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- Spirit Forest (3rd Visit).....(2aspf3)
- Gultchfort (4th Visit).....(2aguf5)

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=====\\
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-Table of Contents Help-

Weighing in at 690 KB, this guide is quite large. Assuming that you, the reader of this Guide, want to get to a certain section of this guide quickly and efficiently, I will be using the CTRL + F (aka Find Bar) function of the Web Browser quite often. Take a look at the Table of Contents. Next to each section of the guide, there is a sequence of letters put in parenthesis. Those letters shall be referred to as the Section Marks. Simply press CTRL and F at the same time, and a Find Bar will pop up. Type in the Section Mark for the designated section that you want to jump to into the Find Bar, and press ENTER. If your computer and web browser are working properly, you should be taken immediately to the section.

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=====\\
II. INTRODUCTION TO THE CHARACTERS      ||E=====__(IIittc)-__
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[:] Characters of Lustrous Berge: [:]

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.

[:] Characters of 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 ---

--- Age: Unknown

A mysterious creature that somehow is capable of human speech. Levant took her in when he was little. She's calm, gentle, and loves Levant and Irene.

CIEL ---

--- Age: 18

Ciel is a timid Elf warrior who lives in the Spirit Forest. Because she's an Elf, she's actually older than she looks. While she is painfully shy in social situations, she is a very skilled archer on the battlefield.

GRIEK ---

--- Age: 34

Griek is a fierce Lygar warrior, and is part of the Argent resistance. He is incredibly strong and a force to be reckoned with on the battlefield. Griek's greatest loves are battle, and the Lygar concoction known as Iygarwasser.

[This information was gotten from the Hexyz Force Game Manual. I did not make up these character introductions.]

=====\|\|\|
III. THE BASICS OF THE GAME ||E=====__(IIItgb)-__
=====//|/|/|

---+++ CONTROLS +++---(iiictr)

(This diagram is not drawn to scale. Forgive my poor abilities at ASCII... :P)

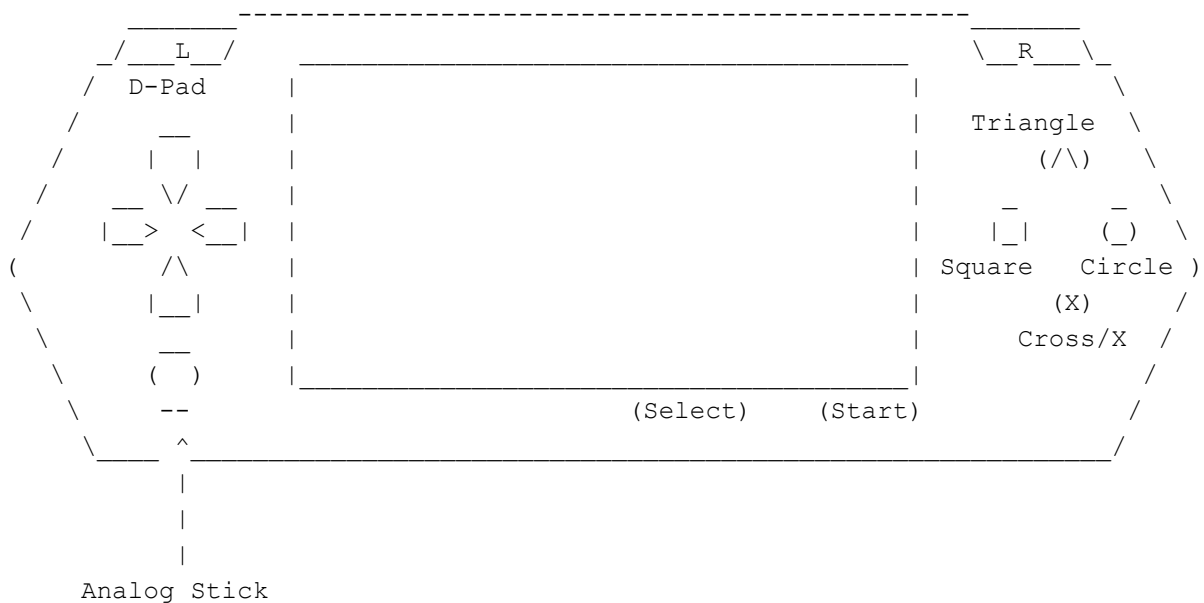


Table with 3 columns: BUTTONS, USAGE IN MENUS AND COMBAT, ON THE FIELD. Rows include: Directional Pad, Analog Stick, Left Bumper (L), Right Bumper (R), Select, Start, Triangle, Square, Circle, Cross (X).

---+++ BATTLE SYSTEM +++--- (iiibas)

For those of you who might have lost the game Manual, don't feel all depressed since you don't know how the Battle System works! Never fear, for I have included this mini-section for the ones who have *accidentally* misplaced their Manual. Of course, I'm pretty sure the Manual explains it better than I do, but I also misplaced the Manual, so I'm going to have to explain through my point of view... Sorry. If I find the Manual, I'll be sure to put up those instructions of the Battle System up too. :P However guys, the game already

provides in-game instructions on the game... If you find those directions hard to understand, then I guess this section is for you.

The Battle System in this game follows the traditional RPG-type battle style. However, there are a few tweaks here and there that put a twist in this RPG, making it a whole lot different from other ones. I will explain the Battle System thoroughly and completely in this mini-section.

There are two types of equipment in this game; Ragnafacts and Spirifacts. Ragnafacts are like your traditional RPG weapons. But these aren't exactly traditional weapons. Let me explain.

_____Ragnafacts:_____ (BaSRag)

Each Ragnafact has a certain selection of "Skills" that you can use. These Skills are basically your moveset. Of course, some RPGs also have the element of learning different types of Skills from different types of Weapons. However, Ragnafacts also use a method of leveling up through use of FP, or Force Points. I will delve deeper into those later on in this mini-section. Ragnafacts also have a certain... Element, I guess you could say, called "Aspects". This Aspect follows the old-fashioned rules of Rock Paper Scissors, and each Ragnafact can be useful against a certain Enemy, and vice versa. I will also explain Aspects in greater detail later on. Ragnafacts also run on a Point usage system. You can only use a Ragnafact if you have enough RP (Ragna Points) for your selected Skill that you are trying to use. If you run completely out of RP, that doesn't mean that you have lost the battle. It just means that you will now have to guard for a little bit until your RP goes back up. Each time you Guard, you'll get 1-3 RP back. So, that's basically your weapon that you'll be using throughout the game.

_____Spirifacts:_____ (BaSSpi)

Spirifacts are basically additional weapons that you can equip to each party member. They are actually very powerful compared to the Ragnafacts, but they can break very easily since they have very little Durability. Each skill that the Spirifact uses does not use RP, but it uses a stat called "Durability" instead. There is no way to replenish Durability, and when the Spirifact's Durability is depleted, that Spirifact can no longer be used. You should probably only use Spirifacts in desperate situations.

_____Armor:_____ (BaSArm)

Hmm... How to explain this? Armor is armor. By equipping a certain Armor on an individual, you raise that person's stats. Whether it is Resistance to a certain Element or that person's Defense, you won't know until you equip that Armor. By equipping the right sets of Armor, you'll be given a slight (or large) advantage over your opponent. Let's say your opponent is Ice Elemental. And you have an Armor equipped that has 75 Ice Resistance. Well, that Enemy isn't going to be doing much to you, is it? Be sure to equip the best possible armor for every battling occasion. Trust me, going in naked is not a good idea. To change your current Armor, open up the Menu on the Field and select Equip. You can equip Head Armor, Body Armor, and Foot Armor.

_____Accessories:_____ (BaSAcc)

These are basically little trinkets that you find around the world of Berge.

They'll either raise your resistance towards a certain Element or raise different stats and lower others. (Sort of like Armor, I guess.) When you equip the optimal accessories to a party member, you won't regret it. They're really useful. To change your equipped accessory, just open up the Menu on the Field and go to Equip. (Just like equipping Armor.) Select the Party Member whose accessory you would like to change, and select a different accessory.

Okay, it is time to move on to another subject about Battle. Let's talk about Aspects, shall we?

_____ Divine Aspects: _____ (BaSDvA)

Aspects, as I've said before, is basically a Rock Paper Scissors sort of system. There are three different Aspects; the Crimson Lotus, the Cerulean Flame, and the Pearl Light. The Crimson Lotus checks the Pearl Light, the Pearl Light checks the Cerulean Flame, and the Cerulean Flame checks the Crimson Lotus. Each of your Ragnafacts are assigned a certain Aspect, which could add to the tactics that you'd have to think about while in battle. Every monster that you face is also assigned an Aspect. Let's say you are battling a Monster with a Pearl Light Aspect. What kind of Ragnafact would you use? One with the Cerulean Flame Aspect? No... Obviously, you would use a Ragnafact that has the Crimson Lotus Aspect. Aspect is definitely something to think about while encountering enemies, because you want to target enemies that have the weaker Aspect; not vice versa.

Oh, I almost forgot... Spirifacts also have Aspects. So if your Ragnafact does not have the certain Aspect that you would like to use on a Monster, just cycle through your Spirifacts and see if they have Skills that use a different Aspect from your Ragnafact. Of course, many times Ragnafacts can take care of Monsters even though the Aspect is bad, but it's just something to think about while facing tougher Enemies.

_____ Force Points: _____ (BaSFoP)

Throughout the game, you'll find that you're collecting quite a lot of FP. "What does this stuff do?", I hear you cry. Well, it's basically stuff that triggers many different things in this game. You can use FP to Restore your Party's HP. You can use FP to upgrade your Ragnafacts. And you can also use FP to create certain weapons through Fusion or through a special Harvesting site. To upgrade your Ragnafacts using FP, simply press Triangle while on the Field. It will bring up another Menu displaying all the Ragnafacts that your Party is using.

By pressing X on a certain Ragnafact, you'll be given the option to upgrade its "Tech Level", its "Atk Level", or its "Resonance Level". Each is very important while battling a bunch of Enemies. Basically, Resonance is the stat that lowers the amount of RP that you need to use in order to execute a Skill. It will also lower the time needed in order to use it. The Atk Level is quite self-explanatory. It simply raises the Atk Power of the Ragnafact, making it a stronger, better weapon. The Tech Level is where it gets interesting. By upgrading your Tech Level (and this is the most costly to upgrade too...), you'll receive a new skill to use in battle. Cool, huh? A balance between these three Upgrades will bring you success in battle, just as long as you don't over-upgrade one Level. (Actually, this game is really easy to beat. It's just that by upgrading the right Levels at the right time, you will be able to waltz through this game with no trouble at all.)

Another thing that needs to be mentioned about FP... Throughout the game, you will encounter areas that need FP to be activated. All you do is head up to the area, and press Square. That should activate the Harvesting Area. Next, you press X on the Harvesting Area (of course, there's an Exclamation Point there, so these Areas aren't exactly hard to find...) and you'll be given the option to spend FP to make Items. If you have enough FP, you can gain Infinite amounts of that particular Item by spending that much FP. I find this very useful since some items are quite rare to come by, but by using this system, you can create a lot of that rare Item that you always wanted to have. Of course, we cannot forget about Fusion.

Fusion is basically the Shop of this game. It's a Skill that your little flying furry companion can use. To be able to start Fusing Items together, you just have to advance in the story line until your Flying Furball (aka Ralu or Ulu) gets the ability from Philia, the Pink-Haired Girl. Once you get the ability, Press Triangle while you're on the Field. Then select "Fusion", and you'll be taken to the Fusion Menu. As you can see, there's a plethora of Items that you can choose to create. However, before you can start making these Items, you need two things. (Well, most of the time anyways...) You need the Items required for the Fusion, and you need enough FP to Fuse them together. However, some Fusions do not require Items, and others don't require FP. But a lot of them require both, so before you start Fusing, make sure you have enough of each of the Items and a large supply of FP.

The last thing that FP can do is Restore your Party Member's HP at the cost of a couple hundred FP. Of course, throughout the course of the game, the price for Restoring your Party's HP increases, but it doesn't increase by much so you should be fine. Many beginning players think that "Restore" means restoring your Party's HP and RP to full. However, this is not the case. Restore only replenishes your Party's HP, and that is it. Which is why you shouldn't rely too heavily on Restore, or else you might end up with no FP and no RP either. To access the Restore option, simply press Triangle while you're on the Field and select "Restore". It's as easy as that.

To get FP, you have two choices. The easier one is by defeating enemies, and that is going to be your main way of getting your FP. Another is by breaking down your Forcefacts for FP; basically it's like selling your weapons and getting FP instead of money.

_____ Skills: _____ (BaSSki)

Skills, as I have stated before, are your moveset. Each Ragnafact and Spirifact has a certain list of Skills, and each Skill uses RP and Durability (respectively). Some normal, basic Skills that are nearly useless cost 1 RP, or 1 D. However, as you progress throughout the game, you will receive better and more powerful moves. This comes at a price though, and each time you use these new powerful Skills, they'll use up more and more RP (or D). Be sure to use these Skills wisely, as they affect the outcome of battle. Another tip I have for you is to always keep a watchful eye on your RP number. If that number drops to 0, you're going to be spending quite some time Guarding to get your RP back up. With Spirifacts though, you're going to have to keep close attention to the Durability Number, because once that Number drops to Zero, that particular Skill will not be able to be used again on that Spirifact.

_____ Turn Indicator: _____ (BaSTuI)

I don't exactly know what else to call this thing. The "Turn Bar" or the "Turn Gauge" sounded too dull, so I decided to call it the "Turn Indicator". Locate

the Turn Indicator by looking at the right-hand side of the screen. Seriously, it's not that hard to locate. It's like a long, vertical, rectangular box that has little rectangular compartments inside. Each one of the compartments might have a face of one of your Party Members inside it, while others may just have red, white, or blue colors in them with a Letter next to it.

It's pretty obvious that the compartments with your Party Members' faces inside them indicate your Party Member's turns. As you keep executing your skills, the Turn Indicator will keep moving the compartments upwards to make it so that you can see whose turn is coming up next. This is very handy because if you need chances to heal, you know when the enemy is going to attack. (Among many other things, but I'm pretty sure that you can figure them out.)

The colored boxes of red, white, and blue with the big capital Letters inside them indicate the enemy's turns. Each Letter represents a new enemy. The color of the box represents the enemy's Divine Aspect. If it's red, it's the Crimson Lotus. If it's white, it's the Pearl Light, etc.

Now if you look at the Turn Indicator again while you're choosing a Skill, you will notice that there's a "Next" bar that points to a new area on the Turn Indicator. This shows basically when you'll get your next Move if you execute that particular Skill. This is very useful when fighting enemies because if one of the Skills that you want to use doesn't give you enough time to recover, you might want to stay away from it until the next turn.

Whoever gets turns faster is determined by Agility and Resonance. The more resonant your Ragnafact/Spirifact is, the faster you'll be able to execute your Skills with that weapon. The higher your Agility is, the faster you'll be in battle overall. Before leaping into combat, try to make sure that you can act faster than your enemies, because that definitely can be the difference between life and death.

Preemptive Attacks and Surprise Attacks also affect the Turn Indicator. If the enemy surprises you, then all the enemies will get to execute their Skills before you can. If you achieve a Preemptive Attack, then your whole Party will get a full Turn before the enemy can react. For more information on Surprise and/or Preemptive Attacks, please read on to the next mini-section.

That's about all I can mention about the Turn Indicator. I can't stress enough how important it is to keep an eye on that thing. When I first started out playing this game, I didn't care about that Indicator at all, and I got owned in nearly every single Boss battle. Not to mention all the unnecessary damage I took in the normal battles... Anyway, don't be like me when I started out. Look at the Turn Indicator for Pete's Sake, and execute your Skills when you think that it'll give you the biggest advantage.

_____ Preemptive Attacks and Surprise Attacks: _____ (BaSPSA)

These two things can determine the outcome of a battle. Basically, a Preemptive Attack is when you take the Enemy by surprise, and a Surprise Attack is the complete opposite. Of course, you, the player might not be surprised when you see an Enemy, but the Hexyz that you are controlling definitely are. To get a Preemptive Attack on an enemy, simply walk up behind them and touch their backs. This will get you into a battle where you have a Preemptive Attack.

So what exactly is a Preemptive Attack? Does it give you increased Attack Power, or does it lower your Enemy's Defense? If you are thinking any of those, well... Those aren't exactly true. A Preemptive Attack just gives you

the first turn and a bunch of extra turns before your Enemy can even respond. However, the number of turns you get from a Preemptive Attack is pre-determined by other factors. (Which factors, I am not exactly sure, but I am leaning towards the Enemy's Agility Stat.) A Surprise Attack does the opposite. It puts the Enemy at an advantage over you, and they get Extra turns before you can even select and execute a counterattack. Not only that, but your Formation gets all scrambled and you have to either reset your Formation or do with what you've been given. Surprise Attacks are never fun, so always be sure to sneak behind the Enemy to be given those few extra turns!

_____Formation:_____ (BaSFrm)

Formation is basically your Position on the Battlefield. If your Party members are out on the frontline, you'll be dealing a boatload of damage, but you'll also be getting hit pretty hard. If your party members are in the back, chances are the enemies will be laughing at your pathetic attempts to hurt them, but you won't exactly be hurt either. In the middle row, you just sort of balance the two together. If one of your characters is your Healer for the battle, be sure to put them in the back. This way, you can focus on healing and not getting damaged. If you want some of your Party members to be dealing some serious damage, put them in the front and equip them with good Armor. They'll basically be Tanks.

Oh, and another thing. If you want some of your Party Members to be using Spirifacts the entire time, put them in the back. Your position does not affect how much damage a Spirifact deals. In order to win battles quickly and efficiently while taking the least amount of damage, it'd be good for you to use Forms often. Many a Hexyz has gone into battle with a poor Formation and lost their lives because of it. Keep a good Formation with all of your Party Members, and you should be able to crush your enemies with ease. To change your Formation in battle, just select "Form" and switch the position of your Party Member. To change your Formation on the Field, open up the Menu and select Pary. Then select Formation. Switch around your Party members to whichever Formation you think is fit to go into battle with.

_____Force Burst:_____ (BaSFoB)

Force Burst is basically the Super Move in this game. In order to use a Force Burst though, you need to have the right amount of Energy in your Force Burst Bar. (I'll refer to it as the FBB from now on.) You can fill up the FBB by using Skills, so attack as much as you can! The FBB can be filled up a maximum of three times, and Force Bursts can require any amount of FBBs from 1 to 3. Force Bursts that require 1 FBB are usually weaker compared to the ones that require 2. Force Bursts that require 3 FBBs are usually the best.

Force Burst also requires a Ragnafact with a GREAT Affinity in order to be used. So make sure your Ragnafact's Affinity is GREAT. Force Bursts are great for Boss Battles and for desperate measures. If you fill up your FBB all the way and are sure that you won't be encountering a boss anytime soon, you can just use a Force Burst on normal enemies to end the battle quicker. However, please note that the FBB is shared between all three of your Party Members, so if one of your Party Members uses a Force Burst that depletes your whole FBB, none of your other Party Members will be able to execute a Force Burst. Please keep this in mind when you are in battle.

_____Hexyz Charge:_____ (BaSHxC)

Ever wondered what the horizontal chain of symbols at the top of the screen represented? If you have, then wonder no longer. That horizontal chain is known as Hexyz Charge. Basically what Hexyz Charge is, is a way to strengthen your attacks using Divine Aspects to your advantage.

Let's say that you want to use a Skill with a Cerulean Flame Aspect while using Hexyz Charge correctly. Look up at the Hexyz Charge. The red symbol represents the Crimson Lotus, the white symbol represents the Pearl Light, and the blue symbol represents the Cerulean Flame. The previous Attack would either have to be a Cerulean Flame, or a Crimson Lotus. To put it simply, your Skill either has to overpower or match the Skill before it. In doing so, the damage you (and your enemies) will be able to deal will rise by some small percentage points. However, as you progress through the game and start using stronger and stronger skills, the Hexyz Charge will increase by more and more percentage points each time.

Keep in mind that the enemy can also use Hexyz Charge too. Take a look at the Turn Indicator on the right-hand side of the screen. It shows you when you or your enemies will attack. You don't exactly have to inspect the Bar to see that the enemies are colored different colors; blue is for Cerulean Flame, red is for Crimson Lotus, etc. This means that they can only execute moves that support their Aspect. If a Cerulean Flame monster attacks you, it will not be able to attack you with a Pearl Light Skill. It will only be able to use Cerulean Flame Skills.

Now let's get back on track. If the enemy has the Cerulean Flame Aspect, and either matches or overpowers the Skill used before it, it will also raise the Hexyz Charge. You might be thinking, "Well, this is a good thing because now I can just keep raising it higher". This isn't exactly the right thing to do all the time. The best tactical way of killing your enemies via Hexyz Charge is usually by powering it up between your characters' moves, and then breaking it on your last character's move. This way, the enemy will have to build it up again before being able to deal any serious damage with the Hexyz Charge.

_____ Status Effects: _____

During battle, you might encounter some enemies that can change your Status. The Skills that the enemy uses can give you "Status Effects", which can either change the condition of your Party Member for better or for worse. Likewise, fellow Party Members can give each other good Status Effects by using Skills that change the condition of a Party Member. Skills that affect the conditions of Party Members and/or enemies have different kinds of targeting systems; Individuals, All, Rows, or Columns. Be sure to watch out for each kind of targeting system, because it can change the outcome of the battle.

The list of Good and Bad Status Effects will be shown below, with the Good Ones stated first.

GOOD STATUS EFFECTS -

1. Bless - Raises ability parameters.
2. Haste - Action Turn comes quicker.
3. Power - Increases damage dealt.
4. Charge - Increases damage dealt by Force Arts.
5. Protect - Lowers physical damage received.
6. Barrier - Lowers Force damage received.
7. Null - Negates all attacks. (Only Enemies)

BAD STATUS EFFECTS -

1. Unconscious - Unable to take actions.

2. Poison - HP falls on each action turn.
3. Paralyzed - Action turns come slower.
4. Sleep - Cannot act until awakened.
5. Darkness - Greatly reduces accuracy.
6. Sealed - Most skills become unusable.
7. Fear - Increases damage taken.
8. Cursed - Reduces ability parameters.
9. Charmed - Heals target instead of damaging.

