashis) LV07	Sword (Amu) LV07
W: Javelin	W: Assassin Knife	W: Broad Sword
A: Ring Mail	A: Leather Armor	A: Leather Armor
H: Headgear	H: Headgear	H: None
S: Charm 10%	S: Jump +1	
Bow (Gote) LV07	Sword (Amu) LV07	Axe (Sonova) LV07
W: Long Bow	W: Broad Sword	W: Mace

A: Ring Mail	A: Ring Mail	A: Ring Mail
H: Openface	H: Headgear	H: Openface
S: Blind 10%		

Sword (Amu) LV07	Ring (Zeneth) LV07
W: Broad Sword	W: Stone Ring
A: Ring Mail	A: Feigm Robe
H: Headgear	H: None
S: Acc Break 10%	C: Blisu, Cure, Re Move

For this battle, the enemies will be split up into groups of four, five, and five. Focus initially on the group of four that can be found across the river. Because they only have a single mage with them and no archers or Boomerang users (such as Elena, who you just acquired), try to eliminate the mage as soon as you possibly can, then snipe off the three melee fighters from across the river. If they try to cross through the water, back up ever so slightly, then ambush them if they ever make it out.

At the same time, you should set up the rest of your fighters to defend against the incoming sortie from the top of the hill, and use any coinfeigm you have in your possession to hurt the top group. Move your archers and boomerang users once they are done eliminating the first group (or if the first group refuses to move across the river) and have them wear down the top side further. Stop their long march by moving uphill to meet them.

Take out the group across the lower half of the river if any of them are still there, then cross the river on the lower part of the hill (as opposed to going uphill and then crossing over, where you can easily be ambushed). Set yourself up again in formation, recover and revive wherever it is needed, then continue uphill and clear out the final group. Make sure that you take the mage out first, as she has a Cure coin on her with an Area of Effect of 5.

Reward: Sonova

- Say "Sure. Thanks." if you wish to learn more about Attack Sessions.
- After, save, organize yourself, and you will enter another battle.

 CLAIR MOUNTAINS

Objective: Defeat all Enemies
 Losing Condition: Fazz is defeated
 Enemies:

Dagger (Kashis) LV07	Bow (Gote) LV08	Sword (Amu) LV07
W: Assassin Knife	W: Long Bow	W: Broad Sword
A: Leather Armor	A: Leather Armor	A: Leather Armor
H: Headgear	H: Lucky Charm	H: None

Axe (Sonova) LV07	Spear (Kashis) LV07	Dagger (Kashis) LV07
W: Hand Axe	W: Javelin	W: Ceramic Knife
A: Leather Armor	A: Leather Armor	A: Leather Armor
H: None	H: None	H: None

Sword (Amu) LV07	Bow (Gote) LV08
W: Broad Sword	W: Long Bow
A: Leather Armor	A: Leather Armor
H: Headgear	H: Lucky Charm

Axe (Sonova) LV08	Morning Star (Gote) LV08	Spear (Zeneth) LV08
W: Axe	W: Solidthorns	W: Halberd
A: Ring Mail	A: Ring Mail	A: Ring Mail
H: Iron Sandals	H: Headgear	H: Headgear
S: Immobile 10%	S: Blind 10%	S: Charm 10%

Ring (Ema) LV08	Ring (Ema) LV08	Sword (Amu) LV08
W: Iron Ring	W: Iron Ring	W: Long Sword
A: Feigm Robe	A: Feigm Robe	A: Ring Mail
H: Pointy Hat	H: Pointy Hat	H: Openface
S: Ema's Aid	S: Ema's Aid	S: Luck 10%
C: Gaiga, Cure, Depin	C: Gaiga, Cure, Depin	

For this battle, the enemy has a sort of 'front line' and a core unit at the back. To your right side, you should notice a high cliff. Put your arrows and boomerang users on the top four panels, and your melee fighters along the perimeters. Any enemy unit that comes in can be shot at long range by your archers and boomerang users, while having to face off against your close combat hits from the high ground. Keep your position as king of the hill, and when enemies stop coming, send a guy or two (who have the least movement cost of your units) out and lure other units in.

Once the entire front line of generic Valaimian soldiers has been dispatched of, recover anybody who actually got hit, let your Coinfeigm points recover where needed, then get down from the hill and march out towards the core group of mages, soldiers and the commander at the back. Because of the collective formation they share and enjoy, anybody with a Coinfeigm with an AOE of 25 will have fun in this battle. Make sure to take out the mages first, and from in on, it will be a clash of the mighty.

Reward: Openface

 SAVAH CANAL

 [C2SVC]

•Make sure that you get somebody with Jump +1 on (Silphatos already has this skill, but not equipped) before heading to Savah Canal. You will need it for one of the Hidden Items.

 SAVAH CANAL

Objective: Defeat Brankoz
 Losing Condition: Fazz is defeated
 Hidden Items: (16, 09) Nut of Vigor, (10, 07) Halberd
 Enemies:

Sword (Zeneth) LV08	Boomerang (Ema) LV08	Ring (Kashis) LV08
W: Broad Sword	W: Silver Edge	W: Iron Ring
A: Ring Mail	A: Ring Mail	A: Feigm Robe
H: Headgear	H: Headgear	H: Pointy Hat
S: Charm 10%	S: Phys Evade +10%	S: CF Dmg -10%
		C: Laira, Bonga

Dagger (Kashis) LV08	Dagger (Sonova) LV08	Dagger (Sonova) LV08
W: Assassin Knife	W: Assassin Knife	W: Assassin Knife
A: Leather Armor	A: Ring Mail	A: Ring Mail
H: Cat's Eye	H: Iron Sandals	H: Iron Sandals
S: Poison 10%	S: Phys Hit +20%	S: Phys Hit +20%

Dagger (Gote) LV08	Bow (Gote) LV08	Dagger (Kashis) LV08
W: Ceramic Knife	W: Long Bow	W: Assassin Knife
A: Leather Armor	A: Ring Mail	A: Leather Armor
H: Openface	H: Headgear	H: Openface
S: Phys Hit +10%	S: Immobile 10%	S: Immobile 10%

Sword (Amu) LV08	Spear (Zeneth) LV08	Sword (Amu) LV08
W: Long Sword	W: Halberd	W: Broad Sword
A: Ring Mail	A: Ring Mail	A: Ring Mail
H: Openface	H: Openface	H: Openface
S: Confuse Guard	S: DEV +10%	

Ring (Ema) LV08	Brankoz (Gote) LV08
W: Iron Ring	W: Composite Bow
A: Ring Mail	A: Ring Mail
H: Pointy Hat	H: Openface
S: Ema's Aid	S: Blind 10%
C: Gaiga, Depin, Cure	

There are two ways to do this battle; there is the cheap, easy, quick, little-EXP route, and then there is the long, arduous (but not really difficult) and EXP-whoring way. The easy way first.

For those who want to get the battle done over with/have little use in holding out because you have levelled up in the Tower of Trial, you should notice that the mission's objective is to defeat Brankoz. With the exception of Fazz, deposit all your soldiers in the northern corner, and there will be nothing in your way to stop you from attacking Brankoz except for her personal bodyguard. Use long-range magic and attacking to go through her bodyguards, and send your melee fighters in past the guards on kamikaze one-time attacks to clear her out.

If you want to take the long way out, then in the pre-battle prep, take anybody who has at least three levels of Devotion to Kashis and equip Jump +1 on them, along with a Bow, and have them hop up onto the cliff in the middle. They can then proceed to rain down arrows on everybody around the battlefield without even being touched except by magic (as no enemy possesses Jump +1 skill), and you can eliminate those quickly enough. Move your southern group east and have them clear out the trio of enemies, while your northern group should also move east and provide support as a pincer attack squad.

Once everybody is together, take all your melee fighters west, and have any mages go back around counterclockwise. While your close-combat attackers hit the front line of foes, your people on top of the cliff should take out any stragglers and provide constant pressure on Brankoz's group, and the mage should hit the enemies from the opposite direction. Eventually, Brankoz should be down for the count.

Reward: Braven

- After, choose "No. Not really." This only occurs if you have recruited Elena.

CARMWELL

[C2CRM]

•Continue on to Carmwell

CARMWELL

Objective: Defeat all enemies, Protect Alveen

Losing Condition: Fazz or Alveen is defeated

Hidden Items: (02, 08) White, (09, 16) Iron Ring (lower floor)

Enemies:

Dagger (Sonova) LV09 Sword (Kashis) LV09

W: Assassin Knife W: Bastard Sword

A: Leather Armor A: Ring Mail

H: Openface H: Openface

S: Counter 10%

Ring (Zeneth) LV09

Axe (Amu) LV09

Axe (Amu) LV09

W: Iron Ring

W: Mace

W: Mace

A: Ring Mail

A: Ring Mail

A: Leather Armor

H: Lucky Charm

H: Openface

H: Openface

C: Bondes, Blisu, Depin

S: Phys Dmg +10%

Sword (Amu) LV09

Sword (Sonova) LV09

Sword (Amu) LV09

W: Long Sword

W: Long Sword

W: Long Sword

A: Ring Mail

A: Ring Mail

A: Ring Mail

H: Headgear

H: Headgear

H: Headgear

S: Phys Dmg -10%

S: Phys Dmg +10%

S: Phys Hit +10%

Bow (Gote) LV09

Sajiri (Gote) LV10

W: Composite Bow

W: Solidthorns

A: Ring Mail

A: Ring Mail

H: Openface

H: Openface

S: Luck +10%, Phys Evade +10%, Phys Hit +10%

Sly (Kashis) LV09

Ring (Ema) LV09

W: Composite Bow

W: Iron Ring

A: Ring Mail

A: Feigm Robe

H: Openface

H: Pointy Hat

S: Blind 10%

S: CF Success +10%, Phys Dmg +10%

C: Terror, Cure, Greis

Your first priority of business is to protect Alveen. To do this, have him run underneath the bridge into a corner instead of trying to run towards your group. Not only does this protect him from the two mages and the magician up top, but it also allows Alveen to distract a great number of the enemy soldiers while still only being hit by a maximum of two soldiers per turn. Do not expound his RAP gauge except to heal him up with recovery items and get the occasional hit or two in when he has RAP left. He gets some pretty decent equipment and Skills, though, so you should not be in too much of a bind as long as you keep him from the fire from up top.

With Alveen in semi-good shape, you should redirect two of your melee fighters west and take out the Dagger and Sword lying in wait to ambush you.

With your remaining four units, bring them out just in front of Sly and the generic archer's range; when your RAP gauge is completely empty, your melee fighters should make a run for under the bridge. If you are unable to get all the way under the bridge in one turn, then take two or three steps, defend, and your RAP gauge should replenish itself before Sly's or the generic's and allow you to complete the trip. NOTE that only the melees should go under the bridge, and when they do, should assist Alveen in disposing of all the close combat foes.

Meanwhile, your mages should stick back (and any archers or boomerang users should have Coinfeigms equipped on them for this purpose) just out of range of enemy fire. When your turn comes around, move in enough spaces to be able to target Sly, Sajiri or the generic archer or mage with your own magic, let loose with your Coinfeigm, then quickly back out of range and end the turn.

Once the two guys who are predisposed in taking out the men on the western range are finished, have them go up the nearby boxes and up the roof to take care of the mage and soldier on the top floor. Once all the common soldiers on the bottom are done, quickly go up the stairs. As a result, anybody on top of the bridge who is still alive should turn their attention to these units. Bring your mages in closer when this happens; as a result, anybody with bows should also be able to switch to those. From there, the enemy should be divided and beaten down enough to be conquered fairly easily.

Reward: Ring Mail

FORT YUGO

[C2FTY]

- Once again, it is highly recommended that you go to the Tower of Trial nearby, now that you once again given an opportunity. Some very good equipment can be picked up here, including Level 2 coins with high values (especially AOE's of 5).
- After, head to Fort Yugo.

FORT YUGO

Objective: Defeat Treilorh

Losing Condition: Fazz is defeated

Hidden Items: (04, 20) Assassin Knife, (17, 17) Mithril Coat

Enemies:

Bow (Gote) LV11
W: Composite Bow
A: Ring Mail
H: Openface

Bow (Kashis) LV11
W: Composite Bow
A: Ring Mail
H: Openface

Sword (Amu) LV11
W: Long Sword
A: Ring Mail
H: Openface
S: Counter 10%

Dagger (Kashis) LV11
W: Assassin Knife
A: Ring Mail
H: Openface

Spear (Zeneth) LV11
W: Halberd
A: Ring Mail
H: Openface
S: Charm 10%

Sword (Sonova) LV11
W: Long Sword
A: Ring Mail
H: Openface

Ring (Zeneth) LV11
W: Iron Ring

Sword (Sonova) LV11
W: Long Sword

Sword (Amu) LV11
W: Long Sword

A: Feigm Robe	A: Ring Mail	A: Ring Mail
H: Pointy Hat	H: Openface	H: Openface
C: Blista, Zel, Cure	S: HP +20%	S: Arms Master

Ring (Ema) LV11	Treilorh (Sonova) LV12	Sword (Amu) LV11
W: Iron Ring	W: Long Sword	W: Long Sword
A: Feigm Robe	A: Ring Mail	A: Ring Mail
H: Pointy Hat	H: Lucky Charm	H: Openface
C: Gaiga, Conti, Bondes, Cure	S: Champion	
	C: Cure Re	

Spear (Zeneth) LV11	Bow (Gote) LV11	Bow (Kashis) LV11
W: Halberd	W: Composite Bow	W: Composite Bow
A: Ring Mail	A: Ring Mail	A: Ring Mail
H: Openface	H: Openface	H: Cat's Eye
S: Dealer		S: Poison 10%

Bow (Gote) LV11
W: Composite Bow
A: Ring Mail
H: Openface

If you have already whored out all the EXP to be had for awhile from the Carmwell Tower of Trial/are doing a low level-run, you can seriously run up the stairs and hit Treilorh with a couple of hits, take him out, and end the battle.

As for the regular strategy, do NOT go anywhere near the front stairs. Instead, you may notice that on the west side, near where you are, there are some stairs heading up the wall. Take these stairs onto the second floor of the fortress, then move your mages left a few panels in the x-direction to get in range of the Archer up top. Have them zap the bow-user to death so he cannot harm you from above, then have the rest of your group turtle and wait it out. Smash the lancer or any of the two sword-users or mage slightly to the east that come to bother you.

Once all is clear, recover yourself, continue on up the next set of stairs to the third floor, eliminating the spear-user to gain unrestricted access to the top level of the fort. On the third floor, go around and hunt everybody to take control of the top floor. In doing so, you can also harass anybody on the second level. Leave your archers perched in the holes in the wall to attack everything down below (with the large difference in height, you will also have an amazing range); make sure to take out the mages with Cure Re first, however.

Treilorh also has a Cure coin on him, so either try to kill everything that else moves quickly, or let him use it and shoot the soldiers he heals to farm experience. Your melee fighters should go back down and take their time with clearing any enemies that decide to stray out of the arrow path. After, you can focus on Treilorh and finish up the battle.

Reward: Long Sword

QUELD

[C2QUE]

•Head to Quelld.

QUELD

Objective: Defeat all Enemies

Losing Condition: Fazz is defeated

Hidden Items: (06, 04) Tundra, (16, 16) Blista

Enemies:

Dagger (Kashis) LV12	Morning Star (Gote) LV12	Sword (Amu) LV12
W: Main Gauche	W: Solidthorns	W: Bastard Sword
A: Bronze Mail	A: Bronze Mail	A: Bronze Mail
H: None	H: None	H: None
S: Immobile 10%	S: Fear Guard	S: Threaten 10%

Spear (Zeneth) LV12	Dagger (Kashis) LV12
W: Bardiche	W: Main Gauche
A: Bronze Mail	A: Bronze Mail
H: None	H: None
S: Sandman 10%	S: DEV +20%

Sword (Amu) LV12	Bow (Gote) LV12
W: Bastard Sword	W: Glitter Arrow
A: Bronze Mail	A: Bronze Mail
H: None	H: None
S: Sleep Guard	S: EXP +20%

Axe (Sonova) LV12	Axe (Sonova) LV12	Axe (Sonova) LV12
W: Battle Hammer	W: Battle Hammer	W: Battle Hammer
A: Bronze Mail	A: Bronze Mail	A: Bronze Mail
H: Openface	H: Eye of Abyss	H: Openface
S: Firm Stance	S: HP +20%	S: Firm Stance

Ring (Ema) LV12	Ring (Zeneth) LV12
W: Thorned Ring	W: Thorned Ring
A: Mithril Coat	A: Mithril Coat
H: Pointy Hat	H: Pointy Hat
S: Absorb 30%	S: CF Success +10%
C: Cure, Re Pure, Re Laks, Re Move	C: Blisu, Blista, Posn

Once the battle begins, send one of your melee units left into the alleyway between the two houses to combat a hidden unit. The rest of your group should move forward and go head to head with the five Gerauld soldiers; the enemy infantry here get a bit of an equipment boost in comparison to the Valamians you have been fighting for the last while, so be cautious. Clear them out and be sure to heal often. At the same time, your man in the alleyway should back away a few steps after he is done dealing his attacks to stay out of the path of the mages.

When the front guard has been dealt with, there will still be a number of auxiliary units on the west side. Take out the archer, then take your mages and go around the three axe-users to duel with the two mages; eliminate the one with the Cure magic first if you have weaker Coinfeigms, and take out the offensive mage first if you have stronger Coinfeigm magic equipped. Take out the other mage after.

Under NO circumstances should you let the Axe-users get near your mages;

these guys are ridiculously tough in comparison to what you may be used to, with very, VERY high defenses absolutely dwarfing that of everybody else. If your mages are not being followed, hit the axe-users with magic spells (which they are much weaker to in comparison to physical attacks), then when your magic spells run out, try to set up three or four man Attack Sessions to deal large amounts of damage as well as knock their equipment off of them, hence lowering their Attack or Defense. Try to reuse your positions for Attack Sessions on the cheap to deal damage to all three Axe-users in one turn. However, do not allow yourself to be struck while in Attack Session, as it can be very painful if not fatal.

Reward: Bronze Mail

- Your choice after is perennial to many developments in the game. While the battlefields will stay the same (with a few exceptions), many of the plot motivations are different. Choosing to advance will also stop you from entering two of the towers and prevents you from recruiting several characters. For the good ending, choose "Send a messenger."

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ECHO FOREST

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[C3ECH]

- In Queld, you can get some new equipment, along with Level 2 Coinfeigm.
- Right now, you can go to Hephaitos' Tower and clear out the thirty floor tower to talk to Chroma at the top, achieving the first step in recruiting her (you need to talk to her before you reach Kamdell in Chapter 4). Answer "You're right..." at the top.
- Make your way to Echo Forest after.

ECHO FOREST

Objective: Defeat all Enemies

Losing Condition: Fazz is defeated

Hidden Items: (04, 06) Spirit, (09, 13) Bastard Sword

Enemies:

Dagger (Kashis) LV12

W: Assassin Knife

A: Ring Mail

H: Openface

S: Blind 10%, Immobile
10%

Dagger (Kashis) LV12

W: Assassin Knife

A: Ring Mail

H: Openface

S: Phys Evade +10%

Dagger (Kashis) LV12

W: Assassin Knife

A: Ring Mail

H: Openface

S: Phys Evade +10%, Immobile
10%

Sword (Sonova) LV12

W: Long Sword

A: Ring Mail

H: Openface

S: Counter 10%, Threaten 10%

Sword (Sonova) LV12

W: Long Sword

A: Ring Mail

H: Eye of Abyss

S: Luck +10%, Threaten 10%

Ring (Ema) LV12

W: Iron Ring

A: Ring Mail

H: Cat's Eye

S: Phys Evade +10%,

Spear (Zeneth) LV12

W: Bardiche

A: Ring Mail

H: Openface

S: Sandman 10%

Morning Star (Gote) LV12

W: Bladed Fury

A: Ring Mail

H: Openface

S: Decoin 10%

Blind Guard

Sword (Amu) LV12	Ring (Ema) LV12	Bow (Gote) LV12
W: Long Sword	W: Thorned Ring	W: Composite Bow
A: Bronze Mail	A: Mithril Coat	A: Bronze Mail
H: Openface	H: Pointy Hat	H: Openface
S: Charm 10%, Arms Master	S: CF Dmg +10%, Gote's Aid	S: Poison 10%, Bilnd 10%
	C: Gaiga, Greis, Cure	

Eitolle (Zeneth) LV13	Seychel (Kashis) LV13
W: Bardiche	W: Main Gauche
A: Mithril Coat	A: Bronze Mail
H: Eye of Abyss	H: Lucky Charm
S: Luck +20%, CF Success +10%	S: Jump +2, Immobile 10%
C: Depin, Posn, Terror	

Of the seven men that you get at the beginning of the battle, have five of them move to the southern corner where the group of three Kashis Dagger-users are waiting, and swarm them with a five-to-three ratio. Keep two long-range hitters (archers, boomerang users or mages) behind and eliminate the two Sonova sword-users on the western corner of the map. If they begin to pursue you and you cannot finish them off in time, back away after each magic/arrow/boomerang use so they cannot get in any more than one hit per turn, and retreat to merge with the main group. If you are using magic, you may also want to equip some stronger Coinfeigms before coming into battle (Queld offers Level 2 Coinfeigm).

Keep your group intact, and lick any wounds that may have been incurred while taking out the five bandits. Try to lure at least one of the Ring/Spear/Morning Star group from the eastern corner over to where you are at and ambush them. Putting archers and boomerang users on some important focal points (such as the hump in the hill at (12, 05)) can also be useful in sniping them long range and getting them to come to you. Once they begin to stay still in the east, bring the entire mob over to demolish their corps.

From here, set up another vantage point on the high ground for your archers and boomerang users, and along with your mages, try attacking the generics in Eitolle's group; focus on their mage first thing, as she has a Cure coinfeigm. If Eitolle has nothing on her that you want to break off through an attack session, she should be the next to go. Once the group is whittled down to three members, you can send in all your melee members to finish off the fight (at this point in time, though, I REALLY recommend you use Attack Sessions on Eitolle, Seychel, or both, if you have not gone through Hephaitos' Tower and gotten good equipment from the top floors).

Reward: Robe of Wisdom

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MOUNT TESINA

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[C3MNT]

- Head on to Mount Tesina. At this point, you really should be getting Jump +1, Jump +2 and/or Boots onto most of your soldiers.
- During the pre-battle cutscene, answer "Your beauty froze me..." in order to later recruit Jacqueline.

MOUNT TESINA

Objective: Defeat Jacqueline

Losing Condition: Fazz is defeated

Hidden Items: (16, 11) Zeneth Emblem, (08, 05) Boots

Enemies:

Dagger (Kashis) LV13	Dagger (Kashis) LV13	Morning Star (Gote) LV13
W: Main Gauche	W: Assassin Knife	W: Bladed Fury
A: Ring Mail	A: Ring Mail	A: Ring Mail
H: Openface	H: None	H: None
S: Immobile 10%, Confuse Guard	S: DEV +20%	S: Poison 10%

Ring (Ema) LV13	Dagger (Kashis) LV13
W: Iron Ring	W: Main Gauche
A: Ring Mail	A: Bronze Mail
H: Pointy Hat	H: None
S: CF Dmg +10%	S: Phys Evade +10%
C: Blisu, Zel, Blista, Re Move	

Morning Star (Gote) LV13	Bow (Gote) LV13	Sword (Sonova) LV13
W: Solidthorns	W: Composite Bow	W: Bastard Sword
A: Bronze Mail	A: Bronze Mail	A: Bronze Mail
H: Openface	H: Openface	H: Openface
S: EXP +20%	S: Fear Guard	S: Poison Guard

Axe (Sonova) LV13	Sword (Amu) LV13	Eitolle (Zeneth) LV14
W: Battle Hammer	W: Bastard Sword	W: Bardiche
A: Bronze Mail	A: Bronze Mail	A: Mithril Coat
H: Eye of Abyss	H: Openface	H: Eye of Abyss
S: Poison Guard	S: Absorb 10%, Arms Master	S: CF Success +10%, Counter 10%
		C: Depin, Posn, Terror

Seychel (Kashis) LV14	Ring (Zeneth) LV13	Ring (Ema) LV13
W: Main Gauche	W: Thorned Ring	W: Thorned Ring
A: Bronze Mail	A: Bronze Mail	A: Mithril Coat
H: Lucky Charm	H: Pointy Hat	H: None
S: Phys Evade +10%, Immobile 10%	S: CF Dmg +10%	S: Jump +1, Ema's Aid
	C: Cure Re, Cure, Re Pure	C: Blista, Zepherd, Blisu, Re Laks

Jacqueline (Gote) LV15
W: Cursed Bow
A: Bronze Mail
H: Openface
S: Poison 10%, Fear Guard, Hawk's Eye

Once again, because of the mission objective, there are two ways to go about doing this battle. If you have been grinding it at the towers and would get very little EXP from fighting this battle, just take anyone with Coinfeigm equipped east, and pound Jacqueline from down below with all the magic you have to take her out and end the battle.

For those who need to get EXP, you should notice that there are two ways that you can get up to the top; a path going up around the east end, and a back trail going up the west end. Taking the east side will get you destroyed by the

sheer number of archers and mages, so work your way over to the west at the beginning.

Keep an eye out on Jacqueline's attack range (highlight the cursor over her and press Y for red panels to appear), and go west and take on the first group of three Dagger-users. Once they are down, continue on west, and have a mage duel to take out the mage on top of the hill (if you try to take your melee users up top, it shall take too long). Finish the group at the bottom of the hill off by disposing of the last Dagger wielder.

With that out of the way, get your group to go and hug up against the walls of the big cliff so that you cannot be hit by any archer fire. Heal up and do what you will, then use coinfeigm if you want to hit some people on the top of the mountain; kill in one turn, however, as one of the mages has a Cure and Cure Re coinfeigm equipped to her. After you are done doing what you need to, continue on your ascent up the path, taking out the Morning Star user at the top.

By this time, the two groups will finally come to a head, as Jacqueline's personal guard will likely all come after you. At this point, there is nothing more to it than to really grab the terrain advantage where possible, use swarm tactics to pick off enemy units one at a time, get onto the high point of the hill, and use Attack Sessions on the three siblings to get some decent equipment where warranted. After you finally defeat Jacqueline, the battle is over with the victory in your favour.

Reward: Main Gauche

F O R T S A P P H A R L

[C3FTS]

- Continue on to Fort Sappharl. Make sure at least one person has Jump +1 equipped (or Boots, and/or Jump +2) so that you can pick up a Hidden Item.

F O R T S A P P H A R L

Objective: Defeat Jacqueline
Losing Condition: Fazz is defeated
Hidden Items: (10, 07) Gaiz, (06, 11) Robe of Wisdom
Enemies:

Sword (Amu) LV15	Ring (Ema) LV15
W: Bastard Sword	W: Thorned Ring
A: Bronze Mail	A: Mithril Coat
H: Openface	H: Pointy Hat
S: Phys Dmg +10%, Confuse Guard	C: Gaiga, Blisu, Gaiz, Cure Re

Bow (Ema) LV15	Bow (Ema) LV15
W: Glitter Arrow	W: Glitter Arrow
A: Bronze Mail	A: Bronze Mail
H: Openface	H: Openface
S: Threaten 10%, Sandman 10%, Decoin 10%	S: Poison 10%, Immobile 10%, Charm 10%

Sword (Amu) LV15	Axe (Sonova) LV15	
W: Bastard Sword	W: Battle Hammer	
A: Bronze Mail	A: Bronze Mail	
H: Openface	H: Openface	
S: Immobile Guard, Confuse Guard, Arms Master	S: Poison Guard, Immobile Guard	
Spear (Zeneth) LV15	Dagger (Kashis) LV15	Ring (Ema) LV15
W: Bardiche	W: Main Gauche	W: Thorned Ring
A: Bronze Mail	A: Bronze Mail	A: Mithril Coat
H: Openface	H: Openface	H: Lucky Charm
S: Sandman 10%	S: Immobile 10%	S: Phys Dmg -10%, Jump +1, Decoin 10%
		C: Blisu, Laira, Zepherd, Cure
Morning Star (Gote) LV15	Sword (Amu) LV15	Ring (Zeneth) LV15
W: Solidthorns	W: Bastard Sword	W: Thorned Ring
A: Bronze Mail	A: Bronze Mail	A: Mithril Coat
H: Openface	H: Openface	H: Pointy Hat
S: EXP +20%, Phys Hit +10%	S: Threaten 10%	S: Luck +10%, Immobile Guard
		C: Greis, Gaiga, Cure
Eitolle (Zeneth) LV16	Jacqueline (Gote) LV17	
W: Steel Spear	W: Battle Axe	
A: Mithril Coat	A: Bronze Mail	
H: Eye of Abyss	H: Boots	
S: CF Success +10%, Counter 20%, Charm 10%	S: CF Dmg -10%, Fear Guard, Confuse Guard	
C: Depin, Posn, Conti		
Seychel (Kashis) LV16	Ring (Ema) LV15	
W: Gladius	W: Thorned Ring	
A: Bronze Mail	A: Mithril Coat	
H: Lucky Charm	H: Pointy Hat	
S: Phys Evade +10%, Immobile 10%	S: Phys Dmg -10%, Confuse Guard	
	C: Cure Re, Cure, Re Laks, Bondes	

Once again, your objective is to take out Jacqueline, so for those of you who wish to get the battle done and over with quickly, all you have to do is get your mages close to the bridge and use Coingfeigm to take out Jacqueline.

