

Final Fantasy V Advance Sealed Temple FAQ

by Tsunao

Updated on Jul 6, 2008

Final Fantasy V Advance - Sealed Temple

Version 1.50

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What is this?

Typically a guide on going through the Sealed Temple. As for a map, I tried my hardest using the Notepad. I was doing the path of the currents, but due to some people that may get confused, I decided to just label their destinations.

Also, if you want more of a "video walkthrough", then try checking my YouTube channel:

<https://www.youtube.com/TheRagnarokSeeker>

As for playlist:

https://www.youtube.com/view_play_list?p=86F7D66393A6F8EC

It is 11 videos, as the dungeon really isn't THAT big. Oh, and don't expect a Neo-Shinryu fight. He is just too darn tough without abusing Rapid Fire and Dragon Lances. If you can't view YouTube...well, too bad. Like I actually go to other sites, and host my videos.

As for the videos:

--No Freelancer used ~ Unlike what I say in this guide, I decided to not use it, as it takes the fun out of the game.

--No Mime used ~ just like Freelancer, except in the magic department. Can you say "Dualcast Quick-Offense, Offense-Offense, Offense-Offense"? No fun in that.

--No Rapid Fire ~ I will say it alot in this guide, but that was back then when I used cheap tactics to beat a boss (like spamming Ultima on FFVI.)

Please note that some of the maps are a little off-scale. Blame the 79-80 character limit of FAQ standards.

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How to reach the Sealed Temple?

First off, you need a clear data. Beat the game and save after the credits roll. After saving, load your clear data and you will be outside near Tules. Head to where you got the Gladiator, Cannoneer, and Oracle class (provided that you got the 12 Legendary Weapons), which is S of the Phantom Village (there will be some bubbles or whatever).

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Before starting...

Be around Level 45 before starting. I entered around Level 41 and 42. Make sure you have full stock of items like Ethers, Phoenix Downs, and Hi-Potions. Carry Elixirs if you want, but they are expensive (who needs 'em. I don't). A suitable class to conquer the dungeon is the Freelancer (this is what I went through with). Ribbons can help. Mastered all Jobs, though it sounds like overkill and it is not necessary.

Some useful jobs I used:

Samurai (needed to equip Masamune), Thief or Ninja (needed to learn

Flee/Smoke), Blue Mage (can't go wrong with Blue Magic), Oracle (the Read Ahead ability, as it reduces random encounters), Ninja (yep. I said it again. This time, for Dual-Wield), any Mage class (you decide. I used mainly Time and White Mage)

Smoke or Flee ability. This can ensure that you run from annoying fights. Someone equipped with Masamune and Flee or Smoke. This can ensure that you flee quickly. Also the Read Ahead ability can decrease the random encounter rates.

My set-up is: (before mastering all Jobs)

Bartz: Masamune+Enhancer with Smoke and Blue

Lenna: Artemis Bow with Summon and Blue

Krile: Dragon Whisker+Defender with Dualcast and White

Faris: Excalibur+Holy Lance with Finisher and Time

Everyone: Crystal Armor, Ribbon, and Protect Ring (should've stolen that Genji Armor)

As for non-Freelancer (like in my videos):

Bartz: Samurai with Masamune + Flee/Smoke (takes care of those annoying random encounters with fast fleeing, due to Masamune's First Strike ability... or whatever)

Lenna: Time Mage with Black/Read Ahead (Read Ahead for those encounters)

Krile: Time Mage with Summon (I had her like this during the Neo Exdeath fight, so I left her as this)

Faris: Dragoon with Sprint/Blue (need a Blue Magic caster anyway. LOL)

Everyone equipped with Hermes Sandals. I didn't want to equip Ribbons, as that takes an ability slot to equip. Remember: I was going through the Sealed Temple without using Freelancer.

Don't send me "Why didn't you use Freelancer?" e-mail...or comments on my video.

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I. Walkthrough [WK]

--Cloister of the Dead [WX]

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Walkthrough [WK]

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TREASURES: Dark Matter x9, Elixir x8, Iron Draft, Goliath Tonic, Cottage x6, Turtle Shell x2, Fuma Shuriken x3, Buckshot x2, Blastshot x5, Blitzshot x9, Ether x4, Hero Cocktail x2, Holy Water x4, Phoenix Down x2, Water Scroll, Ash x4, Flame Scroll x2, Lightning Scroll, Vishnu Vest, Mace of Zeus, Gladius, Kagenui Sorcerer's Mantle, Hyper Wrist, Apocalypse, Royal Crown, Longinus, Coral Ring, Demon's Rod, Ribbon, Maximillian, Ultima Weapon, Mutsunokami, Robe of Lords

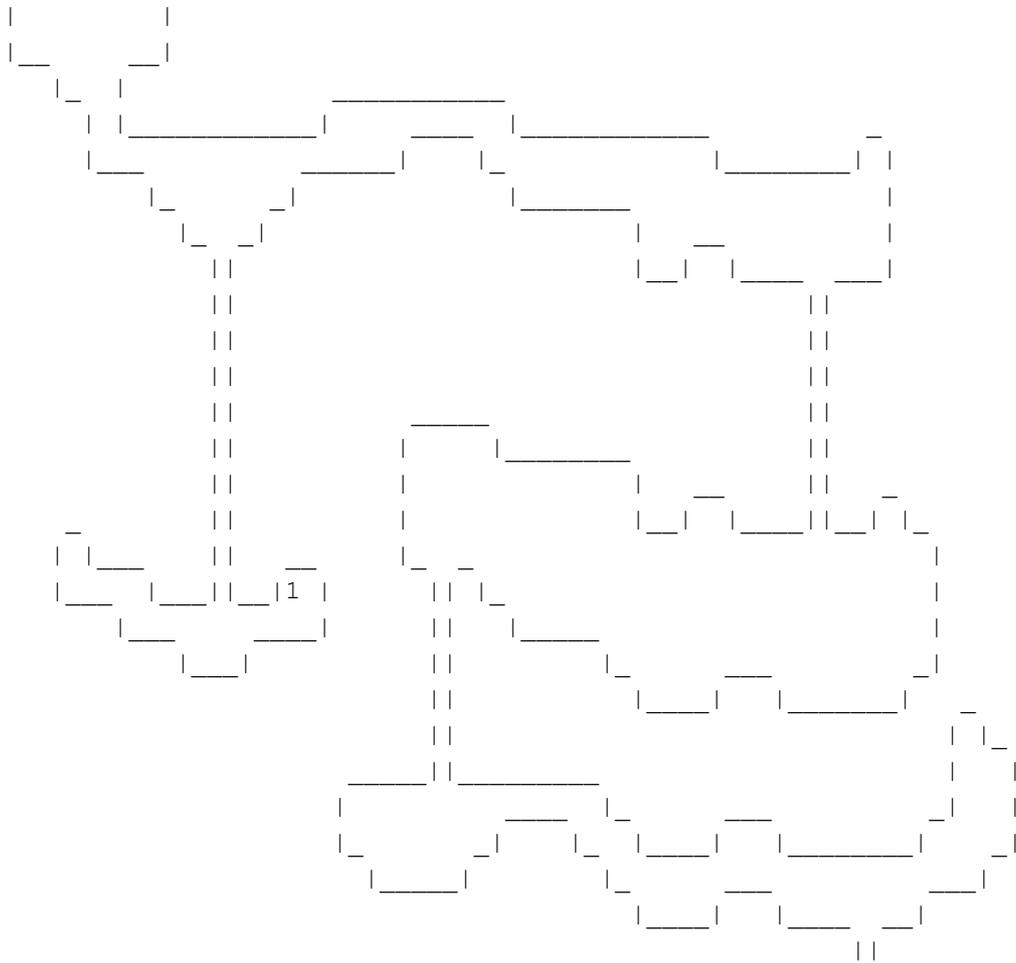
JOB ACQUIRED: Necromancer
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When you enter, go down through a door. Press the switch in the middle of the room and go through the door to the left. (I can't believe I didn't see the switch when I played the first time, before clearing). When you go through the door on the left, you will come across a save point. Go up and outside.

If you need to know which video covers which section, here is what each video covers:

Part 1: https://www.youtube.com/watch?v=rsl8yt_OhYY

-Covers beginning it, catching Behemoth soul, and stops right before the Gil Turtle boss fight.



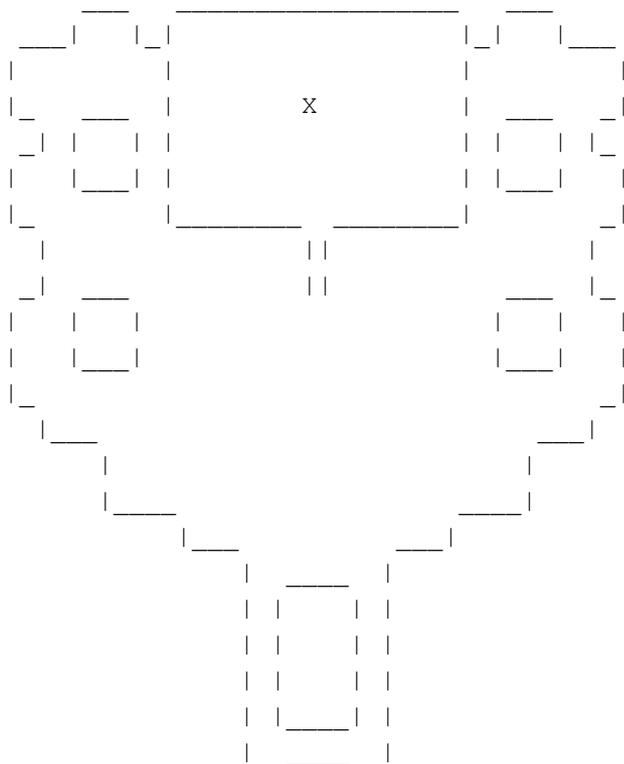
Hall of Watchman

TITAN'S GROTTO, B2:

--Have someone with !Catch. Why? You need it to catch a Behemoth. Catch a Behemoth. After catching (or catching it later), go down the stairs near the entrance to a chest containing an Elixir. Just follow the path and you will end up at the Ruined Shrine, Hall of Watchmen.

-Ruined Shrine-
Hall of Watchmen

X = Man who carries the
the potion to unpetrify
the statue

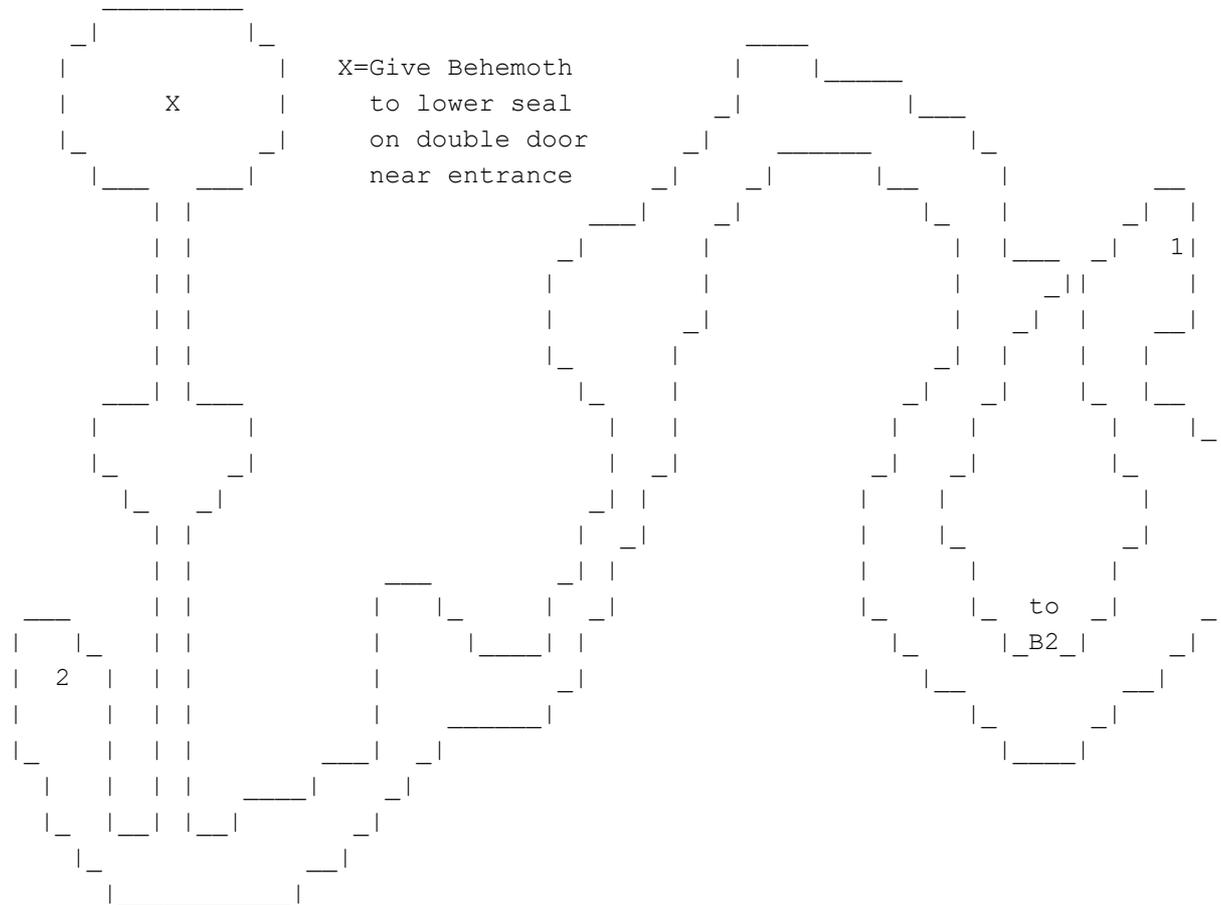


Carbuncle and bounce off Blizzaga to hit its weakness. If you have Curaga, you can use that, though it won't hurt as much vs. a weakness hit (multiplier FTW) Everytime Gil Turtle gets hit, it will counter with Turtle, which can cause Poison and hit twice. When it dies, it will use Earthquake (negated if Mighty Guard or Float is applied).

