



# Everfall Chambers Guide

Written by houofcrisis & got2runxc1

Version 2.1

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## Table of Contents

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Introduction .....	[INTD]
Version History .....	[VRSN]
Everfall Chambers .....	[EFCB]
Chamber of Confusion .....	[COCO]
Chamber of Anxiety .....	[COAN]
Chamber of Absence .....	[COAB]
Chamber of Hesitation .....	[COHE]
Chamber of Apprehension .....	[COAP]
Chamber of Remorse .....	[CORM]
Chamber of Tragedy .....	[COTR]
Chamber of Lament .....	[COLA]
Chamber of Fate .....	[COFA]
Chamber of Distress .....	[CODI]
Chamber of Estrangement .....	[COES]
Chamber of Woe .....	[COWO]
Chamber of Sorrow .....	[COSO]
Chamber of Resolution .....	[CORS]
Chamber of Inspiration .....	[COIN]
Chamber of Hope .....	[COHO]
General Tips .....	[GNTP]
Frequently Asked Questions .....	[FAQZ]
Contact .....	[CNAT]

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**Introduction**  
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[INTD]

This is my first guide of any kind so please forgive me if there are any glaring errors. If you find anything wrong this guide (including typos, grammatical errors, etc.) or any information that contradicts what you find in-game feel free to contact me using any of the methods in the Contact section.

\*\*\*\*\***NOTE**\*\*\*\*\*

*This guide is meant to be used post-game. If you have not beaten the main story there may be spoilers ahead. You have been warned.*

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This guide is to provide a database of sorts for the enemies you can encounter in the various Everfall chambers. This should prove helpful when wanting to look for specific enemies and to allow proper preparation for each chamber. I will include tips on how to beat every enemy and I will give tips on how to handle the specific set of monsters that are in each chamber.

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**Version History**  
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[VRSN]

Version 1.0 (Submitted 05-28-12)

- All enemies found in the Everfall
- Added the locations of those selling equipment
- Added the amount of treasure chests found in each chamber
- More detail has been added to each room within each chamber

Version 1.1 (Submitted 05-29-12)

- Fixed some spelling and grammatical errors
- Section on the Chamber of Distress had the incorrect search code
- Numbered the chambers according to the order of descent
- Added respawn times for the Drake and Wyrn
- Added some tips thanks to some feedback

Version 2.0 (submitted 06-14-12)

- Added rare/equipment chest drop list to every chamber from the Official Strategy Guide
- Added support pictures as to where the chests are located within the chambers
- Guide layout updated
- Updated/added the "Amount of chests" in each chamber
- New tips added for chest farming

Version 2.1 (Submitted 06-15-12)

- Fixed issue with chest number being in wrong location
  - \* Chamber of Sorrow (Room 1 Bottom Floor)
  - \* Chamber of Hope (Room 1)

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## Everfall Chambers

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[EFCB]

The Everfall Chambers are unlocked after having beaten The Dragon and completing the quest "A Warm Welcome" after waking up in Cassardis. There are two ways to reach the Everfall. You can jump into the pit directly from the main square in Gran Soren or you can go to the Pawn Guild and through the same door used for the quest "Lure of the Abyss". Once inside the Everfall you have access to only one chamber with only one monster. After defeating said monster you will have access to the other 15 chambers.

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## #0 Chamber of Confusion

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[COCO]

Amount of rooms: 1

Amount of chests: 2

- Room 1: 2

Shop Availability: None

Enemies encountered:

- Room 1: Evil Eye (Boss)

Initially, when you enter any Everfall chamber you will automatically be placed in the Chamber of Confusion to face an Evil Eye. You will not have access to any other chambers until you have successfully slain the Evil Eye.

### Battle Tips:

The only enemy you will fight is the Evil Eye and you have plenty of room to battle it. Make sure to have items that cure petrification and give some to your pawns in case they have been afflicted with it. The Evil Eye is capable of putting up a barrier that repels many attacks so I would advise against attacking it head-on. The easiest way to beat the Evil Eye is to attack the tentacles that come from the ground. Once the barrier is down unleash your attacks on it. If done enough damage it will fall to the ground and the eyeball will be exposed and a great target for high damage. If it recovers and puts up the barrier again repeat the steps and bring it down again.

Once you have defeated the Evil Eye you can exit the room and you will be able to access the correct chambers.

### Chest Drops:

Chest 1

- 100% Ferrystone

Chest 2

- 6% Dragon Hide Bracers

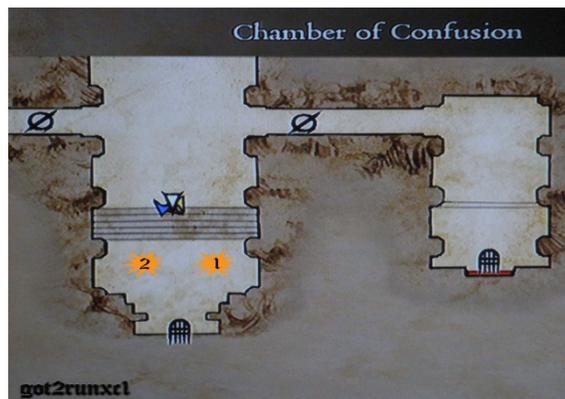
- 4% Golden Talisman

- 4% Grisly Skull

- 4% Crimson Plate

- 4% Exotic High Boots

- 4% Ring of Pearl



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## #1 Chamber of Anxiety

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[COAN]

Amount of rooms: 1

Amount of chests: 1

- Room 1: 1

Shop Availability: None

Enemies encountered:

- Room 1: Skeleton Knights, Skeleton Sorcerers, Wight (Boss)

### Battle Tips:

Once you turn the corner and look down the hallway the Wight will start casting spells. Holy Boon/Holy Affinity is useful here. Take out the Skeleton Sorcerers out first as they can be a nuisance. Once they are out of the way you should easily take out the Skeleton Knights and then take out the Wight. Take care to avoid being in the red ringed area of a Wight's spell. Once you see the ring quickly move away from it to avoid continuous damage. That is the only real threat from this room as it should be a breeze for most players.

### Chest Drops:

Chest 1

- 5% Meloirean Plate
- 5% Steel Gauntlets
- 2% Dragon's Presence
- 2% Philosopher's Robe
- 2% Burnished Bracers



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## #2 Chamber of Absence

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[COAB]

Amount of rooms: 2

Amount of chests: 4

- Room 1: 1 (Top Floor)

- Room 2: 3

Shop Availability: None

Enemies encountered:

- Room 1: Geo Saurians, Skeleton Mages, Hellhounds (Bottom Floor Only)

- Room 2: Goblins, Hobgoblins, Grimgoblins

### Battle Tips:

For the first room take care not to fall down before clearing out the top floor. You can easily be killed by the Hellhounds who are in packs of three. Cross the bridge and take out the Skeleton Mages. Move to take on the Geo Saurians and cut their tails off to hit for more damage. Once you start to move downstairs fight one pack of Hellhounds at a time. Ranged attacks work best and avoid staying in one place to avoid the fireballs they shoot. They are also weak to ice attacks so Ice Boon/Ice Affinity also helps here.

