

Tales of Symphonia - Dawn of the New World: Getting Monsters to have 9999 A.Atk for NG+ Speedruns

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Guide to running NG+:

https://docs.google.com/document/d/12jSPT2_mrc7XJueHr_IFpHwAAMbtsn9DQIb_fbY4dts/edit?usp=sharing

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WARNING:

Setting your monsters up like this for NG+ speedruns means they will be able to hit enemies very hard, and thus end required battles quickly. However, they will also have lower stats in other areas. The biggest areas of concern here are in the HP, P.Def, and A.Def stats. It can affect their maximum SP as well. Keep this in mind before you decide that you want to go through with this!

What you need:

- **A file that already has Unknown difficulty unlocked, the 10x Bonus EXP NG+ Bonus, and is at least in the middle of Chapter 8.**
 - *This isn't specifically required; however, it will greatly speed up the process of getting this done. For the purposes of this guide, it will assume that you are at least this far so it can help speed up the process of this.*
 - *Ideally, it should be at the end of Chapter 8 so all the file needs to do after prepping the monsters for an NG+ speedrun is to finish that playthrough.*
- **Several 'Arcanum Wings' statues**
 - *Synthesized by Quality Stone, with 1 Chicken Bones, 1 Harpy's Feather, and 1 Philosopher's Stone each.*
 - *Depending on how many monsters you'd like to build in this fashion at once, you will need anywhere from 2 to 6 of these.*
- **1 each of most of the other statues depending on your monster's class**
 - *You do NOT need Damnation, Bright Flame, or Jihad unless you really want to emphasize P.Def, P.Atk, or A.Def, respectively. There's no recommended Free-Form or Dragon Class monsters for this, and the only recommended Magical Beings are the artificial summon spirit monsters, which don't need Jihad to do this. You can also use Feral Shadow or Innocent Blood to emphasize P.Atk or A.Def instead, respectively.*
 - *Some monsters can only be gotten via Statue Evolution. Especially notable with a majority of the monsters that work well with this.*
 - **Ground Breaker for Plants**
 - **Feral Shadow for Beasts**
 - **Edge Walker for Insects**
 - **Arcanum Wings for Birds**
 - **Innocent Blood for Aquatics**
 - **Lord of Chaos for Demons**
 - **Heart Warden for Ghosts**
- **Several 'Message: Sage' items**
 - *Gives a monster the ability to have the A.Atk Increase 2 Skill equipped.*
 - *You can find these in chests in A-Rank or S-Rank Quests in Katz Guild.*
 - *If you know for sure that the monsters you plan on using can learn the A.Atk Increase 2 Skill naturally somewhere in their evolution family, then you won't need Message: Sage for that monster.*
- **The monsters you plan on using to cast spells for your NG+ Speedrun**
- **All monster grimoires that you plan on using for your monsters**
 - *See Pages 13 and 14 in this guide for the full list.*

Monsters that work well and their Element, Class & Max Potential Level:

- **Mandocello (Earth, Plant, 200)**
 - *Mandocello can learn the skill Glory, which allows it to avoid staggering outside of Critical Hits. It also gets Earth Elemental Spells naturally, meaning you don't need to give it as many arte-learning grimoires.*
- **Lailah (Light, Plant, 200)**
 - *Lailah is the best Light Elemental Monster to use in NewGame+ speed runs since it's one of only two Light monsters that can reach LV200. Unlike the Bakunawa though, Lailah can pretty easily reach 9999 A.Atk, which helps in defeating Lloyd with 1 Unison Attack in Chapter 1. Plus, Lailah learns Speed Cast 1 while leveling up. Should you choose Lailah, make sure you also have it be a Puck beforehand. This allows Lailah to be able to use the spell Cyclone.*
- **Wolf Heddin (Ice, Beast, 200)**
 - *Wolf Heddin can also hit hard physically should you choose to use it and put emphasis on both P.Atk and A.Atk. It also has among the best mobility for monsters in the game, allowing it to approach and hit quickly using its P.Atk. Just keep in mind that it cannot learn any spells naturally, meaning you need the grimoires to teach it such.*
- **Galf Beast (Lightning, Beast, 200)**
 - *Galf Beast also has good mobility and can hit hard on both sides of the attacking spectrum with proper emphasis. Like Wolf Heddin, just keep in mind that it can't learn any spells naturally, meaning you need to rely on grimoires to teach spells to Galf Beast.*
- **Hippogryph (Darkness, Beast, 100) [Honorable mention]**
 - *It's not recommended as much to use the Hippogryph. It requires Feral Shadow to become such, which makes A.Atk emphasizing more difficult. It's almost impossible for it to reach 9999 A.Atk without 2 Arcanum Wings since its max level is 100. However, it gets an honorable mention because it learns some spells and you can still have it with a pretty large A.Atk stat if you're willing to overlook the flaws. Most importantly, it's the only monster in the game that can learn Speed Cast 3. This makes its spellcasting incredibly fast when equipped with 2 Lord of Chaos statues.*
- **Popsickle (Lightning, Insect, 200)**
 - *Popsickle can set up combos well thanks to its evolution family learning Add Combo skills, and it also has decent mobility. With good emphasis on both attacks, it can hit hard on both sides. Keep in mind that it also can't learn any spells naturally, so you will need to rely on grimoires to teach Popsickle the spells that it needs. You may also need to give this monster a Message: Warlord for it to learn P.Atk Increase 2.*