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After beating the boss, continue forward

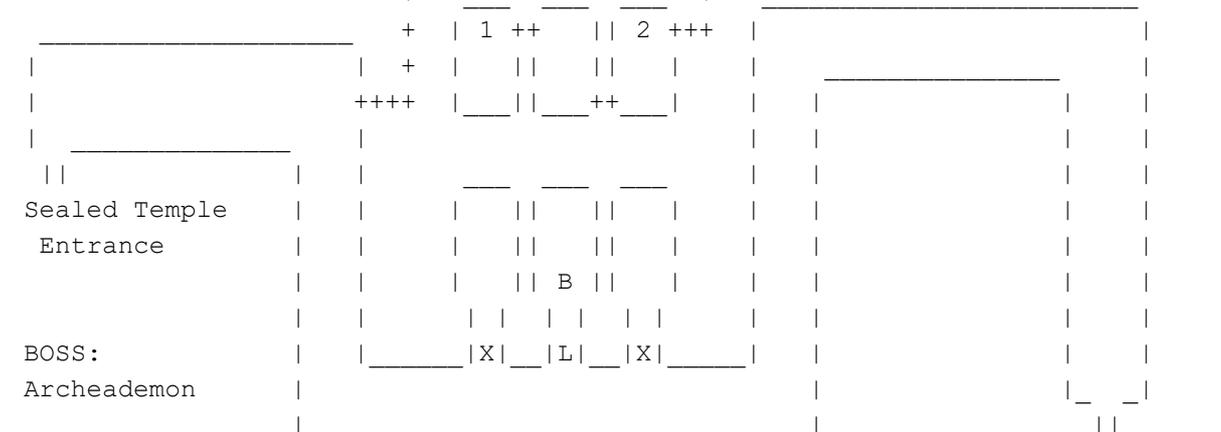
-River of Souls- ITEMS: (1) Cottage
 B3 (2) Fuma Shuriken



RIVER OF SOULS, B3:

--This area is straightforward. Take the left side to a chest containing a Cottage. Follow the path and you will see another chest with a Fuma Shuriken. Remember that Behemoth Soul? Talk to the man and he will ask for a Behemoth soul. Give it to him and he will unlock a seal on the sealed door near the entrance. Go all the way back.

-Sealed Temple- +++++ Items: (1) Buckshot
 Left side + + (2) Blast Shot
 + + +



BOSS:
 Archeademon

SEALED TEMPLE, LEFT SIDE:

--Go left and ignore the cell doors. The second door is locked. Go left and up and turn right through a secret passage. Follow it to some chests containing Blastshot and a Buckshot.

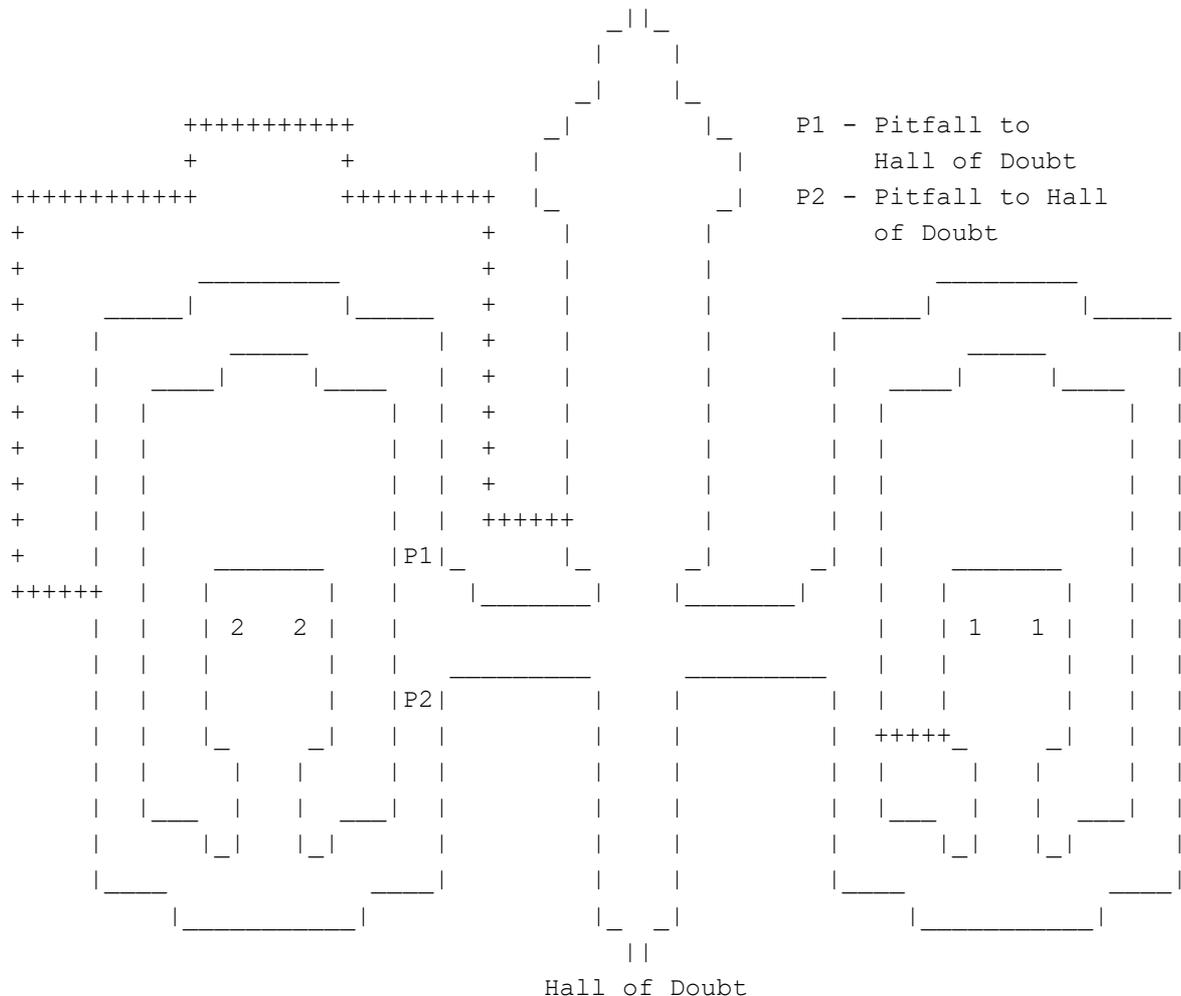
+It may be wise to go save your progress right now+

SEALED TEMPLE, RIGHT SIDE:

--Return here and go all the way to the left and go through the door to reach the Ruined Shrine, Hall of Souls

-Ruined Shrine- (1) Blastshot
Hall of Souls (2) Blitzshot

Sealed Temple Right Side

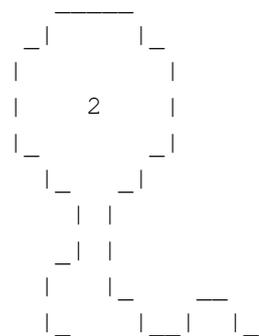


RUINED SHRINE, HALL OF SOULS:

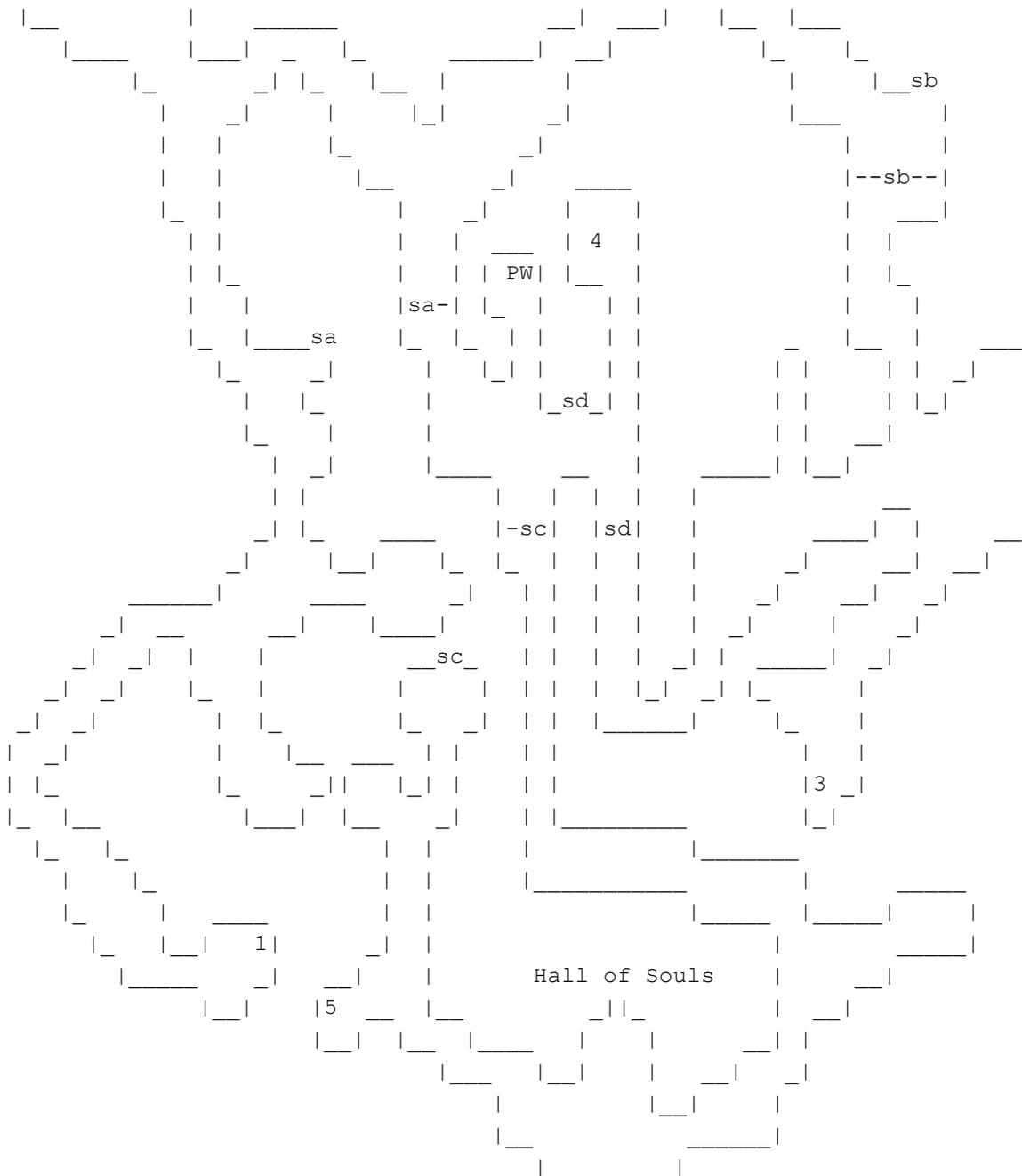
--Go down and right to 2 chests containing Blastshot. Go back and left through a secret passage to reach 2 chests containing Blitzshot. Go through the top pitfall, bottom pitfall, or the passage door to reach an area of the Hall of Doubt. (I took the top pit)

-Ruined Shrine-
Hall of Doubt

- (1) Blitzshot
- (2) Elixir
- (3) Dark Matter
- (4) Mace of Zeus
- (5) Ether



PW - Pitfall to Hall of Watchman



RUINED SHRINE, HALL OF DOUBT:

- If you took the bottom pitfall, you will land near the exit towards the Hall of Souls. I prefer the top pitfall. This is a sorta good area to solo level up. I suggest giving the solo party member the Vishnu Vest, Masamune, Reflect Ring, Rune Axe, and Smoke or Flee. Always try to fight the Dark Elementals. They cast nothing but magic and with the Rune Axe, it will always be a critical with the Rune Axe. Beware of the Chrono Controller and the Mini Satana party. Unless you want to be Charmed to death, always run. As a secondary, EXP Up or some type of magic ability. (I used White or Black). Berserk can be sorta good.
- Top pitfall - go right and down. Follow to a chest containing a Blitzshot. Backtrack and go up. Press the switch (switch -sa- on the map) to move the wall. Go up and go left to a chest containing an Elixir. Go all the way right to a switch (switch -sb-) to move the wall and going down to a chest containing Dark Matter. Backtrack and go left and down. Follow the passage up to a chest containing the Mace of Zeus. Go through the passage to the left and up through the hole.
- Bottom pitfall - press the nearby switch (switch -sc-) to move the wall. Go down and open the chest for an Ether. Pass the passage, which leads to the Hall of Souls, and follow the passage. Press the switch (switch -sd-) to move the wall again. Go right and up to a chest containing the Mace of Zeus (if you have it, don't bother). Go down through the passage, up, right, and then down to a chest containing Dark Matter (if you opened it, don't

bother). Go back and go through the left passage from the Mace of Zeus and go down the pit to the Hall of Watchman.