The second room is a breeze compared to the first. Every species of Goblin are here but they should not be a problem. You can stay in the hallway and have them group together for quick extermination. Make a note to look for a Goblin holding a torch who can be overlooked behind a box.

**Chest Drops:**

**Chest 1**

- 4% Martyr's Talisman
- 5% Stalwart Bow
- 2% Dragon's Pain
- 2% Crimson Sabatons
- 2% Lordly Cloak
- 2% Shadow Gauntlets

**Chest 2**

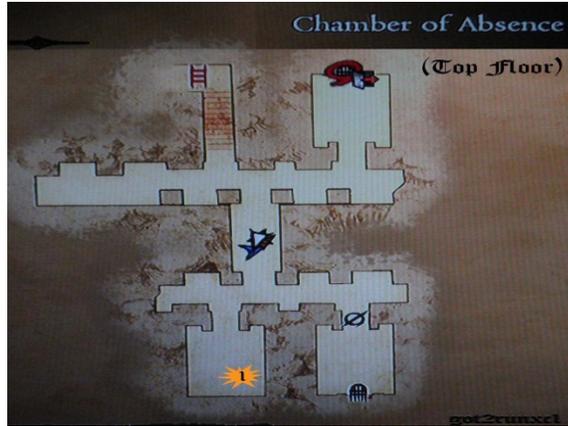
- 6% Steel Sabatons
- 6% Noble Limbs
- 2% Sable Sentinel
- 2% Dragon Knight's Cloak
- 2% Ring of Amethyst

**Chest 3**

- 5% Meloirean Armguard
- 5% Laurel Circlet
- 2% Sage's Hood
- 2% Dragonbeards
- 2% Grisly Bone Armor

**Chest 4**

- 6% Dragon Band
- 6% Ringe of Sable
- 2% Red Dragon Scale
- 2% Shadow Gauntlets
- 2% Ring of Sapphire



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**#3 Chamber of Hesitation** **[COHE]**

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- Amount of rooms: 2
- Amount of chests: 3
- Room 1: 2
- Room 2: 1
- Shop Availability: None
- Enemies encountered:
- Room 1: Saurian Sages
- Room 2: Undead Warriors, Archydra (Boss)

### Battle Tips:

The Saurian Sages can be tough to deal with all at once. Focus on one at a time and always make sure to cut off their tails to ensure more damage.

For the second room take out the Undead Warriors first so they do not bother you when facing the Archydra. This battle may take a while the first to get used to the behaviors of the Archydra. It is important to bring items to recover Health as you can get hit pretty hard here. To deal significant damage to the Archydra you must slice off the heads/necks of the beast. The higher you go up the neck the easier it will be to cut it off. After cutting off the head you can burn the wound with Fire-based attacks to prevent the head from growing back. If you can successfully do that to all four heads the Archydra will fall motionless leaving it exposed to high damage. The Archydra has a projectile attack that poisons so bring cures for that as well. The most devastating attack is any movement by the actual body of the Archydra. Sometimes the beast will try to slither away or towards you and may even spin around and whip its large tail. The hit area for the tail is rather large and extremely difficult to avoid so be sure to stay close to your Pawns in case they are incapacitated or so they can heal you quickly.

### Chest Drops:

#### Chest 1

- 4% Golden Ring
- 2% Platinum Ring

#### Chest 2

- 5% Steel Sallet
- 5% Darkened Gloves
- 2% Dragon's Quickening
- 2% Twilight Manicae
- 2% Dignified Earring

#### Chest 3

- 6% Sultry Cowl
- 2% Barbarian Chief's Helm
- 2% Fey Whisper
- 2% Dark Lorica
- 2% Ring of Ruby



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## #4 Chamber of Apprehension

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[COAP]

Amount of rooms: 1

Amount of chests: 0

Shop Availability: None

Enemies encountered:

- Room 1: Wights, Gorechimera (Boss), Grimgoblins, Cockatrice x2 (Bosses)

**Battle Tips:**

This is the first of three rooms with random spawns that we'll encounter. In these rooms you'll essentially have two separate groups. Each group will have different monsters and the chests will also be unique to each room allowing for more items. I'll give strategies for each group starting with the easier of the two.

The first group consists of a couple of Wights and a Gorechimera. If you have Holy Boon/Holy Affinity and a ranged weapon quickly take out the Wights to prevent them from spawning any Undead. They aren't strong and can easily go down without any effort. In dealing with the Gorechimera it is best to always take out the Snake first. In doing so the beast will fall down and give you an opening to attack. Afterwards you should take out the Goat because it can cast healing magic to recover Health. Once the Goat is eliminated attack the face of the Gorechimera until it is defeated. If the Snake grows back, which it can, then just cut it off again to cause the Gorechimera to stagger and fall.

The second group consists of several scattered Grimgoblins and a pair of Cockatrices. This is a battle where you must have items to cure petrification or equip armor to resist it. You are bound to get hit by the gas more than once and if you can't cure it you have no chance. Take out the Grimgoblins quickly so you can focus on the Cockatrices. Choose one and direct all your attacks on it. Use Fire-based attacks to inflict catching fire and aim for the neck. Its movements are similar to a Griffin but the Cockatrice has a tendency to stay on the ground more. Take your time and remember to give yourself and your pawns a good supply of petrification curatives.

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**#5 Chamber of Remorse** **[CORM]**

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- Amount of rooms: 2
- Amount of chests: 6
- Room 1: 5
- Room 2: 1 (Top Floor)
- Shop Availability: Yes, Joye (Room 1)
- Enemies encountered:
- Room 2: Grimgoblins, Golem (Boss), Cyclops (Boss)

**Battle Tips:**

The room isn't fairly difficult but one mistake can change that. When you step out of the initial room you will be ambushed by Grimgoblins and there will be a Golem on the bridge. Take out the Grimgoblins first then attack the Golem. Be very careful when doing this as the Golem can fall down to the first floor. Attack the lower weak points to avoid risking this and take your time. If the Golem does fall down do not fall with it. Doing so will only make things more stressful and difficult to deal with. Instead, go down the stairs and take out the armored Cyclops and any Grimgoblins that attack you. At this point in the game a Cyclops should not be a challenge so there should not be an issue with that. Proceed to finish off the Golem and move to the next area to finish any remaining Grimgoblins.

### Chest Drops:

Chests 1, 3, 4, 5

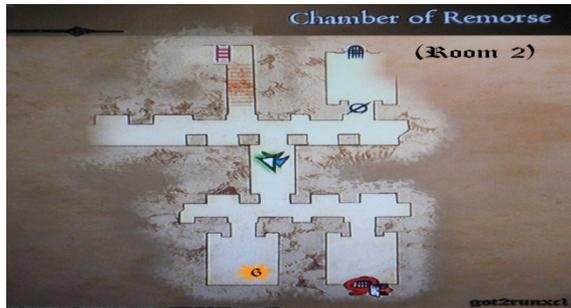
- 4% Golden Ring
- 2% Platinum Ring

Chest 2

- 4% Superior Cuisses
- 4% Ring of Argent
- 2% Bloody Thistle
- 2% Crimson Armet
- 2% Golden Wristbands

Chest 6

- 5% Chilling Razors
- 2% Carnation
- 2% Golden Lion Helm
- 2% Exotic High Boots
- 2% Ancient Cape



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## #6 Chamber of Tragedy [COTR]

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Amount of rooms: 1

Amount of chests: 7

- Room 1: 7 (4 on the Top Floor/3 on the Bottom Floor)

Shop Availability: None

Enemies encountered:

- Room 1: Succubi, Gargoyles, Specter

### Battle Tips:

Ranged attacks are recommended to fight off the various winged enemies. Fortunately, the Gargoyles and Succubi are separate except for one instance where you would face a Gargoyle and a pair of Succubi. Make sure to bring along at least one Pawn capable of using Magick-based attacks to hit the Specter. Attack the Succubi with Fire-based attacks and the Gargoyles with Lightning-based attacks.

