

Hexyz Force FAQ/Walkthrough

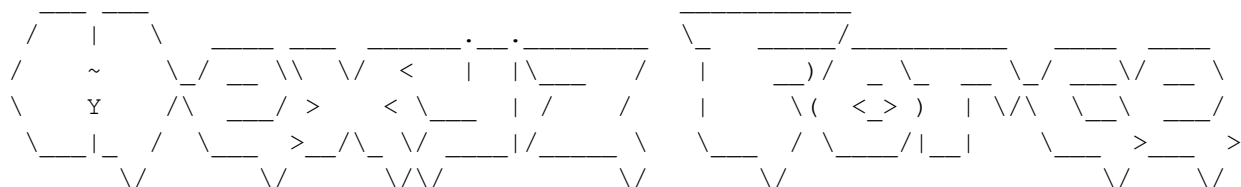
by vinheim

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Updated to v0.75 on Sep 23, 2010

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|
|   Liked the Walkthrough? Why don't you help me out and recommend it
|   to other users? That's the best way to say:
|   "Thanks for the Walkthrough". Thanks...
|
|~~~~~
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< ASCII art created by vinheim 2010 >

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~~~~~
|
|   This guide is dedicated to the one and only Admin of the site, SBAllen.
|   Yes. I just found out that he intended to write for the JAP version of
|   the game, only couldn't find the time or energy to make the guide,
|   so this one goes to you, man! =)
|
|~~~~~
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Hexyz Force  
FAQ/Walkthrough

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Version 0.75  
Last updated: 07/20/10  
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-----  
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Video Walkthroughs: <http://youtube.com/vinheimk>  
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---vinheim-----miehniv---

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Table of Contents  
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To navigate much easier through this guide, I added the search system, which works just by following these simple steps:

- Highlight the "Section Code" of the section which you wish to go and copy it (CTRL+C).
- Press CTRL+F to bring up the search sub-menu.
- Paste (CTRL+V) the "Section Code" and press ENTER twice to be where you wanted to be. Just like magic!

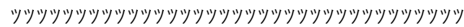
My Section Codes were made as precise as possible, and I also prefer this method instead of having you scroll 30 min through this huge guide looking for the section you want to go.

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~~~~~> Section <~~~~~> Section Code <~~~~~

| | |
|--|---------|
| 1] Introduction..... | [sx100] |
| 1.1] Contact Rules | [sx101] |
| 1.2] Donations | [sx102] |
| 2] Game Basics..... | [sx200] |
| 2.1] Story | [sx201] |
| 2.2] Controls | [sx202] |
| 2.3] Destruction/Creation | [sx203] |
| 2.4] Ragnafacts and Spirifacts | [sx204] |
| 3] Characters..... | [sx300] |
| 4] Abbreviations..... | [sx400] |
| 5] In-depth Walkthrough..... | [sx500] |

C E C I L I A ' S G U I D E



| | |
|--|---------|
| 5.1] Phase 1 - The Maiden of the Holy Staff | [sx501] |
| 5.1.1] Palfina Temple | [sx502] |
| 5.1.2] Midee Highway | [sx503] |
| 5.1.3] Black Precipice | [sx504] |
| 5.2] Phase 2 - The Quest for the Monoliths | [sx505] |
| 5.2.1] Lake Soleil | [sx506] |
| 5.2.2] Altar of Nerverl | [sx507] |
| 5.2.3] Sidequesting Palfina | [sx508] |
| 5.2.4] Tower of Judgment | [sx509] |
| 5.3] Phase 3 - Invitation to the Deep | [sx510] |
| 5.3.1] Endless Sands | [sx511] |
| 5.3.2] Mother Worm | [sx512] |
| 5.3.3] Dragon's Abyss | [sx513] |
| 5.3.4] Tower of Judgment | [sx514] |
| 5.4] Phase 4 - In the Land of Eternal Darkness | [sx515] |

- 5.4.1] Gultchfort[sx516]
- 5.4.2] Spirit Forest[sx517]
- 5.4.3] Lake Soleil[sx518]
- 5.4.4] The Sealed Library[sx519]
- 5.4.5] Gultchfort[sx520]
- 5.4.6] Tower of Judgment[sx521]

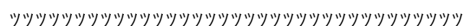
- 5.5] Phase 5 - The Ruins of the Floating City[sx522]
 - 5.5.1] Altair[sx523]
 - 5.5.2] Gultchfort[sx524]
 - 5.5.3] Ravena Castle[sx525]
 - 5.5.4] Tower of Judgment[sx526]

- 5.6] Phase 6 - Rosenbaum in Turmoil[sx527]
 - 5.6.1] Fort Faulken[sx528]
 - 5.6.2] Fort Faulken Outskirts[sx529]
 - 5.6.3] Tower of Judgment[sx530]

- 5.7] Phase 7 - Hexyz Force[sx531]
 - 5.7.1] Upper Tower[sx532]

- 5.8] Phase 8 - Those Who Carry On[sx533]
 - 5.8.1] Holy Lambent[sx534]

L E V A N T ' S G U I D E



- 5.10] Phase 1 - The Tragedy of the Holy Sword[sx550]
 - 5.10.1] Spirit Forest[sx551]
 - 5.10.2] Fort Faulken[sx552]
 - 5.10.3] Denmail Highway[sx553]
 - 5.10.4] Black Precipice[sx554]

- 5.11] Phase 2 - Interwoven Destiny[sx555]
 - 5.11.1] Gultchfort[sx556]
 - 5.11.2] Granad Cavern[sx557]
 - 5.11.3] Tower of Judgment[sx558]

- 5.12] Phase 3 - Seeking the Heavenly Light[sx559]
 - 5.12.1] Palfina[sx560]
 - 5.12.2] The Sealed Library[sx561]
 - 5.12.3] Midee Highway[sx562]
 - 5.12.4] Tower of Judgment[sx563]
 - 5.12.5] Lake Soleil[sx564]

- 6] Boss List.....[sx600]
 - 6.1] Cecilia's Side[sx601]
 - 6.2] Levant's Side[sx602]

- 7] Sidequests.....[sx700]
 - 7.1] Cecilia's Side[sx701]
 - 7.1.1] Palfina[sx702]
 - 7.2] Levant's Side[sx70x]

- 8] Latest Update.....[sx800]

- 9] Closing.....[sx900]

9.1] Credits[sx901]
 9.2] Last Words[sx902]

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 ===== END OF ToC =====
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| | | | / _ \ \ / / | | | | / | 1] Introduction | | | | / _ \ | ' _ | / _ | / _ \
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Hello minna, welcome to my Hexyz Force FAQ/Walkthrough. I've been dying for this game to come out in the US, so I could play it (duh!). This is probably the first RPG I actually enjoy in the PSP, followed by Mimana Iyar Chronicles. I hope they keep these good RPGs coming.

Well, I hope you like both the FAQ and the game but before starting, there are some things I want to address, so please read the following paragraphs:

- I'm writing this for free and because I'm falling in love with this game. If you are looking for tons of eloquent ways for me to say "move here and a battle will start", you are going to be so disappointed. This guide is way, way too big to begin with, and lofty language does not help.
- If you take a quick scan thru my guide, you won't find the explanations for battle basics, main menu, saving-loading, etc. Why, you ask? Well, because the game manual and in-game tutorials do a perfect job explaining the battle system.
- The usage of abbreviations. When you're in my place or any who writes for GameFAQ's or any other page, writing a guide for any game of such proportions, people complain about using too many abbreviations. You have no idea how helpful abbreviations are. It also looks better in every aspect you think.
- I'm writing this in my first playthrough, so I may be missing stuff. If you see that my guide is lacking content, please let me know through an email or visit my site and contact me there through the forums or PM me.
- The spoilers are great issues in making guides. I am a player of the game, just like you are. The first time I played through this game was completely by myself. I didn't read any spoilers, therefore nothing was spoiled for me. All the story's ups and downs that were supposed to surprise me had such effect. And I really think it's not fair spoiling such story elements to you.

With all this said, let's start with the guide! Enjoy this guide and remember that it is a spoiler-free, so you don't have to worry about important info of the game being spoiled.

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 ~~~ ~~~ ~~~ 1.1] Contact Rules ~~~ ~~~ ~~~  
 =====.sx101.=====

Any critics, suggestions, spelling mistakes, contributions are welcome, so please send them at the following e-mail:

I always reply to all the mails I get, since feedback is the best reward of all.

o Important

The only sites allowed to host my FAQ's from here on out are the following:

- www.gamefaqs.com
- www.supercheats.com
- www.neoseeker.com

This is because many sites either steal my guides or they don't update them, making it really hard on me because many readers from other sites often ask me question from an incomplete guide, so this is a better way to keep track of my FAQ's and my readers. Please, if you're not on the list above, don't even bother asking about hosting them because the answer will be NO. Thanks.

I also have MSN and AIM, but please, if you add me, do NOT start bombing me with IM. If I have the time, I'll chat to you, since I'm always busy writing FAQ's and making some research for my job and school, but please keep it polite, 'k? Anyway, here they are:

MSN: xander_may_cry@hotmail.com
AIM: vinh3im

Ask politely and I'll add you. I don't have YIM, so start mailing me to make one just so you can chat with me.

Also, I created a Facebook page for you to check it out here:

o <http://www.facebook.com/pages/Vinheim/127120257336550>

This was made because several people like to add me on Facebook and since I'm not accepting people I don't know, and I removed the people that added me (sorry for that), I created this page, so enjoy. Also, take a look to a page made from a friend of mine, Absolute Steve.

o <http://www.facebook.com/pages/Absolute-Steve/154222827929873>

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~ ~ ~ ~ ~ 1.2] Donations ~ ~ ~ ~ ~
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This is a little experiment of mine and I just wanna see how it goes. Well, if you found this guide to be at least somewhat useful, think about donating some money. I mean, I'm a student who pays his own school, and it's gastronomy and it consumes all the money I get at home. I'm not asking for 10-20 bucks. Whatever your heart wants to give is fine, be it 1 buck, 50 cents.

Whatever the amount you can donate, I'd truly, TRULY appreciate it and your help would be greatly appreciated. Well, you can only donate through PayPal at the moment, which the account is: vinheim@gmail.com

Instead of buying the official guides which cost around 20 dls., better donate half or a quarter or whatever amount to yours truly.

To those who support me, thanks.

- Alexander Paul Kleinheider
aka vinheim

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| | | | | _____ .=====| | | | | _____|
| |_| |/_ \ \ / / || |_/ | 2] Game Basics | | |_/ _ \ | '|_|/_ |/_ |/_ \
| _ | _ /> <| || |/ /. | [sx200] | | _ ( ( ) ) | ( ( _ | _ /
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Some of the basics of the awesome game.

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~~~ ~~~ ~~~ 2.1] Story ~~~ ~~~ ~~~

===== .sx201. =====

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One side of Berge was bathed in constant light, and is known as Lustrous Berge. The other half is cloaked in constant darkness, and is known as Dark Berge. The Black Precipice has been in place for so long that most residents of the world don't know that the other half exists...

and now, events loom that threaten both halves of the world. Fate has chosen a champion from each half. The stage has been set. Will it be the best of times, or the worst of times?

The Gods' Remorse spread across the peaceful world like a wildfire. An epic battle between Delgaia, the God of Destruction and the Divinities of Creation ensued, over the fate of mortal life.

Eventually, Delgaia was defeated and sealed into the world, but the Divinities of Creation also fell, and the world of Berge was separated in two by a giant miasma-filled crevasse - the Black Precipice.

- Hexyz Force Game Instruction Manual

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~~~ ~~~ ~~~ 2.2] Controls ~~~ ~~~ ~~~

===== .sx202. =====

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These are the controls of the game. Note that the first = represent the Field Controls, while the second = is for the Battle controls and the third and last = is for Various Menu Screens.

|               |                               |  |
|---------------|-------------------------------|--|
| o-----+-----o |                               |  |
| - L button    | = Spin camera.                |  |
|               | ~~~~~                         |  |
|               | = Display enemy information.  |  |
|               | ~~~~~                         |  |
|               | = Nothing.                    |  |
| =====+=====   |                               |  |
| - R button    | = Spin camera, skip messages. |  |
|               | ~~~~~                         |  |

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|           | = Speed up battle animation On/Off.
|           | ~~~~~
|           | = Nothing.
|=====+=====
|- D-pad    | = Move character, move cursor.
|           | ~~~~~
|           | = Move cursor.
|           | ~~~~~
|           | = Move cursor.
|=====+=====
|- Analog   | = Move character.
|           | ~~~~~
|           | = Nothing.
|           | ~~~~~
|           | = Nothing.
|=====+=====
|- Start    | = Nothing.
|           | ~~~~~
|           | = Nothing.
|           | ~~~~~
|           | = Nothing.
|=====+=====
|- Select   | = Show world map, switch message window On/Off.
|           | ~~~~~
|           | = Nothing.
|           | ~~~~~
|           | = Nothing.
|=====+=====
|- X button | = Decide, talk, search, proceed message.
|           | ~~~~~
|           | = Decide.
|           | ~~~~~
|           | = Decide.
|=====+=====
|- [] button| = Force scan (unlock mid-game).
|           | ~~~~~
|           | = Nothing.
|           | ~~~~~
|           | = Nothing.
|=====+=====
|- /\ button| = Open main menu.
|           | ~~~~~
|           | = Show stats.
|           | ~~~~~
|           | = Nothing.
|=====+=====
|- O button | = Cancel, walk (run).
|           | ~~~~~
|           | = Cancel.
|           | ~~~~~
|           | = Cancel.
O-----+-----O

```

You might be wondering what's this about Destruction/Creation. Well, in this game, there are 5 endings. When playing as Cecilia or Levant, each have 2 endings, the Destruction ending and the Creation ending. That's 4 endings. There's also a Neutral ending.

So, how to know which ending you get? What do you need to do in order to trigger which ending is totally up to you. Yeah, during the game, you'll have to make choices in the scenes. Depending on what answer you pick, either your Destruction or your Creation "bar" raises (I'll just call it that). I'll try my best to give you spot-on answers.

Also, the main factors outside scenes and answer picking are:

- Running from battle (destruction)
- Winning battles with dead party members (destruction)
- Equipping evil weapons (destruction)
- Sidequests (creation)
- Purifying Force Sites (creation)

Depending on what you do of the above your Destruction or Creation will raise. That's about it for Destruction/Creation. Feel free to email me if there's still any doubt about the subject.

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      ~~~ ~~~ ~~~ 2.4] Ragnafacts and Spirifacts ~~~ ~~~ ~~~
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I've received several emails asking me just what the hell are the differences. Well, here we go. The Ragnafacts are your weapons. It's the weapon itself and the main weapons of the main characters. Spirifacts on the other hand are what I like to call accessories. Yeah, that's what I like to call them.

Now onto the real difference. You've noticed that you have HP like all the RPGs and instead of the traditional MP, you have FP -- Force Points. Well, the Ragnafacts last forever and need FP to function. So, 0 FP, 0 moves you can do. How to recover FP? Simply guard and you'll receive 3 FP, not much, but it's better than nothing.

Now the Spirifacts. These do not require FP, so if you have 0 FP, you can still use them. These function with Durability. Yeah, let's see, a weapon has 5 Durability and the normal attack costs 1 Durability and a Special Attack costs 4 Durability. If you use both, the Spirifact breaks and you won't be able to use it anymore, so make sure to use the Spirifacts wisely.

This are the differences of these 2. Probably the Spirifacts are more powerful, but they tend to break easily, so the Ragnafacts are your way to go.

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| | | | _____ .===== | | | | _____
| | | | / _ \ \ / / | | | | / | 3] Characters | | | | / _ \ | ' | / | / _ \
| _ | | _ /> <| | | / /. | [sx300] | | | | () | ((| | /
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A little list of the characters of the game.



~~~~~

~~~ CECILIA ARMACLITE ~~~~~

~ Age: 17

Cecilia is a cleric serving at the Great Temple of Palfina in Lustrous Berge. Her close friends call her Ceci, and her favorite hobbies are eating and sleeping.

~~~ RALU ~~~~~

~ Age: Unknown

Ralu is a smart-mouthed flying animal that Cecilia met when she first came to the Temple. Nobody's really sure what kind of animal he is, but despite his personality flaws, he's Cecilia best friend.

~~~ RAFAEL GEMINI ~~~~~

~ Age: 15

Rafael is a passionate young man, and he's Luffina's twin brother. He values his twin sister more than anything else in the world, and his nickname is Raffi.

~~~ LUFFINA GEMINI ~~~~~

~ Age: 15

Luffina, or Luffi, is an easygoing girl who can get along with most people. She loves to cook, and she is Rafael's twin sister.

~~~ IGNUS ~~~~~

~ Age: Unknown

Ignus is a Drake who is traveling the land of Berge for personal reasons. His primary hobby seems to be listening to others tell stories.

-- Dark Berge --

~~~~~

~~~ LEVANT VON SCHWEITZER ~~~~~

~ Age: 19

A loyal knight in the Rosenbaum Empire who has just earned the prestigious rank of Cerulean Knight. He is good friends with Emperor Axel and Axel's sister Irene.

~~~ IRENE VON ROSENBAUM ~~~~~

~ Age: 18

Irene is a princess in the empire of Rosenbaum and a childhood friend of Levant's. She is Axel's sister, but is not technically able to ascend to the throne. Irene spends a lot of time with Ulu, and carries a torch for Levant.

~~~ ULU ~~~~~



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| _ | _ /> <| || | / /.| [sx500] | | _ (()) | ((_ | _ /
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Author notes:

This is how it works:

- My lv.: I'll be displaying recommended levels, or even my levels, for every area. Remember that the levels are only a reference. Go at your own pace, with levels higher or lower. I am not trying to force you people to play the game the way I played.

- Enemies: I'll be displaying the enemies that you will be encountering in that area. Note that when I write "(B)" next to an Enemy's name (without the quotation marks), it means that that Enemy is a Boss and "(OB)" stands for Optional Boss.

- Item Checklist: The Items that you'll be picking up from the various treasure chests, items that are a MUST for the game to proceed or hidden among the area will be displayed here. Note that I won't be putting the items sold from stores, nor the items random enemies' drop, so please just remember that. Also notice that next to the items you've obtained, it's the quantity of that item throughout the whole area.

~~~~~

Now pop in your Hexyz Force UMD into your PSP. When you get to the main menu, you'll have three options which are: New Game, Load game and Install. Choose Install if you want to lessen loading times (you need 84 MB in your MS in order to do this). After that, choose New Game and let the magic begin.

You'll have to pick between the Light and the Dark. If you wanna play the Dark part of the game first, pick Cecilia, if not pick Levant. I'll start with the Lustrous Side, since it's the first one that appears for you to choose =P.

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 L U S T R O U S S I D E
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=====
~ ~ ~ ~ ~ 5.1] Phase 1 ~Cecilia's Tale~ ~ ~ ~ ~ ~
~ ~ ~ ~ ~ The Maiden of the Holy Staff ~ ~ ~ ~ ~
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'-----'
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Area #01 - Palfina Temple sx502

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- My lv: ---
- Enemies: Zephyra, Mani, Evil Wisp, Nepenthes, Orcus, Sabrewolf, Sedna, Soloma, Fortified Beast (B), Blasphemy (B)
- Area Map: <http://www.gamefaqs.com/psp/961684-hexyz-force/faqs/60063> (Note that this is only for the town area and not inside the temple)

o~~Item Checklist: ~~~~~o  
| Star Sand ----- ITEM = (AC) ----- Poison Ring |  
| Fire Ring ----- (AC) = (SW) ----- Bandage Orb |  
| Cloth Bandana ----- (AH) = (SW) ----- Life Orb |

```

| Aqua Orb ----- (SW) = ITEM ----- Stardust |
| Bandage Orb ----- (SW) = ITEM ----- Red Lapis x4 |
| Holy Water x2 ----- ITEM = ITEM ----- Lihit Grass |
| Sunflower ----- ITEM = ITEM ----- Cracked Rings x2 |
| Green Lapis x2 ----- ITEM = (AH) ----- Cleric Hat |
| Healing Herb x6 ----- ITEM = ITEM ----- Element Will x2 |
| Swiftray ----- (SW) = (SW) ----- Eternova |
| Water Ring ----- (AC) = ITEM ----- Mistletoes x3 |
| Short Pencil ----- ITEM = ITEM ----- Fresh Recipe |
| Sanocane ----- (SW) = ITEM ----- Bellel Wheat x2 |
| Worn Rag ----- ITEM ----- ITEM |
O~~~~~O

```

Watch the animated cutscene as you start, watch the whole scene...

<vin> Wow, Cecilia is pretty damn hot for 17 years old, isn't she? ;)

... and you'll be given the Holy Staff Riafalt. Anyway, once you gain control for the very first time, go W and examine the blue symbol shown to you in the scene to transport to another place, trigger a scene and a battle. Simply attack it normally and it'll die. Anyway, follow the path S to trigger another scene.

Finish the battle and keep watching the scene. Once you regain control, touch the stone next to the door to save your game. Now go inside to trigger a scene. When you get to pick, choose whichever you want, here are the statics:

- Yeah, let's run! (Destruction)
- Um.. Umm...! (Neutral)
- We gotta fight! (Creation)

-----

~~~ BOSS: FORTIFIED BEAST ~~~~~

```

~ HP: 600
~ STR: 24
~ DEF: 35
~ FOR: 25
~ SPR: 28
~ DEX: 22
~ AGI: 20
~ XP: 108
~ FP: 70
~ Affinity: Cerulean Flame
~ Items: Rock Beast Shell, Pointy Horn
~ Elemental Info.:
 ~ Weak: Lightning (-10)
 ~ Strong: Stormy (10)

```

~ Strategy: Like always, for the first boss of the game is pretty easy. Simply use Rafael's Smack skill and Cecilia's Release Force. Occasionally use Rafael's Ogre Blade to deal over 100 dmg. Make sure to use Gemini Boost to give yourself Haste for 5 turns. Also try using Cecilia's Angelic Beam to deal over 350 dmg., which might probably kill the enemy in 1 turn (or you can also use Rafael's Air Render). Remember that you need to have your Force Burst at least at level 1 to use it.

Watch out for his attacks, as they can deal from 55 all the way to 78 dmg. to Rafael, so 2 hits and he's dead. He can also use a skill to raise his attack,

so make sure to use your Force Burst to kill it quickly.

-----  
After the scene, walk N to the monolith and a quick tutorial about Harvesting pops up...

<vin> You'll find items in the Harvest Points. The item is always the same, the only thing that changes is the amount you get.

Press X to get 'Star Sand'. Now go to the NW side of the room to find some stairs going S. Go up and follow the path to find a chest with 'Poison Ring'. Now return to the hallway (where you came from), save your game if you want and go W to get into a little fight.

Once it's over, continue on N and at this fork, go E to find another fork. Go N across the bridge and when you get to another bridge, go W to find 'Fire Ring'. Continue along the path S until you get to a chest with 'Bandage Orb'. Now return all the way to the first fork and go W to the next area. Once here, follow the small path to trigger a scene.

Once you regain control, go E then N to find a chest with 'Cloth Bandana' in it. Now go S from the previous fork, then E at the next one and check the SE corner to find a chest with 'Life Orb'. Now go N from here to find 'Aqua Orb'. Return to the previous fork and on the right side, go N to find a Force Site. Purify it and you'll obtain 'Stardust'. Return to the previous fork and go N to reach the first floor.

Once here, go S and at the fork, go N and follow this path to the end (ignore the catacombs) to find 'Bandage Orb'. Return to the previous fork and go SW. Save your game when you see the stone and go NW (not inside the Main Hall) all the way until you find a chest with 'Red Lapis x3'. Now return and enter the Main Hall. A scene triggers, as well as a...

-----  
~~~ BOSS: BLASPHEMY ~~~~~

~ HP: 1000  
~ STR: 22  
~ DEF: 35  
~ FOR: 22  
~ SPR: 35  
~ DEX: 33  
~ AGI: 22  
~ XP: 108  
~ FP: 150  
~ Affinity: Cerulean Flame  
~ Items: Decoy Doll Beta  
~ Elemental Info.:  
  ~ Weak: Holy (-60)  
  ~ Strong: Dark (40)

~ Strategy: Second boss, let's tackle this one with ease. Have Rafael cast Gemini Boost in the first turn he gets. Using Air Render and Angelic Beam really shortens the battle, as you deal 2 of these and he's dead. There's really not much to say about this boss, as he's weaker than the previous boss, which is somewhat stupid as this one's the leader.

He has an attack called Diablow, which is very weak, dealing around 30 dmg. to

Cecilia, but the bad part is that it causes Paralysis to the character. He can also Curse you, so be careful.

=====

Keep watching the scene and you'll receive the 'Force Stone' and now we need to go to Nerve... but before that, we need to pick. Here they are:

- Well, yeah! (Destruction)
- Uh... well... (Neutral)
- N-No! (Creation)

We're now in the Catacombs. Before leaving, from where you get control, go N and check the left side of the statue at the top N side to find 'Holy Water'. Now check the middle right tomb to find 'Lihit Grass'. Now check the bottom left one to find 'Sunflower'.

Now leave the Catacombs to the S, open your map with Select and go S to the Main Hall, but as you move, a scene with Ralu triggers. Yay, now we need to go to Ceci's room, so go to the NE corner of the room and descend the stairs to B1. Down here, open your map and move to the fork before the Clerics' Room. Go S and enter the library.

Check the upper left side of it to find 'Cracked Rings x2'. Now enter the Clerics' Room. Go N a little bit and a scene triggers. Go to the top N of the room and use the blue switch on the right side. Now check the NW pots (left of the blue switch) to find 'Green Lapis x2'. Now talk to the Cleric S of the pots and he'll give you 'Cleric Hat'. Now check the SW corner and on the desk you'll find 'Healing Herb x2'.

Return outside, go up to the first floor and enter the Main Hall. Go N and a scene triggers. You'll receive 'Swiftray' and 'Eternova'. Once you regain control, check the altar behind Sister Elda to get 'Healing Herb x4'. I recommend only equipping the Eternova on Rafael at the moment, and the Aqua Orb on Cecilia.

Now exit the Temple to the S. Once outside the Temple, go to the W side and talk to the Cheerful Girl. Answer her with 'You want it?' to trade the Cleric Hat for 'Short Pencil'. Nice. Now go S to the Central Area. Go right from the stairs and talk to the girl sitting on the bench alone. She'll tell you that her grandma is still in the Temple and that she's been gone for a while. You remember that grandma, right? NO?! The one in the B1 floor of the Temple.

Well, before we go get the granny, go down the stairs to the S and you'll see a body of water to the N. Check the W side of this body of water (where there's no protection) to find 'Holy Water'. Next to where you got the item is a food cart. Check it to find 'Fresh Recipe'. Now talk to the brown haired guy on the SW part of town near the food carts and give him the Short Pencil to receive 'Worn Rag'.

Now return to the B1F floor inside the temple and talk to the lone grandma next to the Clerics' Room to have her accompany you. Also go N from her position to find a lone chest with 'Element Will x2'. Also, flip the switch in here.

Remember the Cleric that talked to you when you first got to this floor the first time? Talk to him again and he'll say something about monsters in BF2. Answer with 'I'll stop it!' and then go down to B2F. Now go all the way E and approach the monster. You'll have to fight 5 Manis. Use Rafael's Ogre Blade to

kill 3 at the same time.

Watch the scene after the fight and the Cleric gives you 'Sanocane'. Now leave the Temple and return to the girl sitting on the bench in the Central Area and she'll give you 'Mistletoes'...

<vin> The amount you receive from her is random. The first time I got 3 and the second time I got 1, so yeah, go figures.

Now go down the stairs to the right and at the bottom, you'll see another stairs going N (where the body of water was). Go down these stairs and enter the door at the N. Go all the way N in here to find 'Water Ring' and 'Red Lapis'. Also, if you check the cart with red and white stripes on the E side you can get 'Bellel Wheat x2'. Return outside and use either exit to get to the World Map and then enter...

-----  
Area #02 - Midee Highway sx503  
-----

- My lv: Cecilia 8, Rafael 8
- Enemies: Nepenthes, Evil Wasp, Sabrewolf, Giant Mantis, Zephyra, Orcus, Perro Diablo
- Map Area: <http://www.gamefaqs.com/psp/961684-hexyz-force/faqs/60064>

o~~Item Checklist: ~~~~~o  
 | Stardust ----- ITEM = ITEM ----- Ash Lumber |  
 | Healing Herb ----- ITEM = ITEM ----- Sunflower |  
 | Mistletoe ----- ITEM |  
 o~~~~o

Ok, move forward as you start to trigger an animated cutscene. Once it's over, keep moving forward until you reach a Force Site. Purify it, get 'Stardust', use it and go S at this fork to find a chest with 'Ash Lumber'. Return to the previous fork and check the log N of the Force Site (in the corner leading N) to find a Harvest Point with 'Healing Herb'.

Now go N, cross the bridge and right after the bridge, check the left side corner to find a Harvest Point with 'Mistletoe'. At this fork, go W to find 'Sunflower' at the end inside a lone chest. Return to the previous fork, go N across the bridge, save your game and go N to trigger a scene and a fight. You'll be taught about the Hexyz Charge and Overkill. Anyway, during the scene, you'll end up at...

-----  
Area #03 - Black Precipice sx504  
-----

- My lv: Cecilia 9, Rafael 9
- Enemies: Evil Wisp, Sabrewolf, Zephyra, Mani, Fah, Foul Gel Blob, Sting Worm, Perro Diablo, Sedna, Force Eater, Tibia, Yugool/Evil Wisp x2
- Map Area: <http://www.gamefaqs.com/psp/961684-hexyz-force/faqs/60100> (Note that this is only on how to reach the end. It doesn't list the items gotten here.)

o~~Item Checklist: ~~~~~o  
 | Yellow Lapis x3 ----- ITEM = (SW) ----- Blazecane |  
 | Silver Ring x3 ----- ITEM = ITEM ----- Tattered Doll |  
 | Narcissus ----- ITEM = ITEM ----- Glass Statue |

| Bat Wing ----- ITEM = ITEM ----- Star Sand |  
| Blue Lapis x2 ----- ITEM = (SW) ----- Vitality Orb |  
o~~~~~o

Check the stone that's next to the green portal to trigger a little scene and now you'll be able to use Force Scan, which is Ralu's ability. Press [ ] to use it anywhere on the map. Use it and two red !! will appear near the stone. Examine it and give it Force to make the green portal active. Use it.