These are all of the Status Effects that you encounter throughout the game. There are no other ones, so you might want to memorize this list. Status Effects can generally change the outcome of battles, so start learning about Status Effects now!

Well, that about wraps it up for the Battle System Basics. Read on to figure out more about Field Basics. If you don't want to, nothing's stopping you from skipping to another section of the guide.

---+++ FIELD BASICS +++--- (iiiifib)

Okay, so we got the Battle System downpat so far. Now let's move on to the basics of the Field. The Field is basically the Map that you are moving around on. It's not the World Map, and I'll explain why later on. If you have any difficulty understanding the Field and how it works, then this mini-section is for you. Read on!

_____Mini-Map:_____ (FiBM-M)

You will notice a little Map in the Top Right-hand Corner of your screen. The yellow arrow in the Map is you, and red dots are enemies. Yellow squares are treasure chests. Yellow lines indicate entrances and exits of the area. To enlarge this Map, press Select while on the Field. If you want to search around for treasures easily, this enlarged Mini-Map is probably your best bet.

_____World Map:_____ (FiBWOM)

You ready for the difference between the "Field" and the "World Map"? Well, here it is. Basically, the World Map in this game is a whole lot different than other RPGs. In most RPGs, you can just walk around the World, traveling through different places along the way. However, in Hexyz Force, you don't walk around the World. Well, you do in a unique sense, I guess. The game just requires you to get through an area, and then it'll move you to the next one without making you walk the whole distance on the World Map. It's actually quite useful. If you want to access the World Map, you have to exit an area. Then, you can travel to any place that you've previously visited, and you'll be taken there just like that. No tedious walking, no need for airships, just a solid warp to your new destination. Awesome. Anyways, the Field is basically just a term to describe the Areas that you have to walk through in order to get to the next one. It's basically just the world you are actually manually traversing throughout the game.

_____Treasure Chests:_____ (FiBTrC)

Self-explanatory. Just walk up to them and press X. You'll get a goodie. Simple as that, right? ... Well, most of the time. Throughout the course of the game, you might encounter Mimics, which are monsters that imitate the form

of a treasure chest. They are quite annoying, but when you do defeat them, they give you the Item that you were supposed to get by opening the chest. So in the end, I guess that Mimics can be considered as treasure chests.

_____Force Scan:_____ (FiBFoS)

The Force Scan is basically a little scan using force (obviously) that can inform you of special treasures. To activate it, simply press the Square button. It will send out a greenish ripple of Energy which senses any treasures close by. It's a very useful function that we probably couldn't live without. By pressing Square, sometimes an Exclamation Point will appear above your head to inform you that the Force Scan has just found a treasure. A second Exclamation Point will be shown, and that Point will mark where the treasure is. Walk over to the designated treasure and press X. This will result in (obviously) a goodie! Oh boy!

Not only does the Force Scan show you where hidden treasures are; it can also open up passageways to other treasures, or, get this; activate a special harvesting site for even more treasures. To open up a passageway, walk up to the barrier that is blocking your way to the treasure and press Square. If the treasure is meant to be gotten that way, then the Barrier will become passable. If the treasure is meant to be gotten another way, well, looks like you're going to have to find another way to get to that treasure. Also, for special Harvesting Points, all you have to do to activate them is press Square while you're near them. This will end up giving you access to a special Harvesting Site, where you can spend FP to gain valuable materials. Be sure to keep on pressing Square wherever you are; it will prove to be very handy when going treasure hunting.

_____Force Site:_____ (FiBFrS)

A Force Site is basically a healing site. It fills your RP and HP to max, but it does require some purifying before you can use it. Meaning, you have to fight a tough battle and win in order to get the privilege of using the Force Site. Generally, the battles encountered at Force Sites are tougher than the battles in the area, sometimes making it so that you have to think twice about purifying. However, if you beat the battle that the Force Site throws at you, you not only purify the Site; you also earn a special Item. The reward is high, but so are the stakes.

_____Restore:_____ (FiBRes)

In this game, you're given the option of restoring your Party's HP to full Health. Sounds awesome, right? Well, this function does have its ups and downs. First of all, this option is not free. You have to pay a certain amount of FP in order to use it. It's usually not that much, so you don't have to worry about depleting your whole FP reserve just to use this function. However, a bad thing about this function is that it does not replenish your Party's RP. This can make things a bit difficult during the game, because this will either force you to use Low-RP usage Skills or it will make you search out a couple of Force Sites. However, healing your Party's HP for a low price is quite awesome. If you're stuck in the middle of a dungeon and you don't think that there's going to be a Force Site near you any time soon, Restore is an awesome thing to use.

To access the Restore function, just open the Main Menu when on the field, and at the very top of the Menu should be an option saying, "Restore".

----- OTHER INFORMATION ----- (iiioin)

This section is dedicated to the other information that you might want to know about in this game. Of course, these aren't exactly basics of the game, but I guess that information like this can fit in this section.

_____New Game+:_____ (OInNG+)

This function of the game is provided only if you beat the Storyline already. Let's say you beat Cecilia's Story. After the Credits and additional scenes at the end, the game will give you another choice to pick in the Main Menu, called New Game+. This is basically the Story Mode except with stronger enemies. So if you're bored one day, and you want to have something fun and challenging to do... try out the New Game+. I pretty much guarantee that you'll be locked up in your room for a week or two. ;)

_____Creation & Destruction:_____ (OInC&D)

I'm not exactly an expert on Creation & Destruction, but as everyone knows, depending on what you do during a Phase, that will affect where the Holy Vessel tilts. If you commit crimes of Destruction, the Vessel will get Destruction Points that make it tilt towards Destruction. If you work good deeds of Creation, then the Holy Vessel will tilt towards Creation. However, you can have done both works of Creation and crimes of Destruction, but depending on what you did more, they could either outrule eachother or merely cancel eachother out. Which would result in Neutrality.

You see, this game has 3 alternate endings for each Story, which results in 6 alternate endings in all. They are the Creation Ending, the Destruction Ending, and the Neutral Ending. In order for you to get the Creation Ending, you have to make the Vessel tilt more towards Creation. It's vice versa with Destruction, and with Neutral, well, you have to balance out the Creation and Destruction.

Here are some aspects of the game that I know about that affect the Judgment of the Holy Vessel:

- 1.) Dialogue Choices - When someone in-game asks you a question and you answer it, chances are you are either helping out Creation, Destruction, or Neutrality. It just depends on which choice you pick. Throughout this guide, I will do my best to provide you the information as to which choice is which.
- 2.) Running from Battles (Destruction) - If you run from a battle, you help Destruction. It's as simple as that.
- 3.) KO'd Party Members (Destruction) - If you win a battle with some of your Party knocked out, you'll be aiding Destruction. I guess it's sort of like the Military's concept of "Leave no Man Behind".
- 4.) Fight using Evil Ragnafacts (Destruction - Obviously this is one of the ways to help out Delgaia. Evil Ragnafacts are the ones that have the word, "Dark" in

their name.

- 5.) Winning Battles without Casualties (Creation) - It's counterpart is Destruction.
- 6.) Finish Sidequests (Creation) - Yup, this is one awesome way to get extra Items and save the world. :P
- 7.) Purify Force Site (Creation) - I mean, they help you anyway, but if you want Destruction, don't Purify these things.
- 8.) Getting Skills with Necrozauwar (Destruction) - I'm not entirely sure about this one, but I heard about it somewhere. If someone can give me any word about it's confirmation (or not) then I'd greatly appreciate it.

Long story short...

- 1.) Dialogue Choices (Creation, Destruction, or Neutrality)
- 2.) Running from Battles (Destruction)
- 3.) Winning battles w/ Casualties (Destruction)
- 4.) Fight using Evil Ragnafacts (Destruction)
- 5.) Winning Battles w/out Casualties (Creation)
- 6.) Finishing Sidequests (Creation)
- 7.) Purify Force Sites (Creation)
- 8.) Getting Skills with Necrozauwar (Destruction...?)

=====\|\|\|
IV. WALKTHROUGH |E=====__(IVwalk)-_
=====//

This section is the one that you've all been waiting for. Heck, it's the one reason that you clicked on this guide. I tried to make this section as comprehensive and easy to understand as possible, so I've included some things to know before we start.

---+++ THINGS TO KNOW +++---

When playing this game, you are given the option to turn the camera. This is a great feature to use, and it is very helpful when trying to find treasures, but for the sake of a linear game guide, I'm going to keep the Map as is without turning it a single bit. This way, I'll be able to tell you to go North without having you go in a completely different direction. That being said, let's start this Walkthrough!

(Oh, wait. I almost forgot. I'll include "My recommended levels" at the beginning of each new place, but I won't include them in the beginning of the game because there really isn't anything to die from in the beginning. So don't spazz out when you find no Recommended Levels for the beginning! :P Anyways, I am not forcing you to be at My recommended levels. The pace you feel comfortable at should be the pace that you play the game at. Do not think that My recommended levels are the levels that you have to be in order to beat a certain area.)

If you have chosen Cecilia's Story first, read on. If you have chosen Levant, then please skip this next section. Paste -(iv2lvs)- into your Find Bar, and then go from there. There is no need to read Cecilia's Guide if you haven't even been playing her Story yet.

Cecilia's side of the story takes place on the Lustrous Side of Berge. Watch the cutscene that takes place before the start of her Story.

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0-0-----0-0
| | Phase 1 - The Maiden of the Holy Staff (iv2mhs) | |
| |-----| |
0-0-----0-0
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-----\\
Palfina Temple =====(lapate)

```
=| ITEM CHECKLIST =====|
|   o Holy Staff Riafalt   o 2 Star Sand(s)       o Poison Ring         |
|   o Fire Ring            o Cloth Bandana        o Life Orb            |
|   o Aqua Orb             o Stardust             o 2 Bandage Orb(s)   |
|   o 4 Red Lapis(s)       o 3 Holy Water(s)     o Lihit Grass        |
|   o Sunflower            o Blazing Recipe      o 2 Cracked Ring(s) |
|   o 2 Healing Herb(s)   o Cleric Hat           o 2 Element Will(s) |
|   o Swiftray             o Eternova             o 4 Healing Herb(s) |
|   o 3 Mistletoe(s)      o Tattered Doll       o 2 Bellel Wheat(s) |
|   o Water Ring          o Short Pencil         o Fresh Recipe        |
|   o Sanocane             |                       |
|                           |                       |
=| ENCOUNTERABLE ENEMIES =====|
|   Mani                   Sabrewolf              Fortified Beast (Boss)|
|   Zephyra                Evil Wisp              Nepenthes              |
|   Sedna                  Soloma                 |
|                           |                       |
```

When you first get to control Cecilia, you'll find yourself in a small room. The game will give you two instructional pages about Field Basics and such. When you regain control of Cecilia, head on west and interact with the glowing door by pressing X. An exclamation point should appear over your head when you approach the door, so it's sort of a beacon to get out of here.

After you exit the small room, watch the following scenes and you'll fight your first battle! The game will give you a few more instructional pages about combat before the battle, so you should be up to date on how battles work.

The only enemy that you face will be a Mani, one of the weakest monsters in the game. This battle just serves as a teaching game, so just use one Release Force and you'll kill it. After the battle, Cecilia will gain a level.

Watch the following scenes after the battle, and when you regain control of Cecilia, head south and then head to the west. You'll trigger a scene. After the scene, you'll encounter some enemies in a forced battle.

During the battle, the game will give you some tutorial things (or instructional pages... Whatever you want to call them...) about Combat Basics. The formation of the enemies is shown below:

```
S   M           S = Sabrewolf
                M = Mani
```

Have Rafael Smack the Sabrewolf, and then have Cecilia finish it off with a

Release Force. The Mani might attack, but it doesn't matter. Just kill it with a couple of hits, and after the battle, both Cecilia and Rafael will gain levels. This will heal the HP and RP that you used during the battle.

=====

Watch the scenes that follow and after the scenes, the game will give you an instructional page about Force Points and Ragnafact Growth. Walk up to the ancient stone pillar and the game will give you another instructional page about Save Points. Interact with the ancient stone pillar by pressing X, and save your game on an empty save slot.

Once you've saved, enter the doors into the Monolith. Watch the following scenes and Cecilia will be given some choices as to what she wants to do. All of the choices lead to the same outcome, so it doesn't matter which choice you pick. However, I'm quite sure that the choice that you choose affects your Creation and Destruction meters, but I'm not entirely sure if this is correct or not. If anyone can confirm my suspicions, I would greatly appreciate it.

Anyways, the choices are shown below:

- **1. Yeah, let's run! ---> Destruction
- **2. Um.. Umm...! ---> Neutral
- **3. We gotta fight! ---> Creation

After you're done picking, you'll engage in a Boss Battle. The game will give you an instructional page about Burst Attacks during the battle.

	BOSS: Fortified Beast	EXP: 108
	Aspect: Cerulean Flame	FP: 70
	Attacks: Kachiage - Deals about 50 damage to a single Party	
	Member.	
	Bellow - Has a chance of inflicting poison on the whole	
	Party.	
	Tough Shell - Increases defense.	

Strategy: If Rafael is attacking first, have him Air Render. If Cecilia's turn is first, have her use Angelic Beam. After the first turn of the battle, Rafael can use Gemini Boost to speed things up a bit, and just have Cecilia spam Release Force. As all first bosses are, this one is quite easy to beat.

If one of your Party Member's HP falls below 50, have Cecilia use Healing Baton on them. Otherwise, just keep hitting the Fortified Beast.

After the battle, Rafael and Cecilia will both gain another level. Watch the scenes that follow and when you regain control of Cecilia, have her walk up towards the broken Monolith. The game will give you another Instructional Page about Harvest Points. Close out of the Harvest Point and examine the Harvest Point for 2 Star Sand(s). Now head to the west, and do you see the staircase on the left? Yeah, that leads to a treasure. So follow the staircase all the way to the end. Open the chest there for a Poison Ring. Now get off the staircase, and exit the area by using the exit to the south.

=====

Use the Save Point to the left, and head to the left. You'll trigger another scene. After the scene, you'll encounter another battle. During the battle, the game will give you instructional pages about Status Effects. The formation of the enemies is shown below:

M		M = Mani
Z	E	Z = Zephyra
		E = Evil Wisp

The Evil Wisp is not much of a threat to the Health of your Party. In fact, you can afford to put off killing it until you kill the Zephyra, because the Zephyra can deal more damage with its Wind Lance.

After the battle, watch the following scenes and when you regain control of Cecilia, go northwards and kill the enemy there. Now head east and follow the path until the path branches off into two different paths. Kill the enemy that is patrolling the conjunction of paths, and take the northern path. The southern one just leads to a dead end.

Follow the northern path until it snakes around to the east. Then head south, and keep on following that path until you see a little cul-de-sac to the left. Enter there to open a treasure chest there. Inside the chest is a Fire Ring. There might be an enemy guarding the chest, and if there is, just go kill it.

Now go ahead and keep following the path to the south, and when the path starts heading west, go ahead and head west. Of course, this long walk is not for nothing; there is a chest at the end. When you get to the very end of the path, you might see another enemy. Kill it and open the treasure chest for a Bandage Orb. You might want to equip this to one of your Party Members.

=====

You've gotten all the treasures in this area (that you can get in this point of the game...), so retrace your steps back to the Save Point. Save your game, and head northwards. Do you see the staircase to the northwest? Well, to exit this area, just go up the stairs. And you'll be in another part of the Great Temple of Palfina.

From where you are, head southeast and you'll trigger a scene. Unfortunately, you cannot get the treasures here at this point in time because of Ralu's annoying reminders... But oh well. I think saving Sister Elda is of equal importance here. :P

Head east from where you are standing, and kill the enemy that is wandering around the halls. Head north into the dead end and open the treasure there for a Cloth Bandana. Equip it to Rafael, and head south. Loop around the little path, and kill the enemy at the top of the path.

Head to the far east of this area, and take the path southward. In the area at the bottom of the path are two enemies. Kill them both and then open the chest in the southeastern-most part of this area. Inside of it is a Life Orb. Equip it to one of your Party Members, and move on to the second chest in this area. (Which is in the northwestern corner of this small southern area.) Open it to get an Aqua Orb.

=====

Exit this southern area by walking back up the path to the right, and if you

follow the path to the very end, you'll see a Purplish Spring looking thing... That is called a Force Site. You interact with them, and you fight tough battles to completely replenish your pools of HP and RP. You also get an additional Item along with the replenishing of your reserves. Walk up to the Force Site and interact with it by pressing X, and the game will give you an Instructional Page about Force Sites.

When you interact with the Force Site, you'll be given two options; to Purify it, or to let it be. Choose to Purify it, and you'll be thrown into battle with a Sedna...

This battle isn't as hard as you think it is. However, the Sedna's Axe Beak can deal quite a lot of damage, so it's best to stay on the safe side and heal if your HP drops below 100. The Bandage Orb or Healing Baton will deal with any problems with defecits in HP. Have Rafael use Gemini Boost on himself, and then start spamming Smack. The Sedna will be taken care of in no time.

After the battle, your HP and RP will be healed to max, and you'll get a nice old Stardust to go along with your victory. Now exit this area by using the staircase to the northeast.

=====

From where you are, head south and defeat the enemy that is blocking your path. Follow the path all the way to the south. Head west and then kill the enemy there. Head north into the little room there, and kill the enemy that is hanging out in that area. When you get to the top of the area, head all the way west and at the end of that path, there'll be another enemy. Defeat it and then head into the dead end to the south. There'll be a chest there, and inside it is another Bandage Orb.

Once you've picked that treasure up, head eastwards and ignore the exit to the north because you're not allowed in there at this time... Anyways, head south into the mini-room and then head west. When you get to the entrance of the Main Hall, there'll be another enemy. Kill the enemy there and then use the Save Point to the south to save your game.

When you have saved, head northwest and there'll be another enemy to kill somewhere around here. Of course, I'm not saying that you HAVE to kill it... I'm just saying that you SHOULD kill it. Extra experience and FP are always good to have. Anyways, head north when you get to the end of the path, and there will be another enemy near a dead end to the right. You can either kill it or avoid it; whichever suits you, and then get to the northernmost part of this map. Take a right turn into the dead end, and open the chest at the end for 3 Red Lapis(s).

Head back to the Main Hall's entrance, and use the Save Point if you want. Enter the Main Hall by walking into the open doors to the north of you.

=====

Watch the following scenes, and get ready for another Boss Battle.

	BOSS: Blasphemy	EXP: 108
	Aspect: Cerulean Flame	FP: 150
	Attacks: Diablow - Deals about 30 damage to a Party Member. Has	
	a chance of inflicting Poison.	

```
||           Igneous Sphere - Deals about 50 damage to a Party           ||
||                                     Member.                               ||
||_____||
```

Strategy: Have Rafael use Gemini Boost, and have Cecilia use her Release Force. Of course, if your HP starts to get low, Healing Baton might be a better choice than Release Force. After Rafael uses Gemini Boost, start spamming Smack, and Blasphemy will quickly succumb to your onslaught. However, be sure to watch out for Igneous Sphere, as it can deal quite some damage. It may not seem like much when Blasphemy uses Igneous Sphere, but all that damage adds up. So heal when you need to, but don't heal when it's not necessary.

After the battle, watch the following scenes and when Sister Elda asks Cecilia if she's serious about what she's said, you'll be given 3 choices to choose from:

```
**1. Well, yeah!           ---> Destruction
**2. Uh... well...        ---> Neutral
**3. N-No!                 ---> Creation
```

Choose whichever choice you think fits, and watch the following scenes. Again. Dang, there are a lot of scenes... :) After the last of the scenes, you'll be controlling Cecilia in the Catacombs. Walk up to the statue at the back of the Catacombs, and check the left side of it to get a Holy Water. You can walk up to Cecilia's Mom's Tomb to say a prayer, but that's about it. Now head over to the tomb stone that is right below Cecilia's Mom's Tomb, and check it for a Lihit Grass. Make your way to the southwestern-most tomb, and check it for a Sunflower. Now exit the Catacombs.

Head south and then you'll trigger another scene. Watch it, and then head south towards the Save Point. Talk to the cleric there and you'll be given one of two choices when she asks you if you're happy or not...

```
**1. Not at all.
**2. Yeah, definitely!
```

If you choose the second option, nothing really happens. However, if you choose the first option, you'll get a change in music! :D

=====

From here, head southwest and into the area to the south. If you take a look at your Enlargened Mini-Map (which you can bring up by pressing Select), the Clerics' Room should be to your left. Head south, and then take a U-Turn into the Library. Examine the 2nd Bookshelf on your left for a Blazing Recipe, and open the chest in the northwest corner of the Library for 2 Cracked Ring(s).

Exit the library and head west. Enter the Clerics' Room.

Inside here, head west and examine the desk there for 2 Healing Herb(s). Head northwards, and you'll get a short scene of Cecilia packing her bag. After the scene, head to the left and talk to the Resting Cleric. He'll give you a Cleric Hat. Do not equip it to Cecilia at this time, because we have other stuff that we need to do with it... Now head north, and you should see a switch on the upper-righthand corner of the screen. Interact with it by pressing X, and now exit the Clerics' Room.

Head to the western side of the screen and use the path there to head north.

The formerly blocked room is now opened! :D Open the chest to the right to obtain 2 Element Will(s). Now interact with the blue switch in the middle of the area, and exit the little room.

It's time to head back to the Main Hall! Exit this area by using the stairs at the northeastern corner of the area.

Head on over to the Main Hall, and open the doors there by pressing X on them. Enter the Main Hall.

Inside of here, walk over to the pew that is one above the sleeping lady, and examine it to get another Holy Water. Walk on over to Rafael and Sister Elda, and you'll trigger another scene. Sister Elda will give you a Swiftray and an Eternova. After the scenes, the game will give you more Instructional Pages about Ragnafacts and Spirifacts. After you regain control of Cecilia, head up to the Altar behind Sister Elda and examine it for 4 Healing Herb(s). Now exit the Main Hall.

=====

Save at the Save Point and exit the Temple by using the exit to the south.