- **Fenia (Fire, Bird, 100)**
 - Should you choose Fenia, make sure you also have it be an Aello and Seiren at some point as well. This way your Fenia will also be able to have the spell Bloody Howling. Fenia's evolutionary family also learns Speed Cast 1 naturally, so it can cast spells slightly faster. Fenia is worth giving a try, despite some competition. Fenia can increase her own A.Atk with the Firefly arte, and all of her attacks, even basic ones, use her A.Atk stat.
- **Aello (Darkness, Bird, 100)**
 - Should you choose Aello, make sure you also have it be a Fenia and Seiren at some point as well. This way your Aello will also be able to have the spells Explode and Blazing Hearts. Aello's evolutionary family also learns Speed Cast 1 naturally, so it can cast spells slightly faster. Aello is a good support monster thanks to the arte Twilight Call, which increases all allies' A.Atk and A.Def, as well as Boiling Blood to increase all allies' P.Atk.
- **Rusalka (Darkness, Aquatic, 200)**
 - Should you choose Rusalka, make sure you also have it be a Nixie and an Asrai at some point as well. This way your Rusalka will also be able to have the spells Blessed Drops and Absolute. Rusalka is a good support monster due to its ability to use Seizing Song, which increases all allies' P.Atk. Use it with Wolf Heddin or Galf Beast; both of them can be good as both a physical attacker & a spellcaster with proper stat emphasis.
- **Vroom (Fire, Demon, 200)**
 - Should you choose Vroom, make sure you have it be a Pit Fiend, Cacodemon, and Pied Piper as well. This expands its array of spells to include the other options from its evolutionary family. Vroom can also learn Meteor Storm while leveling up, and its arte Fatal Roar lets it cast Explode around itself.
- **Sword Dancer (Fire, Ghost, 200)**
 - Sword Dancer can hit hard both physically and with spellcasting with proper emphasis thanks to having hard-hitting physical artes. Just keep in mind that its evolutionary family can't learn any spells, so you will need the appropriate grimoires to teach said spells. You may need to give this monster Message: Warlord for it to learn P.Atk Increase 2 as well.
- **Ravenous (Darkness, Ghost, 200)**
 - Ravenous is arguably the easiest monster to reach 9999 A.Atk in the game, due to it being able to have all 3 A.Atk Increase Skills naturally. Also, the other parts of its evolutionary family learn other spells in which it can then utilize for itself. Most notably, it gets Ground Dasher from Grave Digger & it learns Bloody Howling by leveling up itself.

- **Igniter, Muzzler, Liberator, Enforcer, Thinker, Punisher, Purger, Awakener (Fire, Ice, Light, Earth, Water, Darkness, Wind, and Lightning, respectively: Magical Being, 100)**
 - *Known as the Artificial Summon Spirit Monsters, all of them can be lumped as one group since they are all here for the same reasons. Some reasons to use them include:*
 - ***They all get A.Atk Increase 1 while leveling up, which makes A.Atk emphasizing even easier.***
 - *Muzzler is the easiest for this though, since it's the only one that also gets A.Atk Increase 3.*
 - ***They're easy to level up for this, since they have a max level of just 100 and they only evolve into themselves.***
 - ***They learn spells of their own element, which lets them each use spells that's unique to them.***
 - *Be warned though: aside from the Muzzler, they will also be pretty frail by doing this. For example, the Purger that Lotus_RT got doing this process has an A.Atk stat of 9945 with just its A.Atk Increase Skills (1 & 2). It's monstrous; but in return, it has a max HP of only 4512, a P.Def of 553, and an A.Def of 1042.*