From here, go N and scan the area near the white portal to find 'Blue Lapis x2'. Now go W and enter the red portal. Now enter the yellow portal and then the next yellow portal and scan the area you arrive at to find a hidden chest with 'Vitality Orb'. Now go through the yellow portal, then the red to return to the entrance.

Enter the green portal again and then the red one. From here, follow the path and enter the Blue portal. Then go W a little bit and enter the White portal. When you appear, go all the way N and enter the Red Portal. Follow the path and enter the Blue Portal. Once again, go N and enter the White portal. Now go N and enter the Green and final portal.

You're now in a completely different area. Hmm. Walk a little bit and a nice scene triggers, as well as you need to pick again...

- I dunno... (Destruction)
- ... Is it safe? (Neutral)
- Yeah, let's go. (Creation)
  
- ...Like a middle-aged woman's. (Destruction)
- ...Like a bunch of baguettes. (Neutral)
- ...Totally unique. (Creation)

<vin> Dammit. I really thought I was going to travel with Levant and the others =(.

Anyway, when you regain control, you can choose 2 paths, either to enter the white portal, or the pink portal, but before that, let's fuse some items using Ralu's special ability, shall we? All of this is only if you have the items to do it. If you have items for better items, please do so and fuse them.

Fuse a Ash Barette (AH) for Cecilia and 2 Wind Boots and a couple of Purity Bracelets. Now enter the pink portal (the white one only takes you to dead ends, so it's not worth it)...

<vin> If you take the white portal, go right as you enter and scan the device sitting here to activate it. If you give it 4000 FP, you'll get Draconic Ring, but no one can equip it at the moment and you probably don't have that much FP at this point of the game.

Save your game and go N to find a black and gray pillar. Check out behind it to find a Harvest Point with 'Glass Statue'. Keep going N until you find a diamond-shaped chest with 'Yellow Lapis x3'. Return to the fork with the pillar and go W, N at the next one and then E at the last one to find a chest with 'Blazecane'.

Equip it to Cecilia and return to the fork with the pillar and go E and S and enter the blue portal. Go S and use 30 FP on the circular stone to receive 'Star Sand'...

<vin> These circular stones are pretty much like Harvest Point. You can get



different items from these. For example: you can get Stardusts and Ash Lumber from this circular stone.

Return to the previous fork and go E. When you get to another fork, go N and on to the next area.

Follow the path, go S at the fork and as the path goes W, Scan the area to find a Force Site with 'Bat Wing'. Now go to the end of the path and grab both chests with 'Narcissus' and 'Tattered Doll'. Return to the previous area and go E at the fork. Follow the path until you find a Force Site and a Save Point. Check NW from the Force Site to find a Harvest Point with 'Silver Ring'. Now go E from the Save Point to trigger a scene and a...

-----

~~~ BOSS: YUGOOL/EVIL WISP x2 ~~~~~

- Name: Yugool
- ~ HP: 1200
- ~ STR: 70
- ~ DEF: 64
- ~ FOR: 70
- ~ SPR: 68
- ~ DEX: 64
- ~ AGI: 53
- ~ Affinity: Crimson Lotus
- ~ Elemental Info.:
  - ~ Weak: None
  - ~ Strong: Fire (20), Earth (20)

- Name: Evil Wisp x2
- ~ HP: 40
- ~ STR: 17
- ~ DEF: 40
- ~ FOR: 35
- ~ SPR: 40
- ~ DEX: 28
- ~ AGI: 28
- ~ Affinity: Pearl Light
- ~ Elemental Info.:
  - ~ Weak: Holy (-60)
  - ~ Strong: Dark (40)

~ Strategy: This dude is not as hard as he looks. He has a couple of attacks, which are these: he has an Earth attack -- Granite Grave that does around 150 dmg. He also has Flame Wall, which deals around 80-90 dmg., so make sure not to leave both of your characters in the same row. On the first turns, have Cecile attack the Evil Wisps with her normal weapon and she'll kill them in 1 hit. Have Rafael focus on Yugool and have him use Gemini Boost every now and then to speed up the battle.

If you still have Icy Torment from the Aqua Orb, use it with Cecilia to deal over 600 dmg. and killing it most likely.

~ XP: 326  
~ FP: 122  
~ Items: Broken Idol x2, Stardust

=====

Go N after the fight and open the chest to find 'Silver Ring x2'. Now return

and examine the right side (where the white thing is) and the door to the S opens. Save your game and proceed S to the end to trigger a scene and the end of Phase 1.

```
=====
~-- ~-- ~-- 5.2] Phase 2 ~Cecilia's Tale~ ~-- ~-- ~--
~-- ~-- ~-- The Quest for the Monoliths ~-- ~-- ~--
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 .sx505.=====
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Area #04 - Lake Soleil sx506

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- My lv: Cecilia 13, Rafael 13  
- Enemies: Fah, Sting Worm, Sedna, Foul Gel Blob, Perro Diablo  
- Map Area: <http://www.gamefaqs.com/psp/961684-hexyz-force/faqs/60238>

o~~Item Checklist: ~~~~~o  
| Binoculars ----- (AC) = (SW) ----- Stitch Orb |  
| Algenzeria ----- (RW) = ITEM ----- Bizarre Recipe |  
| Sharp Fangs x3 ----- ITEM = (SW) ----- Malleus |  
| Green Lapis x2 ----- ITEM = ITEM ----- Star Sand x2 |  
| Oak Lumber x2 ----- ITEM = ITEM ----- Lihit Grass |  
| Silvervine x2 ----- ITEM = ITEM ----- Rock Lizard |  
| Power Orb ----- (SW) = ITEM ----- Shiitake |  
o~~~~~o

Start by going N to find a chest with 'Mistletoe x3'. Now go all the way N and use Scan to find a Force Scan at the N most (where there's a crack in the wall) and check it to find 'Binoculars'. Equip them and go S. Grab 'Stitch Orb' from the wooden chest. Moderate healing to 1 character at this point is really helpful, so make sure to equip it to someone. At the fork, simply go E (make sure to check the Harvest Point in the corner where the bushes are to find 'Shiitake') and enter Gardner's House.

Use the Force Site and the Save Point and proceed N to trigger a scene. After this really long scene, Luffina -- Luffi for short joins the party and you receive 'Algenzeria'. Before leaving, go NW and scan the area. Now check the table to receive 'Bizarre Recipe'. Now check the pots right next to the table to receive 'Sharp Fangs x3'.

Now use scan on the right side of the area to make a chest appear, as well as 2 other Force Scans. Open the chest to find 'Malleus'. Now check the other 2 Force Scans to find 'Green Lapis x2' and 'Star Sand x2'. Now go up the stairs in front of the door, go W and scan the area to the far NW to find 'Oak Lumber x2'. Return to the previous area and go all the way N and go W to enter Nerval Entrance...

<vin> Before going W into Nerval Altar, check the corner to find a Harvest Point with Lihit Grass, just look for a bunch of tree leaves. Also, use scan to find a Force Scan to the E of the Harvest Point which has 'Silvervine x2'.

First of all, go SW and follow the narrow path alongside the river and when you get to a bridge, check the tree to find a Harvest Point with 'Rock Lizard'. Now go S and open the chest to find 'Power Orb'. Return to the entrance and go NE. Check the red flowers at the end to find another Harvest Point, with 'Taurine Apples' or 'Mistletoes'. Return and go up the stairs and scan the center of the area to find 'Lihit Grass'.

You'll also see 2 entrances to the main temple. The top entrance requires 10,000 FP, which we don't have, so ignore that for now and enter the large door to enter...

-----  
Area #05 - Altar of Nerval sx507  
-----

- My lv: Cecilia 14, Rafael 15, Luffina 14
  - Enemies: Fah, Sting Worm, Sedna, Foul Gel Blob, Perro Diablo, Faust (B)
- o~~Item Checklist: ~~~~~o
- |                    |             |       |                  |
|--------------------|-------------|-------|------------------|
| Regaledge -----    | (SW) = (AC) | ----- | Sheng Long Chain |
| Electric Orb ----- | (SW) = ITEM | ----- | Evil Feathers x4 |
| Capy Doll -----    | ITEM = (SW) | ----- | Hydracane        |
| Wind Ring -----    | (AC) = (AC) | ----- | Meteor Necklace  |
| Swift Orb -----    | (SW) = (SW) | ----- | Defense Orb      |
- o~~~~~o

Start by going N and at the fork, go W then S to find a chest at the end with 'Regaledge'. Before leaving, check the SW corner of the area to find a cracked in the wall. Pay 30 FP to break it down. Follow the path (you won't be able to see yourself) and you'll end up in Lake Soleil again, only to grab a chest with 'Sheng Long Chain'.

Return inside and return to the N/S fork after the first fork near the entrance. Go N this time and grab the chest near the entrance to find 'Electric Orb'. Keep following the path and scan the area near the entrance to the end to find 'Evil Feathers x4'.

Go S down here and at the fork, go W to find a chest with 'Capy Doll'. Return to the previous fork and go S all the way to find a lever. Pull it to make a platform appear in the center of the room. Now return to the previous floor and open up your map. Return a little bit and go down the stairs just to the E of the entrance you just used. Go S and open the chest to find 'Hydracane'. Now follow the path to the right S (where the platform appeared) and check the chest.

Pay 30 FP to open it to receive 'Wind Ring'. Keep going S, go E at the fork and go N in the next fork and open the chest to find 'Meteor Necklace'. Return to the previous fork and go E. Follow the path until you reach the next floor.

Go W and purify the Force Site. Once you've done that, go S then E and open the chest with 'Swift Orb'. Now go all the way W, then all the way N to find a chest with 'Defense Orb'. Now go E, save your game and enter the door to trigger a scene and then a fight with 3 Shades. Just attack them normally like any other enemy and they'll die. Now keep watching the scene...

<vin> Doesn't Faust look like Faust from Shaman King?

... soon afterwards, you'll trigger a...

=====

~~~ BOSS: FAUST ~~~~~

- ~ HP: 1820
- ~ STR: 53
- ~ DEF: 56
- ~ FOR: 79

~ SPR: 76  
~ DEX: 72  
~ AGI: 80  
~ XP: 1700  
~ FP: 350  
~ Affinity: Cerulean Flame  
~ Items: Royal Liquid  
~ Elemental Info.:  
  ~ Weak: None  
  ~ Strong: None

~ Strategy: Not too hard of a boss. His attacks deal around 150 dmg. per hit, so you can easily heal that. If you still have the Aqua Orb for whatever reason, using it here deals around 850 dmg. with its' Icy Torment. Otherwise, use Rafael's Gemini Boost and attack normally, as well as with Ceci and Luffi. That's about it, seriously.

=====

Watch the really long and f'ed up scene and at the answer selection...

- I can't! (Destruction)
- But... (Neutral)
- ..... (Creation)

Now save your game. Now return to the previous area and move forward a little bit to trigger a scene. Once you regain control, go south to the World Map and then enter Palfina... just to do some sidequests.

-----  
Area #06 - Sidequesting Palfina sx508  
-----

- My lv: Cecilia 17, Rafael 17
- Enemies: The same enemies from Midee Highway

o~~Item Checklist: ~~~~~o  
| Orb of Wisdom ----- (SW) = ITEM ----- Tattered Doll |  
| Mantis Wings x10 ----- ITEM = ITEM ----- Cracked Rings x2 |  
| Ash Lumber x4 ----- ITEM = (AB) ----- Long Cape |  
| Serontosphere ----- ITEM |  
o~~~~o

There's a little something to do. When you enter, move directly N and you'll see a lady here. Scan the area and you'll make a chest appear next to the lady, behind the cart. Open it to find 'Orb of Wisdom'.

Now approach the exit to the world map on the right side and talk to the main in the cart with the armor. He asks for a Fire Ring. This is a sidequest, so give the Ring to him. He'll hand over 'Mantis Wings x10'. I'll tell you when to come back to continue this sidequest. Now go up the stairs to the left and scan the area at the top to make another Force Scan appear on the bench, which has 'Tattered Doll'.

Once done this, move N to the entrance of the Temple. Right outside the Temple, go E and talk to the lone guy here to trigger another sidequest. Tell him to give a Narcissus and the girl he likes gets happy about it. Yay. That's it for now. Now go inside the Temple and move to B1F. Go to the Library (the big room in middle of the floor) and talk to the girl here.

She tells you that she must find her 3 books, so we need to go look for them, ok? She tells you that the first one is in possession of a male cleric outside the Temple, so return to the previous floor and exit the Temple from the lower right exit. Talk to the male cleric right outside and he'll tell you about a monster in Midee Highway. Choose to take care of them to start the side quest, but let's finish the others first.

Go W some more and talk to the male cleric outside the central entrance to receive the first book. Return to the girl in the Library and she'll tell you that she lost the second book. Oh man. Anyway, before anything, scan the NE room (the room right in front of the stairs that go up to 1F) to find a Force Scan with 'Cracked Rings x2'.

Now go up to the first floor and you'll see the blue book right next to the torch. Grab it and take it back to the library. Wow, the third book is in the Midee Highway. Now we have to reasons to go there, so let's go. Once you're here, scan the area before crossing the bridge and grab 'Ash Lumber x2' from the Force Scan on the tree stump.

Now scan the area on the right of the Force Site to make a Force Scan appear on the boulder to the right. Check it to find 'Ash Lumber x2'. Now go E and you'll see a red Nepenthes. He's as tough as the monsters in the Temple of Nerverl... maybe a little bit tougher, but not as tough as to write down a strategy just for him.

You'll automatically return to Palfina and get 'Long Cape'. Return to the Force Site in Midee Highway and go N to find a flying enemy before the bridge. Same monsters as in Temple of Nerverl. Kill them and return to the girl in the library to return the book to her. She'll give you 'Serontosphere' as a reward...

<vin> All that just for that item? Humph!

... That's all the sidequests for now, so you can be happy now and get your ass going to...

-----  
Area #07 - Tower of Judgment sx509  
-----

- My lv: Cecilia 17, Rafael the 17  
- Enemies: Goetia, Laplace, Alice, Spinel, Charon, Armor Beast, Perro Diablo, Tibia, Mimic, Quail  
o~~Item Checklist: ~~~~~o  
| Battle Bracer ----- (AC) = ITEM ----- Element Will |  
| Blue Lapis x4 ----- ITEM = (AC) ----- Purity Bracelet |  
| Rotten Cloth x2 ----- ITEM = ITEM ----- Glowing Metal |  
| Steel Shard x3 ----- ITEM = ITEM ----- Tiger's Claw |  
| Vitality Orb ----- (SW) |  
o~~~~o

As you try to enter, make sure to enter in the Pearl Entrance. Remember this portal room? Well, now examine the SW brownish one to activate the portal. Enter this portal and go W then N to find a chest with 'Battle Bracer'. Return to the previous fork, go W, then N at the fork at top, go E all the way until you get to the end. Scan the object and pay 100 FP to activate it to obtain 'Element Will'...

<vin> You'll receive an Element Will for every 100 FP you pay.

Return to the previous fork, go S and scan the tip to find a Force Scan with 'Blue Lapis x4'. Return to the previous fork and go all the way W and enter the blue portal. Go N a little bit and go E at the fork to find a chest with 'Purity Bracelet'. Return to the previous fork, go N, and W to get to a dead end. Scan the area here to find 'Fairy Wings x2'. Now go E at the previous fork and E again to reach another area.

Go N and E at the fork. Scan the dead end to find 'Rotten Cloth x2'. Go W from the previous fork, then go N at the next one and N at the next one. Scan the object here and pay 300 FP to receive 'Tiger's Claw'. Return, go W to find a lone chest at the end with 'A MONSTER!'. It's a Mimic. They appear in many games, from Castlevania to Dragon Quest and Golden Sun. It's actually pretty damn tough. He hits for around 160 dmg. per hit, very similar to Faust, so just think of the Mimic as a Boss. You'll receive 325 XP and 300 FP plus a 'Glowing Metal'. You'll also receive 'Steel Shard x3' from the chest.

Return to the previous room and go S right away at the fork. Save your game when you get to the save point and purify the Force Site to the N. Now go S to trigger a scene and a fight. I won't consider it as Boss Fight, even though the music tells me a completely different thing. Why? The enemies in the fight are just so easy to defeat. Tibia and Goetia die in 2 hits. Quail takes more hits and hits for around 150 dmg., so it's just like killing a Mimic. The good thing is that you'll receive 3533 XP and 894 FP. As for items, Rotten Cloth, Broken Idol x2, Rock Bone and Stardust.

After the fight, go E to find a chest with 'Vitality Orb'. Return to where the enemy popped out and examine the symbol to open the door. Now go W and into the portal to trigger a scene and the end of Phase 2.

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=====
    ~~~ ~~~ ~~~ 5.3] Phase 3 ~Cecilia's Tale~ ~~~ ~~~ ~~~
        ~~~ ~~~ ~~~ Invitation to the Deep ~~~ ~~~ ~~~
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Area #08 - Endless Sands sx511

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- My lv: Cecilia 19, Rafael 19
  - Enemies: Giant Mantis, Armor Beast, Perro Diablo, Charon, Sand Worm, Mother Worm (B)
- o~~Item Checklist: ~~~~~o
- |                |                   |                        |
|----------------|-------------------|------------------------|
| Star Sand x5   | ----- ITEM = (SW) | ----- Invigorating Orb |
| White Lapis x3 | ----- ITEM = ITEM | ----- Energy Mist      |
| Capy Doll      | -----             | ----- ITEM             |
- o~~~~o

Watch the scene at the start and an answer choice will be thrown at you at the very start of the area:

- Walking's hard! (Destruction)
- We'll get lost! (Neutral)
- I might sweat! (Creation)

Choose whichever you want and now we're lost in the Endless Sands. I hope you can follow my instructions because you can barely see a thing. Start by going SW and you'll be in quicksand. Scan around the center of the quicksand area to

find a Force Scan with 'Star Sand x5'. Go in more and enter the hole at the end.

You'll come out in front of some bones and some bones radiating black Force. Spooky. Check behind the mouth of the skull to find a Harvest Point with 'Star Sand'. Just remember where these black bones are in the future. Return from whence you came and go NW. Talk to the Drake here and he'll tell you something about Pinwheel Flowers...

<vin> You actually have to use those in order to get out of this hellish place.

Near this Drake, there's an entrance on the left side. Go inside and follow the path to find a chest with 'Invigorating Orb'. Return to the Drake and go NW to reach the next area. Follow the path and when you get to a fork, go W and when you get another fork, follow the upper path and you'll see an entrance similar to the one near the Drake, but in the S sand wall.

Follow this tunnel to the end and you'll end up in a quicksand puddle. Scan the next entrance and you'll see a Force Scan with 'White Lapis x2'. Continue on and speak to Penelope Prickles... yes, the cacti. She'll want something to drink, and if you've followed my guide, you should have the Holy Water we got at the beginning of the game in Palfina. Give it to her and now leave... seriously. The sidequest will continue eventually.

Return to the fork before entering the tunnel and follow the lower path and you'll see a Pinwheel Flower. Scan it and it'll start turning. Then this is the way to go. Follow the path and you'll enter a large area with a Save Point. Save your game and watch out for the quicksand hole S of the Save Point. Go directly SE from the Save Point to find a chest with 'White Lapis'. There's also a Force Site behind the chest, so make sure to purify it and receive 'Energy Mist'.

Once you've done that, return to the Save Point and scan the quicksand hole SE of the Save Point to find 'Capy Doll'. Now go to the Force Site and go SE, scan the Pinwheel Flower and if it's spinning, follow the path to the next area. Remember the tunnel you used to get to the talking cacti? Well, you'll appear in this path. This time, go E at the fork, then go N to the next area. You'll be back in the previous area with quicksand holes.

Use the Force Site and follow the NW path (NW of the Save Point), but remember to save your game first. In this next area, simply move forward and a scene trigger and a...

-----

~~~ BOSS: MOTHER WORM ~~~~~

- ~ HP: 3600
- ~ STR: 115
- ~ DEF: 106
- ~ FOR: 72
- ~ SPR: 66
- ~ DEX: 66
- ~ AGI: 66
- ~ XP: 8000
- ~ FP: 255
- ~ Affinity: Pearl Light
- ~ Items: Energy Mist
- ~ Elemental Info.:

- ~ Weak: Water (-40)
- ~ Strong: Earth (40)

~ Strategy: lol, I was actually thinking: "Are you effing kidding me?! We have to kill that thing?!" Dammit. No, you don't have to kill it. Either you win or lose, the game will carry on. Thanks for Piti Thadatungsakul for this info. Well, let's start with its attacks. It has Suna Arashi, which deals around 300 dmg. Swallow deals around 160 to both characters, while Sand Blowing (forgot name) deals around 180 dmg. to both and can inflict Darkness.

Use on your first turn Gemini Boost and Cecilia's Divine Favor on Rafael. Also, have him use Power Break to lower his STR, because he can hit, and hit hard. Once used Power Break 4 times, use his normal attack a couple of times and then use your Burst to deal around 960 dmg. per Burst, so it's worth using.

Not much to say about the fight. Leave the fighting to Rafael, while Cecilia focuses on healing both and using Divine Favor whenever runs off Rafael.

=====

Watch the scene after the fight and now we're in...

-----  
 Area #09 - Mother Worm sx512  
 -----

- My lv: Cecilia 21, Rafael 21
- Enemies: Alice, Laplace, Charon, Tibia, Giant Mantis, Tigerlily, Spinel, Mimic
- Map Area: <http://www.gamefaqs.com/psp/961684-hexyz-force/faqs/60127>

```
o~Item Checklist: ~~~~~o
| Burlap Cloth ----- ITEM = ITEM ----- Dividing Liquid x2 |
| Energy Mist ----- ITEM = (AC) ----- Decoy Doll Alpha |
| Wicked Eye x3 ----- ITEM = (SW) ----- Gaiacane |
| Majin's Cloth x2 ----- ITEM = ITEM ----- Devil Nectar |
| Pumpkin Doll ----- ITEM = ITEM ----- Amber x2 |
| Queenova ----- (SW) = ITEM ----- Sweet Recipe |
| Teddie Doll ----- ITEM = ITEM ----- Black Lapis x2 |
| Irispira ----- ITEM = ITEM ----- Tiger Claw |
o~~~~o
```

Keep watching the scene and you'll have to pick again:

- I don't care. (Destruction)
- Is it destiny? (Neutral)
- It's not fair! (Creation)

When you regain control, scan the area and check the Force Scan to the S to get 'Burlap Cloth'. Now move forward and you'll find someone dying. You can't do anything for him right now, so go NE from his position, cross the green goo and grab the chest with 'Dividing Liquid x2'. Enter the tunnel and at the other side, return to the dying man and go left towards the wall and a little bit S to find a secret tunnel.

On the other side of the tunnel is the Force Site. Purify it (the enemies are pretty powerful, so be careful) and you'll receive 'Energy Mist'. Now go all the way N to find a chest with 'Decoy Doll Alpha'. Now go all the way S and at the fork, go N then W at the next one to find 2 chests inside the green goo thing. The N one is a Mimic, and deals around 350 dmg. per hit, so he's hard.



Just use your Bursts to kill it. He'll drop 'Wicked Eye' and you'll receive 'Gaiacane' from the chest. Scan the area to find a Force Scan behind him with 'Devil Nectar'.

Now grab the other chest to find 'ANOTHER EFFING MIMIC'. This one is a bit easier, but still. With 1 Burst is enough to kill it. He'll drop 'Wicked Eye' too and you'll get 'Majin's Cloth x2' from the chest. Return to the Force Site, use it and return to the fork before the Mimics. Go N, save your game and scan the area W of the Save Point to find a Force Scan with 'Pumpkin Doll'...

<vin> If you check the "juicy" area below this Pumpkin Doll, you'll find a Harvest Point with Mercury and Capy Dolls.

Now go W to the next area and to trigger a scene. When she asks you if you're ready, say no and you'll regain control. Open the chest to the N to get 'Queenova'. Now check the cauldron next to the chest to find 'Amber x2'. Now scan the area to the W and grab the Force Scan with 'Sweet Recipe'. Now scan the teddy bear to receive 'Teddie Doll'. Now scan the mirror on the S side to find 'Black Lapis x2'.

If you're all set, leave the worm. Also, Ignus joins the party while Philia only accompanies you =( . Well, we're back in the Endless Sands. Dammit. Simply proceed N through the mouth of the dragon to get to the next area. Follow the path a little bit to trigger a scene. Once it's over, approach the edge of the cliff to find a Harvest Point with 'Irispira'.

Now scan the mouth of the dragon's skull near the portal to find 'Tiger Claw'. Now step on the portal to be transported to...

-----  
Area #10 - Dragon's Abyss sx513  
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- My lv: Cecilia 22, Rafael 22, Ignus 22
- Enemies: Perro Diablo, Armor Beast, Charon, Giant Mantis, Tibia, Alice, Brutal Mantis, Baskerville, Drakon, Virtus (B)
- Map Area: <http://www.gamefaqs.com/psp/961684-hexyz-force/faqs/60126>

o~~Item Checklist: ~~~~~o  
| Red Lapis x4 ----- ITEM = ITEM ----- Rotten Cloth x2 |  
| Stamina Recipe ----- ITEM = ITEM ----- Delicate Recipe |  
| Dividing Liquid x2 ----- ITEM = ITEM ----- Torn Document |  
| Decoy Doll Beta ----- (AC) = ITEM ----- Dragon Blood |  
| Fur Bandana ----- (AH) = ITEM ----- Lihit Grass x5 |  
| Arnon Gem ----- ITEM = ITEM ----- Ororon Doll x2 |  
| Resurrection Orb ----- (SW) = ITEM ----- Sharp Fang x3 |  
| Wicked Eye ----- ITEM = (SW) ----- Strength Orb |  
| Ash Lumber x3 ----- ITEM = ITEM ----- Firefly Laver |  
| White Lapis x3 ----- ITEM = ITEM ----- Millenium Laver |  
| Star Sand ----- ITEM = (AC) ----- Speed Trinket |  
| Elegant Wing ----- ITEM = ITEM ----- Majin Ring x10 |  
| Granraid ----- (SW) = ITEM ----- Gravity Stone x3 |  
| Sleep Ring ----- (AC) |  
o~~~~o

Ignus wants you to meet Regnum, one of the leaders of Dragon's Abyss, so let's go, shall we? From the portal, go W and S when possible. When the path starts going E, scan the area to find 'Red Lapis x4'. Now go E a little and S across the bridge. Go to the far left side of this area and scan the area to have a hidden chest appear with 'Fur Bandana'. Return to the portal and go W down the

stairs to reach the next floor. Go directly W and scan the puddle of water to have a Force Scan appear with 'Rotten Cloth x2'.

Now go S and W into the house. Scan the area and grab 'Stamina Recipe' from the Force Scan from inside. Continue on and at the fork, go N \*\*\*\* and go E at the next fork. Scan the right side of the house and you'll find a Force Scan with 'Delicate Recipe'. Now talk to the guy in here -- he's Regnum. During the scene, the answer selection pops out:

- To gain power. (Destruction)
- To help people. (Neutral)
- To keep order. (Creation)

Regnum accompanies us after the scene. Now go S, exit the house and scan the puddle of water on the left side to find 'Dividing Liquid x2'. Now go E and try crossing the bone bridge. Use 100 FP to fix it and at the fork, go NE and pay another 100 FP to fix the bridge. Remember the Rag we got at Palfina at the beginning of the game by trading the Short Pencil with the man in the main area?

Well, give the rag to the Drake here and he'll give you 'Torn Document'. Now open the chest to find 'Decoy Doll Beta'. Return to the previous fork and go SE to find a chest with 'Dragon Blood'. Return to the Force Site, purify it if you haven't already and use the stairs to the N to get to B2F. From this fork, go S across the bridge and move to the NW part of this little area to find a chest with 'Lihit Grass x5'.

Now scan the area next to the chest to find a Force Scan with 'Arnon Gem'. Return to the multi-forking path, scan the area and a Force Scan will appear on the pillar to the left. Use this pillar and a red flame pops on top of it and the bridge on the right side is complete. Turn it once more and a green flame pops out.

Follow the path on the left (the darker bones) and you'll see another pillar with flame. Turn it to make a red flame appear. Go S to find a chest with 'Ororon Doll'. Scan this little area to find a Force Scan with 'Ororon Doll'. Return and make the flame green again. Go NW and NE at this fork to find another pillar.

Change the flame to red, return and go N this time. Follow the path until you see another pillar, but this one has no flame. Use it, cross the green bridge and use the pillar to get a green flame. Go S and you'll be in the first pillar. Follow the dark bridge and follow the green bridge to find a chest with 'Resurrection Orb'.

Return near the entrance of the area and go NE across the green bridge and down the stairs to B3F. Start by going S and when you go down some stairs, scan the puddle of water on your right to find a Force Scan with 'Sharp Fang x3'. Now go S, purify the Force Site and go SW to find a chest with 'A DAMN MIMIC'. Kill it to receive 'Wicked Eye'. You'll also get from the chest 'Strength Orb'.

Now go E and you'll see two purple poles and several isles. There's actually an invisible bridge here. Follow the path directly to the E passing from 1 platform to the next. From the second isle, move to the S part of it and go E to move directly in front of the steel chest with 'White Lapis x3'. Scan the invisible bridge you used to get to this chest to make a Force Scan appear with 'Millenium Laver'. Now at the end, you'll find a wooden chest with 'Ash Lumber x3'...

<vin> If you check the glowing pillar behind the steel chest you'll find a

Harvest Point with 'Firefly Laver'.

Now return, go E and enter the door to trigger a scene. Now return inside and check the broken monolith to find a Harvest Point with 'Star Sand'. Now go to the W side, go up the stairs and follow the path to find 'Speed Trinket' inside a chest. Now check under the chest you just used to find another chest with 'Elegant Wing'.

Now save your game, return to Regnum's house and talk to the Drake outside. Now go S to the coliseum to trigger a scene with Virtus. You'll be in a fight with him, but it'll end only to have the scene continue. Answer time:

<vin> Actually, I'm not sure if these answers have change are Destruction/Neutral/Creation, as all seem convincing enough.

Anyway, now you'll have a...