### Chest Drops:

Chest 1

- 5% Superior Cuisses
- 5% Golden Belt
- 2% Ring of Amethyst
- 2% Golden Lion Padding
- 2% Dark Buckler

### Chest 2

- 5% Steel Cuirass
- 5% Direwolf Veil
- 2% Fey Whisper
- 2% Diadem
- 2% Matte Robe

### Chest 3

- 5% Royal Cuisse
- 5% Dark Over-Knee Boots
- 2% Dragon's Risen
- 2% Dragonscale Armband
- 2% Nebula Cape

### Chest 4

- 5% Sultry Pareo
- 5% Autumn Hood
- 2% Wounded Heart
- 2% Gleaming Bangles
- 2% Grisly Greaves

### Chest 5

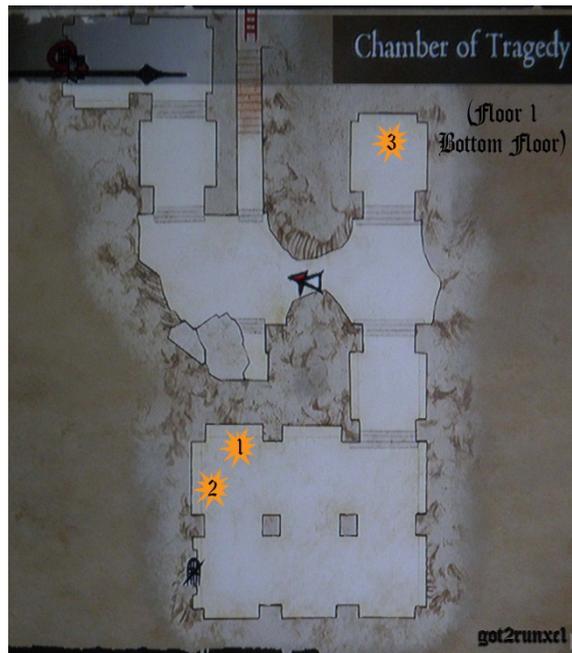
- 5% Stalwart Bow
- 5% Harmonious Earring
- 2% Dragon Knight's Helm
- 2% Shadow Greaves
- 2% Ancient Cape

### Chest 6

- 5% Dragon Hide Bracers
- 5% Meloirean Cyclops Veil
- 2% Ring of Onyx
- 2% Crimson Plate
- 2% Holy Cuisse

### Chest 7

- 5% Steel Sabatons
- 5% Indomitable Earring
- 2% Sable Sentinel
- 2% Crimson Gauntlets
- 2% Ring of Pearl



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**#7 Chamber of Lament**

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**[COLA]**

Amount of rooms: 1

Amount of chests: 2

- Room 1: 2

Shop Availability: None

Enemies encountered:

- Room 1: Pawns, Ur-Dragon

**Battle Tips:**

This is it. The one room that contains one of the most rewarding monsters in all of Dragon's Dogma, the Ur-Dragon. Before you go inside you need to decide which version of the monster you wish to fight, the offline Ur-Dragon or the online Ur-Dragon.

The offline Ur-Dragon is just like any monster we've faced so far. Preset stats for Health, damage and defenses. Initially you will not be able to defeat it in one battle. Because of the unique way to attack the dragon (explained in full detail below) the damage you do to it will carry over to the next battle thus making it a more manageable fight.

The online Ur-Dragon is a monster that grows stronger with each death. Upon entering the battlefield its Health is a representation of the total damage done to it by all players who have fought it. It will also show the current incarnation, or generation, of the Ur-Dragon. Once you have dealt enough damage or 8 minutes have passed by the Ur-Dragon will flee and the damage you have dealt will carry over along with other players' damage. You can fight it as many times as you wish and if you can manage to strike a finishing blow you will be blessed with great items.

Once you have decided which version to fight pause the game and go into the Options. Move over to the Gameplay tab and go down to the Connectivity setting. Having the setting set to "Online" will have you fight the online version of the Ur-Dragon. Changing the setting to "Offline" will put you against the offline version of the Ur-Dragon. Make sure to confirm any changes you make and save again manually just in case.

**\*\*\*\*\*NOTE\*\*\*\*\***

*It is recommended to change your vocation to a Strider, a Ranger an Assassin, or a Magick Archer. The skills that they possess and the weapons they can equip make them excellent choices to fight the Ur-Dragon. A Mystic Knight can work well too and bring a Pawn that can give you Holy Boon/Holy Affinity for extra damage. Bring plenty of items to restore Health and also Stamina.*

**\*\*\*\*\***

Once you enter the chamber drop into the battlefield run straight to the other end to find three Pawns. Defeat these Pawns to initiate the Ur-Dragon battle.

Fighting the Ur-Dragon is very simple and direct. On the dragon's body you can repeatedly attack certain weak spots to deal damage. As you hit the same spot over and over the area will start to glow red until eventually the weak spot has been hit enough that a small white flash will come from it. When that occurs the weak spot will no longer deal damage when hit and the specific area will look

damaged and stripped to the bone. You can find the weak spots on the legs, body, wings, tail, neck and head of the dragon. Because of the difficulty in hitting some of the weak spots the Ur-Dragon may flee before you are able to finish it off. If that's the case its Health will carry over to the next battle as will the same weak spots that are left. Exit the chamber and rest up at the Inn to prepare for the next battle with the Ur-Dragon.

As you damage and destroy the weak spots loot will fall down to the ground just below the Ur-Dragon. Collect it before it disappears as it can be sold for several thousand Gold. Once the Ur-Dragon has been defeated the rewards will be located next to exit in front of the Hall of Fame.

**\*\*Strategy by sarcon89\*\***

If you have built an Arisen as a Mage/Sorcerer you will have very low attack Strength which will limit the damage you deal to the Ur-Dragon. To remedy this switch your vocation to a Magick Archer and equip a bow with high Magick. This will allow you to physically hit the Ur-Dragon with a lot of damage using your original build. You can also use Hunters Boon to deal extra damage to the Ur-Dragon on various weak spots.

**Chest Drops:**

Chest that here don't hold any equipment or rare items. They only hold potions and flasks.



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**#8 Chamber of Fate** **[COFA]**  
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Amount of rooms: 2

Amount of chests: 8

- Room 1: 2

- Room 2: 6 (2 on Top Floor/4 on Bottom Floor)

Shop Availability: None

Enemies encountered:

- Room 1: Harpies, Drake (Boss), Wight, Chimera (Boss), Gorechimera (Boss)

- Room 2: Giant Bats, Harpies, Succubi, Gargoyles

**Battle Tips:**

Here is the second room with random spawns. Again I'll begin with the easier of the two battles.