In this area, head to the northeastern corner of the area and examine the little indentation there for 2 Mistletoe(s). Walk over to the western part of this area and talk to the Cheerful Girl, and when she compliments the hat you have, you'll be given two options:

- **1. You want it?
- **2. Stay silent

Choose the first option, and you'll give the girl a Cleric Hat in exchange for a Short Pencil. Now exit this area by using the exit to the south.

In this Main Area, go ahead and talk to the girl who is sitting on the bench. You'll be given two options:

- **1. I'll go look for her.
- **2. Keep quiet.

Choose the first option, and head on back to the Temple.

When you're inside the Temple, head over to the B1F of the area. You get there by walking down the stairs in the northeast. (Of course, if you were paying attention, you would already know that and my stating it here would be just a couple of useless lines in this Guide... :P)

The Grandma is located on the western side of this area. She is right next to the Clerics' Room. Talk to her, and the Grandma will start accompanying you. Head out to the entrance of the Temple.

Talk to the girl, and you'll have delivered the grandma.

(However, I did find out that if you flipped the switch that made the sound of Rushing Water, the grandma disappears again... If this happens to you, just head back to the area where the grandma last was and talk to her again. The second time, the grandma won't get lost again.)

The girl will thank you by giving you a Mistletoe. Walk west, and then examine the benches on the left to get a Tattered Doll. Now head down the stairs and head east. Walk over to the Food Cart with the Red and White Stripes (the one

that is next to the Blue and White Stripes one...) and examine it for 2 Bellel Wheat(s).

Now head west and if you flipped the Rushing Water switch, the water around the Statue should be gone. However, if you didn't, the water should still be there. If the water is still there, examine the left edge of the water for a Holy Water. However, if you did flip the switch and the water isn't there, you can either walk all the way back to the switch and flip it just to get that Holy Water, or you can just walk into the new area that the Switch opened. I'd probably suggest getting the Holy Water as well as emptying the water, but it's your choice.

When you empty the water, head into the former pool and enter the new area that was opened up to the north.

=====

You should now be in B2F of Palfina Temple... Head all the way down this path and open the chest on the left for a Red Lapis. Open the chest on the right for a Water Ring. Now exit this area and head on back to the Central Area.

When you get out of the pool area, head over to the single Food Cart with Greenish Stripes. Examine the sign next to it to get a Fresh Recipe. Now head back into the Temple. (I promise, this will be the last time... :)

Head down to B1F and talk to the Cleric that is standing right north of the Library. Talk to him and when he asks if you can stop the monsters, you'll be given two choices:

- **1. I'll stop it!
- **2. Sounds like hard work.

Choose the first option, and head down to B2F by using the staircase to the north.

From here, head all the way east and when you see the northern path branch off, ignore it. Just keep on following the original eastward path and you should encounter the enemy. When you walk up close to it, you'll be given 2 options:

- **1. Fight it!
- **2. Keep away.

Choose the first option, and get ready for a battle with the enemies shown below...

M M M M M M = Mani

For this battle, Cecilia's Release Force will really kill all the guys here. Just make sure that you keep your HP above 70 for your Party Members. By manipulating the Turn Indicator, you can actually make it so that the Manis only attack you once or twice. Just make sure to attack the ones that are attacking first, and since each one dies in one hit, you'll be able to take care of all of them hopefully while receiving minimal damage.

After the battle, you'll automatically head back to B1F and you'll be talking with the cleric again. The cleric will give you a Sanocane for defeating the monster. Now exit the Temple.

Back in the Central Area, use the Force Site and save your game. Now exit this area by using any of the three exits, and exit out to the World Map.

On the World Map, you'll see that there's a new area to go to; Midee Highway. Go there.

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-----\\
Midee Highway =====(lamihi)
-----
=| ITEM CHECKLIST =====|
|   o Stardust           o Ash Lumber           o 4 Healing Herb(s)   |
|   o 3 Sunflower(s)    |
|
=| ENCOUNTERABLE ENEMIES =====|
|   Evil Wisp           Sabrewolf           Orcus                 |
|   Mani                Giant Mantis       Nepenthes             |
|   Perro Diablo        |
|_____|
```

MY RECOMMENDED LEVELS: Cecilia - 7
Rafael - 7

Head a little to the northeast and you'll trigger another scene. After watching it, head across the bridge and kill the enemy that is guarding the other side. Now head northeast some more and kill the enemy that is next to the Force Site. After that battle, if your HP is low for your Party Members, use the Restore function and bring your Party Members' health to full. Of course, it does cost some FP, but it's better to spend that FP instead of getting a Game Over.

Now go and Purify the Force Site, and you'll encounter the enemies shown below:

S G S = Sabrewolf
 G = Giant Mantis

For this battle, have Cecilia kill the Sabrewolf on the left and have Rafael kill the Giant Mantis on the right. You might want to have Rafael use Gemini Boost first, though, to give you an edge over the enemies in battle. You have to watch out for the Giant Mantis' Cross Slash and Sleeping Gas... Cross Slash can deal about 150 damage to a Party Member, and Sleeping Gas can render your Party completely useless. Have Rafael spam his Ogre Blade, and if your HP falls below 150, have Cecilia use Healing Baton.

After the battle, you'll obtain a Stardust. Now head into the dead end to the south, and there'll be a chest at the end of it. Open it for an Ash Lumber. Head back to the Force Site, and if you head to the trees that are to the north of it, you'll see a Harvest Point. Examine it for 4 Healing Herb(s).

Now head to the bridge in the northwest, and cross over it. There'll be an enemy at the other side. Quickly kill it and to your left will be a group of trees. Examine it to get 2 Sunflower(s). Defeat the enemy to the north of the Harvest Point and then head into the dead end at the left. There will be an enemy that is guarding the treasure chest. Kill it and then proceed to the chest on the other side. Open it for another Sunflower.

=====

Now that you've gotten that chest, exit the dead end and cross the next bridge to the north. (This isn't exactly a highway if it has so many wooden bridges, is it...? :P)

Use the Save Point on the other side of the bridge, and head to the end of this

area. Once you reach the end of the northwestern path, you'll trigger a scene. After the scene, you'll encounter another battle. During the battle, the game will give you some instructional pages about Hexyz Charge and Overkill. Be sure to pay attention to them, because Hexyz Charge is really important in this game. Anyways, the enemies that you'll be facing will be in a formation shown below:

P O P = Perro Diablo
 O = Orcus

The only strong enemy in this battle is the Perro Diablo. It's almost exactly like a Sabrewolf, except it's a different color, and it's... stronger. Well, let's get back on topic. If your HP starts to get low, have Cecilia use Healing Baton. I don't think there's any reason to use Gemini Boost, but if using that makes you feel better about your chances of survival, you can use it.

After the battle, watch the following scenes and you'll be transported to the Black Precipice...

```
-----\\
Black Precipice: Infinite Corridor =====(lamihi)
-----
=| ITEM CHECKLIST =====|
|   o 2 Blue Lapis(s)      o Vitality Orb          o 2 Yellow Lapis(s)   |
|                                                                    |
=| ENCOUNTERABLE ENEMIES =====|
|   Nepenthes              Sabrewolf              Zephyra              |
|   Evil Wisp              Mani                  Orcus                 |
|                                                                    |
```

MY RECOMMENDED LEVELS: Cecilia - 9
 Rafael - 9

Watch the following scenes, and when you regain control of Cecilia, head to the northeast part of this area, where the rock is. Walk up to the rock and there will be an exclamation point there. Interact with it and you will trigger another scene. The game will give you an instructional page about Force Scans (YES! Finally! :D) and perform a Force Scan next to the rock. Interact with the rock again, and you'll be given 2 choices:

- **1. Give it Force
- **2. Leave it alone

Choose the first choice and the words will appear. After Cecilia reads the words, the Green Teleporter in the north of this area will activate. Head over to the west part of this area next to the Save Point, and save your game. Now walk into the Green Teleporter.

=====

If you walk into this area and you don't know what to do, you might just end up walking all over the place. Eventually, you might even head back to where you started. Of course, after spending some time in trying to figure out the puzzle, you'll figure it out without my help, but if you just want to figure it out right now, I'll tell you. I mean, that's what this guide is for, right?

Alright, these Teleporters have a certain order to go in. If you want to immediately get out of this area, head into the Red Teleporter, and then into the Blue Teleporter, and then into the White Teleporter. Then head into the

next Red Teleporter, and then so on and so forth until you see a special Green Teleporter with little stone objects hovering about it. Enter it to get out of this area. However, if you would like to get the treasures in this area as well, follow my instructions below.

When you enter the new area that the Green Teleporter took you to, there will be a lot of enemies surrounding you. If you're low on HP, you might want to Restore. Once you replenish your HP reserves, go ahead and kill all the enemies in this area. Once all the enemies are killed, head towards the White Teleporter, but do not enter it. Instead, use a Force Scan and snake around the White Teleporter to obtain 2 Blue Lapis(s).

Now enter into the Red Teleporter to the southwest.

=====

There are a lot of enemies here again... Go ahead and kill them all. Now enter the Yellow Teleporter in the north of this area.

Kill all of the enemies in this area, and enter the other Yellow Teleporter in this area.

In this area, there is one enemy. Defeat it, and then perform a Force Scan at the end of this area. A treasure chest will appear. Open it to get a Vitality Orb. Now head back towards the Yellow Teleporter and perform a Force Scan behind it. You'll obtain 2 Yellow Lapis(s). Now exit this area by entering the Yellow Teleporter.

Enter the other Yellow Teleporter in this area.

In this area, head into the Blue Teleporter, and you'll be taken into a new area.

Kill the enemy that is right to the north of you. Head north a bit more and kill the other enemies here. Walk into the White Teleporter that is right in front of the Blue one.

When you get to this new area, you'll notice that this area is the one that you came to with the Yellow Teleporter! Except now, you're aiming to get out of here... So head into the Red Teleporter in the north and defeat the enemies along the way.

In this new area, there's no where to go but to the northeast. At the end of the area is a Blue Teleporter, so step inside it to get taken to a new part of this Infinite Corridor.

Alright, when you're here, you'll see a Green Teleporter. IGNORE IT. It will take you back to the beginning of the corridor. So head into the northern White Teleporter and kill the enemies along the way. When you enter the White Teleporter, you'll enter into the last area of this obnoxious place...

Save your game at the Save Point to the right, and kill the enemy to the north. Enter into the Special Green Teleporter to the North, and you'll be taken to...

```
-----\\
Tower of Judgment =====(latojt)
-----
=| ITEM CHECKLIST =====|
|   o 2 Glass Statue(s)   o Vitality Orb           o 2 Yellow Lapis(s)   |
|   o Blazecane           o Star Sand*           o Ash Lumber*        |
```

	o Stitch Orb*	o 2 Stardust(s)**	o 2 Bat Wing(s)	
	o Tattered Doll	o Narcissus	o 3 Silver Ring(s)	
=	ENCOUNTERABLE ENEMIES =====			
	Perro Diablo	Sedna	Fah	
	Foul Gel Blob	Sting Worm	Force Eater	
	Tibia	Evil Wisp	Yugool (Boss)	

* These Items can be gotten from using the Special Harvest Point in the area.

** One of these Stardusts comes from Purifying a Force Site, and the other comes from infusing Force at a Special Harvest Point.

MY RECOMMENDED LEVELS: Cecilia - 11
Rafael - 11

When you get here, head to the right of this area and you'll trigger a scene. During the scene, when Rafael decides to go and meet the figures that are also in this area, you'll be given 3 choices.

- **1. I dunno... ---> Destruction
- **2. ...Is it safe? ---> Neutral
- **3. Yeah, let's go. ---> Creation

Each one leads to the same outcome, so choose whichever one that you would like to choose, and watch the rest of the scene. When Cecilia wonders about Irene's hair, you'll be given 3 options...

- **1. ...Like a middle-aged woman's. ---> Destruction
- **2. ...Like a bunch of baguettes. ---> Neutral
- **3. ...Totally unique. ---> Creation

All three of them are pretty funny, but they lead to the same outcome. So choose whichever one you want, and then watch the rest of the scenes. At the end, Ralu will gain the ability to use Fusion, which basically is your way of getting New Armors and Spirifacts in this game. The game will give you an instructional page about Item Fusion. After that, enter the Red Teleporter to the left. (The White Teleporter will send you to a place that you probably shouldn't be at in this point of the game...)

=====

You should be in "Inside the Tower 1". Use the Save Point to the right of this area, and head north. By the way, doesn't this place have awesome music? Hahahaha, okay, I'll get back on track. This area is significantly harder than the previous areas, so you might want to think about upgrading your Ragnafacts. For example, upgrade the Holy Riafalt's Tech Level twice so that you can now use Divine Favor and Saintly Fire. For the Grantein, upgrade its Tech Level once and you'll get Power Break. After that, you can do what you want with the rest of your FP, but be sure to save some for Restores.

Oh, I almost forgot. Remember Ralu's new ability? Well, you might want to experiment with that a bit. Since this new area is quite difficult, having new Forcefacts to equip will help you out a lot. Take for instance, the Ash Barette. If you Fuse that, Cecilia will have a much easier time in this place. If you Fuse Traveler's Shoes, then you'll be better off than before. So just try new things! It never hurts to experiment!

When you near the bluish pillar, perform a Force Scan to get 2 Glass Statue(s). Head north again and kill the enemy there. Keep heading north until the path

turns to the east. Now follow the path east and when you see a path leading to the south, enter that path. Kill the enemy that is guarding this path, and continue heading south until you see a chest. Open it to get 3 Yellow Lapis(s).

Now head out of the dead end and head west. Take the southern path, and when you get back to the bluish pillar, take the western path. If you pass under the platform with the chest on it, then you know that you're going the right way.

At the end of the western path, there will be a path leading to the north. Start following it, and kill the enemy that's standing on the path. When the north path branches off to the east, head onto the east path and kill the enemy that is there. Follow the eastern path all the way to the end, and open the chest there for a Blazecane.

Head on back to the Save Point, and save your game. Now head to the eastern part of this area, and kill the enemy that is patrolling that area. Now head all the way east and then head south. Enter the Teleporter and exit this area.

=====

You should now be in "Inside the Tower 2". From where you are, head south and you'll see a dark Orb. Use a Force Scan next to it, and you'll activate what I call a "Special Harvest Point", because that's exactly what it is. It's a Harvest Point, but it requires you to spend FP in order to get the Items. From this particular Special Harvest Point, you can get the Items shown below:

Ash Lumber, Stitch Orb, Stardust, Star Sand

I'd definitely recommend getting the Stitch Orb, because that Spirifact is usually not gotten 'til later on in the game. Plus, the cost of infusing Force is so low... 30 FP is all it takes to get these awesome goodies. However, after infusing Force 9 times, the Special Harvest Point will stop working. That sort of sucks, but it also means that by spending a mere 270 FP, you can get all the Items above. Awesome, right?

Anyways, let's head on with the story. Exit the dead end and head east. Kill the enemy to the east and when you see the path to the north, go ahead and turn onto it. Kill the enemy that is patrolling it, and exit this area by using the exit to the north.

=====

Coming here is not essential to moving along in the Story's plot, but extra treasures never hurt anyone. You will be in the Second Annex. Head north from where you are and then head west. Kill the enemy that is standing there, and when the westerly path ends, head south. Ignore the path to the north because the paths up there are useless. They don't have anything.

Okay then, let's pick up some treasures, shall we? When you get to the end of the southern path, turn to the left and perform a Force Scan to get 2 Bat Wing(s). Now keep on heading left and kill the enemy there. Enter the little circlish room to the left and open the treasure on the top to get a Tattered Doll. Open the chest to the south to get a Narcissus. Now exit the Annex and head back to "Inside the Tower 2".

Walk into the path to the right and kill the enemy that is wandering around here. Follow the path until it ends, and then head south. Defeat the enemy on the southern path, and then kill the enemy at the end of the southern path.

After those battles, save your game by using the Save Point on the right, and head over to the Force Site on the left. However, before Purifying it, execute a Force Scan next to it to receive a Silver Ring. Now Purify the Force Site, and you'll encounter the enemies in the formation shown below:

T T T = Tibia

Go all out in this battle. Have Rafael use Ogre Blade, and have Cecilia use Sainly Fire. These Tibias really can't deal that much damage, so if you just spam the said Skills, you should end up with another Purified Force Site. After the battle, you'll get a Stardust.

=====

Save your game again if you feel the need, and head east. Get ready for a Boss Battle with...

```
||
|| BOSS: Yugool                            EXP: 326                            ||
|| Aspect: Crimson Lotus                FP: 104                            ||
||
|| Attacks: Flame Wall - Deals about 150 damage to a row of your    ||
||                                                                            Party.                                                                            ||
||                                                                            Granite Grave - Deals about 120 damage to a single Party    ||
||                                                                            Member.                                                                            ||
||                                                                            Heat Hand - Deals about 100 damage to a single Party        ||
||                                                                            Member.                                                                            ||
||
```

Strategy: Have Cecilia take care of the Evil Wisps, and have Rafael use Power Break on the Yugool (if you have it). If you do not have Power Break just start hitting the Yugool with Ogre Blade. If you feel the need, you can have Rafael use Gemini Boost in the beginning of the battle, but if you feel that you can take care of the Yugool without it, then be my guest.

Be sure to watch out for the Evil Wisp's Life Razor, because that can deal quite a lot of damage in the long run. Also, make sure that your Party Members are not in the same row; keep one in the front and one behind. Preferrably, the one in front should be Rafael. Making sure that your Party Members are in different rows will prevent the Yugool from damaging your whole Party with its Flame Wall.

After the battle, watch the following scenes, and use the Force Site again if you have to. Save your game again, and head back into the area where you fought the Boss. Head northwards and grab the chest there for 2 Silver Ring(s). Now exit this dead end, and head to the Altar in the middle of the Boss Area. When you approach it, an exclamation point should appear above Cecilia's head. When you get this notification, interact with the Altar and watch the following scenes.

Now that the door is open to the south, go ahead and head south. Follow the path to the Teleporter, and when you approach it, you'll trigger another scene. Watch it, and the first phase of Cecilia's Story will have ended. Fun, wasn't it? :)

house and to the left of the house are a couple of pots. Perform a Force Scan next to those pots, and you'll locate a treasure in a wooden box above the pots. This will give you 2 Oak Lumber(s). Now exit the platform that the house is standing on.

Walk to the right, and locate the axe that is lying next to a pile of wood. The pile of wood is located right next to the house's stairs, if that helps at all. Examine the Harvest Point there for 3 Ash Lumber(s). Now perform a Force Scan next to the sand bags on the east, and you'll get 2 Star Sand(s). Head north of this area and perform a Force Scan. A treasure chest should appear, and inside of that treasure chest is a Malleus. Locate the barrels that are opposite from the chest you just opened. Execute another Force Scan next to them, and you'll get 2 Green Lapis(s).

You're done getting all the treasures here, so head back south and use the Save Point. Before heading out, you might want to Fuse some stuff for Luffina, like an Ash Barette and a pair of Traveler's Shoes. Now head out of this area.

=====

From here, go ahead and head all the way north. Kill any enemies that you encounter along the way, and when you see a path leading to the east, go ahead and take it. This will lead you to the Altar of Nerval.

-----\\

Altar of Nerval =====(1aaone)