Preparing to Emphasize the A.Atk for Monsters for NG+ Prep

- **If you haven't already done so, go through all of the other evolution lines for each of your monster(s) at least once without anything equipped, and then evolve them back to the base form.**
 - *Get the monster's level to the maximum before doing each evolution. This maximizes the stat that will be retained upon each evolution.*
 - *For an example on this, evolve Ghost into Undertaker when it's level 25. Then evolve Undertaker into Grave Digger when it's level 50. Then evolve it back to Ghost when it's level 100. After that, evolve Ghost into Haunt when it's level 25, then into Banshee when Haunt reaches Level 50. When Banshee reaches level 100, equip Heart Warden & then evolve Banshee into Ravenous. After that, unequip Heart Warden. When Ravenous reaches level 200, evolve it back into Ghost & then it will be ready for this.*
- **Equip 2 Arcanum Wings to the monster(s) whose A.Atk you would like to put emphasis on.**
 - *If you're using Galf Beast, Wolf Heddin, Popsickle, or Sword Dancer, equip 1 Arcanum Wings and 1 Feral Shadow to them instead. You want to emphasize both P.Atk and A.Atk for them.*
- **If your monster(s) of choice do not learn A.Atk Increase 2 naturally within their evolution family, then use Message: Sage on those monster(s).**
- **Equip the newly acquired A.Atk Increase 2 Skill to each of your monster(s).**
 - *If your monster(s) learn any other A.Atk Increase Skills naturally within their evolution family, then equip all of those as well.*

Training the Artificial Summon Spirit Monsters

- Go to Gladsheim and train until the artificial summon spirit monster(s) reach level 100.
- Evolve them to reset their level to 1, and re-equip the A.Atk Increase Skills.
 - *Pickled Vegetable works very well with these monsters since it makes every stat of theirs grow except for HP.*
- Repeat the process again until the monster(s) reach level 100 again. Feed them food that they love afterwards (*Pickled Vegetable works best*)
- Evolve them back again to reset their level to 1, and re-equip the A.Atk Increase Skills. Take note of what the A.Atk is currently with that monster when all the A.Atk Increases are equipped (*Around 3500 at level 1 is optimal*).
- Go to any place where you can train and NOT gain a lot of EXP very quickly (*i.e. the Dynasty Ruins*). Fight 1 enemy and win. Take note of how many levels they increased with that fight.
- Check the status of the monster to see their new A.Atk stat. Subtract that from what it was, then divide the difference by the number of levels grown. This is a gauge for when the monster will reach 9999 A.Atk with everything equipped.
 - *For example, say you had a Purger that started with 3500 A.Atk at level 1. The A.Atk which increases to 4500 at level 11; you subtract 3500 from 4500 to get an overall increase of 1000, then you divide 1000 by the number of levels grown. In this example, that number is 10, which nets an average increase of 100 to A.Atk. This example can be used as a gauge to predict that this Purger would have 9999 A.Atk with everything equipped by around level 66.*
- When the monster is within 1 level of reaching 9999 A.Atk, unequip the A.Atk Increase 1 skill.
- Level it up further until it's again within 1 level of reaching 9999 A.Atk. Then unequip A.Atk Increase 2, but reapply A.Atk Increase 1.
- Level it up further until it's again within 1 level of reaching 9999 A.Atk. Then unequip A.Atk Increase 1 again.
- Level it up further until it's again within 1 level of reaching 9999 A.Atk. Then unequip both statues, but reapply A.Atk Increase 1 and 2.
 - *As a note, a good place for this to be the case is at around Level 91.*
- If it's still not Level 100 by now, train it until it reaches Level 100.
- Feed the monster Pickled Vegetable. If you feel the stat is high enough now, then don't evolve it. Otherwise, evolve and repeat this process.
- Equip the monsters with any other Monster Grimoire you plan on using for them. (*See pages 13 and 14 in this guide for the full list*)