The first group is simple. A group of Harpies which can go down in one attack at this point and a Drake. The Drake has some very basic attacks that include a breath of fire and a tail whip. It can also grab a Pawn and try to take control of it. To counter this hit the claw that has grasped the Pawn to release it and to stagger the Drake for a few seconds. Its weak point is in the chest and it is weak to Ice-based attacks.

\*\*\*\*\*NOTE\*\*\*\*\*

*If you plan on farming the Drake to have your equipment Dragonforged make sure to allow 2-4 in-game days to let the Drake respawn. If you re-enter the chamber and you don't see any enemies at all, more time is needed for respawning.*

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The second group is, in my opinion, the hardest group of monsters in all of the Everfall Chambers. It consists of a Wight, a Chimera, and a Gorechimera. You may recall that the Chamber of Apprehension had a similar group except that this one has a Chimera as well. The other difference is that the Wight in the Chamber of Apprehension summoned Undead. The Wight in this chamber summons Hellhounds which makes it the primary target. Defeat the Wight quickly with Holy-based attacks and clean up the leftover Hellhounds. Target the Chimera should go down rather quickly and then focus on the Gorechimera.

**Chest Drops:**

Chest 1

- 6% Saving Grace
- 2% Barbarian Chief's Helm
- 2% Frigid Finger
- 2% Grisly Skull
- 2% Benevolent Earring

Chest 2

- 6% Angel's Sanctum
- 6% Royal Cuisse
- 2% Dragon's Presence
- 2% Dark Lorica
- 2% Dragon Knight's Cloak

Chest 3

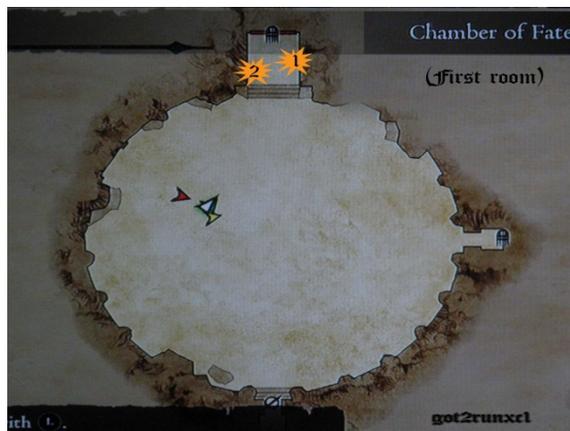
- 5% Darkened Gloves
- 2% Dark Buckler
- 2% Shadow Gaunlets
- 2% Lordly Cloak

Chest 4

- 5% Crossed Cinquedeas
- 5% Royal Surcoat
- 2% Dragon's Quickening
- 2% Ancient Cape
- 2% Ring of Sapphire

Chest 5

- 5% Dragon's Den
- 5% Chilling Razors
- 2% Savage Fang
- 2% Carmine Breeches
- 2% Indomitable Earring



#### Chest 6

- 5% Unfettered Claw
- 5% Direwolf Veil
- 2% Dragon's Risen
- 2% Dragonroar
- 2% Crimson Sabatons

#### Chest 7

- 5% Cyclops Sigil
- 2% Red Dragon Scale
- 2% Golden Lion Padding
- 2% Dragonblood

#### Chest 8

- 5% Meloirean Helm
- 5% Molten Boots
- 2% Twilight Greaves
- 2% Philosopher's Robe
- 2% Ring of Ruby

#### Chest 9

- 5% Indomitable Earring
- 5% Meloirean Cyclops Veil
- 2% Crimson Armet
- 2% Grisly Bracers
- 2% Twilight Mask



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### #9 Chamber of Distress

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[CODI]

Amount of rooms: 2

Amount of chests: 5

- Room 1: 4 (1 First (bottom) floor, 3 Second (top) floor)

- Room 2: 1

Shop Availability: None

Enemies encountered:

- Room 1: Direwolves, Snow Harpies

- Room 2: Wyrms (Boss)

#### Battle Tips:

One of the easiest chambers due to the drop in difficulty of the monsters. Fire-based attacks make quick work of the Direwolves and Snow Harpies. Stay on the second floor to continue to the next room.

The second room contains a Wyrms. It is similar to the Drake in the previous chamber but its wings are smaller and instead of breathing fire it breathes ice. Being an Ice-based monster it is naturally weak to fire so Fire-based attacks work well here as well. It also has the same weak spot as the Drake so concentrate all the attacks towards the chest of the Wyrms.

\*\*\*\*\*NOTE\*\*\*\*\*

If you plan on farming the Wyrms to have your equipment Dragonforged make sure to allow 2-4 in-game days to let the Wyrms respawn. If you re-enter the chamber and you don't see any enemies at all, more time is needed for respawning.

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**Chest Drops:**

**Chest 1**

- 5% Harmonious Earring
- 5% Golden Belt
- 2% Bloody Thistle
- 2% Exotic High Boots
- 2% Nebula Cape

**Chest 2**

- 5% Unfettered Claw
- 2% Sage's Hood
- 2% Crimson Plate
- 2% Golden Wristbands

**Chest 3**

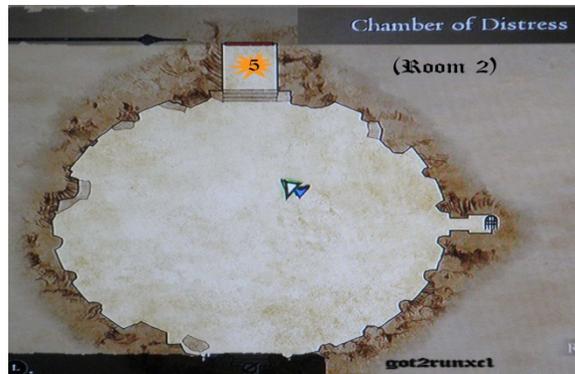
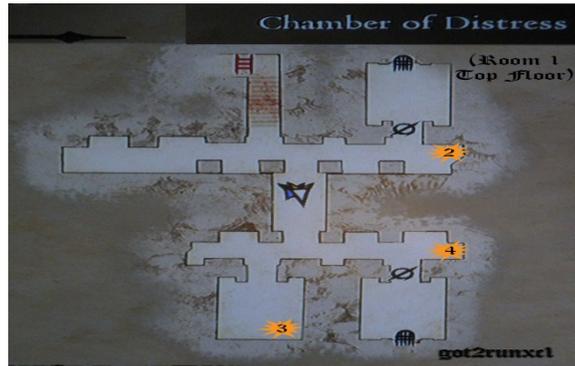
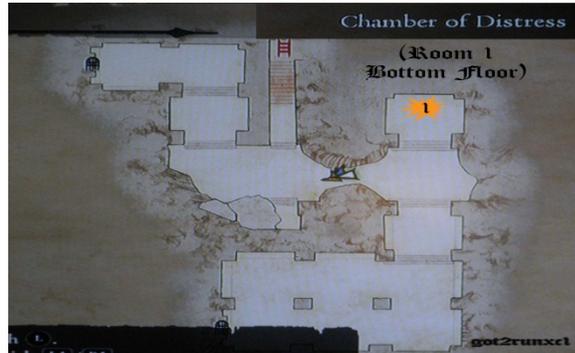
- 5% Meliorean Armguard
- 5% Feral Cape
- 2% Dragon's Pain
- 2% Golden Lion Helm
- 2% Grisly Bracers