RUINED SHRINE, HALL OF WATCHMEN:

--Once again, nothing special...for now. Go left and follow to the River of Souls, B1.

RIVER OF SOULS, B1:

--Just go up from the starting point to reach the Sealed Temple, Left Side.

SEALED TEMPLE, LEFT SIDE:

--Just go left until you reach the exit.
+It may be wise to save your progress right now+

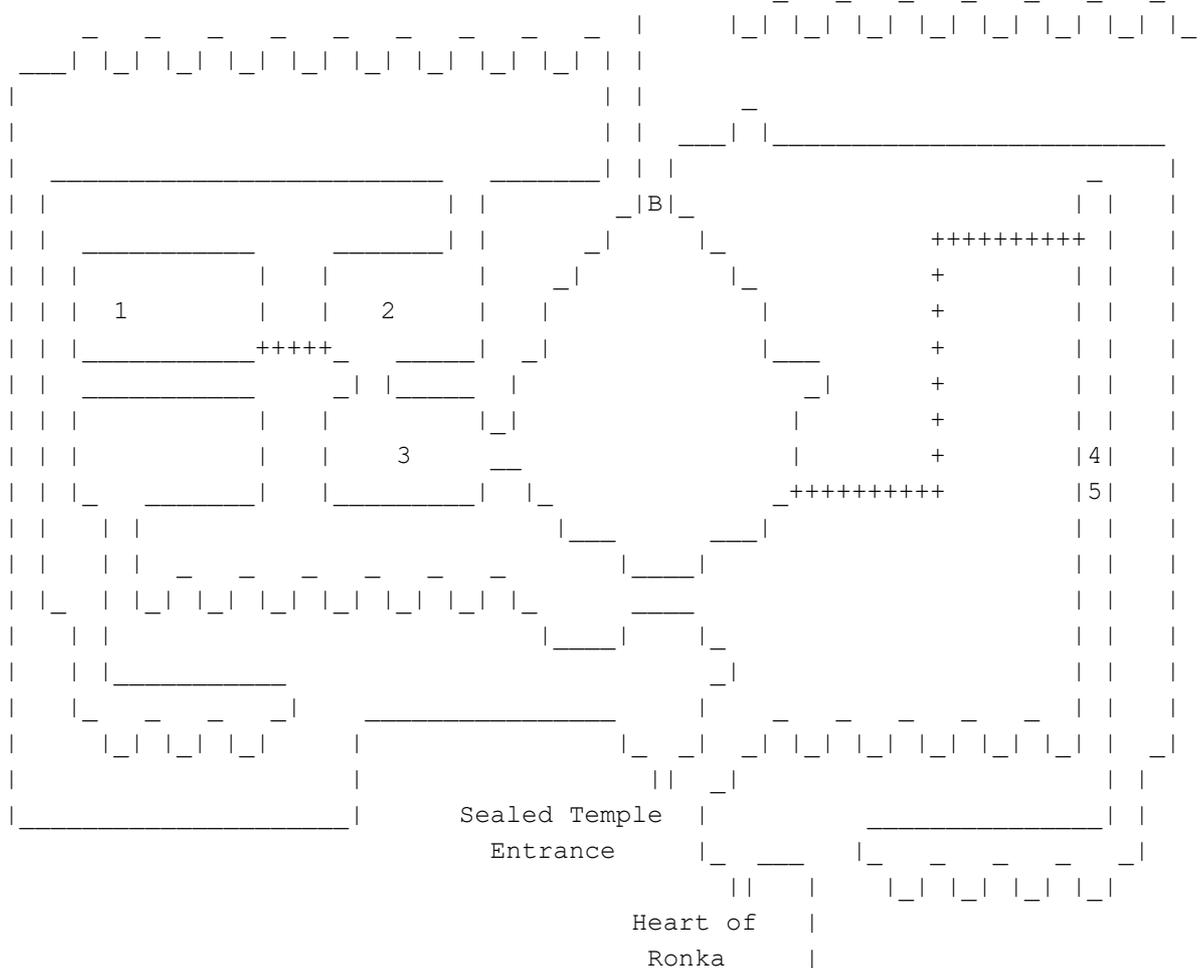
Whew...I think we reached some sort of check point now. If you didn't explore all of the Hall of Doubt, you can if you want. The center gate should be open now.

SEALED TEMPLE, ENTRANCE:

--Go through the center door.

-Sealed Temple-
Arena

- (1) Hero Cocktail
 - (2) Dark Matter
 - (3) Holy Water
 - (4) Gladius
 - (5) Ether
- BOSS:
Grand Aegis



SEALED TEMPLE, ARENA:

--Go left and down. Follow the path. Open the chest nearby for Dark Matter. Go left through a secret passage to a chest containing a Hero Cocktail. Go down to a chest containing Holy Water. Go right and take the secret passage

in the lower-right corner to a chest containing the Gladius. Go back and go up and examine the statue. Now it seems we have come to a roadblock, yes? This is what you do: Go to the Hall of Watchman. I think the easiest way to get to the Hall is by going through the Hall of Doubt. (I tested the Titan's Grotto, but it seemed a little too long.)

Before heading to Hall of Watchman, or before getting the poshun (Japanese...LOL), set up your party. For non-Freelancer, I had Bartz as a Samurai (for early Mighty Guard or Flee, thanks to Masamune), Lenna as White Mage (with Dualcast), Krile as Time Mage (with Summon), and Faris as Dragoon (with Blue Magic. I gave Bartz the Throw command) This is what I used. If you want to stick with Mime and Freelancer, well...stay Mime and Freelancer.

SEALED TEMPLE, HALL OF WATCHMAN:

--Go up and talk to the man. He will give you a potion to de-petrify the statue. But, it only lasts 5 minutes. If you have Read Ahead learned, equip it and make sure you have Thief mastered so you can reach the statue easily. With Sprint and Read Ahead, so can reach the double doors in about 15 to 20 seconds. You can save your game, but it will shave off a good 20 to 30 seconds and then more (maybe about 45 seconds). It maybe wise to save only once. Go through the double doors. make your way to the statue.

SEALED TEMPLE, ARENA:

--Make your way to the statue. Examine it to use the potion. All this stuff just for this: BOSS ENCOUNTER!

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BOSS: Grand Aevis	HP: 42,000
Dark Elemental x2	HP: 5,500

This boss is pretty difficult. The Grand Aevis uses Wing Attack, Zombie Powder, which Zombies one person, Poison Breath, which inflicts Poison and damage, Maelstrom, reduces party HP to near fatal, Zombie Breath, which Zombies and inflict damage, Paraclete, which revives a party member as a Zombie, Blaster, which instant kills a party member; stun if immune, and Breath Wing, which deals 1/4 of damage to HP. To make it even harder, it is accompanied by not 1, but 2 Dark Elementals that will revive if both are defeated. Try to get rid of one so that you can get rid of one source of healing done by White Wind. If you have no Ribbons equipped, the birdy/serpent-thingy will petrify a party member with Evil Eye. This boss can be very annoying, especially the whole Zombie issue. What you might need is someone with Dualcast and Dualcast Holy or Flare. Rapid Fire is also a good thing to use. Try to use Slowga, since the beast is pretty darn fast.

Here is my strategy:

I'm gonna assume you aren't using Freelancer or Mime. Bartz won't serve much of a role in this (could have gave him Blue when I was recording...). Lenna, with Dualcast as White Mage, will dish out alot of damage with Holy. Krile can help out with Bahamut (or QUick-Bahamut, though it is a little cheap...). Faris helps out with Blue Magic by casting Mighty Guard. It wasn't much, but I was able to defeat it while I was recording.

If you are, say, using Mime and Freelancer, well...multi-target attacks rule! Mime with Dualcast-Time-Black/white are the way to go (Rapid Fire won't be much help in my opinion)

=====

After taming the vicious beast, cure anyone who is a Zombie and retrace back to a save point. Go back to Arena (if you went back and save) and follow the passage. When you reach a fork take the upper-right to a chest containing an Ether. Go left to enter the Heart of Ronka, Treasure Room.

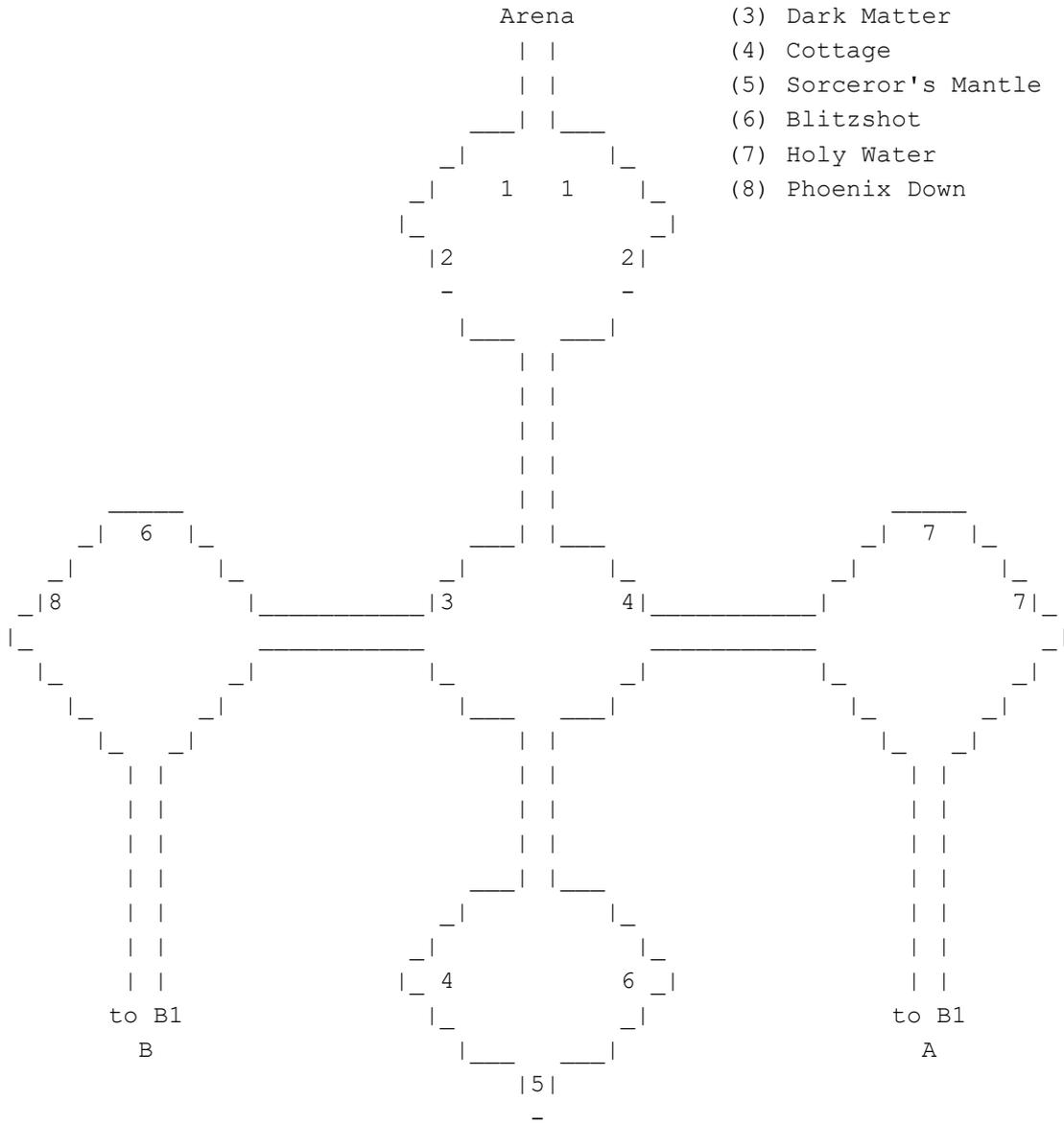
-Heart of Ronka-

(1) Ether

Treasure Room

Arena

- (2) Fuma Shuriken
- (3) Dark Matter
- (4) Cottage
- (5) Sorceror's Mantle
- (6) Blitzshot
- (7) Holy Water
- (8) Phoenix Down