For those of you who want to grab as much EXP as possible, move forward towards where the bridge is, and get everybody underneath it. While you are susceptible to magic attacks and the Sword and Axe user along the path a bit, the archers on top of the bridge cannot attack you, while you can retaliate in return with magic. Take out the archers and the two melee attackers, heal up as quick as you can, then run uphill and out of the way of Eitolle and the mages coinfeigm range.

At the same time, if you have any unit with very low movement costs and Jump +1 equipped, you can have him or her jump onto the southeastern crate nearby the bridge, and travel west to attack the mage. You may have to sacrifice the unit to take out the mage, but it is very useful to have her out of the way, and you can always revive your own ally with Re Vin.

Once you hit the northern end of the battlefield, take out the Morning Star, Sword and Ring user holed up between the castle wall and columns. Do some

strafing of the three siblings and their generic Ring comrade from here if you want using Coinfeigm, then continue on to the eastern corner and deal with all the soldiers here. Get everybody onto the bridge, then continue across the bridge to the castle walls to fight the last batch of bandits, including Jacqueline. Although the space is cramped, you should try at least one Attack Session on one of the siblings, as they carry some very useful weapons.

Reward: Flamberge

- Answer "I want to help them." to later be able to recruit Jacqueline.

LAKE ECROGA

[C3LEC]

- You can head to the nearby Tower of Trial now. Unlike most of the past Towers of Trial, this one has a significant jump in levels from beginning to end, starting at Level 13 and ending at Level 25, so you can grind out some considerably good levels here.
- Head to Tus. Watch the cutscenes.
- At this point in the game, I highly, highly, HIGHLY recommend that you try to upgrade as many of your coins as you can to a minimal AoE of 13 and range of 6, and for EVERY single one of your regular units to have AT LEAST one Level 2 offensive coinfeigm in addition to the cures and Re Vins, etc. In the upcoming battle, this is especially important. With Level 6 Seals being offered at Tus, you should have a much easier time of upgrading and improving your coinfeigm.
- Head down to Lake Ecroga next.

LAKE ECROGA

Objective: Defeat all Enemies

Losing Condition: Fazz is defeated

Hidden Items: (21, 13) Panacea

Enemies:

Dagger (Kashis) LV18	Bow (Gote) LV18	Sword (Amu) LV18
W: Orichalch	W: Rippled Bow	W: Flamberge
A: Chain Mail	A: Chain Mail	A: Chain Mail
H: None	H: None	H: None
S: Immobile 25%	S: Blind 25%, Immobile 25%	S: Arm Break 10%, Confuse Guard

Dagger (Zeneth) LV18	Dagger (Kashis) LV18	Axe (Sonova) LV18
W: Orichalch	W: Orichalch	W: Damascus Axe
A: Robe of Wisdom	A: Chain Mail	A: Chain Mail
H: Priest's Hat	H: None	H: None
S: CF Success +10%	S: Acc Guard	S: Acc Break 10%, Immobile Guard
C: Blista, Blista, Depin		

Boomerang (Gote) LV18	Boomerang (Gote) LV18	Boomerang (Gote) LV18
W: Dual Edge	W: Soarer	W: Dual Edge
A: Armor of Light	A: Chain Mail	A: Armor of Light
H: None	H: Dragon Helm	H: Mermaid Beads
S: Blind 25%, Armor Guard	S: Phys Hit +20%	

Sword (Sonova) LV18
W: Scimitar
A: Armor of Light
H: Dragon Helm
S: HP +30%, Confuse Guard

Sword (Amu) LV18
W: Scimitar
A: Armor of Light
H: Dragon Helm
S: Counter 20%,
Confuse Guard

Bow (Gote) LV18
W: Rippled Bow
A: Chain Mail
H: Eye of Abyss
S: Charm 10%

Ring (Ema) LV18
W: Silver Ring
A: Robe of Wisdom
H: Priest's Hat
S: Equip Coin +1
C: Blista, Laicle, Depin,
Conti, Cure Zu

Morning Star (Kashis) LV18
W: Flail
A: Robe of Wisdom
H: Boots

Spear (Amu) LV18
W: Naginata
A: Armor of Light
H: Dragon Helm
S: Counter 20%, Champion

Bow (Amu) LV18
W: Bow of Ichii
A: Armor of Light
H: Dragon Helm

If you did as I told you before, and equipped at least one Level 2 or higher offensive coin on all of the units that you regularly use, then start using your coinfeigm and blasting the hell out of the three units on each of the two nearby islands. They will be powerless to retaliate, as only one person has any Coinfeigm, and they lack the range and Area of Effect to touch you. Go nuts in order to take all of them out.

Once all six foes are down for the count, you will need to split your group into two; all Boomerang users and archers need to go to the western island. Add on any melee users who either did not have to use their coinfeigm/will have two uses left by the time they get to the island (as your Coinfeigm Points recover over time) so that you have a group of four, and take over the west island. At the same time, your remaining melee soldiers should swim across to the eastern island.

When the western detachment makes it to their respective island, immediately set about to kill the Archer on the nearby cliff; one of your own archers can hit him from the western-most panel on the island, but all the rest will have to settle for using magic. Once he is out of the way, multiple enemies shall swarm to you; so long as you keep the island completely covered with your own units, none of them can get on, and they will be ripe for the picking by regular attacks. Meanwhile, long-range hits and magic should be used to take out those from afar that refuse to get closer, as well as anybody on the nearby cliff that approaches.

As soon as all the foes in the water ARE CLOSE TO being eliminated or are all at the western island, take your small band at the eastern island, and quickly take them west towards the northern corner of the screen. Once they make it onshore, start having them cut through anybody in their way, and use your western island units for magical backup. Any melee fighters from the western detachment can also go and climb up the nearby cliff (at 08, 06 there is a plant that acts as a stepping stone to the top area, though you may need Jump +1 and/or Jump+2 and/or Boots) and perform a pincer attack from the top. You should ultimately be able to take the win.

Reward: Boots

TEMPLE OF WATER

[C3TOW]

•Head to the Temple of Water next. Be warned that this is a two-part battle, so make sure you have decent supplies on you.

TEMPLE OF WATER (OUTSIDE)

Objective: Defeat all Enemies

Losing Condition: Fazz is defeated

Hidden Items: (10, 07) Blue, (15, 12) Battle Flail

Enemies:

Spear (Zeneth) LV20

W: Benkei Brave

A: Armor of Light

H: Dragon Helm

Bow (Amu) LV20

W: Rippled Bow

A: Armor of Light

H: None

Dagger (Kashis) LV20

W: Falchion

A: Armor of Light

H: Boots

Dagger (Sonova) LV20

W: Orichalch

A: Armor of Light

H: Dragon Helm

S: Phys Dmg -20%,
Jump +1

Bow (Gote) LV20

W: Bow of Ichii

A: Armor of Light

H: Miser's Secret

S: Jump +1,
Fear Guard

Ring (Ema) LV20

W: Dragon Claw

A: Robe of Wisdom

H: Priest's Hat

S: Jump +1, Confuse Guard

C: Greis, Bondes, Spika, Posn

Bow (Amu) LV20

W: Bow of Ichii

A: Armor of Light

H: Dragon Helm

S: Jump +1, Arm Break
10%, Champion

Sword (Amu) LV20

W: Scimitar

A: Armor of Light

H: Dragon Helm

S: Jump +1, Arm
Break 10%

Bow (Gote) LV20

W: Bow of Ichii

A: Armor of Light

H: Mermaid Beads

S: Jump +1, Poison 10%

Ring (Ema) LV20

W: Silver Ring

A: Robe of Wisdom

H: Priest's Hat

S: Jump +1, Confuse
Guard

C: Blista, Laicle,
Spika, Conti

Ring (Ema) LV20

W: Silver Ring

A: Robe of Wisdom

H: Priest's Hat

S: Phys Dmg -10%,
Jump +1

C: Cure Re, Re Coin,
Mintal, Zepherd

Sword (Amu) LV20

W: Scimitar

A: Armor of Light

H: Dragon Helm

S: Counter 20%, Jump +1, Confuse
Guard

Spear (Zeneth) LV20

W: Naginata

A: Armor of Light

H: Dragon Helm

S: Phys Dmg -10%,
Jump +1, Charm 25%

Spear (Zeneth) LV20

W: Naginata

A: Armor of Light

H: Dragon Helm

S: Phys Dmg -10%,
Jump +1, Sandman 10%

Spear (Zeneth) LV20

W: Naginata

A: Armor of Light

H: Dragon Helm

S: Phys Dmg -10%, Jump +1,
Charm 25%

Spear (Zeneth) LV20

W: Naginata

A: Armor of Light

H: Dragon Helm

S: Phys Dmg -10%, Jump +1, Sandman 10%

Following in the same theme from the battle at Lake Ecroga, you should

let your Coinfeigm do most of the work for you. Set up any two of archers and boomerang users on the eastern end of the red panels, as they can just use their long-range attacks to hit the four opponents in the water (of course, you can still use Coinfeigm to kill them, but you may want to strike them individually to get some more EXP).

For your other five warriors, put them near the western and northern end of the bottom island, and have them hit the Dagger-Bow-Spear trio in the western corner of the area and the group guarding the doors to the inside of the Temple of Water with coinfeigm (for the latter group, you may have to hop into the water and move forward one or two spaces). Only one enemy on this entire battlefield has a Cure coinfeigm, so make sure that you at least kill her if you are unable to take out both groups of enemies completely.

At the same time, your archers/boomerangers should be at work picking off the four spear users that are in the water. Because none of them have coins, they will either pursue you or stand still, and neither option will allow them to get to you in time to even deal a single hit. Again, you could use Coinfeigm, but if you have not been grinding it out in all of the Towers, there is an opportunity for some easy EXP here.

Very quickly, thanks to using Coinfeigm with large Area of Effects and the small size of the battlefield, there should only be a few enemies left, concentrated in the northern corner. You can either hop into the water and hit them with more coinfeigm while in the water, or get onto dry land on the opposite side and hit them from both sides. Eventually, the win is yours.

Reward: Armor of Light

- Save your data, then move forward for the second battle here.

TEMPLE OF WATER (INSIDE)

Objective: Defeat Leimrey

Losing Condition: Fazz is defeated

Hidden Items: (13, 11) Spear, (04, 15) Glacier

Enemies:

Dagger (Kashis) LV21

W: Assassin Knife

A: Robe of Wisdom

H: Iron Sandals

S: Phys Evade +10%,

Jump +2, Decoin 10%

Dagger (Kashis) LV21

W: Assassin Knife

A: Robe of Wisdom

H: Iron Sandals

S: Phys Evade +10%,

Jump +2, Poison 10%

Ring (Ema) LV21

W: Silver Ring

A: Robe of Wisdom

H: Amulet

C: Blista, Laicle,
Greis, Re Cure

Sword (Amu) LV21

W: Scimitar

A: Armor of Light

H: Dragon Helm

S: Arm Break 10%,
Confuse Guard

Spear (Sonova) LV21

W: Naginata

A: Armor of Light

H: None

S: Phys Hit +10%, Acc Break 10%,
Confuse Guard

Bow (Gote) LV21

W: Bow of Ichii

A: Armor of Light

H: Dragon Helm

S: Poison 10%, Charm

Ring (Ema) LV21

W: Silver Ring

A: Robe of Wisdom

H: Priest's Hat

S: Absorb 30%

Bow (Kashis) LV21

W: Bow of Ichii

A: Robe of Wisdom

H: Iron Sandals

S: Immobile 10%, Charm 10%

10%, Fear Guard

C: Bondes, Zepherd,
Depin, Cure Re

Leimrey (Zeneth) LV22

W: Snake Pike

A: Beast Armor

H: Headband

S: Break Guard, Champion,
Firm Stance

C: Blen, Cure Re, Decoin

Dagger (Ema) LV21

W: Orichalch

A: Robe of Wisdom

H: Boots

S: Equip Coin +1

C: Blista, Laicle,
Bondes, Decoin,
Conti

Ring (Ema) LV21

W: Silver Ring

A: Robe of Wisdom

H: Preist's Hat

S: CF Dmg -20%

C: Gaiz, Depin, Posn,
Cure Re

Bow (Gote) LV21

W: Bow of Ichii

A: Armor of Light

H: Dragon Helm

S: Blind 25%, Armor Guard

Sword (Amu) LV21

W: Scimitar

A: Armor of Light

H: Dragon Helm

S: Arm Break 10%,
Confuse Guard

Axe (Sonova) LV21

W: Damascus Axe

A: Armor of Light

H: Eye of Abyss

S: Phys Hit +10%, Acc
Break 10%, Confuse
Guard

Ring (Ema) LV21

W: Silver Ring

A: Robe of Wisdom

H: Amulet

C: Blista, Laicle, Greis,
Cure Re

Sword (Zeneth) LV21

W: Orichalch

A: Armor of Light

H: Dragon Helm

S: Luck +20%

C: Spika, Depin, Conti

There are two imperative things to note in this battle: the first is that the objective is that Leimrey must be defeated, not all enemies. However, this is NOT a battle that you want to be grinding out for EXP, because of the second thing to note: Leia's death is not a losing condition. While that is the case, Leia's death will result in you NOT getting the best ending, so you need to end the battle quickly before that occurs.

For the most part, I HIGHLY recommend that you take the following steps; in order to maximize movement, strip everybody of all their equipment except for your melee user with the highest base Constitution/HP. For him, equip the best armor and accessory you have, as well as a Cure Re coin. Make sure everybody has powerful Coinfeigm.

To start the battle off, have everybody on the right side. Use anyone who has a Level 3 (or higher) coinfeigm with an AoE of 25, and take out the Dagger user down the stairs and the Sword user hiding in the water behind the first column. The guy who you put the equipment on should drop down into the center of the room, and make his way to the front of the platform that Leimrey and his crones are standing on. Once he makes it there, this will have the effect of distracting some of the archers and mages from hitting Leia and focus on your unit. Once he is in a stable position, do not move; instead, just use your Cure Re every turn.

For the rest of your characters, they should head along the right side of the room. Do NOT bother taking out any enemies on the way. Instead, make it all the way to the end. At the same time, Leia should move slightly right to force everyone on the left side to use up valuable RAP on moving around instead of attacking, and should use her own Cure Re coin every opportunity you get. Once your main force makes it down to the end of the room, they should focus on blasting Leimrey to hell and back until he goes down to end the battle.

Reward: Blista

•Answer "I can't do that." to get the chance to recruit Leia later on.

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LAKE ECROGA 2

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[C3LE2]

•Head back to Lake Ecroga. You will enter battle, but ONLY if you chose to free Jacqueline and her two siblings back at Fort Sappharl.

LAKE ECROGA

Objective: Defeat Jacqueline

Losing Condition: Fazz is defeated

Hidden Items: (13, 17) Mermaid Beads

Enemies:

Spear (Zeneth) LV21 W: Benkei Brave A: Robe of Wisdom H: Priest's Hat S: Charm 25%, Immobile Guard	Sword (Amu) LV21 W: Flamberge A: Chain Mail H: Dragon Helm S: Counter 20%, Arm Break 10%, Arms Master	Ring (Sonova) LV21 W: Dragon Claw A: Robe of Wisdom H: Priest's Hat S: Phys Hit +10%
Seychel (Kashis) LV22 W: Scimitar A: Robe of Wisdom H: Iron Sandals S: Phys Evade +20%, Jump +2, Confuse Guard C: Depin	Ring (Sonova) LV21 W: Dragon Claw A: Robe of Wisdom H: Priest's Hat S: Immobile Guard, Confuse Guard, Firm Stance	Spear (Zeneth) LV21 W: Benkei Brave A: Robe of Wisdom H: Priest's Hat S: Phys Dmg -10%, Charm 25%
Boomerang (Amu) LV21 W: Dual Edge A: Robe of Wisdom H: Eye of Abyss	Boomerang (Amu) LV21 W: Dual Edge A: Robe of Wisdom H: Eye of Abyss	Boomerang (Gote) LV21 W: Dual Edge A: Robe of Wisdom H: Mermaid Beads
Boomerang (Gote) LV21 W: Dual Edge A: Robe of Wisdom H: Amulet S: Immobile 10%, Charm 10%	Boomerang (Gote) LV21 W: Dual Edge A: Robe of Wisdom H: Miser's Secret	Bow (Gote) LV21 W: Rippled Bow A: Chain Mail H: Boots S: Immobile 10%, Charm 10%, Decoin 10%
Ring (Ema) LV21 W: Dragon Claw A: Robe of Wisdom H: Priest's Hat S: Blind Guard C: Blista, Laicle, Depin, Cure Re	Ring (Ema) LV21 W: Dragon Claw A: Robe of Wisdom H: Priest's Hat C: Blista, Greis, Gaiz, Cure Re	
Eitolle (Zeneth) LV22 W: Naginata	Jacqueline (Gote) LV23 W: Bow of Ichii	

A: Armor of Light	A: Armor of Light
H: Priest's Hat	H: Amulet
S: CF Success +10%, Counter 20%, Counter Guard	S: Blind 25%, Acc Break 10%, Champion
C: Mintal, Conti, Decoin	

At the beginning of the battle, split up your forces into two groups; one of them, with two melee fighters, should head to the northern corner to take out the Ring and Spear user. The remaining units (including all archers and boomerang users) should blast Seychel's squadron with coinfeigm until they are all down for the count, then take over the hill that he was controlling.

From this vantage point, your archers/boomerang users should be able to control the waters. Pick off the one unit standing on the island below you. If the units in the water do not come towards you, have four units jump off the top of the cliff and grab control of the small island, then snipe off all the units in the water. At the same time while you are doing this, the two melee units that you left off in the northern end should swim towards the eastern end, and dispatch the Ring-user and Bow-user over there.

This should leave Jacqueline's small band remaining. Target the generics from long-range with your coinfeigm. If you do not get about using Attack Sessions to get any equipment from Eitolle or Jacqueline, then use your magic to take them out as well. Otherwise, continue onto the island they are on, and use your Attack Sessions to force them to drop equipment before taking Jacqueline out.

Reward: Silver Ring

- Answer "That's enough!", then answer "Hold on, Elena." if Elena is in your party.
- Head back to Tus after the battle. After some VERY lengthy cutscenes, you will enter Chapter 4.

KAMDELL

[C4KMD]

- Before heading to Kamdell, if you want to recruit Chroma, you NEED to complete Hephaitos' Tower before fighting the fight at Kamdell.

KAMDELL

Objective: Defeat all Enemies
Losing Condition: Fazz is defeated
Hidden Items: (03, 11) Veil of Light, (10, 10) Iron Helm
Enemies:

Sword (Sonova) LV24	Spear (Kashis) LV24	Bow (Zeneth) LV24
W: Scimitar	W: Naginata	W: Bow of Ichii
A: Armor of Light	A: Robe of Wisdom	A: Robe of Wisdom
H: Iron Sandals	H: Eye of Abyss	H: Eye of Abyss
S: Phys Hit +10%, Acc Break 10%, Confuse Guard	S: Phys Evade +10%, Phys Dmg +10%, Immobile 25%	S: Jump +1, Charm 25%

Spear (Zeneth) LV24	Dagger (Zeneth) LV24	Sword (Sonova) LV24
W: Naginata	W: Orichalch	W: Scimitar
A: Armor of Light	A: Robe of Wisdom	A: Armor of Light
H: Iron Sandals	H: Miser's Secret	H: Dragon Helm
S: Phys Hit +10%, Phys Dmg -10%, Immobile Guard	C: Depin, Conti, Mintal	S: HP +30%, Phys Hit +10%, Confuse Guard
Bow (Gote) LV24	Sword (Amu) LV24	Spear (Kashis) LV24
W: Bow of Ichii	W: Scimitar	W: Naginata
A: Robe of Wisdom	A: Armor of Light	A: Robe of Wisdom
H: Dragon Helm	H: Dragon Helm	H: Boots
S: Blind 25%, Armor Guard	S: Arm Break 10%, Confuse Guard	S: Phys Evade +20%, Phys Dmg -10%
Bow (Gote) LV24	Ring (Ema) LV24	Bow (Amu) LV24
W: Bow of Ichii	W: Silver Ring	W: Bow of Ichii
A: Robe of Wisdom	A: Robe of Wisdom	A: Robe of Wisdom
H: Amulet	H: Priest's Hat	H: Eye of Abyss
S: Jump +1, Poison 10%	S: CF Dmg -20%, Jump +1, Equip Coin +1	S: Jump +1, Arm Break 10%
	C: Depin, Conti, Dy Van, Gaiz, Greis	
Ring (Ema) LV24	Spear (Zeneth) LV24	Sword (Amu) LV24
W: Silver Ring	W: Naginata	W: Orichalch
A: Robe of Wisdom	A: Robe of Wisdom	A: Robe of Wisdom
H: Priest's Hat	H: Iron Sandals	H: Iron Sandals
S: HP +20%, CF Dmg +10%	S: Phys Dmg +10%, Absorb 10%, Charm 25%	S: Phys Hit +10%, Phys Dmg -10%, Champion
C: Gaiz, Greis, Zepherd, Cure Re		

When the battle starts, use your Coinfeigm to kill the trio guarding the column to your west, but DO NOT stray into the path of any of the other units. With the first three guards down for the count, send all your archers and boomerang users up the walls and onto the top of the column that the Bow user once inhabited. If the Spear-Dagger-Sword trio at the end of the street do not budge one bit, hit them hard from high above with your arrows and boomerangs. If they come towards you main group, then take them on head-to-head and dispose of them. After, use your units on the column to kill the archer on the tower on the opposite end of the street.

Send one person down to the eastern corner and take out the mage standing on the edge of the roof with your own coinfeigm. At this same point in time, have your main guard march up the nearby stairs where the Amu Sword-user and Kashis-spear user await. Take them out, then get everybody onto the top roof. Take out the two units on top. From there, only a few enemy units should remain; you can drop down from the roof next to each of these units to take them by surprise and finish them off.

Reward: Rymdiska

- Answer "Let's go to the temple." to get the best possible ending along with other characters, as well as being able to access another tower.

KAMDELL DESERT

[C4KDD]

- Before entering the desert, go back to the Temple of Water. Inside, answer "But...", then "True...", and finally "Even then." Leia will join you after.
- If you cleared Hephaitos' Tower earlier, make the trip back all the way back to Hephaitos' Tower. Go to Floor 31. From there, you have to go through all the floors that are a multiple of 4 (4, 8, 12, 16, 20, 24, and 28) and Attack Session Sajiri along with defeating all his allies and get your equipment off of him. Check his equipment after each Attack Session to make sure you go this weapon. After you get all seven weapons back, go to the top floor, talk to Chroma again, and answer "No, not at all."
- Head back to Kamdell after and enter the desert.

KAMDELL DESERT

Objective: Defeat all Enemies

Losing Condition: Fazz is defeated

Hidden Items: (08, 12) Headband, (13, 01) Panacea

Enemies:

Sword (Amu) LV25
W: Shamsheer
A: Armor of Light
H: Dragon Helm
S: Counter 20%,
Poison 10%

Sword (Amu) LV25
W: Shamsheer
A: Armor of Light
H: Dragon Helm
S: Threaten 25%

Sword (Amu) LV25
W: Shamsheer
A: Armor of Light
H: Dragon Helm

Sword (Amu) LV25
W: Shamsheer
A: Armor of Light
H: Dragon Helm
S: Phys Dmg +20%,
Confuse Guard

Sword (Amu) LV25
W: Shamsheer
A: Armor of Light
H: Dragon Helm
S: Arm Break 10%

Sword (Amu) LV25
W: Shamsheer
A: Armor of Light
H: Dragon Helm
S: Counter 30%, Charm 10%

Sword (Amu) LV25
W: Shamsheer
A: Armor of Light
H: Dragon Helm
S: Counter 30%,
Immobile 10%

Sword (Amu) LV25
W: Shamsheer
A: Armor of Light
H: Dragon Helm
S: Arms Master

Sword (Amu) LV25
W: Shamsheer
A: Armor of Light
H: Dragon Helm

Sword (Amu) LV25
W: Shamsheer
A: Armor of Light
H: Dragon Helm

Sword (Amu) LV25
W: Shamsheer
A: Armor of Light
H: Iron Helm
S: CF Dmg -10%, Arm
Break 10%, Champion

Bow (Amu) LV25
W: Bow of Ichii
A: Armor of Light
H: Dragon Helm

Ring (Amu) LV25
W: Silver Ring
A: Robe of Wisdom

H: Veil of Light

S: CF Dmg +10%, CF Dmg -20%

This battle is a Gote Coinfeigm user's dream. You may notice that every single enemy in this battle is aligned with the Amu Hoshigami; as a result, this means that any time you use a Gote coinfeigm, the extra damage dealt due to elemental weaknesses will be inflicted upon ALL enemies. If you acquire a number of Laicle/Laizon coinfeigms before this battle and equip them on, you can easily devastate opposing forces within a couple of rounds.

A second bonus is the placement of all the foes; they are separated into four distinct groups of threes and four, on the four center edges of the maps, allowing you to take out a whole group with one strike. That is not the best part, however; at the beginning, you have a very large area upon which you can play all your comrades, and the battle map is fairly small. Hence, you could ideally place one unit at each edge of the rectangle, not have to move at all, and get in two coinfeigm hits (if two are even needed).

Stick with the above strategy for the most part, even if you do not have sufficient Gote-coinfeigm on hand. You can still make it work with other Coinfeigm, except for Zeneth-type Coinfeigm. For those of you who want to whore out EXP, you should notice that the enemy groups are still a distinct distance apart from each other; hence, you can take out one group at a time by moving everyone over to that location, and none of the other groups will try to follow you.

Reward: Re Tein

=====

TEMPLE OF FLAME

=====

[C4TOF]

•Head to the Temple of Flame.

TEMPLE OF FLAME (OUTSIDE)

Objective: Defeat all Enemies

Losing Condition: Fazz is defeated

Hidden Items: (10, 06) Panacea, (03, 19) Bone Crusher

Enemies:

Bow (Amu) LV26	Ring (Amu) LV26	Morning Star (Amu) LV26
W: Bow of Ichii	W: Silver Ring	W: Bone Crusher
A: Robe of Wisdom	A: Robe of Wisdom	A: Armor of Light
H: Priest's Hat	H: Priest's Hat	H: Dragon Helm
S: Phys Evade +10%, Phys Dmg -10%, Arm Break 10%	S: Luck +20%, Phys Evade +20%, Equip Coin +1	S: Counter 20%, Confuse Guard
	C: Depin, Bondeo, Greis	

Bow (Amu) LV26	Ring (Amu) LV26	Morning Star (Amu) LV26
W: Bow of Ichii	W: Silver Ring	W: Bone Crusher
A: Robe of Wisdom	A: Robe of Wisdom	A: Armor of Light
H: Priest's Hat	H: Priest's Hat	H: Dragon Helm
S: Phys Evade +10%, Phys Dmg -10%,	S: CF Success +10%, Equip Coin +1,	S: Counter 20%, Confuse Guard

Threaten 25%

Arm Break 10%

C: Conti, Greis, Cure Re

Axe (Amu) LV26
W: Scarlet Axe
A: Armor of Light
H: Eye of Abyss
S: Phys Dmg +10%

Dagger (Amu) LV26
W: Dragon Tooth
A: Armor of Light
H: Dragon Helm
S: Counter 20%, Arms
Master

Dagger (Amu) LV26
W: Dragon Tooth
A: Armor of Light
H: Dragon Helm
S: Counter 20%, Arms Master

Sword (Amu) LV26
W: Shamsheer
A: Armor of Light
H: Iron Helm
S: CF Dmg -10%, Arm
Break 10%, Champion

Sword (Amu) LV26
W: Shamsheer
A: Armor of Light
H: Dragon Helm

Bow (Amu) LV26
W: Bow of Kilon
A: Moon Tunic
H: Veil of Light
S: Arm Break 10%, Confuse Guard,
Arms Master

Ring (Amu) LV26
W: Silver Ring
A: Moon Tunic
H: Veil of Light
S: Equip Coin +1,
Sleep Guard
C: Conti, Gruned,
Cure Zu

Chieftain (Amu) LV26
W: Shamsheer
A: Moon Tunic
H: Headband
S: Counter 30%, Confuse Guard, Champion

Hopefully you held onto the Gote coins from the last battle, as everybody is an Amu worshipper once more. You will also have four distinct groups of foes for this battle, but they will be much closer to each other, so hopefully you can hit two groups at once when using Coinfeigm.

That being said, at the start of the battle you should keep everybody at the low-end of the ramp and use magic or bows to take out the two archers on the ends of the high platform. Once those two are out of the way, your main force should climb up the ramp, and target the center group from long range. With them out of the way, you should be able to quickly spread out and dispatch the two remaining enemies on each side.

This leaves the force at the back with the Chieftain at its center. I will not, however, advocate finishing them off quickly, outside of the two sword-users. The archer, mage, and chieftain all have some very good equipment on them (Moon Tunics, Veil of Light, some Level 3 Coinfeigm such as Gruned and Cure Zu, the Bow of Kilon, and the Counter 30%), so try to set up some attack sessions and grab some equipment. By this point in time, you should still hold at least a 6 to 3 unit advantage, so make use of your numerical superiority. Of course, do not forget to revive any units before the battle ends if you are playing on Normal or Hard.

Reward: Veil of Light

•Save, organize yourself, then move forward.