-----

~~~ BOSS: VIRTUS ~~~~~

- ~ HP: 2700
- ~ STR: 118
- ~ DEF: 102
- ~ FOR: 86
- ~ SPR: 96
- ~ DEX: 99
- ~ AGI: 92
- ~ XP: 4800
- ~ FP: 302
- ~ Affinity: Cerulean Flame
- ~ Items: Hellfire Ring
- ~ Elemental Info.:
  - ~ Weak: None
  - ~ Strong: Fire (10), Water (10), Stormy (10),  
Earth (10), Lightning (10), Dark (20)

~ Strategy: Let's start with Virtus' attacks. His normal physical attack deals around 40 dmg., which is pathetic at this point. Rockcrush deals between 150-200 dmg. to the whole party. What to do? Hahaha, just attack him normally and he'll go down. It's that easy. I don't even know if Virtus is actually considered a Boss here, but by the XP he left, I think he is.

=====

Keep watching the long-ass scene. Now it's time to do other stuff, so go to Palfina. Once in Palfina, talk to the guy you gave the Fire Ring to and this time give him Meteor Necklace and he'll give you 'Majin Ring x10'. Now leave and go to Endless Sands.

Once you arrive, follow the path and you'll see some sticks on the right side showing you a path. Go NE then NW right away to find a portal. Use it and open the chest down here to find 'Granraid'. Now return to the previous fork and go SE to find 2 chests with 'Gravity Stone x3' and 'Sleep Ring'. Now leave the area and move to...

-----

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- My lv: Cecilia 24, Rafael 24, Ignus 23
- Enemies: Rajh, Tempter, Femur, Isolde, Acid Jelly, Sumatrae, Force Eater, Patella, Sphira, Rafflesia, Golem, Varuna, Tigerlily, Patella/Varuna/Sphene (B)

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o~~Item Checklist: ~~~~~o
| Soul Bangle ----- (AC) = ITEM ----- Healing Herb x10 |
| Narcissus ----- ITEM = ITEM ----- Glowing Metal |
| Lux Orb ----- (SW) = ITEM ----- Mermaid Scale |
| Purifying Orb ----- (SW) |
o~~~~~o

```

Enter to the Pearl Chamber and examine the green portal that's turned off on the SE. Now go through the portal to be inside Tower 5. Go N at the first fork you're at then W at the next one. You'll find a device that gives you a White Lapis if you give it 500 FP. Return to the previous fork and go E this time. When you get to another, go E and open the chest to the end with 'Soul Bangle'.

Return to the first fork and go E this time. Go E whenever you get to another fork and open the chest with 'Healing Herb x10'. Return to the previous fork and go S, then use the portal to the next area. Start going W, purify the Force Site, go N and E to find a device that gives you Alchemy Crystal if you give it 1000 FP.

Return to the previous fork, go W and W again to reach another area. Go W and W at the fork to find a chest with 'Narcissus'. Return to the previous fork, go S and W at the next one to find a chest with 'A MIMIC!'. Yes, a Mimic. It's is tough, so I recommend saving before fighting it. It'll drop 'Glowing Metal' and you'll receive from the chest 'Lux Orb'.

Return to the previous fork and scan this fork to find 'Mermaid Scale'. Now go S from this fork and open the chest to find 'Purifying Orb'. Now return to the previous area and go N from the first fork. Save your game and proceed N to trigger a scene and a...

<vin> Don't do the same thing I did. I was walking N and was watching TV and all of a sudden, I was in the boss fight, without saving and it kicked my ass... XD. Yeah, pay attention.

-----

~~~ BOSS: PATELLA/VARUNA/SPHENE ~~~~~

- Name: Patella
- ~ HP: 603
- ~ STR: 115
- ~ DEF: 99
- ~ FOR: 98
- ~ SPR: 98
- ~ DEX: 104
- ~ AGI: 92
- ~ Affinity: Crimson Lotus
- ~ Elemental Info.:
- ~ Weak: Fire (-40), Holy (-60)
- ~ Strong: Dark (20)

- Name: Varuna
- ~ HP: 579
- ~ STR: 107
- ~ DEF: 88

~ FOR: 87  
~ SPR: 90  
~ DEX: 114  
~ AGI: 118  
~ Affinity: Cerulean Flame  
~ Elemental Info.:  
~ Weak: Stormy (-40)  
~ Strong: Earth (20)

- Name: Sphene  
~ HP: 2800  
~ STR: 112  
~ DEF: 100  
~ FOR: 80  
~ SPR: 92  
~ DEX: 76  
~ AGI: 63  
~ Affinity: Crimson Lotus  
~ Elemental Info.:  
~ Weak: Water (-20), Lightning (-20)  
~ Strong: None

~ Strategy: Not too hard of a fight. Patella and Varuna are 2 regular enemies, while Sphene is the actual boss. Once you've taken care of Patella and Varuna, taking care of Sphene is really easy. He has 2 attacks that target all the characters in a row, so if everyone is on front, all 3 characters will get hit. These attacks hit for around 300 dmg.

That's about it. His other attacks deal around the same amount, but for one character. He can also cast protect on himself, so keep attacking. A good plus is that Sphene is really slow, so you'll have several turns before one of his.

~ XP: 2218  
~ FP: 837  
~ Items: Rock Bone, Holo Meat, Energy Mist

=====

Now go W from here and open the chest to find 'Meteor Necklace'...

<vin> You can give this one to the guy in Palfina if you haven't already =).

... now return to where you fought Sphene and examine the device to the N. Save your game and proceed E through the gate and use the portal at the end to trigger a scene and you'll end this Phase, yahoo!

=====

~~~ ~~~ ~~~ 5.4] Phase 4 ~Cecilia's Tale~ ~~~ ~~~ ~~~  
~~~ ~~~ ~~~ In the Land of Eternal Darkness ~~~ ~~~ ~~~

===== .sx515. =====  
'-----'

During the scene, you'll receive 'Map of Dark Berge'. During the scene, pick an answer:

- Use force! (Destruction)
- Show mercy. (Neutral)
- Let's not fight. (Creation)

Levant and the others appear during the scene. You'll also be at...

-----  
Area #12 - Gultchfort

sx516  
-----

- My lv: Cecilia 26, Rafael 26, Ignus 25

- Enemies: None

o~~Item Checklist: ~~~~~o  
| Night Drops x2 ----- ITEM = ITEM ----- Healing Herbs x10 |  
| Green Laver x2 ----- ITEM = ITEM ----- Oak Lumber x5 |  
| Tiger Skin x2 ----- ITEM = (AL) ----- Storm Shoes |  
| Amber x5 ----- ITEM = ITEM ----- Steel Shard x2 |  
| Healing Herb x5 ----- ITEM = ITEM ----- Irispira x5 |  
| Admonisher ----- (SW) = (SW) ----- Edenova |  
| Alchemy Crystal ----- ITEM = ITEM ----- Sharp Fangs x2 |  
| Premium Silk ----- ITEM = ITEM ----- Bellel Wheat x2 |  
| White Lapis x2 ----- ITEM = ITEM ----- Cashmere |  
| Cestite Shard ----- ITEM = ITEM ----- Green Lapis x5 |  
| Devasti ----- (RW) = ITEM ----- Gravity Stone x8 |  
| Stardust ----- ITEM |  
o~~~~o

When you regain control, use the Force Site, save your game and scan the barrels on the NW side of the area to find a Force Scan with 'Night Drops x2'. Now check the E side to find a chest with 'Healing Herbs x10'. Now scan S of the save point to find a Force Scan with 'Green Laver x2'. Now proceed N and enter 1F.

Proceed further and when you get to a little fork, go W, scan the crates and you'll find 'Oak Lumber x2'. Now go N and scan the N statue in the large area to find a chest with 'Tiger Skin x2'. Now talk to the wolfman near the statue to know about Titles...

<vin> Check out the section corresponding to the titles to know more about them, how to unlock them, what unlocks/what you receive and whatnot.

And if you talk to him after the titles, he'll tell you NOT to say his name fast... XD. OMG, I cracked at this. I love the guys at Sting XD. Ahem, sorry for that. Anyway, go W then N at the fork to find a chest with 'Storm Shoes'. Now go directly S to find a chest with 'Amber x5'. Now go W and N and before going down the stairs, go N and scan the pile of dirt to the N to find 'Steel Shard x2'.

Scan the area to the E as soon as you get down here to find 'Healing Herb x5'. Now return to where the wolfman is (the one of the titles), go NE to find a chest with 'Oak Lumber x3'. Return and go S all the way and go down to B1F. Run to the end to find a chest with 'Irispira x5'. Return and enter Gulden's room. Proceed further, go N inside the little alcove to find a chest with 'Admonisher'.

Now go S from the fork to find a chest at the end with 'Edenova'. Now scan the area behind the chest to find 'Alchemy Crystal'. Now go NE at the fork, talk to the Lycan here and he'll tell you something about some caverns. That's our next destination and it's a sidequest. Now go W at the next fork. Scan the barrel with weapons at the NW corner to find 'Sharp Fangs x2'. Now go E from the fork and go behind the counter to find a chest with 'Premium Silk'.

Now save your game, proceed N and talk to anybody to trigger a scene. Once you

regain control, save your game again if desired and scan the barrels next to the Lycan to find 'Bellel Wheat x2'. Now go into the room to the W (where the beds are) and talk to Levant and Irene. Now go S in the hallway and talk to Rafael.

Once you're done talking, go W and talk to Ignus and Griek. Now return to the first floor. Go to the large area where the statue is and talk to Ciel, which is the elf girl starring at the statue. Now go to the W side and go down to B1F. Talk to the guard when you get to him and now you can pass. Now go N from the fork and open the chest to find 'Cashmere'. Scan the area too to find 'White Lapis x2'.

Now talk to the Elf right here to give him the Torn Book we got at Dragon's Abyss to receive 'Cestite Shard'. Now continue on and use the Cestite Key to open the gate. Once down here, go to the E and scan the area behind the chest to find 'Green Lapis x5'. Now open the chest to find 'Devasti'...

<vin> OMFG, we finally get another Ragnafact, so Ignus can finally have his.

... now return to the previous fork in the upper floor. Go E and follow the path all the way to the end to find a chest with 'Gravity Stone x8'. Now go down the stairs you just passed. Talk to the prisoners down here, return to where Levant and Irene is and speak to Philia. Time to go to sleep. Do so. Once you regain control, go N and once inside the room, scan the area to find 'Stardust'. Now speak to Gulden.

During the scene Cemnal joins as a companion and Ciel truly joins the party. Nice. Now exit Gultchfort and enter...

-----  
Area #13 - Spirit Forest sx517  
-----

- My lv: Rafael 28, Ciel 26, Ignus 27  
    Cecilia 28
- Enemies: Imp. Officer, Imp. Bowman, Imp. Sorcerer, Mimic, Varuna, Rakshe,  
    Rafflesia, Sumatrae, Tigerlily, Bahn (B), Luffi (B),  
    Velvet/Imp. Guard/Imp. Sorcerer (B)

o~~Item Checklist: ~~~~~o  
| Goat Fur x2 ----- ITEM = (SW) ----- Orb of Wisdom |  
| Forest Water x3 ----- ITEM = (SW) ----- Invigorating Orb |  
| Energy Mist ----- ITEM = ITEM ----- Narcissus |  
o~~~~o

Watch the little scene as you enter. Now save your game and go a little bit E at the fork. Scan the area to find 'Goat Fur x2' inside the tree. Now go N to the next area. Go N a little to find a chest with 'A MIMIC'. You'll receive 'Orb of Wisdom' after the fight. Now open the map and locate the chest inside a little alcove to the S. Go there and open it to find 'Forest Water x3'.

Now follow the W most path N, open the chest to find 'ANOTHER DAMN MIMIC'. You'll receive 'Invigorating Orb'. Now go N to the next area. Follow the path, go S at the fork and you'll find a chest with 'Energy Mist'. Return to the previous fork, go E, purify the Force Site, go N afterwards to trigger a scene and a...

-----  
~~~ BOSS: BAHN ~~~~~

~ HP: 3260  
~ STR: 126  
~ DEF: 112  
~ FOR: 98  
~ SPR: 110  
~ DEX: 98  
~ AGI: 109  
~ XP: 13000  
~ FP: 750  
~ Affinity: Cerulean Flame  
~ Items: Rune Bangle  
~ Elemental Info.:  
~ Weak: None  
~ Strong: None

~ Strategy: As per usual, start with Rafael using Gemini Boost and Ignus with War Cry. Bahn is pretty easy if you're using Ciel. Simply have her use Gale Shot over and over to deal around 500 dmg. per hit. Nice, isn't it? With only 4 attacks, you'll defeat Bahn.

Dark Revalense deals around 350 dmg. to 1 character. and he has another attack that targets all 3 characters for 300 dmg. That's it for his attacks.

=====  
Watch the scene after the fight and prepare for another one... this battle is not meant to be won, so don't even try. Now save your game as you regain control, go SW from this fork and infuse 50 FP into the chest to find 'Narcissus'. Return to the fork and go NE to the next area, where the Monolith is.

A scene triggers as you enter...

<vin> Whoa, who's that masked chick?

... anyway, you'll enter a...

-----  
~~~ BOSS: VELVET/IMP. GUARD/IMP. SORCERER ~~~~~

- Name: Velvet  
~ HP: 3300  
~ STR: 104  
~ DEF: 100  
~ FOR: 124  
~ SPR: 122  
~ DEX: 116  
~ AGI: 89  
~ Affinity: Cerulean Flame  
~ Elemental Info.:  
~ Weak: None  
~ Strong: Water (20), Stormy (40), Earth (20)

- Name: Imp. Guard  
~ HP: 795  
~ STR: 126  
~ DEF: 125  
~ FOR: 113



~ SPR: 118  
~ DEX: 122  
~ AGI: 128  
~ Affinity: Void  
~ Elemental Info.:  
~ Weak: None  
~ Strong: None

- Name: Imp. Sorcerer

~ HP: 372  
~ STR: 64  
~ DEF: 70  
~ FOR: 85  
~ SPR: 82  
~ DEX: 72  
~ AGI: 68  
~ Affinity: Void  
~ Elemental Info.:  
~ Weak: None  
~ Strong: None

~ Strategy: If you have Ciel in your party, I recommend you using Arrow Rain in the first turn to kill the Sorcerer and nearly kill the Guard. If you have enough FB, use Ciel's Shooting Star to deal over 2200 dmg. Attack her normally and use restorative Forces whenever needed. That's it. It may be a bit cheap because Ciel's attacks are so powerful, but that's something good, right?

Velvet's attacks are: Purple Haze inflicts Poison to the entire party and her physical attack can deal around 230 per hit.

~ XP: 12799  
~ FP: 2411  
~ Items: Royal Liquid, Spirit Earring

=====

Watch the scene after the fight and you'll be in another...

-----

~~~ BOSS: LUFFI ~~~~~

~ HP: 4000  
~ STR: 65  
~ DEF: 76  
~ FOR: 112  
~ SPR: 106  
~ DEX: 95  
~ AGI: 96  
~ XP: 15000  
~ FP: 933  
~ Affinity: Pearl Light  
~ Items: None  
~ Elemental Info.:  
~ Weak: None  
~ Strong: Lightning (20)

~ Strategy: Luffi is pretty simple because she's really slow. Just have Ignus and Rafael normally attack during the whole fight while Ciel uses Gale Shot to deal around 450 dmg. Do this over and over and she'll fall. You won't even need

to heal yourself, honestly.

Plasma Wave deals around 270 dmg. to the entire party. Her Thunder Shot deals around the same dmg. but to one character.

After the scene, it'll continue in Gultchfort. Sadly, Ciel leaves the party...

<vin> Oh man, I was liking her a lot dude! =(

... ehem... sorry =P. Exit Gultchfort and go to...

-----  
Area #14 - Lake Soleil sx518  
-----

- My lv: Cecilia 28, Rafael 31, Ignus 30
- Enemies: Same as always

```
o~~Item Checklist: ~~~~~o
| Discerning Specs ----- (AC) = (AL) ----- Battle Boots |
| White Lapis ----- ITEM = (SW) ----- Orb of Wisdom |
| Life Orb ----- (SW) = ITEM ----- Alchemy Crystal x5 |
| K.O.Recipe ----- ITEM = ITEM ----- Element Will x4 |
| Glowing Liquid x2 ----- ITEM = (SW) ----- Strength Orb |
o~~~~~o
```

Go E from the fork and talk to Gardner in this area. Now it's time to go to the lab, so leave this area and head to the entrance of the Altar of Nerverl. Remember the entrance I told you that you needed 10000 FP to get inside? If you have them, open it up and follow the straightforward path to find 'Discerning Specs'. Now return to the entrance and enter from the main gate.

Go N from the first fork and E at the second to find a chest at the end with 'Battle Boots'. Return to the previous fork, go S and go S at the next one to find a chest with 'White Lapis'. Now go N and down the stairs. Down here, there's a chest for you to grab with 'Life Orb', but there are traps before it. The path is very easy. Just look at the floor and make sure not to step on any cracked block.

If you fall, if you open the chest to the S, you'll find 'A MIMIC!', which gives you 'Orb of Wisdom'. Return to the previous room, go to the SE side, purify the Force Site and proceed W down the stairs. Down here, go E, examine the symbol on the door and enter it to trigger a scene. Once it's over, before leaving the room, open the chest to the N to find 'Alchemy Crystal x5'.

Now scan the NW bookshelf to find 'K.O.Recipe'. Now scan the table to the S to find 'Element Will x4'. Now scan the cauldron to the NE to find 'Glowing Liquid x2'. Now exit the Altar of Nerverl and enter Palfina. Not much to do here, so simply go N and enter the temple. Before going on with the story, go to the Catacombs behind the main hall and scan the N area next to the statue to find a chest with 'Strength Orb'.

Now go to the main hall and talk to Elda to trigger a scene. Once it's over, exit Palfina and enter...

-----  
Area #15 - The Sealed Library sx519  
-----

- My lv: Cecilia 28, Rafael 31, Ignus 30
- Enemies: Sumatrae, Tigerlily, Acid Jelly, Soloma, Tempter, Isolde, Femur, Sphira, Angeu, Drakon, Zepar, Rajh, Beli/Charmer/Rakshe (B)

```

o~~Item Checklist: ~~~~~o
| Broken Idol x2 ----- ITEM = ITEM ----- Alhest Solution |
| Night Drop x2 ----- ITEM = ITEM ----- Wicked Eye |
| Fastile ----- ITEM = ITEM ----- Dark Garments |
| Yellow Lapis x2 ----- ITEM = ITEM ----- Serontosphere x2 |
| S&S Recipe ----- ITEM = ITEM ----- Nylonester |
| Glowing Metal x2 ----- ITEM = ITEM ----- Arnon Gem |
| Alchemy Crystals x5 ----- ITEM = ITEM ----- Stardust x3 |
| Aegis Bangle ----- (AC) |
o~~~~o

```

Start by going E and when you get to the NE room, scan the NE corner to find 'Broken Idol x2'. Now you'll see a chest on top of the shelves in the next room. Go up the ladder and follow the path on top to get 'Alhest Solution'. Now follow the path NW and enter the next area.

Go around the shelves in this room, go down the stairs, save your game and then purify the Force Site. Scan the bookshelf next to the Force Site to find a book with Crimson Force. Pick it up to fight Drakon. You have already fought one of these (from a Force Site I believe), so you shouldn't have any problems.

Now go E and open the chest to get 'Night Drop x2'. Now go E into the next room, go up the ladder and go around to the chest that contains 'A MIMIC'. Yes, these assholes are getting quite often, which is a pain in the behind. Thank goodness, this one is quite simple. You'll receive 'Wicked Eye' from him and 'Fastile' from the chest.

Now go all the way N and scan the bookshelf in middle to find a book with Pearl Force. Pick it up and you'll have to fight Angeu. He's not hard at all. His has an attack that does around 150 dmg. and another one that does around 250 dmg. Other attacks of his deal in between these. You'll receive 'Dark Garments' from him. You'll also see that a part of the seal opens. Now scan the bookshelf right of the one you previously scanned to find 'Yellow Lapis x2'.

Return to the Force Site, use it, save, go up the ladder and enter the room to the N, where the seal is. Scan the bookshelf on the left of the seal to fight Zepar, which is another damn easy enemy. Now open the sealed door and go inside to find 'Arnon Gem' right next to the entrance. Now to the N, open the chest under the bridges to find 'Serontosphere x2'. Now go up the ladder, go into the next room, go down the ladder and grab 'S&S Recipe' and 'Nylonester' from both chests.

Now go up the ladder and infuse 30 FP to the chest to find 'Glowing Metal x2'. Return to the save point, use the Force Site, save your game, go E to the next room and go N, then E at the fork. Go up the ladder, follow the path and follow both paths at the fork to find 'Alchemy Crystals x5' and 'Stardust x3'. Return to the room E of the save point and go N to trigger a scene and a...

~~~~~  
 --- BOSS: BELI/CHARMER/RAKSHE ~~~~~

- Name: Rakshe
- ~ HP: 1500
- ~ STR: 138

~ DEF: 122  
~ FOR: 116  
~ SPR: 122  
~ DEX: 115  
~ AGI: 115  
~ Affinity: Crimson Lotus  
~ Elemental Info.:  
~ Weak: None  
~ Strong: Fire (10), Water (10)

- Name: Beli  
~ HP: 555  
~ STR: 95  
~ DEF: 99  
~ FOR: 116  
~ SPR: 109  
~ DEX: 112  
~ AGI: 114  
~ Affinity: Cerulean Flame  
~ Elemental Info.:  
~ Weak: Holy (-40)  
~ Strong: Lightning (40), Dark (20)

- Name: Charmer  
~ HP: 714  
~ STR: 112  
~ DEF: 108  
~ FOR: 139  
~ SPR: 135  
~ DEX: 128  
~ AGI: 126  
~ Affinity: Pearl Light  
~ Elemental Info.:  
~ Weak: Fire (-20), Lightning (-20)  
~ Strong: Water (40)

~ Strategy: You first wanna take down Beli, because his attacks can rip you a new one. He has a lightning attack that deals over 500 dmg. to all characters, which is a ton. Once you've taken care of Beli, the fight becomes significantly easier. Kill Charmer ASAP and only Rakshe will be left. Use Rafael's Power Break to lower Rakshe's defense while Ignus uses War Cry and keeps on attacking normally.

Have Cecilia attack normally and heal whenever Ignus, Rafael or her needs it. That's pretty much it. Below is a paragraph with the attacks of Rakshe, which aren't that powerful, so you'll normally breeze through this fight.

Rakshe's attacks are: Snake Bite goes for around 250 dmg. to one character and can inflict poison. Rotten Breath deals almost 0 dmg. but lowers the DEF of all characters, so be careful. Scary Voice only inflicts Fear to all characters. Cold Breath deals around 380 dmg. to one character.

~ XP: 3028  
~ FP: 1460  
~ Items: Silver Ring, Cracked Ring  
Goat Fur, Mermaid Scale

=====

Now proceed N and examine the wall to trigger a scene. Now you'll be in the

Ragnafact Shrine. Open the chest in here to find 'Aegis Bangle'. Now approach the book in middle of the light to trigger a scene. Now leave the Sealed Library completely, head to Nerverl Altar and on to Gardner's lab to trigger a scene.

As the scene progresses, we'll get to choose (it's been a while since one of these):

- It's too dangerous. (Destruction)
- That's great, but... (Neutral)
- Oh, alright, let's go! (Creation)

As the scene ends, Luffina... Luffi from here on out, joins the party! Now leave this place and head to...

-----  
Area #16 - Gultchfort sx520  
-----

- My lv: Cecilia 29, Luffi 30, Ignus 31  
Rafael 32

- Enemies: None

o~~Item Checklist: ~~~~~o  
| None |  
o~~~~o

Once here, go over to Gulden's room and a scene triggers. Here you have to pick again: (I'm unsure of these, but I think I have them)

- You should try talking to them.
- It's a trap.

And afterwards, another pick:

- Want payback. (Destruction)
- Have no choice. (Neutral)
- Have a mission. (Creation)

Once the scene is over, Cemnal accompanies us again. Now leave Gultchfort and head over to...

-----  
Area #17 - Tower of Judgment sx521  
-----

- My lv: Cecilia 29, Luffi 30, Ignus 31  
Rafael 32

- Enemies: Tempter, Brutal Mantis, Foxy, Stall Worm, Altaica, Goetia, Ulexite, Patella, Beli, Grunere, Juliet, Shell Beast, Sphira, Force Eater, Golem, Baskerville, Moa/Sphira/Femur (B)

o~~Item Checklist: ~~~~~o  
| Fastile x2 ----- ITEM = ITEM ----- Irispira x5 |  
| Moonlight Grass ----- ITEM = ITEM ----- Stardust x3 |  
| Tough Scale ----- ITEM = (SW) ----- Orb of Hope |  
o~~~~o

Remember to enter to the Pearl Chamber. Activate the blue portal on the E side of the room and go through it. Start by going S a little and go W at the fork

you come across. When you get to the next fork, go all the way N to find a chest with 'Fastile x2'. Now follow the fork just before the chest and go all the way E to find a portal. Use it.

Once you reappear, go W from the fork and you'll be in another area. This is a small area, which is good. Go S from the second fork to find a chest with 'Orb of Hope'. Thanks for Nicholas Wee and Psy Loko for the chest content.

Now follow the path all the way to the S to find a lone chest with 'Irispira x5'. Return to the previous area, use the portal to return to the first area. On the W side with the 3 forks, go all the way S and follow the lowest fork E and you'll get to a portal all the way to the N.

Purify the Force Site when you appear, go E from the fork and scan the circular device at the end. Infuse 3000 FP to receive 'Moonlight Grass'...

<vin> You can also get Unicorn Wings and Dragon's Blood from here.

Return to the fork and go N, then W to find a chest with 'Stardust x3'. Now go E, save your game and go E some more to trigger a scene and a...

-----

~~~ BOSS: MOA/SPHIRA/FEMUR ~~~~~

- Name: Moa
  - ~ HP: 3800
  - ~ STR: 106
  - ~ DEF: 109
  - ~ FOR: 126
  - ~ SPR: 120
  - ~ DEX: 118
  - ~ AGI: 120
  - ~ Affinity: Cerulean Flame
  - ~ Elemental Info.:
    - ~ Weak: Holy (-40)
    - ~ Strong: Lightning (40), Dark (20)
  
- Name: Sphira
  - ~ HP: 810
  - ~ STR: 120
  - ~ DEF: 120
  - ~ FOR: 115
  - ~ SPR: 117
  - ~ DEX: 97
  - ~ AGI: 94
  - ~ Affinity: Crimson Lotus
  - ~ Elemental Info.:
    - ~ Weak: None
    - ~ Strong: Fire (20), Earth (20)
  
- Name: Femur
  - ~ HP: 444
  - ~ STR: 90
  - ~ DEF: 74
  - ~ FOR: 68
  - ~ SPR: 72
  - ~ DEX: 76
  - ~ AGI: 64
  - ~ Affinity: Crimson Lotus

- ~ Elemental Info.:
- ~ Weak: Fire (-40), Holy (-60)
- ~ Strong: Dark (20)

~ Strategy: Ok, this is not a hard fight. Bring Luffi in this battle. Use Plasma Wave twice and Femur goes down. Sphira goes down with 3 Plasma Waves and 1 or 2 attacks from Cecile. As for Moa, he's just like Beli from the Secret Library. Once he's alone, have Cecile cast Saintly Fire on him, Ignus must use Hellbound to deal quite an amount of dmg. In a matter of minutes, he'll go down. See how easy that was?

- ~ XP: 3397
- ~ FP: 1089
- ~ Items: Cursed Bone, Majin's Cloth  
Rock Bone, Majin Ring, Energy Mist

Examine the device in front of you after the fight and the gate opens. Before that, go S to find a chest with 'Tough Scale'. Now go N through the portal to trigger a scene and the end of Phase 4.

5.5] Phase 5 ~Cecilia's Tale~  
The Ruins of the Floating City

.sx522.  
'-----'

Watch the scene as the Phase starts and now you'll be at...

Area #18 - Altair sx523

- My lv: Cecilia 32, Luffi 32, Ignus 33  
Rafael 33
- Enemies: Juliet, Sphira, Altaica, Baskerville, Patella, Bergan, Shade M, Tempter, Drakon, Ulexite, Beli, Stall Worm, Brutal Mantis, Golem, Foxy, Angeu, Zepar, Humerus, Smierc, Phantasma Theta (B), Azul (B)
- Map Area: <http://www.gamefaqs.com/psp/961684-hexyz-force/faqs/60239>

```
o~Item Checklist: ~~~~~o
| Surgery Orb ----- (SW) = ITEM ----- Moonlight Grass x5 |
| Mercury x3 ----- ITEM = ITEM ----- Willow Leaf x2 |
| Night Drop x3 ----- ITEM = ITEM ----- Yellow Lapis x5 |
| Nightmare Gem ----- ITEM = ITEM ----- Adamastia x3 |
| Taurine Apples x4 ----- ITEM = ITEM ----- Steel Shard x2 |
| Serontosphere x2 ----- ITEM = ITEM ----- Energy Mist x2 |
| Tough Talon ----- ITEM = ITEM ----- Reactor Key A |
| Steel Lump ----- ITEM = ITEM ----- Adamastia x2 |
| Gravity Stone x5 ----- ITEM = (AB) ----- Illusion Cloak |
o~~~~o
```

From where we start, go W and S at the next fork to find 2 chests with 'A MIMIC' -- from which you'll receive 'Surgery Orb' and 'Moonlight Grass x5'...

<vin> These Moonlight Grass cost 3000 FP per item back at the Tower of Judgment. Man, that's expensive.

Return to the previous fork and go N to the next area. At the first fork, go E to find 'Mercury x3' in a chest. Return to the previous screen and on to where you started. Go E from this fork, E at the next one and follow the path completely until you reach a N/W fork. Before passing below the bridge on the NE side of the map, scan just to the S in the little alcove to find 'Willow Leaf x2'.

At the fork, go N and open the chest to find 'Night Drop x2'. Scan the machines E of this chest to find 'Yellow Lapis x5'. Go E into the dead end to find a Harvest Point with 'Night Drop'. Now go W to the portal and use it to trigger a scene. You'll see one of my favorite quotes in the whole game so far, and it's from Ralu: "1600 years... What the heck... You're practically a fossil!" XD. Haha, anyway, let us continue.