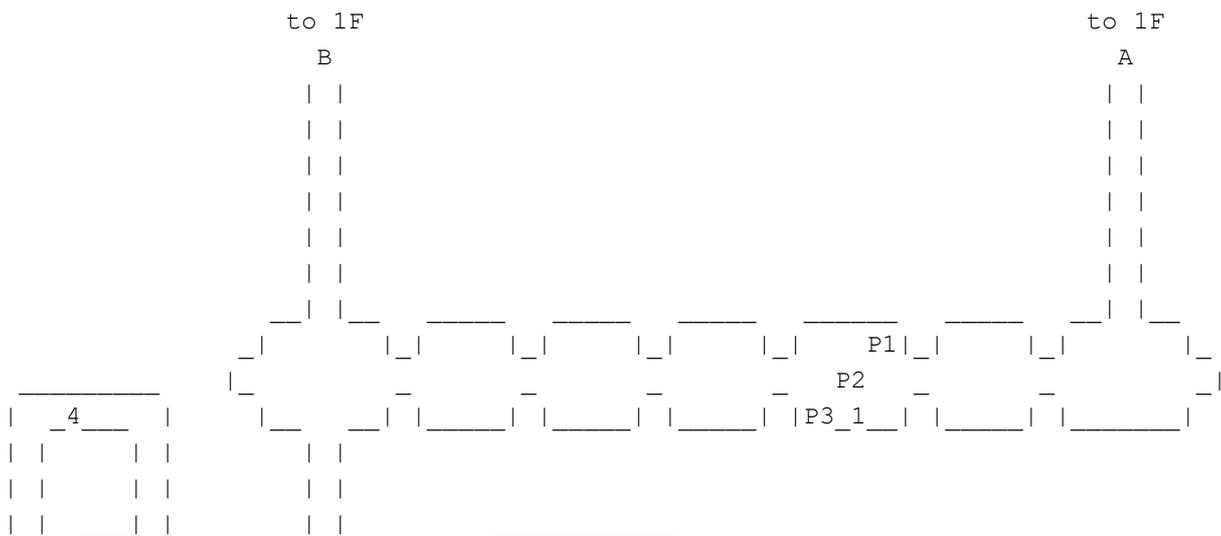


HEART OF RONKA, TREASURE ROOM:

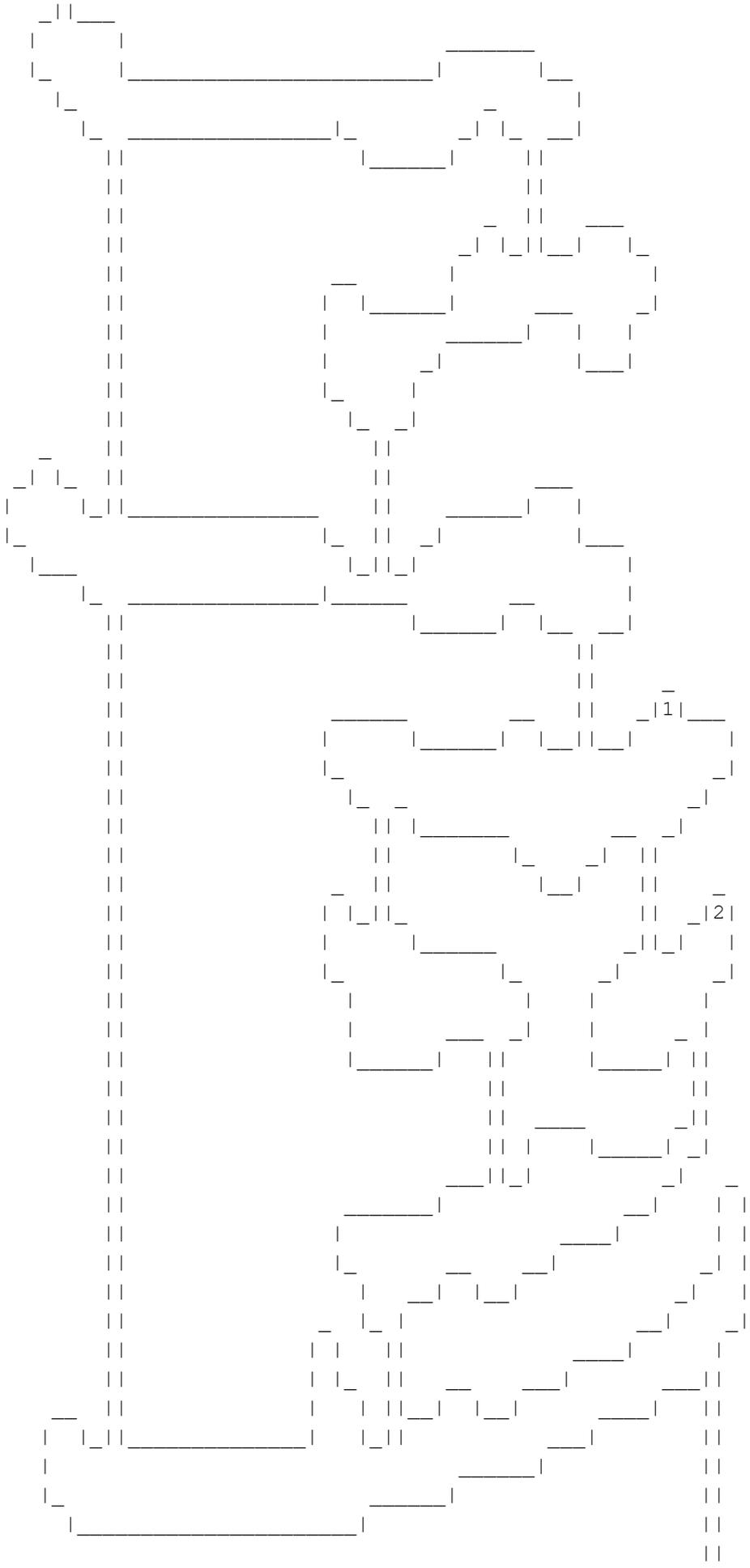
--Just open up the chests all around. Be sure to go through the right exit to get to a chest with the Kagenui. Then go through the left exit to continue forward.

-Heart of Ronka-

- B1 (1) Kagenui
- (2) Hyper Wrist
- (3) Blastshot
- (4) Buckshot



Heart of Ronka, B2



to B2

ABYSSAL FALLS, B1:

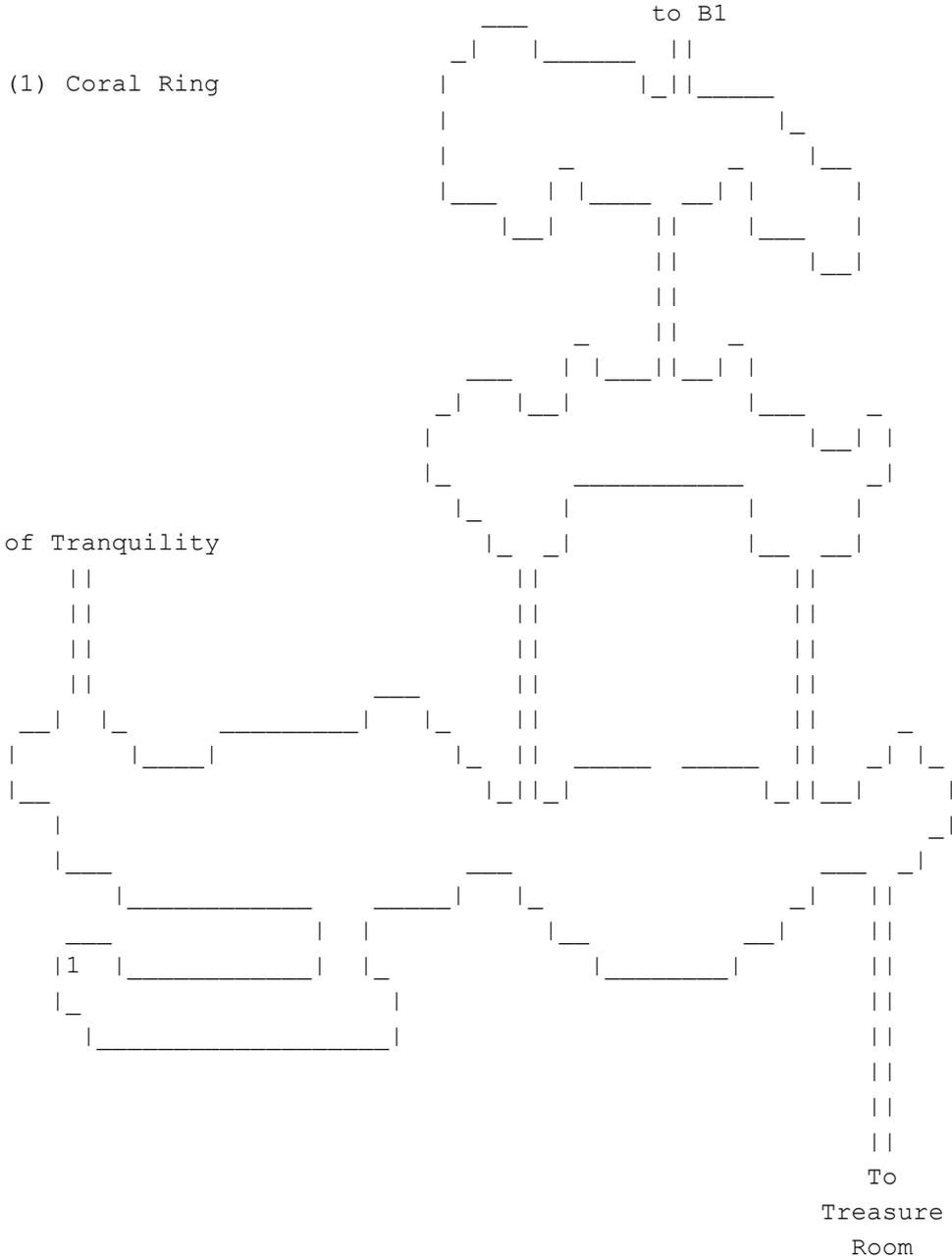
--Go to the right and follow the path down. Always stay to the right and be sure to open the chests that contains a Cottage and a Royal Crown.

-Abyssal Falls-

B2

(1) Coral Ring

Hall of Tranquility



ABYSSAL FALLS, B2:

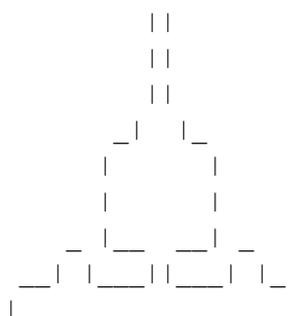
--Just go to the right and follow the path to reach the Treasure Room. To go farther, go to the left and follow the path. Avoid the passage with what looks like some sparkly thingy. To the left, there will be a waterfall. Go and left and open the chest containing a Coral Ring. Press the switch and quickly go up and then left. The passageway will take you to the Hall of Tranquility.

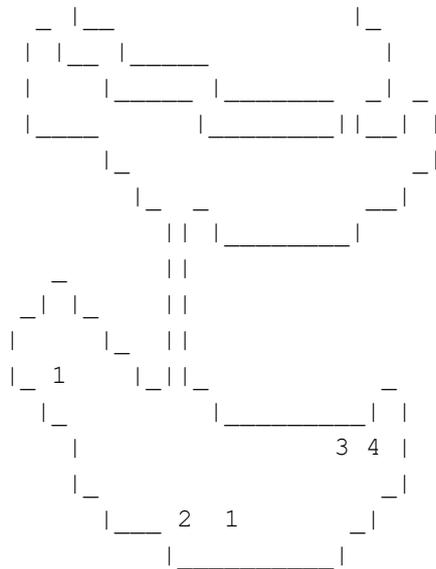
-Abyssal Falls-

Treasure Room

- (1) Dark Matter
- (2) Turtle Shell
- (3) Water Scroll
- (4) Cottage

To B2





ABYSSAL FALLS, TREASURE ROOM:

--Just go down and open the chests that contains Dark Matter, Cottage, Water Scroll, and a Turtle Shell.