TEMPLE OF FLAME (INSIDE)

Objective: Defeat Gomes
Losing Condition: Fazz is defeated

Hidden Items: (09, 08) Sword, (01, 16) Amu Emblem

Enemies:

Bow (Amu) LV27 W: Bow of Ichii A: Robe of Wisdom H: Boots S: Decoin 25%, Fear Guard	Bow (Amu) LV27 W: Bow of Ichii A: Robe of Wisdom H: Boots S: Acc Break 10%, Fear Guard	Sword (Amu)LV27 W: Shamsheer A: Armor of Light H: Dragon Helm S: Counter 20%, Immobile Guard
Sword (Amu) LV27 W: Shamsheer A: Armor of Light H: Dragon Helm S: Counter 20%, Immobile Guard	Ring (Amu) LV27 W: Silver Ring A: Robe of Wisdom H: Priest's Hat S: Equip Coin +1, Acc Guard C: Gruned, Depin, Cure Zu	Ring (Amu) LV27 W: Silver Ring A: Robe of Wisdom H: Priest's Hat S: Equip Coin +1, Decoin Guard, Trader C: Depin, Conti, Greis
Ring (Amu) LV27 W: Silver Ring A: Robe of Wisdom H: Priest's Hat S: Equip Coin +1, Armor Guard C: Bondeo, Bondes, Posn	Morning Star (Amu) LV27 W: Bone Crusher A: Armor of Light H: Dragon Helm S: Counter 20%, Confuse Guard	Morning Star (Amu) LV27 W: Bone Crusher A: Armor of Light H: Dragon Helm S: Counter 20%, Confuse Guard
Bow (Amu) LV27 W: Bow of Ichii A: Robe of Wisdom H: Boots	Sword (Amu) LV27 W: Shamsheer A: Armor of Light H: Dragon Helm S: Threaten 25%, Arms Master, Confuse Guard	Sword (Amu) LV27 W: Shamsheer A: Armor of Light H: Dragon Helm S: Counter 30%, Confuse Guard, Champion
Gomes (Amu) LV28 W: Veelas A: Moon Tunic H: Winged Boots S: Counter 30%, Immobile Boots, Champion	Bow (Amu) LV27 W: Bow of Kilon A: Moon Tunic H: Winged Boots S: Arm Break 10%, Sleep Guard	Ring (Amu) LV27 W: Silver Ring A: Moon Tunic H: Veil of Light S: Equip Coin +1, Decoin Guard, Trader C: Bodeo, Mintal, Cure Zu

Unlike the previous two battles, your foes are clustered together in one big mass of priestkind. Put all your strongest Coinfeigm on all the units that start before the first enemy unit (which may be all of them if you have gone through any of the Towers and have been grinding it out, in which case put them on the person with the highest Spirit), and blast them with Coinfeigm.

You can ignore the two archers to the side of each battlement; if they are annoying you, however, take a single person and use their magic to pick each soldier off. Your main group should be rallying and advancing up the stairs with every group down, and taking out as many priests as they can in your first turn (you may even want to deequip most of your equipment to cut down on movement costs during the battle to hit with a farther range during the first turn).

Once the second turn comes about, regroup (but do NOT cluster yourself) and strike any cogglomeration of the enemy that forms with more coinfeigm magic.

After a few turns of this, you should have whittled down most of the enemy host. You can now make the trek up the stairs and take on Gomes with more coinfeigm or try to set his personal guard up with Attack Sessions for more equipment. Either or, make sure you heal up most of your party before the battle ends.

Reward: Moon Tunic

•Another save, another battle.

TEMPLE OF FLAME (INSIDE) 2

Objective: Defeat all Enemies

Losing Condition: Fazz is defeated

Hidden Items: None

Enemies:

Spear (Amu) LV27

W: Naginata

A: Moon Tunic

H: Iron Sandals

S: Counter 20%,

Absorb 30%,

Arm Break 10%

Bow (Gote) LV27

W: Bow of Kilon

A: Moon Tunic

H: Iron Sandals

S: Absorb 30%,

Blind 25%,

Armor Guard

Ring (Ema) LV27

W: Silver Ring

A: Robe of Wisdom

H: Priest's Hat

S: CF Dmg +10%

C: Laicle, Zephin, Bondes, Conti

Dagger (Kashis) LV27

W: Dragon Tooth

A: Robe of Wisdom

H: Winged Boots

Dagger (Kashis) LV27

W: Dragon Tooth

A: Robe of Wisdom

H: Winged Boots

S: Acc Guard

Axe (Sonova) LV27

W: Scarlet Axe

A: Armor of Light

H: Eye of Abyss

S: Jump +1, Acc Break 10%

Spear (Zeneth) LV27

W: Naginata

A: Armor of Light

H: Dragon Helm

S: Charm 25%

Dagger (Kashis) LV27

W: Dragon Tooth

A: Robe of Wisdom

H: Winged Boots

S: DEV +20%

Spear (Zeneth) LV27

W: Naginata

A: Armor of Light

H: Headband

Sword (Amu) LV27

W: Shamsheer

A: Armor of Light

H: Dragon Helm

S: Counter 20%

Ring (Ema) LV27

W: Silver Ring

A: Moon Tunic

H: Veil of Light

S: Equip Coin +1,

Refined CF

C: Galfo, Blen, Depin,

Conti, Cure Zu

Sword (Amu) LV27

W: Shamsheer

A: Armor of Light

H: Iron Helm

S: Counter 20%, Arm Break 10%

Ring (Ema) LV27

W: Silver Ring

A: Robe of Wisdom

H: Priest's Hat

S: CF Dmg +10%

C: Mintal, Posn, Bondes, Re Lake

A few things to note here: you lose the advantage of having a homogeneous-worshipping opponent, as they are now all over the place instead of all being Amu devotees. Additionally, you have to kill all the enemies instead of a ringleader. Fortunately, you will start at the top of the temple, forcing

all your opponents to go uphill.

Send a couple of close-combat fighters to go and work on the three foes that are up on the high ledge at the west end of the room. I would personally recommend sending Gomes and Leia over there to do the dirty work, as long as Leia has kept her Cure Zu coin on her (you need to keep Gomes alive until the end of the battle to recruit him later on). Once they finish the three units off, they can use coinfeigm to hurt the enemies down below.

While that is going on, you should assemble a grand host of archers and boomerang users at the top of the stairs (hence, all your optional units should have bows or boomerangs equipped), while keeping Fazz still equipped with a melee weapon, preferably a Spear where possible. The archers and boomerangers should stand on top of the platform with 14 elevation, while Fazz should drop down to 12 elevation. With Fazz acting as a front-guard, your archers and boomerangers at the rear should send a rain of arrows and boomerang attacks at all the foes down below. Fazz should use coinfeigm where necessary, and take out anybody who gets to close.

When Leia and Gomes are done their chores, they can also try dropping down to the first floor and hitting the enemy from behind. You should only do this when there are a few enemy units left, however; you need to keep Gomes alive until the end of the battle. You may also want to keep them as a trump card only to use if the enemy decides not to advance, staying out of range of your long-range attackers. Other than that, there is not really much to the battle other than to take the high ground, let the opponents come to you, and shoot them down with a swarm of arrows and boomerangs.

Reward: Gruned

- Pick "Let's retreat." for the best ending. If you accidentally choose "We'll fight." then choose "On second thought..." on the next choice sequence.
- At the Oasis, choose "We'll go to the Kamdell Desert." Answer "Certainly." and Gomes will join your party.

KAMDELL DESERT 2

[C4KD2]

- Continue on back to Kamdell Desert.

KAMDELL DESERT

Objective: Defeat all Enemies

Losing Condition: Fazz is defeated

Hidden Items: None

Enemies:

Spear (Zeneth) LV28

W: Naginata

A: Armor of Light

H: Headband

S: Luck +20%

Boomerang (Kashis) LV28

W: Rimdyska

A: Armor of Light

H: Iron Helm

S: Immobile 10%, Decoin 10%

Boomerang (Gote) LV28

W: Rimdyska

A: Armor of Light

H: Iron Helm

S: Decoin 10%, Armor
Guard

Ring (Ema) LV28
W: Silver Ring
A: Moon Tunic
H: Veil of Light
S: CF Dmg -10%
C: Cure Re, Spika,
Terror

Sword (Sonova) LV28
W: Shamsheer
A: Armor of Light
H: None
S: HP +10%

Dagger (Kashis) LV28
W: Dragoon Tooth
A: Armor of Light
H: None

Sword (Amu) LV28
W: Shamsheer
A: Armor of Light
H: None

Dagger (Kashis) LV28
W: Dragoon Tooth
A: Armor of Light
H: Headband

Boomerang (Gote) LV28
W: Rimdyska
A: Armor of Light
H: Iron Helm
S: Phys Hit +20%

Ring (Ema) LV28
W: Silver Ring
A: Moon Tunic
H: Veil of Light
S: CF Dmg +10%
C: Bondes, Greis,
Cure Re, Re Laks

Axe (Sonova) LV28
W: Scarlet Axe
A: Armor of Light
H: Iron Helm
S: HP +30%, Acc
Break 10%

Sword (Amu) LV28
W: Shamsheer
A: Armor of Light
H: Iron Helm
S: Arm Break 10%, Confuse Guard

Spear (Zeneth) LV28
W: Naginata
A: Armor of Light
H: Headband
S: Sandman 10%,
Immobile Guard

Bow (Gote) LV28
W: Bow of Kilon
A: Armor of Light
H: Headband
S: Blind 10%

Sword (Amu) LV28
W: Dragon Tooth
A: Armor of Light
H: Moon Necklace
S: Counter 20%

This is somewhat of a 'vanilla' fight; nothing special that you have to do, a fairly straightforward battlefield, and so forth. There are only two guys with Coins in the entire enemy force, so make sure you eliminate them long-range right away, and the rest of the host should ideally crumble before you quickly, so long as you keep up long-range pressure and guard the center of the map fiercely. If nobody tries to pursue you, split your groups up into two and go to the enemy to take them out (on a side note, this is the one of only a few one-paragraph strategies in the entire walkthrough, for good reason - this is a really simple, 'kill everyone' battle).

KAMDELL 2

[C4KM2]

•Head to Kamdell again. After a lengthy cutscene, another battle shall occur.

KAMDELL

Objective: Defeat Leimrey
Losing Condition: Fazz is defeated
Hidden Items: None
Enemies:

Elegiac Knight (Vugtis) LV30
W: Claimh Solais

Elegiac Knight (Vugtis) LV30
W: Claimh Solais

A: Beast Armor
H: Swift Boots
S: Seven Pains, Weapon Guard, Firm Stance

A: Beast Armor
H: Swift Boots
S: Seven Pains, Weapon Guard,
Firm Stance

Leimrey (Zeneth) LV30

W: Culnrikolnne
A: Silver Robe
H: Winged Boots
S: Wpn Break 25%, Seven Guard, Firm Stance
C: Blen, Cure Zu

The following notes are only for people who want to Attack Session for equipment. If you are wanting to just get the battle over with, then massacre Leimrey out of the gate until he falls.

In any case, bring a Decoin coinfeigm into the battle, and immediately cast it on Leimrey to stop him from using any of his own coinfeigm. Put your best equipment on everyone, and equip some skills to allow you to survive close-up combat for a couple of turns (Absorb 30%, Firm Stance, etc). Retreat a few squares, and once one of the Elegiac Knights comes after you, get everybody into Attack Session formation. To distract Leimrey and the other Knight, take a unit or two who can survive a few turns and drop them right next to the two, and they will attack your dummy units instead of pursuing the main group and disrupting the Attack Session.

That said, this should be a reasonably quick battle, considering you only have three opponents, and you start off so close.

Reward: Panacea

- Save your game. Put your best equipment on Fazz.

KAMDELL

Objective: Defeat Leimrey
Losing Condition: Fazz is defeated
Hidden Items: None
Enemies:

Leimrey (Zeneth) LV30
W: Culnrikolnne
A: Silver Robe
H: Winged Boots
S: Charm 25%, Seven Guard, Champion

This will be a one-on-one battle between Fazz and Leimrey. For the beginning, you should stay a bit weary and pound him with Coinfeigm (and, as he has none, cannot retaliate long range) and keep your distance from him. Towards the end of the battle, for dramatic respite, you can probably get up close to him and finish it off. Do remember that Leimrey uses a spear, which hits the two spaces ahead of it. And that is basically it.

[C4RND]

•Head off to Roundart on the world map.

ROUNDART

Objective: Defeat all enemies

Losing Condition: Fazz is defeated

Hidden Items: ???

Enemies:

Dagger (Kashis) LV31
W: Dragon Tooth
A: Armor of Light
H: Headband
S: DEV +20%, Immobile
25%

Bow (Ema) LV31
W: Bow of Killon
A: Armor of Light
H: Headband
S: Phys Dmg +10%, Absorb
50%, Poison 25%
C: Cure Zu, Re Tein,
Laizon, Blen

Spear (Zeneth) LV31
W: Naginata
A: Armor of Light
H: Iron Helm
S: Charm 25%, Sandman
25%
C: Mintal, Cure Zu

Sword (Amu) LV31
W: Shamsheer
A: Armor of Light
H: Iron Helm
S: Counter 30%, Arms
Master

Sword (Amu) LV 31
W: Shamsheer
A: Moon Tunic
H: Iron Sandals
S: Phys Dmg +20%, Counter 30%,
Arms Master

Axe (Sonova) LV31
A: Scarlet Axe
A: Moon Tunic
H: Iron Helm
S: HP +30%, Counter
20%, Refined Attack

Sword (Sonova) LV31
W: Shamsheer
A: Armor of Light
H: Iron Sandals
S: HP +50%, CF Dmg
-10%, Decoin 25%

Dagger (Kashis) LV31
W: Dragon Tooth
A: Armor of Light
H: Winged Boots
S: Phys Evade +20%, Phys
Dmg +10%, Absorb 30%

Bow (Gote) LV31
W: Bow of Kilon
A: Armor of Light
H: Iron Helm
S: Phys Hit +20%, Jump
+2, Decoin 10%

Ring (Zeneth) LV31
W: Silver Ring
A: Moon Tunic
H: Veil of Light
S: Luck +30%, CF
Success +10%,
Trader
C: Blen, Zephin,
Conti

Bow (Gote) LV31
W: Bow of Kilon
A: Moon Tunic
H: Iron Helm
S: Poison 10%, Blind
25%, Sandman 10%

Spear (Zeneth) LV31
W: Naginata
A: Armor of Light
H: Headband
S: Luck +20%, Sandman 25%
C: Blen, Cure Zu, Re Laks

Spear (Zeneth) LV31
W: Longinus
A: Armor of Light
H: Headband
S: CF Success +20%, CF Dmg -10%,
Charm 25%
C: Depin, Dy Van

Sword (Amu) LV31
W: Shamsheer
A: Armor of Light
H: Moon Necklace
S: Phys Dmg +20%, Threaten 25%, Arm
Break 10%

Ring (Ema) LV31
W: Angelic Ring
A: Moon Tunic
H: Veil of Light
S: CF Dmg +20%, Confuse Guard
C: Zephin, Gruned, Bondeo, Galfo

Ring (Ema) LV31
W: Silver Ring
A: Moon Tunic
H: Veil of Light
S: Equip Coin +1, Decoin Guard
C: Posn, Conti, Decoin, Depin, Cure Zu

Your goal first and foremost should be to capture the bridge at the top of the town; nothing else matters at the beginning. Use Coinfeigm to wipe out the guards on the stairs leading to the top, and try to take the mage and archer on the bridge out as well. Once the path up is cleared, get everyone onto the bridge, and dispose of anybody left on top. The bridge is the major focal point of the battle, as once on top, only enemies wielding coinfeigm are able to touch you.

Once you make it onto the bridge, keep everybody with bows and boomerangs on top, while your main melee force goes back down the steps. The archers and boomerangers should hop onto the northern railing and rain fire down on the group of five troops below (make sure you kill the mage with the Cure Zu coin first). While this is happening, all your melee fighters should be heading back down east to kill off the group of four troops from earlier that you were too predisposed to deal with. Overall, so long as you can gain control of the bridge, you have effectively won the battle.

Reward: ?

SONTI PLATEAU

[C5SNP]

•Continue to Sonti Plateau on the world map.

SONTI PLATEAU

Objective: Defeat Blackthorn

Losing Condition: Fazz is defeated

Hidden Items: (14, 10) Dragon Tooth, (05, 04) Moon Tunic

Enemies:

Bow (Gote) LV32 W: Bow of Kilon A: Armor of Light H: Boots S: Acc Break 10%, Fear Guard, Armor Guard	Ring (Ema) LV32 W: Silver Ring A: Moon Tunic H: Amulet S: CF Success +10%, CF Dmg +10% C: Bondeo, Depin, Spika, Ora Van	Axe (Sonova) LV32 W: Scarlet Axe A: Moon Tunic H: Iron Sandals S: Fear Guard, Confuse Guard, Refined Attack
Sword (Kashis) LV32 W: Shamsheer A: Moon Tunic H: Winged Boots S: Phys Evade +20%, Confuse Guard, Sleep Guard	Ring (Ema) LV32 W: Silver Ring A: Moon Tunic H: Veil of Light S: Champion, Refined CF C: Greis, Laicle, Gelfo, Cure Zu	Sword (Kashis) LV32 W: Shamsheer A: Moon Tunic H: Winged Boots S: Jump +2, Confuse Guard
Axe (Sonova) LV32 W: Scarlet Axe A: Moon Tunic H: Iron Sandals S: Poison 10%, Fear Guard, Confuse	Ring (Ema) LV32 W: Silver Ring A: Moon Tunic H: Veil of Light S: CF Dmg +10%, Jump +1 C: Laizon, Zephin, Re	Bow (Gote) LV32 W: Bow of Kilon A: Armor of Light H: Boots S: Arm Break 10%, Fear Guard, Acc Guard

Bow (Gote) LV32

W: Rain Maker

A: Armor of Light

H: Veil of Light

S: HP +20%, Fear Guard, Confuse Guard

Bow (Gote) LV32

W: Rain Maker

A: Moon Tunic

H: Headband

S: HP +20%, Fear Guard,
Confuse Guard

Bow (Amu) LV32

W: Bow of Kilon

A: Moon Tunic

H: Iron Helm

S: HP +20%, Fear Guard,
Confuse Guard

Ring (Zeneth) LV32

W: Silver Ring

A: Moon Tunic

H: Headband

S: HP +20%, CF Success
+10%

C: Depin, Conti, Mintal

Ring (Ema) LV32

W: Cestus

A: Moon Tunic

H: Veil of Light

C: Gruned, Zephin, Blen, Cure Zu

Blackthorn (Gote) LV34

W: Fragarach

A: Dragon Scale

H: Guardian Cape

S: Arm Break 25%, Seven Guard, Firm
Stance

C: A Van, Re Cure

It probably is a good idea to bring in a couple of strong Ema coins to inflict a steady amount of elementally-strong damage on Blackthorn, who in Easy mode packs over 5000HP, close to 300 Attack and Defense, and high CF Defense. Emphasis is on 'strong' Ema coins - this means at least level 3 (Galfos) coins, preferably with 100 Potential or higher and enough CP for two uses.

Start off the battle by taking out the three ring-bearers that are not part of Blackthorn's personal five-man cluster. You can use Coinfeigm thanks to how close all your foes are, but the varying elevation of the Plateau means you can also grab the advantage of some close high ground and equip almost your entire group with bows or boomerangs and nail them without using magic.

Once the second turn comes around, Blackthorn will advance at a fairly slow pace (thanks to the large amount of weight he is carrying around). Try to use a Decoin coinfeigm if you have one to stop Blackthorn from using A Van to revive his men, or if you want to, equip a Decoin skill onto an archer and strike him from afar. With the second turn, you should start busting out the coinfeigm if you have not already, and whittle down the enemy forces.

Once Blackthorn is the only foe remaining, there are a few things you can do. You can play cat and mouse and lure him over to the western corner, where there is enough flat space for you to set up a reasonable two or three-man attack session and try to knock off some of his equipment, decreasing his attack or defense in the process. Alternatively, you can use his slow movement to your advantage, and constantly retreat while hitting him with arrows and coinfeigm. Although I would not advise it, you can also try sending in your melee fighters while your mages act as back-up support by pounding Blackthorn with Ema coinfeigm. Especially with the last two methods, he should fall fairly soon if you devote all your efforts to it.

Reward: Cure Zu

MARFA

[C5MAR]

•Head to Marfa on the map.

MARFA

Objective: Defeat Alveen

Losing Condition: Fazz is defeated

Hidden Items: (09, 17) Maintenance, (13, 07) Blessed Fruit

Enemies:

Dagger (Kashis) LV34	Morning Star (Kashis) LV34	Bow (Gote) LV34
W: Veelas	W: Bone Crusher	W: Rain Maker
A: Moon Tunic	A: Moon Tunic	A: Moon Tunic
H: Winged Boots	H: Winged Boots	H: Moon Necklace
S: Phys Evade +20%, CF Dmg -10%, Immobile 25%	S: Phys Evade +20% CF Dmg -10%, Counter 30%	S: Absorb 30%, Blind 25%, Confuse Guard

Sword (Zeneth) LV34	Ring (Ema) LV34	Sword (Amu) LV34
W: Shamsheer	W: Silver Ring	W: Filangi
A: Armor of Light	A: Moon Tunic	A: Moon Tunic
H: Iron Helm	H: Veil of Light	H: Iron Sandals
S: CF Success +10%, Absorb 30%, Sandman 25%	S: Phys Evade +10%, Phys Dmg +10%, CF Dmg +10%	S: Fear Guard, Confuse Guard, Arms Master
C: Conti, Posn	C: Galfo, Gruned, Bondeo, Re Tein	

Ring (Ema) LV34	Morning Star (Zeneth) LV34	Bow (Gote) LV34
W: Cestus	W: Wicked Chain	W: Rain Maker
A: Armor of Light	A: Armor of Light	A: Moon Tunic
H: Veil of Light	H: Iron Helm	H: Headband
S: CF Success +10%, CF Dmg +10%, Equip Coin +1	S: Luck +20%, Charm 25%, Sandman 25%	S: Absorb 30%, Posion 10%, Fear Guard
C: Zephin, Zepherd, Depin, Conti, Cure Zu		

Alveen (Amu) LV36	Bow (Gote) LV34	Bow (Amu) LV34
W: Claim Solais	W: Bow of Kilon	W: Bow of Kilon
A: Silver Robe	A: Moon Tunic	A: Moon Tunic
H: Turquoise	H: Headband	H: Turquoise
S: Wpn Break 10%, Sleep Guard, Arms Master	S: Arm Break 10%, Fear Guard, Confuse Guard	S: Acc Break 10%, Fear Guard, Confuse Guard
C: Re Cure		

Axe (Sonova) LV34	Ring (Ema) LV34	Ring (Ema) LV34
W: Scarlet Axe	W: Ring of Death	W: Silver Ring
A: Moon Tunic	A: Moon Tunic	A: Moon Tunic
H: Iron Sandals	H: Winged Boots	H: Veil of Light
S: Fear Guard, Confuse Guard, Sleep Guard	C: Zepherd, Blen, Ora Van, Cure Zu	S: Phys Evade +10%, Phys Dmg +10%, CF Dmg +10%
		C: Zephin, Laizon, Re Lake, Cure Zu

Axe (Sonova) LV34

W: Scarlet Axe

A: Moon Tunic

H: Iron Sandals

S: Fear Guard,
Confuse Guard,
Sleep Guard

If you ignore the Hidden Item that is behind the walls of the fortress, this battle can be over fairly quickly. Strip your most powerful mages of all defence-enhancing equipment, add on some of the Gote coins from when you were going through Chapter 4, and put them on the front line at the beginning of the battle. Immediately move forward just enough so that they can get a crack at Alveen, and let loose with your Gote coinfeigm.

For those of you who are still EXP-whoring, you can probably just let all the troops come to you, blast them with coinfeigm or some bows, and then take care of Alveen. And that is pretty much it, given the perfect position Alveen is in at the beginning of the battle for you to take out.

Reward: Re Lake

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LAYETA

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[C5LAY]

- Buy up some of the Level 3 coins at Marfa, upgrade them, and replace any Level 2 coinfeigm you already have equipped. You MUST do this, because by this time in the game, enemies will be sporting HP counts of 6000+ HP, and the only real way to effectively deal quickl damage is through the use of Coinfeigm. Get your items resupplied as well, as you will be walking into a three-battle fight.
- Afterwards, head to Layeta.

LAYETA

Objective: Defeat all enemies

Losing Condition: Fazz is defeated

Hidden Items: (07, 10) Tempest, (12, 19) Moon Necklace

Enemies:

Dagger (Kashis) LV35

W: Dragon Tooth

A: Armor of Light

H: Winged Boots

S: Phys Dmg +10%,
Fear Guard, Acc
Guard

Morning Star (Gote) LV35

W: Bone Crusher

A: Armor of Light

H: Eye of Abyss

S: EXP +30%, Phys Dmg
+10%, Counter 50%

Dagger (Kashis) LV35

W: Dragon Tooth

A: Armor of Light

H: Winged Boots

S: DEV +30%, Immobile
25%, Fear Guard

Morning Star (Gote) LV35

W: Bone Crusher

A: Armor of Light

H: Iron Helm

S: Phys Hit +20%, Fear
Guard, Armor Guard

Ring (Ema) LV35

W: Cestus

A: Moon Tunic

H: Veil of Light

S: Phys Dmg -10%,
Blind Guard,

Bow (Gote) LV35

W: Bow of Kilon

A: Armor of Light

H: Headband

S: Phys Hit +20%,
Poison 10%, Blind 25%

Confuse Guard
C: Blen, Gruned,
Ora Van, Cure Zu

Bow (Gote) LV35
W: Bow of Kilon
A: Armor of Light
H: Headband
S: HP +20%, Blind
25%, Fear Guard

Ring (Ema) LV35
W: Cestus
A: Moon Tunic
H: Veil of Light
S: HP +20%, CF
Dmg -20%, Decoin
Guard
C: Blista, Depin,
Cure Re, Cure Zu

Spear (Zeneth) LV35
W: Longinus
A: Armor of Light
H: Moon Necklace
S: Counter 20%, Charm 25%,
Immobile Guard

Spear (Zeneth) LV35
W: Longinus
A: Armor of Light
H: Iron Helm
S: Phys Evade +10%,
Phys Dmg +10%,
Sandman 25%

Ring (Ema) LV35
W: Ring of Death
A: Moon Tunic
H: Veil of Light
S: Phys Dmg -10%,
Equip Coin +1,
Refined CF
C: Zephin, Laizon,
Gaiz, Conti, Mintal

Axe (Sonova) LV35
W: Pluto's Axe
A: Moon Tunic
H: Iron Sandals
S: Phys Hit +20%, Phys Dmg -20%,
Decoin 25%

Axe (Sonova) LV35
W: Pluto's Axe
A: Moon Tunic
H: Iron Sandals
S: Phys Hit +20%,
Phys Dmg -20%,
Decoin 25%

Sword (Amu) LV35
W: Filangi
A: Armor of Light
H: Iron Helm
S: Phys Dmg +20%,
CF Dmg -10%,
Fear Guard

Sword (Amu) LV35
W: Shamsheer
A: Armor of Light
H: Iron Helm
S: Phys Dmg +10%, Counter 20%,
Champion

Sword (Amu) LV35
W: Shamsheer
A: Armor of Light
H: Iron Helm
S: Confuse Guard, Arms Master

At the start of the battle, you should take three melee fighters and split them up; one should go left, one should go right, and one should go straight up. Each of them will have to deal with two opposing soldiers, so make sure you have good equipment on them (and a Cure Re or Cure Zu coin preferably).

While they are being kept busy with their handiwork, move all your mages forward, and ignore the two Amu swordswomen on the stairs. Instead, take out the group of six soldiers headed by the commander behind the swordswoman with long-range Coinfeigm. If you have been keeping up with upgrades and improvements on your coins, now is the perfect time to test the destructive ability of your handiwork.

Once the main host has been destroyed, your mages should focus on taking out the two remaining mages on either side of the ramparts, as they both have a Cure Zu and Ora Van coin (the first heals, the second revives), which can become annoying very quickly if allowed to use them. With them out of the way, continue by pounding the archers on either side of the stairs if they were not taken out in your initial blast, while your three warriors keep their respective opponents at bay and distracted from the maion battle. After, act as back-up to taking out the six remaining soldiers if needed, otherwise make sure to lick your wounds, grab the hidden items, and revive any fallen comrades.

Reward: Scarlet Axe

•Save, move forward.