Start by going S and at the E/W fork, scan the machines here to find 'Steel Shard x2'. You'll also find a Harvest Point with 'Taurine Apple' by checking the machines. Now go W at the fork to find 'Taurine Apples x3' at the end. Return to the previous fork, go E and S at the next fork to find a chest with 'A MIMIC' -- from which you'll receive 'Serontosphere x2'. Now go all the way N to the next area. The camera will be so panned out in this area, showing you the beauty of the game. Anyway, go W from the fork and follow the path behind the wall to find a chest, which you should infuse 100 FP to find 'Energy Mist'.

Return to the fork and go N to trigger a scene talking about the Force Reactors. You'll also receive 'Reactor Key A'. Now examine the Reactor to activate it. Return to the previous area and return to the fork at the beginning and go E at the fork and S right afterwards to find a chest with 'Nightmare Gem'. Return to the previous fork, go E and N at the next one to find another chest, with 'Adamastia x3' in this one.

Return to the previous fork, go W into the next area. In the first fork here, go W and N at the next one to find a chest at the end with 'Tough Talon'. Return to the fork at the entrance, go N and go W across the narrow walkway. Follow the path to the end to find a chest which you should infuse 100 FP to find 'Illusion Cloak'. Thanks to Leynard Polidario for the chest content.

... return to the fork before the narrow walkway, go N and enter the portal. Simply follow the path to the next area. In this area, proceed forward and scan the machines W of the gate to find 'Steel Lump'. Yes, we just came for that. Return to the upper area and go to the fork where the narrow walkway to the W is. Follow it and use the portal at the end.

Save your game when possible and go E to trigger a scene. Once it's over, check to the N to find a chest with 'Adamastia x2'. Now go S at the next fork to find a chest with 'Gravity Stone x5'. Return to the fork and go E to the first area. Here, simply follow the path to find 'Energy Mist'. Return to the fork in the previous area and go W.

Purify the Force Site when you get to it and go W to trigger a scene and a...

-----

~~~ BOSS: PHANTASMA THETA ~~~~~

- ~ HP: 6500
- ~ STR: 150
- ~ DEF: 160
- ~ FOR: 120
- ~ SPR: 125
- ~ DEX: 120



~ AGI: 135  
~ XP: 36000  
~ FP: 1880  
~ Affinity: Cerulean Flame  
~ Items: Phantasm Alloy  
~ Elemental Info.:  
~ Weak: Lightning (-20)  
~ Strong: None

~ Strategy: As per usual, start by using Ignus' War Cry on himself. Have Cecilia use Heroic Shield on all 3 characters. Have Ignus use Hellhound over and over, Luffi her normal attack and Cecilia use her Burst Attack to deal over 1200 dmg. with her alone, 250 with Luffi and around 750 with Ignus. If you need to heal, use Cecilia's Angel Tear to heal an incredible amount of HP.

As for Phantasma Omega's attacks, he has Plasma Lance which deals around 420 dmg. to one character. Shield Bowgun deals around the same dmg. as Plasma Lance. That's all the attacks I saw him use.

-----  
Keep watching the scene and when you regain control, save your game and then proceed N to the Monolith. Watch the scene and afterwards, you'll be in another damn...

-----  
~~~ BOSS: AZUL ~~~~~

~ HP: 4060  
~ STR: 102  
~ DEF: 110  
~ FOR: 150  
~ SPR: 150  
~ DEX: 126  
~ AGI: 115  
~ XP: 24000  
~ FP: 1200  
~ Affinity: Void  
~ Items: Knowledge Fruit  
~ Elemental Info.:  
~ Weak: None  
~ Strong: None

~ Strategy: Azul... blue? Anyway, this little brat isn't hard. Have Cecilia use Angel Tear throughout the battle, while Ignus uses War Cry once and attacks nonstop using Hellhound. Have Luffi attack as well. In a matter of seconds, he'll go down.

Voltaic Sphere deals around 300 dmg. to 1 character. Karma deals around 450 dmg. plus decreases your STR, DEF, FOR and SPR. Ragnaphobia is... I have no idea. He only used it once and it missed. Prominence deals over 450 dmg. to 1 character, which is a lot of pain.

-----  
Keep watching the scene. At the question:

- I'll take down both of 'em! (Destruction)
- I'll stop them! (Creation)

Once this messed up scene is over (sniff), you'll automatically be at...

-----  
Area #19 - Gultchfort

sx524  
-----

- My lv: Cecilia 38, Luffi 38, Ignus 38  
Rafael 35

- Enemies: None

o~~Item Checklist: ~~~~~o  
| None |  
o~~~~o

Start by going to Gulden's room and talk to the Turtle here to trigger a little scene. After the rather lengthy scene, go to the bedding area near Gulden's room...

<vin> Talk to Ignus and Griek before arriving, Levant and Irene at the Pub and Rafael and Luffi in the bedding area.

... and after talking to Rafael and Luffi, talk to Luffi and go to sleep. When you regain control, leave Gultchfort and move on to Palfina. Go to the temple and talk to Elda, who is at the Catacombs -- behind the Main Hall. Remember the guy you gave the flower to outside the temple on the right side? Talk to him and he'll ask for food. Give him anything you have (remember that the Lycan at Gultchfort cooks for you), which is the second part of this sidequest. Now leave and go to...

-----  
Area #20 - Ravena Castle

sx525  
-----

- My lv: Rafael 35, Luffi 38, Ignus 38  
Cecilia 38

- Enemies: Zmey, Golem, Juliet, Sphira, Beli, Baskerville, Stall Worm, Ulexite Patella, Altaica, Brutal Mantis, Foxy, Goetia, Angeu, Ravena Lord (B), Azul (B)

o~~Item Checklist: ~~~~~o  
| Serontosphere x2 ----- ITEM = ITEM ----- Pelvic Fragment |  
| Mantis Blade x2 ----- ITEM = ITEM ----- Decoy Doll Omega |  
| Steel Shard ----- ITEM = ITEM ----- Alchemy Crystal |  
| Strength Orb ----- (SW) = ITEM ----- Glowing Metal |  
| Haste Orb ----- (SW) = ITEM ----- Nightmare Gem |  
| Grandedge ----- (SW) = (SW) ----- Orb of Hope |  
| Broken Idol x2 ----- ITEM = ITEM ----- Alhest Solution x2 |  
| Waste Water x2 ----- ITEM = (SW) ----- Aqua Orb |  
| Resurrection Orb ----- (SW) = ITEM ----- Hard Rock Skin x2 |  
| Narcissus ----- ITEM = ITEM ----- Purple Lapis x10 |  
| Cashmere ----- ITEM = ITEM ----- Refreshing Recipe |  
| Poison Ring ----- (AC) = ITEM ----- Glowing Fin |  
| Frozen Nail x2 ----- ITEM = ITEM ----- Eladah Tears x2 |  
| Soothsong ----- (SW) = ITEM ----- Purple Lapis x2 |  
| Lihit Grass x2 ----- ITEM = ITEM ----- Pod Key |  
| Ash Lumber x2 ----- ITEM = ITEM ----- Bellel Wheat |  
| Cleaning Tool Set ----- ITEM = ITEM ----- Pelvic Fragments x10 |  
| Fragrant Oil ----- ITEM = ITEM ----- Silver Knife |  
| Pumpkin Pouch ----- (AC) = (RW) ----- Dark Rassfeld |

Alrighty, let's get started with Ravena Castle. Since we won't be using Cecilia here for obvious reasons, I recommend removing Holy Rifaalt from her and equipping it on Luffi, since she can use most of the Forces Cecile can use.

Start by going W and open the chest with 'Serontosphere x2' when you get to it. Now go N from the fork and before entering, go W among the grass and scan the second patch of grass to find 'Pelvic Fragment'. Now go all the way W and scan the patch of dirt at the end.

Infuse 300 FP into the wall and it'll lower. Go inside. Scan the papers on the W side of the room to find 'Mantis Blade x2'. Now return outside, return to the fork outside the entrance door and go E to find a lone chest with 'Decoy Doll Omega'. Now return and go in the main door. A scene triggers as you move inside. Now save your game, purify the Force Site. Afterwards, go N into the room. Simply go E and examine the door to trigger a little scene.

Now we now need to find a way to get in here. Return to the previous room and enter the room to the E side. Follow the straightforward path and when you get to the NE corner of the room, scan the armors on the left side of the path to find 'Steel Shard'. Continue on to the W and soon enough (right after the semi large area) you'll find another pair of armors. Scan them to find 'Alchemy Crystal'.

Now go W some more, S whenever possible and at the end you'll find 9 chests that contain 'A MIMIC' -- which gives you 'Strength Orb' (it's in the third chest on the E side from top to bottom), 'Glowing Metal' (in the bottom right chest), 'ANOTHER MIMIC' -- which gives you 'Haste Orb' (it's the bottom middle chest), 'Nightmare Gem' (bottom left chest), 'A THIRD MIMIC' -- which gives you 'Grandedge' (third chest on the W side from top to bottom) and 'Orb of Hope' (infuse 80 FP to get it).

Return to the previous fork, go E and S down the stairs to B1F. Open the 2 chests down here to find 'Alhest Solution x2' and 'Waste Water x2'. Return to the previous floor, go W and scan the armors when you get to them to find 'Broken Idol x2'. Keep going W and go up the stairs when you get to them. Follow the path and at the fork, go W to find a chest with 'Aqua Orb'. Continue on to the E.

When you get to a fork, go S and scan the little pillar at the end to have a white crystal appear. Infuse 30 FP into it to have a door open. Return to the fork and go W up the stairs to the 3F. Go S and W at the fork to find a chest with 'Resurrection Orb'. Now go all the way S to the S wall, scan the area between the pillars to find 'Hard Rock Skin x2' and go E to find 'Narcissus' and 'Purple Lapis x10' inside 2 chests.

Return to the previous fork, go W and down the stairs. Follow the path to find 'Cashmere' and 'Refreshing Recipe' inside 2 chests at the end. Return to the fork in the previous floor and go NE (follow the right path to the N). At the next fork, go E and E at the next one. Scan the little pillar and infuse 30 FP into it to open another door. Return to the previous fork and go N to find a chest with 'Poison Ring'.

Return 2 forks, go N, E at the next fork and up the stairs at the end. Follow the path until you reach the S side. You'll see 2 green planet-like things. Examine the first one to make some invisible walls appear. Scan here to find a Force Scan in between the walls, which you can't get yet. Now you'll see a wall in the shape of an "U". Move around it and go N from the right side and move to

the second planet-thing.

You'll have another set of walls appear. Follow the outer wall of the "U" shaped wall and follow the path until you reach the Force Scan, which contains 'Glowing Fin'. Go E from the S wall and navigate to the N until you get to the planet-thing in middle of the room. Now follow the N side of the reddish wall, go all the way to the N (where the wall is) and scan the area on the left of the planet-thing to find 'Frozen Nail x2'.

From here, backtrack to the W a little and go SE. Go all the way S and around to the E and all the way back to the N to get to the last planet-thing. Examine it and a chest in the maze appears. Check the map to see where it is, go there and open it to find 'Eladah Tears x2'. Now follow the path to the E and go to the end to find another one of those little pillars. Scan it and infuse 30 FP to have a portal appear, which takes you to the beginning. Use it.

Go up the stairs on the W side. Before going all the way to the top, scan the objects in middle of the stairs to find some white gem popping out of the pillar. Infuse 30 FP and you'll open the door at the top. Now go inside the door that just opened. Now just follow the path until you reach the 4F. Save your game and scan the W pillar. Infuse 30 FP to open the door before you. Save your game and proceed inside.

This is the throne room. Start by going W into the little narrow path and scan the area around here to find a hidden chest with 'Soothsong'. Now go in the narrow path on the E side of the room to find a Force Scan with 'Purple Lapis x2'. Now go N to find an enemy, which will trigger a...

-----

~~~ BOSS: RAVENA LORD ~~~~~

- ~ HP: 4640
- ~ STR: 150
- ~ DEF: 123
- ~ FOR: 120
- ~ SPR: 122
- ~ DEX: 128
- ~ AGI: 140
- ~ XP: 12000
- ~ FP: 864
- ~ Affinity: Pearl Light
- ~ Items: Nightmare Gem
- ~ Elemental Info.:
  - ~ Weak: Fire (-40), Holy (-60)
  - ~ Strong: Dark (40)

~ Strategy: This enemy looks awesome. I like him. Start by using Gemini Boost with Rafael, War Cry with Ignus and Radiant Strike with Luffi, which will deal around 950+ dmg. per hit. Once you've used Gemini Boost, start using Breaks to lower the stats. Have Ignus use Hellbound over and over. Luffi should focus on using Radiant Strike (which is a Rifaalt skill) when she's not using Angel Tear.

As for his attacks, Chaos Slash deals around 250 dmg. to 1 character. I think that's the only attack he has, because I did this fight 3 times and it's the only attack he used.

=====

Once you regain control, scan the left side of the throne to find 'Lihit Grass x2'. Now open the chest to find 'Pod Key'. Remember the W and E passages in the room? Go there and use the Pod Key you just got to open the green containers and the W one will give you 'Pumpkin Pouch' while the E one gives you a Ragnafact 'Dark Rassfeld'.

Now return to the first floor and go to the chapel. Once you enter, a scene triggers. Now scan the area on the left side where the broken chairs are to find 'Ash Lumber x2'. Now go inside the room on the right to have the scene continue. Scan the area to find 'Bellel Wheat'.

Now examine the desk on the right and the scene continues. At the question:

- To break things. (Destruction)
- A bad thing. (Creation)
- I don't know. (Neutral)

Now leave Ravena Castle and return to Palfina, to trigger a scene as you enter. Now save your game, go to the Main Hall inside the temple and speak to Elda. Now go to the Monolith to trigger another scene with Azul, as well as a...

-----

~~~ BOSS: AZUL ~~~~~

~ XP: ---

~ FP: ---

~ Affinity: Void

~ Items: ---

~ Elemental Info.:

~ Weak: None

~ Strong: None

~ Strategy: Azul is the same brat as in the previous battle. Have Luffi use Angel Tear throughout the battle, while Ignus uses War Cry once and attacks nonstop using Hellhound. Have Rafael attack as well. In a matter of seconds, the fight will end.

Voltaic Sphere deals around 500 dmg. to 1 character. Karma deals around 450 dmg. plus decreases your STR, DEF, FOR and SPR. Ragnaphobia is... I have no idea. He only used it once and it missed. Prominence deals over 500 dmg. to 1 character, which is a lot of pain. Shock Blast deals around 400 dmg. to all characters.

=====

Keep watching the scene and at the end of it, Cecilia learns Seraph Wave, a new Burst Attack. Rafael and Luffi also get a new Burst Attack (Stormbringer and Twinkle Heal respectively). Now remove Riafalt from Luffi and give it back to Cecilia. Now go W from the Main Hall and talk to the lone female researcher and exchange the Cestite Fragment you got at Gultchfort for 'Cleaning Tool Set'.

Before leaving Palfina, remember the guy in the lower left side of the main area that asked you for items? Well, talk to him and give him a Dark Ring (fuse it using Black Lapis x2 and Glowing Metal -- not Cracked Ring x2, Glass Statue x2 and Cursed Bone x2) to get 'Pelvic Fragments x10'. Now go to Lake Soleil and enter Gardner's House. Talk to him and exchange the Cleaning Tool Set for 'Fragrant Oil'. I bet you know where we need to go now, huh?!

Now move on to Gultchfort. Talk to the chef Vault and exchange the Fragrant Oil to receive 'Silver Knife'. Now talk to the Sensible Elf, which is near the entrance of this floor and exchange the Silver Knife for 'Spirit Beacon'. Just one step more to end this sidequest.

Now leave wherever you are and enter...

-----  
Area #21 - Tower of Judgment sx526  
-----

- My lv: Cecilia 39, Luffi 41, Ignus 40  
Rafael 38

- Enemies: Azi, Ixion, Grunere, Lot, Evil Ooze, Charmer, Yuki, Fiyance,  
Mantrap, Sondaica, Tyrant, Ulexite, Force Eater, Ankou, Eligos,  
Zaobin/Goetia x2/Humerus x2 (B)

o~~Item Checklist: ~~~~~o  
| Steel Lump ----- ITEM = ITEM ----- Tough Scale x3 |  
| Arnon Gem x2 ----- ITEM = ITEM ----- Ororon Doll x2 |  
| Dark Ring ----- (AC) |  
o~~~~o

Now approach the NE portal (purple one) and activate it. Start by following the path and at the fork, go S and scan the circular device. Infuse 5000 FP to get 'Steel Lump'. Return to the previous fork, go E and on to the next area, but first, purify the Force Site. Now move W and S at the fork. At this 4-way fork, go E and into the portal.

Follow the path to find a chest with 'Tough Scale x3'. Return to the fork in the previous area and go W to the next area. At the fork in the beginning of the area, go N and enter the first room to the W to find a chest with 'Arnon Gem x2'. Now return to the fork in the previous room, go S, save your game and go S some more to trigger a scene and a...

-----

~~~ BOSS: ZAOBIN/GOETIA x2/HUMERUS x2 ~~~~~

- Name: Zaobin  
~ HP: 5570  
~ STR: 156  
~ DEF: 132  
~ FOR: 122  
~ SPR: 139  
~ DEX: 140  
~ AGI: 148  
~ Affinity: Cerulean Flame  
~ Elemental Info.:  
~ Weak: None  
~ Strong: None

- Name: Goetia x2  
~ HP: 458  
~ STR: 70  
~ DEF: 120  
~ FOR: 120  
~ SPR: 115  
~ DEX: 76

~ AGI: 82  
~ Affinity: Pearl Light  
~ Elemental Info.:  
~ Weak: Holy (-40)  
~ Strong: Dark (20)

- Name: Humerus x2  
~ HP: 765  
~ STR: 136  
~ DEF: 110  
~ FOR: 108  
~ SPR: 112  
~ DEX: 116  
~ AGI: 112  
~ Affinity: Crimson Lotus  
~ Elemental Info.:  
~ Weak: Fire (-40), Holy (-60)  
~ Strong: Dark (20)

~ Strategy: Oh man, when this battle started, I thought it was going to be so hard because the number of enemies. Don't worry. Goetia and Humerus are weak monsters and you've fought them several times before. Have Luffi use Ball Lightning for 2 attacks (you might kill the Goetias in one Ball Lightning). Also, if Ignus' Devasti is already maxed out, you should have Earthquake, which attacks all enemies.

Instead of using that attack (use it only if all the enemies are alive), use Aerial Cleave on Zaobin to deal over 1000 dmg. Use this over and over while Cecilia heals like always and he'll go down.

Zaobin's attacks are: Provoke - counters any physical Force attacks you make on him with 2 250+ dmg. hits. Now, Stone Breaker - his worse attack. Deals over 900 dmg. to one character (yeah, 8 hits of over 100 dmg. each one).

~ XP: 9780  
~ FP: 3029  
~ Items: Element Will x2, Rock Bone x3, Cursed Bone x3  
Rotten Cloth x2, Majin Horn

Now examine the glowing device in front of you and afterward, go W and open the chests to find 'Dark Ring' and 'Ororon Doll x2'. Now go E from the previous fork and use the portal to trigger a little scene and the end of this Phase...

<vin> Wow, this was the shortest trip to the Tower of Judgment we've had.

5.6] Phase 6 ~Cecilia's Tale~  
Rosenbaum in Turmoil

'-----'

After the short scene with Philia, you'll automatically be at...

Area #22 - Fort Faulken sx528

- My lv: Cecilia 40, Luffi 42, Ignus 41  
Rafael 38

- Enemies: None

o~~Item Checklist: ~~~~~o  
| Hover Soles ----- (AL) = ITEM ----- Serpent Skin x2 |  
| Moonlight Grass x2 ----- ITEM = ITEM ----- Night Drop |  
| Silvervine x3 ----- ITEM |  
o~~~~o

First of all, let's finish the sidequest we started from the beginning of the game, shall we?! Go W down the first ramp and go N and talk to the soldier here -- the Lazy Soldier. Talk to him to trade the Spirit Beacon for 'Hover Soles'. Equip it on your slowest character, you won't regret it. Move S from the soldier and scan the area in between the light poles to find 'Moonlight Grass x2'. Now move to the SW corner and scan the light pole to find 'Serpent Skin x2'.

Now move to the center of the area and scan behind the statue to find a chest with 'Night Drop'. Now go N, save your game and proceed N to the next area. Go N in this area and before entering, go E and scan the corner to find 'Silvervine x3'. Now talk to the soldiers and afterwards, return to the previous area to trigger a scene. Now leave Fort Faulken and enter...

-----  
Area #23 - Fort Faulken Outskirts sx529  
-----

- My lv: Cecilia 40, Luffi 42, Ignus 41  
Rafael 38

- Enemies: Imperial Sniper, Imp. Guard, Imp. Witch, Garmr, Shell Beast, Lot, Charmer, Humerus, Yuki, Rakshe, Fiyance, Evil Ooze, Smok, Ulexite, Bandhaugarn, Grunere, Sondaica, Eligos, Ixion, Ankou, Tyrant, Sphira, Faust (B), Virtus (B)

o~~Item Checklist: ~~~~~o  
| Energy Mist x4 ----- ITEM = ITEM ----- Moonlight Grass x13 |  
| Healing Herb x7 ----- ITEM = ITEM ----- Cracked Rings x2 |  
| White Lapis x5 ----- ITEM = ITEM ----- Amber x3 |  
| Purifying Orb ----- (SW) = ITEM ----- Diving Liquid |  
| Fairy Garland x2 ----- ITEM = ITEM ----- Reaper Scythe x2 |  
| Royal Liquid x3 ----- ITEM = ITEM ----- Majin Overcoat |  
| Steel Lump ----- ITEM = ITEM ----- Frozen Nail x2 |  
| Gothic Ribbon ----- ITEM = ITEM ----- Alhest Solution x2 |  
| Alchemy Crystal x5 ----- ITEM = ITEM ----- Yellow Lapis x2 |  
| Rare Scale x2 ----- ITEM = (SW) ----- Power Orb |  
| Decoy Doll Beta ----- (AC) = (SW) ----- Orb of Hope |  
| Star Sand ----- ITEM = ITEM ----- Pointy Horn x3 |  
| Defense Orb ----- (SW) = (SW) ----- Invigorating Orb |  
o~~~~o

Open the chest on the W side to find 'Energy Mist x2'. Now scan behind the chest to find 'Moonlight Grass x3'. Now go N and go E from the entrance (before entering) and scan the tent to find 'Healing Herb x2'. Now go inside the underground path.

A scene triggers as you enter the area. Question time:

- Bust through! (Destruction)
- Run! (Neutral)



- Monolith 1st. (Creation)

Follow the straightforward path, kill all the enemies as they give a s\*\*\*load of XP and FP and at the first fork, go E and then S at the next one to find a chest with 'Cracked Rings x2'. Now go N to the next area. In this room, go to the end of it to find a save point. Save your game, return to the entrance and go S to the next area.

Just follow the path un this area to reach another room. A scene triggers in here. At the answer:

- Not interested. (Neutral)
- Doesn't matter. (Destruction)
- I refuse. (Creation)

Now only the only thing that triggers is a...

-----

~~~ BOSS: FAUST ~~~~~

- ~ HP: 8000
- ~ STR: 115
- ~ DEF: 140
- ~ FOR: 165
- ~ SPR: 164
- ~ DEX: 127
- ~ AGI: 143
- ~ XP: 18000
- ~ FP: 3000
- ~ Affinity: Cerulean Flame
- ~ Items: None
- ~ Elemental Info.:
  - ~ Weak: None
  - ~ Strong: None

~ Strategy: Faust is very easy and you'll take care of him in a couple of turns. As per usual, have Ignus use Aerial Cleave to deal over 1200 dmg. Have Cecilia use Radiant Strike to deal over 750 dmg. Have Luffi use Ball Lightning over and over, Whenever you need to heal, use Cecilia's Angel Tear.

As for attacks, Vandalize deals over 550 dmg. to one character Psycho Cluster (name?) deals around 450 dmg. to all characters. That's pretty much it. A pretty easy boss, if I do say so myself.

=====

Keep watching the scene. Scan the NW side of the room to find 'White Lapis x5'. Return to the room with the save point to trigger a scene and a fight with 5 Garmr. Use attacks that hit all enemies to end this quickly, like Luffi's Ball Lightning and Ignus' Earthquake. When you regain control, go N, save your game and go E to the next area.

Follow the path and at the fork, go N to find a chest with 'Energy Mist x2'. Return to the fork, go S and at the next one, go W. Purify the Force Site and go E to the next area to trigger a scene and a... Boss... you can't win this. Even if you can, the battle will end in a couple of Axel's turns.

After the nice scene, go E from this fork, go N at the next one to find a chest with 'Amber x3'. Return to the previous fork and go E to the next area.

The next areas are straightforward, so follow the path until you reach the complex B2F Right Wing area. Go N at the first fork and S at the next one to find a chest with 'Purifying Orb'.

Return to the fork at the entrance of the area, go S and open the chest with 'Diving Liquid'. Return to the previous fork, go E and E at the next fork. Scan the dead end here to find 'Fairy Garland x2'. Return to the previous fork and go S to the next area. Scan under the bridge to find 'Reaper Scythe x2'. Use the Force Site and return all the way to where you were left after the fight with Axel.

From here, go W and N at this fork. Scan the area at the end to find 'Healing Herb x5'. Return to the previous fork, go W to the next area. Go N from the fork to find a chest with 'Royal Liquid x3'. Return to the previous fork, go S, S at the next fork, save your game and go W in this room.

In the first fork you come across, go E and scan the area to find 'Majin Overcoat'. Return to the previous fork, go W and up the stairs. Go S at the fork, E at the next one and N at the next one to find a chest with 'Steel Lump'. Return to the previous fork, go S and scan the area at the end to find 'Frozen Nail x2'. Return to the previous fork, go E, E at the next one, either N or S (whichever you wanna pick) and enter the little room with 2 chests that contain 'Gothic Ribbon' and 'Alhest Solution x2'.

Return to the fork in the previous floor, go S and W at the next one to find a chest with 'Alchemy Crystal x5'. Return to previous save point, move to the fork N of it and go E. When you reach another fork, go W and scan the end of the hallway to find 'Yellow Lapis x2'. Return to the previous fork, go N and S at the next one to find a chest with 'Rare Scale x2'. Return to the previous fork, go W to the next area.

Purify the Force Site down here, go N at the fork, E at the next one, N at the next and down the stairs to the next area. Go S at the fork to find a chest with 'Moonlight Grass x10'. Return to the previous floor, go W at the first fork and down the stairs. Down here, go N and open the chest to find 'Power Orb'.

Now go all the way S and up the stairs. Up here, go all the way N and down the stairs. Down here, simply open the chest to find 'Decoy Doll Beta'. Return to the Force Site in the previous floor, open your map and go down the stairs in the SE corner. Down here, go E at the fork and N at the next to find a chest with 'Orb of Hope'. Return 2 forks, go S, N at the next fork, save your game and enter the door to trigger a scene and a...

-----

~~~ BOSS: VIRTUS ~~~~~

- ~ HP: 9600
- ~ STR: 162
- ~ DEF: 152
- ~ FOR: 148
- ~ SPR: 152
- ~ DEX: 147
- ~ AGI: 146
- ~ XP: 39600
- ~ FP: 2020
- ~ Affinity: Cerulean Flame
- ~ Items: None
- ~ Elemental Info.:

~ Weak: None

~ Strong: Fire (10), Water (10), Stormy (10),  
Earth (10), Lightning (10), Dark (10)

~ Strategy: I don't know if the bosses are getting easier or what, but Virtus is really easy... seriously. Have Ignus use Aerial Cleave over and over like usual to deal over 1100 dmg. Have Luffi use Ball Lightning to deal over 600 dmg. overall and have Cecilia use Release Force and when needed, use Angel Tear. If someone gets extremely hurt (which shouldn't), use Nightingale to heal completely.

As for attacks:

- o Rockcrush deals over 350 earth dmg. to 3 adjacent characters.
- o Mind Crush is a Force counter of 2 hits for around 35-40 dmg. per hit.
- o Flame Wall deals over 450 fire dmg. to a complete line.

That's pretty much it. He is slow and has very few turns, in which he won't do much dmg. to your characters.

=====

Keep watching the scene. Return inside and check the Monolith to find a Harvest Point with 'Star Sand'. Now go up the stairs on the left side of the room to find 'Pointy Horn x3' in the chest at the end. Return to the previous room, save your game. Start returning from whence you came and a scene with Levant triggers. Once it's over, keep returning from whence you came and when you get to the fork that you were left at after the fight with Axel, go S and S in this room to reach the Castle Gates.

Go right and go down the second set of stairs and down here (which looks like a dead end), go E on the S side of these stairs to find a hidden passage which leads you to a chest with 'Defense Orb'. Return to the entrance, go W and down the stairs to the S. Go S at the fork and go W down the stairs at the next one to find a chest with 'Invigorating Orb'.

Return to the entrance, go S, leave Fort Faulken and head over to...

-----  
Area #24 - Tower of Judgment sx530  
-----

- My lv: Cecilia 48, Luffi 48, Ignus 47  
Rafael 40
- Enemies: Hanshin, Metatarsal, Alloces, Garmr, Mignon, Zmey, Smierc, Spunky, Grunere, Tyrant, Wyrm, Force Eater, Stone Beast, Chrome, Mevious, Alaseed, Bolvolt, Heliamphora, Patella/Yamaraj (B)

```

o~~Item Checklist: ~~~~~o
| Alchemy Crystal x2 ----- ITEM = ITEM ----- Eladah Tears |
| Alchemilla ----- ITEM = ITEM ----- Prism Fruit |
| Devastator ----- (SW) |
o~~~~~o

```

Check the N device next to the door to open it. Now go through the door to trigger a scene. Once you regain control, go N and N at the fork. Scan this dead end to find 'Alchemy Crystal x2'. Return to the previous fork, go W and at the next fork, go E and open the chest to find 'Eladah Tears'. Return to the fork, go W and N at the forks to find a chest with 'Alchemilla'.

Return to the previous fork, go E and at the next fork, go W, purify the Force Site and proceed into the portal. Follow the pretty straightforward path and when you finally get to a fork, go W and scan the circular device. If you infuse 10000 FP, you'll receive 'Prism Fruit'. Now go S from the previous fork, save your game and go W to trigger a scene and a...

-----

~~~ BOSS: PATELLA/YAMARAJ ~~~~~

- Name: Patella

~ HP: 603

~ STR: 115

~ DEF: 99

~ FOR: 98

~ SPR: 98

~ DEX: 104

~ AGI: 92

~ Affinity: Cerulean Flame

~ Elemental Info.:

~ Weak: Fire (-40), Holy (-60)

~ Strong: Dark (20)

- Name: Yamaraj

~ HP: 8180

~ STR: 160

~ DEF: 155

~ FOR: 185

~ SPR: 190

~ DEX: 178

~ AGI: 172

~ Affinity: Pearl Light

~ Elemental Info.:

~ Weak: Fire (-40), Holy (-60)

~ Strong: Dark (40)

~ Strategy: Once again, another easy fight. Use one of Ignus' Earthquake to kill Patella in the first turn. As for Yamaraj, Cecilia's Radiant Strike works wonderful against him, as well as Ignus' Aerial Cleave. You can have Cecilia heal the complete fight while Luffi and Ignus deal with him. It's up to you. This fight is as easy as the previous Virtus one.

o Chaos Slash deals under 200 dmg. to one character.

o Ragnadrain drains around 25 FP from a character.

o Summon Spirit deals around 350 dmg. and inflicts fear on the attacked character.

o Death Scythe deals around 450 dmg. to one character and likes to use it twice in the same turn.

o Dark Explosion deals around 750 dmg. and like Death Scythe, he likes to use it twice in the same turn against the same character, so be careful and heal quickly with Cecilia's Nightingale

~ XP: 8480

~ FP: 1862

~ Items: Cursed Bone x2, Rotten Cloth, Arnon Gem

=====

Examine the device in front of you to open the gate. Go N and open the chest to find 'Devastator'. Now go S from the previous fork and enter the portal to

trigger a scene and the end of this Phase.

```

    ~~~ ~~~ ~~~ 5.7] Phase 7 ~Cecilia's Tale~ ~~~ ~~~ ~~~  
    ~~~ ~~~ ~~~ Rosenbaum in Turmoil ~~~ ~~~ ~~~  

 .sx531.
 '-----'
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Watch the scene as the Phase starts and you'll start at...