-Abyssal Falls-

Hall of Tranquility

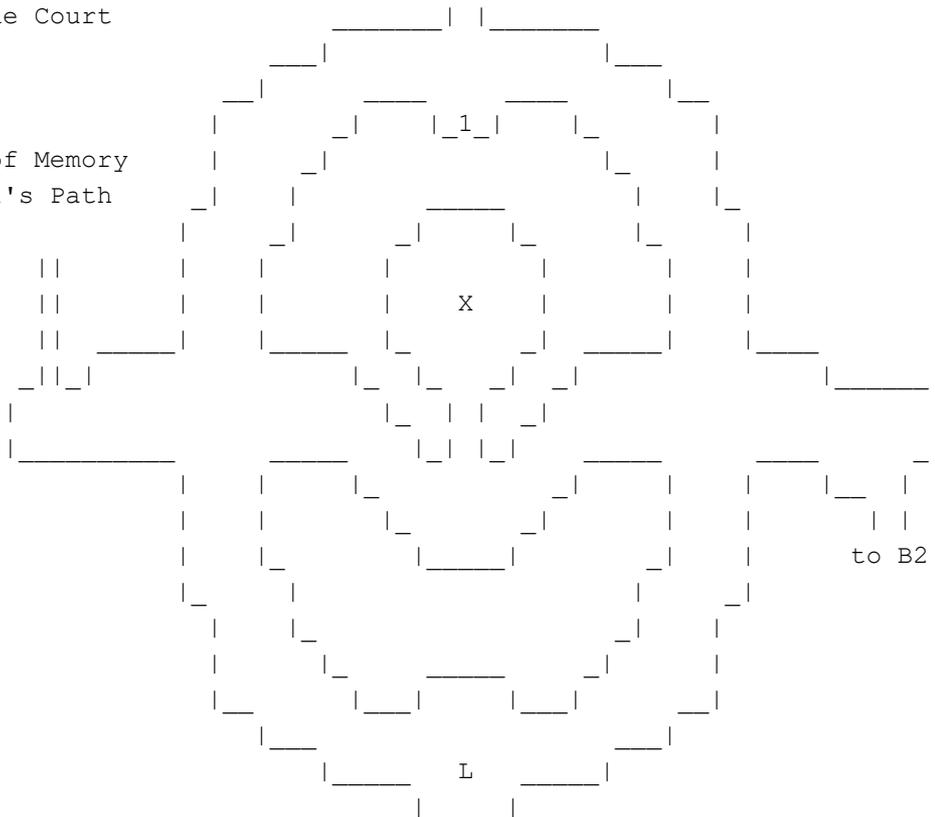
X - Talk to man to learn about the location of Neo Shinryu and Omega Mk.II; also gives key to locked door in Sealed Temple Left and fully restores party.

(1) Longinus

L - teleports to Lethe Court

To Save Point

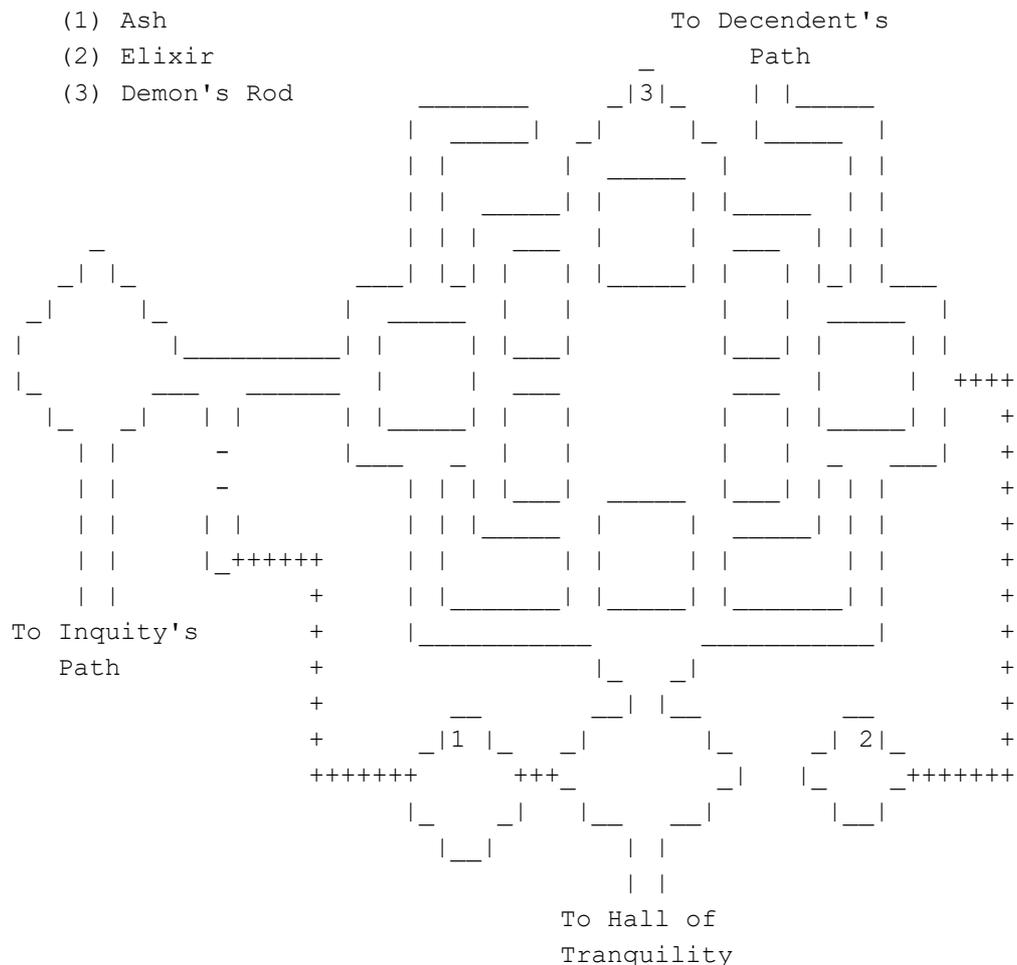
Tomb of Memory
Incubi's Path



ABYSSAL FALLS, HALL OF TRANQUILITY:

--In this room, talk to the man in the center and he will give you some information and gives you a key. He will fully heal everyone after talking to him. After talking to him, go up and open the chest that contains the Longinus. Go up through the doorway to a save point. (Finally!) When you are ready, you can either: A) Go left to the Tomb of Memory, or B) Go back to the locked cell door in the Sealed Temple Left Side. I went to the Tomb of Memory.

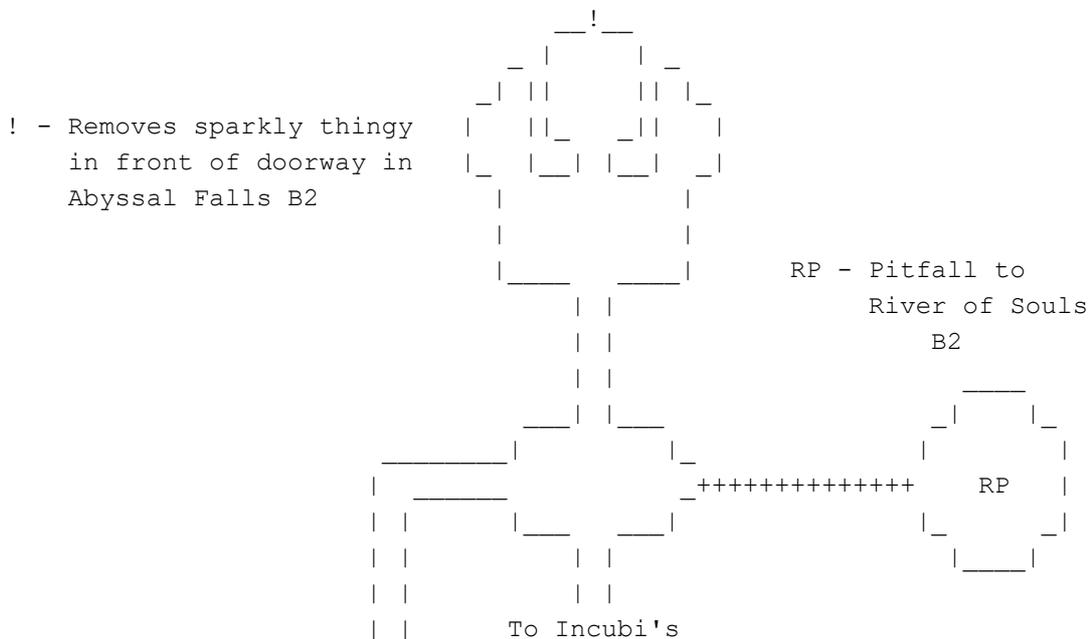
-Tomb of Memory-
Incubi's Path



TOMB OF MEMORY, INCUBI'S PATH:

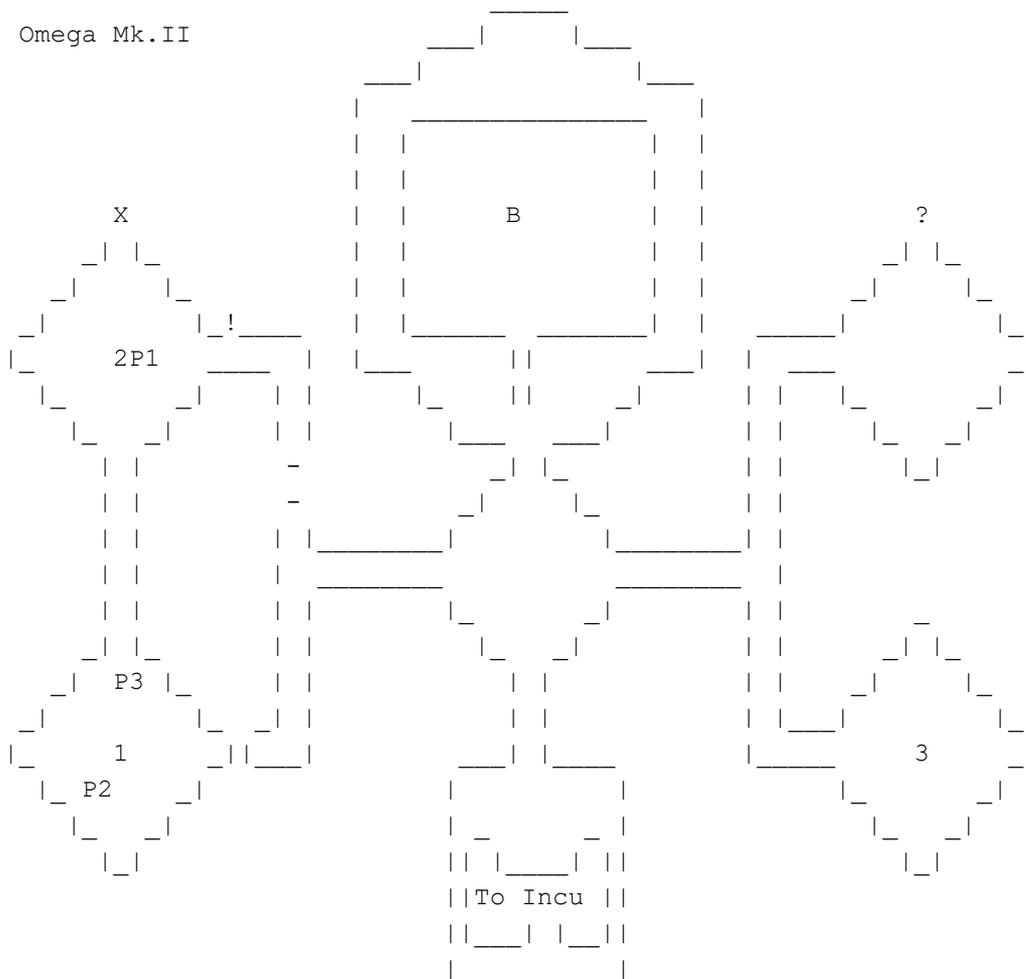
--When you enter, turn left through a secret passage to a chest containing Ash. When you proceed up, you will see a bunch of robots. Those are Omegas. Probably the same super-boss Omega that can kill a party in a matter of turns. Luckily, you can escape from the menacing beasts. Go right and through a secret passage to a chest containing an Elixir. Go left, skipping the first path, and you will come across a chest containing a Demon's Rod. Go back to the path that was skipped and you will be in the Decendent's Path.

-Tomb of Memory-
Decendent's Path



- (2) Blitzshot of area.
- (3) Holy Water ? - Opens door to Omega Mk.II

BOSS: Omega Mk.II



TOMB OF MEMORY, THRONE ROOM:

--When drop down through the pits, explore the area for chests that contain Ash and a Blitzshot. Be sure to press the switches to go farther. On the other side of the area, go down to a chest containing Holy Water. Go up and press the switch to go into the room with Omega Mk.II.

Here is my setup:

- +Party is split up as 2 Black Mages and 2 Blue Mages
- +Blue Mages with Blue (standard command, duh) with HP+30%.
- +Black Mages with Black (also standard) with Dualcast.
- +Black Mages are wearing Sage's Surplice to prevent Rainbow Wind's Silence status effect. Blue Mages don't need Sage's Surplice, because they can cast Blue Magic even if Silenced. Kinda weird, yet neat. Also, Black Mages are wearing Gold Hairpin to reduce HP cost.
- +Everyone is wearing a Reflect Ring.

This is what I used on my video.

Say if you are going Freelancer and physical (the hard way to fight)...
 Word of warning: Un-equip everyone of Holy-elemental weapons (Excalibur, Holy Lance, and Gladius) and replace them with other weapons. The Rune Axe won't hurt. Also make sure everyone has Rapid Fire. "Talk" to Omega Mk.II.
 BOSS ENCOUNTER!