```
-----\\
Altar of Nerval =====(1aaone)
-----\\
=| ITEM CHECKLIST =====|
|   o Power Orb           o 2 Lihit Grass(s)       o Mistletoe           |
|   o Sheng Long Chain    o Regaledge             o Electric Orb        |
|   o 2 Evil Feather(s)   o Copy Doll             o Hydracane          |
|   o Purity Bracelet*    o Wind Ring*           o Meteor Necklace    |
|   o Stardust            o Swift Orb            o Defense Orb        |
|   o 2 Mantis Blade(s)  |                          |
|                          |                          |
=| ENCOUNTERABLE ENEMIES =====|
|   Soloma                Fah                    Sting Worm           |
|   Foul Gel Blob         Sedna                 Mani                 |
|   Zephyra               Mimic                 Evil Wisp            |
|   Rafflesia             Shade                 Faust (Boss)        |
|                          |                          |
```

* You can get the Purity Bracelet by killing an enemy inside of a chest, but you can get a Wind Ring by spending 30 FP to open that chest.

MY RECOMMENDED LEVELS: Cecilia - 14
Rafael - 14
Luffina - 14

Watch the scenes that follow and when you regain control of Cecilia, head southwest and you'll see a treasure at the end of the dead end. Open it for a Power Orb. Now head northwest, and at the end of THIS dead end, there will be a Harvest Point. Examine it for a Mistletoe. Now head into the center circle of the entrance, and execute a Force Scan. You'll obtain 2 Lihit Grass(s).

Now enter the Altar of Nerval.

=====

From where you are, start walking north. If you try to exit this main hallway

by using the northern hole, then Gardner will stop you. So head west and kill the enemy to the north of you. Now head south, and when that path ends, head west again. Kill the enemy that is patrolling the area, and when you get to the southwestern-most room of this area, perform a Force Scan near the crack. Examine the crack, and you'll get two options:

- **1. Attack it!
- **2. That's vandalism!

Sure... It is vandalism, but if you gain from it, then it's okay! ... At least in this world... So choose the first option and you'll pay 30 FP to break that part of the wall down. Enter the hole that you just made, and just follow it all the way until you exit the Altar.

You'll find yourself outside. Follow the dead end to the chest, and open the chest for a Sheng Long Chain. Now head back into the hole and get back into the Altar of Nerve.

After exiting the hole, kill the enemy that respawned here. Head into the dead end to the north, and open the chest to get a Regaledege. Now exit this dead end and then start heading north. Kill the enemy to the north, and kill the enemy there. Walk a little to the west, and open the chest there for an Electric Orb.

=====

Kill the enemy to the south, and walk around the U-turn. Once you get to the end of the U-Turn, perform a Force Scan to get 2 Evil Feather(s). Now exit the area by using the staircase above you.

In this new area, kill the enemy to the south. Turn onto the first path to the right, and follow it to the chest. Open it for a Copy Doll. Now exit the dead end and go all the way to the end of this area. There should be a switch at the end. Interact with it, and you'll be given two choices:

- **1. Pull it
- **2. Leave it be

Choose the first option, and a new path will appear in a different area. Exit this area by using the staircase to the north.

From here, follow the U-Turn and exit this area by using the exit on the left.

=====

From here, head southwards and avoid the dead end to the west. Enter the second dead end, and open the chest there for a Hydracane. Now exit this dead end, and enter the path to the right. Follow the path to the south, and then turn to the right when you see the chest. See the dark mist coming out of it? That means that you have to Infuse Force in order to open it. Go up to it and interact with it. You'll be given 3 choices:

- **1. Infuse Force
- **2. Just open it
- **3. Leave it alone

The first choice requires you to use up 30 FP. However, if you chose the second option, you'll encounter a Mimic. This monster can be a threat to your Party because of its Life Drain Skill. That deals about 150 damage and heals about 80, so you might want to just get out all your good Moves before the

Mimic heals. After the battle, you'll get a Purity Bracelet from the chest.

However, if you chose the first option, you'll get a Wind Ring. Personally, I think that the Purity Bracelet is more useful, but if you think otherwise, you can spend 30 FP instead of killing the Mimic.

Anyways, back onto getting through this place. Head south from the dead end, and then perform a U-Turn like turn. This is one long dead end, but there is a chest at the end. Anyways, follow the path north and then kill the enemy that is hanging out in the hallway. Open the chest at the end for a Meteor Necklace. Go ahead and equip that to Cecilia.

Now exit this dead end and head south again. Just follow the path to the right and once you get to the end, walk down the staircase to the right and exit this area.

=====

In this new area, head west and kill the enemy here. Head all the way to the west and you'll see a Force Site. Go ahead and Purify it to get into a battle with a Rafflesia.

For this battle, watch out for Poison Spore. Poison may not seem like a big thing at first, but when you start getting into low HP, Poison may be just enough to give you a Game Over. Have Rafael use Gemini Boost, and every turn after that, let him use Power Break. Overall, this battle isn't that hard. After the battle, you'll get a Stardust.

Once you finish Purifying the Force Site, head south again, and then head to the east. Follow the path all the way to the east, and at the end there'll be a chest with a Swift Orb inside of it. Now about face and head all the way to the west. Kill the enemy along the way and then when you get to the end of the western path, head straight north. You should be led into another dead end with a chest inside of it. Open it to obtain a Defense Orb. Now perform another U-Turn-ish thing to the right, and when you see the Save Point, perform a Force Scan to get 2 Mantis Blade(s). Then save your game.

Once you've saved your game, go ahead and walk up to the big red double doors to the north. Interact with them by pressing X and they should open. Enter the newly-accessible room.

=====

Watch the following scenes and you'll engage in a battle with the enemies shown below:

S S = Shade
S S

This battle isn't actually that hard either. Just have Rafael use Gemini Boost as usual, and have Luffina use Plasma Wave. These Shades just have quite a bit of HP. That's the only thing that differentiates this battle from a normal battle. Anyways, after the battle, watch the rest of the scenes and you'll engage in a Boss Battle with Faust.

	BOSS: Faust	EXP: 1700
	Aspect: Cerulean Flame	FP: 350

```

|| Attacks: Life Shaver - Takes away a percentage of your HP. ||
|| Astral Liquid - Nullifies Elemental Resistances for one ||
|| Party Member. ||
|| Vandalize - Deals about 200 damage to a single Party ||
|| Member. ||
|| Delete - Deals about 550 damage to a single Party ||
|| Member. ||
|| Psycho Crush - Deals about 250 damage to the whole ||
|| Party, and has a chance of inflicting the ||
|| Fear Status. ||
|| _____ ||

```

Strategy: Rafael, Gemini Boost. Cecilia, Standby for healing. Luffina, Bolt Strike. When Faust uses Delete, that'll probably automatically kill one of your Party Members, so either use one of your Spirifacts to deal with it or just play with one Party Member down. Overall, this isn't that difficult of a battle, but be sure to watch out for Faust's Delete.

If you lose the battle, the Story will continue on, but you won't gain any EXP or FP, so I suggest that you start over if you lose. I mean, there is just a scene to watch plus a battle with some Shades, so you haven't lost that much progress.

Watch the scenes after the battle, and witness the true hideous nature of Faust... Anyways, when Gardner begs you to save Luffina, Cecilia will be given some choices...

- **1. I can't! ---> Destruction
- **2. But... ---> Neutral
- **3. ---> Creation

Don't be a coward. Choose the third option. I'm pretty sure that the first one helps Destruction, so if you want to save the world, pick the third choice. After the scenes, head down south and use the Save Point. Use the Force Site if you have to. Now exit the area.

=====

Watch the following scenes, and then once the scenes are done, head out to the World Map. There are some sidequests to do in Palfina Temple after you've finished with the Altar of Nerverl, so if you want to do them, go ahead and get to the Sidequest section of this Guide to check them out. (The specific section is (cqptan).) However, if you don't want to do them, just go ahead and travel to the Tower of Judgment.

-----\\
Tower of Judgment =====(latoj2)

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=| ITEM CHECKLIST =====|
|   o Energy Mist           o Battle Bracer           o 4 Blue Lapis(s)      |
|   o Element Will*        o Red Lapis*             o Stardust***          |
|   o Igneous Orb*         o Purity Bracelet        o 2 Fairy Wing(s)     |
|   o 2 Rotten Cloth(s)    o Serontosphere**        o Blue Lapis**         |
|   o Tiger's Claw**       o Slash Feather**        o 3 Steel Shard(s)    |
|   o Vitality Orb         |                               |
|                           |                               |
=| ENCOUNTERABLE ENEMIES =====|
|   Spinel                 Soloma                    Fah                       |

```

	Alice	Laplace	Charon	
	Perro Diablo	Armor Beast	Tibia	
	Giant Mantis	Goetia	Quail (Boss)	
	Mimic			

* These Items can be gotten by spending 100 FP at a Special Harvest Point.

** These Items can be gotten by spending 300 FP at a Special Harvest Point.

*** You can get Stardusts in this area by two different ways. One, by using a Special Harvest Point. Two, by Purifying a Force Site.

MY RECOMMENDED LEVELS: Cecilia - 16

Rafael - 16

Instead of going straight to the Chamber of Guidance, go to the Tower Entrance. From there, head to the Force Site in the distance. Go ahead and Purify it, and you will encounter the enemies shown below:

S S = Soloma
F F F = Fah

This battle is really easy. Just focus your attacks on the Soloma, and after the battle, you'll get an Energy Mist. Once you've finished with that, head east to the Save Point and save your game. Now head north and enter the Guidance Chamber.

=====

In the Guidance Chamber, you'll notice that there is no new Teleporter available. However, you can activate one of them. Head southwest and head next to the Brown Teleporter. An exclamation should appear above Cecilia's head. Interact with the Teleporter, and you'll have activated the Brown Teleporter. Walk inside of it, and you'll be taken to "Inside the Tower 3".

Head north, and then take the turn to the right. Kill the enemy there, and keep heading east until you find the treasure chest. Open the chest for a Battle Bracer. Now head north and kill the enemy there. Once the northern path ends, head a little to the east and defeat the enemy there also. Once the eastern path ends, head on south. Once you see a path leading to the west, enter it and once you get to the end, perform a Force Scan. You'll gain 4 Blue Lapis(s).

Exit the dead end and keep heading south. Perform a Force Scan to activate the Special Harvest Point. If you interact with it, you'll be given a choice of spending 100 FP to get an Item. The Items that you can get from this Special Harvest Point are shown below:

Element Will, Red Lapis, Igneous Orb, Stardust

After 9 Infusements, the Special Harvest Point will fade. For only 900 FP, you can get all of the Items above, so I really do recommend spending that 900 FP.

=====

Anyways, once you finish Infusing, head north from your position and keep following the path north until you reach the Teleporter. Kill the enemy that is standing right in front of the Teleporter, and then after the battle, step into the Teleporter. You'll be taken to "Inside the Tower 4".

From where you are, head east and then head south. Kill any enemies along the

is completely fuzzed out! Grrrr!!! I guess we're going to have to beat this area without the help of our trusty ole Mini-Map.

... Dang, it's hard to navigate this area without the awesome radar assistance that the Mini-Map gives you... Plus, you might also figure out quite quickly that if you step into the wrong area at the wrong time, you'll be sent to the beginning of the place. Sucks, right?

Well, standing here and wondering what to do is not going to get us anywhere, just like Rafael said, so let's get our butts moving. Head north and kill the enemy there. Now keep walking through the sand to the northeast until you see a Lost Drake wandering around. Talk to him and he'll notify you that you have to follow the spinning Pinwheel Flowers in order to get to the Dragon's Abyss. However... Ralu is going to be our savior here. You have to use a Force Scan next to the Pinwheel Flowers to see if they are really the ones that you have to be following.

=====

Below the Lost Drake, there should be a little Cave of some sort. Head west into that cave, and follow it to the chest at the end. Open the chest for an Invigorating Orb. Head back through the caves, and head a little south. You see the path to the southwest? Yeah, take that path and kill the enemy there also.

There'll be quick sand in this place, so it might hinder your movement a little bit. Move northwards a little bit and examine the Harvest Point there for a Banero. Perform a Force Scan in the middle of the quick sand and this should land you 5 Star Sand(s). If you keep following the directional flow of the quick sand, you'll find yourself next to a crag. Enter that crag to find a new place of the Endless Sands.

In this new area, you'll see two major things: a gigantic Dinosaur Skull, and an Aberant Force area. The Aberant Force areas are not useful to us right now, but later on in the game, they are essential for a Sidequest. So ignore them for now. However, enter the Dinosaur Skull and examine the Harvest Point there for 3 Purple Lapis(s). Now head back out of the crag.

Exit this area by using the exit to the north.

=====

In this new area, you'll notice that there's a White Flower right next to you. These are the infamous Pinwheel Flowers. Anyways, this Flower isn't spinning right now, so just leave it alone. Head north and kill the enemy there, and keep heading north. There'll be another enemy in your way, so go ahead and kill it.

When you see a path heading to the west, follow it and kill the enemy there. Now there are two paths that branch off from the western path; one that heads a little northwards, and one that heads a little southwards. Take the one that heads a little northwards and there should be another one of those secret Cave things. Enter into it and follow it to the end. There might be enemies waiting for you inside the tunnel, so you might want to keep your guard up.

Once you get to the end of the tunnel, you'll appear in a quick-sand sort of area where you can't run. When you enter the next tunnel to the north, perform a Force Scan to get 2 White Lapis(s). Keep on following the path to the north and you'll enter another clearing with a Cactus at the end. Examine the Cactus and you'll find... that this thing actually talks. Wow, no wonder this is a

video game... :P

Well, basically, the Cactus's name is "Penelope Prickles" and she wants some water. You'll be given two choices:

**1. Sure.

**2. No can do.

This is the beginning of a sidequest, so go ahead and choose the first option. Once you choose the first option, you'll get more choices:

**1. Holy Water

**2. Royal Liquid

I've only included these Liquids because they were the ones that I had at this point in the game. I'd suggest that you give Penelope the Holy Water because they are easier to obtain than Royal Liquids. Once you've given her the Holy Water, head back to the entrance of the small Cave.

=====

Once you've exited the Cave, take the southern western path this time. You'll see a Pinwheel Flower here. Perform a Force Scan, and the Pinwheel Flower will start spinning! This means that this is the right way! So use this exit, and you'll come out to another area of the Endless Sands.

In this new area, head west and save your game at the Save Point. Now enter the sand hole to the western-most part of this area, and kill the enemy there.

(Note, you should be careful in these battles because some of them contain 5 Sand Worms. These Worms can quickly dispatch your whole Party if not taken care of in the right way, so watch out and save often!)

Run out of the hole after the battle, and this time, head all the way to the east. Do not go in any other holes... yet. Do you see the dinosaur spine? Yeah, go in there. Open the chest there for a White Lapis. Now head a little to the south to the Force Site, and Purify it to encounter the enemies below:

G		G = Giant Mantis
S	S	S = Sand Worm

Do whatever it takes to win this battle. You need this victory. Ogre Blades, Power Breaks, Saintly Fires, whatever. Just make sure you win. The Sand Worms have about 300 HP each, so one Ogre Blade plus about 2 Release Forces should kill it. The Giant Mantis is nothing you haven't faced before, so just deal with it the regular way. After the battle, you'll obtain an Energy Mist.

=====

Head back to the Save Point and save your game. Now head into the sand hole directly under the Save Point and perform a Force Scan to get a Capy Doll. Now enter into the sand hole southeast of your current hole, and kill the monster there. Now enter into the sand hole to the west, and head into the next sand hole to the southwest. Kill the enemy there.

After that battle, perform a Force Scan to get another Banero. From your current sand hole, head into the southeastern-most hole and perform another Force Scan. You'll get 2 Star Sand(s). Now head into the hole at the top, and then take the path to the southeast. When you see the flower there, perform a Force Scan, and it will start spinning. Exit this area by using that exit.

If you pay close attention to your surroundings, you'll notice that you've already seen this area before. However, don't be discouraged. You're supposed to be here. Anyways, head southeast and kill the enemy there. Head northeast and kill the other enemy that is patrolling that area, and once that path ends, take the northwestern path. You'll see another Pinwheel Flower. You know what to do; perform a Force Scan next to it and watch it spin. And spin. And spin. Of course, don't watch it too long because you might get dizzy and disoriented... :P Now exit this area by using the exit to the north.

In this new area, you'll notice that you're back in the area with the Force Site. Use the Force Site if you have to, and head north to the Save Point. Save your game and head north. Perform a Force Scan next to the Pinwheel Flower there, and it'll start spinning also! Exit this area by using the exit to the north.

=====

Walk across the bridge to the northwest, and watch the following scenes. After watching the scenes... Guess what? A Boss Battle! ;)

```

||
|| BOSS: Mother Worm EXP: 8000 ||
|| Aspect: Pearl Light FP: 255 ||
||
|| Attacks: Suna Arashi - Deals about 150 damage twice to a row of ||
|| Party Members. ||
|| Swallow - Deals about 200 damage to the whole Party and ||
|| messes up the Formation of your Party. ||
|| Sandstorm - Deals about 250 damage to the whole Party. ||
||

```

Strategy: Watch out for Sandstorm. That move is just obnoxious. Suna Arashi deals more damage overall though, so you might want to watch out for that move more... Anyways, have Rafael Gemini Boost himself, and every turn after that, let him use his Air Render or Power Break. Whichever one fits your situation. Have Cecilia stay on standby for healing. In fact, if you get below 300 HP for any of your Party Members, use Healing Baton.

Just to let you know, you don't have to beat Mother Worm in order to move on in the Story. The Story will just go on the same way. However, if you do beat Mother Worm, you'll get a helluva lot of EXP. So try to beat it, okay? If you can't, that's fine, but you definitely can if you use the right Skills at the right time.

Watch the scenes after the battle, and you'll end up...

```

-----\\
Mother Worm =====(lamowo)
-----

```

```

==| ITEM CHECKLIST =====|
| o 2 Blue Lapis(s) o Burlap Cloth o 2 Dividing Liquid(s) |
| o Decoy Doll Alpha o Energy Mist o Gaiacane |
| o 2 Majin Cloth(s) o 2 Mercury(s) o Pumpkin Doll |
| o Queenova o 2 Amber(s) o Sweet Recipe |
| o Teddie Doll o 2 Black Lapis(s) |
| |

```


= ENCOUNTERABLE ENEMIES =====			
	Spinel	Charon	Giant Mantis
	Perro Diablo	Alice	Stall Worm
	Tigerlily	Tibia	Mimic

MY RECOMMENDED LEVELS: Cecilia - 21
Rafael - 22

No, I am not joking. You end up INSIDE the Mother Worm. Well, watch the scenes that follow and when Ralu starts rambling about gastrointestinal functionality, Cecilia will be given 3 choices:

- **1. I don't care. ---> Destruction
- **2. Is this destiny? ---> Neutral
- **3. It's not fair! ---> Creation

Choose whichever choice you would like, and watch the remaining scenes. Once you regain control of Cecilia, head southwards and examine the Harvest Point next to the Barrels for 2 Blue Lapis(s). Perform a Force Scan here also, and you'll get a Burlap Cloth. Now head northwards and save your game at the Save Point ahead. Before setting off, you might want to Fuse some more Items for your Party. Just Fuse the available ones that you CAN Fuse that will actually up your stats, and equip them to your Party Members.

Head northwards, and you'll find a Dying Youth on the ground. As cold as this may seem, you're going to have to ignore him for now. There's nothing you can do for him. Anyways, kill the enemy to the north of the Dying Youth, and take the path to the left. Kill the enemy in the small opening in the path, and keep walking north. Hug the right wall, and eventually, you'll come to a secret little passage. This will lead you to a chest with 2 Dividing Liquid(s) inside of it.

Exit the little area via the secret passage, and kill the enemy that is hiding behind the little pillar-like object. Now make your way to the west, and you will notice that... there's a pool of greenish fluid blocking your way. It must be the digestive juices of the Mother Worm... But you can't get through this area without crossing this hideous pool. So go ahead and cross over.'

=====

Open up the treasure chest on the other side for a Decoy Doll Alpha. Walk in a southerly direction, and when you see a fork in the road, take the fork on the right. This will lead you to a Force Site. Go ahead and Purify the Force Site and you will encounter some enemies in a formation shown below:

S S = Stall Worm
T T T = Tigerlily

This battle may be a bit difficult. Let Rafael do all the dirty work, and have Cecilia heal for most of the battle. As usual, let Rafael start out with Gemini Boost and have Cecilia use Divine Favor. These Tigerlilies seem to abuse the "Sleep" status, so you might want to equip some Sleep Rings or something that wards off Sleep before battle. This battle is quite difficult, because the Tigerlilies render you useless, and then the Stall Worm comes in for the kill.

After the battle, you'll obtain an Energy Mist. Now exit this dead end and take the other path. Kill the enemies there, and keep heading south. Head all the way south, and then take a turn to the left. Keep following the path until

you find the green pool, and head northwards. Kill the enemy there, and when you see the second green pool on the right, turn into it. Open the chest on the top for... a battle with a Mimic. Great. And this is one hell of a strong Mimic.

After the battle, you'll get a Gaiacane. Now head on down to the next treasure chest, and... you'll find another damn Mimic. At least this one isn't nearly as hard. After the battle, you'll get 2 Majin Cloth(s). From here, head north and you'll notice a Pumpkin sitting on top of a pillar. Examine the Harvest Point there to get 2 Mercury(s). Now head northwards and save your game at the Save Point. Perform a Force Scan to the left, and you'll obtain a Pumpkin Doll. Now start heading towards the west, and watch the scenes that follow. Now exit this area.

=====

Watch the scenes that follow, and when Philia asks you if you are all set, you will get 2 choices:

- **1. I'm all set.
- **2. I'm not ready.

Choose the second option; we have more treasure hunting to do. Head up the stairs to the north and open the chest there for a Queenova. Perform a Force Scan near the Pot with green stuff inside of it for 2 Amber(s). Now execute a Force Scan near the bookshelf to get a Sweet Recipe. Perform another Force Scan near the Teddy Bear to get a Teddie Doll. Head south to the mirror and use one last Force Scan to get 2 Black Lapis(s). Now talk to Philia, and head out of here.

```
-----\\
Endless Sands =====(1aeds2)
-----
=| ITEM CHECKLIST =====|
|   o Stitch Orb           o Tiger's Claw           |
|                           |                           |
=| ENCOUNTERABLE ENEMIES =====|
|   ---                    |
|_____|
```

Right when you get here, Ignus will join your party. Finally, a legitimate badass on our team. Anyways, head northwards and perform a Force Scan next to the dinosaur skull. A treasure chest will appear, and inside that treasure chest is a Stitch Orb. Now head northwards and exit this area.

Head northwards and you'll trigger a scene. When you regain control of Cecilia, head towards the small dinosaur skull and execute a Force Scan. You will obtain a Tiger's Claw. After getting the Tiger's Claw, head into the Teleporter.

```
-----\\
Dragon's Abyss =====(1adrab)
-----
=| ITEM CHECKLIST =====|
|   o Fur Bandana          o 4 Red Lapis(s)          o 2 Rotten Cloth(s)   |
|   o Energy Mist         o Delicate Recipe        o 2 Dividing Liquid(s)|
|   o Dragon Blood        o Decoy Doll Beta       o Torn Document       |
|   o Stamina Recipe      o 5 Lihit Grass(s)      o Arnon Gem           |
|   o 2 Ororon Doll(s)    o 3 Sharp Fang(s)       o Resurrection Orb    |
|   o Stardust            o Strength Orb          o 3 White Lapis(s)   |
```

	o Millenium Laver	o 3 Firefly Laver(s)	o 3 Ash Lumber(s)	
	o Star Sand	o Speed Trinket	o Elegant Wing	
=	ENCOUNTERABLE ENEMIES =====			
	Perro Diablo	Armor Beast	Giant Mantis	
	Baskerville	Brutal Mantis	Alice	
	Tibia	Drakon	Charon	
	Mimic	Virtus (Boss)		

MY RECOMMENDED LEVELS: Cecilia - 22
Rafael - 22
Ignus - 21

Watch the following scenes, and when you regain control of Cecilia, head to the Save Point in the north. You can get there by cutting across the inside of the Teleporter, so don't just walk around the whole path before you know what you are doing. After saving, start equipping stuff on Ignus.

From where you are, head south, and you should see a bridge. Follow that bridge, and after crossing it, head west. At the western-most part of this map, perform a Force Scan and a treasure chest will appear. Open it for a Fur Bandana. Equip it to either Rafael or Ignus, and start moving on.

Once you cross the bridge to the north, head west. Once you see two small rocks poking up out of the ground, perform a Force Scan to get 4 Red Lapis(s). Now head north, and exit this area by using the stairs on the left.

=====

You'll notice a black pool to your left. Perform a Force Scan next to it to get 2 Rotten Cloth(s). Now head into the house in the southwest, and talk to the Drake in front of the house to figure out that something is fishy here... Anyways, enter the Storehouse of the house, and perform a Force Scan there to obtain a Stamina Recipe. Exit the house.