**Chest 4**

- 5% Noble Earring
- 5% Royal Surcoat
- 2% Twilight Manicae
- 2% Dragonbeards
- 2% Ring of Pearl

**Chest 5**

- 5% Noble Limbs
- 2% Berserkin
- 2% Carnation
- 2% Dragonscale Arm
- 2% Dignified Earring



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## #10 Chamber of Estrangement

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[COES]

Amount of rooms: 3

Amount of chests: 10

- Room 1: 1

- Room 2: 4

- Room 3: 5 (Bottom Floor)

Shop Availability: Yes, Delec (Room 2)

Enemies encountered:

- Room 1: Cyclops (Boss), Ogre (Boss), Golem (Boss), Steel Golem (Boss), Lich (Boss)

- Room 3: Undead, Undead Warriors, Giant Undead, Specters

### Battle Tips:

This is the final chamber with random spawns. Again, I'll explain the first group and then the second.

The first group consists of a Cyclops, an Ogre, and a Golem. All of these monsters should not pose any form of a threat but the optimal order to take them out would be in the same order I just introduced them in. Make quick work of the Cyclops and then quickly move on to the Ogre. Once it's been dealt with attack the weak spots on the Golem for the easy kill.

The second group is a little more challenging but not by much. It is just a Stone Golem with a Lich that spawns Giant Undead rather slowly. Any monster that can spawn others should always be the first target. Attack the Lich with Holy-based attacks to defeat it and then attack the weak spots of the Stone Golem. Bows/Longbows work well here both to hit the Lich in the air and the Stone Golem's weak points which are scattered in the room.

The third room is filled with enemies weak to Holy-based attacks. Have a pawn Holy Boon/Holy Affinity or equip weapons with the Holy attribute to breeze through the room of Undead and Specters.

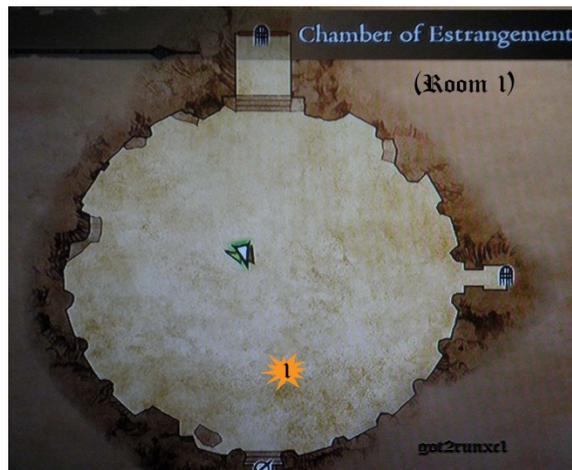
### Chest Drops:

Chest 1

- 6% Dignified Earring
- 2% Barbarian Chief's Helm
- 2% Burnished Bracers
- 2% Diadem
- 2% Ring of Sapphire

Chest 2, 3, 4, 5

- 4% Golden ring
- 2% Platinum ring



Chest 6

- 5% Stalwart Earring
- 2% Crimson Gauntlets
- 2% Twilight Mask
- 2% Carmine Breeches
- 2% Ring of Onyx

Chest 7

- 5% Divine Surcoat
- 5% Meloirean Greaves
- 2% Wounded Heart
- 2% Grisly Greaves
- 2% Ancient Cape

Chest 8

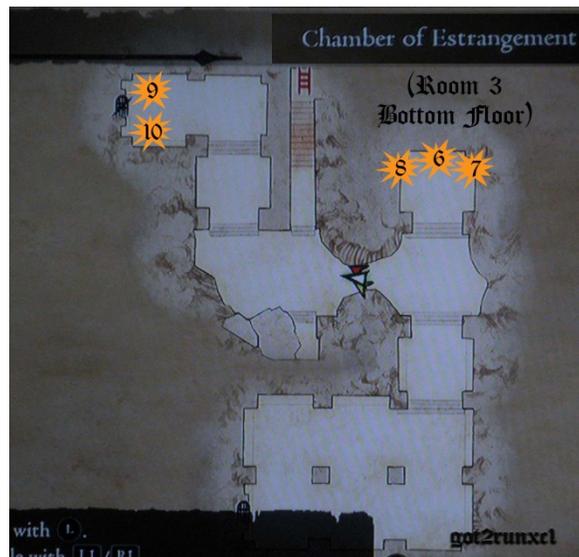
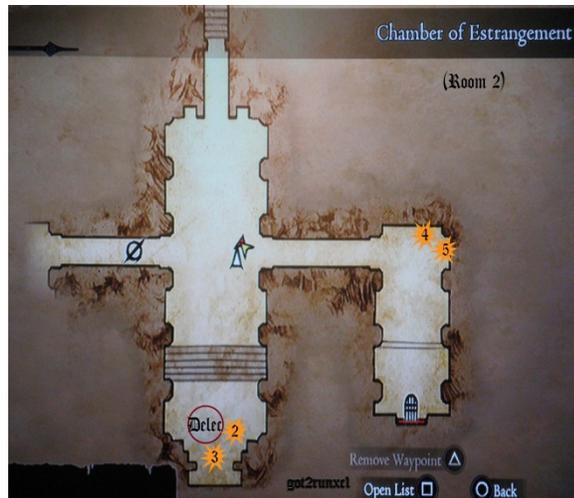
- 5% Dragon Band
- 5% Molten Boots
- 2% Matte Robe
- 2% Berserkin
- 2% Dragonblood

Chest 9

- 5% Cyclops Sigil
- 5% Angel's Sanctum
- 2% Dragon's Presence
- 2% Dragon Knight's Helm
- 2% Holy Cuisses

Chest 10

- 5% Flame Skirt
- 5% Royal Mantle
- 2% Savage Fang
- 2% Gleaming Bangles
- 2% Ring of Ruby



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**#11 Chamber of Woe**

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**[COWO]**

Amount of rooms: 1

Amount of chests: 1

- Room 1: 1

Shop Availability: None

Enemies encountered:

- Room 1: Hellhounds, Giant Undead, Skeleton Lords, Lich (Boss)

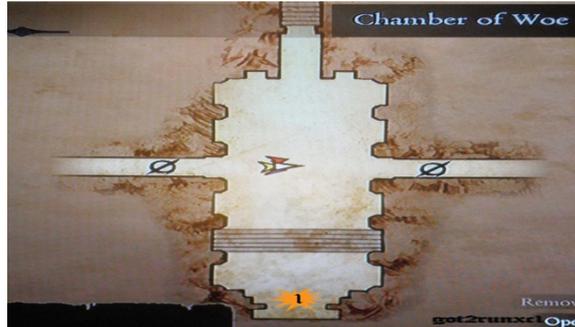
**Battle Tips:**

This chamber is a little tricky in the sense that there are various species and you are confined to the small room. Hellhounds should be the priority as they can get very annoying. Move on to eliminate the Giant Undead roaming around. The Skeleton Lords can pack a punch and can also put up barriers to defend themselves with. Pick your shots and take your time as the Lich is hardly a threat so long as you remember to get out of the red ringed areas quickly. Once the second Skeleton Lord has fallen you can focus your efforts on the Lich with Holy-based attacks.