LAYETA CASTLE (OUTSIDE)

Objective: Defeat all enemies

Losing Condition: Fazz is defeated

Hidden Items: (09, 10) Headband, (01, 17) Mirage

Enemies:

Bow (Amu) LV35 W: Bow of Kilon A: Armor of Light H: Moon Necklace S: Absorb 30%, Fear Guard, Confuse Guard	Axe (Sonova) LV35 W: Scarlet Axe A: Moon Tunic H: Iron Sandals S: Confuse Guard, Weapon Guard, Refined Attack	Bow (Gote) LV35 W: Rain Maker A: Armor of Light H: Moon Necklace S: Absorb 30%, Arm Break 10%, Fear Guard
Bow (Amu) LV35 W: Bow of Kilon A: Armor of Light H: Moon Necklace S: Absorb 30%, Fear Guard, Confuse Guard	Axe (Sonova) LV35 W: Scarlet Axe A: Moon Tunic H: Iron Sandals S: Confuse Guard, HP +30%, Refined Attack	Bow (Gote) LV35 W: Rain Maker A: Armor of Light H: Moon Necklace S: Absorb 30%, Acc Break 10%, Confuse Guard
Ring (Ema) LV35 W: Cestus A: Moon Tunic H: Veil of Light S: Luck +20%, CF Dmg +10%, Coin Guard C: Bondeo, Galfo, Laizon, Cure Zu	Ring (Ema) LV35 W: Ring of Death A: Moon Tunic H: Veil of Light S: Luck +20%, Phys Evade +20%, Sleep Guard C: Gruned, Blen, Zephin, Cure Zu	Bow (Gote) LV35 W: Rain Maker A: Armor of Light H: Turquoise S: Arm Break 10%, Fear Guard, Sleep Guard
Bow (Gote) LV35 W: Rain Maker A: Armor of Light H: Turquoise S: Acc Break 10%, Fear Guard, Sleep Guard	Dagger (Kashis) LV35 W: Filangi A: Moon Tunic H: Winged Boots S: Phys Evade +20%, Phys Hit +20%, Counter 20%	Dagger (Kashis) LV35 W: Filangi A: Moon Tunic H: Winged Boots S: Phys Evade +20%, Phys Hit +20%, Counter 20%
Bow (Zeneth) LV35 W: Rain Maker A: Moon Tunic H: Turquoise S: Absorb 30%, Charm 25%, Fear Guard	Bow (Zeneth) LV35 W: Rain Maker A: Moon Tunic H: Turquoise S: Absorb 30%, Sandman 25%, Fear Guard	Ring (Ema) LV35 W: Cestus A: Moon Tunic H: Veil of Light S: Phys Dmg +10%, Equip Coin +1, Decoin Guard C: Bondeo, Laizon, Mintal, Cure Re, Cure Zu

Ring (Ema) LV35

W: Cestus
A: Moon Tunic
H: Veil of Light
S: Phys Evade +10%, Equip Coin +1, Decoin Guard
C: Zephin, Depin, Conti, Dy Van, Cure Zu

Just as an FYI; in the northern corner, one enemy is completely hidden from sight on the staircase (a Gote archer). You will have to rotate to see him in his starting position.

But in any case, the biggest threat is at the top of the fortress, with two archers, and two mages with several Level 3 coinfeigms that can hurt as well as Dy Van and Cure Zu. Your first objective should be to take this group out, no matter what; if you let them be, they will be a constant thorn in your side wherever you go on the map. Advance your entire group forward, and as soon as you can get in range, bring out your most powerful coinfeigm and blast them hard. Keep your melee fighters who do not have a very strong coinfeigm strength on hand to defend against any incoming enemies and to periodically use healing items on your own allies who are in the midst of fighting.

Once the main host at the top of the tower is finished, choose a path; the left staircase or the right staircase. From this point on, go up that staircase, and dispose of the archer and mage on that staircase. After you get to the top of the tower, you will effectively have full control of the entire battlefield, as your archers and boomerangers can hit pretty much anywhere. You can send your melee fighters back down to gain EXP or grab the Hidden Items, but that is pretty much it to the battle.

Reward: Weapons Guide

•Save, move forward.

LAYETA CASTLE (INSIDE)

Objective: Defeat Fernandes

Losing Condition: Fazz is defeated

Hidden Items: (10, 06) Tys Emblem, (06, 16) Turquoise

Enemies:

Elegiac Knight (Vugtis) LV36

W: Claimh Solais

A: Dragon Scale

H: Hachigane

S: Absorb 50%, Weapon Guard,
Firm Stance

Elegiac Knight (Vugtis) LV36

W: Claimh Solais

A: Dragon Scale

H: Hachigane

S: Absorb 50%, Weapon Guard,
Firm Stance

Elegiac Knight (Vugtis) LV36

W: Claimh Solais

A: Dragon Scale

H: Turquoise

S: Seven Pains, Weapon Guard,
Firm Stance

Elegiac Knight (Vugtis) LV36

W: Claimh Solais

A: Dragon Scale

H: Turquoise

S: Acc Break 25%, Weapon Guard,
Firm Stance

C: Cure Zu

Elegiac Knight (Vugtis) LV36

Elegiac Knight (Vugtis) LV36

W: Claimh Solais
A: Dragon Scale
H: Moon Necklace
S: Counter 50%, Weapon Guard,
Firm Stance
C: Ora Van, Starra, Cure Zu

W: Claimh Solais
A: Dragon Scale
H: Moon Necklace
S: Counter 50%, Weapon Guard,
Firm Stance
C: Mintal, Dy Van, Cure Zu

Elegiac Knight (Vugtis) LV36
W: Claimh Solais
A: Dragon Scale
H: Turquoise
S: Arm Break 25%, Weapon Guard,
Firm Stance
C: Cure Zu

Fernandes (Ema) LV39
W: Ring of Death
A: Silver Robe
H: Circlet
S: CF Success +20%, Phys Dmg -20%,
Equip Coin +1
C: Galfo, Galfo, Laizon, A Van, Re Cure

As the Elegiac Knights cannot be knocked around with a Shoot attack, do not bother with an Attack Session. Pull out your most powerful magic and use it on the Elegiac Knights; I say this not because you should kill off all the Elegiac Knights (which you really do not need to), but to get a feel of how strong your Coinfeigm is in comparison to these enemies - you will see a lot more Elegiac Knights in the not too distant future, so if you can cause only meagre amounts of damage, you will need to upgrade your coinfeigm after the battle. If you can finish an EK off in two hits (or, for the rare super-grinder/coinfeigm experimenter, one hit), then you are good to go. As a side note: if you are going to actually directly attack the Elegiac Knights, check beforehand so that you do not use a melee fighter on one of the ones with Counter 50%. It can hurt. A lot.

That aside, seriously. Just take out Fernandes by hitting him long-range with everything you have got. Make sure that you time it so that you have three mages in a row acting, lest you let an Elegiac Knight or Fernandes himself heal Fernandes in between turns. The Elegiac Knights suffer from chronic heavy equipment, so they should not be able to reach you in time to attack you, let along cause significant damage or kill.

Reward: Silver Robe

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TEMPLE OF EARTH

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[C6TOE]

- At this point, you can go ahead and clear the final Tower of Trial next to Layeta.
- Once done, head off to the Temple of Earth.

TEMPLE OF EARTH (OUTSIDE)

Objective: Defeat all enemies
Losing Condition: Fazz is defeated
Hidden Items: (07, 04) Ema Emblem, (10, 12) Blessed Fruit
Enemies:

Dagger (Kashis) LV38 Spear (Zeneth) LV38 Ring (Ema) LV38
W: Katar W: Culnrikolnne W: Angelic Ring

A: Silver Robe	A: Beast Armor	A: Silver Robe
H: Hachigane	H: Circlet	H: Hachigane
S: Immobile 25%, Threaten 10%, Sandman 10%	S: Phys Dmg -20%, Charm 25% Fear Guard	S: HP +30%, CF Dmg +20%, Decoin Guard C: Zephin, Blen, Terror, Conti

Bow (Gote) LV38	Axe (Sonova) LV38	Morning Star (Gote) LV38
W: Dancing Bee	W: Sacred Axe	W: Battle Flail
A: Silver Robe	A: Beast Armor	A: Beast Armor
H: Winged Boots	H: Circlet	H: Hachigane
S: Poison 10%, Blind 25%, Decoin 10%	S: HP +50%, Phys Hit +20%, Refined Attack	S: Counter 50%, Arm Break 10%, Armor Guard

Sword (Sonova) LV38	Sword (Amu) LV38	Bow (Gote) LV38
W: Katar	W: Claimh Solais	W: Dancing Bee
A: Silver Robe	A: Beast Armor	A: Beast Armor
H: Hachigane	H: Hachigane	H: Winged Boots
S: Decoin 25%, Acc Break 10%, Refined Attack	S: HP +20%, Wpn Break 10%, Sleep Guard	S: EXP +30%, CF Dmg -20%, Blind 25%

Morning Star (Kashis) LV38	Ring (Ema) LV38	Axe (Amu) LV38
W: Battle Flail	W: Angelic Ring	W: Sacred Axe
A: Beast Armor	A: Silver Robe	A: Silver Robe
H: Hachigane	H: Circlet	H: Hachigane
S: Phys Evade +20%, Immobile 25%, Firm Stance	S: Phys Dmg -20%, CF Dmg +20%, Equip Coin +1 C: Galfo, Gruned, Laizon, Depin, Conti	S: Phys Hit +20%, Counter 30%, Wpn Break 10% C: Re Laks, Re Tein

Sword (Sonova) LV38	Sword (Amu) LV38	Bow (Zeneth) LV38
W: Claim Solais	W: Claim Solais	W: Dancing Bee
A: Beast Armor	A: Beast Armor	A: Silver Robe
H: Hachigane	H: Turquoise	H: Hachigane
S: HP +50%, Phys Hit +20%, Coin Break 10%	S: HP +30%, Phys Dmg +20%, Arms Master	S: Absorb 30%, Charm 25%, Sandman 25% C: Dy Van, Re Move, Cure Re

Ring (Ema) LV38
W: Angelic Ring
A: Silver Robe
H: Veil of Light
S: CF Dmg +20%, Equip Coin +1, Refined CF
C: Bondeo, Gruned, Ora Van, Mintal, Cure Zu

By this point in time, the "sixteen enemies of varying deities and weapons versus your motley band of seven" fight should be turning into a fairly vanilla flavour of battle, so the same general tactics apply here; strike large groups of enemies with Coinfeigm, wipe out anyone any everybody with a '___ Van' coinfeigm or 'Cure ___' coinfeigm, and so forth.

As far as this particular battle goes, I recommend you have five of your units move forward one space at the beginning so that they are right in front of the wall between the stairs (they all need to be able to jump straight up the wall). This shall allow them to hit a few enemies with long-range magic, and in the next turn, immediately jump up and continue a march straight down the center

line. You should also have somebody at the end of the screen on the west and east side, mopping up any survivors from the havoc that you cause on the way. At the end of the line, you will meet a group centered around the commander, so take them out as well to end the battle.

One thing to take note of are the axe and sword-wielders in this group. Three of them are dispersed amongst the front line, while another three are part of the rear group; all six of them have high HP totals (starting at 4000 on Easy) and will be a large pain to kill, so make when you hit them that you particularly try to use a Coinfeigm that has an elemental advantage over their deity. Still nothing that cannot be solved by a particularly strong Coinfeigm in combination with a powerful mage.

Reward: Beast Armor

•Save, move forward.

TEMPLE OF EARTH (INSIDE)

Objective: Defeat Blackthorn

Losing Condition: Fazz is defeated

Hidden Items: (10, 05) Spirit, (06, 19) Gain

Enemies:

Dagger (Kashis) LV39 W: Katar A: Silver Robe H: Winged Boots S: Phys Evade +20%, Immobile 25%, Sandman 10%	Dagger (Kashis) LV39 W: Katar A: Silver Robe H: Winged Boots S: Phys Evade +20%, Immobile 25%, Sandman 10%	Blackthorn (Gote) LV41 W: Dark Leyva A: Sable Armor H: Armet S: CF Dmg -30%, Seven Guard, Arms Master C: Ora Van, Re Cure
Axe (Sonova) LV39 W: Sacred Axe A: Silver Robe H: Hachigane S: Acc Break 10%, Fear Guard, Sleep Guard	Axe (Sonova) LV39 W: Sacred Axe A: Silver Robe H: Hachigane S: HP +30%, Fear Guard, Sleep Guard	Ring (Zeneth) LV39 W: Cestus A: Silver Robe H: Circlet S: Luck +20%, CF Success +10%, Equip Coin +1 C: Gain, Mintal, Conti, Cure Zu
Sword (Amu) LV39 W: Claimh Solais A: Beast Armor H: Moon Necklace S: Fear Guard, Confuse Guard, Arms Master	Spear (Amu) LV39 W: Culnrikolnne A: Beast Armor H: Turquoise S: Counter 30%, Fear Guard, Champion	Bow (Zeneth) LV39 W: Rain Maker A: Silver Robe H: Moon Necklace S: Sandman 25%, Wpn Break 10%, Confuse Guard
Bow (Gote) LV39 W: Dancing Bee A: Silver Robe H: Turquoise S: Arm Break 10%, Confuse Guard, Sleep Guard	Ring (Ema) LV39 W: Ring of Death A: Silver Robe H: Veil of Light S: Absorb 30% C: Bondeo, Gruned, Zephin, Decoin	Ring (Ema) LV39 W: Angelic Ring A: Silver Robe H: Veil of Light S: Weapon Guard, Refined CF C: Laizon, Galfo, Blen, Cure Zu

Although it is not an official mission objective, you need to protect Alveen for storyline purposes, so make sure not to put him in too much danger, and revive him if he does fall.

In any case, there is not really much of a point to fighting all the enemies in this battle, except to grind (which you can easily do with more strategic situations in the Tower of Trial nearby the Temple of Earth) or to get the Hidden Items (neither of which are really wow enough to make the effort to move around). For the most part, I really do recommend that you just blast Blackthorn with every single bit of power you have; Ema coinfeigm, non-Ema coinfeigm, close combat attacks, and so forth. It is admittedly a fairly straightforward strategy, but there really is not much else to say, especially given Blackthorn's early proximity to your location.

If you want, however, you CAN try Attack Sessioning Blackthorn. Although not much damage will be done, getting some of his equipment will not only reduce either his attack or defence, but also nets you some pretty good stuff that can be used now that you are marching on to the final showdown. Once again though, I repeat, not much damage will be done by the Attack Session, so take that into account as you will.

Reward: Angelic Ring

FORT LA SULLE

[C6FLS]

FORT LA SULLE

Objective: Defeat Alveen

Losing Condition: Fazz is defeated

Hidden Items: (10, 03) Flying Terror, (07, 16) Turquoise)

Enemies:

Morning Star (Kashis) LV41	Dagger (Kashis) LV41	Ring (Ema) LV41
W: Battle Flail	W: Katar	W: Angelic Ring
A: Silver Robe	A: Silver Robe	A: Silver Robe
H: Winged Boots	H: Winged Boots	H: Veil of Light
S: Phys Evade +20%, Immobile 25%, Armor Guard	S: HP +30%, Absorb 30%, Sandman 10%	S: CF Success +10% C: Gruned, Mintal, Re Lake, Cure Zu
Bow (Gote) LV41	Sword (Amu) LV41	Sword (Amu) LV41
W: Dancing Bee	W: Claimh Solais	W: Claimh Solais
A: Beast Armor	A: Beast Armor	A: Beast Armor
H: Turquoise	H: Hachigane	H: Hachigane
S: Sandman 10%, Acc Break 10%, Fear Guard	S: Confuse Guard, Acc Guard, Arms Master	S: Acc Break 10%, Confuse Guard, Arms Master
Alveen (Amu) LV44	Ring (Ema) LV41	Ring (Ema) LV41
W: Fragarach	W: Angelic Ring	W: Angelic Ring
A: Dragon Scale	A: Silver Robe	A: Silver Robe
H: Turquoise	H: Veil of Light	H: Veil of Light
S: CF Dmg -20%, Wpn Break 10%,	S: Decoin Guard C: Bleeaya, Laizon,	S: CF Success +10% C: Galfo, Conti, Mintal, Re Move

Arms Master
C: Gren, Re Cure

Depin, Cure Zu

Axe (Sonova) LV41
W: Sacred Axe
A: Silver Robe
H: Iron Sandals
S: Absorb 30%,
Confuse Guard,
Refined Attack

Ring (Ema) LV41
W: Ring of Death
A: Silver Robe
H: Circlet
S: CF Success +10%,
CF Dmg -20%,
Equip Coin +1
C: Zeno, Zephin,
Conti, Re Tein,
Re Lake

Bow (Gote) LV41
W: Dancing Bee
A: Silver Robe
H: Turquoise
S: Blind 25%, Arm Break 10%,
Sleep Guard

Ring (Ema) LV41
W: Ring of Death
A: Silver Robe
H: Circlet
S: CF Dmg -20%,
Refined CF
C: Blen, Ora Van,
Re Tein, Cure Zu

Bow (Zeneth) LV41
W: Dancing Bee
A: Silver Robe
H: Turquoise
S: Absorb 30%,
Charm 25%,
Sleep Guard

Ring (Zeneth) LV41
W: Angelic Ring
A: Silver Robe
H: Veil of Light
S: CF Success +10%, Equip Coin
+1
C: Bolunga, Decoin, Re Tein,
Cure Zu

Ring (Ema) LV41
W: Ring of Death
A: Silver Robe
H: Circlet
S: CF Dmg -20%, Decoin Guard
C: Lained, Gain, Re Lake, Cure Zu

Once again, there is not too much of a point in trying to stick around and taking out all the enemies or grabbing the Hidden Items. If you try to march all the way up the stairs, you will get mowed down by the sheer number of archers and mages at a very high range, and the ascent up to where Alveen is is also a very steep climb, which will cause you to waste several turns before you can make it up there.

Hence, it is again a fairly smart idea to just play it safe and do a cut-and-run attack. Move all your mages against the cliff wall to keep yourself from being open to archer fire, then blast Alveen's group with coinfeigm as soon as you can (or Alveen specifically, as that is all that matters). Since Alveen is of the Amu element, you should use Gote coinfeigm on him. Also of note is his exceptionally high stats, eclipsing even those of Blackthorns; you will need to bring in an offensive juggernaut of a team, or else be prepared by bringing in several support units with Cure Zu coins.

Reward: Claimh Solais

•Answer "I refuse." to get a chance to recruit Alveen later on.

AUS PLAINS

[C6APL]

•Head back to the Clair Oasis next to the Temple of Flame. Here, answer

"Come with us." Alveen will finally join you.
•After that is over, head to Aus Plains.

AUS PLAINS

Objective: Defeat all enemies
Losing Condition: Fazz is defeated
Hidden Items: (02, 16) Chaos, (12, 02) Blessed Fruit
Enemies:

Ring (Ema) LV41	Dagger (Kashis) LV41	Dagger (Sonova) LV41
W: Angelic Ring	W: Katar	W: Katar
A: Silver Robe	A: Silver Robe	A: Silver Robe
H: Winged Boots	H: Winged Boots	H: Winged Boots
S: Absorb 50%, Equip Coin +1, Firm Stance	S: DEV +30%, Phys Evade +20%, Coin Guard	S: Poison 25%, Decoin 25%, Refined Attack
C: Bondeo, Zephin, Galfo, Laizon, Terror	C: Re Laks, Re Tein	

Boomerang (Zeneth) LV41	Boomerang (Gote) LV41
W: Flying Terror	W: Flying Terror
A: Beast Armor	A: Beast Armor
H: Circlet	H: Moon Necklace
S: CF Success +20%, Charm 25%, Trader	S: Phys Hit +20%, Phys Dmg +10%, Blind 25%
C: Mintal, Spika, Posn	

Sword (Amu) LV41	Ring (Ema) LV41	Sword (Sonova) LV41
W: Claimh Solais	W: Angelic Ring	W: Claimh Solais
A: Silver Robe	A: Silver Robe	A: Silver Robe
H: Turquoise	H: Moon Necklace	H: Eye of Abyss
S: Phys Dmg +20%, Wpn Break 10%, Sleep Guard	S: CF Dmg +20%, Equip Coin +1 Refined CF	S: HP +50%, Acc Break 10%, Coin Break 10%
	C: Gruned, Laizon, Galfo, Ora Van, Mintal	

Spear (Zeneth) LV41	Morning Star (Gote) LV41	Sword (Amu) LV41
W: Culnrikolnne	W: Battle Flail	W: Claimh Solais
A: Silver Robe	A: Beast Armor	A: Beast Armor
H: Turquoise	H: Circlet	H: Moon Necklace
S: Luck +30%, Sandman 25%, Immobile Guard	S: Counter 50%, Immobile 25%, Weapon Guard	S: Poison 25%, Threaten 25%, Arm Break 10%

Ring (Ema) LV41	Sword (Amu) LV41	Boomerang (Gote) LV41
W: Angelic Ring	W: Claim Solais	W: Flying Terror
A: Silver Robe	A: Beast Armor	A: Silver Robe
H: Veil of Light	H: Winged Boots	H: Winged Boots
S: Phys Evade +10%, Blind Guard, Decoin Guard	S: Counter 30%, Threaten 25%, Firm Stance	S: CF Dmg -20%, Blind Guard, Firm Stance
C: Blen, Conti, Re Lake, Re Cure		

Axe (Sonova) LV41	Boomerang (Kashis) LV41
W: Sacred Axe	W: Flying Terror

A: Silver Robe	A: Beast Armor
H: Winged Boots	H: Circlet
S: Champion, Refined Attack, Firm Stance	S: Phys Evade +20%, Immobile 25%, Firm Stance

This fight will be a harken back to the beginning battles of Hoshigami: RBER, as the enemies are spread out sufficiently enough that you cannot abuse coinfeigm to no ends to quickly and easily win the battle.

That said, the eastern corner of the battlefield DOES have a cluster of enemies close together, so you should make sure to put your strong mages near the east corner, break through the enclosure by the four purple-robed foes, and take out the eastern group (if the mage is not killed within a couple of coinfeigm attacks, ignore her). After that, the rest of your group should work on dismantling the trap set up by taking out the four purple-robos.

In doing so, you should have gained control of the center of the map, with the eastern corner empty. Send your archers and boomerangs east up the hill to wreak havoc on the nearby troops (and take out the mage on the top if she survived the earlier bombardment). Everybody else (including your primary mage (s)) should head west and pick off the mage and dagger-wielder in that corner. After, you can split your own group up into two, and go around opposing directions on the map to sweep up the remaining pockets of resistance; however, if your archers and boomerangers can hit a foe from the top of the eastern hill, let them.

Reward: Moon Necklace

AUS

[C6AUS]

•Head onwards to Aus.

AUS

Objective: Defeat all enemies
Losing Condition: Fazz is defeated
Hidden Items: (02, 02) Ring of Death, (16, 16) Black
Enemies:

Ring (Ema) LV42	Ring (Ema) LV42	Ring (Ema) LV42
W: Angelic Ring	W: Ring of Death	W: Angelic Ring
A: Silver Robe	A: Silver Robe	A: Silver Robe
H: Veil of Light	H: Veil of Light	H: Veil of Light
S: Phys Dmg -10%, CF Dmg +10%, Equip Coin +1	S: Phys Dmg -10%, Equip Coin +1	S: Equip Coin +1
C: Zeno, Zephin, Cure Zu	C: Bolunga, Lained, Re Lake, Cure Zu, Mintal	C: Gain, Galfo, Re Tein, Cure Zu

Elegiac Knight (Vugtis) LV42	Elegiac Knight (Vugtis) LV42
W: Claimh Solais	W: Claimh Solais
A: Silver Robe	A: Silver Robe
H: Iron Sandals	H: Iron Sandals

S: Acc Break 25%, Weapon Guard,
Arms Master

S: Charm 25%, Weapon Guard, Arms Master

Elegiac Knight (Vugtis) LV42

Elegiac Knight (Vugtis) LV42

W: Claimh Solais

W: Claimh Solais

A: Beast Armor

A: Beast Armor

H: Armet

H: Armet

S: Seven Pains, Weapon Guard,
Firm Stance

S: Seven Pains, Weapon Guard, Firm
Stance

Elegiac Knight (Vugtis) LV42

Elegiac Knight (Vugtis) LV42

W: Claimh Solais

W: Claimh Solais

A: Silver Robe

A: Silver Robe

H: Iron Sandals

H: Iron Sandals

S: Acc Break 25%, Weapon Guard,
Arms Master

S: Sandman 25%, Weapon Guard, Arms
Master

Elegiac Knight (Vugtis) LV42

Elegiac Knight (Vugtis) LV42

W: Claimh Solais

W: Claimh Solais

A: Beast Armor

A: Beast Armor

H: Armet

H: Armet

S: Seven Pains, Weapon Guard,
Firm Stance

S: Seven Pains, Weapon Guard, Firm
Stance

Elegiac Knight (Vugtis) LV42

Elegiac Knight (Vugtis) LV42

W: Claimh Solais

W: Claimh Solais

A: Beast Armor

A: Beast Armor

H: Armet

H: Armet

S: Wpn Break 25%, Weapon
Guard, Arms Master

S: Wpn Break 25%, Weapon Guard, Arms
Master

As you may be noting, every single one of the Elegiac Knights worships Vugtis. While there are no Elvilla coins that actually attack an enemy, you can spend a bit of time before this battle and change all long-range attackers into Elvilla worshippers; when they should attack, they will end up causing more damage as a result.

In any case, the first thing you should be doing is aiding Reuperl by eliminating the Elegiac Knights that have congregated around him. The Elegiac Knight closest to you should be the first to go down. As soon as you get control of Reuperl, immediately retreat back to the southern end, and with that, move everybody to the southern corner, where you will obtain the advantage of the high ground.

Over here, put your long-range attacks on top of the hill, and start sending a torrent of arrows and boomerangs (and any strong magic you have equipped as well) to eliminate the nearby foes. When you have used the hill to excess and no more enemies are coming, regroup, and start taking the battle to the Elegiac Knights and mages. Kill the mages as quickly as you can when retaliating, then mop up the Elegiac Knights (who, with no source of healing, will quickly fall). However, you should still stay weary of their skills and might. Be smart about fighting them, and do not EVER bite off more than three enemies at a time.

Reward: Re Cure

[C6LAR]

- At this point in time, you can go to the Tower of Vugtis _IF_ you have a character worshipping Vugtis. The tower is located north of Seitan Hills.
- Head to Lar Dellue, southwest of Aus.

LAR DELLUE

Objective: Protect Tinn

Losing Condition: Fazz or Tinn is defeated

Hidden Items: (07, 02) Moon Necklace, (17, 15) White

Enemies:

Ring (Zeneth) LV43	Ring (Ema) LV43	Ring (Ema) LV43
W: Angelic Ring	W: Angelic Ring	W: Angelic Ring
A: Silver Robe	A: Silver Robe	A: Silver Robe
H: Veil of Light	H: Veil of Light	H: Veil of Light
S: CF Success +20%, Equip Coin +1, Decoin Guard	S: CF Dmg +20%, Blind Guard, Decoin Guard	S: CF Dmg +20%, Sleep Guard, Decoin Guard
C: Conti, Posn, Dy Van, Depin	C: Gruned, Galfo, Cure Zu, Re Laks	C: Lained, Zephin, Starra, Re Cure

Ring (Zeneth) LV43
W: Angelic Ring
A: Silver Robe
H: Veil of Light
S: CF Dmg +20%, Equip Coin +1, Decoin Guard
C: Bondeo, Laizon, Bleea, Mintal

Elegiac Knight (Vugtis) LV43	Elegiac Knight (Vugtis) LV43
W: Claimh Solais	W: Claimh Solais
A: Beast Armor	A: Beast Armor
H: Eye of Abyss	H: Turquoise
S: Acc Break 10%, Fear Guard, Weapon Guard	S: Immobile Guard, Fear Guard, Weapon Guard

Elegiac Knight (Vugtis) LV43	Elegiac Knight (Vugtis) LV43
W: Fragarach	W: Claimh Solais
A: Silver Robe	A: Beast Armor
H: Turquoise	H: Hachigane
S: Seven Pains, Weapon Guard, Firm Stance	S: Phys Dmg +20%, Counter 50%, Weapon Guard

Elegiac Knight (Vugtis) LV43	Elegiac Knight (Vugtis) LV43
W: Claimh Solais	W: Fragarach
A: Beast Armor	A: Silver Robe
H: Hachigane	H: Moon Necklace
S: Phys Dmg +20%, Counter 50%, Weapon Guard	S: Wpn Break 10%, Break Guard, Firm Stance

Elegiac Knight (Vugtis) LV43	Elegiac Knight (Vugtis) LV43
W: Fragarach	W: Fragarach
A: Silver Robe	A: Silver Robe
H: Moon Necklace	H: Moon Necklace
S: Coin Break 10%, Break Guard, Firm Stance	S: Arm Break 10%, Break Guard, Firm Stance

Elegiac Knight (Vugtis) LV43
W: Fragarach
A: Silver Robe
H: Turquoise
S: Seven Pains, Weapon Guard,
Firm Stance

Elegiac Knight (Vugtis) LV43
W: Claimh Solais
A: Beast Armor
H: Turquoise
S: Immobile Guard, Fear Guard, Weapon
Guard

Elegiac Knight (Vugtis) LV43
W: Claimh Solais
A: Beast Armor
H: Eye of Abyss
S: Acc Break 10%, Fear Guard, Weapon Guard

Begin the battle by covering a retreat for Tinn, then take a fort up on the western corner. Kill off the nearby mage, and continue by shooting down the Elegiac Knight close by. Hold down the fort against all the enemies that come after you, and keep your defenses up no matter how battered you get. After the initial onslaught of enemies ends, move through to the northern corner with a crack-team of quick fighters and long-range attackers, and clear out the small group of foes here.

The most difficult part of the battle is in taking out the six-Knight group near the eastern corner. Prep up all your long-range attackers and mages, and get all your Coinfeigm points restored. Move near the group, but stay as far back as you possibly can, and throw every attack that you have at them. While it certainly will not kill all of them, you can severely injure some of them and possibly take out one or two Knights. If you draw any of them, move a few spaces back and continue firing at them until they go down. Retreat once you run out of Coinfeigm points, let them replenish, then go back into the brawl and continue the bloodbath.