=====

BOSS: Omega Mk.II HP: 65,000
 WEAK VS. Fire or Lightning or Ice

Here are the attacks of Omega MK.II:

- Barrier Change ~ changes weakness to Fire, Lightning, or Ice.
- Wave Cannon ~ inflicts damage equal to half of maximum HP. Also inflicts Sap.
- Rainbow Wind ~ inflict Silence and Blind (Silence negated by Sage's Surplice)

- Flame Thrower ~ Fire elemental attack, not really life-threatening
- Atomic Ray ~ Fire Elemental attack on all; protected by Reflect Ring
- Delta Attack ~ inflicts Petrify
- Earthquake ~ Earth elemental attack
- Blaster ~ instant kills a party member; stuns if resistant to Death
- Maelstorm ~ the main concern for this fight, as it reduces HP to near fatal
- Search ~ have no real clue WHAT it does.
- Encircle ~ removes a party member; used as a counter
- Rocket Punch ~ inflicts damage equal to 3/4 of current HP, and inflicts Confuse to boot
- Curaga ~ self-explanatory. =P
- Auto-Reflect ~ don't go around throw spells. LOL

Now, you must be wondering "Why Blue Mages and Black Mages?" Here is my video description: ~copy and paste~

The boss may seem hard, but I actually find it quite easy. I even sorta figured out its attack pattern. Omega Mk.II always uses an attack and then Wave Cannon. Of course, it may use like 2 attacks then Wave Cannon (I think when it uses Search). Sometimes, Omega may use 2 attacks in conjunction (like Earthquake+Rainbow Wind for example)

Now for a simple strategy:

In this battle, the Blue Mages will act as healers with White Wind. With HP+30%, White Wind will heal more. Use White Wind after Omega launches Wave Cannon. If the next Blue Mage is up, wait for Omega to use Wave Cannon. Now for the Black Mages: they are the damage dealers here. What you want to do is bounce either Firaga, Blizzaga, and Thundaga off the party to hit Omega Mk.II via Dualcast. If you strike the weakness, you should do 12,000 or so damage everytime (if it heals, it won't heal much vs. a single target). With Reflect Rings, you will be protected from Blaster (instant death; stun if immune to death), Earthquake (negated if you set Float ahead of time), Delta Attack (inflicts Petrify), and Atomic Ray (fire-damage to all). If Omega Mk.II's weakness is Fire, Atomic Ray will do a good 9,999. The main attack that will slaughter the team is Maelstrom. Just pray that Omega Mk.II doesn't use Maelstrom. Flamethrower is also another attack, but can be healed with White Wind (may throw the whole plan off, but try to get back on track.) If it uses Search on itself, hope it doesn't use Atomic Ray. Heal if it does (did I mention: Omega comes with Reflect? ^_^;)

It is quite simple really. Just look at the video.

Here is some useful info from Shani. He tested this thing about the way Omega moves and him being a certain element. I even tried it myself. It is sorta not accurate in some sense, but it works though.

I have a tested solution to Omega Mk.II (I still did not kill him, but I tried it several times, and it always worked)

The tips are his elemental weakness (there is a very simple pattern):

+	+	+	+
If Omega goes...	and appears...	Its elemental weakness is...	
+	+	+	+
to the left	on the right	Fire	
to the right	on the left	Ice	
up	down	Lightning	
down	up	Lightning	
+	+	+	+

You may wonder how it is helpful. In case you do, here is why:

Uou can use Spellblade to hit him with the element.

OR

You can do what I do: Cast Carbuncle (uses Reflect on all. Some may know, some may not). Then, use Black Magic of his weakness according to the chart above on ALL OF YOUR PARTY MEMBERS. It will Reflect on that stinkin' Omega Mk.II (and deal like 6200 damage. Only if Firaga, Blizaga, and Thundaga). Everytime it is hit by its element weakness, ite will change it. Also (very important) make sure Reflect is on all of your charecters at all times AND that they can all use Black Magic. Some may need White magic to cast Reflect on single charecters. It will also be nice with Time and Dualcast (Quick and elemental weakness, elemental weakness and elemental weakness, elemental weakness and elemental weakness).

The down side to the 2nd strategy is if health is needed, you need either items or tp reflect through Omega Mk.II (and it will only cure one).

Still, it is a fast damaging way to take him down.

I don't suggest those Spellblades, as it may provoke Omega to use Encircle, and not to mention you might have to waste a turn re-applying another Spellblade...

PRIZE: Force Shield

=====
After defeating the boss, go back to the Hall of Tranquility.

ABYSSAL FALLS, HALL OF TRANQUILITY:

--Go back to the save point. Rest up and save. To go to the doorway that had the sparkly thingy in the Abyssal Falls, B2.

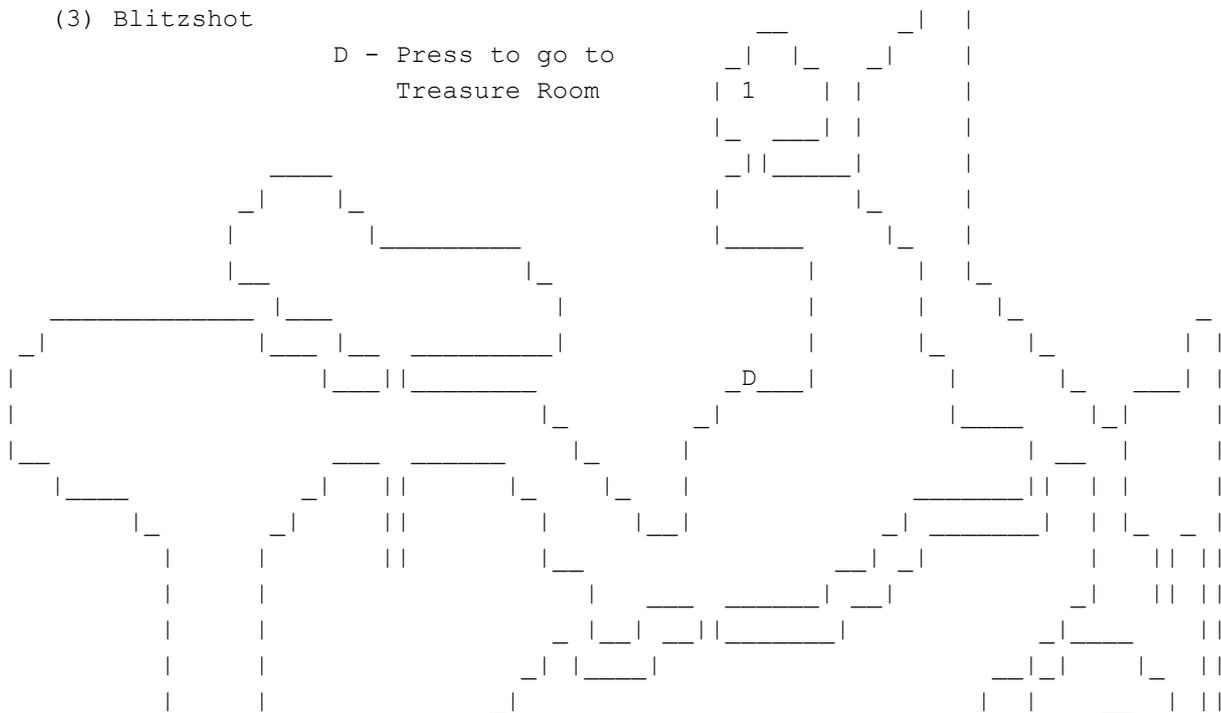
ABYSSAL FALLS, B2:

--To the doorway that was blocked by the sparkly thingy.

-Shinryu's Lair-
Entryway

- (1) Elixir ! - Press to form a To Shiryu's
- (2) Ribbon bridge to Ribbon Roost
- (3) Blitzshot

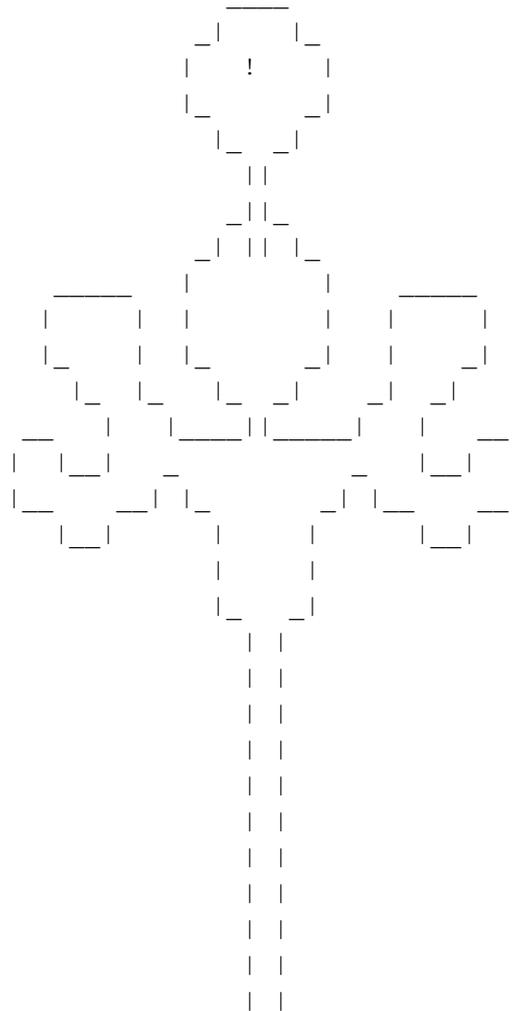
D - Press to go to
Treasure Room



--Once again, I had to go light on the left side of the map to meet GameFAQ's standards. Go left and follow the path. You will eventually reach some chests that contains an assortment of goodies.

-Shinryu's Lair-
Shinryu's Roost

(!) Ultima Weapon
-Guarded by
Neo Shinryu



To Entryway

SHINRYU'S LAIR, SHINRYU'S ROOST:

--Go up and you can get the Ultima Weapon, but it is guarded by Neo Shinryu. You could have Rapid Fire on everyone, but the boss is so darn hard.
BOSS ENCOUNTER!

=====

BOSS: Neo Shinryu HP: 65,000

Okay, I don't have a typical strategy for this cookie. However, I got 4 people to send me strategy for the big kahuna. Thanks for the information! I had to make some changes to the strategy, but I left them as original as possible (in other words, the way I see it in my e-mail)

Please...enough Neo Shinryu strategies...These should suffice...sheesh. If one is sent, I'm gonna simply ignore it...

I should definitely clean up the boss section...sheesh.

-----STRATEGY 1-----

Here is William's set-up:

Bartz: Best weapons with Rapid Fire and White.

Lenna: White and Summon

Krile: White and Blue

Faris: Masamune with Time and Rapid Fire

He also had everyone equipped with Coral Rings. This is for Neo Shinryu's Tidal Wave attack.

He did not state anything regarding helmet, but it is pretty obvious: equip Ribbons.

Here is Sheppard's set-up:

First use Hastega. Then use Mighty Guard. At this point Lenna would need to use Curaga probably it depend on his first few attacks. If everyone is full of near full HP then you can use Rapid Fire on Neo Shinryu. Now a lot of your attacks will seem waste as it seems they hit air very well but its a matter of patience, as you'll get some attacks in and Bartz did a good 3000 with the Apocalypse. Lenna should get Regen on everyone to make use for the loss of the Protect Rings. Once she's done with that then she could try Rapid Fire. I did get lucky once and got all eight attacks to connect. There have been time my people were with Malestrom and Neo Shinryu then used Tidal Wave which healed a good 5000-7000 HP because of the Coral Rings. There will be times he will appear to be dead but he is not. Heal up if you need to and he'll reappear. Just keep at it and eventually he'll fall.

My analysis: A good strategy. I had to heal a majority of time. Ability wise, it sorta needs a change. I would replace Lenna's Summon with Dualcast. Need more healing in 2 Curaga. The Coral Ring is pretty ingenious. I manage to get healed by Neo Shinryu. The Blue magic Mighty Guard rocks in this strategy. Time + Masamune, to me, equals Hastega at the beginning. I had Faris try to use Old on Neo Shinryu. It takes a couple of tries with this strategy, but it is still good.

-----STRATEGY 2-----

Here is David's set-up:

Bartz: Rapid Fire and Spellblade (he also equipped him with the 2 most powerful weapons he had). Make sure both weapons can take Spellblade

Lenna: White and DualCast

Krile: Rapid Fire and Time (Krile should have the Masamune equipped)

Faris: White and DualCast

Also everyone is equipped with a Ribbon.

He didn't say what to equip when it comes to accessories. So for this one, I say Coral Rings.

He suggests to have plenty of Elixirs, Holy Waters, and Phoenix Downs. If a battle goes horrible, cast Return.