Training Fenia, Aello, and Hippogryph

- Train Harpy/Chimera with all necessary A.Atk Increases that you can give them until they reach 25.
- Give them food that they will love (*Omelet is best for Harpy's family, and Soup is best for Chimera's family*), and evolve them accordingly.
 - Harpy => Furie
 - Chimera => Griffin
- Reapply all A.Atk Increase skills again, then train Furie/Griffin until they reach level 50.
- Feed the same recipe above to them, and evolve them accordingly.
 - Furie => Aello
 - Furie => Fenia
 - Griffin => Hippogryph
 - Make sure you exchange one of the Arcanum Wings for Feral Shadow before you feed the Griffin. Otherwise you won't be able to evolve it into Hippogryph! After you evolve Griffin into Hippogryph, switch the Feral Shadow back for Arcanum Wings
- Train Fenia/Aello/Hippogryph in Gladsheim until they hit Level 100.
- Feed the same recipe above to them, & evolve to reset the evolution.
- Repeat the training for Harpy/Chimera and later for Furie/Griffin. Evolve to the same monsters as you did before, and reapply the A.Atk Increase Skills after each time you evolve them.
- Take note of what the A.Atk is currently with that monster when all the A.Atk Increases are equipped in their final form (~2300 is optimal at level 1.)
- Go to any place where you can train and NOT gain a lot of EXP very quickly (i.e. the Dynasty Ruins). Fight 1 enemy and win. Take note of how many levels they increased with that fight.
- Check the status of the monster to see their new A.Atk stat. Subtract that from what it was, then divide the difference by the number of levels grown. This is a gauge for when the monster will reach 9999 A.Atk with everything equipped.
 - For example, say you had a Fenia that started with 2700 A.Atk at level 1. The A.Atk increases to 3650 by level 11; subtract 2700 from 3650 to get an overall increase of 950, then you divide 950 by the number of levels grown. In this example, that number is 10, which nets an average increase of 95 to A.Atk. This example can be used as a gauge to predict that this Fenia would have 9999 A.Atk with everything equipped by around level 78.

- **When the monster is within 1 level of reaching 9999 A.Atk, unequip the A.Atk Increase 1 skill.**
 - *For the Hippogryph, either unequip a statue or unequip A.Atk Increase 2.*
- **Level it up further until it's again within 1 level of reaching 9999 A.Atk. Then unequip A.Atk Increase 2, but reapply A.Atk Increase 1.**
- **Level it up further until it's again within 1 level of reaching 9999 A.Atk. Then unequip A.Atk Increase 1 again.**
- **Level it up further until it's again within 1 level of reaching 9999 A.Atk. Then unequip both statues, but reapply A.Atk Increase 1 & 2.**
 - *You might not reach this step for the Hippogryph before it reaches level 100, since it requires Feral Shadow to become such.*
- **If it's still not Level 100 by now, train it until it reaches Level 100.**
- **Feed the monster the same recipe. If you feel the stat is high enough now, then don't evolve it. Otherwise, evolve and repeat this process.**
- **Equip the monsters with any other Monster Grimoire you plan on using for them. (See pages 13 and 14 in this guide for the full list)**

Training the Other Monsters that will do well

- **Train the base monster with all necessary A.Atk (and P.Atk as well, if you're going for the Wolf Heddin, Galf Beast, Popsickle, or Sword Dancer) Increases that you can give them until they reach 25.**
- **Give them food that they will love, and evolve them accordingly.**
 - **Your recipe choices are dependent on your chosen monsters. Try to go for food options that positively affect a lot of stats at once; such as Pickled Vegetable or Omelet.**
 - *Filifolia => Caeruria*
 - *Mandragora => Alraune*
 - *Bear => Grisley*
 - *Scorpion => Killer Mantis*
 - *Merrow => Nixie*
 - *Gremlin => Demon*
 - *Dullahan => Night Stalker*
 - *Ghost => Haunt*
- **Reapply all A.Atk (and P.Atk as well, if you're going for the Wolf Heddin, Galf Beast, Popsickle, or Sword Dancer) Increases again, then train the 2nd form monster until they reach level 50.**
- **Give them the same recipe that you gave before & evolve them accordingly.**
 - *Caeruria => Treant*
 - *Alraune => Korrigan*
 - *Grisley => Cave Bear*
 - *Grisley => Were Bear*
 - *Killer Mantis => Lumberjack*
 - *Nixie => Nereis*
 - *Demon => Archdemon*
 - *Night Stalker => Crusader*
 - *Haunt => Banshee*
- **Reapply all A.Atk (and P.Atk as well, if you're going for the Wolf Heddin, Galf Beast, Popsickle, or Sword Dancer) Increases again, then train the 3rd form monster until they reach level 100.**