**Chest Drops:**

## Chest 1

- 6% Threaded Cudgel
- 2% Sable Sentinel
- 2% Grisly Bone Armor
- 2% Shadow Greaves
- 2% Lordly Cloak



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**#12 Chamber of Sorrow**

[COSO]

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Amount of rooms: 3

Amount of chests: 11

- Room 1: 4 (2 on Top Floor/4 on Bottom Floor)
- Room 2: 4
- Room 3: 1

Shop Availability: None

Enemies encountered:

- Room 1: Evil Eye Tentacles
- Room 2: Grimgoblins, Evil Eye Tentacles, Vile Eyes
- Room 3: Evil Eye Tentacles, Evil Eye (Boss)

**Battle Tips:**

The first room is fairly tame. You will randomly come across Evil Eye Tentacles around the entire area so mind your surroundings. They are easily dispatched with physical attacks. There are two doors here that you can go through. The door on the bottom floor leads you straight to Room 3 with the Evil Eye. The door on the top floor takes you to Room 2 with a pair of Vile Eyes.

The second room is very simple. Several Grimgoblins with more Evil Eye Tentacles to bother you while you fight the other monsters. You will also come across a pair of Vile Eyes. These are similar to the Evil Eyes that they can put up a barrier. Wait for them to start casting a spell and then hit them with physical attacks.

The third room is identical to the Chamber of Confusion. Refer back to the section on that Chamber for tips on fighting the Evil Eye.

## Chest Drops:

**\*\* BEWARE: Evil Eye Tentacles are everywhere \*\***  
thus chest farming here is not recommended.

### Chest 1

- 5% Solar Providence
- 2% Carnation
- 2% Twilight Manicae
- 2% Sage's Hood
- 2% Ring of Amethyst

### Chest 2

- 5% Crimson Robe
- 2% Crimson Armet
- 2% Exotic High Boots
- 2% Berserkin
- 2% Frigid Finger

### Chest 3

- 5% Laurel Circlet
- 2% Matte Robe
- 2% Holy Cuisse
- 2% Dragon's Risen
- 2% Ring of Onyx

### Chest 4

- 5% Dark Over-Knee Boots
- 2% Fey Whisper
- 2% Grisly Skull
- 2% Crimson Sabatons
- 2% Red Dragon Scale

### Chest 5

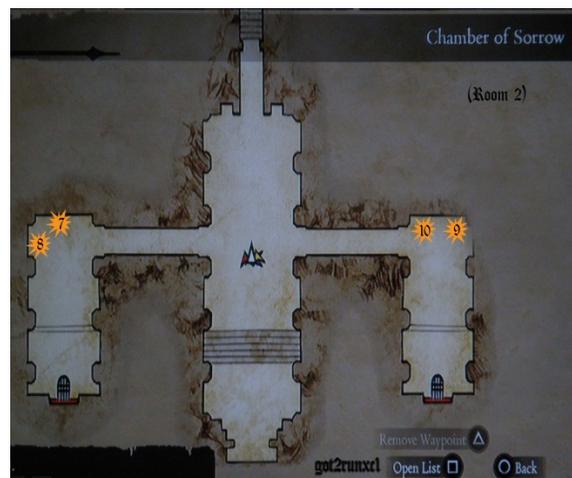
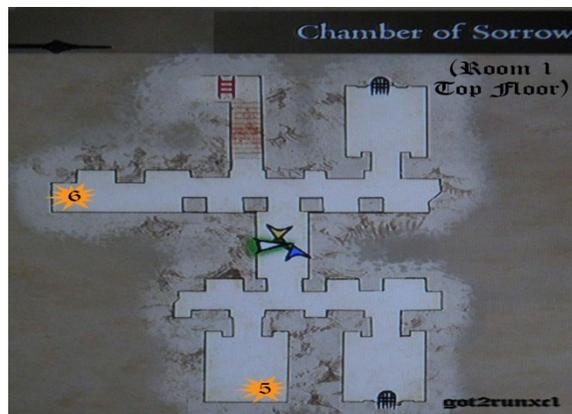
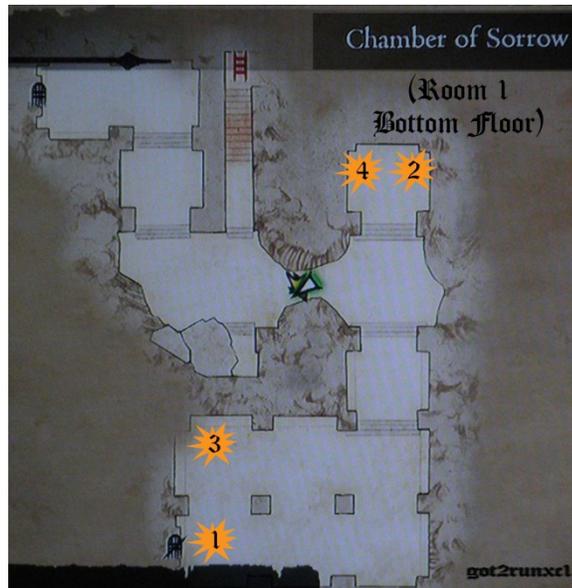
- 5% Dignified Cape
- 2% Burnished Bracers
- 2% Grisly Bone Armor
- 2% Dragonroar
- 2% Savage Fang

### Chest 6

- 5% Herald's Helix
- 2% Twilight Greaves
- 2% Golden Wristbands
- 2% Grisly Bracers
- 2% Dragon Knight's Cloak

### Chest 7

- 7% Crimson Robe
- 2% Dragonbeards
- 2% Diadem
- 2% Twilight Mask
- 2% Nebula Cape



#### Chest 8

- 5% Crossed Cinquedeas
- 2% Philosopher's Robe
- 2% Crimson Gauntlets
- 2% Grisly Greaves
- 2% Dragonblood

#### Chest 9

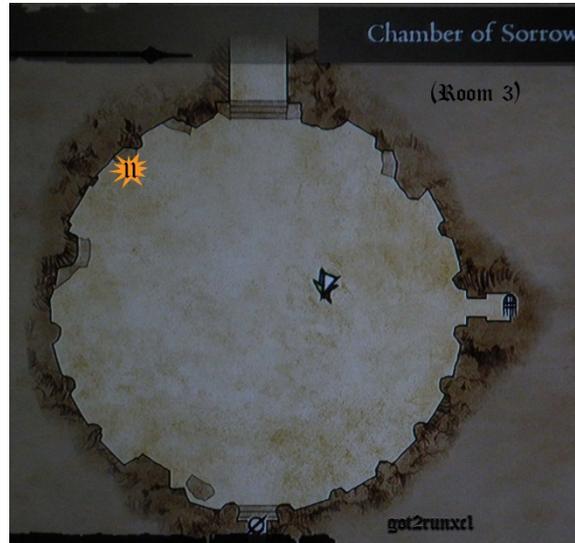
- 5% Autumn Hood
- 2% Bloody Thistle
- 2% Carmine Breeches
- 2% Dark Lorica
- 2% Ring of Pearl