```

Area #25 - Tower of Judgment - Upper Tower sx532

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- My lv: Cecilia 50, Luffi 50, Ignus 49  
 Rafael 44, Irene 48, Levant 48, Ciel 48, Griek 48
- Enemies: Colossus, Bandhavgarh, Coy, Lucretia, Grokster, Smok, Chrome,  
 Giltine, Stone Beast, Hornblende, Dantalion, Wijeen, Mantrap,  
 Dark Emperor (B), Dark Dragon (B), Dark Elf (B),  
 Phantasma Omega (B). Dark sage (B)

```
o~~Item Checklist: ~~~~~o
| Majin Horn ----- ITEM = (SW) ----- Aidsong |
| Lux Orb ----- (SW) = ITEM ----- Golden Tree Leaf |
| Miracle Orb ----- (SW) = ITEM ----- Two-headed Skin |
| Surgery Orb ----- (SW) = (SW) ----- Orb of Hope |
| Ragnaraid ----- (SW) = (AC) ----- Decoy Doll Beta |
| Wicked Eye x2 ----- ITEM = ITEM ----- Irispira x2 |
| Yellow Lapis x2 ----- ITEM = (AL) ----- Air Greaves |
| Stardust x2 ----- ITEM = (RW) ----- Montklein |
| Watery Robe ----- ITEM = ITEM ----- Ogre Mask |
| Taurine Apples x2 ----- ITEM = (SW) ----- Strength Orb |
| Spirit Cotton ----- ITEM = (SW) ----- Swift Orb |
| Grendle ----- (RW) = (RW) ----- Vandild |
| Adamastia x2 ----- ITEM = ITEM ----- Dragon Scale |
| Butterfly ----- (AB) = (AC) ----- Defense Trinket |
| Arnon Gems x3 ----- ITEM = (SW) ----- Strength Orb |
| Crystal Necklace ----- (AC) = (RW) ----- Olfelt |
| Blue Lapis x4 ----- ITEM |
o~~~~o
```

Use the Force Site, save your game and go N to trigger a scene and a...

```

    ~~~ BOSS: DARK EMPEROR ~~~~~
```

- ~ HP: 14800
- ~ STR: 186
- ~ DEF: 185
- ~ FOR: 178
- ~ SPR: 180
- ~ DEX: 175
- ~ AGI: 186
- ~ XP: 37000
- ~ FP: 8000
- ~ Affinity: Cerulean Flame
- ~ Items: None
- ~ Elemental Info.:
  - ~ Weak: None

~ Strong: None

~ Strategy: As per usual, use Ignus' Aerial Cleave to deal over 1100 dmg. I chose to bring Irene into this fight only because she's hot... seriously XD! Anyway, Cecilia's Radiant strike deals around 850 dmg. which is good. Use and heal with her when needed (which should be every 4-5 of her turns). He's not hard and he's pretty much like Virtus, only with more attacks and stronger. He's slow, very slow, having 1 turn for around 5 of yours. Have Irene use her Burst attack Fleur-de-Lys to deal around 2000 dmg. Use it over and over.

- o Judgment Blade deals around 250 dmg. to one character.
- o Prominence deals around 650 fire dmg. to one character.
- o Shock Blade deals around 650 dmg. to all characters.
- o Judgment Lance deals around 450 dmg. to one character.

=====

Watch the scene after the fight and Axel joins the party TOO! Holy \*\*\*\*! I was waiting for this for the whole game XD. Now we have so many characters that I don't know which ones to use. Dammit. Anyway, go N, purify the Force Site, save your game and proceed through the E entrance.

Scan the first pillar on the lower part of this large room to find 'Majin Horn'. Go N from the fork in this room and you'll find 'Aidsong' in a chest at the end of the fork. Return to the previous fork, go S, E at the next one and N in the first one possible to find 'Lux Orb' in a chest at the end. Return to the previous fork, go E and on to the next area.

Go N from the first fork to find a chest with 'Golden Tree Leaf'. Return to the previous fork, go S and at the next fork, go S and open the chest to get 'Miracle Orb'. Scan the entrance of the room with this chest to find 'Two-headed Skin'. Return to the previous fork, go N and E at the next fork. When you get to another one, go E to find 'Surgery Orb' in a chest.

Return to the previous fork, go N, save your game and go N some more to trigger a scene. Now go N to trigger a scene and a...

-----

~~~ BOSS: DARK DRAGON ~~~~~

~ HP: 12000 // 8600
~ STR: 192 // 192
~ DEF: 188 // 188
~ FOR: 170 // 170
~ SPR: 172 // 172
~ DEX: 162 // 162
~ AGI: 164 // 174
~ XP: Phase 1 - 0 // Phase 2 - 30000
~ FP: Phase 1 - 0 // Phase 2 - 10000
~ Affinity: Cerulean Flame
~ Items: None // None
~ Elemental Info.:
 ~ Weak: None
 ~ Strong: Fire (10), Water (10), Stormy (10), Earth (10), Lightning (10)

~~~ Phase 1 ~~~

~~~~~

~ Strategy: Virtus is the same as always. Booring. But seriously, the only thing that makes this fight a bit harder is that he changes his Affinity

between all 3: Cerulean Flame -> Crimson Lotus -> Pearl Light. So yeah, his weakness varies from time to time.

- o Claw Spike deals around 380 dmg. to one character.
- o Dragon Breath deals around 500 dmg. to one character.
- o Vandild deals around 650 dmg. to one character.
- o Prominence deals around 800 fire dmg. to one character.

Since there's another phase, and it's harder than this first one, make sure you don't use all your FP using all the good skills. Try using less than half of your maximum FP so you can be prepared for the next phase.

~~~ Phase 2 ~~~

~~~~~

~ Strategy: Basically the same thing as the previous fight, only that he has 1 more attack, he's faster and he is a tiny bit stronger. He can also change his Affinity between all 3: Cerulean Flame -> Crimson Lotus -> Pearl Light. So, just like I said, his weakness varies from time to time.

If you're using Axel, make sure you use Victory Cry every now and then. Have Ignus use his Aerial Cleave over and over to deal massive dmg. as well as Axel's Triple Thrust. Also, Axel's Burst Attack Kaiser Blade deals a s***load of dmg. -- over 1500 dmg.

- o Big Snake Wind deals around 300 dmg. to one character.
- o Prominence deals around 800 fire dmg. to one character.
- o Vandild deals around 650 dmg. to one character.
- o Dragon Breath deals around 500 dmg. to one character.
- o Claw Spike deals around 380 dmg. to one character.

=====

Watch the kickass animated outscene and Ignus' true form. Pretty neat, huh?! Anyway, the true good thing about this is you obtain Ignus' true Ragnafact, 'Vandild'. Now return all the way to the entrance (yes, where the Save Point and the Force Site are), use them and enter the W side of the Upper Tower.

Go N at the fork in the first room, go N at the next one to find a chest with 'Orb of Hope'. Return to the previous fork, go W and N at the next one. Scan the area at the end to find a hidden chest with 'Ragnaraid'. Return to the fork at the entrance of the area, go S and S at the next fork to find 'Decoy Doll Beta'.

Return to the previous fork, go W and S at the next one. When you get to a third fork, go W to find a chest with 'Wicked Eye x2'. Return to the previous fork (the W/N one) and scan the dead end to the N to find 'Irispira x2'. Return to the fork at the entrance, go W, W again and on to the next area.

At the fork, go E and N at the next one. When you see a hole in the floor on the left side, scan it to find 'Yellow Lapis x2'. Return to the fork as the entrance, go W, W again and W once more to find a chest with 'Air Greaves'. Return 2 forks, go N thrice, go W and open the chest to find 'Stardust x2'. Return to the previous fork, go E, save your game when possible and go N to the next area to trigger a scene and a...

=====

~~~ BOSS: DARK ELF ~~~~~

~ HP: 12600

~ STR: 170  
~ DEF: 174  
~ FOR: 186  
~ SPR: 195  
~ DEX: 186  
~ AGI: 194  
~ XP: 36000  
~ FP: 7000  
~ Affinity: Cerulean Flame  
~ Items: None  
~ Elemental Info.:  
  ~ Weak: None  
  ~ Strong: Water (20), Stormy (40), Earth (20)

~ Strategy: Ok, so she's hard, really hard. Equip on Cecilia a Haste Orb and use it in your first turn. Have Axel use Victory Cry as well in his first turn. We need all the buffs we can get. Since she has a deadly attack, make sure to equip a Frost Ring on both Cecilia and Axel (Ignus will most probably die whether you equip him one or not), or if you only have one, equip it on Cecilia while you equip Axel with a Decoy Doll Theta or Omega.

Try to get the Hexyz Charge really high for very high dmg. Also, when her turn's next, try breaking it, so her dmg. towards you is as minimal as possible -- so if you have a Crimson Lotus symbol, change it quickly and if you can to Pearl Light, even better. Have Cecilia use Angel Tear right after her attacks, after each and every one of her attacks, it doesn't matter whether she dealt 200 dmg. In the rest of the battle, use Radiant Strike.

Make sure to equip an Invigorating Orb on every character, because you'll need the RP. Have Axel use Triple Thrust and Ignus use Aerial Cleave to deal over 1300 dmg. If you equipped Cecilia with the Frost Ring, Freezing Dust will cause 0 dmg., so you don't have to worry about her dying from this attack and if any other character dies, you can revive him/her ASAP.

A little list of her attacks:

- o Merciless deals around 450 dmg. to one character.
- o Discreate is the most powerful attack yet you see in a game and deals a whopping 1200+ dmg. to one character.
- o Bondage of Time gives her 3 turns in a row, which will be devastating.
- o Freezing Dust deals around 1100-1200 ice dmg. to all characters. She likes to use it twice right after Bondage of Time, which will probably kill all 3 characters if used twice.
- o Purple Haze poisons the entire party.
- o Nemesis deals around 650 dmg. to one character.

As you can see, she has quite the arsenal of attacks, and probably the boss with most attacks.

=====

Watch the scene after the battle and you'll receive 'Montklein'. Nice. You'll be in the main room, which is good. Use the Force Site, save your game and proceed N to the next area. At the fork in this room, go E to find a chest with 'Watery Robe'. Return to the previous fork, go W and at the next fork, go E and scan in middle of the hole to find 'Ogre Mask'.

Return to the previous fork, go N and E at the next one to find 'Taurine Apples x2' inside a chest. Return to the previous fork, go W on to the next area. Follow the path W (ignore the first 2 forks) and when you get to a third



one, open the chest in middle of the fork to find 'Strength Orb'. Go S from this fork and E at the next one.

Open the chest at the end to find 'Spirit Cotton'. Return to the previous fork, go S to find 'Swift Orb' inside a chest at the end. Return 2 forks, go W, save your game when you get to the save point and go N to trigger a scene and a...

-----

~~~ BOSS: PHANTASMA OMEGA ~~~~~

- ~ HP: 15600
- ~ STR: 185
- ~ DEF: 190
- ~ FOR: 179
- ~ SPR: 175
- ~ DEX: 165
- ~ AGI: 158
- ~ XP: 38000
- ~ FP: 2700
- ~ Affinity: Cerulean Flame
- ~ Items: Phantasm Alloy
- ~ Elemental Info.:
 - ~ Weak: Lightning (-20)
 - ~ Strong: None

~ Strategy: Phantasma Omega... remember the boss at Altair? This is the upgraded version of THAT Phantasma. As per usual, Ignus' Aerial Cleave is very worth using to deal over 1100 dmg. per hit. If you gave the Montklein to Axel, Dance Macabre is really awesome which deals 5 hits to a single character.

Make sure Axel uses Victory Cry in his first turn, and use the Haste Orb to increase AGL as well. There's really not much to say about Omega. In comparison to Velvet, he's a pushover. Really.

A little list of its attacks:

- o Plasma Lance deals a little bit over 400 dmg. to one character.
- o Force Laser deals a little bit over 600 dmg. to a complete row.
- o Ragnadrain absorbs around 64 RP from one character.
- o Narcoleption inflicts Sleep on all characters.
- o Counter Drill deals around 350 dmg. Counters physical attacks.
- o Invincibiliter adds null dmg. to him.
- o Herot deals around 1050 dmg. to all characters.

Watch the little scene and you'll obtain 'Grendle' -- another Ragnafact. Before leaving, scan the center of the area to find 'Adamastia x2'. Now return to the entrance, use the Force Point, save your game and use the newly activated portal to get to the next part of the tower.

Go E at the first fork and scan the dead end to find 'Dragon Scale'. Return to the previous fork, go W, W at the next fork and S at the next one to find a chest with 'Butterfly'. Go N from the previous fork, E at the next one and open the chest to find 'Defense Trinket'. Return to the previous fork, go N on to the next area. At the fork in the first room, go N to find 'Arnon Gems x3' in a chest.

Return to the previous fork, go S and open the chest to find 'Strength Orb'. Return to the previous fork once again, go E, save your game, go E, E once again and on to the previous area. Open up your map and locate the chest to the far S. Go to it to find 'Crystal Necklace'. Return to the save point in the previous area, save your game once again if you desire and go N to trigger a scene and a...

~~~ BOSS: DARK SAGE ~~~~~

~ HP: 15000  
~ STR: 165  
~ DEF: 168  
~ FOR: 194  
~ SPR: 206  
~ DEX: 180  
~ AGI: 185  
~ XP: 48000  
~ FP: 8800  
~ Affinity: Cerulean Flame  
~ Items: Scuffed Glass, Rusted Plinth, Odd Tetrahedron  
~ Elemental Info.:  
  ~ Weak: None  
  ~ Strong: None

~ Strategy: Finally, the fight I've been waiting for ever since I met him in-game. Use Victory Cry and a Haste Orb in the first turn. Like the battle with Velvet, we need all the Buffs we can get. Ignus' Aerial Cleave is the best skill in this fight, dealing over 1400 dmg. to him. Dance Macabre is another good skill, dealing over 1500 dmg.

Getting your Hexyz Charge at a high amount is the best thing you can do to finish this fight quick. By taking a look at his attacks, the only real attack to worry about is Shock Blast, but compared to 2 Freezing Dusts from Velvet (which was over 2000 dmg), this is nothing.

But seriously though, this is a rather easy fight -- which the difficulty is equal to Phantasma's.

A little list of his attacks:

- o Scourge Whip deals around 200 dmg. to one character.
- o Supergravity deals around 450 dmg. to all characters plus changes their position. A really annoying attack of his.
- o Ragnadrain absorbs 72 RP from one character.
- o Astral Shower nullifies your elemental resistances.
- o Vandalize deals over 830 dmg. to one character.
- o Shock Blast has a wide range of dmg. dealing from 300 dmg. all the way to 850 dmg. depending on the character.

-----  
Watch the scene after the fight. You'll also receive 'Olfelt' -- another Ragnafact. Now save your game once again and scan the place where Faust fell to find 'Blue Lapis x4'. Go inside the portal, watch the scene and the Phase is over.  
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The final Phase of the game. Make sure you enjoy it ;).

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Area #26 - Holy Lambent sx534  
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- My lv: Cecilia 55, Axel 51, Ignus 54  
Luffi 50, Rafael 50, Irene 48, Levant 48, Ciel 48, Griek 48
- Enemies: Dark Mariah, Hornblende, Colossus, Kaizer Mantis, Wyrm, Yanluo,  
Sallos, Bandhavgarh, Galiza (B), Delgaia (B), Galiza (B)

o~~Item Checklist: ~~~~~o  
 | Nightmare Gem ----- ITEM = (AC) ----- Decoy Doll Omega |  
 | Golden Tree Leaf ----- ITEM = ITEM ----- Green Lapis x8 |  
 | Command Cloak ----- (AB) = ITEM ----- Adamastia x2 |  
 | Prism Fruit ----- ITEM = ITEM ----- Blue Lapis x6 |  
 | Eladah Tears ----- ITEM = (AB) ----- Nocturne Wing |  
 | Draconic Force ----- ITEM |  
 o~~~~o

Start by going S and go E at the fork to find a Force Site. Use it. Keep going S, save your game and proceed W to find a chest with 'Nightmare Gem'. Return to the save point, go E this time and when you get to another fork, go S and W at the next to find a chest with 'Decoy Doll Omega'. Return to the main path, go W a little and go N to the circular platform and scan the area to find 'Golden Tree Leaf'.

Return to the main path and go NW to the next area. Start by following the path and when you get to a fork, scan the fork to find 'Green Lapis x8'. Now go SW from the fork to find 'Command Cloak'. Return to the previous fork, go W and enter the portal at the end. When you reach another fork, go scan the fork to find 'Adamastia x2'.

Now go E from this fork to find 'Prism Fruit'. Return to the previous fork, go N and enter the portal. Follow the path, scan the fork when you get to it to find 'Blue Lapis x6'. Now go N from the fork and enter the portal at the end. Keep following the path and when you get to a fork, scan it to find 'Eladah Tears'. Now go NE to find 'Nocturne Wing'. Now follow the path until you reach the next area.

Follow the straightforward path here, go N at the first fork to find 'Draconic Force', N at the next fork to find 'Orb of Hope' and E at the third to find a save point. Now go to the N most side to trigger a scene and a...

-----

~~~ BOSS: GALIZA ~~~~~

- ~ HP: 22222
- ~ STR: 160
- ~ DEF: 160
- ~ FOR: 195
- ~ SPR: 195
- ~ DEX: 175
- ~ AGI: 185

~ XP: 50400
~ FP: 7600
~ Affinity: Void
~ Items: Knowledge Fruit
~ Elemental Info.:
 ~ Weak: Holy (-20)
 ~ Strong: None

~ Strategy: Oh man, the final showdown with him. Dammit. Galiza itself is slow, really slow, so you'll be able to heal yourself pretty quickly. If you did what I do, you'll be in great danger. I came into battle with 20 RP for each character, being a hard battle and nearly impossible.

Whenever he summons his 2 freaking monsters, use Ignus' Earthquake to kill the Chrome and kill the other one with normal physical attacks to save RP because you really need it.

Against Galiza, use skills that attack multiple times like Axel's Triple Thrust, or Montklein's Dance Macabre; or attacks that ignores defense like Ignus' Aerial Cleave. Using Holy skills like Cecilia's Radiant Strike work wonders against Galiza.

A little list of his attacks:

- o Summon - he summons 2 monsters, whether it's a Chrome, an Alloces, a Bolvolt or a Smierc, which are not hard at all.
- o Karma deals over 500 dmg. and lowers all stats.
- o Shock Blast has a wide range of dmg. dealing from 300 dmg. all the way to 850 dmg. depending on the character.
- o Vandalize deals around 400 dmg. to one character.
- o Necrophobia lowers SPR.
- o Cloudy Sphere deals around 550 dmg. to one character.
- o Eruption deals around 800 dmg. to one character.

=====

When you regain control, return and save your game. I was asked a lot through email to do this, and I've never done this for a final boss, but since it's so demanded, I'll do it. Here's my party, levels and equipment. Reason I'm doing this is because there'll be a set of boss fights and they're pretty hard, so yeah.

Axel (Lv. 53)
HP: 2369/2369
RP: 175/175
Weapon: Holy Bluebaide
 Montklein
 Orb of Hope
 Edenova
Head: Draconic Turban
Body: Command Cloak
Leg: Air Greaves
Acc: Decoy Doll Theta

~~~~~

Ignus (Lv. 55)  
HP: 2640/2640  
RP: 140/140  
Weapon: Vandild

Devasti  
Orb of Hope  
Edenova

Head: Focus Bandana  
Body: Brave Cape  
Leg: Hover Soles  
Acc: Decoy Doll Omega

=~::~::~::~::~::~==

Luffi (Lv. 50)  
HP: 1592/1592  
RP: 245/245  
Weapon: Algenteria  
Holy Riafalt  
Orb of Hope  
Orb of Hope  
Head: Insulated Crown  
Body: Elven Wing  
Leg: Swift Boots  
Acc: Decoy Doll Omega

Now go N, proceed through the door and watch the long and nice scene... until a special jerk arrives and changes everything >:0.

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~~~ BOSS: DELGAIA ~::~::~::~::~::~

~ HP: 26000
~ STR: 199
~ DEF: 215
~ FOR: 204
~ SPR: 180
~ DEX: 192
~ AGI: 195
~ XP: ---
~ FP: ---
~ Affinity: Void
~ Items: ---
~ Elemental Info.:
~ Weak: Holy (-60)
~ Strong: Dark (80)

~ Strategy: OMFG, the final boss. I never thought it was gonna be Delgaia. I thought it was gonna be a mutated form of Azul XD. Anyway, being the final boss, of course it's hard... well, it's hard if you fight him right after the fight with Azul and without healing... yes, I did it this way.

To tell you the truth, he's not hard at all. He's pretty much like Virtus, only stronger, a lot stronger and a bit faster. Use Axel's Victory Cry and a Haste Orb. Keep Riafalt's Angel Tear ready to used at any moment. After Catastrophe, make sure to heal completely ASAP, because his other attacks deal quite a nice amount of dmg. Once he used Disaster, use Riafalt's Healing Baton to heal Fear, which lets Delgaia damage you twice as much.

After using Karma, try using Axel's Victory Cry to regain some of the lost stats. That's pretty much it. Each of your characters have one turn for each of Delgaia's and if your characters are fast enough, they'll sometimes have 2. Good luck with him.

A little list of his attacks:

- o Death pillar deals around 500 dmg. to one character.
- o Disaster inflicts Fear and Darkness on all party members.
- o Calamity Flame deals around 450 dmg. to 3 adjacent characters plus inflicts Poison and Paralysis.
- o Catastrophe deals around 1100 dmg. to all characters.
- o Karma deals over 750 dmg. and lowers all stats.
- o Holy Hell's Redemption starts gathering Force into its core.
- o Genocides deals around 400 dmg. to a whole row.
- o Nemesis deals around 850 dmg. to one character.

=====

Watch the scene after the fight and another awesome quote takes place here:

"Are-you-a-stupid-moron?! Your IQ is like -190!" -- Cecilia Armaclite

Yeah, pure awesomeness. Now comes...

~~~ FINAL BOSS: GALIZA ~~~~~

- ~ HP: 44444
- ~ STR: 190
- ~ DEF: 200
- ~ FOR: 220
- ~ SPR: 220
- ~ DEX: 190
- ~ AGI: 205
- ~ XP: ---
- ~ FP: ---
- ~ Affinity: Void
- ~ Items: ---
- ~ Elemental Info.:
  - ~ Weak: Holy (60)
  - ~ Strong: Dark (80)

~ Strategy: Since you'll be nearly depleted of your RP, use an Orb of Hope to fully heal your HP and RP and you'll be as good as new. Since you should have 3 more Orbs of Hope plus Luffi's Burst Twinkle Heal, use your best and strongest skills: Montklein's Dance Macabre, Devasti's Aerial Cleave and Radiant Strike.

Use Victory Cry at the beginning like you've been doing, and simply spam Dance Macabre and Aerial Cleave. Have Luffi use Healing Baton on the character Galiza attacks, so you can save up some RP. Only when you see that Galiza attacks all characters, use Angel Tear to bring everybody up to good health.

Once he uses Agnus Dei, quickly heal everybody with Luffi's Burst Twinkle Heal and keep your Orbs of Hope for special occasions. Also, Galiza changes his affinity, so you'll have a hard time tracking his weakness.

A little list of his attacks:

- o Kyrios deals around 650 dmg. to one character.
- o Alleluia deals around 400 dmg. to one character.
- o Graduale deals around 450 dmg. to a whole column.
- o Tractus deals around 350 dmg. to all characters.

- o Agnus Dei deals a freaking whopping 1800+ dmg. to all characters (this is the reason we equipped the Decoy Dolls -- Luffi died on me in this attack)
- o Gloria deals around 830 dmg. to all characters.
- o Sequentia deals around 600 dmg. to a whole role.

=====

Nice. Now watch the scenes, the animated cutscene and you'll finally see the end credits.

This is the end of this wonderful game... well, at least for Cecilia's side. Once you see the ending, if this was your first playthrough, you'll unlock the Art and BGM menus at the Extra Menu.

"See ya in the next playthrough!"

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      L E V A N T ' S   S I D E
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      ~~~ ~~~ ~~~ 5.10] Phase 1 ~Levant's Tale~ ~~~ ~~~ ~~~
      ~~~ ~~~ ~~~ The Tragedy of the Holy Sword ~~~ ~~~ ~~~
  
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Area #01 - Spirit Forest sx551

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- My lv: ---
- Enemies: Death Hound, Zephyra, Evil Wisp, Mani, Nepenthes, Sabrewolf, Masked Woman (B)

o~~Item Checklist: ~~~~~o

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| Bandage Orb x2 ----- (SW) = (AH) ----- Cloth Bandana |
| Traveler's Shoes ----- (AL) = ITEM ----- Green Lapis x5 |
| Star Sand ----- ITEM = (AC) ----- Wind Ring |
o~~~~~o
  
```

After the long-ass scene, and when you gain control, go NE to the next area to trigger a scene and then proceed N to trigger yet another scene. During the scene, Levant receives the Holy Sword Krauvando...

<vin> Nice name, huh?! ;)

Keep watching the scene and when you gain control, go E from where you start to find a chest with 'Bandage Orb'. Equip it to Levant right away. Now proceed to the W and follow this path and at the next fork you come across, go S to find 'Cloth Bandana' and W to find 'Bandage Orb' (equip this one as well). Now go N from the fork to the next area.

When you reach a larger fork, go N to find 'Traveler's Shoes'. Return and go S to find a chest with 'Green Lapis x5'. Return now, save your game and proceed NE to trigger a scene and a little fight with 2 Death Hounds -- which you'll do 0 dmg. with your Cut skill. Just attack until your sword breaks.

When you take out Krauvando, simply attack twice the Death Hound to kill it.

Now keep watching the scene and you'll trigger a...