Reward: Accessory Book

- Select "Alright..." for Tinn to join the party.

IXIAN TEMPLE

[C6IXT]

- Before heading off to the Ixian Temple, there are a number of things you can do.
- Head to Aus. If you have Gomes in your party, a conversation will start with Reuperl. Answer "Okay, but...", and then "Alright." Reuperl will join your party.
- Head to the Temple of Water to meet with Luke. Answer "Of course not." for Luke to join the party.
- Head to Layeta. If you have recruited EVERY possible character (excepting Chroma, and in this path, Leimrey), you will have a talk with Zelstan. Answer "Thank you very much." for him to join.
- As a final aside, you should probably save your game in two different save files. You shall have to fight five battles in a row, and you cannot leave during that time, so do not screw up by trapping yourself in the temple with low HP and no items.

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TOWER OF TRIALS

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[TWOTR]

- a. Aus Tower [AUSTW]
- b. Widden Tower [WDNTW]
- c. Carmwell Tower [CRMTW]
- d. Tus Tower [TUSTW]
- f. Hephaitos' Tower [HPHTW]

=====

AUS TOWER

=====

[AUSTW]

FLOOR ONE

Objective: Defeat all Enemies

Enemies:

Morning Star (Amu) LV01	Sword (Gote) LV01	Dagger (Kashis) LV01
W: Morning Star	W: Short Sword	W: Dagger
A: Cloth Armor	A: Cloth Armor	A: Cloth Armor
H: Headgear	H: Headgear	H: Headgear

FLOOR TWO

Objective: Defeat all Enemies

Enemies:

Sword (Kashis) LV01	Spear (Amu) LV01	Spear (Zeneth) LV01
W: Short Sword	W: Spear	W: Spear
A: Cloth Armor	A: Cloth Armor	A: Cloth Armor
H: Headgear	H: Headgear	H: Headgear

Axe (Amu) LV01
W: Stone Axe
A: Cloth Armor
H: Headgear

FLOOR THREE

Objective: Defeat all Enemies

Enemies:

Boomerang (Gote) LV02	Morning Star (Gote) LV02	Boomerang (Kashis) LV02
W: Boomerang	W: Morning Star	W: Boomerang
A: Cloth Armor	A: Cloth Armor	A: Cloth Armor
H: Headgear	H: Headgear	H: Headgear

FLOOR FOUR

Objective: Defeat all Enemies

Enemies:

Sword (Gote) LV02	Sword (Kashis) LV02	Spear (Kashis) LV02
W: Short Sword	W: Short Sword	W: Spear
A: Cloth Armor	A: Cloth Armor	A: Cloth Armor
H: Headgear	H: Headgear	H: Headgear

Spear (Gote) LV02	Ring (Ema) LV02
W: Spear	W: Carmine Ring
A: Cloth Armor	A: Feigm Robe
H: Headgear	H: Pointy Hat

FLOOR FIVE

Objective: Defeat all Enemies

Enemies:

Axe (Amu) LV02	Bow (Gote) LV02	Dagger (Gote) LV02
W: Stone Axe	W: Short Bow	W: Dagger
A: Cloth Armor	A: Cloth Armor	A: Cloth Armor
H: Headgear	H: Headgear	H: Headgear

Dagger (Gote) LV02	Ring (Kashis) LV02	Dagger (Ema) LV02
W: Dagger	W: Carmine Ring	W: Dagger
A: Cloth Armor	A: Feigm Robe	A: Feigm Robe
H: Headgear	H: Pointy Hat	H: Headgear

FLOOR SIX

Objective: Defeat all Enemies

Enemies:

Dagger (Kashis) LV03	Axe (Gote) LV03	Bow (Gote) LV03
W: Dagger	W: Stone Axe	W: Short Bow
A: Cloth Armor	A: Cloth Armor	A: Cloth Armor
H: Headgear	H: Headgear	H: Headgear

Ring (Zeneth) LV03	Ring (Ema) LV03	Bow (Sonova) LV03
W: Carmine Ring	W: Carmine Ring	W: Short Bow
A: Feigm Robe	A: Feigm Robe	A: Cloth Armor
H: Headgear	H: Pointy Hat	H: Headgear

Sword (Amu) LV03
W: Short Sword
A: Cloth Armor
H: Headgear

FLOOR SEVEN

Objective: Defeat all Enemies

Enemies:

Bow (Kashis) LV03	Spear (Zeneth) LV03	Ring (Ema) LV03
W: Short Bow	W: Spear	W: Carmine Ring
A: Cloth Armor	A: Cloth Armor	A: Feigm Robe
H: Headgear	H: Headgear	H: Pointy Hat
Ring (Zeneth) LV03	Morning Star (Gote) LV03	Bow (Gote) LV03
W: Carmine Ring	W: Morning Star	W: Short Bow
A: Feigm Robe	A: Cloth Armor	A: Cloth Armor
H: Pointy Hat	H: Headgear	H: Headgear

FLOOR EIGHT

Objective: Defeat all Enemies

Enemies:

Dagger (Sonova) LV04	Fists (Gote) LV04	Spear (Amu) LV04
W: Ceramic Knife	W: None	W: Javelin
A: Leather Armor	A: Leather Armor	A: Leather Armor
H: None	H: Lucky Charm	H: None
Ring (Kashis) LV04	Ring (Zeneth) LV04	Morning Star (Amu) LV04
W: Stone Ring	W: Stone Ring	W: War Hammer
A: Feigm Robe	A: Feigm Robe	A: Leather Armor
H: Pointy Hat	H: Pointy Hat	H: None

FLOOR NINE

Objective: Defeat all Enemies

Enemies:

Dagger (Kashis) LV04	Bow (Gote) LV04	Morning Star (Amu) LV04
W: Ceramic Knife	W: Long Bow	W: War Hammer
A: Leather Armor	A: Leather Armor	A: Leather Armor
H: Headgear	H: Headgear	H: Headgear
Sword (Sonova) LV04	Bow (Amu) LV04	Ring (Gote) LV04
W: Broad Sword	W: Long Bow	W: Stone Ring
A: Leather Armor	A: Leather Armor	A: Leather Armor
H: None	H: None	H: None

FLOOR TEN

Objective: Defeat all Enemies

Enemies:

Axe (Sonova) LV04	Sword (Amu) LV04	Axe (Sonova) LV05
W: Hand Axe	W: Broad Sword	W: Hand Axe
A: Leather Armor	A: Leather Armor	A: Leather Armor
H: Headgear	H: None	H: None
Boomerang (Amu) LV04	Morning Star (Sonova) LV04	Sword (Amu) LV04
W: Blue Cutter	W: War Hammer	W: Broad Sword

A: Leather Armor
H: None

A: Leather Armor
H: None

A: Leather Armor
H: None

FLOOR ELEVEN

Objective: Defeat all Enemies

Enemies:

Sword (Sonova) LV05

W: Broad Sword

A: Leather Armor

H: None

Ring (Ema) LV05

W: Stone Ring

A: Feigm Robe

H: Pointy Hat

Sword (Amu) LV05

W: Broad Sword

A: Leather Armor

H: None

Spear (Zeneth) LV05

W: Javelin

A: Leather Armor

H: None

Ring (Gote) LV05

W: Stone Ring

A: Feigm Robe

H: Pointy Hat

Spear (Gote) LV05

W: Javelin

A: Leather Armor

H: None

Bow (Amu) LV05

W: Long Bow

A: Leather Armor

H: None

Bow (Kashis) LV05

W: Long Bow

A: Leather Armor

H: None

FLOOR TWELVE

Objective: Defeat all Enemies

Enemies:

Dagger (Sonova) LV05

W: Ceramic Knife

A: Leather Armor

H: None

Ring (Kashis) LV05

W: Stone Ring

A: Feigm Robe

H: None

Bow (Zeneth) LV05

W: Long Bow

A: Leather Armor

H: None

Boomerang (Gote) LV05

W: Blue Cutter

A: Leather Armor

H: None

Morning Star (Amu) LV05

W: War Hammer

A: Leather Armor

H: None

Axe (Sonova)

W: Hand Axe

A: Leather Armor

H: None

Fist (Amu) LV05

W: None

A: Leather Armor

H: Lucky Charm

FLOOR THIRTEEN

Objective: Defeat all Enemies

Enemies:

Axe (Sonova) LV06

W: Hand Axe

A: Leather Armor

H: None

Bow (Amu) LV06

W: Long Bow

A: Leather Armor

H: None

Spear (Amu) LV06

W: Javelin

A: Leather Armor

H: None

Ring (Ema) LV06

Axe (Sonova) LV06

Ring (Zeneth) LV06

W: Stone Ring	W: Hand Axe	W: Stone Ring
A: Feigm Robe	A: Leather Armor	A: Leather Armor
H: None	H: None	H: None

Spear (Amu) LV06	Ring (Gote) LV06
W: Javelin	W: Stone Ring
A: Leather Armor	A: Feigm Robe
H: None	H: None

FLOOR FOURTEEN

Objective: Defeat all Enemies
Enemies:

Bow (Gote) LV06	Ring (Ema) LV06	Ring (Zeneth) LV06
W: Long Bow	W: Stone Ring	W: Stone Ring
A: Leather Armor	A: Feigm Robe	A: Feigm Robe
H: None	H: None	H: None

Fist (Amu) LV06	Sword (Sonova) LV06	Axe (Amu) LV06
W: None	W: Broad Sword	W: Hand Axe
A: Leather Armor	A: Leather Armor	A: Leather Armor
H: Lucky Charm	H: None	H: None

Sword (Sonova) LV06
W: Broad Sword
A: Leather Armor
H: None

FLOOR FIFTEEN

Objective: Defeat all Enemies
Enemies:

Sword (Amu) LV06	Dagger (Kashis) LV06	Dagger (Kashis) LV06
W: Broad Sword	W: Ceramic Knife	W: Ceramic Knife
A: Leather Armor	A: Leather Armor	A: Leather Armor
H: None	H: Headgear	H: Headgear

Morning Star (Amu) LV06	Ring (Zeneth) LV06	Ring (Zeneth) LV06
W: War Hammer	W: Stone Ring	W: Stone Ring
A: Leather Armor	A: Feigm Robe	A: Feigm Robe
H: None	H: Pointy Hat	H: Pointy Hat

Ring (Ema) LV06
W: Stone Ring
A: Feigm Robe
H: Pointy Hat

FLOOR SIXTEEN

Objective: Defeat all Enemies
Enemies:

Spear (Zeneth) LV07	Axe (Gote) LV07	Bow (Amu) LV07
W: Halberd	W: Mace	W: Composite Bow
A: Ring Mail	A: Ring Mail	A: Ring Mail
H: None	H: None	H: None

Morning Star (Zeneth) LV07	Sword (Zeneth) LV07	Boomerang (Kashis) LV07
W: Bladed Fury	W: Long Sword	W: Silver Edge
A: Ring Mail	A: Ring Mail	A: Ring Mail
H: None	H: None	H: None

Ring (Ema) LV07
W: Iron Ring
A: Feigm Robe
H: Pointy Hat

FLOOR SEVENTEEN

Objective: Defeat all Enemies

Enemies:

Sword (Amu) LV07	Bow (Kashis) LV07	Ring (Ema) LV07
W: Long Sword	W: Composite Bow	W: Iron Ring
A: Ring Mail	A: Ring Mail	A: Feigm Robe
H: None	H: None	H: Pointy Hat

Morning Star (Gote) LV07	Fist (Amu) LV07	Ring (Sonova) LV07
W: Bladed Fury	W: None	W: Iron Ring
A: Ring Mail	A: Ring Mail	A: Ring Mail
H: Openface	H: Cat's Eye	H: None

Dagger (Zeneth) LV07
W: Assassin Knife
A: Feigm Robe
H: None

FLOOR EIGHTEEN

Objective: Defeat all Enemies

Enemies:

Fist (Kashis) LV08	Dagger (Kashis) LV08	Ring (Ema) LV08
W: None	W: Assassin Knife	W: Iron Ring
A: Ring Mail	A: Ring Mail	A: Feigm Robe
H: Cat's Eye	H: Openface	H: None

Spear (Zeneth) LV08	Bow (Gote) LV08	Boomerang (Gote) LV08
W: Halberd	W: Composite Bow	W: Silver Edge
A: Feigm Robe	A: Ring Mail	A: Ring Mail
H: None	H: Openface	H: Openface

Ring (Zeneth) LV08
W: Iron Ring
A: Feigm Robe
H: None

FLOOR NINETEEN

Objective: Defeat all Enemies

Enemies:

Ring (Zeneth) LV08	Ring (Ema) LV08	Dagger (Kashis) LV08
W: Iron Ring	W: Iron Ring	W: Assassin Knife
A: Feigm Robe	A: Feigm Robe	A: Ring Mail
H: Pointy Hat	H: Pointy Hat	H: None

Bow (Gote) LV08	Axe (Sonova) LV08	Spear (Amu) LV08
W: Composite Bow	W: Mace	W: Halberd
A: Ring Mail	A: Ring Mail	A: Ring Mail
H: None	H: None	H: None

Sword (Sonova) LV08
W: Long Sword
A: Ring Mail
H: None

FLOOR TWENTY

Objective: Perform a Six-Hit Session on Zaji

Enemies:

Dagger (Sonova) LV09	Sword (Sonova) LV09	Spear (Sonova) LV09
W: Assassin Knife	W: Long Sword	W: Halberd
A: Ring Mail	A: Ring Mail	A: Ring Mail
H: Cat's Eye	H: None	H: Openface

Morning Star (Sonova) LV09	Zaji (Sonova) LV09
W: Bladed Fury	W: None
A: Ring Mail	A: None
H: None	H: None

[xx2][][ZAJ][][xx1] The six boxes with xx# represent your six
[v][][][] comrades that you must bring into battle with you.
[xx3][][][xx6] As you may notice, Fazz is surrounded by four
[v][][SWR][][^] worshippers of the Sonova deity. You do NOT need to
[xx4][SPR][FAZ][DAG][xx5] worry about the Sword and Morning Star users; however,
[][][MRN][][] to set off the attack session perfectly, the Spear and
Dagger users must be taken care of. Fazz, xx4 and xx5
should all use direct attacks against these two foes to take them out. As such,
the characters in the 4th and 5th slot should also be your most powerful
physical attackers. As soon as each of your characters fills up their RAP gauge,
put them into an Attack session in the appropriate direction (xx4 facing Fazz,
Fazz facing xx5, and xx5 facing xx6). The characters represented by xx3 and xx6
should also clear out the two enemies if needed via long-range magic; after, xx3
should face towards xx4, and xx6 merely needs to be in an attack session. xx3
can use long-range magic if needed, but NEEDS to be facing down towards xx3.
With all this in place, whoever occupies position xx1 should go left and use
your Shoot on Zaji (go into a regular attack, then press the X button); this
will set off the attack session.

Remember during your setup that you need to use users with direct
attacks; Boomerang and Bow users ARE NOT allowed into the attack session.

Reward: Cure (100MCP, 20CPC, 50RC, 7RNG, 5AOE, 100SR, 40POT)

=====

WIDDEN TOWER

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[WDNTW]

FLOOR ONE

Objective: Defeat all Enemies

Enemies:

Morning Star (Amu) LV02	Dagger (Kashis)	Sword (Gote) LV02
W: Morning Star	W: Dagger	W: Short Sword
A: Cloth Armor	A: Cloth Armor	A: Cloth Armor
H: Headgear	H: Headgear	H: Headgear

FLOOR TWO

Objective: Defeat all Enemies

Enemies:

Sword (Kashis) LV02	Spear (Amu) LV02	Spear (Zeneth) LV02
W: Short Sword	W: Spear	W: Spear
A: Cloth Armor	A: Cloth Armor	A: Cloth Armor
H: Headgear	H: Headgear	H: Headgear

Axe (Amu) LV02

W: Stone Axe

A: Cloth Armor

H: Headgear

FLOOR THREE

Objective: Defeat all Enemies

Enemies:

Boomerang (Gote) LV03	Bow (Gote) LV03	Boomerang (Kashis) LV03
W: Boomerang	W: Short Bow	W: Boomerang
A: Cloth Armor	A: Cloth Armor	A: Cloth Armor
H: Headgear	H: Headgear	H: Headgear
		S: Kashis' Aid

FLOOR FOUR

Objective: Defeat all Enemies

Enemies:

Sword (Kashis) LV03	Sword (Gote) LV03	Spear (Gote) LV03
W: Short Sword	W: Short Sword	W: Spear
A: Cloth Armor	A: Cloth Armor	A: Cloth Armor

H: Headgear	H: Headgear	H: Headgear
Spear (Kashis) LV03	Bow (Zeneth) LV03	Ring (Ema) LV03
W: Spear	W: Short Bow	W: Carmine Ring
A: Cloth Armor	A: Cloth Armor	A: Feigm Robe
H: Headgear	H: Headgear	H: Pointy Hat
		C: Spika, Re Lite

FLOOR FIVE

Objective: Defeat all Enemies

Enemies:

Morning Star (Amu) LV03	Dagger (Gote) LV03	Ring (Kashis) LV03
W: Stone Axe	W: Dagger	W: Carmine Ring
A: Cloth Armor	A: Cloth Armor	A: Feigm Robe
H: Headgear	H: Headgear	H: Pointy Hat
		C: Zel

Bow (Gote) LV03	Dagger (Gote) LV03	Ring (Ema) LV03
W: Short Bow	W: Dagger	W: Carmine Ring
A: Cloth Armor	A: Cloth Armor	A: Feigm Robe
H: Headgear	H: Headgear	H: Headgear
		C: Grulla

FLOOR SIX

Objective: Defeat all Enemies

Enemies:

Dagger (Kashis) LV04	Axe (Gote) LV04	Ring (Zeneth) LV04
W: Dagger	W: Stone Axe	W: Carmine Ring
A: Cloth Armor	A: Cloth Armor	A: Feigm Robe
H: Headgear	H: Headgear	H: Headgear
		C: Cure

Sword (Amu) LV04	Bow (Sonova) LV04	Ring (Ema) LV04
W: Short Sword	W: Short Bow	W: Carmine Ring
A: Cloth Armor	A: Cloth Armor	A: Feigm Robe
H: Headgear	H: Headgear	H: Pointy Hat
		C: Bonga, Grulla

FLOOR SEVEN

Objective: Defeat all Enemies

Enemies:

Bow (Kashis) LV04	Spear (Zeneth) LV04	Ring (Ema) LV04
W: Short Bow	W: Spear	W: Carmine Ring
A: Cloth Armor	A: Cloth Armor	A: Feigm Robe
H: Headgear	H: Headgear	H: Pointy Hat
S: DEV +10%	S: Luck +10%	S: Absorb 10%
		C: Bonga, Laira

Bow (Gote) LV04	Morning Star (Gote) LV04	Ring (Zeneth) LV04
W: Short Bow	W: Morning Star	W: Carmine Ring
A: Cloth Armor	A: Cloth Armor	A: Feigm Robe
H: Headgear	H: Headgear	H: Pointy Hat
		C: Spika

FLOOR EIGHT

Objective: Defeat all Enemies

Enemies:

Sword (Sonova) LV05	Axe (Gote) LV05
W: Broad Sword	W: Hand Axe
A: Leather Armor	A: Leather Armor
H: None	H: None

Ring (Sonova) LV05	Morning Star (Amu) LV05	Boomerang (Kashis) LV05
W: Stone Ring	W: War Hammer	W: Blue Cutter
A: Leather Armor	A: Leather Armor	A: Leather Armor
H: None	H: Headgear	H: None
	S: Counter 10%	

Ring (Zeneth) LV05	Ring (Kashis) LV05	Bow (Amu) LV05
W: Stone Ring	W: Stone Ring	W: Long Bow
A: Feigm Robe	A: Feigm Robe	A: Leather Armor
H: None	H: Pointy Hat	H: None
C: Cure	S: DEV +10%	
	C: Zel, Blisu	

FLOOR NINE

Objective: Defeat all Enemies

Enemies:

Dagger (Kashis) LV05	Bow (Gote) LV05	Morning Star (Gote) LV05
W: Ceramic Knife	W: Long Bow	W: War Hammer
A: Leather Armor	A: Leather Armor	A: Leather Armor
H: None	H: None	H: None

Bow (Amu) LV05	Ring (Zeneth) LV05	Ring (Ema) LV05
W: Long Bow	W: Stone Ring	W: Stone Ring
A: Leather Armor	A: Feigm Robe	A: Feigm Robe
H: Headgear	H: Pointy Hat	H: None
	C: Cure, Cure	C: Grulla, Bonga

Sword (Sonova) LV05	Morning Star (Amu) LV05
W: Broad Sword	W: War Hammer
A: Leather Armor	A: Leather Armor
H: Openface	H: Headgear
S: Phys Dmg -10%	S: Counter 10%

FLOOR TEN

Objective: Defeat all Enemies

Enemies:

Spear (Sonova) LV05	Morning Star (Amu) LV05	Axe (Sonova) LV05
W: Javelin	W: War Hammer	W: Hand Axe
A: Leather Armor	A: Leather Armor	A: Leather Armor
H: None	H: None	H: None'

Sword (Amu) LV05	Axe (Sonova) LV05	Boomerang (Amu) LV05
W: Broad Sword	W: Hand Axe	W: Blue Cutter
A: Leather Armor	A: Leather Armor	A: Leather Armor
H: None	H: None	H: None

Ring (Ema) LV05	Ring (Ema) LV05
W: Stone Ring	W: Stone Ring
A: Feigm Robe	A: Feigm Robe
H: Pointy Hat	H: Pointy Hat
C: Gaiga, Cure	C: Spika, Cure

FLOOR ELEVEN

Objective: Defeat all Enemies

Enemies:

Spear (Zeneth) LV06	Ring (Gote) LV06	Spear (Gote) LV06
W: Javelin	W: Stone Ring	W: Javelin
A: Leather Armor	A: Feigm Robe	A: Leather Armor
H: None	H: Pointy Hat	H: Headgear
	C: Gaiga, Re Lite	S: EXP +10%

Axe (Sonova) LV06	Ring (Ema) LV06	Bow (Kashis) LV06
W: Hand Axe	W: Stone Ring	W: Long Bow
A: Leather Armor	A: Feigm Robe	A: Leather Armor
H: None	H: Pointy Hat	H: None
	C: Laira, Blisu	

Sword (Amu) LV06	Ring (Ema) LV06	Sword (Sonova) LV06
W: Broad Sword	W: Stone Ring	W: Broad Sword
A: Leather Armor	A: Feigm Robe	A: Leather Armor
H: Headgear	H: Pointy Hat	H: None
S: Phys Dmg +10%	C: Spika, Zel	

Morning Star (Amu) LV06
W: War Hammer
A: Leather Armor
H: None

FLOOR TWELVE

Objective: Defeat all Enemies

Enemies:

Spear (Sonova) LV06	Ring (Gote) LV06	Ring (Kashis) LV06
W: Javelin	W: Stone Ring	W: Stone Ring
A: Leather Armor	A: Leather Armor	A: Feigm Robe
H: Headgear	H: None	H: Pointy Hat

S: HP +10%

S: Jump +1

C: Blisu, Spika

Bow (Zeneth) LV06

W: Longbow

A: Leather Armor

H: Headgear

S: Dealer

Ring (Ema) LV06

W: Stone Ring

A: Feigm Robe

H: None

C: Gaiga, Cure

Ring (Ema) LV06

W: Stone Ring

A: Feigm Robe

H: None

C: Zel, Cure, Cure

Sword (Amu) LV06

W: Broad Sword

A: Leather Armor

H: Headgear

S: Counter 10%

Axe (Sonova) LV06

W: Hand Axe

A: Leather Armor

H: None

Sword (Amu) LV06

W: Broad Sword

A: Leather Armor

H: None

Boomerang (Kashis) LV06

W: Blue Cutter

A: Leather Armor

H: None

FLOOR THIRTEEN

Objective: Defeat all Enemies

Enemies:

Ring (Gote) LV07

W: Stone Ring

A: Feigm Robe

H: Pointy Hat

C: Spika, Zel

Ring (Ema) LV07

W: Stone Ring

A: Feigm Robe

H: Pointy Hat

C: Spika, Laira

Ring (Zeneth) LV07

W: Stone Ring

A: Leather Armor

H: None

C: Cure, Re Lite

Bow (Gote) LV07

W: Long Bow

A: Leather Armor

H: None

Bow (Gote) LV07

W: Long Bow

A: Leather Armor

H: Headgear

S: Phys Hit +10%

Sword (Amu) LV07

W: Broad Sword

A: Leather Armor

H: Headgear

S: Phys Dmg +10%, Counter 10%

Axe (Sonova) LV07

W: Hand Axe

A: Leather Armor

H: Headgear

S: Phys Dmg -10%

Axe (Sonova) LV07

W: Hand Axe

A: Leather Armor

H: Headgear

S: HP +10%, Phys Dmg -10%

Sword (Amu) LV07

W: Broad Sword

A: Leather Armor

H: Headgear

S: Counter 10%

FLOOR FOURTEEN

Objective: Defeat all Enemies

Enemies:

Axe (Amu) LV07

W: Hand Axe

A: Leather Armor

H: None

Sword (Sonova) LV07

W: Broad Sword

A: Leather Armor

H: None

Axe (Amu) LV07

W: Mace

A: Leather Armor

H: Headgear

S: Phys Dmg +10%

Sword (Sonova) LV07

W: Broad Sword

Bow (Gote) LV07

W: Long Bow

Bow (Gote) LV07

W: Long Bow

A: Leather Armor	A: Leather Armor	A: Leather Armor
H: Headgear	H: None	H: Lucky Charm
S: Phys Dmg -10%, Hp +10%	S: Phys Hit +10%	

Ring (Zeneth) LV07	Ring (Ema) LV07	Ring (Ema) LV07
W: Stone Ring	W: Stone Ring	W: Stone Ring
A: Feigm Robe	A: Feigm Robe	A: Leather Armor
H: Pointy Hat	H: Pointy Hat	H: None
C: Spika, Depin	C: Cure, Re Lite	C: Bonga, Blisu

Ring (Ema) LV07
W: Stone Ring
A: Feigm Robe
H: Pointy Hat
C: Grulla, Zel

FLOOR FIFTEEN

Objective: Defeat all Enemies
Enemies:

Sword (Amu) LV07	Dagger (Kashis) LV07	Dagger (Kashis) LV07
W: Broad Sword	W: Ceramic Knife	W: Ceramic Knife
A: Leather Armor	A: Leather Armor	A: Leather Armor
H: Headgear	H: Headgear	H: Cat's Eye
S: Confuse Guard	S: Phys Evade +10%	S: Phys Evade +10%, DEV +10%

Ring (Ema) LV07	Ring (Zeneth) LV07	Ring (Zeneth) LV07
W: Stone Ring	W: Stone Ring	W: Stone Ring
A: Feigm Robe	A: Feigm Robe	A: Feigm Robe
H: Pointy Hat	H: Pointy Hat	H: Pointy Hat
S: Poison 10%	C: Blisu, Zel	C: Cure, Spika
C: Cure, Depin		

Morning Star (Amu) LV07
W: War Hammer
A: Leather Armor
H: Headgear

FLOOR SIXTEEN

Objective: Defeat all Enemies
Enemies:

Boomerang (Kashis) LV08	Sword (Zeneth) LV08	Morning Star (Zeneth) LV08
W: Silver Edge	W: Long Sword	W: Bladed Fury
A: Ring Mail	A: Ring Mail	A: Ring Mail
H: Openface	H: Openface	H: Openface

Bow (Amu) LV08	Axe (Gote) LV08	Spear (Zeneth) LV08
W: Composite Bow	W: Mace	W: Halberd
A: Ring Mail	A: Ring Mail	A: Ring Mail
H: None	H: Openface	H: Openface

Ring (Zeneth) LV08	Ring (Ema) LV08	Ring (Ema) LV08
W: Iron Ring	W: Iron Ring	W: Iron Ring

A: Feigm Robe	A: Feigm Robe	A: Feigm Robe
H: Pointy Hat	H: Pointy Hat	H: Pointy Hat
S: Charm 10%	C: Cure, Cure	S: CF Dmg -10%, Absorb 10%
C: Blisu, Bonga		C: Spika, Spika, Re Move

Ring (Kashis) LV08

W: Iron Ring
A: Feigm Robe
H: Pointy Hat
C: Zel, Depin

FLOOR SEVENTEEN

Objective: Defeat all Enemies

Enemies:

Bow (Kashis) LV08	Sword (Amu) LV08	Morning Star (Gote) LV08
W: Composite Bow	W: Long Sword	W: Bladed Fury
A: Ring Mail	A: Ring Mail	A: Ring Mail
H: Openface	H: None	H: Openface

Bow (Zeneth) LV08	Fist (Amu) LV08	Dagger (Sonova) LV08
W: Composite Bow	W: None	W: Assassin Knife
A: Ring Mail	A: Ring Mail	A: Ring Mail
H: Openface	H: Cat's Eye	H: None

Ring (Zeneth) LV08	Ring (Ema) LV08
W: Iron Ring	W: Iron Ring
A: Feigm Robe	A: Feigm Robe
H: None	H: Pointy Hat
C: Depin, Re Lite, Cure	C: Gaiga, Grulla

FLOOR EIGHTEEN

Objective: Defeat all Enemies

Enemies:

Fist (Kashis) LV09	Dagger (Kashis) LV09	Bow (Gote) LV09
W: None	W: Assassin Knife	W: Composite Bow
A: Ring Mail	A: Ring Mail	A: Ring Mail
H: Cat's Eye	H: None	H: Openface
		S: Phys Hit +10%, Hawk's Eye

Ring (Zeneth) LV09	Bow (Gote) LV09	Boomerang (Kashis) LV09
W: Iron Ring	W: Composite Bow	W: Silver Edge
A: Feigm Robe	A: Ring Mail	A: Ring Mail
H: None	H: None	H: None
C: Bonga, Blisu		

Ring (Zeneth) LV09	Ring (Ema) LV09
W: Iron Ring	W: Iron Ring
A: Feigm Robe	A: Feigm Robe
H: None	H: None
S: CF Success +10%	S: Absorb 10%
C: Re Lite, Cure	C: Gaiga, Grulla

Ring (Zeneth) LV09	Ring (Ema) LV09
W: Iron Ring	W: Iron Ring
A: Feigm Robe	A: Feigm Robe
H: Pointy Hat	H: Pointy Hat
C: Cure Re, Re Move	C: Spika Depin, Cure

FLOOR NINETEEN

Objective: Defeat all Enemies

Enemies:

Sword (Sonova) LV09	Axe (Amu) LV09	Spear (Sonova) LV09
W: Long Sword	W: Mace	W: Halberd
A: Ring Mail	A: Ring Mail	A: Ring Mail
H: None	H: None	H: None

Bow (Gote) LV09	Dagger (Kashis) LV09
W: Composite Bow	W: Assassin Knife
A: Ring Mail	A: Ring Mail
H: None	H: None

Ring (Zeneth) LV09	Ring (Ema) LV09	Ring (Kashis) LV09
W: Iron Ring	W: Iron Ring	W: Iron Ring
A: Feigm Robe	A: Feigm Robe	A: Feigm Robe
H: Pointy Hat	H: Pointy Hat	H: Pointy Hat
S: Charm 10%	C: Gaiga, Zel	S: Phys Evade +10%
C: Blisu, Grulla		C: Cure, Re Lite

FLOOR TWENTY

Objective: Perform a Six-Hit Session on Zaji

Enemies:

Spear (Sonova) LV10	Morning Star (Sonova) LV10	Bow (Amu) LV10
W: Halberd	W: Bladed Fury	W: Composite Bow
A: Ring Mail	A: Ring Mail	A: Ring Mail
H: None	H: Openface	H: Cat's Eye
S: Decoin 10%		

Dagger (Zeneth) LV10	Dagger (Sonova) LV10	Dagger (Zeneth) LV10
W: Assassin Knife	W: Assassin Knife	W: Assassin Knife
A: Ring Mail	A: Ring Mail	A: Ring Mail
H: Lucky Charm	H: None	H: None
	S: HP +20%	

Axe (Amu) LV10	Sword (Sonova) LV10	Bow (Amu) LV10
W: Mace	W: Long Sword	W: Composite Bow
A: Ring Mail	A: Ring Mail	A: Ring Mail
H: None	H: Cat's Eye	H: None
		S: Arms Master

Axe (Zeneth) LV10	Spear (Amu) LV10	Zaji (Sonova) LV10
W: Mace	W: Halberd	W: Assassin Knife
A: Ring Mail	A: Ring Mail	A: Ring Mail
H: None	H: None	H: None
		S: Phys Dmg -10%

[] [xx6] [] [xx1] [] Once again, you are required to hit Zaji in a [FOE][FO6][] [ZAJ][FOE] six-hit session. The foes labelled with FO# are those [] [xx5][FO5][xx2][] who need to be eliminated before pulling off the [FOE][FO3][FO4][FO1][FOE] attack session; FO5 and FO2 do NOT need to be [] [xx4][FO2][xx3][] eliminated, but they can be dealt with in the same [] [] [FOE][] [] breath as FO3, FO4, and FO1. For Fazz, the units at [] [] [] [] [] xx2, xx3 and xx4, any coin that has an Area of Effect [] [] [] [FAZ][] of 5 (so basically a cross) should be equipped and used to hit units FO1-FO5 until they have been completely cleared out. Save your strongest physical hitters for xx5 and xx6 - they will need to take out enemy unit F06 before the Attack Session can be pulled off. Once all six relevant units have been cleared, have xx2 facing down towards xx3, xx3 facing left towards xx4, xx4 facing up towards xx5, and xx5 facing up towards xx6. When that is all in place, unit xx1 can use a Shoot attack to knock Zaji into xx2 and begin the sequence.