- **Give them the same recipe that you gave before & evolve them accordingly. Also, make sure you replace one of the Arcanum Wings with the proper statue for your monster's class before you do any feeding for them (for the Popsickle or Sword Dancer, you can exchange either statue for the proper one).**
 - Treant => Mandocello [**Ground Breaker**]
 - Korrigan => Lailah [**Ground Breaker**]
 - Cave Bear => Galf Beast [**Feral Shadow**]
 - Were Bear => Wolf Heddin
 - **It's worth to note that you do not need Feral Shadow equipped to evolve the Were Bear into the Wolf Heddin.**
 - Lumberjack => Popsickle [**Edge Walker**]
 - Nereis => Rusalka [**Innocent Blood**]
 - Archdemon => Vroom [**Lord of Chaos**]
 - Crusader => Sword Dancer [**Heart Warden**]
 - Banshee => Ravenous [**Heart Warden**]
- **Take note of what the A.Atk is currently with that monster when all A.Atk Increases are equipped in their final form (1500-1700 is optimal at level 1.)**
 - For the Wolf Heddin, Galf Beast, Popsickle, and Sword Dancer, take note of both the P.Atk and A.Atk stats.
- **Go to Gladnheim. Fight 1 enemy and win. Take note of how many levels the monsters increased with that fight.**
 - You can go to Gladnheim for these monsters because they require way more experience to level up. It's easier to control it as a result since they won't level up nearly as much per fight.
- **Check the status of the monster(s) to see their new A.Atk stat. Subtract that from what it was. Divide the difference by the number of levels grown. This is a gauge for when the monster will reach 9999 A.Atk with everything equipped.**
 - For the Wolf Heddin, Galf Beast, Popsickle, and Sword Dancer, do this for both the P.Atk and A.Atk stats.
 - As an example, say you had a Mandocello that started with 1600 A.Atk at level 1. The A.Atk increases to 2260 at level 11; you subtract 1600 from 2260 to get an overall increase of 660, then you divide 660 by the number of levels grown. In this example, that number is 10, which nets an average increase of 66 to A.Atk. This example can be used as a gauge to predict that this Mandocello would have 9999 A.Atk with everything equipped by around level 130.

- **When the monster is within 1 level of reaching 9999 A.Atk, unequip the A.Atk Increase 1 skill.**
 - *If there is no A.Atk Increase 1, unequip an Arcanum Wings instead.*
 - ***For the Wolf Heddin, Galf Beast, Popsickle, and Sword Dancer, do this same process when the monster is within 1 level of reaching 9999 P.Atk. The only difference is that you're removing the Feral Shadow statue instead in this case if there is no P.Atk Increase 1.***
- **Level it up further until it's again within 1 level of reaching 9999 A.Atk. Then unequip A.Atk Increase 2, but reapply A.Atk Increase 1.**
 - *If there is no A.Atk Increase 1, skip this step.*
- **Level it up further until it's again within 1 level of reaching 9999 A.Atk. Then unequip A.Atk Increase 1 again.**
 - *If there is no A.Atk Increase 1, unequip the other Arcanum Wings. You should have just the A.Atk Increase 2 skill equipped at this point.*
- **Level it up further until it's again within 1 level of reaching 9999 A.Atk. Then unequip both statues, but reapply A.Atk Increase 1 & 2.**
 - *If there is no A.Atk Increase 1, skip this step.*
- **If it's still not Level 200 by now, train it until it reaches Level 200.**
- **Feed the monster the same recipe that you did in the previous times before. If you feel the attacking stat (or stats for the Wolf Heddin, Galf Beast, Popsickle, and Sword Dancer) is high enough now, then don't evolve it. Otherwise, evolve it back and repeat this process.**
 - *If you're going to run with a Lailah, make sure that it has 9999 A.Atk without any Arcanum Wings equipped after feeding it at this point. If it's not, repeat the evolution process. It's important for it to have the max A.Atk for the fight against Lloyd in Chapter 1 in this speedrun case.*
- **Equip the monsters with any other Monster Grimoire you plan on using for them. (See pages 13 and 14 in this guide for the full list)**

Monster Grimoires

If you're looking to teach your monsters specific skills or artes that they can't learn otherwise, this list is also here for you.