Below is his strategy:

When the battle starts, have Krile cast Hastega on the party. When Faris and Lenna's turns come up, use DualCast to cast Shell on each individual party member. Always heal when your party takes any damage. At every chance you get, cast more helpful white magic on the party (Protect, Blink, Shell, etc.) Use Dispel a few times; this may get rid of Neo Shinryu's Mighty Guard. Have Bartz cast FlareSword on his weapons, and use Rapid Fire when his turns come up. Also, be sure to use Float on the party. You may also want to use Slowga and Old on Neo Shinryu as well (for some reason, I got these spells to work). Don't bother using Lenna or Faris to attack, though. Even if you don't need healed at the moment, continue to use supportive magic on the party. The Elixirs will help restore MP quickly. If you're having trouble hitting Neo

Shinryu with Rapid Fire, try casting FlareSword again. This battle may take awhile, so have some patience, but don't get lazy! If anyone falls in battle, heal them quickly and be sure to re-cast Haste, Float, Shell, Protect, and Blink on that party member.

He was even nice enough to compile a list of attacks that Neo Shinryu uses. I feel his pain for taking all these attacks and recording them.

Blaze: weak fire attack on the party.

Curse: gives a random status ailment (ribbons won't work).

Doom: a counter of 15 appears above a characters head. When time expires... Yeah, that party member falls.

Earthquake: With Float, you have nothing to worry about.

Ice Storm: powerful ice attack on the party (deals about 3000-3500 to all party members with Shell).

Maelstrom: brings all party members to low HP (does not always work)

Mighty Guard: only used at the very beginning of the battle. This casts Shell and Protect on Neo Shinryu.

Physical attack X2: 2 attacks in a row, doing massive damage even with Protect. Use Blink to help dodge these attacks.

Poison Powder: poison attack on party. Ribbons will protect you against poison.

Tidal Wave: Vicious water attack on the party (deals about 5000 damage even with Shell).

Zombie Powder: zombies one party member OR attacks all party members with a small chance of zombifying each party member. Neo Shinryu usually uses this on one party member after receiving damage from an attack.

White Hole: he missed this one. This attack inflicts Death and Petrify at the same time.

Lightning: another attack he missed. This one inflicts some good lightning-elemental damage. Did a good 2000 damage.

Mute: yet another one. This one is self-explanatory: inflicts Silence.

Kamikaze attack: Neo Shinryu will use both Giga Flare and Meteor on the party right before the battle ends. Always be fully healed, and always have Shell on the party.

My analysis: A good strategy. Though some time is given to cast Shell and other magic, it is still good. Old, like he said, does work on Neo Shinryu. Flare Spellsword did increase the amount of damage Bartz did to Neo Shinryu. Faris and Lenna stayed on healing duty and Dualcast Curaga when needed. I would probably replace Blue for Rapid Fire for Krile.

-----STRATEGY 3-----

Here is Kilray's set-up:

Equip your characters with a powerful weapon that is not holy attributed, an Aegis Shield, a Ribbon, powerful armor that is NOT Bone Mail, and the Hermes

Sandals

(i.e. Bartz: Apocalypse, Aegis Shield, Ribbon, Crystal Mail, Hermes Sandals). The Hermes Sandals will give you a speed advantage as they are infused with Haste. The Ribbons will protect your party from any status effects Neo Shinryu will try to inflict. the Aegis Shields will block or absorb Neo Shinryu's magic attacks. (You can steal the Aegis Shields from Gorgimera in the Interdimensional Rift.) For abilities, have EVERYONE use White Magic and Combine. When you need to heal your party (and you WILL need to), use Curaga. Make sure NO ONE is wearing the Bone Mail.

Here is his strategy:

Use the Cannoneer's Combine ability to combine Blitzshot with the Dragon Fang to use the Dragon Cannon. Each successful hit will deal 9999 points of damage to Neo Shinryu. With this setup, and patience, Neo Shinryu will be TERMINATED. When you deal the final blow with this strategy, Neo Shinryu will use Giga Flare and Meteor in rapid succession for a final attack. If your HP is high enough after you deal the final blow, you should survive Neo Shinryu's final attack.

My analysis: Used this strategy. A simple one. I would give one party member the Force Shield if you manage to defeat Omega Mk.II A majority of Neo Shinryu's attacks missed. So if you have the Dragon Fangs to use, use this one. It involves a lot of Curaga uses.

-----STRATEGY 4-----

Here is Shani's set-up:

Bartz: Gladiator
Ability: Dual Wield
Equipment:
Apocalypse
Longinus
Grand helm
Vinshu vest
Coral ring

Lenna: Mime
Abilities: Black, White, Combine
Equipment:
Assassin's Dagger
Ice sheild
Crystal helm
Coral ring

Krile: Mime
Abilities: Summon, Time, Blue
equipment:
Mace of Zeus
Ice sheild
Gold Hairpin
Crystal Armor
Hermes Sandals

Faris:
Mime
Abilities: Black, White, Time
Equipment:
Gladius
Ice Sheild

Gold Hairpin
Maximilian
Coral ring

What to do (chronologically):

BEFORE BATTLE STARTS, CAST FLOAT ON ALL CHARACTERS!!! NEO SHINRYUU WILL USE EARTHQUAKE FOR OVER 6000 DAMAGE TO ALL!!!!

With Krile, IMMEDIATELY cast Quick. then, on turn 1 use hastega, and turn 2 use Mighty Guard. Have Bartz use Finisher (I recomend if not elemental attack, use Return with Faris and repeating above steps).

Then, use Faris to cast Quick. On the 2 turns use Curaga twice (neo shinryu will have casted mealstorm)

Have Lenna use Dragon Cannon (Blitzshot+Dragon Fang). At most times, mimic Dragon Cannon. If out of Blitz Shots, use Blastshot+Dragon fang (will deal less but still will).

If some need HP/MP restore, use item needed using Bartz and mimic it with other characters OR use white magic.

Other advice:

1. Have fairly high lvl units (I did it in the lv 61 and 62 range)
2. Do NOT start battle unless ALL units have both status as full as possible
3. Have high MP
4. Use Finisher (with Bartz), but not always and do NOT mimic it unless you are desprate.
5. IMPORTANT: DO NOT USE HOLY DAMAGE NO MATTER WHAT!!! IT ABSORBS IT!!!
6. If Neo Shinryu uses White Hole, Do folowing:
Faris cast Quick. Then Arise, then Esuna.
7. Do not spend too much time reviving, but dedicate some time to it.
8. At all times, have at least 3 characters alive (though I eventually managed with 2)
9. Unless you are desprate, don't use Flare. Sometimes (if not always) Neo Shinryu will use White Hole (and he could do it while Quick is active). Only time to use Flare is if Faris can't mimic Dragon Cannon (in which case, I recommend to revive Lenna.)

This is a tough method to use, but I managed. Took me a few tries with different steps. This one is sucessful.

My analysis: less time dishing damage, more time healing. I would change Bartz into a Freelancer. Finisher is risky. If the Elemental Attack kicks in, you will be forced to start the whole fight over. Lord knows you don't wanna start a 2 hour battle over. Since you are using 3 Mimes with magic, might as well equip weapons that increase Magic. More Magic = more magic power.

-----STRATEGY 5-----

Brunner's strategy:

Revolves around the "normal" Dragongod set-up.

Set up:

Everyone has HP +30% and !Jump

Job was Freelancer and equipped with two swords each.

Head is a Ribbon

Accessory is a Hermes Sandales. Since I only had 3, the other one was a

Coral Ring

The Key is: Use Dragon Spears, which can be stolen from Crystal Dragons. Stealing them takes a couple of tries, but with the "Reset" Spell from Time Mages it is not too long. I was defeating that ultimate dragon with 6 Dragon Lances. The rest were Enhancer or Ninja Blades, which work pretty well. The Brave Blade, which is always my second strongest, is not good in this one.

Strategy:

On Battle start, you should be a bit lucky and immediately have your turn (after Shinryu makes only one move). Let some Jump and some hold, so that there are not always 4 on the ground. If one is wiped out, you can make it up with a Phoenix Down or an Elixir.

I do not really exactly remember how it went ;)
But it was done after just 4-5 rounds. With these settings (and as much Dragon Spears as possible, since they deal 9,999 damage). All you need else is luck.

Analysis: Takes time to get Dragon Spears. I think I read this on a message board once. Yeah, Dragon Spears do own, and they should do alot o' damage to Neo Shinryu. Jumping also prevents some from taking a blow from Shinryu, so I say this one is pretty darn good.

-----STRATEGY 6-----

Strategy sent by Shaun Weelden.

ok i don't know if you are still doing this or not but my strategy that works 1 out of 2 for level -50. works everytime for 50+. (I beat him initially on like level 46) strategy was have 8 dragon lances and then have ribbon, and HERMES SANDALS!. Have the abalities jump and hp +30% for free lancer class for all. Since you have your hermes sandals he will do his big gaurd or whatever he does and then it will be your turn. have every single person go up. he will do like 5 more attacks which would kill or almost kill anybody on the ground and then you will all fall doing 79992 damage. but after you fall get ready to take alot of abuse. He sometimes casts encircle which completely wipes someone out i think and then he does like meteor x2 and a whole bunch of other crap and then you will have your ultima weapon

Go to the Sealed Temple, Left Side. The easiest way to go all the way back is to take the teleporter in the Heart of Ronka, B3. Be sure to go to the save point. Have someone, or rather all, with Black Magic and Dualcast. Turn everyone into a mage if you feel like it.

Here is my setup:

Bartz (Samurai) with Blue, Lenna (White Mage) with Dualcast, Krile (Time Mage) with Summon, and Faris (Dragoon) with Black (should have made her a mage...)
What you basically need is Blue (for protection with Mighty Guard, and maybe some healing with White Wind), White (for using curaga against Archeodemon), Black (for Flare), Summon (to use Reflect via Carbuncle)

If you want to go physical, unequip elemental weapons, have someone with Time (for Reflect), and immunity to instant death.

SEALED TEMPLE, LEFT SIDE:

--Go to the locked cage and open it. BOSS ENCOUNTER!

=====

Archeodemon HP: 50,000

Do not strike this boss physically. I repeat, DO NOT ATTACK IT PHYSICALLY! It will use Death to fully heal itself.

Some of its attacks:

- Drain Touch ~ steals a small amount of HP.
- Flare ~ non-elemental...and it hurts. >_<
- Mega Flare ~ huge, non-elemental damage; Reflectable. =D
- Giga Flare ~ same as Mega Flare, except hits harder...and unreflectable...>_>
- Curse ~ inflicts status effects
- Hurricane ~ reduces HP to near death
- Meteor ~ you should have seen this spell quite often
- Holy ~ same with Meteor

Now for a strategy I guess (assuming that you aren't using a Freelancer):
 Set up Mighty Guard. It makes the fight alot easy. If you possess Time, try to cast Hastega (unless you have Hermes Sandals on). Now for the offense: have someone cast Carbuncle to reflect Archeodemon's spells back at it. Then use your White Magic user to bounce Curaga off the party, and have your Black Magic user use Flare. Don't use elemental attacks, as Archeodemon absorbs ALL elements. If you see the "Focusing power!" message, it will use either Mega Flare or Giga Flare.
 Say you want to go physical. It is possible, but it is a hassle. To go about going physical, cast Reflect on Archeodemon, and go all out. Of course, you have to contend with Death being Reflected back at the party (unless you are Freelancer with those Ribbons)

After defeating it, the passage to go farther will be revealed.

PRIZE: Chaos Orb

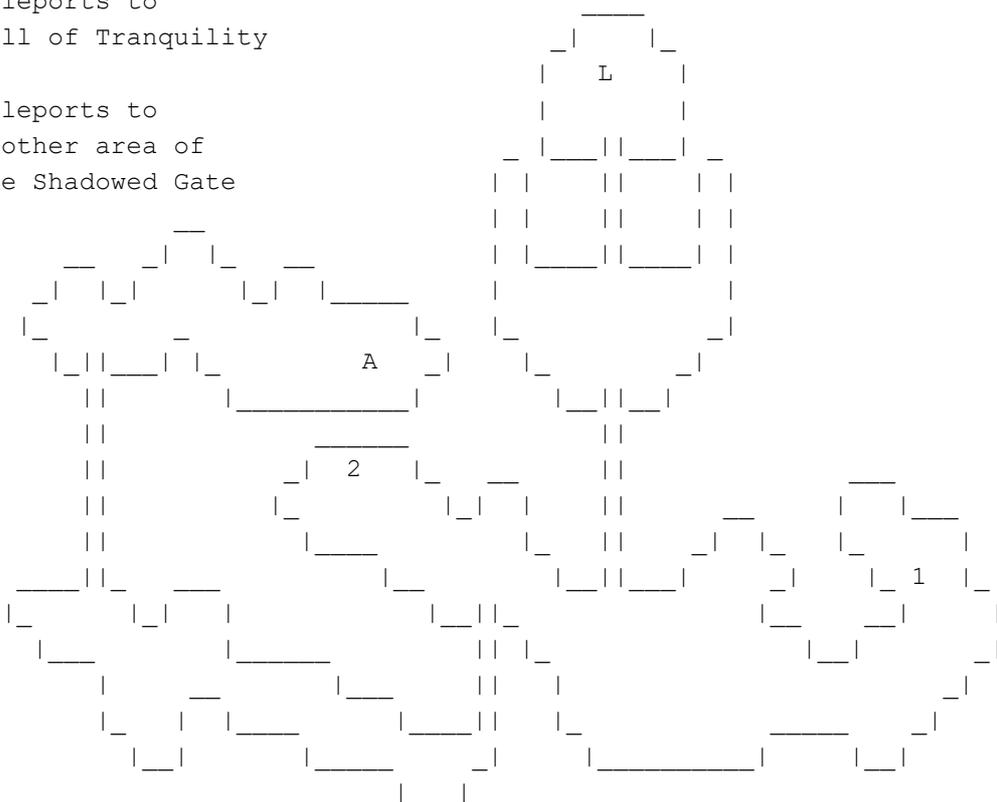
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When the boss is vanquished, the path to go farther will be revealed. Go all the way back to the Hall of Tranquility and be sure to save while in the Hall of Tranquility. This is the home stretch!