Now make a U-Turn into the path with an octagonal Altar, and talk to the Drake on the right. He'll ask you if you can give him a taste of the stuff you are carrying, and you'll have two choices:

- **1. Shiitake
- **2. No.

Give him the mushroom and he'll double over in disgust. (... Personally, I think that Shiitake mushrooms are awesome. He's just picky. :P)

Head northwards again and confront the Force Site. You'll encounter the enemies in a formation shown below:

```

BM           B           BM = Brutal Mantis
              B = Baskerville

```

You haven't seen these guys before, so you might want to be a little cautious. Focus your attacks on the Baskerville first because the Brutal Mantis has a lot more HP. The only real damaging attack that the Brutal Mantis has though is the Laser Drill, so you shouldn't have any trouble as long as you heal when damaged.

After the battle, you'll not only get a lot of EXP, you'll also get an Energy Mist.

=====

Head north, and then take a turn to the east into the Drake's kitchen. Perform a Force Scan in the Pantry and you should get a Delicate Recipe. Now exit the house to the south and execute another Force Scan near the dark pool. You should get 2 Dividing Liquid(s). Now head east and step onto the dinosaur spine bridge. However, you'll notice that the bridge is not connected. Interact with the spine bridge, and you'll be given the choice to repair the spine bridge for 100 FP. Choose yes, and cross the rest of the bridge.

Kill the enemy that is waiting for you on the other side, and head south across the bridge. Defeat the enemy there also, and open the chest there for a Dragon Blood. Head northeast, and you'll notice that there's another dinosaur spine bridge. Do the same thing as last time, and open the chest on the other side for a Decoy Doll Beta. Now talk to the "Cool Drake" that is in the same general area as you, and when he starts talking about sweat, you'll be given two choices:

- **1. Want this rag?
- **2. Offer nothing

Pick the first choice, and you will give the Worn Rag to the Cool Drake. In return, he will offer you a Torn Document. Now head on back to Regnum's house, and talk to Regnum inside the House. Watch the scenes that follow, and when Regnum asks you why you're searching for the Monoliths, you'll be given 3 choices:

- **1. To gain power. ---> Destruction
- **2. To help people. ---> Neutral
- **3. To keep order. ---> Creation

Choose whichever one you want, and watch the remainder of the scene. When you regain control of Cecilia, head west and exit the area by using the staircase on the left.

=====

In this new area, you'll notice that there are a lot of dinosaur spine bridges. Well, yeah. You're going to have to manipulate them to get across to the other areas. So from where you are, kill the enemy to the west and then take the bridge to the south. Kill the enemy at the end of the bridge, and then head west again. Kill the enemy there also and head north in the little loop area. Open the chest to get 5 Lihit Grass(s). Perform a Force Scan next to the black pool to get an Arnon Gem.

Now cross the long bridge back to the north, and go up to the small pillar. By interacting with it, you will either extend all of the red bridges and retract all the blue ones, or you will extend all of the blue bridges and retract all the red ones. You can't exactly do anything when the red bridges are extended, so extend all of the blue bridges.

Head across the blue bridge to the left and then when you get to the next platform, interact with the next pillar to extend the red bridges. Now head south and open the treasure chest in the dead end for an Ororon Doll. Perform a Force Scan next to the lone pillar in this dead end to get another Ororon Doll.

Head back up to the pillar and extend the blue bridges this time. Head across the blue bridge to the northwest and then head northeast across the gray

bridge. Interact with the pillar in the dead end to extend all of the red bridges. Now exit the dead end you're in, and take the red bridge to the north.

Kill the enemy here, and head across the really long bridge to the right. Now interact with the pillar below you to extend all of the green bridges. Retrace your steps to the long red bridge in the west, and cross that red bridge. Get to the Pillar in the dead end, and interact with it to extend the blue bridges. Walk across the blue bridge leading southeast, and then head across the newly made green bridge to the chest. Open the chest for a Resurrection Orb.

Now head back to the Green Bridge Pillar, and walk across the green bridge to the south. Walk across the next bridge to the northeast, and kill the enemy on the other side. Now head south, and exit this area by using the staircase on the left.

=====

In this new area, head south and then kill the enemy in front of you. Head south again, and walk down the stairs. Perform a Force Scan next to the black pool on the right, and this should land you 3 Sharp Fang(s). Now walk south, and Purify the Force Site below you. You'll encounter a Drakon.

For this battle, have Rafael do the main attacking. We want to save the Durability of Ignus' Malleus, don't we? Anyways, have Rafael use Gemini Boost and every turn after that, Power Break. You can throw in some Guard Breaks if you have extra turns, but our goal here is to make sure that this Drakon can't deal any severe damage. After the battle, you'll get a Stardust.

Now head south, and kill the enemy below you. Open the chest in the black pool for a battle with a Mimic. This Mimic is very weak, so you shouldn't worry about getting a Game Over. After the battle, you'll get a Strength Orb.

Start walking east now. You see the two purple torches? Well, past them is an invisible path. Yup, you can walk above the void. However, if you make a misstep and walk off of the invisible path, you will return to the start. So from where you are, head east to the next platform, and then walk to the next one after that. Kill the enemy there, and take the small path in front of the small red pillar to the east. Walk all the way to the chest, and open the chest there for 3 White Lapis(s). Now walk backwards a little bit and perform a Force Scan to get a Millenium Laver.

This time, instead of the path in front of the red pillar, take the one behind and walk all the way east to the next large platform. In this next large platform, take the path behind the red pillar and walk to the next platform. From this platform, head south and then examine the Harvest Point in the red pillars to get 3 Firefly Laver(s). Head east to the next mini-platform thing, and then head north. Walk the rest of the way to the next big platform, and open the chest there for 3 Ash Lumber(s). Examine the torch to the north of the chest, and it will say that "a large amount of sand has cascaded into the Dragon's Abyss."

Now you can fall off of the path, because there's nothing else to get. Step back onto the Main Path, and head east. Save your game at the Save Point, and interact with the green double doors to the north. Enter into the room.

=====

Watch the following scenes and save at the Save Point again. Enter the Monolith Altar again and examine the Harvest Point at the Monolith Altar to get

a Star Sand. Now head up the stairs to the left and open the chest at the end to get a Speed Trinket. Walk under the upper path that you just walked on and open the chest there to get an Elegant Wing. Exit the Monolith Altar.

Head to the northern part of this area, and to the right of the Drake Guard, there should be a staircase. Walk up it, and exit this area.

Remember this place? Well, luckily, there is a green bridge leading straight to the beginning of the area. So use that bridge to exit this area.

From here, head south and look to see what the commotion is about. Watch the following scenes, and get ready for a Boss battle between Ignus and Virtus alone...

```
||
|| BOSS: Virtus EXP: --- ||
|| Aspect: Cerulean Flame FP: --- ||
||
|| Attacks: Dragon Bite - Hits a single Party Member twice, dealing ||
|| about 50 damage in all. ||
|| Ignition - Deals about 100 Fire elementaldamage to a ||
|| single Party Member. ||
|| Rockcrush - Deals about 200 damage to a single Party ||
|| Member. ||
||
```

Strategy: ... This battle is not meant to be lost. In the middle of the battle, Virtus will just stop fighting, marking the end of the duel.

Watch the scenes that follow, and when Cecilia and Rafael step up to help Ignus, you'll be given 3 choices:

- **1. We'll help you! --- ...?
- **2. Isn't it a duel? --- ...?
- **3. I'm not leaving. --- ...?

Choose whichever choice, and watch Virtus talk about crushing you. It's quite the opposite, actually. Virtus is probably the easiest Boss you'll face throughout the story. Hands down.

```
||
|| BOSS: Virtus EXP: 4800 ||
|| Aspect: Cerulean Flame FP: 302 ||
||
|| Attacks: Dragon Bite - Hits a single Party Member twice, dealing ||
|| about 50 damage in all. ||
|| Ignition - Deals about 100 Fire elementaldamage to a ||
|| single Party Member. ||
|| Rockcrush - Deals about 200 damage to a single Party ||
|| Member. ||
|| Mind Counter - Counters Magic Skills with a two-hit ||
|| Skill. Deals about 100 damage. ||
||
```

Strategy: Virtus utterly sucks. He doesn't even deserve to be a Boss, but at least he gives us a boatload of EXP. Use a couple Bursts, and he's dead.

After the battle, watch the following scenes and head back to the first floor. Save your game, and exit this place by using the big Teleporter. It's time to return to the Tower of Judgment.

```
-----\\
Tower of Judgment =====(latoj3)
-----
=| ITEM CHECKLIST =====|
|   o Rock Bone*           o Fancy Fairy*           o White Lapis*           |
|   o Divinova*            o Soul Bangle             o 10 Healing Herb(s)    |
|   o 2 Gravity Stone(s)   o Energy Mist             o Alchemy Crystal*      |
|   o Aidsong*             o Irispira*               o Dragon Blood*          |
|   o Gravity Stone*       o Narcissus                o Mermaid Scale          |
|   o Lux Orb               o Purifying Orb           o Meteor Necklace        |
|                           |                           |                           |
=| ENCOUNTERABLE ENEMIES =====|
|   Acid Jelly             Tempter                    Sumatrae                  |
|   Isolde                 Rajh                       Femur                     |
|   Tigerlily              Golem                     Spinel                    |
|   Force Eater            Mimic                      Patella                   |
|   Varuna                 Sphene (Boss)              |
|                           |                           |                           |
```

* These Items can be gotten from a Special Harvest Point

MY RECOMMENDED LEVELS: Cecilia - 25
Rafael - 26
Ignus - 24

In the Pearl Chamber of Guidance, head up to the Green Teleporter and interact with it to activate it. Step inside of it, and you'll be whisked off to "Inside the Tower 5".

Before heading off, you might want to Fuse some new stuff for your Party. One Spirifact that I'd definitely recommend is a Mallady for Ignus.

Head north from where you are, and then take a turn to the west. Kill the enemy that is standing there, and when you come to a fork in the road, take the one to the south. This path will lead to a Special Harvest Point. Use a Force Scan to activate it, and when you interact with it, you'll be given the choice to spend 500 FP to get an Item. The Items that you can get from this Special Harvest Point are shown below:

Rock Bone, Fancy Fairy, White Lapis, Divinova

After 10 Infusements, the Special Harvest Point will stop working. I recommend that you get at least one Fancy Fairy, and if you have enough FP, the Divinova.

=====

Retrace your steps back to the fork in the road, and this time, take the north fork. That fork will lead to another fork. Take the north path again, and kill the enemy that is patrolling that area. Open the chest at the end for a Soul Bangle. Equip it to Rafael, and start heading back south.

Backtrack to the first fork, and head east. Once that path ends, start heading north. Kill the enemy there, and follow the path all the way to the north dead end. Open the chest there for 10 Healing Herb(s). Now exit this dead end and take the path to the east. Perform a Force Scan behind the Teleporter to get

2 Gravity Stone(s). Now Teleporter out of this area.

Head south, and then Purify the Force Site to encounter the enemies in a formation shown below:

S S = Sphira
F P F = Femur
 P = Patella

For this battle, kill the Femur first, and then focus your attacks on the Patella. If your HP should ever go below 300, heal. After the battle, you'll get an Energy Mist. Now start heading south again. Kill the enemy there, and take the path to the west. Defeat the two enemies lurking here, and once the path to the west ends, follow the path to the north to find another Special Harvest Point. Perform a Force Scan next to it to activate it, and you'll be given a choice of spending 1000 FP for an Item. The list of Items you can get from this Special Harvest Point will be listed below:

Alchemy Crystal, Aidsong, Dragon Blood, Irispira, Gravity Stone

After 10 Infusements, the Special Harvest Point will stop working. I suggest you get the Aidsong, and the rest of the Items are also very handy for Fusion.

=====

Now head south, and follow the path to the exit at the end. Kill any enemies along the way. Unless it's a Force Eater. If that's the case, just Flee, because Force Eaters are too difficult to kill at this point in the game. Once you exit this area, you'll be in the 6th Annex of the Tower.

Head all the way south and kill the enemy along the way. In the dead end there, there should be a chest. Open the chest there for a Narcissus. Now head back up north, and take a turn to the east. Kill the enemy there, and then head east again. At the top of the next southern path, perform a Force Scan to get a Mermaid Scale. Head south and kill the enemy there. Now walk all the way south into the dead end with the chest, and open the chest there for a battle with a Mimic.

This battle is tough as hell. Use all your Bursts and High-RP usage Skills... You can't afford to lose this battle. After 3 Air Renders, the Mimic will die. After the battle, you'll get a Lux Orb. Now head northwards, and then take a turn to the east. Kill the enemy patrolling that path, and then head north all the way into the dead end with the chest. Open the chest there for a Purifying Orb.

Well, that about wraps the 6th Annex up! So exit this area and head back to the Main Area.

=====

Use the Force Site if you need to, and then from the Force Site, head east. Take a little turn to the south, and then keep heading east. Eventually, you will walk straight into a Save Point. Finally! Save your game here, and when you are ready for a Boss Battle, walk to the left.

	BOSS: Sphene	EXP: 2218
	Aspect: Crimson Lotus	FP: 837

Watch the next scenes, and when the Turtillian Guards start questioning your presence, you'll be given 3 choices:

- **1. Use force! ---> Destruction
- **2. Show mercy. ---> Neutral
- **3. Let's not fight. ---> Creation

Choose whichever choice, and watch the following scenes. When you regain control of Cecilia, head west and perform a Force Scan south of the Save Point to get 2 Green Laver(s). Now head northwards and execute another Force Scan next to the Torch on the left of the entrance. This will land you 2 Night Drop(s). Now head to the eastern part of this area and open the chest there to get 10 Healing Herb(s). You can save your game at the Save Point if you would like, or you can just head north and enter this place.

=====

From where you are, head north-east, and walk into the dead end on the left. Perform a Force Scan here to get 2 Oak Lumber(s). Now head northwards and perform another Force Scan next to the statue in the north. This should make a chest appear, and inside the chest are 2 Tiger Skin(s). Now talk to the Lycan (White Tiger-looking animal) in front of the statue. His name is Bigabu Beaze, magistrate of Argent. Basically, he gives you rewards for the different Titles you've gotten. The game will give you an instructional page about Titles.

Now talk to Bigabu again, (say his full name quickly. Hear the perverted side of Sting? :P) and he'll reward you for killing 100 enemies. I'm completely sure you got this, because it's almost impossible to not defeat 100 enemies by this time. Anyways, for getting the "Reknowned Hero" Title, you'll receive the Cestite Key.

From Bigabu, head west, and when you enter the new room, there should be a chest to the north of you. Open it for a pair of Storm Shoes. Equip it to one of your Party Members. After getting the Storm Shoes, walk south to the next chest and open it for 5 Amber(s). Head to the northwestern-most corner of this map, and perform a Force Scan. This should land you 2 Steel Shard(s). Exit this area by using the staircase on the west.

=====

In this new area, head east to the white crystal. Perform a Force Scan here and you'll get 5 more Healing Herb(s). There's nothing more to do in this area so head back up the stairs.

Head all the way to the eastern part of this map, and in the northeastern-most part of this area, there's a chest. Open it for 3 Oak Lumber(s). Now head south, and ignore General Gulden's HQ for now. Once the southern path ends, take a turn to the west and exit this area by using the staircase.

This is a really small area. Just head west, and open the chest there for 5 Irispira(s). Now exit this area.

It's time to go to General Gulden's HQ! So take the staircase right above you to get closer to doing this.

Head north, and in the dead end to the north there should be a chest containing an Admonisher. Another Spirifact for Ignus, huh? Anyways, take the path to the south, and open the treasure chest there for an Edenova. Perform a Force Scan in the same area to get an Alchemy Crystal. Head back up north.

When you come to a fork in the road, head west into the dormitories. Perform a Force Scan in the northwest part of this room. This will give you 2 Sharp Fang(s). Now head east into the Kitchen. Here, perform a Force Scan next to Vault, the Cook. This will give you 2 Bellel Wheat(s). Now open the chest to the south of Vault for a Premium Silk. Head south of Vault and perform a Force Scan in the southwestern part of this room to get a Crunchy Recipe. Now save your game at the Save Point.

=====

Return to the fork in the north path, and head north this time. At the end of this path, perform a Force Scan before entering the room. This will give you a Semisweet Recipe. Now enter the room. Go behind Griek (the large brown Lion looking character) and perform a Force Scan to get a Stardust. Now talk to Gulden, the Lygar behind the desk, to trigger some scenes. Watch the scenes, and after the scenes, the Maximum Hexyz Charge will become 300% because of the Force Resonance between Levant and Cecilia. Pretty cool, huh? You can deal 3x as much damage now!

Anyways, once you regain control of Cecilia, you're going to have to gather some information. Head west into the Dormitory, and talk to Irene and Levant to the north. After talking to them, head south and talk to Rafael. Head west again and talk to Griek and Ignus. Exit this area, now.

Head to the statue of Argent, next to Bigabu. Talk to the elf there (who is named Ciel, by the way), and head back to the dormitory.

Here, talk to Philia. You'll be given two choices:

- **1. Retire
- **2. Stay awake

Choose the first option, and watch the scenes that follow. After the scenes, head east and trigger some more scenes. After those scenes, head north into Gulden's office and talk to Gulden. Ciel will join your Party after Cemnal starts accompanying you. Head back to the Save Point in the kitchen, and save your game. It's time to get the rest of the treasures in this area...

=====

Exit this Basement area, and head up the stairs to the south.

Head to the western-most part of this area, and walk down the stairs in the west.

Remember this place? How the Turtillian Guard wouldn't let you pass last time? Well, now, since Cemnal is accompanying you, the Turtillian will let you pass. Alright then, where from here? Head north, and then take the first turn to the right. Follow this path all the way to the dead end in the north, and open the chest there for 8 Gravity Stone(s). Ignore the exit below you, because there's nothing to get there at this point in the game. Retrace your steps to the northern path, and follow the northern path to an Intellectual Elf. Talk to him, and you'll be given two choices:

- **1. Want this?
- **2. That's nice.

Choose the first choice, and you'll trade the Torn Document for a Cestite Shard. Perform a Force Scan in this same area, and you'll get 2 White Lapis(s). Open the chest here for a Cashmere. Now start heading east. All

the way to the east, there should be a Harvest Point located on top of a crystal. Examine it for 2 Red Lapis(s).

Head north, and you'll notice that the exit here is blocked by a locked door. You'll use the Cestite Key you got from Bigabu to open it. Now exit this area by using the staircase.

Follow the path to the very end and use a Force Scan to get 5 Green Lapis(s). Now open the chest in the middle of the area for... the Devasti!!! Finally, a Ragnafact for Ignus to use! No longer will you have to conserve Durability for his Spirifacts! You now have a legitimate Ragnafact! :D

Well, you're finished with Gultchfort. So head back out to the entrance of Gultchfort.

Save your game here, and exit this area to the World Map. On the World Map, head to the Spirit Forest.

-----\\

Spirit Forest =====(laspir)

```
=====
=| ITEM CHECKLIST =====|
|   o Orb of Wisdom       o 6 Forest Water(s)    o 2 Slash Feahter(s)  |
|   o 21 Healing Herb(s)* o Serontosphere       o Invigorating Orb    |
|   o Energy Mist        o Arnon Gem           o Narcissus*          |
|                         |                         |                         |
=| ENCOUNTERABLE ENEMIES =====|
|   Sumatrae             Isolde                 Acid Jelly            |
|   Rajh                 Tigerlily              Tempter               |
|   Rafflesia            Mimic                  Imp. Bowman           |
|   Imp. Sorcerer        Imp. Officer           Rakshe                |
|   Varuna               Bahn (Boss)            Femur                 |
|   Axel (Boss)         Velvet (Boss)          Luffi (Boss)          |
|                         |                         |                         |
=====
```

* 5 of the 21 Healing Herb(s) can be gotten if you choose to fight a Mimic. However, the Narcissus can only be gotten if you choose to Infuse Force into the same chest. You cannot get both the 5 Healing Herb(s) and the Narcissus, so make your pick.

MY RECOMMENDED LEVELS: Cecilia - 28
Rafael - 28
Ignus - 26
Ciel - 26

Watch the following scenes, and when you regain control of Cecilia, save your game at the Save Point ahead. Kill the enemy to the north. Head up the northeast path, and kill any enemies along the way. Exit this area by using the exit in the northeast.

Head north, and open the chest in the log for a battle with a Mimic. This battle is not that hard, so don't use High-RP usage Skills. After the battle, you'll get an Orb of Wisdom. Head north and kill the Imperial soldiers there. Now head west and then take a turn to the south inside of a log. This will lead to a chest. Open the chest for 3 Forest Water(s).

Exit the dead end you're in, and head north. Inside one of the logs to the north, perform a Force Scan and you'll get 2 Slash Feather(s). Continue north and exit this area.

=====

You should be in the Sacred Tree. Head north, and then walk into the small dead end to the east. Examine the Harvest Point there for 3 Forest Water(s). Now head north and perform a Force Scan to the right of the Elf there. This will give you 16 Healing Herb(s). Open the chest to the left to get a Serontosphere. Now exit this area. (At this point in the game, you have access to the Sacred Tree sidequest. However, you probably won't have enough FP to complete this sidequest, so you might want to save your FP for now.)

Head west, and kill the soldier there. Head over to the western-most path, and start walking north. Open the chest on the left for another Mimic battle. However, this Mimic battle is also easy, so don't bother using Bursts and/or High-RP usage Skills. After the battle, you'll get an Invigorating Orb. Exit this area by using the exit to the north.

Walk east, and kill the enemy there. Head south into the dead end and open the chest there for an Energy Mist. Now walk over to the Force Site on the right, and go ahead and Purify it. You'll encounter a Rakshe.

For this battle, use all your High-RP usage Skills. Since this Rakshe usually uses two Attacks in a row, you're going to have to heal accordingly. It doesn't hurt to heal more than you need, because after the battle, your RP and HP will be replenished. After the battle, you'll get an Arnon Gem.

=====

From the Force Site, head northwards. Once you go through the log, you'll trigger a scene. And after the scene, you'll engage in a Boss Battle with Bahn.