#### Chest 10

- 5% Merloirean Greaves
- 2% Golden Lion Helm
- 2% Shadow Gauntlets
- 2% Dragonscale Arm
- 2% Benevolent Earring

#### Chest 11

- 5% Steel Gauntlets
- 2% Dragonblood
- 2% Dragon's Quickening
- 2% Crimson Plate
- 2% Gleaming Bangles



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### #13 Chamber of Resolution

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[CORS]

Amount of rooms: 2

Amount of chests: 4

- Room 1: 3

- Room 2: 1

Shop Availability: None

Enemies encountered:

- Room 1: Stout Undead, Giant Undead, Ogres (Bosses)

- Room 2: Geo Saurians, Saurian Sages, Cockatrice (Boss)

#### Battle Tips:

As soon as you enter the first room you will be greeted a several Stout and Giant Undead along with an Ogre. Use Holy-based attacks to quickly eliminate the Undead and then focus on the Ogre. Because this room is essentially split into three areas and each area contains an Ogre, it is possible for another Ogre to join the battle. Keeping focusing on only one target until it is down and then attack the other. The last thing you need is a couple of Ogres rampaging in a small confined area.

The second room contains several Geo Saurians, Saurians Sages and a Cockatrice. Focus your attacks on the Cockatrice and ignore the Saurians as they are not aggressive enough to attack you. Use Fire-based attacks on the Cockatrice and remember to stock up on items that cure petrification before fighting it.

**Chest Drops:**

**Chest 1**

- 5% Meloirean Cyclops Veil
- 2% Matte Robe
- 2% Grisly Bracers
- 2% Benevolent Earring
- 2% Shadow Greaves

**Chest 2**

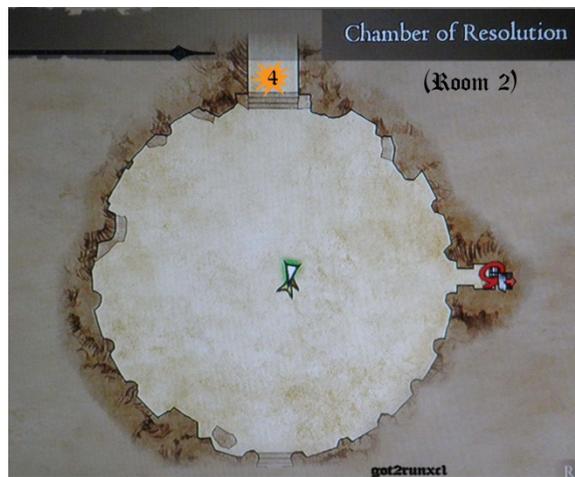
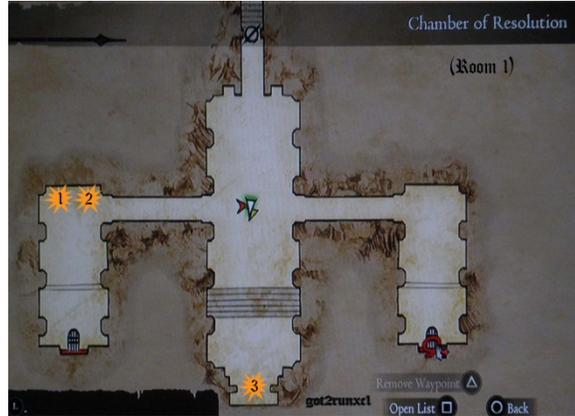
- 5% Steel Cuirass
- 2% Frigid Finger
- 2% Crimson Sabatons
- 2% Ring of Amethyst
- 2% Golden Lion Padding

**Chest 3**

- 5% Stalwart Earring
- 2% Dragon's Pain
- 2% Twilight Manicae
- 2% Ring of Sapphire
- 2% Dragon Knight's Helm

**Chest 4**

- 5% Steel Sallet
- 2% Dragonroar
- 2% Wounded Heart
- 2% Twilight Greaves
- 2% Crimson Gauntlets



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**#14 Chamber of Inspiration** **[COIN]**

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- Amount of rooms: 1
- Amount of chests: 1
  - Room 1: 1
- Shop Availability: None
- Enemies encountered:
  - Room 1: Phantasm, Skeleton Sorcerers

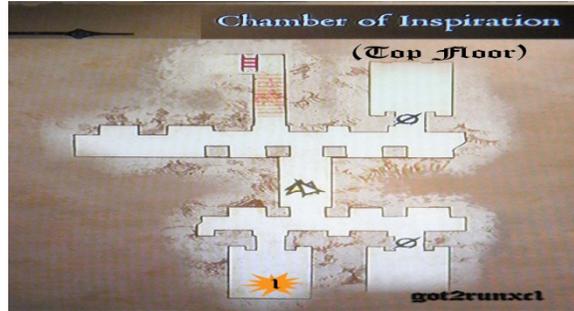
**Battle Tips:**

Another room where Holy-based attacks will make quick work out of the enemies. Attack the Skeleton Sorcerers first so that they don't pester you with spells.

**Chest Drops:**

Chest 1

- 5% Saving Grace
- 2% Dark Buckler
- 2% Dragonroar
- 2% Red Dragon Scale
- 2% Ring of Ruby



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**#15 Chamber of Hope**

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[COHO]

Amount of rooms: 2

Amount of chests: 11

- Room 1: 2
- Room 2: 9 (3 on Top Floor/6 on Bottom Floor)

Shop Availability: None

Enemies encountered:

- Room 1: Hellhounds, Stout Undead
- Room 2: Skeleton Sorcerers, Gorechimera

**Battle Tips:**

In the first room use Holy-based attacks to defeat the Stout Undead and then take out the two Hellhounds.

The second room may seem easy but the environment is not friendly. You begin on the top floor and that is precisely where the Gorechimera is located. If you feel confident enough you can wait until it enters your area and then attack it in the tight space or you can quickly run to the bottom floor and fight it there with a little more breathing room. There are also several Skeleton Sorcerers around which can provide a nuisance if not dealt with immediately.

**Chest Drops:**

Chest 1

- 5% Divine Surcoat
- 2% Twilight Mask
- 2% Gleaming Bangles
- 2% Berserkin
- 2% Grisly Greaves

### Chest 2

- 5% Meloirean Helm
- 2% Grisly Skull
- 2% Crimson Plate
- 2% Exotic High Boots
- 2% Ring of Pearl

### Chest 3

- 5% Feral Cape
- 2% Barbarian Chief's Helm
- 2% Twilight Greaves
- 2% Dragon's Pain
- 2% Savage Fang
- 2% Diadem

### Chest 4

- 5% Dragon's Den
- 2% Benevolent Earring
- 2% Sable Sentinel
- 2% Crimson Armet
- 2% Golden Wristbands

### Chest 5

- 5% Dignified Cape
- 2% Dragon's Risen
- 2% Burnished Bracers
- 2% Lordly Cloak
- 2% Dark Lorica