-----

~~~ BOSS: MASKED WOMAN ~~~~~

- ~ Affinity: Cerulean Flame
- ~ XP:
- ~ FP:
- ~ Items:
- ~ Elemental Info.:
 - ~ Weak:
 - ~ Strong: Water (20), Earth (20), Wind (40)

~ Strategy: Just like all first bosses, she's easy. Just attack her and if your HP drops under 120, quickly use Bandage Orb to replenish your HP so you can survive her Counter Burst. That's pretty much it. Her attacks won't deal much dmg., but make sure to keep your HP above 120. Besides, you don't have to win this battle.

As for her attacks:

- o Purple Haze: inflicts Poison on all characters.
- o Moon Dance: deals around 35 dmg. to one character.
- o Master of Panic: deals around 35 dmg. to one character.
- o Counter Burst: deals around 120 dmg. to one character.

=====

Once you regain control, check the N monolith to find a Harvest Point -- which may have 'Star Sand'. Now go NW and up the stairs here to find a chest with 'Wind Ring' at the end of the path. Now go S out of this area to trigger a little fight. Now go S, save your game and go NW to find another elf in danger. Save him, return to the previous fork and go NW (on the left path) to find another endangered elf.

Save her ass and proceed SE to find a endangered female elf. Save her as well and proceed SW to the next area. In this area, proceed SE to the next area. You'll have to save another elf as soon as you enter this area. Watch the scene and you'll be at...

Area #02 - Fort Faulken sx552

- My lv: Levant 5, Irene 2, Griek 4
- Enemies: Imp. Soldier, Imp. Wizard, Imp. Archer,
- o~~Item Checklist: ~~~~~o
- | Eternova ----- (SW) = (SW) ----- Sanocane |
- | Cracked Rings x2 ----- ITEM |
- o~~~~~o

Like it'll happen through the story of Levant, you'll have to choose an answer that'll decide the ending you'll get:

- Resist (Destruction)
- Stay quiet (Neutral)
- Escape (Creation)

Make your pick and before you regain control, you'll receive 'Eternova' and 'Sanocane'. Equip the Sanocane on Irene and the Eternova on Griek. Levant should still have the Bandage Orbs from the Spirit Forest. Quickly save your game from the save point in front of you and go W to trigger a scene and a fight with some soldiers.

The only annoying part of the fight is the Imperial Wizard in between all the Soldiers. She heals 150 HP per turn to a single target, so make sure Griek, Levant and Irene target first the 2 Soldiers in the front row (all gang up on 1 at a time), then gang up on the Wizard until she's dead. Now proceed W at the fork and onto the next area. Follow the path and at the fork, go S to find a chest with 'Cracked Rings x2'.

Return to the previous fork, go W and N at the next one. Follow the path completely until you get out and trigger a scene. Now head to...

Area #03 - Denmail Highway sx553

- My lv: Levant 7, Irene 6, Griek 6
- Enemies: Evil Wisp, Sabrewolf, Zephyra, Orcus, Nepenthes, Sedna, Perro Diablo

o~~Item Checklist: ~~~~~o
| Glowing Liquid ----- ITEM = (SW) ----- Life Orb |
| Moonlight Grass ----- ITEM = ITEM ----- Willow Leaf x2 |
o~~~~o

Go N as you start and examine the light post near the save point to find a Harvest Point with 'Glowing Liquid'. Now save your game and go NW and then E to find a chest with 'Life Orb'. Equip it right away and check the SE corner (S of the black Force source) to find a Harvest Point that can contain 'Moonlight Grass'. Return to the previous fork, go NW and then go SE at the top fork.

When you get to another fork, go NE to find a chest with 'Willow Leaf x2'. Purify the Force Site there, return to the top fork and go N to trigger a scene and you'll end up at...

Area #04 - Black Precipice sx554

- My lv: Levant 8, Irene 8, Griek 8
- Enemies: Evil Wisp, Sabrewolf, Mani, Orcus, Sedna, Alice, Perro Diablo, Foul Gel Blob, Fah, Force Eater, Sting Worm, Charon, Perro Diablo/Fah/Sly (B)

o~~Item Checklist: ~~~~~o
| Element Will x5 ----- ITEM = ITEM ----- Yellow Lapis x7 |
| Vitality Orb ----- ITEM = (SW) ----- Electric Orb |
| Blue Lapis x3 ----- ITEM = ITEM ----- Cracked Rings x2 |
| Purple Lapis x3 ----- ITEM = (SW) ----- Invigorating Orb |
o~~~~o

Check the stone that's next to the green portal to trigger a little scene and now you'll be able to use Force Scan, which is Ralu's ability. Press [] to use it anywhere on the map. Use it and two red !! will appear near the stone. Examine it and give it Force to make the green portal active. Use it.

From here, go N and scan the area near the white portal to find 'Element Will x2'. Now go W and enter the red portal. Now enter the yellow portal and then the next yellow portal and scan the area you arrive at to find 'Yellow Lapis x2'. Now go SE and scan the dead end to find a hidden chest with 'Vitality Orb'. Now go through the yellow portal, then the red to return to the entrance.

Enter the green portal again and then the red one. From here, follow the path and enter the Blue portal. Then go W a little bit and enter the White portal. When you appear, go all the way N and enter the Red Portal. Follow the path and enter the Blue Portal. Once again, go N and enter the White portal. Now go N and enter the Green and final portal.

You're now in a completely different area. Hmm. Walk a little bit and a nice scene triggers, as well as you need to pick again...

- Let's try it. (Creation)
- But... (Destruction)

When you regain control, go N to trigger a little scene. Return to the previous fork, go E, save your game and then go W to find a Force Site. Purify it and go S from the fork. At the next one, go E and up the path until you're transported to the Chamber of Guidance. You'll now be able to create Forcefacts by fusion.

Do all this if you can, ok? Start by fusing a Cloth Bandana for Griek, a Long Cape for Irene and 2 Wind Boots -- 1 for Levant and the other for Irene. The Traveler's Shoes should be given to Griek. Also fuse some Gaia Orbs, Electric Orbs and if possible, some Vitality and Stitch Orbs.

Now go through the portal that Philia opened. At the first fork, go E and N at the next one to find a chest with 'Element Will x3'. Return to the previous fork, go N and then E at the next one to find a chest with 'Yellow Lapis x5'. Return to the previous fork, go W and then N into the portal to the next area. From here, go W and N at the fork into another area.

Go N and from the 3-way fork, go W to find 'Electric Orb' inside a chest. Scan N of the chest to find 'Blue Lapis x3'. Return to the previous fork, go E and E again to find a dead end. Scan the area to make a bridge appear that leads you to find 'Cracked Rings x2'. Return 2 areas and at the fork, go E and S at the next one and into the portal to a new area.

Purify the Force Site right in front of you, go S and scan the dead end to find 'Purple Lapis x3'. Now go N from the Force Site and at the fork, go E and scan the circular device. Infuse 30 FP into it to find 'Ash Lumber', 'Bandage Orb', 'Stitch Orb'...

<vin> Note that the item that you get is totally random, but you can get one of the previous 3 for each time you infuse FP.

Return to the previous fork, go S, save your game and go S to trigger a scene and a...

~~~ BOSS: PERRO DIABLO/FAH/SLY ~~~~~

- Name: Perro Diablo
- ~ HP: 200
- ~ STR: 50
- ~ DEF: 54

~ FOR: 43  
~ SPR: 49  
~ DEX: 59  
~ AGI: 55  
~ Affinity: Crimson Lotus  
~ Elemental Info.:  
~ Weak: Fire (-20)  
~ Strong:

- Name: Fah  
~ HP: 170  
~ STR: 46  
~ DEF: 43  
~ FOR: 59  
~ SPR: 52  
~ DEX: 55  
~ AGI: 56  
~ Affinity: Cerulean Flame  
~ Elemental Info.:  
~ Weak: Light (-40)  
~ Strong: Thunder (40), Dark (20)

- Name: Sly  
~ HP: 1340  
~ STR: 50  
~ DEF: 49  
~ FOR: 66  
~ SPR: 64  
~ DEX: 66  
~ AGI: 54  
~ Affinity: Pearl Light  
~ Elemental Info.:  
~ Weak: Fire (-20), Thunder (-20)  
~ Strong: Water (40)

~ Strategy: This fight is not that hard. You've been killing Fahs and Perro Diablos through the Tower of Judgment, so these 2 enemies shouldn't pose any trouble. As for Sly, she's a bit tougher, with attacks like:

- o Nightmare: inflicts Fear on all characters.
- o Icy Spikes deals around 180 water dmg. to one character.
- o Poison Blow: deals around 80 dmg. plus inflicts Poison to one character.
- o Temptation: inflicts Charm on all characters.

As you can see, she's pretty harmless and the only attack that should "worry" you is Icy Spikes, but with a simple Bandage Orb, you'll easily remedy that.

~ XP: 288  
~ FP: 140  
~ Items: Bat Wind x2, Stardust

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Now examine the S device to open the gate to the E. Before that, go W to find a chest with 'Invigorating Orb'. Now go E and through the white portal to watch a scene and the end of Phase 1.

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Watch the scene as you appear and you'll be at...

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Area #05 - Gultchfort sx556  
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- My lv: Levant 13, Irene 13, Griek 12
- Enemies: None

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o~~Item Checklist: ~~~~~o
| Green Lapis x2 ----- ITEM = ITEM ----- Ash Lumber x10 |
| Devil Grass x2 ----- ITEM = ITEM ----- Oak Lumber x2 |
| Healing Herb x10 ----- ITEM = ITEM ----- Star Sand x10 |
| Amber x5 ----- ITEM = ITEM ----- Steel Shard x2 |
| Red Lapis ----- ITEM = (SW) ----- Soothsong |
| Burlap Cloth x2 ----- ITEM = ITEM ----- Numetake |
| Worn Rag ----- ITEM = ITEM ----- Silver Ring |
| Devil Dog Fur x4 ----- ITEM = (AL) ----- Elven Sandal |
| Luftshetelune ----- (RW) = ITEM ----- White Lapis |
| Yellow Lapis ----- ITEM = (SW) ----- Eternova |
o~~~~~o
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When you regain control, go W into the previous area, use the Force Site, save your game and scan the barrels on the NW side of the area to find a Force Scan with 'Green Lapis x2'. Now check the E side to find a chest with 'Ash Lumber x5'. Now scan S of the save point to find a Force Scan with 'Devil Grass x2'. Now proceed N and reenter 1F.

Proceed further and when you get to a little fork, go W, scan the crates and you'll find 'Oak Lumber x2'. Now go N and scan the N statue in the large area to find a chest with 'Healing Herb x10'. Now talk to the wolfman near the statue to know about Titles...

<vin> Check out the section corresponding to the titles to know more about them, how to unlock them, what unlocks/what you receive and whatnot.

And if you talk to him after the titles, he'll tell you NOT to say his name fast... XD. OMG, I cracked at this. I love the guys at Sting XD. Ahem, sorry for that. Anyway, go W then N at the fork to find a chest with 'Star Sand x10'. Now go directly S to find a chest with 'Amber x3'. Now go W and N and before going down the stairs, go N and scan the pile of dirt to the N to find 'Steel Shard'.

Scan the area to the E as soon as you get down here to find 'Red Lapis'. Now return to where the wolfman is (the one of the titles), go NE to find a chest with 'Ash Lumber x5'. Return and go S all the way and go down to B1F. Run to the end to find a chest with 'Steel Shard'. Return and enter Gulden's room. Proceed further, go N inside the little alcove to find a chest with 'Soothsong'. Equip it on Irene ASAP.

Now go S from the fork to find a chest at the end with 'Burlap Cloth x2'. Now scan the area behind the chest to find 'Numetake'. Now go NE at the fork, talk to the Lycan here and he'll give you a 'Worn Rag', which is the start of a sidequest. Now go W at the next fork. Scan the barrel with weapons at the NW corner to find 'Silver Ring'. Now go E from the fork and go behind the counter to find a chest with 'Devil Dog Fur x2'. Now scan the area behind the counter

to find 'Devil Dog Fur x2'.

Now save your game, proceed N at the fork and scan behind the counter to find 'Amber x2'. Now talk to the Elf that's standing on the corner to receive 'Elven Sandal'. Now talk to the Lygar at the desk to trigger a scene. Answer time:

- Axel (Neutral?)
- Faust (Creation?)
- Cecilia (Destruction?)

Once you regain control, save your game again if desired and return to Gulden. Another answer time:

- I'll join you. (Creation)
- ..... (Neutral)
- I need a lead (Creation)
- ... The giant (Neutral)
- For the Lycans (Neutral)

Afterwards, Irene leaves the party and Ciel joins...

<vin> She's such a cutie, huh?! ^\_^

You'll also obtain 'Luftshetelune'. Equip her with whatever you have and level up her Luftshetelune (if you defeated a Force Eater back at the Tower of Judgment, like I did, you should have received 9999 FP, more than enough to level up a bit).

Once you're all done, return to where the Title Lycan is and go to the W side and go down to BlF. Talk to the guard when you get to him and now you can pass. Now go N from the fork and open the chest to find 'White Lapis'. Scan the area too to find 'Yellow Lapis'.

Now continue on to the SE and use the Cestite Key to open the gate (if you got it from the Title Lycan for killing 100 enemies). Once down here, go to the E and scan the area behind the chest to find 'Green Lapis x5'. Now open the chest to find 'Devasti'...

<vin> OMFG, we get another Ragnafact, so Griek can have 2 of them. This one is one of the best for physical attacks.

... now return to the previous fork in the upper floor. Go E and follow the path all the way to the end to find a chest with 'Eternova'. Now go down the stairs you just passed. Talk to the prisoners down here if you want and now leave Gultchfort and enter...

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Area #06 - Granad Cavern sx557  
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- My lv: Levant 13, Ciel 12, Griek 12
- Enemies: Foul Gel Blob, Evil Wasp, Perro Diablo, Fah, Sedna, Shade, Zephyra, Sting Worm, Phantasma Alpha (B), Faust (B)

o~~Item Checklist: ~~~~~o  
| Orb of Wisdom ----- (SW) = (SW) ----- Nobleray |  
| Life Orb ----- (SW) = ITEM ----- Blue Lapis x7 |  
| Wind Boots ----- (AL) = (AC) ----- Chi Bracelet |  
| Protect Orb ----- (SW) = ITEM ----- Rusted Plinth |

Start by going E and before going N, you'll see a boulder. Start pushing it N and you'll see 2 more boulders. From this large area, go NW and you'll see a sign. Read it and it tells you something about the boulders... humpf?! Oh, =).

<vin> You see that behind the sign is a cliff, and there's one on the left side too, huh?! Where the chest on the NW is. What you need to do is to drop 1 boulder in the cliff behind the sign and 7 more on the cliff to the left. This will open the path. Where's all the boulders? They're scattered through the whole area (this main and first one).

Before anything, go NW a little more and you'll see a chest with 'Orb of Wisdom'. Now go NE from the large area and follow the path to the next floor...

<vin> There's a Harvest Point before the ice bridge before the stairs near some stones to the N that contain 'Purple Lapis'.

Down here, simply grab 'Nobleray' from the chest and return to the large area in the previous room. Now go W from this large area and go down to the lower floor. Go S down here to find 'Life Orb'. Watch out for the ice spires on the edges as they hurt you. Now go N and you'll see a crack on the W side on the wall. Scan it to find 'Blue Lapis x5'. Now open the chest to find 'Wind Boots'.

Now return to the previous area and go NW and on to the lower floor. Follow the path, purify the Force Site and continue on until you find a Save Point. Save your game and go N to trigger a little scene and a fight with 3 Shades. They are really easy, just attack them and they'll go down.

Now enter the path to the left. Follow the rather straightforward path to find 2 chests which contain 'Chi Bracelet' and 'Protect Orb'. Before leaving, look at the log laying S of the Chi Bracelet. Scan it to find 'Blue Lapis x2'. Now return to where you fought the Shades and enter the right path, which should be open. Follow the path, save your game and go N to trigger a little scene and a...

-----

~~~ BOSS: PHANTASMA ALPHA ~~~~~

~ HP: 2450
~ STR: 82
~ DEF: 75
~ FOR: 43
~ SPR: 50
~ DEX: 49
~ AGI: 48
~ XP: 3000
~ FP: 130
~ Affinity: Cerulean Flame
~ Items: Phantasm Alloy
~ Elemental Info.:
 ~ Weak: Lightning (-20)
 ~ Strong: None

~ Strategy: This dude is pretty simple, although his attacks are quite powerful. Start by having Griek use his Burst Berserk to give buff him up a lot. Have Ciel attack normally with her Ragnafact, as well as Levant. Once Griek used Berserk, have him use Berserk Barrage (if you have it), otherwise

use Beast Rage.

If you have these attacks, use Ciel's Gale Shot and Levant's Thunderstruck, which deal over 300 dmg. a piece. That's pretty much it. Remember to equip a healing Spirifact to everyone.

- o Drill Arm deals around 270 dmg. to one character.
- o Counter Drill deals around 170 dmg. to one character.
- o Drill Missile deals around 230 dmg. to one character.

=====

Keep watching the scene and now you'll have to fight...

~~~ BOSS: FAUST ~~~~~

- ~ HP: 1820
- ~ STR: 53
- ~ DEF: 56
- ~ FOR: 79
- ~ SPR: 76
- ~ DEX: 72
- ~ AGI: 80
- ~ XP: 1700
- ~ FP: 350
- ~ Affinity: Cerulean Flame
- ~ Items: Royal Liquid
- ~ Elemental Info.:
  - ~ Weak: None
  - ~ Strong: None

~ Strategy: Faust is easy, and the game makes him a tad hard after the fight with Phantasma. The same tactics you used against Phantasma are used here. Use the same attacks and have Griek use his Berserk Burst. After he uses Delete, quickly heal up that character with whoever you have available.

- o Delete deals over 450 dmg. to one character.
- o Astral Liquid removes any Elemental resistances you buff yourself with.

=====

Watch the scene and before you automatically return to Gultchfort, you'll obtain 'Rusted Plinth'. As you enter Gultchfort, you'll find Cecilia's party. Nice. After the long ass scene and when you regain control, save your game, go S and speak to Ciel. Now go S from the fork and talk to Irene.

Now go W a little and speak to Ignus and Griek. Now go W a tad more and peak to Cecilia and Rafael. Now return to the save point and speak to Philia...

<vin> Before entering the "restaurant", speak to the turtle outside to exchange the Worn Rag for 'Short Pencil'.

As you talk to Philia, she'll give you 'Map of Lustrous Berge'. Now go to the beds and rest. Now Ciel leaves the party (bye... =( ) and Irene rejoins (Hellooo =) ). Now leave Gultchfort to trigger a scene. Now move on to...

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-----  
 - My lv: Levant 17, Irene 13, Griek 17  
 - Enemies: Charon, Alice, Fah, Perro Diablo, Spinel, Laplace, Tibia,  
 Giant Mantis, Armor Beast, Sumatrae,  
 Perro Diablo/Antoinette/Spinel (B)

o~~Item Checklist: ~~~~~o  
 | Dusk Cirlet ----- (AH) = ITEM ----- Healing Herb x5 |  
 | Stardust ----- ITEM = ITEM ----- Star Sand |  
 | Force Bandana ----- (AH) = (SW) ----- Life Orb |  
 | Sanocane ----- (SW) = (SW) ----- Lux Orb |  
 | Glass Statue x2 ----- ITEM = (SW) ----- Igneous Orb |  
 | Energy Mist ----- ITEM |  
 o~~~~o

Enter from the Crimson Chamber and a scene triggers as you enter. Now that you regain control, enter the white portal to the NW. At the first fork, go W, go S at the next fork and E at the next one (scan the broken path) to find a chest with 'Dusk Cirlet'. Equip it to Irene ASAP.

Return to the previous fork, go S and scan the dead end to find 'Healing Herb x5'. Return 2 forks, go W and E at the next fork. When you get to the last fork of the area, go N to find a circular device. Infuse 100 FP to receive 'Stardust' -- 'Star Sand'. Return to the previous fork and go E into the portal to the next area.

Simply go S and E at the first fork to enter the next area. Go S from the first fork and N at the next one to find 'Force Bandana'. Return to the fork at the entrance, go N and E right away. Scan the dead end to make the bridge complete and find 'Life Orb' inside a chest. Return to the fork in the previous area, go S and S at the next fork to find another circular device.

Infuse 300 FP in it to find 'Sanocane' -- 'Lux Orb'. Now go W from the previous fork, go W at the next one and S. Scan this dead end to find 'Glass Statue x2'. Now go N from the previous fork and open the chest to find 'Igneous Orb'. Return 2 forks, go N, save your game, use the Force Site and go N to trigger a little scene and a...

-----  
 ~~~ BOSS: PERRO DIABLO/ANTOINETTE/SPINEL ~~~~~

- Name: Perro Diablo
 ~ HP: 200
 ~ STR: 50
 ~ DEF: 54
 ~ FOR: 43
 ~ SPR: 49
 ~ DEX: 59
 ~ AGI: 55
 ~ Affinity: Crimson Lotus
 ~ Elemental Info.:
 ~ Weak: Fire (-20)
 ~ Strong:

- Name: Antoinette
 ~ HP:
 ~ STR:
 ~ DEF:

~ FOR:
~ SPR:
~ DEX:
~ AGI:
~ Affinity: Pearl Light
~ Elemental Info.:
~ Weak: Light (-40)
~ Strong: Thunder (40), Dark (20)

- Name: Spinel
~ HP:
~ STR:
~ DEF:
~ FOR:
~ SPR:
~ DEX:
~ AGI:
~ Affinity: Crimson Lotus
~ Elemental Info.:
~ Weak: Fire (-20), Thunder (-20)
~ Strong: Water (40)

~ Strategy: Another easy boss -- if you can even call it that. Perro Diablo... you encountered him throughout the whole Tower of Judgment, so he's no problem at all -- 2 hits and it's down. As for Antoinette, she's the "hardest" of the 3. She has attacks that hit all 3 characters for around 150 fire dmg., so that's as hard as she hits.

Spinel... it's the same enemy that appear in this side of Tower of Judgment. He has little HP, so they should all go down in a couple of turns.

~ XP: 588
~ FP: 297
~ Items: Sharp Fang, Steel Shard, Stardust

Now examine the red device in front of you to open the gate to the W. Now go E and open the chest to find 'Energy Mist'. Now go W and enter the portal. Now watch the scene and the Phase ends.

5.12] Phase 3 ~Levant's Tale~
Seeking the Heavenly Light

.sx559.

Area #08 - Palfina sx560

- My lv: Levant 19, Irene 16, Griek 18
- Enemies: None

o~Item Checklist: ~~~~~o
| Protect Orb ----- (SW) = ITEM ----- Fresh Recipe |
| Holy Water ----- ITEM = ITEM ----- Green Laver |
| Cleric Hat ----- ITEM = ITEM ----- Sunflower x2 |
| Defense Orb ----- (SW) = ITEM ----- Element Will x5 |
| Serontosphere ----- ITEM = (AC) ----- Light Ring |

| | | |
|------------------------|-------------------|-------------------|
| Evil Ward ----- | (AC) = (SW) ----- | Sanocane |
| Decoy Doll Alpha ----- | (AC) = ITEM ----- | Green Lapis x5 |
| Resurrection Orb ----- | (SW) = ITEM ----- | Star Sand |
| Narcissus ----- | ITEM = ITEM ----- | Blazing Recipe |
| Mistletoe x3 ----- | ITEM = (AC) ----- | Decoy Doll Beta |
| Cracked Ring x2 ----- | ITEM = ITEM ----- | Glowing Metal x2 |
| Willow Leaf x3 ----- | ITEM = ITEM ----- | Energy Mist |
| Speed Trinket ----- | (AC) = (SW) ----- | Invigorating Orb |
| Aegis Bangle ----- | (AC) = ITEM ----- | Slash Feather x10 |

o~~~~~o

When you gain control, scan the fruit cart to the NW of you (in front of the water) and you'll find a chest with 'Protect Orb'. Now check the cart itself to find 'Fresh Recipe'. Now go W a little and examine the water to find a Harvest Point with 'Holy Water'.

Now talk to the guy on the W side of the area (W of the Force Site) and he'll ask for some items. This is a start of a sidequest. He asks for a Bind Ring, so if you have one, give it to him...

<vin> Actually, he's asking for a Curse Ring, not a Bind Ring. So make one (you should have the items to fuse it). You'll receive 'Slash Feather x10'.

Now go to the E side and you'll find 2 carts together. Scan them to find 'Green Laver'. Now go N up the stairs and before going N to the next area, talk to the Girl on the E side to start another sidequest.

Her grandma is missing inside the Temple, so now that we're going in there, we'll go grab her. Now go N to the next area, which is the entrance to the temple. Here, go W and talk to the Cheerful Girl. Give her the Short Pencil and you'll receive 'Cleric Hat'. Now go to the E side and talk to the Worrisome Cleric to receive 'Sunflower'.

Now go inside the temple from the W side. Go all the way N to find a chest with 'Defense Orb'. Return to the entrance, go E to find the main entrance (central entrance). Go to the E side to find the E entrance. Go N from there (follow the left path) and enter the door when you get to it. You'll be in the Catacombs.

Check the lower left grave to find 'Sunflower' and the central right grave to find 'Element Will x2'. Now go N and scan the left side of the statue to find 'Serontosphere'. Return to the previous floor and go W to find 'Light Ring'. Now go to the E entrance and follow the upper right path to the lower floor. Purify the Force Site and go S following the right path.

Open both chests here to find 'Evil Ward' and 'Sanocane'. Return to the Force Site, go S following the left path and go N when possible to find a chest with 'Decoy Doll Alpha'. Now go W, W again and down the stairs to the lower floor (B2F). Go E and N at the fork. Follow this path to find 'Green Lapis x5' and 'Resurrection Orb'.

Return to the entrance, go S and enter the room when you get to it. Examine the monolith to find a Harvest Point with 'Star Sand'. Now go up the stairs on the W side and follow the path to find 'Narcissus'. Now return to the fork in the previous floor, go S, W at the next fork and S to find the little library.

Scan the second shelf from the left side to find 'Blazing Recipe'. Now open the chest to find 'Element Will x3'. Now go to the W side of the area and enter the room, which is the Cleric Quarters. Scan the pumpkin in the SW corner to find 'Mistletoe x3'. Now scan the N side to find a chest with 'Decoy Doll

Beta'.

Now scan the NW corner to find 'Cracked Ring x2'. Now use the lever on the NW corner of the room, exit and talk to the old woman on the W side. Once she joins you, go N, open the chest with 'Glowing Metal x2'. and use the lever. Return to the girl outside waiting for her grandmother to receive 'Willow Leaf x3'...

<vin> If you can, I recommend you fussing a Yaehatae using Yaesange, Mistletoe x2, Willow Leaf x2 and Sunflower x2. If you do fuse this, equip it to Irene ASAP.

Remember where you got the Holy Water? Go there to find the water drained. Enter the hallway here to find 'Energy Mist' and 'A MIMIC'. Kill this really easy enemy to find 'Speed Trinket'. Now enter the temple from the central entrance and enter the room in front of you. A scene triggers. Once it's over, scan right in front of Elda to have 2 chests appear, with 'Invigorating Orb' and 'Aegis Bangle'.

Now go to the library in B1F to trigger a scene. Once it's over, leave Palfina and head over to...

Area #09 - The Sealed Library sx561

- My lv: Levant 19, Irene 16, Griek 18
- Enemies: Alice, Soloma, Laplace, Charon, Tibia, Giant Mantis, Zepar, Femur, Drakon, Angeu, Zepar, Perro Diablo

o~~Item Checklist: ~~~~~o
| Broken Idol ----- ITEM = ITEM ----- Glowing Liquid x3 |
| Cursed Bones x2 ----- ITEM = ITEM ----- Ororon Doll |
| Dark Ring ----- (AC) = ITEM ----- Majin's Cloth x2 |
| Arnon Gem ----- ITEM = ITEM ----- Serontosphere x2 |
| Glowing Liquid x2 ----- ITEM = ITEM ----- S&S Recipe |
| Nylonester ----- ITEM = (SW) ----- Purifying Orb |
| Energy Mist ----- ITEM |
o~~~~o

Start by going E to return to the entrance. Now go E and when you get to the NE room, scan the NE corner to find 'Broken Idol'. Now you'll see a chest on top of the shelves in the next room. Go up the stairs and follow the path on top to get 'Glowing Liquid x3'. Now follow the path NW, scan the area to find 'Cursed Bones x2' in a Force Scan on the floor and now enter the next area following the shelves.

Go around the shelves in this room, go down the stairs, save your game and then purify the Force Site. Scan the bookshelf next to the Force Site to find a book with Crimson Force. Pick it up to fight Drakon. He's a bit harder than the normal enemies around here, but use your strongest skills since you have the Force Site to use right after the fight next to you.

Now go E trigger a little scene. You'll now be ambushed by a Femur, a Soloma and a Varuna. When you regain control, open the chest to get 'Ororon Doll'. Now go E into the next room, go up the ladder and go around to the chest that contains 'A MIMIC'. Yes, these assholes are getting tough, which is a pain in the behind. You'll receive 'Wicked Eye' from him and 'Dark Ring' from the chest.

Now go all the way N to trigger another scene. Once it's over, return N and scan the bookshelf in middle to find a book with Pearl Force. Pick it up and you'll have to fight Angeu. He's not hard at all. His has an attack that does around 150 dmg. and another one that does around 250 dmg. Other attacks of his deal in between these. You'll see that a part of the seal opens. Now scan the bookshelf right of the one you previously scanned to find 'Majin's Cloth x2'.

Return to the Force Site, use it, save, go up the ladder and enter the room to the N, where the seal is. Scan the bookshelf on the left of the seal to fight Zepar, which is another damn easy enemy. Now open the sealed door and go inside to find 'Arnon Gem' right next to the entrance. Now to the N, open the chest under the bridges to find 'Serontosphere x2'. Now go up the ladder, go into the next room, go down the ladder and grab 'S&S Recipe' and 'Nylonester' from both chests.

Now go up the ladder and infuse 30 FP to the chest to find 'Glowing Liquid x2'. Return to the save point, use the Force Site, save your game, go E to the next room and go N, then E at the fork. Go up the ladder, follow the path and follow both paths at the fork to find 'Purifying Orb' and 'Energy Mist'. Return now to Palfina.

Speak to Elda and when you regain control, leave Palfina and head to...

Area #10 - Midee Highway sx562

- My lv: Levant 19, Irene 16, Griek 18
- Enemies: Perro Diablo, Armor Beast, Brutal Mantis, Charon
o~~Item Checklist: ~~~~~o
| Narcissus ----- ITEM = ITEM ----- Healing Herb |
| Mistletoe ----- ITEM = ITEM ----- Energy Mist |
o~~~~o

Ok, move forward as you start until you reach a Force Site. Purify it, use it and go S at this fork to find a chest with 'Narcissus'. Return to the previous fork and check the log N of the Force Site (in the corner leading N) to find a Harvest Point with 'Healing Herb'.

Now go N, cross the bridge and right after the bridge, check the left side corner to find a Harvest Point with 'Mistletoe'. At this fork, go W to find 'Energy Mist' at the end inside a lone chest. Return to the previous fork, go N across the bridge, save your game and go N. Check the end of the path to return inside the Black Precipice.

I won't write for this again. Just remember to follow the portals red -> blue -> white and repeat this over and over until you're outside the Tower of Judgment, which you should enter the Crimson Chamber. In here, enter the pink portal to the W to reach the maze of the tower.

Area #11 - Tower of Judgment sx563

- My lv: Levant 20, Irene 17, Griek 18
- Enemies: Soloma, Charon, Tibia, Alice, Laplace, Perro Diablo, Armor Beast, Spinel, Giant Mantis, Rakshe, Grunere, Bathin (B)
o~~Item Checklist: ~~~~~o

```
| Decoy Doll Beta ----- (AC) = ITEM ----- Narcissus |
| White Lapis ----- ITEM = ITEM ----- Irispira |
| Mercury ----- ITEM = ITEM ----- Strength Orb |
| Chi Bracelet ----- ITEM = ITEM ----- Frozen Nail x4 |
O~~~~~o
```

At the first fork, go S, and at the next one, go N and W twice. You'll find a circular device here. Infuse 500 FP to get 'Decoy Doll Beta' - 'Narcissus' - 'White Lapis'. Return to the previous fork and follow the N path and enter the portal to the next area. At the first fork, go W and N to the next area.

Go E at the first fork and S at the next one and infuse 1000 FP in the circular device to find 'Irispira'. Also, scan behind the circular device to find 'Mercury'. Now go N from the previous fork to find a chest with 'Strength Orb'. Return to the fork in the previous area, go E, save your game and purify the Force Site.

Now go S from here to find a chest with 'Chi Bracelet'. Now go E from the save point to trigger a...