	BOSS: Bahn	EXP: 13000
	Aspect: Cerulean Flame	FP: 750
	Attacks: Shoulder Spike - Deals about 300 damage to a single	
	Party Member.	
	Dark Revalens - Deals about 300 damage to a single Party	
	Member. Has a chance of inflicting Fear	
	and Paralysis.	
	Blade Ripper - Deals about 400 damage to a row of Party	
	Members. Has a chance of inflicting	
	Curse.	

Strategy: Hammer Bahn with a lot of your High-RP usage Skills. Don't be shy to let loose some Bursts either, because Bahn is quite a powerful boss. Also, his Dark Revalens is capable of inflicting fear. This will severely cut the amount of damage you're doing, so you might want to heal that first before carrying on with your onslaught.

Be sure to heal when any of your Party Member's HP goes below 500. In fact, heal whenever their HP goes below max. The reason for this is that Bahn can quickly kill you if you put off healing for a while.

After the battle, watch the scenes. You'll engage in another battle. However, don't even attempt to win. Apparently, these enemies are too strong for you at

this point... Watch the following scenes, and when you regain control of Cecilia, head south and then take a turn to the east. Open the chest at the end of the dead end, and you'll be given 2 choices:

- **1. Infuse Force
- **2. Just open it
- **3. Leave it alone

If you chose the first choice, you'll pay 50 FP, and you'll get a Narcissus.

If you chose the second choice, you'll encounter a Mimic. Kill it, and after the battle, you'll get 5 Healing Herb(s). Considering the difficulty of the battle, I don't think that this choices is worth it.

=====

Now head over to the northeastern-most path. (You can't access the left path, so just ignore it for now.) Before exiting this area, put Ciel in your Party and equip her with the latest gear. This is because there's gonna be a Boss Battle soon, and Ciel is better suited for this battle than Ignus.

Anyways, watch the scenes that follow. And get ready for another Boss Battle.

```
||
||      BOSS: Velvet                EXP: 12799      ||
||  Aspect: Cerulean Flame          FP: 2411        ||
||
||  Attacks: Master of Panic - Targets the whole Party. Hits for ||
||                    about 200 damage, and has a chance of ||
||                    inflicting Poison.                ||
||      Counter Burst - Deals about 700 damage to a single Party ||
||                    Member.                            ||
||      Moon Dance - Hits a single Party Member twice with Holy ||
||                    Elemental Damage. Deals about 250 damage ||
||                    in all.                            ||
||      Power Absorber - Decreases the Strength of the whole ||
||                    Party.                            ||
||      Night Dance - Hits a single Party Member twice with Fire ||
||                    Elemental damage. Deals about 250 damage. ||
||      Sun Dance - Hits a single Party Member twice for about ||
||                    150 damage.                        ||
||      Purple Haze - Has a chance of inflicting Poison on all ||
||                    Party Members.                    ||
||
```

Strategy: Get rid of Velvet's minions first, and then start focusing your attacks on her. Have Ciel use Shooting Star, and have Rafael use Gemini Boost. Have Cecilia heal whenever you get damaged. Because Velvet can quickly kill you if you are caught off-guard with low HP.

Watch out for Counter Burst, because that is Velvet's main killer Skill. Anyways, after the minions are killed, the main threat is gone, because now you can focus your Attacks on Velvet. Let everything loose in this battle, because this is one of the harder battles. Bursts, High-RP usage Skills, hell, even Spirifacts if you get desperate. Of course, I think you'll be fine if you have Ciel in your party because her All-Enemy targeting Skills are really,

REALLY useful. If you doubt me, try beating Velvet without her. Yeah, it's hard as hell.

Anyways, as I've said before, heal whenever you get the chance. You have to in order to win this battle. Counter Burst and Master of Panic can quickly whittle down your HP. Also, if your Party gets Poison inflicted on them, quickly heal it with Healing Baton. Poison might not seem like much, but it can actually kill you.

After the battle, give yourself a pat on the back. This is what I consider the Wake-Up Call of this game. It makes you train hard for it. And heck, it certainly has the ability to frustrate you out of your mind. Anyways, after the battle, watch the scenes that follow. And right after you beat Velvet, you will have to face...

```
||
|| BOSS: Luffina EXP: 15000 ||
|| Aspect: Pearl Light FP: 933 ||
||
|| Attacks: Bolt Strike - Deals about 200 Lightning Elemental damage ||
|| to one Party Member. ||
|| Plasma Wave - Deals 300 Lightning Elemental damage to ||
|| the whole Party. ||
|| Ball Lightning - Hits the whole Party twice, with the ||
|| first hit dealing about 150, and the ||
|| second hit dealing about 300 damage. ||
|| This Skill is also Lightning Elemental. ||
||
```

Strategy: Luffi isn't nearly as hard as Velvet. Have Rafael use Gemini Boost as usual, and have Cecilia use Divine Favor on Rafael and Ciel. If you haven't upgraded the Luftshetelune at all, (like me) just use Eagle Eye over and over again.

If your HP drops below 400 for any of your Party Members, heal with Healing Baton, or if you've run out of RP with Cecilia (which is highly unlikely), then use a Spirifact.

However, this Boss Battle isn't exactly one that you should heal in, because Luffi is quite slow. You can get in about 5 attacks when she can only get in one. This makes it really easy to defeat her without healing, which will save Durability in your Spirifacts.

After the battle, watch the following scenes and you'll return to Gultchfort in the meantime.

```
-----\\
Gultchfort =====(laguf2)
-----
=| ITEM CHECKLIST =====|
| --- |
| |
=| ENCOUNTERABLE ENEMIES =====|
| --- |
| |
```

After the rest of the scenes, Ciel will leave your Party. Which sucks, because

she's the best Party Member that we have at this point that can hit all enemies. Oh well.

When you regain control of Cecilia, head out to the Entrance of Gultchfort.

Now exit out to the World Map. It's time to visit Master Gardner again.

```
-----\\
Lake Soleil =====(1alas2)
-----
=| ITEM CHECKLIST =====|
|      ---                |
|                          |
=| ENCOUNTERABLE ENEMIES =====|
|      Perro Diablo        Fah          Sting Worm      |
|      Foul Gel Blob      Sedna                |
|_____|
```

(There are no recommended levels here because the enemies are the same as before...)

From where you are now, head over to Gardner's house. You can kill any enemies along the way, or you can collect the Items from the Harvest Points again to gather some more Items.

In this area, go northwards and Gardner should be wandering around the northwest part of this area. He should be right in front of his house, too. Go up to him and talk to him to trigger some scenes. He'll let you know that you have to go to his Lab now, which is in the Altar of Nerverl. So exit this area and get your butt on over to the Altar of Nerverl!

```
-----\\
Altar of Nerverl =====(1aaos2)
-----
=| ITEM CHECKLIST =====|
|  o Battle Boots        o White Lapis        o Orb of Wisdom    |
|  o 2 Stardust(s)      o Life Orb          o 5 Alchemy Crystal(s) |
|  o 2 Glowing Liquid(s) o 4 Element Will(s) |
|                          |
=| ENCOUNTERABLE ENEMIES =====|
|      Sumatrae          Varuna              Tigerlily          |
|      Femur             Tempter            Acid Jelly         |
|      Mimic             Rajh               Mignon             |
|      Sondaica                |
|_____|
```

MY RECOMMENDED LEVELS: Cecilia - 28
Rafael - 28
Ignus - 26

When you get to the Entrance of this place, go ahead and enter the Altar.

Remember the last time you came here, how Gardner would stop you if you tried to head off in a different direction? Well, today, we're going to be heading off in that previously blocked direction. So from where you are, head north and exit off the main path by using the hole in the wall. Once you exit the main path, take a turn to the east. Take a turn to the south, and then take the first eastern turn you see. Kill the enemy patrolling this area, and then head north into the dead end. Open the chest in the west for a pair of Battle Boots.

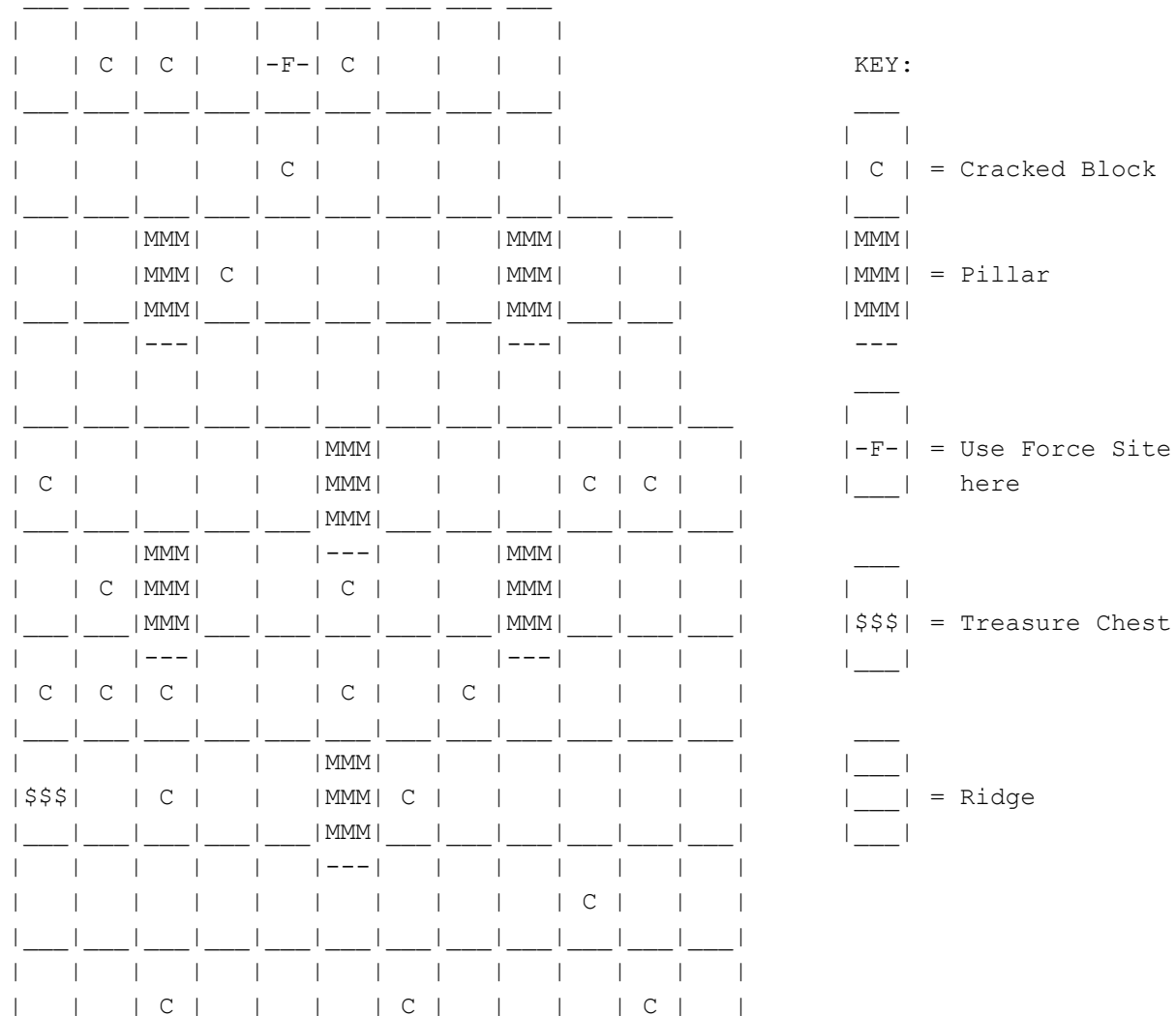
Now exit this dead end and head on south. There should be a little room in this area to the southeast, and in that room should be a chest. However, there might also be an enemy patrolling the little room. So kill it if you see it. Open the chest in the little room for a White Lapis. From the small room that you're in, head directly north, and use the staircase in the north to exit this area.

====

When you get into this area, you'll notice that there are multiple exits. Let's first use the one on the northeast. So walk down the stairs to the northeast to get to B2F of the Altar of Nerverl.

There are a lot of enemies here, so you might want to play it a bit conservative with your RP. Remember, you can always use the Restore function, but you can't always replenish your RP. Anyways, head to the southern-most part of this room and you should see a chest. Open it for a battle with a Mimic. This battle is really hard because of the Mimic's spam of Life Drain. It took me about 3 of Rafael's Air Riders to kill it because of all of the Life Drains. Anyways, after the battle, you'll obtain an Orb of Wisdom. You're finished with this area now, so exit this area back up to B1F.

In this new area, if you head to the south a bit, you'll notice some cracked blocks on the ground. These cracked blocks will make you fall down to the floor below, which is the one we just visited. Getting to the other side of this area is easy, as long as you have good eyes to see the cracked blocks. However, if you can't see the cracked blocks for some reason, I'll give you a diagram below of the area.



From the Central Area, just head up into the Temple by using the Stairs. Of course, if you want another Holy Water, you can examine the Harvest Point in the water again... And if you want to talk to the Peddler Guy again to further progress this sidequest, you're going to have to give him a Meteor Necklace. If you've followed this guide, you should have 2 now. So spare him one, and he will give you 10 Majin Ring(s). Now head up the stairs and talk to the Pious Old Lady to get a Taurine Apple. NOW you can enter the temple. :)

Before talking to Elda here, enter the Catacombs to the north.

Perform a Force Scan next to the statue, and a treasure chest should appear. Inside the chest is a Strength Orb. Now exit the Catacombs.

Head south, and then enter the Main Hall.

In the Main Hall, refrain from rushing up to talk to Elda. Perform a Force Scan next to Elda, and this will trigger two scenes of two treasure chests appearing. Open the one on the left for a Defense Orb. Open the one on the right for a Curative Orb. Now talk to Elda to trigger some scenes. It's time to head off to the Sealed Library.

```
-----\\
Sealed Library =====(laseli)
-----
=| ITEM CHECKLIST =====|
|   o 2 Broken Idol(s)      o Alhest Solution          o 2 Lihit Grass(s)      |
|   o 2 Night Drop(s)       o Fastile                  o 5 Alchemy Crystal(s) |
|   o 2 Energy Mist(s)      o Arnon Gem                o 2 Serontosphere(s)   |
|   o 2 Glowing Metal(s)    o S & S Recipe            o Nylonester            |
|   o Aegis Bangle          |                             |                          |
|                             |                             |                          |
=| ENCOUNTERABLE ENEMIES =====|
|   Tempter                 Femur                       Acid Jelly              |
|   Sumatrae                 Rafflesia                   Isolde                  |
|   Rajh                     Sphira                      Mimic                   |
|   Drakon                   Angeu                       Soloma                  |
|   Zepar                    Varuna                      Rakshe (Boss)          |
|   Charmer (Boss)           Beli (Boss)                  |
|                             |                             |                          |
```

MY RECOMMENDED LEVELS: Cecilia - 28
Rafael - 29
Ignus - 26

Enter here, and watch the following scenes. Once you regain control of Cecilia, kill the enemy that is wandering around this room. While here, you might want to upgrade your Raganafacts a bit. Such as Resonance, and Tech Level. If you level up your Ragnafact's Resonance Level to 10, then the normal Attack will cost 0 RP. Cool, huh? And you might want to upgrade Ignus' Devasti right now, because to be quite honest, it sucks.

I suggest upgrading the Holy Staff Riafalt's Tech Level to Level 5, and the Devasti's Tech Level to Level 5. If you have enough RP, then level it up to Level 6, because you get Seismic Smash from that. And that is one awesome Skill. Oh, by the way, you might want to level up a lot here, because the EXP is good, the FP is good, and the areas after here are going to be a little more difficult. If you don't feel like leveling up, that's fine. However, I'm probably going to be gearing towards the people who have enough FP to upgrade

their Ragnafacts, because some Skills that you get from upgrading a Ragnafact's Tech Level are almost essential to getting through an area.

=====

Anyways, head up into the room to the north and kill both of the enemies there. Perform a Force Scan in the upper right-hand corner of the room to get 2 Broken Idol(s). Head left, and kill the enemy there. Enter into the next room, and if you walk to the very left, you should see a staircase heading up onto the top of the bookshelves. I know that this may not be healthy for the bookcases, but this is the only way to get to the next area...

When you are on top of the bookshelf, snake around it to the chest in the eastern part of this room. Open it for an Alhest Solution. Now head into the next room by using the wooden plank on top of the bookshelves. Follow the maze of bookshelves to the exit, but don't exit yet. Just keep following the bookcases to the staircase, and head down the staircase to the ground level of this area. Head under the first bookshelves, and perform a Force Scan to get 2 Lihit Grass(s). Now exit this area by using the exit to the north.

=====

Just follow the maze of bookcases to the staircase, which will bring you to ground level. Once on the ground, kill the enemy here. Head over to the Save Point to save your game, and then walk on over to the Force Site to Purify it. You'll encounter enemies in a formation shown below:

```
      S          S = Sphira
I   I   I      I = Isolde
```

This is a pretty awesome formation to you. Because this means that you can have Rafael Ogre Blade all three Isoldes, and then you can have Ignus Seismic Smash all of them again. Which will kill all of them. After killing the Isoldes, the main threat is gone. The Sphira will go down after a couple of Ogre Blades.

After the battle, you'll get an Energy Mist. Perform a Force Scan next to the bookshelf on the left, and you'll notice a book that is shining with a Crimson Force... You'll be given two choices.

- **1. Pick it up
- **2. Leave it alone

Choose the first choice, and you will engage in battle with the enemies shown below:

```
D          D = Drakon
```

... Okay, well, maybe it's only a Drakon. But still, I gave you a formation chart because, well... I don't know. Anyways, this battle is incredibly easy because you can really let loose. Have Ignus use either Full Swing or Hellbound, and Rafael can keep using Ogre Blade. You can always use the Force Site after the battle, right? Just watch out for it's Dragon Breath, because that can deal about 400 max damage. Which is a lot.

After the battle, you'll get a scene showing a red orb filling up in a magic doorway. Trust me, the Items you get from doing this little mini-quest are worth the trouble you're going through now.

=====

Head into the next room on the right, and open the chest there for 2 Night Drop(s). Walk into the next room on the right, and kill the enemy there. Head up the staircase on the right to start walking on the bookshelves again, and follow the network of bookshelves to the southeastern part of this area. This will lead you to a chest, and inside the chest is... a Mimic. Great. Just go all out in this battle, and you should be fine. You can use the Force Site after the battle, so don't worry about wasting your RP.

After the battle, you'll get a Fastile. Now get off the bookcases and move to the next area by using the ground floor. Just head up the stone staircase to the north to get out of this room. Just follow the path all the way north and ignore the bookcases for now.

Perform a Force Scan in the very north of this area, and you'll get 2 Yellow Lapis(s). Perform another Force Scan, and Ralu will locate another Force Book in the bookshelf. You'll be given the choice to pull it out again. You'll encounter an Angeu.

Same strategy as the one with the Drakon. However, if your HP starts getting low, use some Healing Skills because the Angeu is certainly a more clever foe than the Drakon...

However, after the battle, you will see an orange orb (or yellow orb... I can't really tell what color that is...) appear on the magic door.

=====

Head all the way south, and head back to the center southern area. Now walk north, and take the first right turn. Walk up the staircase to the north, and follow it all the way around to the next room on the right. Open the chest on the bookshelf on the right to get 5 Alchemy Crystal(s), and once you've picked those up, head left.

Kill the enemy that is guarding the chest in the left room, and open the chest for an Energy Mist. After getting the Energy Mist, head back to the area with the Save Point. Use the Force Site if you need to, and save your game.

Head up the staircase to the south, and enter the room to the north by using the network of bookcases. In this new area, you'll see the magic door to the north. How to unlock it? Well, we have to fight one more monster... So head to the western part of the area, and execute a Force Scan to locate the last Force Book. Examine the Force Book, and get in a battle with a Zepar.

Use the same strategy as the last two battles, but be on the defensive this time because the Zepar has really damaging Skills. However, this battle is probably the easiest of all of them because of the Zepar's slowness. After the battle, you'll see another scene showing the last orb in the magic door fill up with a blue color. Head up to the door and interact with it. It'll lower, and you'll be allowed access to the area to the north.

=====

Kill the enemy that greets you in this room, and open the chest on the right to get an Arnon Gem. Head north and an enemy might walk (or float) down the staircase to fight you. If this is so, go ahead and kill it. Head north again and open the chest on the left to get 2 Serontosphere(s). Now walk up the staircase and start heading east. Once in the next room, head south and you will see a treasure that is smoking with smoke. Or, more commonly known as a suspicious treasure box. You'll be given 3 choices, as usual with these

chests.

**1. Infuse Force <----- (Choose this one...)

**2. Just open it

**3. Leave it alone.

If you chose the first choice, you'll have to spend 30 FP to get 2 Glowing Metal(s).

If you chose the second choice, you'll encounter a Mimic. After the battle, you'll find out that the treasure box was empty. CURSES!!! So don't choose this option. Just choose the first one.

After getting this treasure, walk down the staircase to the north and open the chest on the left to get an S & S Recipe. Head south from here and open the chest to the south for a Nylonester. It's time to head back to the Save Point.

=====

From the Save Point head east into the center southern area. Now from the center southern area, head straight north. You'll trigger a scene after going far enough north, and after the scene, you'll get into a Boss Battle.

```
||
|| BOSS: Rakshe / Beli / Charmer EXP: 2524 ||
|| Aspect: Cerulean Flame FP: 1460 ||
||
|| Attacks: Rakshe --- ||
|| Scary Voice - Has a chance of inflicting Fear on the ||
|| whole Party. ||
|| Snake Bite - Deals about 100 damage to a single Party ||
|| Member. Has a chance of inflicting Poison. ||
|| Rotten Breath - Deals about 5 damage to the whole Party. ||
|| Decreases the whole Party's Defense. ||
|| Cold Breath - Deals about 400 Ice elemental damage to a ||
|| single Party Member. ||
||
|| --- Beli --- ||
|| Dagger Lip - Deals about 50 damage to a single Party ||
|| Member. ||
|| Blind - Has the chance of inflicting Blind on the whole ||
|| Party. ||
|| Plasma Ball - Deals about 200 damage to a single Party ||
|| Member. ||
|| Lightning Bolt - Deals about 300 Lightning Elemental ||
|| damage to a single Party Member. ||
|| Thunderstorm - Deals about 200 Lightning Elemental ||
|| damage to the whole Party twice. ||
||
|| --- Charmer --- ||
|| Claw Pierce - Deals about 70 damage to a single Party ||
|| Member. ||
|| Poison Blow - Deals about 80 damage to a single Party ||
|| Member. Has a chance of inflicting ||
|| Poison. ||
|| Spell Seal - Has the chance of inflicting Seal on a ||
|| Party Member. ||
|| Life Drain - Deals about 400 damage to a single Party ||
|| Member, and heals about 200 HP to itself. ||
```

Once you get here, head north into Gultchfort from the Entrance.