- Lethe Court- (1) Mutsunokami
- The Shadowed Gate (2) Elixir

L - teleports to
Hall of Tranquility

A - teleports to
another area of
The Shadowed Gate



LETHE COURT, THE SHADOWED GATE:

--This area is straight-forward. Be sure to go right after going down the

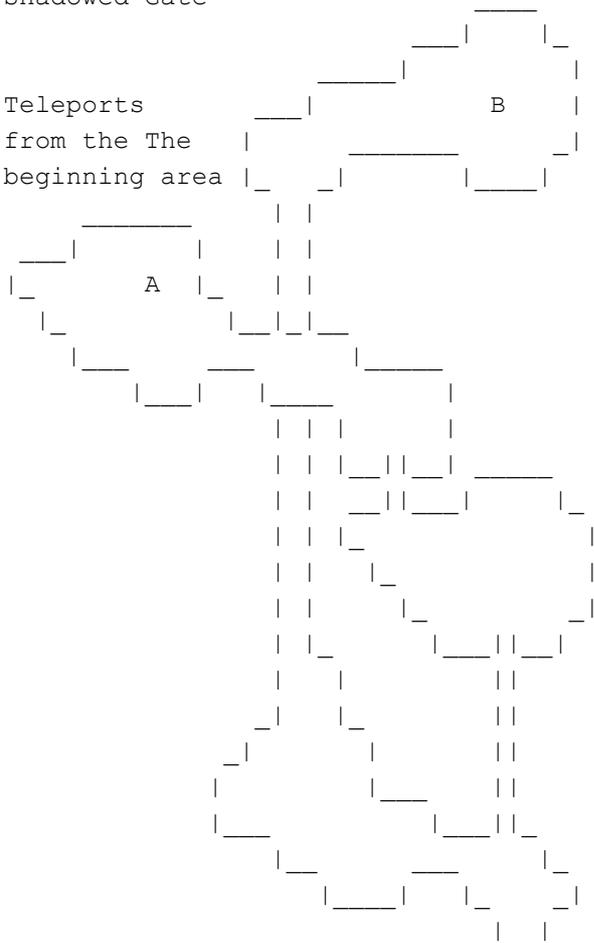
stairs to get a chest containing the Mutsunokami. Be sure to grab the Elixir from the chest before you go down the stairs to go farther. Just follow the path and you will come across a teleporter that will take you farther into the dungeon.

-Lethe Court-

The Shadowed Gate

B - Teleports to another area of The Shadowed Gate

A - Teleports from the The beginning area



LETHE COURT, THE SHADOWED GATE:

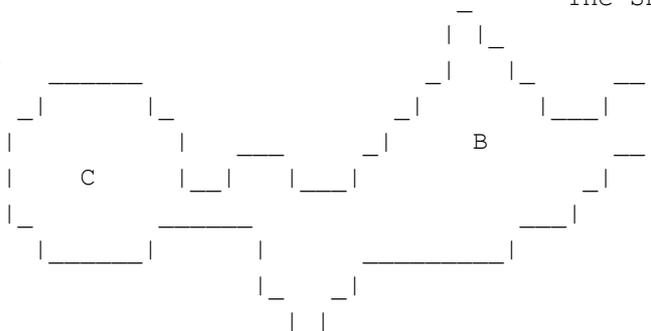
--Once again another straight-forward area. Just follow the path and you will reach the another area of the The Shadowed Gate.

-Lethe Court-

The Shadowed Gate

B - Teleporter to an area of The Shadowed Gate

C - Teleports to The Stairs of Destiny



LETHE COURT, THE SHADOWED GATE:

--The last part of this area. Nothing much here. Just go left and go through the teleporter.

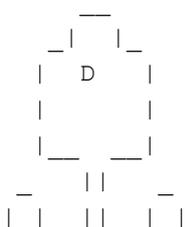
-Lethe Court-

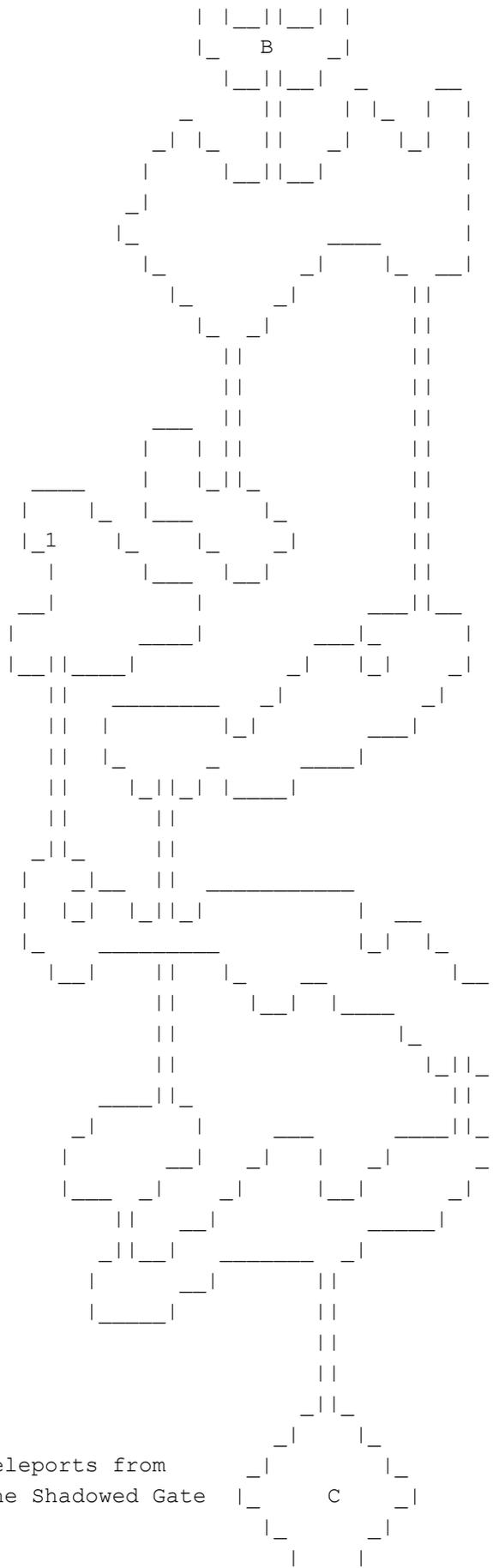
The Stairs of Destiny

D - Teleports to The Void

(1) Robe of Lords

BOSS:
Guardian





C - Teleports from
The Shadowed Gate

LETHE COURT, THE STAIRS TO DESTINY:

--In this area, go right and follow the path to a chest containing the Robe of Lords. Backtrack and take the left path to go farther. When you reach the end, you will see a sparking light. Examine and guess what...
BOSS ENCOUNTER!

My setup:

Bartz (Berserker) with Dual-Wield (Bartz was actually pretty good in this fight when I was recording. Sadly, the boss used Reverse Polarity, cutting

the damage output by half...), Lenna (White Mage) with Dualcast, Krile (Time Mage) with Summon, and Faris (Dragoon) with Recover (to handle Age)

=====

BOSS: Guardian	HP: 55,000
Launcher x2	HP: 20,000
Wave Cannon	HP: 22,000

Here are the attacks:

- Fires a rocket to inflict damage equal to half of current HP...and inflicts Age (from the Launcher).
- Rainbow Wind ~ inflicts Silence and Blind
- Flash ~ inflicts Blind on all
- Missile ~ reduces HP by 3/4 of current HP
- Mustard Bomb ~ powerful attack, possibly Fire-elemental?

The Guardian also has a few tricks as well:

- Delta Attack ~ inflicts Petrify
- Gravity ~ reduces HP by 1/2 of current HP
- Graviga ~ reduces HP by 3/4 of current HP
- Off-Guard ~ reduces Def
- Electrocute ~ a weak electric-elemental attack
- Encircle ~ removes a party member
- Atomic Ray ~ deals fire-elemental damage to all
- Reverse Polarity ~ switches up the ranks of your party (back row goes to front, and vice versa)

Don't think the Wave cannon is harmless...

The Wave Cannon will start powering itself up. The messages will be:

Diffusion Beam Cannon: Online -> Laser Crosshair Brightness: 20 ->
Safety Lock: Offline -> Barrel Pressure Rising -> Blast Shielding: Activated
-> Energy Cells: 128% Capacity -> Firing (Wave Cannon x2)

The Wave Cannon reduces HP by half with Sap included. To make it worse, it fires it twice. This will reduce HP to 1 and when it is done, the Sap will finish off the party.

Here is a basic strategy: first get rid of the the Wave Cannon first. After that, start targeting the Launchers. If you don't take out the Launchers, you will never be able to put the hurt on the Guardian. Over time, the Wave Cannon and the Launchers will come back, so be ready to destroy them. Always go after the Wave Cannon, as it will continue its cycle until it fires Wave Cannon.

Offense attacks (that I used) were Holy (used via Dualcast), and Bahamut (to hurt the Wave Cannon and the Launchers). Bartz (as Berserker) was doing his thing through physical attacks, while Faris uses Recover to heal the Age status effect. Takes awhile to defeat the Guardian.

PRIZE: Crystal Orb

=====

After vanquishing the Guardian, it may be wise to go back to the Hall of Tranquility before pressing on. If you wish to not go back, then heal up everyone and, if you want, restore MP or use an Elixir.

Setup for the boss ahead:

My set-up: ~copy and paste~

Bartz as a Samurai with Blue + Masamune. Lenna as a White Mage with Dualcast. Krile as a Time Mage with Black. Faris as a Berserker with Dual-Wield (I got to say, I took a liking with Berserker. It sorta has a lot of potential, really.) Of course, someone with Summon isn't too bad. Everyone is equipped

Hmm....seems MUCH better than that crappy strategy I once had.

=====

After defeating the boss, more conversation will take place and you will get the Necromancer Job. When you get the Necromancer, you will have to use it and finish off the Mind Flayer WITH the Necromancer. Now you are pretty much done with the Sealed Temple. You can go through the Cloister if you want.

BONUS SECTION: Cloister of the Dead--[WX]

So...what is the Cloister of the Dead? Think of it as a boss gauntlet.

I can't say much on this section. I will only provide what the bosses are for the certain sets. The bosses are "beefed up", but not "beefed up" to the extent of probably going to Level 99. Some of the bosses have some new attacks, but don't worry about it. Not like some are threatening. Well... Necrophobe is threatening...

I say to go about this area, try having some magic users handy, especially someone with Bahamut for the Necrophobe fight at the end.

Set 1-

Wing Raptor
Garula
Siren
Forza + Magissa
Gil Turtle

Set 2-

Liquid Flame
Soul Cannon + Launcher x2
Purobolos x6
Minotaur
Triton + Neried + Phobos

Set 3-

Byblos
Tyrannosaur
Dragon Pod + Dragon Flower
Archeodemon
Apanda

Set 4-

Manticore
Adamantoise
Jacknapes
Calofisteri
Twintania

Set 5-

Omniscient
Wendigo
Sand Worm
Atomos
Halicarnassus

Set 6-

Crystal x4
Melusine
Catastrophe

Azulmagia

Necrophobe + Barrier x4

--Well...that's the end of this little section...and the Cloister of the Dead. So what is the reward? Something called the "Medal of Smiting". What does it do? Well...nothing. I'm guessing it is for bragging rights that you completed the Cloister

=====
II. Acknowledgables [AC]
=====

Well...I finally finished this month old FAQ. I really can't say much...

GameFAQs - just 'cuz

W. Kilray, W. Sheppard, D. Stiffey, Shani, D. Brunner - for providing a strategy for Neo Shinryu. Thanks a mill!

Everyone else with Neo-Shinryu strategies: Okay, okay. Enough already. I appreciate it, really. Please...no more.

You - for reading this

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I forgot to add this section...

If you wish to post this FAQ or whatever, gimme an e-mail. I'm always checking it anyway.

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