~~~ BOSS: BATHIN ~~~~~

```
~ HP: 3000
~ STR: 96
~ DEF: 90
~ FOR: 102
~ SPR: 98
~ DEX: 84
~ AGI: 75
~ XP: 1120
~ FP: 217
~ Affinity: Cerulean Flame
~ Items: Energy Mist
~ Elemental Info.:
  ~ Weak: Light (-60)
  ~ Strong: Dark (40)
```

~ Strategy: Um... a rather easy boss. Just use attacks like Irene's Southern Cross to deal over 700+ dmg. and Levant's Thunderstruck. Griek's not that useful here since this dude has a ton of DEF (Levant was doing around 80 dmg. with Cut >\_>).

=====

After the fight, do the usual: check the red device in front of you to open the gate. Go S to find a chest with 'Frozen Nail x4' and go N into the portal to finish this Phase. Remember to select:

- Elda (Neutral)
- Gardner (Creation)
- Faust (Destruction)

Now you'll be at...

-----

Area #04 - Lake Soleil sx564

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- My lv: Levant 23, Irene 22, Griek 22
- Enemies: Perro Diablo, Charon, Giant Mantis,

```
o~~Item Checklist: ~~~~~o
| Binoculars ----- (AC) = ITEM ----- Lihit Grass x7 |
| Stitch Orb ----- (SW) = ITEM ----- Red Lapis x2 |
| Bizarre Recipe ----- ITEM = (SW) ----- Mallady |
| Star Sand ----- ITEM = ITEM ----- Oak Lumber x2 |
| Ash Lumber ----- ITEM = ITEM ----- Silvervine |
| Numetake ----- ITEM ----- ITEM |
o~~~~o
```

Use Scan to find a Force Scan at the N most (where there's a crack in the wall) and check it to find 'Binoculars'. Equip them and go S. Grab 'Lihit Grass x5' from the wooden chest...

<vin> There's a Harvest Point in the corner at the bushes just S of the chest with 'Lihit Grass'.

Go S some more and open the wooden chest to find 'Stitch Orb'. At the fork, simply go E (make sure to check the Harvest Point in the corner where the bushes are to find 'Shiitake') and enter Gardner's House.

Use the Force Site and the Save Point and proceed N. Examine the door to trigger a scene. After this scene, talk to both Griek and Ulu (which are sleeping), then return to the previous area and talk to Irene. After the long scene and before leaving, go NW and scan the area. Now check the table to receive 'Bizarre Recipe'. Now check the pots right next to the table to receive 'Red Lapis x2'.

Now use scan on the right side of the area to make a chest appear, as well as 2 other Force Scans. Open the chest to find 'Mallady'. Now check the other 2 Force Scans to find 'Lihit Grass x2' and 'Star Sand'. Now go up the stairs in front of the door, go W and scan the area to the far NW to find 'Oak Lumber x2'.

Check the logs next to the steps to find a Harvest Point with 'Ash Lumber'. Check the W side of the area to find a Harvest Point with 'Silvervine'. Also check the well on the E side to find yet another Harvest Point that has 'Numetake'. Return to the previous area, go S to leave Lake Soleil. Now move to the...

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| | | | _____ .===== | | | | _____
| | | | / _ \ \ / / | | | | / | 6] Boss List | | | | / _ \ | '___|/ ___|/ _ \
| _ | ___/> <| | | / /. | [sx600] | | | | ( _ ) | ( ( _ | ___/
|_| | | \___/_ \ \ \ \, / ___| '=====|_| | \___/|_| | \___| \___|
|_| /
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    ~~~ ~~~ ~~~ 6.1] Cecilia's Side ~~~ ~~~ ~~~
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    '-----'
=====

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~~~ BOSS: FORTIFIED BEAST ~~~~~

- ~ HP: 600
- ~ STR: 24

~ DEF: 35
~ FOR: 25
~ SPR: 28
~ DEX: 22
~ AGI: 20
~ XP: 108
~ FP: 70
~ Affinity: Cerulean Flame
~ Items: Rock Beast Shell, Pointy Horn
~ Elemental Info.:
~ Weak: Lightning (-10)
~ Strong: Stormy (10)

~ Strategy: Like always, for the first boss of the game is pretty easy. Simply use Rafael's Smack skill and Cecilia's Release Force. Occasionally use Rafael's Ogre Blade to deal over 100 dmg. Make sure to use Gemini Boost to give yourself Haste for 5 turns. Also try using Cecilia's Angelic Beam to deal over 350 dmg., which might probably kill the enemy in 1 turn (or you can also use Rafael's Air Render). Remember that you need to have your Force Burst at least at level 1 to use it.

Watch out for his attacks, as they can deal from 55 all the way to 78 dmg. to Rafael, so 2 hits and he's dead. He can also use a skill to raise his attack, so make sure to use your Force Burst to kill it quickly.

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~~~ BOSS: BLASPHEMY ~~~~~

~ HP: 1000  
~ STR: 22  
~ DEF: 35  
~ FOR: 22  
~ SPR: 35  
~ DEX: 33  
~ AGI: 22  
~ XP: 108  
~ FP: 150  
~ Affinity: Cerulean Flame  
~ Items: Decoy Doll Beta  
~ Elemental Info.:  
~ Weak: Holy (-60)  
~ Strong: Dark (40)

~ Strategy: Second boss, let's tackle this one with ease. Have Rafael cast Gemini Boost in the first turn he gets. Using Air Render and Angelic Beam really shortens the battle, as you deal 2 of these and he's dead. There's really not much to say about this boss, as he's weaker than the previous boss, which is somewhat stupid as this one's the leader.

He has an attack called Diablow, which is very weak, dealing around 30 dmg. to Cecilia, but the bad part is that it causes Paralysis to the character. He can also Curse you, so be careful.

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~~~ BOSS: YUGOOL/EVIL WISP x2 ~~~~~

- Name: Yugool
~ HP: 1200
~ STR: 70
~ DEF: 64
~ FOR: 70
~ SPR: 68
~ DEX: 64
~ AGI: 53
~ Affinity: Crimson Lotus
~ Elemental Info.:
~ Weak: None
~ Strong: Fire (20), Earth (20)

- Name: Evil Wisp x2
~ HP: 40
~ STR: 17
~ DEF: 40
~ FOR: 35
~ SPR: 40
~ DEX: 28
~ AGI: 28
~ Affinity: Pearl Light
~ Elemental Info.:
~ Weak: Holy (-60)
~ Strong: Dark (40)

~ Strategy: This dude is not as hard as he looks. He has a couple of attacks, which are these: he has an Earth attack -- Granite Grave that does around 150 dmg. He also has Flame Wall, which deals around 80-90 dmg., so make sure not to leave both of your characters in the same row. On the first turns, have Cecile attack the Evil Wisps with her normal weapon and she'll kill them in 1 hit. Have Rafael focus on Yugool and have him use Gemini Boost every now and then to speed up the battle.

If you still have Icy Torment from the Aqua Orb, use it with Cecilia to deal over 600 dmg. and killing it most likely.

~ XP: 326
~ FP: 122
~ Items: Broken Idol x2, Stardust

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~~~ BOSS: FAUST ~~~~~

~ HP: 1820  
~ STR: 53  
~ DEF: 56  
~ FOR: 79  
~ SPR: 76  
~ DEX: 72  
~ AGI: 80  
~ XP: 1700  
~ FP: 350  
~ Affinity: Cerulean Flame  
~ Items: Royal Liquid  
~ Elemental Info.:  
~ Weak: None  
~ Strong: None



~ Strategy: Not too hard of a boss. His attacks deal around 150 dmg. per hit, so you can easily heal that. If you still have the Aqua Orb for whatever reason, using it here deals around 850 dmg. with its' Icy Torment. Otherwise, use Rafael's Gemini Boost and attack normally, as well as with Ceci and Luffi. That's about it, seriously.

=====

~~~ BOSS: MOTHER WORM ~~~~~

- ~ HP: 3600
- ~ STR: 115
- ~ DEF: 106
- ~ FOR: 72
- ~ SPR: 66
- ~ DEX: 66
- ~ AGI: 66
- ~ XP: 8000
- ~ FP: 255
- ~ Affinity: Pearl Light
- ~ Items: Energy Mist
- ~ Elemental Info.:
 - ~ Weak: Water (-40)
 - ~ Strong: Earth (40)

~ Strategy: lol, I was actually thinking: "Are you effing kidding me?! We have to kill that thing?!" Dammit. No, you don't have to kill it. Either you win or lose, the game will carry on. Thanks for Piti Thadatungsakul for this info. Well, let's start with its attacks. It has Suna Arashi, which deals around 300 dmg. Swallow deals around 160 to both characters, while Sand Blowing (forgot name) deals around 180 dmg. to both and can inflict Darkness.

Use on your first turn Gemini Boost and Cecilia's Divine Favor on Rafael. Also, have him use Power Break to lower his STR, because he can hit, and hit hard. Once used Power Break 4 times, use his normal attack a couple of times and then use your Burst to deal around 960 dmg. per Burst, so it's worth using.

Not much to say about the fight. Leave the fighting to Rafael, while Cecilia focuses on healing both and using Divine Favor whenever runs off Rafael.

=====

~~~ BOSS: VIRTUS ~~~~~

- ~ HP: 2700
- ~ STR: 118
- ~ DEF: 102
- ~ FOR: 86
- ~ SPR: 96
- ~ DEX: 99
- ~ AGI: 92
- ~ XP: 4800
- ~ FP: 302
- ~ Affinity: Cerulean Flame
- ~ Items: Hellfire Ring
- ~ Elemental Info.:
  - ~ Weak: None
  - ~ Strong: Fire (10), Water (10), Stormy (10),

~ Strategy: Let's start with Virtus' attacks. His normal physical attack deals around 40 dmg., which is pathetic at this point. Rockcrush deals between 150-200 dmg. to the whole party. What to do? Hahaha, just attack him normally and he'll go down. It's that easy. I don't even know if Virtus is actually considered a Boss here, but by the XP he left, I think he is.

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~~~ BOSS: PATELLA/VARUNA/SPHENE ~~~~~

- Name: Patella
~ HP: 603
~ STR: 115
~ DEF: 99
~ FOR: 98
~ SPR: 98
~ DEX: 104
~ AGI: 92
~ Affinity: Crimson Lotus
~ Elemental Info.:
~ Weak: Fire (-40), Holy (-60)
~ Strong: Dark (20)

- Name: Varuna
~ HP: 579
~ STR: 107
~ DEF: 88
~ FOR: 87
~ SPR: 90
~ DEX: 114
~ AGI: 118
~ Affinity: Cerulean Flame
~ Elemental Info.:
~ Weak: Stormy (-40)
~ Strong: Earth (20)

- Name: Sphene
~ HP: 2800
~ STR: 112
~ DEF: 100
~ FOR: 80
~ SPR: 92
~ DEX: 76
~ AGI: 63
~ Affinity: Crimson Lotus
~ Elemental Info.:
~ Weak: Water (-20), Lightning (-20)
~ Strong: None

~ Strategy: Not too hard of a fight. Patella and Varuna are 2 regular enemies, while Sphene is the actual boss. Once you've taken care of Patella and Varuna, taking care of Sphene is really easy. He has 2 attacks that target all the characters in a row, so if everyone is on front, all 3 characters will get hit. These attacks hit for around 300 dmg.

That's about it. His other attacks deal around the same amount, but for one character. He can also cast protect on himself, so keep attacking. A good plus

is that Spheene is really slow, so you'll have several turns before one of his.

~ XP: 2218
~ FP: 837
~ Items: Rock Bone, Holo Meat, Energy Mist

=====

~~~ BOSS: BAHN ~~~~~

~ HP: 3260  
~ STR: 126  
~ DEF: 112  
~ FOR: 98  
~ SPR: 110  
~ DEX: 98  
~ AGI: 109  
~ XP: 13000  
~ FP: 750  
~ Affinity: Cerulean Flame  
~ Items: Rune Bangle  
~ Elemental Info.:  
  ~ Weak: None  
  ~ Strong: None

~ Strategy: As per usual, start with Rafael using Gemini Boost and Ignus with War Cry. Bahn is pretty easy if you're using Ciel. Simply have her use Gale Shot over and over to deal around 500 dmg. per hit. Nice, isn't it? With only 4 attacks, you'll defeat Bahn.

Dark Revalense deals around 350 dmg. to 1 character. and he has another attack that targets all 3 characters for 300 dmg. That's it for his attacks.

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~~~ BOSS: VELVET/IMP. GUARD/IMP. SORCERER ~~~~~

- Name: Velvet
~ HP: 3300
~ STR: 104
~ DEF: 100
~ FOR: 124
~ SPR: 122
~ DEX: 116
~ AGI: 89
~ Affinity: Cerulean Flame
~ Elemental Info.:
 ~ Weak: None
 ~ Strong: Water (20), Stormy (40), Earth (20)

- Name: Imp. Guard
~ HP: 795
~ STR: 126
~ DEF: 125
~ FOR: 113
~ SPR: 118
~ DEX: 122
~ AGI: 128

~ Affinity: Void
~ Elemental Info.:
~ Weak: None
~ Strong: None

- Name: Imp. Sorcerer

~ HP: 372
~ STR: 64
~ DEF: 70
~ FOR: 85
~ SPR: 82
~ DEX: 72
~ AGI: 68
~ Affinity: Void
~ Elemental Info.:
~ Weak: None
~ Strong: None

~ Strategy: If you have Ciel in your party, I recommend you using Arrow Rain in the first turn to kill the Sorcerer and nearly kill the Guard. If you have enough FB, use Ciel's Shooting Star to deal over 2200 dmg. Attack her normally and use restorative Forces whenever needed. That's it. It may be a bit cheap because Ciel's attacks are so powerful, but that's something good, right?

Velvet's attacks are: Purple Haze inflicts Poison to the entire party and her physical attack can deal around 230 per hit.

~ XP: 12799
~ FP: 2411
~ Items: Royal Liquid, Spirit Earring

=====

~~~ BOSS: LUFFI ~~~~~

~ HP: 4000  
~ STR: 65  
~ DEF: 76  
~ FOR: 112  
~ SPR: 106  
~ DEX: 95  
~ AGI: 96  
~ XP: 15000  
~ FP: 933  
~ Affinity: Pearl Light  
~ Items: None  
~ Elemental Info.:  
~ Weak: None  
~ Strong: Lightning (20)

~ Strategy: Luffi is pretty simple because she's really slow. Just have Ignus and Rafael normally attack during the whole fight while Ciel uses Gale Shot to deal around 450 dmg. Do this over and over and she'll fall. You won't even need to heal yourself, honestly.

Plasma Wave deals around 270 dmg. to the entire party. Her Thunder Shot deals around the same dmg. but to one character.

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~~~ BOSS: BELI/CHARMER/RAKSHE ~~~~~

- Name: Rakshe
~ HP: 1500
~ STR: 138
~ DEF: 122
~ FOR: 116
~ SPR: 122
~ DEX: 115
~ AGI: 115
~ Affinity: Crimson Lotus
~ Elemental Info.:
~ Weak: None
~ Strong: Fire (10), Water (10)

- Name: Beli
~ HP: 555
~ STR: 95
~ DEF: 99
~ FOR: 116
~ SPR: 109
~ DEX: 112
~ AGI: 114
~ Affinity: Cerulean Flame
~ Elemental Info.:
~ Weak: Holy (-40)
~ Strong: Lightning (40), Dark (20)

- Name: Charmer
~ HP: 714
~ STR: 112
~ DEF: 108
~ FOR: 139
~ SPR: 135
~ DEX: 128
~ AGI: 126
~ Affinity: Pearl Light
~ Elemental Info.:
~ Weak: Fire (-20), Lightning (-20)
~ Strong: Water (40)

~ Strategy: You first wanna take down Beli, because his attacks can rip you a new one. He has a lightning attack that deals over 500 dmg. to all characters, which is a ton. Once you've taken care of Beli, the fight becomes significantly easier. Kill Charmer ASAP and only Rakshe will be left. Use Rafael's Power Break to lower Rakshe's defense while Ignus uses War Cry and keeps on attacking normally.

Have Cecilia attack normally and heal whenever Ignus, Rafael or her needs it. That's pretty much it. Below is a paragraph with the attacks of Rakshe, which aren't that powerful, so you'll normally breeze through this fight.

Rakshe's attacks are: Snake Bite goes for around 250 dmg. to one character and can inflict poison. Rotten Breath deals almost 0 dmg. but lowers the DEF of all characters, so be careful. Scary Voice only inflicts Fear to all characters. Cold Breath deals around 380 dmg. to one character.

~ XP: 3028

~ FP: 1460
~ Items: Silver Ring, Cracked Ring
Goat Fur, Mermaid Scale

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~~~ BOSS: MOA/SPHIRA/FEMUR ~~~~~

- Name: Moa  
~ HP: 3800  
~ STR: 106  
~ DEF: 109  
~ FOR: 126  
~ SPR: 120  
~ DEX: 118  
~ AGI: 120  
~ Affinity: Cerulean Flame  
~ Elemental Info.:  
~ Weak: Holy (-40)  
~ Strong: Lightning (40), Dark (20)

- Name: Sphira  
~ HP: 810  
~ STR: 120  
~ DEF: 120  
~ FOR: 115  
~ SPR: 117  
~ DEX: 97  
~ AGI: 94  
~ Affinity: Crimson Lotus  
~ Elemental Info.:  
~ Weak: None  
~ Strong: Fire (20), Earth (20)

- Name: Femur  
~ HP: 444  
~ STR: 90  
~ DEF: 74  
~ FOR: 68  
~ SPR: 72  
~ DEX: 76  
~ AGI: 64  
~ Affinity: Crimson Lotus  
~ Elemental Info.:  
~ Weak: Fire (-40), Holy (-60)  
~ Strong: Dark (20)

~ Strategy: Ok, this is not a hard fight. Bring Luffi in this battle. Use Plasma Wave twice and Femur goes down. Sphira goes down with 3 Plasma Waves and 1 or 2 attacks from Cecile. As for Moa, he's just like Beli from the Secret Library. Once he's alone, have Cecile cast Saintly Fire on him, Ignus must use Hellbound to deal quite an amount of dmg. In a matter of minutes, he'll go down. See how easy that was?

~ XP: 3397  
~ FP: 1089  
~ Items: Cursed Bone, Majin's Cloth  
Rock Bone, Majin Ring, Energy Mist

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~~~ BOSS: PHANTASMA THETA ~~~~~

~ HP: 6500
~ STR: 150
~ DEF: 160
~ FOR: 120
~ SPR: 125
~ DEX: 120
~ AGI: 135
~ XP: 36000
~ FP: 1880
~ Affinity: Cerulean Flame
~ Items: Phantasm Alloy
~ Elemental Info.:
 ~ Weak: Lightning (-20)
 ~ Strong: None

~ Strategy: As per usual, start by using Ignus' War Cry on himself. Have Cecilia use Heroic Shield on all 3 characters. Have Ignus use Hellhound over and over, Luffi her normal attack and Cecilia use her Burst Attack to deal over 1200 dmg. with her alone, 250 with Luffi and around 750 with Ignus. If you need to heal, use Cecilia's Angel Tear to heal an incredible amount of HP.

As for Phantasma Omega's attacks, he has Plasma Lance which deals around 420 dmg. to one character. Shield Bowgun deals around the same dmg. as Plasma Lance. That's all the attacks I saw him use.

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~~~ BOSS: AZUL ~~~~~

~ HP: 4060  
~ STR: 102  
~ DEF: 110  
~ FOR: 150  
~ SPR: 150  
~ DEX: 126  
~ AGI: 115  
~ XP: 24000  
~ FP: 1200  
~ Affinity: Void  
~ Items: Knowledge Fruit  
~ Elemental Info.:  
  ~ Weak: None  
  ~ Strong: None

~ Strategy: Azul... blue? Anyway, this little brat isn't hard. Have Cecilia use Angel Tear throughout the battle, while Ignus uses War Cry once and attacks nonstop using Hellhound. Have Luffi attack as well. In a matter of seconds, he'll go down.

Voltaic Sphere deals around 300 dmg. to 1 character. Karma deals around 450 dmg. plus decreases your STR, DEF, FOR and SPR. Ragnaphobia is... I have no idea. He only used it once and it missed. Prominence deals over 450 dmg. to 1 character, which is a lot of pain.

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~~~ BOSS: RAVENA LORD ~~~~~

- ~ HP: 4640
- ~ STR: 150
- ~ DEF: 123
- ~ FOR: 120
- ~ SPR: 122
- ~ DEX: 128
- ~ AGI: 140
- ~ XP: 12000
- ~ FP: 864
- ~ Affinity: Pearl Light
- ~ Items: Nightmare Gem
- ~ Elemental Info.:
 - ~ Weak: Fire (-40), Holy (-60)
 - ~ Strong: Dark (40)

~ Strategy: This enemy looks awesome. I like him. Start by using Gemini Boost with Rafael, War Cry with Ignus and Radiant Strike with Luffi, which will deal around 950+ dmg. per hit. Once you've used Gemini Boost, start using Breaks to lower the stats. Have Ignus use Hellbound over and over. Luffi should focus on using Radiant Strike (which is a Riafalt skill) when she's not using Angel Tear.

As for his attacks, Chaos Slash deals around 250 dmg. to 1 character. I think that's the only attack he has, because I did this fight 3 times and it's the only attack he used.

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~~~ BOSS: AZUL ~~~~~

- ~ XP: ---
- ~ FP: ---
- ~ Affinity: Void
- ~ Items: ---
- ~ Elemental Info.:
  - ~ Weak: None
  - ~ Strong: None

~ Strategy: Azul is the same brat as in the previous battle. Have Luffi use Angel Tear throughout the battle, while Ignus uses War Cry once and attacks nonstop using Hellhound. Have Rafael attack as well. In a matter of seconds, the fight will end.

Voltaic Sphere deals around 500 dmg. to 1 character. Karma deals around 450 dmg. plus decreases your STR, DEF, FOR and SPR. Ragnaphobia is... I have no idea. He only used it once and it missed. Prominence deals over 500 dmg. to 1 character, which is a lot of pain. Shock Blast deals around 400 dmg. to all characters.

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~~~ BOSS: ZAOBIN/GOETIA x2/HUMERUS x2 ~~~~~


- Name: Zaobin
~ HP: 5570
~ STR: 156
~ DEF: 132
~ FOR: 122
~ SPR: 139
~ DEX: 140
~ AGI: 148
~ Affinity: Cerulean Flame
~ Elemental Info.:
~ Weak: None
~ Strong: None

- Name: Goetia x2
~ HP: 458
~ STR: 70
~ DEF: 120
~ FOR: 120
~ SPR: 115
~ DEX: 76
~ AGI: 82
~ Affinity: Pearl Light
~ Elemental Info.:
~ Weak: Holy (-40)
~ Strong: Dark (20)

- Name: Humerus x2
~ HP: 765
~ STR: 136
~ DEF: 110
~ FOR: 108
~ SPR: 112
~ DEX: 116
~ AGI: 112
~ Affinity: Crimson Lotus
~ Elemental Info.:
~ Weak: Fire (-40), Holy (-60)
~ Strong: Dark (20)

~ Strategy: Oh man, when this battle started, I thought it was going to be so hard because the number of enemies. Don't worry. Goetia and Humerus are weak monsters and you've fought them several times before. Have Luffi use Ball Lightning for 2 attacks (you might kill the Goetias in one Ball Lightning). Also, if Ignus' Devasti is already maxed out, you should have Earthquake, which attacks all enemies.

Instead of using that attack (use it only if all the enemies are alive), use Aerial Cleave on Zaobin to deal over 1000 dmg. Use this over and over while Cecilia heals like always and he'll go down.

Zaobin's attacks are: Provoke - counters any physical Force attacks you make on him with 2 250+ dmg. hits. Now, Stone Breaker - his worse attack. Deals over 900 dmg. to one character (yeah, 8 hits of over 100 dmg. each one).

~ XP: 9780

~ FP: 3029

~ Items: Element Will x2, Rock Bone x3, Cursed Bone x3
Rotten Cloth x2, Majin Horn

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~~~ BOSS: FAUST ~~~~~

~ HP: 8000  
~ STR: 115  
~ DEF: 140  
~ FOR: 165  
~ SPR: 164  
~ DEX: 127  
~ AGI: 143  
~ XP: 18000  
~ FP: 3000  
~ Affinity: Cerulean Flame  
~ Items: None  
~ Elemental Info.:  
  ~ Weak: None  
  ~ Strong: None

~ Strategy: Faust is very easy and you'll take care of him in a couple of turns. As per usual, have Ignus use Aerial Cleave to deal over 1200 dmg. Have Cecilia use Radiant Strike to deal over 750 dmg. Have Luffi use Ball Lightning over and over, Whenever you need to heal, use Cecilia's Angel Tear.

As for attacks, Vandalize deals over 550 dmg. to one character Psycho Cluster (name?) deals around 450 dmg. to all characters. That's pretty much it. A pretty easy boss, if I do say so myself.

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~~~ BOSS: VIRTUS ~~~~~

~ HP: 9600
~ STR: 162
~ DEF: 152
~ FOR: 148
~ SPR: 152
~ DEX: 147
~ AGI: 146
~ XP: 39600
~ FP: 2020
~ Affinity: Cerulean Flame
~ Items: None
~ Elemental Info.:
 ~ Weak: None
 ~ Strong: Fire (10), Water (10), Stormy (10),
 Earth (10), Lightning (10), Dark (10)

~ Strategy: I don't know if the bosses are getting easier or what, but Virtus is really easy... seriously. Have Ignus use Aerial Cleave over and over like usual to deal over 1100 dmg. Have Luffi use Ball Lightning to deal over 600 dmg. overall and have Cecilia use Release Force and when needed, use Angel Tear. If someone gets extremely hurt (which shouldn't), use Nightingale to heal completely.

As for attacks:

- o Rockcrush deals over 350 earth dmg. to 3 adjacent characters.
- o Mind Crush is a Force counter of 2 hits for around 35-40 dmg. per hit.

o Flame Wall deals over 450 fire dmg. to a complete line.

That's pretty much it. He is slow and has very few turns, in which he won't do much dmg. to your characters.

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~~~ BOSS: PATELLA/YAMARAJ ~~~~~

- Name: Patella

~ HP: 603

~ STR: 115

~ DEF: 99

~ FOR: 98

~ SPR: 98

~ DEX: 104

~ AGI: 92

~ Affinity: Cerulean Flame

~ Elemental Info.:

~ Weak: Fire (-40), Holy (-60)

~ Strong: Dark (20)

- Name: Yamaraj

~ HP: 8180

~ STR: 160

~ DEF: 155

~ FOR: 185

~ SPR: 190

~ DEX: 178

~ AGI: 172

~ Affinity: Pearl Light

~ Elemental Info.:

~ Weak: Fire (-40), Holy (-60)

~ Strong: Dark (40)

~ Strategy: Once again, another easy fight. Use one of Ignus' Earthquake to kill Patella in the first turn. As for Yamaraj, Cecilia's Radiant Strike works wonderful against him, as well as Ignus' Aerial Cleave. You can have Cecilia heal the complete fight while Luffi and Ignus deal with him. It's up to you. This fight is as easy as the previous Virtus one.

o Chaos Slash deals under 200 dmg. to one character.

o Ragnadrain drains around 25 FP from a character.

o Summon Spirit deals around 350 dmg. and inflicts fear on the attacked character.

o Death Scythe deals around 450 dmg. to one character and likes to use it twice in the same turn.

o Dark Explosion deals around 750 dmg. and like Death Scythe, he likes to use it twice in the same turn against the same character, so be careful and heal quickly with Cecilia's Nightingale

~ XP: 8480

~ FP: 1862

~ Items: Cursed Bone x2, Rotten Cloth, Arnon Gem

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~~~ BOSS: DARK EMPEROR ~~~~~

~ HP: 14800
~ STR: 186
~ DEF: 185
~ FOR: 178
~ SPR: 180
~ DEX: 175
~ AGI: 186
~ XP: 37000
~ FP: 8000
~ Affinity: Cerulean Flame
~ Items: None
~ Elemental Info.:
~ Weak: None
~ Strong: None

~ Strategy: As per usual, use Ignus' Aerial Cleave to deal over 1100 dmg. I chose to bring Irene into this fight only because she's hot... seriously XD! Anyway, Cecilia's Radiant strike deals around 850 dmg. which is good. Use and heal with her when needed (which should be every 4-5 of her turns). He's not hard and he's pretty much like Virtus, only with more attacks and stronger. He's slow, very slow, having 1 turn for around 5 of yours. Have Irene use her Burst attack Fleur-de-Lys to deal around 2000 dmg. Use it over and over.

- o Judgment Blade deals around 250 dmg. to one character.
- o Prominence deals around 650 fire dmg. to one character.
- o Shock Blade deals around 650 dmg. to all characters.
- o Judgment Lance deals around 450 dmg. to one character.

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~~~ BOSS: DARK DRAGON ~~~~~

~ HP: 12000 // 8600  
~ STR: 192 // 192  
~ DEF: 188 // 188  
~ FOR: 170 // 170  
~ SPR: 172 // 172  
~ DEX: 162 // 162  
~ AGI: 164 // 174  
~ XP: Phase 1 - 0 // Phase 2 - 30000  
~ FP: Phase 1 - 0 // Phase 2 - 10000  
~ Affinity: Cerulean Flame  
~ Items: None // None  
~ Elemental Info.:  
~ Weak: None  
~ Strong: Fire (10), Water (10), Stormy (10), Earth (10), Lightning (10)

~~~ Phase 1 ~~~

~~~~~

~ Strategy: Virtus is the same as always. Booring. But seriously, the only thing that makes this fight a bit harder is that he changes his Affinity between all 3: Cerulean Flame -> Crimson Lotus -> Pearl Light. So yeah, his weakness varies from time to time.

- o Claw Spike deals around 380 dmg. to one character.
- o Dragon Breath deals around 500 dmg. to one character.
- o Vandild deals around 650 dmg. to one character.
- o Prominence deals around 800 fire dmg. to one character.

Since there's another phase, and it's harder than this first one, make sure you don't use all your FP using all the good skills. Try using less than half of your maximum FP so you can be prepared for the next phase.

~~~ Phase 2 ~~~

~~~~~

~ Strategy: Basically the same thing as the previous fight, only that he has 1 more attack, he's faster and he is a tiny bit stronger. He can also change his Affinity between all 3: Cerulean Flame -> Crimson Lotus -> Pearl Light. So, just like I said, his weakness varies from time to time.