Head to Gulden's HQ area.

(Sorry for the brief instructions... I'm pretty sure you can find out where to go by looking at the Enlargened Mini-Map...)

Now head north into Gulden's office. You'll trigger some scenes. When Cecilia tries to give Gulden and Cemnal her two cents, you'll be given two options:

- **1. You should try talking to them.
- **2. It's a trap!

Choose whichever one, and later on during the scene, you'll be given another question, which you will have to answer with the options below:

- **1. Want payback. ---> Destruction
- **2. Have no choice. ---> Neutral
- **3. Have a mission. ---> Creation

Choose whichever one, and after the following scenes, Cemnal will accompany you. He will also inform you of a Monolith in the "Fallen City of Altair". So I guess we're gonna be going there! But first, we have to brave the Tower of Judgment yet again.

-----\\
Tower of Judgment =====(latoj4)

= ITEM CHECKLIST =====		
o 3 Element Will(s)	o 2 Fastile(s)	o Orb of Hope
o 5 Irispira(s)	o Energy Mist	o Narcissus*
o Moonlight Grass*	o Premium Silk*	o War God's Seal*
o Unicorn Wings*	o 3 Stardust(s)	o Tough Scale
= ENCOUNTERABLE ENEMIES =====		
Altaica	Goetia	Foxy
Force Eater	Stall Worm	Beli
Baskerville	Juliet	Golem
Shell Beast	Ulexite	Patella
Sondaica	Charmer	Brutal Mantis
Angeu	Bergan	Zepar
Moa (Boss)	Sphira	Femur

* These Items can be gotten from a Special Harvest Point.

MY RECOMMENDED LEVELS: Cecilia - 32
Rafael - 33
Ignus - 31
Luffi - 31

When you're inside the Pearl Chamber of Guidance, head towards the Blue Teleporter, and examine the little box next to it to activate the Teleporter. Once it's activated, enter the Teleporter. You'll enter "Inside the Tower 7".

Before going anywhere, you might want to upgrade Luffi's Algenzeria. This Ragnafact has great potential, because it can target all enemies, and it has a

some support Skills.

When you get here, perform a Force Scan to the right of the Teleporter. This will land you 3 Element Will(s). Head north and kill the enemy there. Now take a turn to the right. Keep heading east and kill the enemy along the path. Once you come to the end of the eastern path, kill the enemy at the conjunction and move southwards.

Ignore the path to the left for now, and kill the two enemies on the path. Head all the way to the south and open the treasure chest at the bottom for 2 Fastile(s). Now head northwards a bit and take the first left turn. Follow the path all the way down to the Teleporter, and warp out of this area.

=====

In this new area, head a bit to the right and kill the enemy there. Ignore the path to the south, because there's nothing there. Just head all the way east and exit this area. You should end up in the 8th Annex.

Walk to the right, and ignore the first turn to the north. Turn into the 2nd northern path, and open the chest at the end for an Orb of Hope. Exit this dead end, and start heading east again. When the eastern path ends, turn north and kill the enemy there. After killing the enemy, head all the way north.

When the northern path ends, take a turn to the west. Kill the enemy on the western path, and follow the western path all the way to the little circular room. Open the chest there and you'll get 5 Irispira(s). Now exit the Annex.

=====

In this new area, just head west and exit this area. Kill any enemies along the way.

Head east, and kill any enemies along the way. Once that path ends, head north and then ignore the first path to the west. However, once you see the next path, take a turn onto it. Kill the enemy that is guarding the entrance to this path. Follow the western path until it ends, and then take a turn to the south. Follow the southern path until you see the Teleporter. Enter the Teleporter, and you'll enter "Inside the Tower 8".

Here, you'll notice a Force Site right below you. Go ahead and Purify it, and you'll encounter the enemies below:

```
S          S          S = Sondaica
          C          C = Charmer
C          C
```

This battle is a little hard because of the multitude of enemies. However, if you can manipulate the formation of the enemies to your advantage, you'll be able to take care of them quite quickly. After the battle, you'll get an Energy Mist.

=====

Now from where you are, head east and kill the two enemies along the way. At the end of the path, there'll be a Special Harvest Point. If you interact with it, you'll be given a choice of of Infusing 3000 FP to get an Item. The Items you can get from this Special Harvest Point are shown below:

Narcissus, Moonlight Grass, War God's Seal, Unicorn Wings, Premium Silk

After 10 Infusements, the Special Harvest Point will stop working. So that all adds up to 30000 FP if you Infused all 10 Infusements. I really suggest that you do, because all of these Items are really rare. I mean, it will only take you 30 minutes at max to get that much FP to Infuse 10 times, because honestly, this place has some pretty buff guys. About 3 battles is enough to accumulate 2500 FP, so after about 35 battles, you should have enough FP to Infuse 10 times at that Special Harvest Point.

After Infusing all those times, head east, and then head south. Kill the 2 enemies along the way and once the southern path ends, head to the east. Sometimes, a Force Eater might be here. Up until this point in the game, it would have been smart to run from them. However, now that you're in your 30s (level-wise) for your Party, the Force Eater might actually be easier to beat. In fact, all it takes to kill a Force Eater is 2 Air Render Bursts by Rafael, plus maybe a Seismic Smash from Ignus. If you beat a Force Eater, you'll get 9999 FP that they probably stole from other Monsters or something. (They couldn't have stolen it from other Hexyz because no other Hexyz comes here besides us...)

If there is no Force Eater, you can simply walk over to the chest on the right and open it. However, if there is a Force Eater there, you can either beat it or run away from it. Your choice. After the battle, open the chest for 3 Stardust(s). Save your game again, and head west for a Boss Battle.

	BOSS: Moa	EXP: 3397
	Aspect: Cerulean Flame	FP: 1089
	Attacks: Blind - Has a chance of inflicting Blind on the whole	
	Party.	
	Lightning Bolt - Hits a single Party Member with 150	
	Lightning Elemental damage.	
	Thunderstorm - Hits your whole Party twice with about	
	400 Lightning Elemental damage.	

Strategy: Focus all of your attacks on the Moa first. Have Rafael use Gemini Boost as usual, and he can start spamming Ogre Blade. If Ignus is in your Party, he can heal any Status Effects you get with Amelioration. If Cecilia is in your Party, she can stay on standby and heal when necessary. If Luffi is in your Party, she can outright own the enemies with Plasma Wave. Anyways, just kill all the enemies off with whoever you are using; this battle isn't that hard. Just make sure you heal when your HP gets low so that you don't start struggling with two Party Members.

After the battle, head north and open the treasure chest there for a Tough Scale. Now head to the Altar below you and examine it to open the gate to the Teleporter. Once the gate is open, use the Teleporter to exit out of this area.

Watch the following scenes, and the longest Phase in Cecilia's Story will be over. The screen will fade out to the Holy Vessel, and depending on your actions throughout this Phase, the Vessel will either tilt towards Creation or Destruction. When the game prompts you to Save, do so, and get ready for the next Phase.

=====
 ~~~~~ END OF PHASE 4 ~~~~~  
 =====

```
0-0-----0-0
| | Phase 5 - The Ruins of the Floating City (iv1rfc) | |
| |-----| |
0-0-----0-0
```

```
-----\\
Fallen City of Altair =====(lafcoa)
-----
```

```
=| ITEM CHECKLIST =====|
| o Surgery Orb o 5 Moonlight Grass(s) o 3 Mercury(s) |
| o 3 Element Will(s) o 2 Willow Leaf(s) o 4 Night Drop(s) |
| o 5 Yellow Lapis(s) o 2 Prism Fruit(s) o 3 Taurine Apple(s) |
| o 2 Capy Doll(s) o 2 Serontosphere(s) o 2 Stardust(s)* |
| o 2 Energy Mist(s)* o Reactor Key A o Ororon Doll |
| o Nightmare Gem o Tough Talon o Steel Lump |
| o 2 Adamastia(s) o 5 Gravity Stone(s) o Arnon Gem |
| |
```

```
=| ENCOUNTERABLE ENEMIES =====|
| Altaica Goetia Foxy |
| Mimic Shade M Patella |
| Stall Worm Baskerville Foxy |
| Drakon Beli Brutal Mantis |
| Ulexite Golem Sallos |
| Sphira Humerus Smierc |
| Phantasma Theta (Boss) Azul (Boss) |
| |
```

\* You can either get 2 Stardust(s) or one Energy Mist from a suspicious treasure chest. You can't get both.

```
MY RECOMMENDED LEVELS: Cecilia - 33
                       Rafael - 34
                       Ignus - 32
                       Luffi - 31
```

Watch the following scenes, and when you regain control of Cecilia, use the Save Point on the right. Once you've saved, kill the enemy to the north and then take a turn to the west. Head south into the dead end, and open the left treasure chest there for a battle with a Mimic. This is one of the tougher Mimics, so you might have to try a bit harder for this battle.

After beating the Mimic, you'll get a Surgery Orb. Open the chest on the right for 5 Moonlight Grass(s). Now from here, head directly north and exit this area by using the exit there.

In this new area, kill the enemies that are swarming around you. After those battles, head east and open the chest there for 3 Mercury(s). There's nothing else to do here, so head back down south.

=====

Head south, and kill the enemy on the southern path. When the southern path ends, head east to the Save Point. Head east from the Save Point, and kill the enemy there. Now head north and kill the enemy that's patrolling this area.

(Oh, and if you encounter Shades here, they're pretty annoying on the field.



Serontosphere(s). Once you get the Serontospheres, head north and exit this area by using the exit all the way at the top.

=====

You should be in the Force Reactor of Altair. Anyways, when you get to the three-way fork in the road, head left. Follow the path around the Reactor, and at the end, there should be a small room with a suspicious treasure chest in it. When you try to open it, you'll be given 3 options:

- \*\*1. Infuse Force
- \*\*2. Just open it
- \*\*3. Leave it alone

If you chose the first choice, you'll have to pay 100 FP. This will give you an Energy Mist.

If you chose the second choice, you'll have to face a Mimic. This is also one of the harder Mimics. However, it's nothing that two Air Renders can't get take care of. After the battle, you'll get 2 Stardust(s).

Choose your pick of Items, and then start walking back east to the three-way conjunction. Head northwards, and you'll trigger a scene. Watch it, and after it is over, Cemnal will give you a Reactor Key A. Now head up to the Reactor and when you interact with it, you'll be given two choices:

- \*\*1. Activate it
- \*\*2. Leave it alone

Choose the first choice and the Reactor will turn on. Now use a Force Scan in the same general area to get an Ororon Doll. Now exit this area by using the exit to the south.

=====

Start heading south again and kill any enemies along the way. Head west when you get to the bottom of the southern path, and when you enter the next circular room, head north. Once the northern path ends, start heading east again.

Right south to you should be a dead end with a chest in it. Open the chest to get a Nightmare Gem. Exit this dead end and head north. Kill the enemies along the way, and then take a quick turn to the east. In this new circular room, take a turn to the north and follow the path all the way up into the next dead end. Open the chest here for 3 Adamastia(s).

Now get out of the dead end and head northwest to the northern exit. Exit this area.

You should be in another area of the Sky Corridor of Altair. From where you are, take a turn to the left and kill the enemy patrolling that area. From the pile of rubble to the left, start walking northwards. All the way at the end of this path is a chest that contains a Tough Talon. Now head all the way back south again and return to the area right in front of the exit to the south.

Follow the path to the north, and ignore the path on the left for now. Head all the way up to the top of the screen, and take the right turn, which leads to a Teleporter. Use the Teleporter to reach another area of the Ruined Grandz.

=====

Here, just walk all the way to the north and exit this area to get to the Pathway Entrance.

Okay, you see the Force Site to the north? Do NOT try to Purify it. It's because these guys are Salloses, and they're extremely difficult to beat at this point in the game. Need reasons? Alright, I'll list some of them below.

1. They have a truckload of HP.
2. One of their Skills is called Shadow Blast, which deals about 600 damage to 2 Party Members.
3. One of their Skills is called Psycho Smash, which deals about 700 damage to the whole Party.
4. They can Curse you.
5. Their best Skill is known as Shock Blast, and it deals approximately 1000 damage TO THE WHOLE PARTY.
6. They're just as fast as you are.
7. There are TWO of them.

Still want to face them? Be my guest. But be sure to save your game first, because losing all your save progress now is probably not what you would like to do. Anyways, the main reason you are here is because of a treasure in the corner of the map, next to the lockers. Perform a Force Scan there to get a Steel Lump. Now exit this area, and head back to the Sky Corridor.

=====

From here, head north and then take the turn to the west. Head south a bit and then take the western path. Kill the enemy that is patrolling the area, and when you see the Teleporter, take a turn to the south and you'll find a suspicious treasure chest there. When you try to open it, you'll be given two options:

- \*\*1. Infuse Force
- \*\*2. Just open it
- \*\*3. Leave it alone

If you chose the first option, you'll have to spend 100 FP to get an Illusion Cloak.

If you chose the second option, you'll face a Mimic and after the battle, you will get a Serontosphere.

I think that choosing the first option is a lot better, because an Illusion Cloak is a lot better than a single Serontosphere. I mean, it hides you from enemies! How awesome is that?!

Anyways, after opening the chest, enter the Teleporter to the left and exit this area.

=====

You see the Save Point here? Well, save your game immediately. Finally, you get to relax for a while... No need to avoid any enemies now, because you just saved! Anyways, from where you are, head east and you'll trigger some scenes. Watch them, and when you regain control of Cecilia open the chest to the north of you for 2 Adamastia(s).

Walk southeast from where you are into the dead end, and open the chest there

for 5 Gravity Stone(s). Now exit this area by using the exit on the lower-righthand corner of the screen.

In this new area, head south and kill the enemy there. Follow the path into the dead end, and open the treasure chest there for an Energy Mist. Now exit this area, because there's nothing else to do here.

Now from where you are, head north and then take the western path. Follow it until you see the second path to the north, and well... Just follow the path until you find a Force Site. Kill any enemies along the way, and go ahead Purify the Force Site. You will encounter the enemies shown below:

H            S            H = Humerus  
                          S = Smierc

This battle isn't hard at all; just focus your attacks on the Smierc first and then focus your attention on the Humerus. The Humerus doesn't have many severely damaging attacks, but the Smierc does have an attack that can deal about 800 damage, so you should take care of it before the Humerus. Of course, most of the time, the Smierc deals about 200 damage instead of 800. After the battle, you'll get an Arnon Gem.

=====

You can head back to the Save Point in the beginning of this area, because you will have to face a Boss soon. Once you are ready, go ahead and walk left. You'll trigger some scenes, and...

---

```
||
||   BOSS:  Phantasma Theta           EXP:  30000   ||
||   Aspect: Cerulean Flame           FP:   1880   ||
||
||   Attacks: Plasma Lance - Deals about 350 damage to a single Party ||
||                      Member.                                     ||
||           Shield Bowgun - Deals about 250 damage to a single Party ||
||                      Member. Has a chance of inflicting         ||
||                      Seal.                                       ||
||           Force Charge - Charges Force for Force Cannon         ||
||           Force Cannon - Unleashes charged Force for about 700  ||
||                      damage to the whole Party.                 ||
||
```

---

Strategy: Rafael, Gemini Boost. Ignus, Warcry. After that, start hitting the Phantasma with Skills such as "Ogre Blade" or "Hellbound". The only threat here is the Shield Bowgun, because it can cause Seal on a Party Member. However, if you have Cecilia in your Party, you can have her use Healing Baton to get rid of the Seal, unless she is the one that is Sealed. If this is so, you're going to have to heal with different Party Members via Spirifacts.

You might be thinking, "Isn't Force Cannon Phantasma's best Move?" And I would respond with, "No." The reason is this: first of all, it has to charge for the Force Cannon by using Force Charge. After Force Charging, it has to wait another full turn to unleash the Force, which sort of makes the entire Move useless. Right after the Force Cannon, you can just have Cecilia use Angel Tear on your Party, and all would be back to normal.

There is nothing really to die from in this battle, so just take it easy and heal when needed. Of course, you might get annoyed by the constant robotic voice, but I guess for the sake of realism, they had to input that voice, right?

Watch the scenes after the battle, and head north to exit this area. Watch the following scenes, and you'll engage in a Boss Battle with...

```
||
||      BOSS:  Azul                      EXP:  20000      ||
||      Aspect: Void                    FP:   1200      ||
||
||      Attacks: Force Sphere - Deals about 450 damage to a single Party ||
||                      Member.                                           ||
||                      Prominence - Deals about 600 fire elemental damage to a ||
||                      single Party Member.                               ||
||                      Karma - Deals about 550 damage to a single Party Member, ||
||                      and inflicts a decrease in Strength, Defense, ||
||                      Force, and Spirit.                                 ||
||                      Ragnaphobia - Inflicts Seal on a single Party Member. ||
||                      Voltaic Sphere - Deals about 200 damage to a single ||
||                      Party Member.                                     ||
||
```

Strategy: Great music, huh? ... Okay, okay, I'll stop. Anyways, Azul has the Void Aspect, which will make him capable of taking advantage of the Hexyz Charge. You will have to break the charge before his turn. If you don't, he might end up in dealing 150% damage for each of his attacks.

Anyways, what sucks is that Azul usually attacks twice in a row. This might cause some problems for you, as it did for me. Because of this, you have to stay on your toes throughout the whole battle, healing whenever you are even slightly damaged for fear of a Prominence spam.

Have Rafael Gemini Boost himself, and have Ignus use Warcry. After that, just start spamming Skills like Ogre Blade and Hellbound. Cecilia can stand back and use Skills like Heroic Shield and Angel Tear. If Azul uses Ragnaphobia on Cecilia, that would sort of suck because she's the only one that can heal it. However, if someone else gets Sealed, have Cecilia use Healing Baton on them.

Overall, this battle isn't too hard, just as long as your Party Members stay "Un-Sealed". It is very unlikely that Azul will successfully cast Ragnaphobia on your whole Party, but in the event that this does happen, just use Spirifacts.

After the battle, watch the scenes and you'll be given two dialogue choices during the conversation:

```
**1. I'll take down both of 'em!    ---> Destruction
**2. I'll stop them!                ---> Creation
```

Choose whichever option you would like, and watch the rest of these scenes. See if you can watch them without getting chills... If so, well... I guess



this video game doesn't really have that much impact on you right now. :P

Anyways, after the scenes, you'll be taken to Gultchfort.

```
-----\\
Gultchfort =====(laguf4)
-----
=| ITEM CHECKLIST =====|
|      ---                |
|                          |
=| ENCOUNTERABLE ENEMIES =====|
|      ---                |
|                          |
|_____|
```

From where you are, use the Save Point (and/or Force Site if you need...) and then head over to Gulden's HQ. Talk to the Turtillian inside of Gulden's HQ, and you'll trigger some scenes.

After watching all of the scenes, head back to the area with Gulden's HQ in it and talk to Griek and Ignus. After that, head into the kitchens and talk to Irene and Levant. After speaking to them, walk west into the dormitories and talk to Luffi and Rafael. After... Umm, I think I'm using the word "after" too much... Anyways, talk to Luffi again and take a nap.

When Cecilia wakes up from her nap, it'll be time to go to the Great Temple of Palfina. So go ahead and exit out to the Entrance of Gultchfort. When you get here, watch the rest of the scenes and then head on over to the Great Temple of Palfina.

```
-----\\
Palfina Temple =====(lapat3)
-----
=| ITEM CHECKLIST =====|
|      ---                |
|                          |
=| ENCOUNTERABLE ENEMIES =====|
|      ---                |
|                          |
|_____|
```

When you get here, head into the Main Hall of the Temple. Talk to the Cleric at the northern part of this room to trigger some scenes. The Cleric will inform you that Elda is in the Catacombs. So head over to the Catacombs.

When you get to the Catacombs, head over to where Elda is standing and talk to her. Watch the following scenes, and you're going to be headed to Ravena Castle! So exit the Temple, and from the World Map, go to Ravena Castle.