Reward: Bonga (15MP, 15CPC, 50RC, 7RNG, 5AOE, 100SR, 40POT)

 CARMWELL TOWER

[CRMTW]

 FLOOR ONE

Objective: Defeat all Enemies

Enemies:

Axe (Sonova) LV07	Spear (Amu) LV07	Bow (Kashis) LV07
W: Mace	W: Halberd	W: Composite Bow
A: Ring Mail	A: Ring Mail	A: Ring Mail
H: None	H: None	H: Openface
Ring (Ema) LV07	Ring (Zeneth) LV07	Boomerang (Gote) LV08
W: Iron Ring	W: Iron Ring	W: Silver Edge
A: Feigm Robe	A: Feigm Robe	A: Ring Mail
H: None	H: Pointy Hat	H: Openface
C: Gaiga, Blisu	S: Dealer	
	C: Spika, Depin, Cure	

 FLOOR TWO

Objective: Defeat all Enemies

Enemies:

Bow (Kashis) LV07	Ring (Zeneth) LV07	Sword (Amu) LV07
W: Composite Bow	W: Iron Ring	W: Long Sword
A: Ring Mail	A: Feigm Robe	A: Ring Mail
H: Cat's Eye	H: Pointy Hat	H: Openface
	S: Luck +10%	
	C: Blisu, Cure	

Morning Star (Sonova) LV07 Bow (Gote) LV07 Ring (Ema) LV07

W: Bladed Fury	W: Composite Bow	W: Iron Ring
A: Ring Mail	A: Ring Mail	A: Feigm Robe
H: None	H: None	H: Pointy Hat
		S: CF Dmg -10%
		C: Gaiga, Cure

FLOOR THREE

Objective: Defeat all Enemies

Enemies:

Morning Star (Sonova) LV08	Axe (Amu) LV08	Sword (Sonova) LV08
W: Bladed Fury	W: Mace	W: Long Sword
A: Ring Mail	A: Ring Mail	A: Ring Mail
H: Openface	H: Openface	H: None
	S: Amu's Aid	

Axe (Amu) LV08	Ring (Zeneth) LV08	Dagger (Sonova) LV08
W: Mace	W: Iron Ring	W: Assassin Knife
A: Ring Mail	A: Ring Mail	A: Ring Mail
H: Openface	H: None	H: Openface

Ring (Zeneth) LV08	Bow (Kashis) LV08
W: Iron Ring	W: Composite Bow
A: Feigm Robe	A: Ring Mail
H: Pointy Hat	H: Openface
C: Cure Re, Depin, Re Move	S: EXP +10%, Phys Hit +10%

FLOOR FOUR

Objective: Defeat all Enemies

Enemies:

Sword (Sonova) LV08	Spear (Zeneth) LV08	Ring (Ema) LV08
W: Long Sword	W: Halberd	W: Iron Ring
A: Ring Mail	A: Ring Mail	A: Feigm Robe
H: None	H: Openface	H: Pointy Hat
		C: Bondes, Cure Re

Sword (Amu) LV08	Bow (Kashis) LV08
W: Long Sword	W: Composite Bow
A: Ring Mail	A: Ring Mail
H: Openface	H: Openface
S: Arms Master	S: Phys Evade +10%, Immobile 10%

Ring (Gote) LV08	Boomerang (Gote) LV08
W: Iron Ring	W: Silver Edge
A: Feigm Robe	A: Ring Mail
H: Pointy Hat	H: Openface
C: Greis, Cure	

FLOOR FIVE

Objective: Defeat all Enemies

Enemies:

Dagger (Gote) LV08	Morning Star (Kashis) LV08	Axe (Gote) LV08
W: Assassin Knife	W: Bladed Fury	W: Mace
A: Ring Mail	A: Ring Mail	A: Ring Mail
H: Openface	H: None	H: None
S: Blind 10%		

Spear (Kashis) LV08	Bow (Ema) LV08	Bow (Kashis) LV08
W: Halberd	W: Composite Bow	W: Composite Bow
A: Ring Mail	A: Ring Mail	A: Ring Mail
H: Openface	H: Openface	H: Openface
S: Immobile 10%	H: Poison 10%	S: Phys Evade +10%

Ring (Zeneth) LV08	Ring (Ema) LV08
W: Iron Ring	W: Iron Ring
A: Ring Mail	A: Feigm Robe
H: None	H: None
	C: Blista, Cure, Cure

FLOOR SIX

Objective: Defeat all Enemies

Enemies:

Dagger (Kashis) LV09	Bow (Gote) LV09	Dagger (Kashis) LV09
W: Assassin Knife	W: Composite Bow	W: Assassin Knife
A: Ring Mail	A: Ring Mail	A: Ring Mail
H: Openface	H: None	H: Openface
S: Immobile 10%		

Sword (Sonova) LV09	Dagger (Kashis) LV09	Ring (Ema) LV09
W: Long Sword	W: Assassin Knife	W: Iron Ring
A: Ring Mail	A: Ring Mail	A: Ring Mail
H: Openface	H: Cat's Eye	H: None
S: Poison Guard	S: Phys Evade +10%	C: Laicle, Gaiga, Cure

Bow (Gote) LV09	Dagger (Kashis) LV09
W: Composite Bow	W: Assassin Knife
A: Ring Mail	A: Ring Mail
H: Openface	H: Openface
S: Blind 10%	S: DEV +10%

FLOOR SEVEN

Objective: Defeat all Enemies

Enemies:

Ring (Ema) LV09	Ring (Zeneth) LV09
W: Iron Ring	W: Iron Ring
A: Feigm Robe	A: Feigm Robe
H: Pointy Hat	H: Pointy Hat
S: Blind Guard	S: Charm 10%
C: Zepherd, Zel	C: Cure, Re Laks

Axe (Amu) LV09

Sword (Sonova) LV09

Spear (Zeneth) LV09

W: Mace	W: Long Sword	W: Halberd
A: Ring Mail	A: Ring Mail	A: Ring Mail
H: Openface	H: Openface	H: Openface
S: HP +10%, Arms Master	S: HP +20%	S: Immobile Guard

Bow (Gote) LV09	Morning Star (Gote) LV09	Bow (Kashis) LV09
W: Composite Bow	W: Bladed Fury	W: Composite Bow
A: Ring Mail	A: Ring Mail	A: Ring Mail
H: None	H: Openface	H: Openface
	S: Phys Hit +10%	S: Counter 10%, Immobile 10%

FLOOR EIGHT

Objective: Defeat all Enemies

Enemies:

Morning Star (Gote) LV10	Axe (Sonova) LV10	Sword (Amu) LV10
W: Solidthorns	W: Battle Hammer	W: Bastard Sword
A: Bronze Mail	A: Bronze Mail	A: Bronze Mail
H: None	H: Openface	H: None
S: Luck +10%, Blind 10%	S: HP +10%, Dealer, Decoin 10%	

Ring (Zeneth) LV10	Boomerang (Gote) LV10	Ring (Ema) LV10
W: Thorned Ring	W: Steel Wing	W: Thorned Ring
A: Bronze Mail	A: Bronze Mail	A: Mithril Coat
H: Openface	H: None	H: None
S: Phys Evade +10%		C: Cure, Cure Re

Ring (Ema) LV10	Bow (Gote) LV10	Dagger (Kashis) LV10
W: Thorned Ring	W: Glitter Arrow	W: Main Gauche
A: Mithril Coat	A: Bronze Mail	A: Bronze Mail
H: None	H: Eye of Abyss	H: Openface
C: Gaiga, Greis	S: Hawk's Eye	S: EXP +10%, Phys Evade +10%

FLOOR NINE

Objective: Defeat all Enemies

Enemies:

Ring (Gote) LV10	Sword (Sonova) LV10	Axe (Amu) LV10
W: Thorned Ring	W: Bastard Sword	W: Battle Hammer
A: Mithril Coat	A: Bronze Mail	A: Bronze Mail
H: Pointy Hat	H: None	H: Openface
C: Posn, Terror		

Ring (Ema) LV10	Ring (Gote) LV10	Dagger (Kashis) LV10
W: Thorned Ring	W: Thorned Ring	W: Main Gauche
A: Mithril Coat	A: Mithril Coat	A: Bronze Mail
H: Pointy Hat	H: None	H: Openface
S: Blind Guard	C: Laicle, Spika	S: Immobile 10%
C: Cure, Re Pure		

Morning Star (Sonova) LV10	Sword (Amu) LV10
W: Solidthorns	W: Bastard Sword
A: Bronze Mail	A: Bronze Mail

H: Openface
S: HP +20%

H: Openface
S: Confuse Guard, Arms Master

FLOOR TEN

Objective: Defeat all Enemies

Enemies:

Boomerang (Kashis) LV10	Spear (Kashis) LV10	Bow (Gote) LV10
W: Steel Wing	W: Bardiche	W: Glitter Arrow
A: Mithril Coat	A: Bronze Mail	A: Bronze Mail
H: None	H: None	H: None
C: Gaiz		S: Fear Guard

Sword (Kashis) LV10	Ring (Zeneth) LV10
W: Bastard Sword	W: Thorned Ring
A: Bronze Mail	A: Bronze Mail
H: None	H: None
S: EXP +10%, DEV +10%	C: Cure, Cure

FLOOR ELEVEN

Objective: Defeat all Enemies

Enemies:

Axe (Amu) LV11	Sword (Sonova) LV11	Ring (Gote) LV11
W: Battle Hammer	W: Bastard Sword	W: Thorned Ring
A: Bronze Mail	A: Bronze Mail	A: Mithril Coat
H: Eye of Abyss	H: None	H: Eye of Abyss
		C: Depin, Terror
Ring (Ema) LV11	Ring (Ema) LV11	Ring (Kashis) LV11
W: Thorned Ring	W: Thorned Ring	W: Thorned Ring
A: Mithril Coat	A: Mithril Coat	A: Mithril Coat
H: Pointy Hat	H: None	H: Pointy Hat
S: CF Success +10%	C: Bondes, Cure	S: Immobile 10%
C: Bonga, Re Pure		C: Laicle, Re Lite
Spear (Gote) LV11	Dagger (Kashis) LV11	
W: Bardiche	W: Main Gauche	
A: Bronze Mail	A: Bronze Mail	
H: Openface	H: Openface	
S: Blind 10%	S: Immobile 10%, Decoin 10%	

FLOOR TWELVE

Objective: Defeat all Enemies

Enemies:

Dagger (Sonova) LV11	Ring (Ema) LV11	Bow (Gote) LV11
W: Main Gauche	W: Thorned Ring	W: Glitter Arrow
A: Bronze Mail	A: Mithril Coat	A: Bronze Mail
H: None	H: None	H: Openface
	S: Blind Guard	S: Fear Guard

C: Blista, Laicle

Dagger (Zeneth) LV11	Boomerang (Kashis) LV11	Ring (Ema) LV11
W: Bastard Sword	W: Steel Wing	W: Thorned Ring
A: Bronze Mail	A: Bronze Mail	A: Mithril Coat
H: None	H: Openface	H: None
	S: Decoin Guard	C: Greis, Cure

Ring (Ema) LV11	Axe (Gote) LV11	Morning Star (Gote) LV11
W: Thorned Ring	W: Battle Hammer	W: Solidthorns
A: Mithril Coat	A: Bronze Mail	A: Bronze Mail
H: None	H: Eye of Abyss	H: Openface
C: Gaiga, Re Lite	S: EXP +10%, Blind 10%	S: DEV +10%, Hawk's Eye

FLOOR THIRTEEN

Objective: Defeat all Enemies

Enemies:

Spear (Sonova) LV12	Sword (Amu) LV12	Morning Star (Gote) LV12
W: Bardiche	W: Bastard Sword	W: Solidthorns
A: Bronze Mail	A: Bronze Mail	A: Bronze Mail
H: None	H: Openface	H: Openface
S: Phys Dmg -10%	S: Phys Dmg +10%, Absorb 10%	S: Blind 10%

Dagger (Kashis) LV12	Sword (Sonova) LV12	Boomerang (Kashis) LV12
W: Main Gauche	W: Bastard Sword	W: Silver Edge
A: Bronze Mail	A: Bronze Mail	A: Bronze Mail
H: Openface	H: Openface	H: None
S: Phys Evade +10%	S: Poison Guard	

Bow (Gote) LV12	Ring (Zeneth) LV12	Ring (Ema) LV12
W: Glitter Arrow	W: Thorned Ring	W: Thorned Ring
A: Bronze Mail	A: Mithril Coat	A: Mithril Coat
H: Openface	H: None	H: None
S: Hawks' Eye	C: Spika, Depin	S: CF Dmg +10%
		C: Bondes, Cure

Ring (Ema) LV12
W: Thorned Ring
A: Mithril Coat
H: None
C: Laicle, Terror

FLOOR FOURTEEN

Objective: Defeat all Enemies

Enemies:

Sword (Amu) LV12	Morning Star (Gote) LV12	Dagger (Kashis) LV12
W: Bastard Sword	W: Solidthorns	W: Main Gauche
A: Bronze Mail	A: Bronze Mail	A: Bronze Mail
H: Openface	H: Openface	H: Openface
S: Absorb 10%, Arms Master		S: Immobile 10%

Morning Star (Amu) LV12	Ring (Ema) LV12	Ring (Ema) LV12
-------------------------	-----------------	-----------------

W: Solidthorns
A: Bronze Mail
H: Eye of Abyss
S: Threaten 10%

W: Thorned Ring
A: Bronze Mail
H: Openface
C: Gaiz, Cure Re

W: Thorned Ring
A: Mithril Coat
H: None
S: Absorb 30%
C: Zepherd, Laicle

Dagger (Gote) LV12
W: Main Gauche
A: Bronze Mail
H: Openface
S: Fear Guard

Spear (Zeneth) LV12
W: Bardiche
A: Bronze Mail
H: None
S: Sandman 10%

Axe (Gote) LV12
W: Battle Hammer
A: Bronze Mail
H: Openface
S: Blind 10%, Threaten 10%

FLOOR FIFTEEN

Objective: Defeat all Enemies

Enemies:

Ring (Zeneth) LV12
W: Thorned Ring
A: Bronze Mail
H: None

Sonova (Sword) LV12
W: Bastard Sword
A: Bronze Mail
H: Openface
S: Poison Guard

Dagger (Kashis) LV12
W: Main Gauche
A: Bronze Mail
H: Openface
S: Jump +1

Spear (Zeneth) LV12
W: Bardiche
A: Mithril Coat
H: Pointy Hat
S: Charm 10%, Immobile Guard
C: Cure

Bow (Gote) LV12
W: Glitter Arrow
A: Bronze Mail
H: Boots
S: Fear Guard

Ring (Ema) LV12
W: Thorned Ring
A: Mithril Coat
H: None
C: Blisu, Blista

Ring (Ema) LV12
W: Thorned Ring
A: Mithril Coat
H: Pointy Hat
C: Spika, Terror

Bow (Gote) LV12
W: Glitter Arrow
A: Bronze Mail
H: Boots

FLOOR SIXTEEN

Objective: Defeat all Enemies

Enemies:

Ring (Gote) LV13
W: Fang
A: Bronze Mail
H: None

Morning Star (Gote) LV13
W: Flanged Mace
A: Bronze Mail
H: None

Axe (Gote) LV13
W: Battle Axe
A: Bronze Mail
H: None

Bow (Gote) LV13
W: Cursed Bow
A: Bronze Mail
H: None

Dagger (Kashis) LV13
W: Gladius
A: Bronze Mail
H: None

Boomerang (Kashis) LV13
W: Spinner
A: Bronze Mail
H: Boots

Ring (Ema) LV13
W: Fang
A: Mithril Coat
H: Pointy Hat
C: Cure Re, Depin, Cure

Ring (Zeneth) LV13
W: Fang
A: Mithril Coat
H: Boots
C: Blisu, Blista, Spika

FLOOR SEVENTEEN

Objective: Defeat all Enemies

Enemies:

Ring (Zeneth) LV13

W: Fang

A: Bronze Mail

H: Openface

S: Dealer

Sword (Zeneth) LV13

W: Great Sword

A: Bronze Mail

H: Eye of Abyss

S: Immobile Guard

Spear (Zeneth) LV13

W: Steel Spear

A: Bronze Mail

H: None

Sword (Amu) LV13

W: Gladius

A: Bronze Mail

H: Openface

S: HP +10%, Confuse Guard

Morning Star (Amu) LV13

W: Flanged Mace

A: Bronze Mail

H: Lucky Charm

S: Absorb 10%

Axe (Amu) LV13

W: Battle Axe

A: Bronze Mail

H: Lucky Charm

S: Phys Hit +10%,
Arms Master

Dagger (Ema) LV13

W: Gladius

A: Mithril Coat

H: None

C: Greis, Cure Re

Ring (Ema) LV13

W: Fang

A: Mithril Coat

H: None

C: Bondes, Cure

FLOOR EIGHTEEN

Objective: Defeat all Enemies

Enemies:

Boomerang (Sonova) LV14

W: Spinner

A: Bronze Mail

H: Openface

S: Absorb 10%, Poison Guard

Spear (Sonova) LV14

W: Steel Spear

A: Bronze Mail

H: Openface

S: HP +20%

Sword (Amu) LV14

W: Great Sword

A: Bronze Mail

H: Openface

S: Phys Dmg +10%

Dagger (Sonova) LV14

W: Gladius

A: Bronze Mail

H: None

S: Phys Dmg -10%

Axe (Sonova) LV14

W: Battle Axe

A: Bronze Mail

H: None

Bow (Kashis) LV14

W: Cursed Bow

A: Bronze Mail

H: Boots

S: Jump +1, Hawk's Eye

Ring (Zeneth) LV14

W: Fang

A: Mithril Coat

H: Pointy Hat

C: Cure, Cure Re, Re Lite

Ring (Ema) LV14

W: Fang

A: Mithril Coat

H: None

C: Re Laks, Cure,
Blista

Morning Star (Gote) LV14

W: Flanged Mace

A: Bronze Mail

H: None

FLOOR NINETEEN

Objective: Defeat all Enemies

Enemies:

Spear (Gote) LV14	Bow (Gote) LV14	Ring (Ema) LV14
W: Steel Spear	W: Cursed Bow	W: Fang
A: Bronze Mail	A: Bronze Mail	A: Mithril Coat
H: None	H: None	H: None
	S: EXP +20%	S: CF Dmg +10%, Blind Guard
		C: Cure, Cure Re

Ring (Ema) LV14	Ring (Ema) LV14	Ring (Ema) LV14
W: Fang	W: Fang	W: Fang
A: Mithril Coat	A: Mithril Coat	A: Mithril Coat
H: Eye of Abyss	H: None	H: None
S: Absorb 30%	C: Gaiz, Re Pure	C: Zepherd, Gaiz
C: Cure, Cure Re		

Sword (Amu) LV14	Axe (Amu) LV14
W: Great Sword	W: Battle Axe
A: Bronze Mail	A: Bronze Mail
H: Openface	H: Openface
S: Phys Dmg +10%, Confuse Guard	S: Phys Dmg +10%, Confuse Guard

Morning Star (Sonova) LV14	Dagger (Sonova) LV14
W: Flanged Mace	W: Gladius
A: Bronze Mail	A: Bronze Mail
H: Boots	H: Openface
S: Poison Guard	S: Poison Guard, Firm Stance

FLOOR TWENTY

Objective: Perform a Six-Hit Session on Zaji
Enemies:

Sword (Sonova) LV15	Boomerang (Sonova) LV15	Dagger (Sonova) LV15
W: Great Sword	W: Spinner	W: Gladius
A: Bronze Mail	A: Bronze Mail	A: Bronze Mail
H: None	H: None	H: None
S: Poison Guard		S: HP +20%

Axe (Sonova) LV15	Spear (Sonova) LV15	Morning Star (Sonova) LV15
W: Battle Axe	W: Steel Spear	W: Flanged Mace
A: Bronze Mail	A: Bronze Mail	A: Bronze Mail
H: Eye of Abyss	H: None	H: Boots
	S: Phys Dmg -10%	

Zaji (Sonova) LV15	Morning Star (Gote) LV15	Bow (Gote) LV15
W: Great Sword	W: Flanged Mace	W: Cursed Bow
A: Bronze Mail	A: Bronze Mail	A: Bronze Mail
H: Eye of Abyss	H: None	H: None
	S: Fear Guard	S: EXP +20%
	C: Spika, Cure Re	

[][FOE][][][FOE][] Unlike the two previous battles, you will
[][][][][][] have to set up your positions for an Attack
[][][ZAJ][][][] Session. For the most part, you should start off
[FOE][FO3][FO1][FO2][FOE][FOE] by taking out the two foes labelled as FO1 and
[][][][][][] FO2 to clear a path to Zaji. FO3 is also an

[][][][][][] option; in doing this, you should try using any
[][][][][][] coingfeim with an AOE of 5 to take the three
[][FAZ][xx1][xx2][xx3][] out (make sure not to take Zaji with it). Once
[][xx4][xx5][xx6][][] you have, you can usually set up Zaji for your
six-man attack session.