If you're using Axel, make sure you use Victory Cry every now and then. Have Ignus use his Aerial Cleave over and over to deal massive dmg. as well as Axel's Triple Thrust. Also, Axel's Burst Attack Kaiser Blade deals a s\*\*\*load of dmg. -- over 1500 dmg.

- o Big Snake Wind deals around 300 dmg. to one character.
- o Prominence deals around 800 fire dmg. to one character.
- o Vandild deals around 650 dmg. to one character.
- o Dragon Breath deals around 500 dmg. to one character.
- o Claw Spike deals around 380 dmg. to one character.

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~~~ BOSS: DARK ELF ~~~~~

- ~ HP: 12600
- ~ STR: 170
- ~ DEF: 174
- ~ FOR: 186
- ~ SPR: 195
- ~ DEX: 186
- ~ AGI: 194
- ~ XP: 36000
- ~ FP: 7000
- ~ Affinity: Cerulean Flame
- ~ Items: None
- ~ Elemental Info.:
 - ~ Weak: None
 - ~ Strong: Water (20), Stormy (40), Earth (20)

~ Strategy: Ok, so she's hard, really hard. Equip on Cecilia a Haste Orb and use it in your first turn. Have Axel use Victory Cry as well in his first turn. We need all the buffs we can get. Since she has a deadly attack, make sure to equip a Frost Ring on both Cecilia and Axel (Ignus will most probably die whether you equip him one or not), or if you only have one, equip it on Cecilia while you equip Axel with a Decoy Doll Theta or Omega.

Try to get the Hexyz Charge really high for very high dmg. Also, when her turn's next, try breaking it, so her dmg. towards you is as minimal as possible -- so if you have a Crimson Lotus symbol, change it quickly and if you can to Pearl Light, even better. Have Cecilia use Angel Tear right after her attacks, after each and every one of her attacks, it doesn't matter whether she dealt 200 dmg. In the rest of the battle, use Radiant Strike.

Make sure to equip an Invigorating Orb on every character, because you'll need the RP. Have Axel use Triple Thrust and Ignus use Aerial Cleave to deal over 1300 dmg. If you equipped Cecilia with the Frost Ring, Freezing Dust will cause

0 dmg., so you don't have to worry about her dying from this attack and if any other character dies, you can revive him/her ASAP.

A little list of her attacks:

- o Merciless deals around 450 dmg. to one character.
- o Discreate is the most powerful attack yet you see in a game and deals a whopping 1200+ dmg. to one character.
- o Bondage of Time gives her 3 turns in a row, which will be devastating.
- o Freezing Dust deals around 1100-1200 ice dmg. to all characters. She likes to use it twice right after Bondage of Time, which will probably kill all 3 characters if used twice.
- o Purple Haze poisons the entire party.
- o Nemesis deals around 650 dmg. to one character.

As you can see, she has quite the arsenal of attacks, and probably the boss with most attacks.

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~~~ BOSS: PHANTASMA OMEGA ~~~~~

- ~ HP: 15600
- ~ STR: 185
- ~ DEF: 190
- ~ FOR: 179
- ~ SPR: 175
- ~ DEX: 165
- ~ AGI: 158
- ~ XP: 38000
- ~ FP: 2700
- ~ Affinity: Cerulean Flame
- ~ Items: Phantasm Alloy
- ~ Elemental Info.:
  - ~ Weak: Lightning (-20)
  - ~ Strong: None

~ Strategy: Phantasma Omega... remember the boss at Altair? This is the upgraded version of THAT Phantasma. As per usual, Ignus' Aerial Cleave is very worth using to deal over 1100 dmg. per hit. If you gave the Montklein to Axel, Dance Macabre is really awesome which deals 5 hits to a single character.

Make sure Axel uses Victory Cry in his first turn, and use the Haste Orb to increase AGL as well. There's really not much to say about Omega. In comparison to Velvet, he's a pushover. Really.

A little list of its attacks:

- o Plasma Lance deals a little bit over 400 dmg. to one character.
- o Force Laser deals a little bit over 600 dmg. to a complete row.
- o Ragnadrain absorbs around 64 RP from one character.
- o Narcoleption inflicts Sleep on all characters.
- o Counter Drill deals around 350 dmg. Counters physical attacks.
- o Invincibiliter adds null dmg. to him.
- o Herot deals around 1050 dmg. to all characters.

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~~~ BOSS: DARK SAGE ~~~~~

~ HP: 15000
 ~ STR: 165
 ~ DEF: 168
 ~ FOR: 194
 ~ SPR: 206
 ~ DEX: 180
 ~ AGI: 185
 ~ XP: 48000
 ~ FP: 8800
 ~ Affinity: Cerulean Flame
 ~ Items: Scuffed Glass, Rusted Plinth, Odd Tetrahedron
 ~ Elemental Info.:
 ~ Weak: None
 ~ Strong: None

~ Strategy: Finally, the fight I've been waiting for ever since I met him in-game. Use Victory Cry and a Haste Orb in the first turn. Like the battle with Velvet, we need all the Buffs we can get. Ignus' Aerial Cleave is the best skill in this fight, dealing over 1400 dmg. to him. Dance Macabre is another good skill, dealing over 1500 dmg.

Getting your Hexyz Charge at a high amount is the best thing you can do to finish this fight quick. By taking a look at his attacks, the only real attack to worry about is Shock Blast, but compared to 2 Freezing Dusts from Velvet (which was over 2000 dmg), this is nothing.

But seriously though, this is a rather easy fight -- which the difficulty is equal to Phantasma's.

A little list of his attacks:

- o Scourge Whip deals around 200 dmg. to one character.
- o Supergravity deals around 450 dmg. to all characters plus changes their position. A really annoying attack of his.
- o Ragnadrain absorbs 72 RP from one character.
- o Astral Shower nullifies your elemental resistances.
- o Vandalize deals over 830 dmg. to one character.
- o Shock Blast has a wide range of dmg. dealing from 300 dmg. all the way to 850 dmg. depending on the character.

=====

~~~ BOSS: GALIZA ~~~~~

~ HP: 22222  
 ~ STR: 160  
 ~ DEF: 160  
 ~ FOR: 195  
 ~ SPR: 195  
 ~ DEX: 175  
 ~ AGI: 185  
 ~ XP: 50400  
 ~ FP: 7600  
 ~ Affinity: Void  
 ~ Items: Knowledge Fruit  
 ~ Elemental Info.:  
 ~ Weak: Holy (-20)

~ Strong: None

~ Strategy: Oh man, the final showdown with him. Dammit. Galiza itself is slow, really slow, so you'll be able to heal yourself pretty quickly. If you did what I do, you'll be in great danger. I came into battle with 20 RP for each character, being a hard battle and nearly impossible.

Whenever he summons his 2 freaking monsters, use Ignus' Earthquake to kill the Chrome and kill the other one with normal physical attacks to save RP because you really need it.

Against Galiza, use skills that attack multiple times like Axel's Triple Thrust, or Montklein's Dance Macabre; or attacks that ignores defense like Ignus' Aerial Cleave. Using Holy skills like Cecilia's Radiant Strike work wonders against Galiza.

A little list of his attacks:

- o Summon - he summons 2 monsters, whether it's a Chrome, an Alloces, a Bolvolt or a Smierc, which are not hard at all.
- o Karma deals over 500 dmg. and lowers all stats.
- o Shock Blast has a wide range of dmg. dealing from 300 dmg. all the way to 850 dmg. depending on the character.
- o Vandalize deals around 400 dmg. to one character.
- o Necrophobia lowers SPR.
- o Cloudy Sphere deals around 550 dmg. to one character.
- o Eruption deals around 800 dmg. to one character.

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~~~ BOSS: DELGAIA ~~~~~

~ HP: 26000
~ STR: 199
~ DEF: 215
~ FOR: 204
~ SPR: 180
~ DEX: 192
~ AGI: 195
~ XP: ---
~ FP: ---
~ Affinity: Void
~ Items: ---
~ Elemental Info.:
 ~ Weak: Holy (-60)
 ~ Strong: Dark (80)

I was asked a lot through email to do this, and I've never done this for a final boss, but since it's so demanded, I'll do it. Here's my party, levels and equipment. Reason I'm doing this is because there'll be a set of boss fights and they're pretty hard, so yeah.

Axel (Lv. 53)
HP: 2369/2369
RP: 175/175
Weapon: Holy Bluebaide
 Montklein
 Orb of Hope
 Edenova

Head: Draconic Turban
Body: Command Cloak
Leg: Air Greaves
Acc: Decoy Doll Theta

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Ignus (Lv. 55)
HP: 2640/2640
RP: 140/140
Weapon: Vandild
 Devasti
 Orb of Hope
 Edenova
Head: Focus Bandana
Body: Brave Cape
Leg: Hover Soles
Acc: Decoy Doll Omega

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Luffi (Lv. 50)
HP: 1592/1592
RP: 245/245
Weapon: Algenteria
 Holy Riafalt
 Orb of Hope
 Orb of Hope
Head: Insulated Crown
Body: Elven Wing
Leg: Swift Boots
Acc: Decoy Doll Omega

~ Strategy: OMFg, the final boss. I never thought it was gonna be Delgaia. I thought it was gonna be a mutated form of Azul XD. Anyway, being the final boss, of course it's hard... well, it's hard if you fight him right after the fight with Azul and without healing... yes, I did it this way.

To tell you the truth, he's not hard at all. He's pretty much like Virtus, only stronger, a lot stronger and a bit faster. Use Axel's Victory Cry and a Haste Orb. Keep Riafalt's Angel Tear ready to use at any moment. After Catastrophe, make sure to heal completely ASAP, because his other attacks deal quite a nice amount of dmg. Once he used Disaster, use Riafalt's Healing Baton to heal Fear, which lets Delgaia damage you twice as much.

After using Karma, try using Axel's Victory Cry to regain some of the lost stats. That's pretty much it. Each of your characters have one turn for each of Delgaia's and if your characters are fast enough, they'll sometimes have 2. Good luck with him.

A little list of his attacks:

- o Death pillar deals around 500 dmg. to one character.
- o Disaster inflicts Fear and Darkness on all party members.
- o Calamity Flame deals around 450 dmg. to 3 adjacent characters plus inflicts Poison and Paralysis.
- o Catastrophe deals around 1100 dmg. to all characters.
- o Karma deals over 750 dmg. and lowers all stats.
- o Holy Hell's Redemption starts gathering Force into its core.
- o Genocides deals around 400 dmg. to a whole row.

o Nemesis deals around 850 dmg. to one character.

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~~~ FINAL BOSS: GALIZA ~~~~~

- ~ HP: 44444
- ~ STR: 190
- ~ DEF: 200
- ~ FOR: 220
- ~ SPR: 220
- ~ DEX: 190
- ~ AGI: 205
- ~ XP: ---
- ~ FP: ---
- ~ Affinity: Void
- ~ Items: ---
- ~ Elemental Info.:
  - ~ Weak: Holy (60)
  - ~ Strong: Dark (80)

~ Strategy: Since you'll be nearly depleted of your RP, use an Orb of Hope to fully heal your HP and RP and you'll be as good as new. Since you should have 3 more Orbs of Hope plus Luffi's Burst Twinkle Heal, use your best and strongest skills: Montklein's Dance Macabre, Devasti's Aerial Cleave and Radiant Strike.

Use Victory Cry at the beginning like you've been doing, and simply spam Dance Macabre and Aerial Cleave. Have Luffi use Healing Baton on the character Galiza attacks, so you can save up some RP. Only when you see that Galiza attacks all characters, use Angel Tear to bring everybody up to good health.

Once he uses Agnus Dei, quickly heal everybody with Luffi's Burst Twinkle Heal and keep your Orbs of Hope for special occasions. Also, Galiza changes his affinity, so you'll have a hard time tracking his weakness.

A little list of his attacks:

- o Kyrios deals around 650 dmg. to one character.
- o Alleluia deals around 400 dmg. to one character.
- o Graduale deals around 450 dmg. to a whole column.
- o Tractus deals around 350 dmg. to all characters.
- o Agnus Dei deals a freaking whopping 1800+ dmg. to all characters (this is the reason we equipped the Decoy Dolls -- Luffi died on me in this attack)
- o Gloria deals around 830 dmg. to all characters.
- o Sequentia deals around 600 dmg. to a whole role.

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~~~ ~~~ ~~~ 6.2] Levant's Side ~~~ ~~~ ~~~

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~~~ BOSS: MASKED WOMAN ~~~~~

~ Affinity: Cerulean Flame

- ~ XP:
- ~ FP:
- ~ Items:
- ~ Elemental Info.:
- ~ Weak:
- ~ Strong: Water (20), Earth (20), Wind (40)

~ Strategy: Just like all first bosses, she's easy. Just attack her and if your HP drops under 120, quickly use Bandage Orb to replenish your HP so you can survive her Counter Burst. That's pretty much it. Her attacks won't deal much dmg., but make sure to keep your HP above 120. Besides, you don't have to win this battle.

As for her attacks:

- o Purple Haze: inflicts Poison on all characters.
- o Moon Dance: deals around 35 dmg. to one character.
- o Master of Panic: deals around 35 dmg. to one character.
- o Counter Burst: deals around 120 dmg. to one character.

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~~~ BOSS: PERRO DIABLO/FAH/SLY ~~~~~

- Name: Perro Diablo

- ~ HP: 200
- ~ STR: 50
- ~ DEF: 54
- ~ FOR: 43
- ~ SPR: 49
- ~ DEX: 59
- ~ AGI: 55
- ~ Affinity: Crimson Lotus
- ~ Elemental Info.:
- ~ Weak: Fire (-20)
- ~ Strong:

- Name: Fah

- ~ HP: 170
- ~ STR: 46
- ~ DEF: 43
- ~ FOR: 59
- ~ SPR: 52
- ~ DEX: 55
- ~ AGI: 56
- ~ Affinity: Cerulean Flame
- ~ Elemental Info.:
- ~ Weak: Light (-40)
- ~ Strong: Thunder (40), Dark (20)

- Name: Sly

- ~ HP: 1340
- ~ STR: 50
- ~ DEF: 49
- ~ FOR: 66
- ~ SPR: 64
- ~ DEX: 66
- ~ AGI: 54
- ~ Affinity: Pearl Light

- ~ Elemental Info.:
- ~ Weak: Fire (-20), Thunder (-20)
- ~ Strong: Water (40)

~ Strategy: This fight is not that hard. You've been killing Fahs and Perro Diablos through the Tower of Judgment, so these 2 enemies shouldn't pose any trouble. As for Sly, she's a bit tougher, with attacks like:

- o Nightmare: inflicts Fear on all characters.
- o Icy Spikes deals around 180 water dmg. to one character.
- o Poison Blow: deals around 80 dmg. plus inflicts Poison to one character.
- o Temptation: inflicts Charm on all characters.

As you can see, she's pretty harmless and the only attack that should "worry" you is Icy Spikes, but with a simple Bandage Orb, you'll easily remedy that.

- ~ XP: 288
- ~ FP: 140
- ~ Items: Bat Wind x2, Stardust

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~~~ BOSS: PHANTASMA ALPHA ~~~~~

- ~ HP: 2450
- ~ STR: 82
- ~ DEF: 75
- ~ FOR: 43
- ~ SPR: 50
- ~ DEX: 49
- ~ AGI: 48
- ~ XP: 3000
- ~ FP: 130
- ~ Affinity: Cerulean Flame
- ~ Items: Phantasm Alloy
- ~ Elemental Info.:
- ~ Weak: Lightning (-20)
- ~ Strong: None

~ Strategy: This dude is pretty simple, although his attacks are quite powerful. Start by having Griek use his Burst Berserk to give buff him up a lot. Have Ciel attack normally with her Ragnafact, as well as Levant. Once Griek used Berserk, have him use Berserk Barrage (if you have it), otherwise use Beast Rage.

If you have these attacks, use Ciel's Gale Shot and Levant's Thunderstruck, which deal over 300 dmg. a piece. That's pretty much it. Remember to equip a healing Spirifact to everyone.

- o Drill Arm deals around 270 dmg. to one character.
- o Counter Drill deals around 170 dmg. to one character.
- o Drill Missile deals around 230 dmg. to one character.

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~~~ BOSS: FAUST ~~~~~

- ~ HP: 1820

~ STR: 53
~ DEF: 56
~ FOR: 79
~ SPR: 76
~ DEX: 72
~ AGI: 80
~ XP: 1700
~ FP: 350
~ Affinity: Cerulean Flame
~ Items: Royal Liquid
~ Elemental Info.:
 ~ Weak: None
 ~ Strong: None

~ Strategy: Faust is easy, and the game makes him a tad hard after the fight with Phantasma. The same tactics you used against Phantasma are used here. Use the same attacks and have Griek use his Berserk Burst. After he uses Delete, quickly heal up that character with whoever you have available.

- o Delete deals over 450 dmg. to one character.
- o Astral Liquid removes any Elemental resistances you buff yourself with.

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~~~ BOSS: PERRO DIABLO/ANTOINETTE/SPINEL ~~~~~

- Name: Perro Diablo  
~ HP: 200  
~ STR: 50  
~ DEF: 54  
~ FOR: 43  
~ SPR: 49  
~ DEX: 59  
~ AGI: 55  
~ Affinity: Crimson Lotus  
~ Elemental Info.:  
  ~ Weak: Fire (-20)  
  ~ Strong: None

- Name: Antoinette  
~ HP: 1260  
~ STR: 54  
~ DEF: 65  
~ FOR: 70  
~ SPR: 66  
~ DEX: 62  
~ AGI: 64  
~ Affinity: Pearl Light  
~ Elemental Info.:  
  ~ Weak: Fire (-20)  
  ~ Strong: None

- Name: Spinel  
~ HP: 645  
~ STR: 102  
~ DEF: 100  
~ FOR: 70  
~ SPR: 85  
~ DEX: 72

~ AGI: 60  
~ Affinity: Crimson Lotus  
~ Elemental Info.:  
~ Weak: Water (-20), Thunder (-20)  
~ Strong: None

~ Strategy: Another easy boss -- if you can even call it that. Perro Diablo... you encountered him throughout the whole Tower of Judgment, so he's no problem at all -- 2 hits and it's down. As for Antoinette, she's the "hardest" of the 3. She has attacks that hit all 3 characters for around 150 fire dmg., so that's as hard as she hits.

Spinel... it's the same enemy that appear in this side of Tower of Judgment. He has little HP, so they should all go down in a couple of turns.

~ XP: 588  
~ FP: 297  
~ Items: Sharp Fang, Steel Shard, Stardust

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~~~ BOSS: BATHIN ~~~~~

~ HP: 3000
~ STR: 96
~ DEF: 90
~ FOR: 102
~ SPR: 98
~ DEX: 84
~ AGI: 75
~ XP: 1120
~ FP: 217
~ Affinity: Cerulean Flame
~ Items: Energy Mist
~ Elemental Info.:
~ Weak: Light (-60)
~ Strong: Dark (40)

~ Strategy: Um... a rather easy boss. Just use attacks like Irene's Southern Cross to deal over 700+ dmg. and Levant's Thunderstruck. Griek's not that useful here since this dude has a ton of DEF (Levant was doing around 80 dmg. with Cut >_>).

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~~~ ~~~ ~~~ 7.1] Lustrous Berge ~~~ ~~~ ~~~

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..: Palfina ~~~~ sx702

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!~!SIDEQUEST!~!

~ Name: Lost Old Lady
~ Time available: As soon as you can get out of the Temple ~ Phase 1
~ Reward: Mistletoe (random amount)

~ How to do: As you exit the temple, go to the central area and talk to the girl that's sitting down on the bench on the NE side of the area. Tell her that you'll go look for her granny and reenter the Temple. Head to the B1F and move to the Clerics' Room. The granny is on the left side of the entrance to the room, so talk to her and she'll accompany you.

Return to the girl and you'll receive a random amount of Mistletoe.

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!~!SIDEQUEST!~!

~ Name: Item Trade
~ Time available: As soon as you can get out of the Temple ~ Phase 1
~ Reward: Hover Shoes

~ How to do: You need to have the Cleric's Hat, which a Cleric gives it to you inside the Clerics' Room. In the area just outside the Temple, talk to the girl on the left side and she'll want to trade you the Cleric's Hat for something. Do so and you'll receive the Short Pencil.

Now talk to the brown haired guy on the S part of town near the food carts and give him the Short Pencil to receive 'Worn Rag'. Now, when you go to the Dragon's Abyss for the first time, go to the E most part of B1F and talk to the Drake here to give him the Worn Rag and receive Torn Document. Now, whenever you get to Gultchfort, go to B1F using the stairs on the W side of 1F and talk to the Elf on the N side (near a Lycan) to trade the Torn Document for Cestite Fragment.

After Ravena Castle, go to Palfina and talk to the female researcher on the W side of 1F to trade the Cestite Fragment for Cleaning Tool Set. Quickly leave this place and head to Gardner's House. Talk to him to trade the Cleaning Tool Set for Fragrant Oil. Now go to Gultchfort and talk to the chef Vault. Trade the Fragrant Oil for a Silver Knife. Now talk to the Sensitive Elf, who is near the stairs used to get down here and he'll trade the Silver Knife for the Spirit Beacon.

When you first enter Fort Faulken, go W a little bit and talk to the Lazy Soldier to trade the Spirit Beacon for the final item, Hover Shoes.

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!~!SIDEQUEST!~!

~ Name: Procurement of Goods
~ Time available: (1) After Temple of Nerverl ~ Phase 2
 (2) After Dragon's Abyss ~ Phase 3
 (3) After Ravena Castle ~ Phase 5
~ Reward: (1) Mantis Wings x10, (2) Majin Ring x10, (3) Pelvic Fragments x10

~ How to do: (1) Talk to the guy standing in front of the cart on the SW

corner of the main area (the cart with the armor standing next to it). He'll tell you about a partnership and that he needs a Fire Ring. If you're doing this right after the Temple of Nerverl, you should already have a Fire Ring, so give it to him. You'll receive 'Mantis Wings x10'.

(2) Once you leave Dragon's Abyss and before entering Tower of Judgment, return to Palfina and talk to the man. He asks for a Meteor Necklace now, so give one to him (you should have at least one) and he'll give you 'Majin Ring x10'.

(3) Return after Ravena Castle and talk to this guy. He asks for a Dark Ring. Give it to him. Fuse it using Black Lapis x2 and Glowing Metal -- NOT using Cracked Ring x2, Glass Statue x2 and Cursed Bone x2. Why? I dunno, but makes sence. Would you receive a ring made with glass, cursed bones and cracked rings? I bet you wouldn't. Hahah, anyway, you'll receive 'Pelvic Fragments x10'.

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!~!SIDEQUEST!~!

- ~ Name: Love Sings
- ~ Time available: After Temple of Nerverl ~ Phase 2
- ~ Reward: Nothing

~ How to do: Talk to the guy right outside the Temple on the right side and give him Narcissus. That's all there is to it at the moment. Now, after Ravena Castle, talk to him and give him any dish you've cooked (well, the Lycan at Gultchfort).

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!~!SIDEQUEST!~!

- ~ Name: Book Care
- ~ Time available: After Temple of Nerverl ~ Phase 2
- ~ Reward: Serontosphere

~ How to do: Move to the Library in Plafina Temple's B1F and talk to the girl in here. She wants you to help her look for her books. Ok, what a pain. She tells you that the first book is in possession of a male cleric outside the temple, so leave the temple and talk to the male cleric outside the central entrance to get the book. Return to the female cleric and give the book to her. Now the second book. From B1F, go up the stairs to 1F and you'll see the blue book right next to the torch.

Return it to the library and the third one is in Midee Highway. Go N from the Force Site to find a flying enemy before the bridge. Same monsters as in Temple of Nerverl. Kill them and return to the girl in the library to return the book to her. She'll give you 'Serontosphere' as a reward.

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!~!SIDEQUEST!~!

- ~ Name: Road Monster
- ~ Time available: After Temple of Nerverl ~ Phase 2
- ~ Reward: Long Cape

~ How to do: Talk to the male cleric right outside the Temple on the right side and he'll tell you about a monster in Midee Highway. Now go to Midee Highway, go E from the Force Site and fight the monster on the SE corner. He's as tough as the monsters in the Temple of Nerver... maybe a little bit tougher, but not as tough as to write down a strategy just for him.

Anyway, once you've killed it, you'll return automatically and receive 'Long Cape'.

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..: Endless Sands ~~~~ sx703

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!~!SIDEQUEST!~!

~ Name: Desert Lady

~ Time available: Whenever you first enter Endless Sands onwards

~ Reward: Flower Harvest Point

~ How to do: Follow the main walkthrough to get to her (she's in the third area). You have to give her water over and over until she blooms and makes a Harvest Point out of herself. Make sure not to give her Mercury, as that'll kill her. Try giving her Forest Water. Looks like she loves that one.

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!~!SIDEQUEST!~!

~ Name: Traffic Jam

~ Time available: Phase 3

~ Reward: Decoy Doll Beta

~ How to do: Talk to the lost Drake in the first area and he'll tell you about a monster worse than Mother Worm. Oh goodie. Move on to the next area and go W at the fork to find the monster. He's rather easy and easier than Mother Worm, so take it out and you'll return to the lost Drake, who isn't lost. Anyway, he gives you 'Decoy Doll Beta' as a reward.

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!~!SIDEQUEST!~!

~ Name: ... Training?!

~ Time available: Phase 4

~ Reward: Nothing

~ How to do: In Phase 4, go to the Endless Sands and move on to the 4 area (where the worm holes are and the save point). There's a Drake in a hole just S of the save point. Talk to him and answer: Leave, Leave and Leave. Now pull him out and you'll receive nothing. Note that you need 4 party members to pull him out of the sand.

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..: Mother Worm ~~~~ sx704

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!~!SIDEQUEST!~!

- ~ Name: Need Food!
- ~ Time available: After entering Mother Worm ~ Phase 3
- ~ Reward:

~ How to do: Once you reach Gultchfort and after Ciel joins the party, have the Lycan Chef at Gultchfort to cook you at least 10 meals. You can feed him every 5 battles. Once he stands up, fight 5 more battles and he'll enter the room on the E. He'll ask for more food. Give him more.

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.: Dragon's Abyss ~~~~ sx705

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!~!SIDEQUEST!~!

- ~ Name: Mushroom Gourmet
- ~ Time available: Once you enter Dragon's Abyss
- ~ Reward:

~ How to do: Talk to the Drake near the altar in B1F and give him mushrooms.

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!~!SIDEQUEST!~!

- ~ Name: Arena
- ~ Time available: Phase 4
- ~ Reward: Finishing Rank D: Rexraid, Regaledge and Mallady.  
Finishing Rank C: Scanning Specs,

~ How to do: Talk to the Drake on top of the Altar in middle of B1F near the Drake that wants mushrooms. You'll have to fight through battles to go up ranks.

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.: Gultchfort ~~~~ sx705

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!~!SIDEQUEST!~!

- ~ Name:
- ~ Time available:
- ~ Reward:

~ How to do:

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.: Granad Caverns ~~~~ sx706

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!~!SIDEQUEST!~!
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- ~ Name: Monolith Fragments
- ~ Time available: Phase 5
- ~ Reward: Prism Fruit x2,

~ How to do: Go to Granad Caverns in Phase 5 and you'll see an Elf researcher at the main area. Talk to him and he wants a Fragment of all the Monoliths. Time to go to all the Monoliths you've visited:

- o Palfina: White Fragment :: Prism Fruit x2 per Fragment.
- o Altar of Nerverl: Red Fragment :: Energy Mist x2 per Fragment.
- o Dragon's Abyss: Yellow Fragment :: Stardust x2 per Fragment.
- o Spirit Forest:

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..: Spirit Forest ~~~~ sx707
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!~!SIDEQUEST!~!
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- ~ Name: Sacred Tree
- ~ Time available: Phase 5
- ~ Reward:

~ How to do: We need to donate FP to the Sacred Tree 13 times, IIRC. You have to donate 2500 FP 13 times to fully heal it. You can donate every 5 battles.

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                        ~~~ ~~~ ~~~ 7.2] Dark Berge ~~~ ~~~ ~~~
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= Version 0.75 (July 20th, 2010)
- Levant's Phase 3.

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~~~ ~~~ ~~~ 9.1] Credits ~~~ ~~~ ~~~

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1. People

- SBAllen: lol, I tought I would never have him in my credits besides for keeping GameFAQs alive, but he sent me tons and tons of information regarding Destruction/Creation, as well as the choices you make before the bosses of the Palfina Temple that has to do with Destruction/Creation. Also, he sent me some stuff that I was missing, so yeah, thanks a ton SB.

- Piti Thadatungsakul: for the info about whether you win or lose agains Mother Worm.

- William Levert: for telling me about the random items you can obtain from the circular devices inside the Tower of Judgment.

- Leynard Polidario: for letting me know about the chest I skiped at Altair -- plus several other things.

- Nicholas Wee: for letting me know about the chest I skiped at Tower of Judgment and the content of the circular device inside the same.

- Psy Loko: ^^Same as above (the chest only).

- Gbness, Mighty Oracle, Super Slash, PeTeRL90, Truly Dexterous, warfreak, IceQueenZer0, BSulpher, Da Hui, DBM11085, Snow Dragon: All those who I consider online friends. These guys are really cool and I always have a blast talking to them on AIM, MSN and the FCBS. They all inspire me in writing more and more FAQ's. Note that all these fellows are FAQ writers as myself, so I thank them too for supporting me in my FAQing.

- Raul and Eduardo: Just for being my best friends and always being there for me, in the good and bad moments.

- You: For having the patience of reading through the whole guide.

2. Internet sites

- www.gamefaqs.com: For hosting my guide.
- www.supercheats.com: For hosting my guide.
- www.neoseeker.com: For hosting my guide.

~~~ ~~~ ~~~ 9.2] Final Words ~~~ ~~~ ~~~

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Like I said, I had no plans on doing this FAQ, but the outcome is beautiful. If you like this FAQ, if you found it useful, make sure to check my other FAQs in case you need help with any game in particular. Here's a little list of FAQ I've made:

1. Tales of Symphonia (GCN) DONE
2. Jericho (360) DONE
3. Tales of Legendia (PS2) [In progress]