- **Undine's Whisper => First Aid** [Some shops, Synthesizable, Chests; B-Rank Quests in Katz Guild, Quest Award for D-Rank Quests in Katz Guild]
- **Undine's Affection => Heal** [Some shops, Synthesizable, Chests; B-Rank Quests in Katz Guild]
- **Undine's Charity => Recover** [Synthesizable, Chests; B-Rank Quests in Katz Guild]
- **Undine's Tears => Splash** [Chests; A-Rank & S-Rank Quests in Katz Guild]

- **Volt's Whim => Charge** [Synthesizable, Chests; B-Rank Quests in Katz Guild, Quest Award for C-Rank Quests]
- **Volt's Melancholy => Thunder Blade** [Synthesizable, Chests; A-Rank & S-Rank Quests in Katz Guild]

- **Gnome's Flip Out => Dispel** [Synthesizable, Chests; B-Rank Quests in Katz Guild, Quest Award for C-Rank Quests]
- **Gnome's Dust => Barrier** [Synthesizable, Chests; B-Rank Quests in Katz Guild]
- **Gnome's Dance => Stalagmite** [Synthesizable, Chests; A-Rank and S-Rank Quests in Katz Guild]
- **Gnome's Frustration => Gravity Well** [Chests; S-Rank Quests in Katz Guild]

- **Sylph's Circle => Healing Circle** [Synthesizable, Chests; A-Rank and S-Rank Quests in Katz Guild, Quest Award for A-Rank Quests]
- **Sylph's Mischief => Turbulence** [Dropped by Wind Master Prime, Synthesizable, Chests; A-Rank & S-Rank Quests in Katz Guild]

- **Efreet's Hammer => Eruption** [Synthesizable, Chests; A-Rank and S-Rank Quests in Katz Guild]
- **Efreet's Anger => Meteor Storm** [Chests; S-Rank Quests in Katz Guild, Steal Item from enemy Vroom]

- **Celsius' Sigh => Icicle Rain** [Synthesizable, Chests; A-Rank and S-Rank Quests in Katz Guild]
- **Shadow's Language => Scare Shot** [Synthesizable, Chests; B-Rank Quests in Katz Guild]
- **Shadow's Walk => Negative Gate** [Synthesizable, Chests; A-Rank & S-Rank Quests in Katz Guild, Steal Item from enemy Hippogryph]
- **Aska's Embrace => Resist** [Synthesizable, Chests; B-Rank Quests in Katz Guild, steal item from enemy Lailah]
- **Luna's Punishment => Prism Sword** [Quest Award for S-Rank Quests in Katz Guild, dropped by Pyanopsion]

MONSTER GRIMOIRES THAT TEACH SKILLS

- **Message: Artist => DEX Increase 2** [Chests; B-Rank Quests in Katz Guild, Steal Item from enemy Rusalka]
- **Message: Mental => TP Increase 2** [Chests; A-Rank Quests in Katz Guild, Steal Item from enemy Ravenous]
- **Message: Hawkeye => Item Finder 2** [Chests; B-Rank Quests in Katz Guild, Quest Award for B-Rank Quests in Katz Guild]
- **Message: Strength => HP Increase 2** [Chests; A-Rank Quests in Katz Guild]
- **Message: Warlord => P.Atk Increase 2** [Chests; A-Rank & S-Rank Quests in Katz Guild]
- **Message: Stronghold => P.Def Increase 2** [Chests; A-Rank & S-Rank Quests in Katz Guild]
- **Message: Sage => A.Atk Increase 2** [Chests; A-Rank & S-Rank Quests in Katz Guild]
- **Message: Fortress => A.Def Increase 2** [Chests; A-Rank & S-Rank Quests in Katz Guild]
- **Message: Fatal Blow => Critical 2** [Chests; A-Rank Quests in Katz Guild]
- **Message: Near Death => Resurrect** [Chests; S-Rank Quests in Katz Guild]