### Chest 6

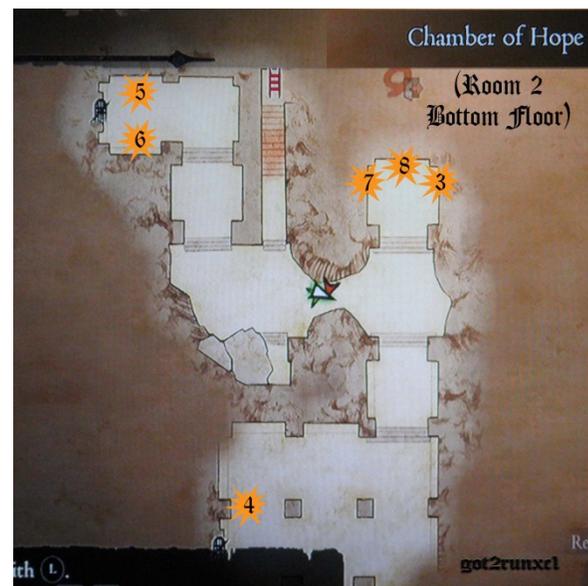
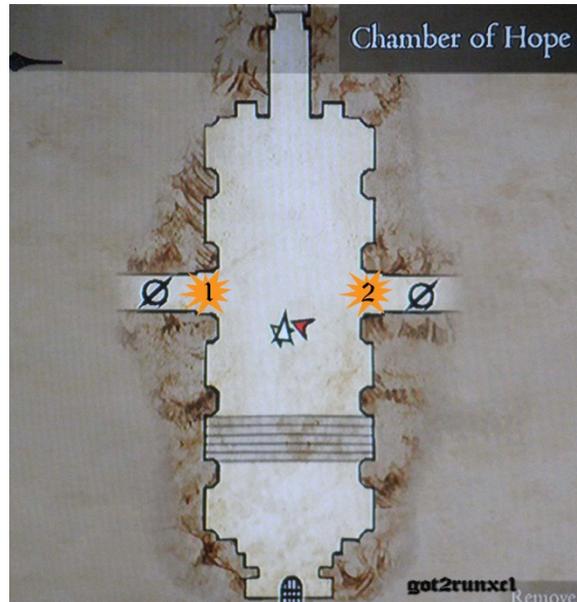
- 5% Solar Providence
- 5% Royal Mantle
- 2% Frigid Finger
- 2% Fey Whisper
- 2% Dragonbeards
- 2% Dragon Knight's Helm

### Chest 7

- 5% Sultry Cowl
- 2% Bloody Thistle
- 2% Lordly Cloak
- 2% Carmine Breeches
- 2% Golden Lion Padding

### Chest 8

- 5% Threaded Cudgel
- 2% Wounded Heart
- 2% Dark Buckler
- 2% Philosopher's Robe
- 2% Grisly Skull



#### Chest 9

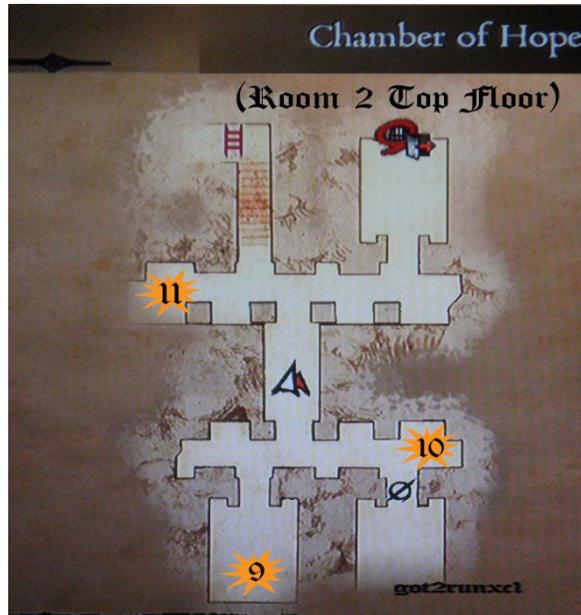
- 5% Herald's Helix
- 2% Dragon's Quickening
- 2% Dragon Knight's Cloak
- 2% Golden Lion Helm
- 2% Ring of Onyx

#### Chest 10

- 5% Sultry Pareo
- 2% Carnation
- 2% Shadow Greaves
- 2% Dragonscale Arm
- 2% Nebula Cape

#### Chest 11

- 5% Meloirean Plate
- 2% Dragon's Presence
- 2% Sage's Hood
- 2% Grisly Bone Armor
- 2% Holy Cuisse



There is also a chest on the North end of the entrance to enter the Chamber of Hope.

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### General Tips

[GNTP]

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#### ***Here are some good tips to go by when dealing with the Everfall:***

- Always rest up before going. No point in going in at half-strength when the innkeeper is close to an entrance to the Everfall.
- Only take items that you need. Plan ahead to which chambers you are going to take the proper cures. Petrification is the most harmful status ailment and can be prevented with preparation.
- Travel light, don't take more than you need. You don't need a Lantern or flasks of oil as there are plenty of torches to light up the chambers.
- When trying to land on a ledge leading to a chamber press the grab button when close to the ledge to land safely without hurting yourself. Saving your Health for the chambers is crucial, especially for the bosses. (Credit to Gigz Snowe)
- If you need to run away, do it. Don't try and be a hero when you are overwhelmed. Chamber of Apprehension and Chamber of Fate are two examples of groups of monsters that can overwhelm.
- Use different Pawn setups to take advantage of the enemies. If you fight Undead have a Pawn that knows Holy Boon/Holy Affinity. Take note of the enemies' weaknesses and exploit them.

- Change your own vocation to better suit the fight. In taking on the Archydra or the Ur-Dragon, Mages are not going to be too effective. Consider switching to a physical vocation to climb up these massive monsters and attack the weak spots.

- Take advantage of augments that increase attributes at nighttime. Since all the Everfall Chambers are indoors anyways it doesn't matter what time of day it is. Bloodlust is a great augment to have on any physical attacker.

- When farming chests its best to save before you open. That way if you don't get what you want just use Godsbane to kill yourself to reset the chest.

- When farming chests if you go in and out of the doors the chests will reset. You can't have pick up any items out of the chests.

- Chest respawns take 4 (ingame) days.

- Pick up all the items. You never know what you might actually find and while there are some static items throughout the Everfall Chambers you may find something new every now and then. Some items you can find on a regular basis include items to recover Health and/or Stamina.

- The items you can't use you can sell. All the materials dropped by monsters can be sold for several thousand Gold. If the item is considered "a rarity" sell those items to Fournival (if still innocent) for a small increase of profit.

- Wakestones and Wakestone Shards drop very often in the Everfall Chambers. Normal enemies usually drop the Wakestone Shards and boss monsters drop at least 2 Wakestones. You can also find Wakestone Shards in treasure chests. Once you return to Gran Soren you can sell each completed Wakestone for 30,000 Gold each. Consider that the Ur-Dragon (Offline and Online) drops 20 Wakestones when defeated, that makes a profit of 600,000 Gold.

- There is no need to take a Ferrystone since you can return to the surface without one. When falling down the Everfall, pass the final chamber so that you get teleported back to the top of the fall. You can then land on the first ledge (upper right-hand corner). Follow the path back up the stairs to the Pawn Guild.

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**Frequently Asked Questions**

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**[FAQZ]**

None yet!

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**Contact**  
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[CNAT]

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