Reward: Posn (10MCP, 10CPC, 50RC, 8RNG, 1AOE, 60SR)

TUS TOWER

[TUSTW]

FLOOR ONE

Objective: Defeat all Enemies

Enemies:

Fist (Amu) LV14	Dagger (Gote) LV14	Sword (Amu) LV14
W: None	W: Gladius	W: Great Sword
A: Bronze Mail	A: Bronze Mail	A: Bronze Mail
H: None	H: None	H: Openface
		S: Arms Master

Axe (Amu) LV14	Sword (Amu) LV14	Bow (Gote) LV14
W: Battle Axe	W: Great Sword	W: Cursed Bow
A: Bronze Mail	A: Bronze Mail	A: Bronze Mail
H: None	H: None	H: None

Axe (Sonova) LV14	Ring (Ema) LV14
W: Battle Axe	W: Fang
A: Bronze Mail	A: Mithril Coat
H: Openface	H: Pointy Hat
S: Luck +10%, Poison Guard	C: Gaiga, Blisu, Spika, Depin

Fist (Kashis) LV14	Bow (Kashis) LV14
W: None	W: Cursed Bow
A: Bronze Mail	A: Bronze Mail
H: Boots	H: Boots
	S: Phys Evade +10%

FLOOR TWO

Objective: Defeat all Enemies

Enemies:

Fist (Amu) LV15	Spear (Sonova) LV15	Axe (Sonova) LV15
W: None	W: Steel Spear	W: Battle Axe
A: Bronze Mail	A: Bronze Mail	A: Bronze Mail
H: None	H: Openface	H: None

Boomerang (Ema) LV15	Morning Star (Amu) LV15
W: Spinner	W: Flanged Mace
A: Bronze Mail	A: Bronze Mail
H: Boots	H: Openface

C: Cure, Cure Re, Spika, Depin

Bow (Sonova) LV15	Bow (Sonova) LV15	Fist (Sonova) LV15
W: Cursed Bow	W: Cursed Bow	W: None
A: Bronze Mail	A: Bronze Mail	A: Bronze Mail
H: Boots	H: Boots	H: Boots
S: EXP +10%		

Ring (Ema) LV15	Ring (Ema) LV15
W: Fang	W: Fang
A: Mithril Coat	A: Mithril Coat
H: Pointy Hat	H: None
C: Gaiz, Zepherd	

FLOOR THREE

Objective: Defeat all Enemies

Enemies:

Sword (Sonova) LV15	Ring (Sonova) LV15
W: Great Sword	W: Fang
A: Bronze Mail	A: Bronze Mail
H: Openface	H: None

Bow (Gote) LV15	Fist (Kashis) LV15	Morning Star (Gote) LV15
W: Cursed Bow	W: None	W: Flanged Mace
A: Bronze Mail	A: Bronze Mail	A: Bronze Mail
H: Boots	H: Eye of Abyss	H: None
S: Dealer		

Bow (Gote) LV15	Ring (Ema) LV15	Ring (Ema) LV15
W: Cursed Bow	W: Fang	W: Fang
A: Bronze Mail	A: Mithril Coat	A: Mithril Coat
H: Boots	H: None	H: Pointy Hat
	C: Terror, Cure	C: Re Lite, Re Move, Re Pure

FLOOR FOUR

Objective: Defeat all Enemies

Enemies:

Spear (Zeneth) LV16	Ring (Zeneth) LV16	Ring (Zeneth) LV16
W: Steel Spear	W: Fang	W: Fang
A: Mithril Coat	A: Mithril Coat	A: Mithril Coat
H: Pointy Hat	H: Pointy Hat	H: Pointy Hat
S: Zeneth's Aid	C: Blisu, Blista,	C: Depin, Terror
C: Cure	Cure	

Morning Star (Amu) LV16	Fist (Sonova) LV16	Spear (Zeneth) LV16
W: Flanged Mace	W: None	W: Steel Spear
A: Bronze Mail	A: Bronze Mail	A: Bronze Mail
H: None	H: Eye of Abyss	H: Pointy Hat

Dagger (Zeneth) LV16	Boomerang (Zeneth) LV16
W: Gladius	W: Spinner
A: Bronze Mail	A: Bronze Mail

H: None

H: None

FLOOR FIVE

Objective: Defeat all Enemies

Enemies:

Ring (Amu) LV16	Spear (Sonova) LV16	Morning Star (Gote) LV16
W: Fang	W: Steel Spear	W: Flanged Mace
A: Bronze Mail	A: Bronze Mail	A: Bronze Mail
H: Openface	H: Openface	H: Boots
Sword (Sonova) LV16	Axe (Sonova) LV16	Dagger (Kashis) LV16
W: Great Sword	W: Battle Axe	W: Gladius
A: Bronze Mail	A: Bronze Mail	A: Bronze Mail
H: None	H: Openface	H: Boots
Bow (Amu) LV16	Bow (Gote) LV16	
W: Cursed Bow	W: Cursed Bow	
A: Bronze Mail	A: Bronze Mail	
H: Boots	H: Boots	
	S: Fear Guard	

FLOOR SIX

Objective: Defeat all Enemies

Enemies:

Sword (Amu) LV17	Bow (Gote) LV17	Spear (Zeneth) LV17
W: Great Sword	W: Cursed Bow	W: Steel Spear
A: Bronze Mail	A: Bronze Mail	A: Bronze Mail
H: Openface	H: Openface	H: Eye of Abyss
	S: Hawk's Eye	
Spear (Zeneth) LV17	Dagger (Amu) LV17	Fist (Sonova) LV17
W: Steel Spear	W: Gladius	W: None
A: Mithril Coat	A: Bronze Mail	A: Bronze Mail
H: None	H: Openface	H: Boots
C: Cure Re, Re Move		
Ring (Ema) LV17	Ring (Ema) LV17	
W: Fang	W: Fang	
A: Mithril Coat	A: Mithril Coat	
H: Pointy Hat	H: None	
C: Gaiga, Laira	S: CF Dmg +10%	
	C: Laicle, Depin, Terror	

FLOOR SEVEN

Objective: Defeat all Enemies

Enemies:

Spear (Amu) LV18	Bow (Gote) LV18	Sword (Amu) LV18
W: Steel Spear	W: Cursed Bow	W: Great Sword

A: Bronze Mail
H: Openface

A: Bronze Mail
H: Openface

A: Bronze Mail
H: None

Sword (Axe) LV18
W: Battle Axe
A: Bronze Mail
H: Openface

Bow (Amu) LV18
W: Cursed Bow
A: Bronze Mail
H: Openface
S: Threaten 10%

Dagger (Kashis) LV18
W: Gladius
A: Bronze Mail
H: Openface
S: Jump +1

Ring (Ema) LV18
W: Fang
A: Mithril Coat
H: None
S: Blind Guard
C: Spika, Cure

Ring (Ema) LV18
W: Fang
A: Mithril Coat
H: Pointy Hat
C: Depin, Cure, Bondes

FLOOR EIGHT

Objective: Defeat all Enemies
Enemies:

Boomerang (Sonova) LV18
W: Dual Edge
A: Chain Mail
H: Openface

Axe (Amu) LV18
W: Tomahawk
A: Chain Mail
H: None

Fist (Gote) LV18
W: None
A: Chain Mail
H: Mermaid Beads

Bow (Gote) LV18
W: Rippled Bow
A: Chain Mail
H: None

Spear (Sonova) LV18
W: Benkei Brave
A: Chain Mail
H: Openface

Dagger (Amu) LV18
W: Falchion
A: Chain Mail
H: Boots

Bow (Gote) LV18
W: Rippled Bow
A: Chain Mail
H: Boots
S: Phys Hit +10%

Sword (Sonova) LV18
W: Flamberge
A: Chain Mail
H: None

Ring (Ema) LV18
W: Dragon Claw
A: Robe of Wisdom
H: None
C: Blista, Grulla, Cure Re

FLOOR NINE

Objective: Defeat all Enemies
Enemies:

Ring (Ema) LV19
W: Dragon Claw
A: Robe of Wisdom
H: Priest's Hat
S: Equip Coin +1
C: Cure, Depin

Ring (Ema) LV19
W: Dragon Claw
A: Robe of Wisdom
H: Priest's Hat
C: Cure Re, Depin, Re Move

Morning Star (Amu) LV19
W: Rocksmite
A: Chain Mail
H: Boots

Bow (Gote) LV19
W: Rippled Bow
A: Chain Mail
H: Openface
S: DEV +10%, Fear Guard

Spear (Zeneth) LV19
W: Benkei Brave
A: Chain Mail
H: Boots
S: Charm 10%

Fist (Amu) LV19

Dagger (Kashis) LV19

Spear (Zeneth) LV19

W: None	W: Falchion	W: Benkei Brave
A: Chain Mail	A: Chain Mail	A: Chain Mail
H: Mermaid Beads	H: None	H: None
		C: Blista

FLOOR TEN

Objective: Defeat all Enemies

Enemies:

Boomerang (Kashis) LV19	Sword (Sonova) LV19	Morning Star (Sonova) LV19
W: Dual Edge	W: Flamberge	W: Rocksmite
A: Robe of Wisdom	A: Chain Mail	A: Chain Mail
H: Priest's Hat	H: Openface	H: Openface
	S: Phys Dmg -10%, Decoin 10%	S: HP +20%

Bow (Kashis) LV19	Bow (Gote) LV19	Ring (Ema) LV19
W: Rippled Bow	W: Rippled Bow	W: Dragon Claw
A: Chain Mail	A: Chain Mail	A: Robe of Wisdom
H: Boots	H: Boots	H: Priest's Hat
S: Phys Evade +10%, Immobile 10%	S: Fear Guard	C: Greis, Zepherd

Ring (Ema) LV19	Ring (Ema) LV19
W: Dragon Claw	W: Dragon Claw
A: Robe of Wisdom	A: Robe of Wisdom
H: Priest's Hat	H: Openface
C: Bondes, Re Laks	S: CF Dmg +10%, CF Dmg -10%
	C: Cure, Spika

FLOOR ELEVEN

Objective: Defeat all Enemies

Enemies:

Ring (Ema) LV20	Ring (Ema) LV20	Ring (Zeneth) LV20
W: Dragon Claw	W: Dragon Claw	W: Dragon Claw
A: Robe of Wisdom	A: Robe of Wisdom	A: Robe of Wisdom
H: Priest's Hat	H: Priest's Hat	H: Priest's Hat
C: Cure Re, Laicle	C: Cure Re, Bonga	S: Absorb 30%
		C: Re Move, Cure

Dagger (Kashis) LV20	Sword (Amu) LV20	Axe (Amu) LV20
W: Falchion	W: Flamberge	W: Tomahawk
A: Robe of Wisdom	A: Chain Mail	A: Chain Mail
H: Priest's Hat	H: Mermaid Beads	H: Openface
C: Cure Re		S: Counter 10%, Arms Master

Spear (Amu) LV20	Bow (Gote) LV20	Bow (Gote) LV20
W: Benkei Brave	W: Rippled Bow	W: Rippled Bow
A: Chain Mail	A: Chain Mail	A: Chain Mail
H: Openface	H: None	H: None
	S: Phys Hit +10%, Blind 10%	S: EXP +20%

Morning Star (Amu) LV20

W: Rocksmite

A: Chain Mail

H: None

S: Sleep Guard

FLOOR TWELVE

Objective: Defeat all Enemies

Enemies:

Boomerang (Amu) LV21

W: Dual Edge

A: Chain Mail

H: Boots

Bow (Gote) LV21

W: Rippled Bow

A: Chain Mail

H: Boots

S: EXP +20%,
Blind 10%

Fist (Amu) LV21

W: None

A: Chain Mail

H: Mermaid Beads

Spear (Zeneth) LV21

W: Benkei Brave

A: Chain Mail

H: None

Dagger (Kashis) LV21

W: Falchion

A: Chain Mail

H: Boots

S: Jump +1

Ring (Kashis) LV21

W: Dragon Claw

A: Chain Mail

H: None

Dagger (Kashis) LV21

W: Falchion

A: Chain Mail

H: Boots

S: DEV +20%

Ring (Ema) LV21

W: Dragon Claw

A: Robe of Wisdom

H: Priest's Hat

C: Gaiga, Blista, Cure Re

FLOOR THIRTEEN

Objective: Defeat all Enemies

Enemies:

Axe (Amu) LV21

W: Tomahawk

A: Chain Mail

H: Openface

S: Sleep Guard

Morning Star (Amu) LV21

W: Rocksmite

A: Chain Mail

H: Openface

S: Counter 10%

Spear (Zeneth) LV21

W: Benkei Brave

A: Robe of Wisdom

H: Priest's Hat

C: Cure Re, Cure Re

Sword (Sonova) LV21

W: Flamberge

A: Chain Mail

H: Openface

S: Firm Stance

Bow (Amu) LV21

W: Rippled Bow

A: Chain Mail

H: None

Ring (Ema) LV21

W: Dragon Claw

A: Robe of Wisdom

H: Priest's Hat

S: Greis, Spika

Sword (Sonova) LV21

W: Flamberge

A: Chain Mail

H: Openface

S: Phys Dmg -10%

Bow (Amu) LV21

W: Rippled Bow

A: Chain Mail

H: Openface

S: Confuse Guard, Arms Master

Ring (Ema) LV21

W: Dragon Claw

A: Robe of Wisdom

H: Priest's Hat

S: Absorb 30%

C: Posn, Terror, Re Pure

Axe (Amu) LV21

W: Tomahawk

Morning Star (Amu) LV21

W: Rocksmite

Spear (Zeneth) LV21

W: Benkei Brave

A: Chain Mail
H: Openface
S: Threaten 10%,
Confuse Guard

A: Chain Mail
H: None

A: Robe of Wisdom
H: Priest's Hat
S: CF Success +10%
C: Blisu, Gaiga

FLOOR FOURTEEN

Objective: Defeat all Enemies

Enemies:

Sword (Sonova) LV22
W: Flamberge
A: Chain Mail
H: None

Sword (Sonova) LV22
W: Flamberge
A: Chain Mail
H: Openface
S: EXP +20%

Bow (Gote) LV22
W: Rippled Bow
A: Chain Mail
H: Boots
S: DEV +10%, Poison Guard,
Fear Guard

Boomerang (Amu) LV22
W: Dual Edge
A: Chain Mail
H: None

Spear (Zeneth) LV22
W: Benkei Brave
A: Robe of Wisdom
H: Priest's Hat
S: Luck +20%
C: Cure Re, Terror, Posn

Spear (Amu) LV22
W: Benkei Brave
A: Chain Mail
H: Mermaid Beads
S: Counter 10%,
Absorb 10%

Sword (Sonova) LV22
W: Flamberge
A: Chain Mail
H: Openface
S: Poison Guard, Firm
Stance

Sword (Sonova) LV22
W: Flamberge
A: Chain Mail
H: Openface
S: HP+20%, Poison 10%

FLOOR FIFTEEN

Objective: Defeat all Enemies

Enemies:

Morning Star (Sonova) LV22
W: Rocksmite
A: Chain Mail
H: None

Bow (Gote) LV22
W: Rippled Bow
A: Chain Mail
H: None
S: EXP +20%

Dagger (Amu) LV22
W: Falchion
A: Chain Mail
H: None

Ring (Ema) LV22
W: Dragon Claw
A: Robe of Wisdom
H: Priest's Hat
S: Blind Guard
H: Cure Re, Greis

Axe (Amu) LV22
W: Tomahawk
A: Chain Mail
H: Boots
S: Sleep Guard

Ring (Ema) LV22
W: Dragon Claw
A: Robe of Wisdom
H: Priest's Hat
S: Dealer
H: Cure Re, Gaiz

Sword (Sonova) LV22
W: Flamberge
A: Chain Mail
H: Openface
S: HP +20%, Counter 10%

Bow (Gote) LV22
W: Rippled Bow
A: Chain Mail
H: Boots
S: Hawk's Eye

FLOOR SIXTEEN

Objective: Defeat all Enemies

Enemies:

Sword (Sonova) LV23

W: Scimitar

A: Armor of Light

H: Dragon Helm

S: Poison Guard

Sword (Sonova) LV23

W: Scimitar

A: Armor of Light

H: None

Dagger (Kashis) LV23

W: Orichalch

A: Armor of Light

H: Boots

S: DEV +20%

Bow (Gote) LV23

W: Bow of Ichii

A: Armor of Light

H: Boots

S: EXP +20%

Ring (Ema) LV23

W: Silver Ring

A: Robe of Wisdom

H: Miser's Secret

C: Cure Re, Spika

Ring (Ema) LV23

W: Silver Ring

A: Robe of Wisdom

H: Priest's Hat

C: Cure Re, Spika, Zepherd

Dagger (Kashis) LV23

W: Orichalch

A: Armor of Light

H: None

Fist (Sonova) LV23

W: None

A: Armor of Light

H: None

Fist (Amu) LV23

W: None

A: Armor of Light

H: Dragon Helm

Bow (Gote) LV23

W: Bow of Ichii

A: Armor of Light

H: None

FLOOR SEVENTEEN

Objective: Defeat all Enemies

Enemies:

Axe (Amu) LV24

W: Damascus Axe

A: Armor of Light

H: Dragon Helm

Ring (Ema) LV24

W: Silver Ring

A: Robe of Wisdom

H: Priest's Hat

C: Cure Re, Blista

Dagger (Kashis) LV24

W: Orichalch

A: Armor of Light

H: Amulet

Fist (Kashis) LV24

W: None

A: Armor of Light

H: Miser's Secret

Bow (Amu) LV24

W: Bow of Ichii

A: Armor of Light

H: Boots

S: Phys Dmg +10%, Charm
+10%, Arms Master

Dagger (Kashis) LV24

W: Orichalch

A: Armor of Light

H: None

S: Arm Break 10%

Bow (Amu) LV24

W: Bow of Ichii

A: Armor of Light

H: Boots

S: Counter 10%, Absorb 10%

Boomerang (Kashis) LV24

W: Soarer

A: Armor of Light

H: None

Ring (Ema) LV24

W: Silver Ring

A: Robe of Wisdom

H: Amulet

C: Cure Re, Laicle

Fist (Amu) LV24

W: None

A: Armor of Light

H: None

FLOOR EIGHTEEN

Objective: Defeat all Enemies

Enemies:

Sword (Sonova) LV24	Boomerang (Sonova) LV24	Morning Star (Amu) LV24
W: Scimitar	W: Soarer	W: Flail
A: Armor of Light	A: Armor of Light	A: Armor of Light
H: Dragon Helm	H: Miser's Secret	H: None
S: HP +30%		

Spear (Amu) LV24	Ring (Ema) LV24	Ring (Ema) LV24
W: Naginata	W: Silver Ring	W: Silver Ring
A: Armor of Light	A: Robe of Wisdom	A: Robe of Wisdom
H: Boots	H: Priest's Hat	H: Priest's Hat
S: Counter 20%	C: Depin, Conti, Cure Re	C: Greis, Decoin

Fist (Amu) LV24	Fist (Amu) LV24	Spear (Sonova) LV24
W: None	W: None	W: Naginata
A: Armor of Light	A: Armor of Light	A: Armor of Light
H: Amulet	H: None	H: Dragon Helm

Axe (Sonova) LV24
W: Damascus Axe
A: Armor of Light
H: Dragon Helm

FLOOR NINETEEN

Objective: Defeat all Enemies

Enemies:

Zeneth (Sword) LV25	Bow (Gote) LV25	Ring (Zeneth) LV25
W: Scimitar	W: Bow of Ichii	W: Silver Ring
A: Armor of Light	A: Armor of Light	A: Robe of Wisdom
H: Dragon Helm	H: Dragon Helm	H: Boots
S: CF Success -10%	S: EXP +20%, Phys Hit +10%	S: Charm 10%
		C: Bondes, Posn

Ring (Kashis) LV25	Fist (Gote) LV25	Ring (Zeneth) LV25
W: Silver Ring	W: None	W: Silver Ring
A: Armor of Light	A: Armor of Light	A: Robe of Wisdom
H: None	H: Miser's Secret	H: Boots
		C: Cure Zu, Conti

Dagger (Kashis) LV25	Morning Star (Amu) LV25	Bow (Zeneth) LV25
W: Orichalch	W: Flail	W: Bow of Ichii
A: Armor of Light	A: Armor of Light	A: Armor of Light
H: Boots	H: None	H: Dragon Helm
S: Jump +2		S: Luck +20%, Blind 10%, Immibile 10%

Sword (Amu) LV25
W: Scimitar
A: Armor of Light
H: Dragon Helm

FLOOR TWENTY

Objective: Perform a Six-Hit Session on Zaji
Enemies:

Boomerang (Sonova) LV25	Ring (Ema) LV25	Dagger (Sonova) LV01
W: Soarer	W: Silver Ring	W: Orichalch
A: Armor of Light	A: Robe of Wisdom	A: Armor of Light
H: Boots	H: None	H: None
	S: Equip Coin +1	
	C: Gaiz, Spika, Cure Zu	

Sword (Zeneth) LV25	Sword (Zeneth) LV25	Zaji (Sonova) LV25
W: Scimitar	W: Scimitar	W: Orichalch
A: Armor of Light	A: Armor of Light	A: Armor of Light
H: None	H: None	H: Miser's Secret
S: Luck 20%	S: CF Success +10%	

Axe (Sonova) LV25	Axe (Sonova) LV25	Bow (Sonova) LV25
W: Damascus Axe	W: Damascus Axe	W: Bow of Ichii
A: Armor of Light	A: Armor of Light	A: Armor of Light
H: None	H: None	H: None

Spear (Sonova) LV25	Bow (Sonova) LV25
W: Naginata	W: Bow of Ichii
A: Armor of Light	A: Armor of Light
H: None	H: None

[CAN][] [xx1][] [CAN] This one requires a bit of work setting up. You [] [] [] [] [] may notice that there are two Foes labeled FO1 and two [] [] [xx2][] [] named FO2; the reason for this is that you only have [FOE][] [] [] [FOE] to take out ONE pair of foes (either both on the left [] [FO1][xx3][FO1][] side or both on the right side). The same goes for [FOE][] [ZAJ][] [FOE] the two FO3s; one of them has to be eliminated, but [yy3][FO2][xx4][FO2][yy3] only on the side that you took FO1 and FO2 out. To [FO3][] [] [] [FO3] do this in one turn, you have to have xx4, xx5 and xx6 [yy2][] [xx5][] [yy2] deal with FO2 and FO3. xx3 preferably needs to both [] [] [] [] [] take out FO1 and end his turn with enough RAP left [yy1][] [xx6][] [yy1] so that he can go before Zaji again. Fazz needs to go [CAN][] [] [] [CAN] to position yy1, xx2 goes to yy2, and xx1 goes to yy3. [] [] [FAZ][] [] To best deal with this, you should equip very strong Coinfeigm with very low RC onto xx4, xx5 and xx6 so that xx1-3 and Fazz do not have to do any work. After all of that, set up an Attack Session and use whoever is xx3 to Shoot. If you are unable to do this in one turn (which is quite understandable, given the sheer Constitution and HP stat of all the generics), then you will need to set to clearing out most of the generic foes, then setting up the six-hit Attack Session after a few turns.

Reward: Laicle (40 MCP, 40 CPC, 50 RC, 7 RNG, 13 AOE, 100 SR, 80 POT)

In order to recruit Chroma, you have to do the following;

- Before the battle at the city of Kamdell, head to Hephaitos' Tower (located right next to Queld, accessible at the start of Chapter 3). Clear out the entire thirty floors. At the top, talk to Chroma and answer "You're right..."
- After the Kamdell battle, head back to Hephaitos' Tower and go to Floor 31. After the conversation, head through Floors 4, 8, 12, 16, 20, 24, and 28 and Attack Session Sajiri on each one for the special weapons. (The seven alternate floors are listed at the end of this section). Return to the top and answer "No, not at all." to get Chroma to join.

FLOOR ONE

Objective: Defeat all Enemies

Enemies:

Sword (Amu) LV06	Axe (Sonova) LV06	Sword (Amu) LV06
W: Long Sword	W: Mace	W: Long Sword
A: Ring Mail	A: Ring Mail	A: Ring Mail
H: Openface	H: Openface	H: Openface
S: Phys Dmg +10%		

Morning Star (Sonova) LV06	Ring (Zeneth) LV06	Axe (Sonova) LV06
W: Bladed Fury	W: Iron Ring	W: Mace
A: Ring Mail	A: Feigm Robe	A: Ring Mail
H: Openface	H: Openface	H: Openface
	C: Spika, Gaiga	S: Decoin 10%

Sword (Amu) LV06	Sword (Zeneth) LV06
W: Long Sword	W: Long Sword
A: Ring Mail	A: Feigm Robe
H: Openface	H: Openface
	C: Bonga, Re Lite

FLOOR TWO

Objective: Defeat all Enemies

Enemies:

Spear (Zeneth) LV06	Spear (Zeneth) LV06	Ring (Ema) LV06
W: Halberd	W: Halberd	W: Iron Ring
A: Ring Mail	A: Ring Mail	A: Feigm Robe
H: Openface	H: Openface	H: Pointy Hat
S: Luck +10%		C: Gaiga, Cure

Spear (Zeneth) LV06	Spear (Zeneth) LV06	Ring (Ema) LV06
W: Halberd	W: Halberd	W: Iron Ring
A: Ring Mail	A: Ring Mail	A: Feigm Robe
H: Lucky Charm	H: Openface	H: Pointy Hat
S: Luck +10%	S: Dealer	C: Gaiz, Cure Re

Morning Star (Amu) LV06

Morning Star (Amu) LV06

W: Bladed Fury
A: Ring Mail
H: Openface

W: Bladed Fury
A: Ring Mail
H: Openface

Morning Star (Amu) LV06

Bow (Kashis) LV06

W: Bladed Fury
A: Ring Mail
H: Openface

W: Composite Bow
A: Ring Mail
H: Openface
S: Phys Evade +10%

FLOOR THREE

Objective: Defeat all Enemies

Enemies:

Dagger (Kashis) LV06

Bow (Kashis) LV06

Axe (Gote) LV06

W: Assassin Knife

W: Composite Bow

W: Mace

A: Ring Mail

A: Ring Mail

A: Ring Mail

H: Openface

H: Openface

H: Openface

S: Jump +1

S: Jump +1

Ring (Zeneth) LV06

Axe (Sonova) LV06

Ring (Zeneth) LV06

W: Iron Ring

W: Mace

W: Iron Ring

A: Feigm Robe

A: Ring Mail

A: Feigm Robe

H: Pointy Hat

H: Openface

H: Pointy Hat

C: Blista, Cure

C: Laicle, Cure

Axe (Gote) LV06

Bow (Gote) LV06

Dagger (Kashis) LV06

W: Mace

W: Composite Bow

W: Assassin Knife

A: Ring Mail

A: Ring Mail

A: Ring Mail

H: Openface

H: Openface

H: Openface

S: DEV +10%

FLOOR FOUR

Objective: Defeat all Enemies

Enemies:

Bow (Gote) LV06

Bow (Kashis) LV06

Axe (Sonova) LV06

W: Composite Bow

W: Composite Bow

W: Mace

A: Ring Mail

A: Ring Mail

A: Ring Mail

H: Lucky Charm

H: Openface

H: Openface

S: EXP +10%

S: DEV +10%

S: HP +10%

Axe (Sonova) LV06

Ring (Ema) LV06

Ring (Ema) LV06

W: Mace

W: Iron Ring

W: Iron Ring

A: Ring Mail

A: Feigm Robe

A: Feigm Robe

H: Openface

H: Cat's Eye

H: Openface

C: Laicle, Depin, Spika

C: Spika, Cure, Zepherd

Bow (Gote) LV06

W: Composite Bow

A: Ring Mail

H: Lucky Charm

FLOOR FIVE

Objective: Defeat all Enemies

Enemies:

Axe (Sonova) LV06	Axe (Sonova) LV06
W: Mace	W: Mace
A: Ring Mail	A: Ring Mail
H: Openface	H: Openface
	S: Phys Dmg -10%

Sword (Sonova) LV06	Sword (Sonova) LV06
W: Long Sword	W: Long Sword
A: Ring Mail	A: Ring Mail
H: Openface	H: Openface
	S: Decoin 10%

Ring (Ema) LV06	Ring (Ema) LV06	Ring (Ema) LV06
W: Iron Ring	W: Iron Ring	W: Iron Ring
A: Feigm Robe	A: Feigm Robe	A: Feigm Robe
H: Pointy Hat	H: Pointy Hat	H: Pointy Hat
C: Cure, Bondes	C: Cure, Gaiz	C: Cure, Blista

Ring (Ema) LV06	Boomerang (Kashis) LV06
W: Iron Ring	W: Silver Edge
A: Feigm Robe	A: Ring Mail
H: Pointy Hat	H: Lucky Charm
C: Cure, Laicle	S: Phys Evade +10%

FLOOR SIX

Objective: Defeat all Enemies

Enemies:

Axe (Sonova) LV07	Axe (Amu) LV07	Morning Star (Gote) LV07
W: Mace	W: Mace	W: Bladed Fury
A: Ring Mail	A: Ring Mail	A: Ring Mail
H: Openface	H: Openface	H: Openface
	S: Phys Dmg +10%	S: EXP +10%

Morning Star (Gote) LV07
W: Bladed Fury
A: Ring Mail
H: Openface
S: EXP +10%

Axe (Amu) LV07	Spear (Kashis) LV07	Morning Star (Kashis) LV07
W: Mace	W: Halberd	W: Bladed Fury
A: Ring Mail	A: Ring Mail	A: Ring Mail
H: Openface	H: Lucky Charm	H: Lucky Charm
		S: Phys Evade +10%

Morning Star (Amu) LV07	Ring (Ema) LV07	Ring (Ema) LV07
W: Bladed Fury	W: Iron Ring	W: Iron Ring
A: Ring Mail	A: Feigm Robe	A: Feigm Robe
H: Openface	H: Pointy Hat	H: Pointy Hat
	C: Gaiga, Depin	C: Bondes, Spika

FLOOR SEVEN

Objective: Defeat all Enemies

Enemies:

Axe (Amu) LV07	Sword (Amu) LV07	Morning Star (Sonova) LV07
W: Mace	W: Long Sword	W: Bladed Fury
A: Ring Mail	A: Ring Mail	A: Ring Mail
H: Openface	H: Openface	H: Openface
S: Phys Dmg +10%		S: HP +10%

Ring (Zeneth) LV07	Ring (Zeneth) LV07	Ring (Zeneth) LV07
W: Iron Ring	W: Iron Ring	W: Iron Ring
A: Feigm Robe	A: Feigm Robe	A: Feigm Robe
H: Pointy Hat	H: Pointy Hat	H: Pointy Hat
C: Laicle	C: Zepherd	C: Bondes

Axe (Amu) LV07	Sword (Amu) LV07	Bow (Gote) LV07
W: Mace	W: Long Sword	W: Composite Bow
A: Ring Mail	A: Ring Mail	A: Ring Mail
H: Openface	H: Openface	H: None
S: Counter 10%		S: Phys Hit +10%

FLOOR EIGHT

Objective: Defeat all Enemies

Enemies:

Axe (Gote) LV07	Sword (Sonova) LV07	Axe (Sonova) LV07
W: Mace	W: Long Sword	W: Mace
A: Ring Mail	A: Ring Mail	A: Ring Mail
H: Openface	H: Openface	H: Cat's Eye
S: Phys Hit +10%	S: HP +10%	

Ring (Gote) LV07	Sword (Gote) LV07	Spear (Sonova) LV07
W: Iron Ring	W: Long Sword	W: Halberd
A: Feigm Robe	A: Ring Mail	A: Ring Mail
H: Pointy Hat	H: Openface	H: Openface
C: Laicle, Cure	S: Hawk's Eye	S: Decoin 10%

Spear (Amu) LV07
W: Halberd
A: Ring Mail
H: Lucky Charm

FLOOR NINE

Objective: Defeat all Enemies

Enemies:

Dagger (Kashis) LV07	Bow (Kashis) LV07
W: Assassin Knife	W: Composite Bow

A: Ring Mail
H: Lucky Charm
S: DEV +10%

A: Ring Mail
H: Openface
S: DEV +10%

Spear (Zeneth) LV07
W: Halberd
A: Ring Mail
H: Openface
C: Cure Re, Depin

Spear (Zeneth) LV07
W: Halberd
A: Ring Mail
H: Openface
C: Cure Re, Gaiga

Morning Star (Zeneth) LV07
W: Bladed Fury
A: Ring Mail
H: Openface
C: Spika

Dagger (Kashis) LV07
W: Assassin Knife
A: Ring Mail
H: Openface

Bow (Kashis) LV07
W: Composite Bow
A: Ring Mail
H: Lucky Charm
S: DEV +10%

FLOOR TEN

Objective: Defeat all Enemies
Enemies:

Bow (Gote) LV07
W: Halberd
A: Ring Mail
H: Openface

Bow (Kashis) LV07
W: Composite Bow
A: Ring Mail
H: Openface
S: Jump +1

Dagger (Kashis)
W: Assassin Knife
A: Ring Mail
H: None

Spear (Amu) LV07
W: Halberd
A: Ring Mail
H: Openface

Dagger (Kashis)
W: Assassin Knife
A: Ring Mail
H: None

Bow (Kashis) LV07
W: Composite Bow
A: Ring Mail
H: Openface
S: Jump +1

Spear (Gote) LV07
W: Halberd
A: Ring Mail
H: Openface
S: EXP +10%

FLOOR ELEVEN

Objective: Defeat all Enemies
Enemies:

Dagger (Kashis) LV08
W: Main Gauche
A: Bronze Mail
H: None
S: DEV +10%

Bow (Gote) LV08
W: Glitter Arrow
A: Bronze Mail
H: Openface
S: EXP +10%

Morning Star (Gote) LV08
W: Solidthorns
A: Bronze Mail
H: Openface

Spear (Gote) LV08
W: Bardiche
A: Bronze Mail
H: Openface
S: Counter 10%

Spear (Zeneth) LV08	Sword (Zeneth) LV08	Spear (Zeneth) LV08
W: Bardiche	W: Bastard Sword	W: Bardiche
A: Bronze Mail	A: Bronze Mail	A: Bronze Mail
H: Openface	H: Openface	H: Openface
C: Cure, Re Lite	C: Cure, Re Move	

Sword (Gote) LV08	Spear (Gote) LV08	Sword (Gote) LV08
W: Bastard Sword	W: Bardiche	W: Bastard Sword
A: Bronze Mail	A: Bronze Mail	A: Bronze Mail
H: Openface	H: Openface	H: Openface
	S: Counter 10%	

FLOOR TWELVE

Objective: Defeat all Enemies

Enemies:

Sword (Gote) LV08	Sword (Sonova) LV08	Morning Star (Gote) LV08
W: Bastard Sword	W: Bastard Sword	W: Solidthorns
A: Bronze Mail	A: Bronze Mail	A: Bronze Mail
H: Openface	H: Openface	H: Lucky Charm
	S: Decoin 10%	

Morning Star (Zeneth) LV08	Sword (Gote) LV08	Axe (Sonova) LV08
W: Solidthorns	W: Bastard Sword	W: Battle Hammer
A: Bronze Mail	A: Bronze Mail	A: Bronze Mail
H: Openface	H: Openface	H: Eye of Abyss
S: Charm 10%		

Morning Star (Amu) LV08	Axe (Amu) LV08	Dagger (Gote) LV08
W: Solidthorns	W: Battle Hammer	W: Bastard Sword
A: Bronze Mail	A: Bronze Mail	A: Bronze Mail
H: Openface	H: Openface	H: Lucky Charm
S: Counter 10%	S: Phys Dmg +10%	S: Phys Hit +10%

FLOOR THIRTEEN

Objective: Defeat all Enemies

Enemies:

Ring (Ema) LV08	Morning Star (Amu) LV08	Dagger (Kashis) LV08
W: Thorned Ring	W: Solidthorns	W: Main Gauche
A: Mithril Coat	A: Bronze Mail	A: Bronze Mail
H: Pointy Hat	H: Openface	H: Lucky Charm
C: Greis, Re Lite	S: Counter 10%	

Ring (Ema) LV08	Morning Star (Gote) LV08	Sword (Amu) LV08
W: Thorned Ring	W: Solidthorns	W: Bastard Sword
A: Mithril Coat	A: Bronze Mail	A: Bronze Mail
H: Pointy Hat	H: Openface	H: Openface
C: Zepherd, Re Pure		S: Phys Dmg +10%

Spear (Zeneth) LV08	Spear (Zeneth) LV08	Spear (Zeneth) LV08
W: Bardiche	W: Bardiche	W: Bardiche
A: Bronze Mail	A: Bronze Mail	A: Bronze Mail

H: Openface

H: Openface

H: Openface

Spear (Zeneth) LV08

Bow (Gote) LV08

W: Bardiche

W: Glitter Arrow

A: Bronze Mail

A: Bronze Mail

H: Openface

H: Openface

S: DEV +10%

S: Phys Hit +10%

FLOOR FOURTEEN

Objective: Defeat all Enemies

Enemies:

Spear (Zeneth) LV08

Morning Star (Gote) LV08

Bow (Gote) LV08

W: Bardiche

W: Solidthorns

W: Glitter Arrow

A: Bronze Mail

A: Bronze Mail

A: Bronze Mail

H: Openface

H: Openface

H: Openface

C: Blisu, Cure

S: EXP +10%

Axe (Amu) LV08

Spear (Zeneth) LV08

Axe (Amu) LV08

W: Battle Hammer

W: Bardiche

W: Battle Hammer

A: Bronze Mail

A: Bronze Mail

A: Bronze Mail

H: Openface

H: Openface

H: Openface

S: Confuse Guard

Spear (Zeneth) LV08

Dagger (Kashis) LV08

Bow (Gote) LV08

W: Bardiche

W: Main Gauche

W: Glitter Arrow

A: Bronze Mail

A: Bronze Mail

A: Bronze Mail

H: Openface

H: None

H: Openface

C: Blista, Cure Re

S: EXP +10%

FLOOR FIFTEEN

Objective: Defeat all Enemies

Enemies:

Spear (Kashis) LV10

Morning Star (Kashis) LV10

Dagger (Kashis) LV10

W: Bardiche

W: Solidthorns

W: Main Gauche

A: Bronze Mail

A: Bronze Mail

A: Bronze Mail

H: Lucky Charm

H: None

H: None

S: Phys Evade +10%

C: Zel

S: Phys Evade +10%

Sword (Amu) LV10

Axe (Amu) LV10

Sword (Amu) LV10

W: Bastard Sword

W: Battle Hammer

W: Bastard Sword

A: Bronze Mail

A: Bronze Mail

A: Bronze Mail

H: Openface

H: Openface

H: Openface

S: Phys Dmg +10%

S: Phys Dmg +10%

S: Phys Dmg +10%

Sword (Amu) LV10

Axe (Amu) LV10

Sword (Amu) LV10

W: Bastard Sword

W: Battle Hammer

W: Bastard Sword

A: Bronze Mail

A: Bronze Mail

A: Bronze Mail

H: Openface

H: Openface

H: Openface

S: Phys Dmg +10%

S: Phys Dmg +10%

S: Phys Dmg +10%

Dagger (Kashis) LV10

Morning Star (Kashis) LV10

Dagger (Kashis) LV10

W: Main Gauche

W: Solidthorns

W: Main Gauche

A: Bronze Mail
H: None
C: Zel

A: Bronze Mail
H: None
S: Phys Evade +10%

A: Bronze Mail
H: None

FLOOR SIXTEEN

Objective: Defeat all Enemies

Enemies:

Axe (Amu) LV09
W: Battle Hammer
A: Bronze Mail
H: Openface

Sword (Zeneth) LV09
W: Bastard Sword
A: Bronze Mail
H: Openface
C: Cure, Blista

Sword (Zeneth) LV09
W: Bastard Sword
A: Bronze Mail
H: Openface
C: Posn, Spika

Bow (Gote) LV09
W: Glitter Arrow
A: Bronze Mail
H: Lucky Charm
S: Jump +1

Bow (Amu) LV09
W: Glitter Arrow
A: Bronze Mail
H: Eye of Abyss

Sword (Zeneth) LV09
W: Bastard Sword
A: Bronze Mail
H: Eye of Abyss

Axe (Sonova) LV09
W: Battle Hammer
A: Bronze Mail
H: Openface

FLOOR SEVENTEEN

Objective: Defeat all Enemies

Enemies:

Dagger (Kashis) LV09
W: Main Gauche
A: Bronze Mail
H: Openface
S: Immobile 10%

Sword (Amu) LV09
W: Bastard Sword
A: Bronze Mail
H: Openface
S: Phys Dmg +10%

Sword (Amu) LV09
W: Bastard Sword
A: Bronze Mail
H: Openface

Sword (Amu) LV09
W: Bastard Sword
A: Bronze Mail
H: Openface
S: Arms Master

Dagger (Kashis) LV09
W: Main Gauche
A: Bronze Mail
H: None

Sword (Amu) LV09
W: Bastard Sword
A: Bronze Mail
H: Openface
S: Arms Master

Sword (Amu) LV09
W: Bastard Sword
A: Bronze Mail
H: Openface

Dagger (Kashis) LV09
W: Main Gauche
A: Bronze Mail
H: None
S: Immobile 10%

Sword (Amu) LV09
W: Bastard Sword
A: Bronze Mail
H: Openface

Dagger (Kashis) LV09
W: Main Gauche
A: Bronze Mail
H: None
S: Phys Evade +10%

Sword (Amu) LV09
W: Bastard Sword
A: Bronze Mail
H: Openface

FLOOR EIGHTEEN

Objective: Defeat all Enemies

Enemies:

Sword (Kashis) LV09	Morning Star (Zeneth) LV09	Ring (Ema) LV09
W: Bastard Sword	W: Solidthorns	W: Thorned Ring
A: Bronze Mail	A: Bronze Mail	A: Mithril Coat
H: Openface	H: Openface	H: Pointy Hat
C: Cure	C: Cure	C: Terror, Blista

Sword (Sonova) LV09	Boomerang (Kashis) LV09	Sword (Kashis) LV09
W: Bastard Sword	W: Steel Wing	W: Bastard Sword
A: Bronze Mail	A: Bronze Mail	A: Bronze Mail
H: Lucky Charm	H: Lucky Charm	H: Lucky Charm
S: HP +20%		S: Immobile 10%

Sword (Sonova) LV09	Ring (Ema) LV09	Spear (Zeneth) LV09
W: Bastard Sword	W: Thorned Ring	W: Bardiche
A: Bronze Mail	A: Mithril Coat	A: Bronze Mail
H: Openface	H: Pointy Hat	H: Openface
S: HP +20%	S: Depin, Zepherd	S: Luck +10%

Dagger (Kashis) LV09
W: Main Gauche
A: Bronze Mail
H: None

FLOOR NINETEEN

Objective: Defeat all Enemies

Enemies:

Spear (Zeneth) LV09	Axe (Sonova) LV09	Sword (Sonova) LV09
W: Bardiche	W: Battle Hammer	W: Bastard Sword
A: Bronze Mail	A: Bronze Mail	A: Bronze Mail
H: Openface	H: Eye of Abyss	H: Openface
	S: Decoin 10%	S: HP +20%

Spear (Zeneth) LV09	Axe (Sonova) LV09	Sword (Sonova) LV09
W: Bardiche	W: Battle Hammer	W: Bastard Sword
A: Bronze Mail	A: Bronze Mail	A: Bronze Mail
H: Openface	H: Openface	H: Openface
	S: Phys Dmg -10%	S: Decoin 10%

Morning Star (Zeneth) LV09	Morning Star (Sonova) LV09	Sword (Amu) LV09
W: Solidthorns	W: Solidthorns	W: Bastard Sword
A: Bronze Mail	A: Bronze Mail	A: Bronze Mail
H: Openface	H: Openface	H: Openface
S: Charm 10%, Dealer		S: Confuse Guard, Arms Master

FLOOR TWENTY

Objective: Defeat all Enemies

Enemies:

Spear (Zeneth) LV09	Spear (Zeneth) LV09	Ring (Ema) LV09
W: Bardiche	W: Bardiche	W: Thorned Ring
A: Mithril Coat	A: Mithril Coat	A: Mithril Coat
H: Lucky Charm	H: Openface	H: Pointy Hat
C: Cure Re, Gaiga	C: Cure Re, Grulla	C: Cure Re, Laicle
Ring (Ema) LV09	Dagger (Zeneth) LV09	Bow (Zeneth) LV09
W: Thorned Ring	W: Main Gauche	W: Glitter Arrow
A: Mithril Coat	A: Mithril Coat	A: Mithril Coat
H: Pointy Hat	H: Eye of Abyss	H: Openface
C: Cure Re, Bondes	C: Gaiz	C: Blisu

FLOOR TWENTY-ONE

Objective: Defeat all Enemies

Enemies:

Dagger (Sonova) LV10	Dagger (Zeneth) LV10	Sword (Amu) LV10
W: Main Gauche	W: Main Gauche	W: Bastard Sword
A: Bronze Mail	A: Bronze Mail	A: Bronze Mail
H: Openface	H: Openface	H: Openface
S: Charm 10%, Immobile Guard	S: Decoin 10%	
Axe (Amu) LV10	Axe (Amu) LV10	Axe (Amu) LV10
W: Battle Hammer	W: Battle Hammer	W: Battle Hammer
A: Bronze Mail	A: Bronze Mail	A: Bronze Mail
H: Openface	H: None	H: Openface
S: Counter 10%		S: Phys Dmg +10%
Axe (Amu) LV10	Sword (Amu) LV10	Dagger (Kashis) LV10
W: Battle Hammer	W: Bastard Sword	W: Main Gauche
A: Bronze Mail	A: Bronze Mail	A: Bronze Mail
H: Openface	H: Openface	H: Openface
S: Counter 10%		S: Phys Evade +10%
Bow (Gote) LV10	Bow (Gote) LV10	Axe (Amu) LV10
W: Glitter Arrow	W: Glitter Arrow	W: Battle Hammer
A: Bronze Mail	A: Bronze Mail	A: Bronze Mail
H: Openface	H: Openface	H: Openface
S: Immobile 10%	S: Immobile 10%	

FLOOR TWENTY-TWO

Objective: Defeat all Enemies

Enemies:

Axe (Amu) LV10	Spear (Gote) LV10	Dagger (Kashis) LV10
W: Battle Hammer	W: Bardiche	W: Bardiche
A: Bronze Mail	A: Bronze Mail	A: Bronze Mail
H: Boots	H: Openface	H: Openface
	S: Blind 10%	S: EXP +10%
Axe (Amu) LV10	Axe (Amu) LV10	Sword (Amu) LV10

W: Battle Hammer
A: Bronze Mail
H: Openface

W: Battle Hammer
A: Bronze Mail
H: Openface
S: Confuse Guard

W: Bastard Sword
A: Bronze Mail
H: Boots

Sword (Amu) LV10
W: Bastard Sword
A: Bronze Mail
H: Openface

Sword (Amu) LV10
W: Bastard Sword
A: Bronze Mail
H: Openface

Axe (Amu) LV10
W: Battle Hammer
A: Bronze Mail
H: Openface

Spear (Gote) LV10
W: Bardiche
A: Bronze Mail
H: Openface
S: Hawk's Eye

Dagger (Kashis) LV10
W: Bardiche
A: Bronze Mail
H: Openface

FLOOR TWENTY-THREE

Objective: Defeat all Enemies

Enemies:

Sword (Amu) LV10
W: Bastard Sword
A: Bronze Mail
H: Openface
S: Arms Master

Sword (Amu) LV10
W: Bastard Sword
A: Bronze Mail
H: Openface

Sword (Amu) LV10
W: Great Sword
A: Bronze Mail
H: Openface

Axe (Sonova) LV10
W: Battle Hammer
A: Bronze Mail
H: Boots

Axe (Sonova) LV10
W: Battle Hammer
A: Bronze Mail
H: Openface
S: HP +20%

Sword (Amu) LV10
W: Bastard Sword
A: Bronze Mail
H: Openface

Sword (Amu) LV10
W: Bastard Sword
A: Bronze Mail
H: Openface

Sword (Amu) LV10
W: Great Sword
A: Bronze Mail
H: Openface

Sword (Amu) LV10
W: Bastard Sword
A: Bronze Mail
H: Boots

Axe (Sonova) LV10
W: Battle Hammer
A: Bronze Mail
H: Openface

FLOOR TWENTY-FOUR

Objective: Defeat all Enemies

Enemies:

Bow (Gote) LV10
W: Glitter Arrow
A: Bronze Mail
H: Openface
S: Immobile 10%

Sword (Amu) LV10
W: Bastard Sword
A: Bronze Mail
H: Boots

Sword (Amu) LV10
W: Bastard Sword
A: Bronze Mail
H: Openface
S: Phys Dmg +10%

Axe (Amu) LV10
W: Battle Hammer

Ring (Zeneth) LV10
W: Thorned Ring

Dagger (Zeneth) LV10
W: Bastard Sword

A: Bronze Mail
H: Openface

A: Bronze Mail
H: Eye of Abyss
C: Blisu, Bondes, Cure Re

A: Bronze Mail
H: Openface
S: Luck +10%
C: Cure, Zepherd

Bow (Gote) LV10
W: Glitter Arrow
A: Bronze Mail
H: Boots
S: Hawk's Eye

Bow (Gote) LV10
W: Glitter Arrow
A: Bronze Mail
H: Openface

FLOOR TWENTY-FIVE

Objective: Defeat all Enemies
Enemies:

Morning Star (Gote) LV10
W: Solidthorns
A: Bronze Mail
H: Openface

Ring (Ema) LV10
W: Thorned Ring
A: Mithril Coat
H: Pointy Hat
C: Cure, Bondes

Sword (Sonova) LV10
W: Bastard Sword
A: Bronze Mail
H: Boots
S: HP +20%

Dagger (Gote) LV10
W: Main Gauche
A: Bronze Mail
H: Openface

Morning Star (Zeneth) LV10
W: Solidthorns
A: Mithril Coat
H: Openface
C: Cure, Blisu

Dagger (Gote) LV10
W: Main Gauche
A: Bronze Mail
H: Lucky Charm

Morning Star (Zeneth) LV10
W: Solidthorns
A: Mithril Coat
H: Openface
C: Cure, Zel

Morning Star (Gote) LV10
W: Flanged Mace
A: Bronze Mail
H: Boots

Sword (Sonova) LV10
W: Bastard Sword
A: Bronze Mail
H: Openface
S: HP +20%

Ring (Ema) LV10
W: Thorned Ring
A: Mithril Coat
H: Pointy Hat
C: Cure, Gaiz

Dagger (Gote) LV10
W: Main Gauche
A: Bronze Mail
H: Boots

FLOOR TWENTY-SIX

Objective: Defeat all Enemies
Enemies:

Bow (Gote) LV11
W: Glitter Arrow
A: Bronze Mail
H: Boots

Bow (Gote) LV11
W: Cursed Bow
A: Bronze Mail
H: None

Spear (Gote) LV11
W: Steel Spear
A: Bronze Mail
H: None

Spear (Gote) LV11
W: Bardiche
A: Bronze Mail
H: Boots
S: Blind 10%

Bow (Gote) LV11
W: Glitter Arrow
A: Bronze Mail
H: Openface
S: Jump +1

Bow (Gote) LV11
W: Glitter Arrow
A: Bronze Mail
H: Openface
S: DEV +10%

Dagger (Zeneth) LV11

Dagger (Zeneth) LV11

Axe (Amu) LV11

W: Main Gauche
A: Bronze Mail
H: Boots
C: Blisu, Blista

W: Main Gauche
A: Bronze Mail
H: Boots
C: Blisu, Blista

W: Battle Hammer
A: Bronze Mail
H: Openface

Sword (Amu) LV11
W: Bastard Sword
A: Bronze Mail
H: Openface

Sword (Amu) LV11
W: Great Sword
A: Bronze Mail
H: Boots

Bow (Gote) LV11
W: Glitter Arrow
A: Bronze Mail
H: Boots
S: EXP +10%

FLOOR TWENTY-SEVEN

Objective: Defeat all Enemies

Enemies:

Spear (Zeneth) LV13
W: Steel Spear
A: Bronze Mail
H: Openface
S: Charm 10%

Bow (Gote) LV13
W: Glitter Arrow
A: Bronze Mail
H: Lucky Charm
S: Immobile 10%

Bow (Gote) LV13
W: Glitter Arrow
A: Bronze Mail
H: Openface
S: Immobile 10%

Bow (Gote) LV13
W: Glitter Arrow
A: Bronze Mail
H: Boots
S: Immobile 10%

Bow (Gote) LV13
W: Cursed Arrow
A: Bronze Mail
H: Openface
S: Immobile 10%

Spear (Gote) LV13
W: Bardiche
A: Bronze Mail
H: Openface
S: Immobile 10%

Spear (Gote) LV13
W: Bardiche
A: Bronze Mail
H: Boots
S: Immobile 10%

Spear (Zeneth) LV13
W: Bardiche
A: Bronze Mail
H: Boots
S: Charm 10%

FLOOR TWENTY-EIGHT

Objective: Defeat all Enemies

Enemies:

Morning Star (Sonova) LV11
W: Solidthorns
A: Bronze Mail
H: Eye of Abyss
S: HP +20%

Axe (Sonova) LV11
W: Battle Axe
A: Bronze Mail
H: Boots

Sword (Sonova) LV11
W: Bastard Sword
A: Bronze Mail
H: Openface

Axe (Sonova) LV11
W: Battle Axe
A: Bronze Mail
H: Boots
S: Decoin 10%

Ring (Ema) LV11
W: Thorned Ring
A: Mithril Coat
H: Pointy Hat
C: Cure, Terror

Sword (Kashis) LV11
W: Great Sword
A: Bronze Mail
H: Openface
S: Decoin 10%

Ring (Ema) LV11
W: Thorned Ring
A: Mithril Coat
H: Pointy Hat

Spear (Kashis) LV11
W: Bardiche
A: Bronze Mail
H: Lucky Charm

C: Posn, Cure

S: Decoin 10%

FLOOR TWENTY-NINE

Objective: Defeat all Enemies

Enemies:

Spear (Amu) LV11

Spear (Amu) LV11

W: Bardiche

W: Bardiche

A: Bronze Mail

A: Bronze Mail

H: Boots

H: Openface

Bow (Gote) LV11

Bow (Gote) LV11

Bow (Gote) LV11

W: Glitter Arrow

W: Cursed Bow

W: Cursed Bow

A: Bronze Mail

A: Bronze Mail

A: Bronze Mail

H: Openface

H: Openface

H: Boots

S: Phys Hit +10%

S: Phys Hit +10%

S: Phys Hit +10%

C: Cure

C: Cure

FLOOR THIRTY

Objective: Defeat all Enemies

Enemies:

Axe (Amu) LV11

Axe (Amu) LV11

Axe (Amu) LV11

W: Battle Axe

W: Battle Axe

W: Battle Hammer

A: Bronze Mail

A: Bronze Mail

A: Bronze Mail

H: Openface

H: Openface

H: Boots

S: Arms Master

S: Counter 10%

Bow (Gote) LV11

Bow (Gote) LV11

W: Glitter Arrow

W: Cursed Bow

A: Bronze Mail

A: Bronze Mail

H: Openface

H: Lucky Charm

S: Blind 10%

S: Blind 10%

Axe (Amu) LV11

Axe (Amu) LV11

W: Battle Axe

W: Battle Axe

A: Bronze Mail

A: Bronze Mail

H: Eye of Abyss

H: Openface

Spear (Zeneth) LV11

Spear (Zeneth) LV11

Spear (Zeneth) LV11

W: Bardiche

W: Bardiche

W: Bardiche

A: Bronze Mail

A: Bronze Mail

A: Bronze Mail

H: Openface

H: Boots

H: Boots

C: Cure, Cure Re

C: Terror, Bondes

C: Depin, Zepherd

FLOOR FOUR (WITH SAJIRI)

Objective: Defeat all Enemies

Enemies:

Bow (Kashis) LV14

Dagger (Kashis) LV14

Axe (Sonova) LV14

W: Cursed Bow

W: Gladius

W: Battle Axe

A: Bronze Mail
H: Lucky Charm

A: Bronze Mail
H: Openface

A: Bronze Mail
H: Boots

Axe (Sonova) LV14
W: Battle Axe
A: Bronze Mail
H: Openface

Dagger (Kashis) LV14
W: Gladius
A: Bronze Mail
H: Lucky Charm

Axe (Sonova) LV14
W: Battle Axe
A: Bronze Mail
H: Eye of Abyss

Axe (Sonova) LV14
W: Battle Axe
A: Bronze Mail
H: Boots
S: HP +20%

Sajiri (Gote) LV17
W: Arms Breaker
A: None
H: None

FLOOR EIGHT (WITH SAJIRI)

Objective: Defeat all Enemies
Enemies:

Bow (Gote) LV15
W: Cursed Bow
A: Bronze Mail
H: Openface

Sword (Sonova) LV15
W: Great Sword
A: Bronze Mail
H: Openface
S: HP +20%

Spear (Sonova) LV15
W: Steel Spear
A: Bronze Mail
H: Boots
S: HP +20%

Ring (Gote) LV15
W: Fang
A: Mithril Coat
H: None
C: Laicle

Sword (Gote) LV15
W: Great Sword
A: Bronze Mail
H: Eye of Abyss

Spear (Sonova) LV15
W: Steel Spear
A: Bronze Mail
H: Openface

Spear (Amu) LV15
W: Steel Spear
A: Bronze Mail
H: Lucky Charm

Sajiri (Gote) LV17
W: Nullifier
A: None
H: None

FLOOR TWELVE (WITH SAJIRI)

Objective: Defeat all Enemies
Enemies:

Bow (Gote) LV16
W: Rippled Bow
A: Chain Mail
H: Amulet
S: Blind 10%

Bow (Gote) LV16
W: Rippled Bow
A: Chain Mail
H: Boots
S: Blind 10%

Sword (Sonova) LV16
W: Flamberge
A: Chain Mail
H: Openface

Bow (Gote) LV16
W: Rippled Bow
A: Chain Mail
H: Amulet
S: Blind 10%

Morning Star (Zeneth) LV16
W: Rocksmite
A: Chain Mail
H: Openface

Axe (Sonova) LV16
W: Tomahawk
A: Chain Mail
H: Openface

Bow (Gote) LV16
W: Rippled Bow
A: Chain Mail

Morning Star (Amu) LV16
W: Rocksmite
A: Chain Mail

Axe (Amu) LV16
W: Tomahawk
A: Chain Mail

H: Amulet
S: Blind 10%

H: Boots

H: Openface

Sajiri (Gote) LV18
W: Death's Scythe
A: None
H: None

FLOOR SIXTEEN (WITH SAJIRI)

Objective: Defeat all Enemies

Enemies:

Axe (Amu) LV17
W: Tomahawk
A: Chain Mail
H: Openface
S: Phys Dmg +10%

Sword (Zeneth) LV17
W: Flamberge
A: Chain Mail
H: Amulet

Sword (Zeneth) LV17
W: Flamberge
A: Chain Mail
H: Mermaid Beads
S: Dealer

Bow (Kashis) LV17
W: Rippled Bow
A: Chain Mail
H: Amulet

Sword (Zeneth) LV17
W: Flamberge
A: Chain Mail
H: Openface

Bow (Amu) LV17
W: Rippled Bow
A: Chain Mail
H: Boots

Axe (Sonova) LV17
W: Tomahawk
A: Chain Mail
H: Openface

Sajiri (Spear) LV18
W: Brionac
A: None
H: None

FLOOR TWENTY (WITH SAJIRI)

Objective: Defeat all Enemies

Enemies:

Ring (Zeneth) LV17
W: Dragon Claw
A: Robe of Wisdom
H: Priest's Hat
S: Sandman 10%
C: Bondes, Grulla

Ring (Zeneth) LV17
W: Dragon Claw
A: Robe of Wisdom
H: Priest's Hat
S: Charm 10%
C: Depin, Cure Re

Bow (Kashis) LV17
W: Rippled Bow
A: Chain Mail
H: Amulet
S: Immobile 10%

Bow (Kashis) LV17
W: Rippled Bow
A: Chain Mail
H: Mermaid Beads

Axe (Sonova) LV17
W: Tomahawk
A: Chain Mail
H: Boots
S: HP +20%

Bow (Kashis) LV17
W: Rippled Bow
A: Chain Mail
H: Openface

Sajiri (Gote) LV19
W: Crescent
A: None
H: None

FLOOR TWENTY-FOUR (WITH SAJIRI)

Objective: Defeat all Enemies

Enemies:

Bow (Kashis) LV18 W: Bow of Ichii A: Armor of Light H: Openface S: Phys Hit +10%	Sword (Amu) LV18 W: Flamberge A: Armor of Light H: Dragon Helm	Sword (Amu) LV18 W: Scimitar A: Chain Mail H: Dragon Helm S: Absorb 10%
Axe (Amu) LV18 W: Damascus Axe A: Armor of Light H: Boots S: Threaten 10%	Sword (Zeneth) LV18 W: Flamberge A: Armor of Light H: Miser's Secret	Sword (Zeneth) LV18 W: Scimitar A: Chain Mail H: Openface
Bow (Gote) LV18 W: Rippled Bow A: Armor of Light H: Dragon Helm C: Cure Re	Bow (Kashis) LV18 W: Bow of Ichii A: Armor of Light H: Amulet S: Immobile 10%	Sajiri (Gote) LV19 W: Jewel Eater A: None H: None

FLOOR TWENTY-EIGHT (WITH SAJIRI)

Objective: Defeat all Enemies

Enemies:

Sword (Sonova) LV19 W: Scimitar A: Armor of Light H: Dragon Helm S: HP +20%	Axe (Amu) LV19 W: Tomahawk A: Armor of Light H: Dragon Helm S: Phys Dmg +10%	Sword (Sonova) LV19 W: Scimitar A: Armor of Light H: Dragon Helm
Axe (Sonova) LV19 W: Damascus Axe A: Armor of Light H: Boots S: Phys Hit +10%	Sword (Sonova) LV19 W: Flamberge A: Armor of Light H: Amulet	Sword (Amu) LV19 W: Scimitar A: Armor of Light H: Moon Necklace
Morning Star (Amu) LV19 W: Flail A: Armor of Light H: Dragon Helm S: Arms Master	Spear (Amu) LV19 W: Naginata A: Armor of Light H: Amulet	Sajiri (Gote) LV20 W: 7 Branched Sword A: None H: None

Need help with something that's not in this FAQ? Got a comment to make? Find something wrong in this FAQ, or else just want to contribute something extra? Email me at darkstar.ripclaw AT gmail DOT com if you need any of these things. Just a warning note; if I recognize a question as something being asked in this FAQ, it's not getting answered.

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