```
-----\\
Ravena Castle =====(laravc)
-----
=| ITEM CHECKLIST =====|
|   o 2 Serontosphere(s)   o Decoy Doll Theta       o Pelvic Fragment      |
|   o White Lapis          o Arnon Gem              o Steel Shard          |
|   o 2 Waste Water(s)    o 2 Alhest Solution(s)  o Alchemy Crystal     |
|   o Orb of Hope*        o 2 Serontosphere(s)*   o Grandedge           |
|   o Strength Orb        o Nightmare Gem         o Haste Orb           |
|   o Glowing Metal       o Aqua Orb              o Resurrection Orb    |
|   o Refreshing Recipe   o Cashmere              o 10 Purple Lapis(s)  |
|   o Narcissus           o Poison Ring           o Glowing Fin         |
|   o 2 Frozen Nail(s)    o Eladah Tear           o Chapel Key          |
|_____|
```

|   |                             |                    |                   |  |
|---|-----------------------------|--------------------|-------------------|--|
|   | o Pod Key                   | o 2 Lihit Grass(s) | o Dark Rassfeld   |  |
|   | o Pumpkin Pouch             | o Soothsong        | o 2 Ash Lumber(s) |  |
|   | o Bellel Wheat              | o Broken Music Box |                   |  |
|   |                             |                    |                   |  |
| = | ENCOUNTERABLE ENEMIES ===== |                    |                   |  |
|   | Zmey                        | Juliet             | Goetia            |  |
|   | Stall Worm                  | Foxy               | Ulexite           |  |
|   | Beli                        | Sphira             | Grunere           |  |
|   | Mimic                       | Baskerville        | Zepar             |  |
|   | Altaica                     | Patella            | Angeu             |  |
|   | Golem                       | Brutal Mantis      | Shell Beast       |  |
|   | Ravena Lord (Boss)          |                    |                   |  |

\* These Items are gotten from a suspicious treasure box. You can Infuse 80 FP to get the Orb of Hope, or you can fight a Mimic for a Serontosphere. Your pick. The other Serontosphere is gotten by using a Force Scan somewhere else in this place.

MY RECOMMENDED LEVELS: Cecilia - ~~~  
Rafael - 37  
Ignus - 34  
Luffi - 32

When you get here, watch the following scenes and when you regain control of Cecilia, head left from where you are and open the chest there for 2 Serontosphere(s). Now walk onto the drawbridge, and take a right turn onto the small path there. Open the chest at the end for a Decoy Doll Theta. Head west from where you are onto the next small little path, and perform a Force Scan here to get a Pelvic Fragment.

Keep on walking along this path and you'll come to a seemingly dead end with some footsteps shown on the ground. Perform a Force Scan here, and you'll be given the choice to pay 300 FP in order to create a passage in a wall. Choose the first option, and enter into the new passage that you made. You will enter into the Observation Room of Ravena Castle.

Perform a Force Scan next to the papers scattered across the ground to get 2 Mantis Blade(s). There's nothing else to do here, so head out.

=====

Head east, and enter Ravena Castle via the big Gate in the front.

When you walk into here, watch the triggered scenes. Before you do anything after watching the scenes, let me warn you that you won't be able to do much healing here. This is because Cecilia can't use her Holy Staff. But guess what? Luffi can! LOL! Anyways, equip the Holy Staff to Luffi so that you have a legitimate healer in your Party.

(The one thing that sucks about this is that the Healing Skills won't be as effective as they were when Cecilia was using it, because the Affinity is not as good when Luffi has it equipped. But at least you have it equipped, eh?)

From where you are, head north and save your game at the Save Point. Head south from the Save Point and perform a Force Scan to get a White Lapis. Now head over to the Force Site to the right of you and go ahead Purify it. You'll encounter a Zmey.

Just hammer this guy with Ogre Blades, Hellbounds, and Bolt Strikes. He's not

that hard. Just make sure one of your Party Members has a healing Spirifact, because for this whole place, Cecilia is going to be out of the game. After the battle, you'll get an Arnon Gem.

Now head into the area to your north, and when you get there, head all the way to the right. You should see a pair of brown double doors. Interact with them and you will trigger some scenes. After watching the scenes, exit this area.

In the Main Area again, right? Well, this time, head up the left staircase and perform a Force Scan next to the pedestal that is next to the metal statue. You will see a gem appear on the pedestal. Walk up to the pedestal and examine it. You'll be given two choices:

- \*\*1. Infuse Force
- \*\*2. Leave it

The first choice needs you to spend 30 FP in order to operate the device. Spend the 30 FP and the doors at the top of the area will open. However, ignore them for now and head back to ground level where the Save Point is. You can save your game if you like, but after that, head to the eastern part of this area and exit this area.

=====

Head east and then north, and then kill the enemies there. Keep heading north and kill the enemy in the next little squarish room. Head west when you get to the end of the northern path, and execute a Force Scan next to the metal statues to get a Steel Shard. Keep heading west again, and you should notice a staircase to your south. Walk down it to reach B1F of this place.

When here, open the chest in the southeastern part of this area to get 2 Waste Water(s). Head to the northwestern part of this area and open the chest there for 2 Alhest Solution(s). Now exit this area.

From where you are, head northwest to the next pair of metal statues and use another Force Scan to get an Alchemy Crystal. Head west again, and when you see a path to the north, go ahead and take it. Kill the enemy in the south part of this area, and continue along the path.

There will be another enemy here, so go ahead and kill it and continue west along this secondary path. When you get to the end of this path, you will see a boatload of treasure chests. However, don't be misled by the fact that there are a lot of chests; a lot of them are empty. I will give you a diagram of the chests below, and what each one of them contains.

|  |       |   |                                 |                       |
|--|-------|---|---------------------------------|-----------------------|
|  |       |   | 1 = Empty                       |                       |
|  | 1     | 2 | 2 = Empty                       |                       |
|  |       |   | 3 = Orb of Hope / Serontosphere |                       |
|  | 3     | 4 | 4 = Empty                       |                       |
|  |       |   | 5 = Mimic - Grandedge           |                       |
|  | 5     | 6 | 6 = Mimic - Strength Orb        |                       |
|  |       |   | 7 = Nightmare Gem               |                       |
|  | 7     | 8 | 9                               | 8 = Mimic - Haste Orb |
|  | _____ |   |                                 | 9 = Glowing Metal     |

Don't bother opening the first two chests because they have nothing in them. With the third chest, you'll be given an option to spend 80 FP to open it for an Orb of Hope. However, if you want to get a Serontosphere, open it without spending the FP and fight a Mimic. I strongly suggest getting the Orb of Hope because it's the best healing Orb Spirifact. Don't bother opening the 4th

chest either.

Chests #5 and #6 are both Mimics. #5 contains a Gradedge, and #6 contains a Strength Orb. Chest #7 contains a Nightmare Gem, 8 is a Mimic with a Haste Orb, and chest #9 is a Glowing Metal. (Just a sidenote, you might want to save your game while facing the Mimics here because they are pretty tough.)

=====

After getting the chests, exit this dead end and start heading west. Kill the enemy in the path and perform a Force Scan next to the last pair of metal statues to get 2 Broken Idol(s). Head west and walk up the staircase to the new level.

Head south from here and kill the enemy there. Take a turn to the right and follow the path there to the next enemy. Kill that enemy and head northwards for a bit. Take a left turn and open the chest at the end of the path to get an Aqua Orb. About face and walk eastwards. Kill the enemy in your path, and continue all the way to the end of the eastward path. Start heading north, and kill the enemy that is wandering along this path.

After the battle, continue to the end of the northern path and take a westward turn. Kill the enemy here also, and keep heading west. You'll see a path leading to a more southern part of this area, so take it and follow it to another pedestal. Remember these things? Yeah, perform a Force Scan and interact with it. You'll be asked to pay a mere 30 FP to activate it, so go ahead and activate it. You'll get a short cutscene showing a door opening somewhere in this castle...

Anyways, exit this southern path and head up the stairs to the west.

=====

Ignore the hallway to the northwest, because there's nothing there. Take the southern path and follow it until you see a dead end to the west. Enter the dead end and open the chest at the end for a Resurrection Orb. Exit the dead end and start heading south again. There could be an enemy lurking on this southern path, so go ahead and kill it. Continue heading south.

You'll come to a fork in the road. There's a path to the east and there's a path to the west. Take the corridor to the west and kill the enemy along the way. Now head north and exit this area by using the staircase there.

The purpose of this new area is just to get new treasures. So follow the path to the treasure chests while vanquishing any enemies along the path. At the end, there are two treasure chests. The one on the left contains a Refreshing Recipe. The one on the right contains a Cashmere. Now exit this area.

Head back to the fork in the road that you previously encountered. We're going to be taking the southeastern path. When you enter this dead end in the southeastern part of this area, you'll see on your Map that there are two chests at the end of this dead end. So keep walking into this dead end and defeat any enemies along the way. At the end of the path, open the lower chest for 10 Purple Lapis(s). Open the upper chest for a Narcissus.

Now exit this dead end and head up the north path on the right. Right when you see the path on the right, head into it and follow it to the chest in the north. Open the chest for a Poison Ring. Now head back south and take the next right turn to the next pedestal. You know what to do. Spend 30 FP, and you'll see another scene of another door opening... Where do these doors lead

to? You'll find out soon enough.

=====

Anyways, exit this dead end area and head back to the fork. Take the north path on the right again, but ignore the hallway on the right that you just exited out of. You'll enter into a fairly large room with a LOT of enemies... Kill them all if you feel you need the experience, or you can avoid them if you are feeling like a wimp today.

Head northeast and follow the path until you see a path to the south. Turn into that path, and you'll immediately notice another staircase leading upwards. Walk up the staircase, and you'll reach the 4th floor of Ravena Castle.

From here, head north and kill the enemy there. Start walking westwards and there will be an enemy hanging out around the middle of the hallway. Keep walking west and you'll find ANOTHER enemy there... Oh well. I guess some hallways have more than one enemy patrolling the area. Kill it and move on.

Head southwards when the western path ends and kill the next enemy wandering around the hallways. Once you get to the end of the southern path, take a right turn and kill the enemy there as well. Now head east, and you'll see a Green Gem. Walk up to it and interact with it. This will make a wall appear, making it easier for you to navigate through this area.

Sound confusing? Okay, let me explain it to you. This new area has invisible walls. It's sort of hard to navigate through an area when you can't see the walls, so Sting gave us a way to see the walls. You can see the walls by activating the Green Gems, which make the walls appear.

=====

Anyways, you'll see a purplish wall appear when you activate the first Green Gem. Head above the newly-appeared wall, and just hug the purple wall the whole time. Snake around the path to the dead end, and kill the enemy hanging out there. After killing the enemy, perform a Force Scan to get a Glowing Fin.

Now just follow the invisible paths to the next Green Gem on the right, and activate it to make the maroon walls appear. Exit out of these maroon walls and head north. Kill the enemy there, and perform a Force Scan to get 2 Frozen Nail(s). Now follow the invisible paths to the next Green Gem in the northeast part of this area, and you'll cause the gray walls to appear.

Walk back through the network of walls and find your way to the last remaining Gem in the beginning, and activate that also. The tan wall will appear. After the tan wall appears, you will see a short scene of a Chest appearing somewhere. Head east, and grab the recently-appeared chest to get an Eladah Tear. From the chest, head east again and make your way to the dead end to the north. Use a Force Scan to activate the last pedestal, and the last door will open once you activate the pedestal. Not only will the last door open... a Teleporter will appear to your right. YES! Now we don't have to walk all the way down!

So walk into the Teleporter, and you'll be Teleported into the Entrance of Ravena Castle.

=====

When you're here, heal at the Force Site and save your game. Head up the

stairs to the north and enter the double-doors.

If you came here before, you would have noticed that the whole place was blocked off by another pair of doors. However, since you activated all of the pedestals in this place, all of the doors have opened. Head all the way east and exit this area.

In this new area, head south and then perform a Force Scan when you see a little gray spot on the red mat. This will get you a Serontosphere. Keep heading south, and you'll see an enemy wandering around in the little room. Kill it and take a turn to the west. At the end of the west path, there'll be a staircase to the north. Take it to head up to the second to last part of this castle...

When you're here, head left and activate the last statue here. Pay 30 FP, and you'll see the gigantic doors to the north open up. Now head east and save your game. It's time to confront the Boss of this area! Walk into the newly opened-up area.

=====

You'll end up in the Throne Room of Ravena Castle. Head northwards and you'll see a giant floating skeleton guarding the Throne. Watch the quick scenes that follow and get ready for a Boss Battle.

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|  |                                                                   |                                     |  |
|--|-------------------------------------------------------------------|-------------------------------------|--|
|  |                                                                   |                                     |  |
|  | BOSS: Ravena Lord                                                 | EXP: 10000                          |  |
|  | Aspect: Pearl Light                                               | FP: 864                             |  |
|  |                                                                   |                                     |  |
|  | Attacks: Summon Spirit - Deals about 250 damage to a single Party |                                     |  |
|  |                                                                   | Member. Has a chance of inflicting  |  |
|  |                                                                   | Curse.                              |  |
|  | Dark Explosion - Deals about 500 damage to 2 Party                |                                     |  |
|  |                                                                   | Members that are next to eachother. |  |
|  | Blood Circus - Deals about 200 damage to the whole Party          |                                     |  |
|  |                                                                   | twice.                              |  |
|  | Chaos Slash - Deals about 200 damage to a single Party            |                                     |  |
|  |                                                                   | Member.                             |  |
|  | Ragnadrain - Drains some RP from a single Party Member.           |                                     |  |
|  |                                                                   |                                     |  |

---

Strategy: As always, have Rafael Gemini Boost and Ignus Warcry. You can have Luffi stay back and be the healer in this one by using Support Skills such as "Little Wish". Of course, since she also has the Holy Staff Riafalt, she has to be the healer in the battle.

If your HP drops below 600, quickly heal with either Angel Tear or another Healing Skill. If one of your Party Members faints, restore consciousness by using either Recall Spirit or Breath of Life. It's your pick. However, if Luffi is the one that gets KO'd, then have Rafael or Ignus heal her with a Resurrection Orb or something.

Keep hitting the Ravena Lord with Power Break and/or Ogre Blade. You can also throw in the occasional Guard Break here and there. For Ignus, you can spam Hellbound. This Boss isn't exactly the hardest Boss you've faced so far, but that doesn't mean to let your guard down. Heal if you

need to, and use Bursts when things get desperate. Also, don't forget to break the Charge every once in a while so that the Ravena Lord doesn't get the chance to kill off Luffi...

After the battle, watch the scenes and you'll get the Chapel Key in the process. Now head to the northeast side of the throne and examine the chest there for a Pod Key. Execute a Force Scan on the opposite side of the throne to get 2 Lihit Grass(s).

Head south from here and take a right turn into the dead end there. Perform a Force Scan here to get 2 Purple Lapis(s). Now head over to the Green Canister thing and you'll use the Pod Key to unlock it. This will give you the Dark Rassfeld.

(Note that by using the Dark Rassfeld, this will count as using an Evil Ragnafact. This will count towards Destruction Points, and will probably tip the scales for Destruction. If you want to have an ending with Destruction in it, then I guess using this weapon would be for you.)

Now head directly west from where you are, and use the Pod Key again on the Green Canister. This will land you a Pumpkin Pouch. Perform a Force Scan here and you'll see a treasure chest appear. Open it for a Soothsong. There's nothing else to do here, so head out of this place and return to the Entrance of Ravena.

=====

Save your game, and use the Force Site if you have to. Now head northwards into the area that contains the Chapel.

Head over to the Chapel and interact with the door there. You'll trigger some scenes of Rafael opening the door, and enter inside the Chapel for some more scenes. Perform a Force Scan when you regain control of Cecilia, and grab the 2 Ash Lumber(s) next to the broken pews. Now head north and enter the room to the right to trigger a couple more scenes. Watch them, and once you're done, head over to the northwestern corner of this room and perform a Force Scan to get a Bellel Wheat.

Head back over to where Cecilia was standing previously, and examine the Green Stone on the desk to trigger another scene. So much for Rafael saying, "We have to look very hard" lol. Anyways, watch the rest of the scenes and when Cecilia is asked a question, you'll be given 3 choices:

- \*\*1. To break things. ---> Destruction
- \*\*2. A bad thing. ---> Creation
- \*\*3. I don't know. ---> Neutral

Choose whichever choice, and watch the rest of the scenes. You'll get the Broken Music Box after the scene. Exit the Chapel, and get back to the Entrance of Ravena Castle.

Once here, save your game again (it never hurts to save more than you have to) and exit Ravena Castle. From the World Map, head on over to the Temple of Palfina.

-----\\  
Palfina Temple ===== (lapat4)  
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=| ITEM CHECKLIST =====|

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|   o Dividing Liquid
|
|=| ENCOUNTERABLE ENEMIES =====|
|   Azul (Boss)
|
|_____

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MY RECOMMENDED LEVELS: Cecilia - ~~~  
Rafael - 39  
Ignus - 36  
Luffi - 34

When you get here, you'll trigger some scenes. Watch them, and enter the Temple.

Once you enter the Temple, you might want to save your game. Now enter the Main Hall.

Talk to Elda here, and watch the scenes that follow. Once you regain control of Cecilia, it'll be time to search out this weird Force. Head down to the to the Base Floors of the Temple.

While you're here, head south and perform a Force Scan next to the crack in the walkway. This will give you a Dividing Liquid. Now head on over to the Monolith, and enter it.

Watch the following scenes, and get ready for a Boss Battle with...

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|_____
||
||   BOSS: Azul           EXP: ---
||   Aspect: Void        FP: ---
||
||
||   Attacks: Force Sphere - Deals about 400 damage to a single Party
||                  Member.
||
||           Prominence - Deals about 500 fire elemental damage to a
||                  single Party Member.
||
||           Karma - Deals about 450 damage to a single Party Member,
||                  and inflicts a decrease in Strength, Defense,
||                  Force, and Spirit.
||
||           Ragnaphobia - Inflicts Seal on a single Party Member.
||
||           Shock Blast - Hits the whole Party for about 450 damage.
||
||           Voltaic Sphere - Hits a single Party Member for about
||                  250 damage.
||
|_____

```

Strategy: This battle isn't meant to be won. So just sit back and make sure you don't die. After a couple of turns, Azul will just end the battle.

Watch the scenes that follow, and... Cecilia will release the true power of the Holy Staff! Now you can use her best Burst, which is Seraph Wave. Hell yes. Anyways, Rafael's and Luffina's best Bursts will also be learned. And finally, Hexyz Charge has become 999%. I don't know if that's a good or bad thing, but man, this is a lot of stuff to handle!

When you regain control of Cecilia, exit the area and head out to the World Map. Time to revisit the Tower of Judgment...

-----\\  
Tower of Judgment =====(latoj5)



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=====
=| ITEM CHECKLIST =====|
|   o Hyper Fasteel*      o Royal Liquid*      o Stardust*          |
|   o Steel Lump*         o Wakiya Necklace*   o 3 Arnon Gem(s)    |
|   o 3 Tough Scale(s)   o 5 Yellow Lapis(s)  o Dark Ring          |
|   o 2 Ororon Doll(s)   o 4 Silvervine(s)   |
|                                                                    |
=| ENCOUNTERABLE ENEMIES =====|
|   Ulexite                Goetia                Grunere              |
|   Evil Ooze              Charmer               Sondaica             |
|   Ixion                  Yuki                  Fiyance              |
|   Azi                    Lot                   Tyrant               |
|   Force Eater            Mantrap              Ankou                 |
|   Eligos                 Humerus              Rakshe               |
|   Zaobin (Boss)         |
|                                                                    |
=====

```

\* These Items can be gotten by Infusing 5000 FP at a Special Harvest Point.

MY RECOMMENDED LEVELS: Cecilia - 37  
Rafael - 39  
Ignus - 36  
Luffi - 34

When you get here, head over to the last unactivated Teleporter, and use the Force Stone on it. Now step inside it, and you'll be taken to...

Inside the Tower 9! From where you are, head north and kill the enemy there. Follow the path until it ends, and take the path to the east. Kill the enemy there, and continue onwards until you see a path branching off to the south. Take that path, and keep heading south until you see a Special Harvest Point there. Perform a Force Scan to activate it, and if you interact with it, you will be given the choice to spend 5000 FP in order to get an Item. The Items you can get from this Special Harvest Point are shown below:

Hyper Fasteel, Royal Liquid, Stardust, Wakiya Necklace, Steel Lump

After 10 Infusements, the Special Harvest Point will lose its power. I suggest getting all of these Items if you have enough FP. If you don't... GET MORE FP! I mean, seriously. It's not that hard. 5 battles = approximately 8000 FP. If you leave the speed-up option on during battles, you can probably win each battle in about half a minute. 3200 FP for every minute you spend in battles is pretty good, doncha think?

...Anyways, if you don't want to get the Items, then fine. You can always get them later. However, if you get the Hyper Fasteel, equip it to Rafael and/or Ignus. If you want, you can have Cecilia equip the Wakiya Necklace. By the way, this thing is freaking amazing. Look how high it increases your Force!

=====

After finishing your Infusements at the Special Force Site, exit this southern path and return to the northern fork. Take the east path this time, and kill the enemy there. When you reach the end of the eastern path, head south. There will be another enemy blocking your path. Defeat it, and continue walking south. There will be another enemy here, so prepare yourself for battle and kill it on your journey south.

Once you get to the end of this southern path, you'll see that there's a Force Site here. Purify it, and you'll encounter a Mantrap, which is basically a

much stronger Rafflesia.

This battle is not hard at all, since there is only one enemy. Usually, the hardest battles in the game have multiple enemies in them. Anyways, have Rafael Gemini Boost and start rampaging with Ogre Blade, and have Ignus start Hellbouncing from the start. There's no need to use Warcry for this battle.

Anyways, after the battle, you'll get an Arnon Gem. After Purifying the Force Site, enter the Teleporter and you'll be teleported to "Inside the Tower 10".

=====

From here, just head west and then take a southward turn. Ignore the Teleporter all the way in the west for now because it is blocked off at this point in the game. So head south and kill the enemies there.

Keep heading south until you see a big pillar sticking up in the middle of the area. Sometimes a Force Eater hangs out here, sometimes they do not. If you see one, it is your choice to kill it or not. I say this because many people who have tried to kill a Force Eater here sometimes get careless and let the Force Eater kill them... o\_0

However, that's besides the point. Head east and kill the enemy there, and continue east until you see the Teleporter. Walk into it, and you'll be taken to a small dead end in the middle of nowhere...

Here, just head south and open the chest for 3 Tough Scale(s). Note that another Force Eater can be lurking here right next to the chest, so keep an eye out for them. After getting the 3 Tough Scale(s), exit this area.

Once you get here, head west, around the pillar, and next to the exit. There might be an enemy here, and if so, just go ahead and kill it. After the battle go ahead and exit this area to enter the 10th Annex of this place.

=====

When you get here, head west and then head north. Ignore the path to the south because it is basically the same thing as the north one, except it has no treasure along the way. On the north path, perform a Force Scan near the end of it you'll get 5 Yellow Lapis(s). Now head west into the first dead end and open the chest there for 2 Arnon Gem(s). Forget about the dead end directly south of you, because you can't access the treasure inside of it for now. It's time to exit this Annex because there's nothing else to do here.

Now that you're back in the main area, head east and then take the south turn. Save your game at the Save Point. Now head south again, and well, same thing as always. There's going to be a guy blocking your path again, blah blah blah, and you get to fight another Boss Battle. Yipee.

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|  |                                                       |           |
|--|-------------------------------------------------------|-----------|
|  |                                                       |           |
|  | BOSS: Zaobin                                          | EXP: 8150 |
|  | Aspect: Cerulean Flame                                | FP: 3626  |
|  |                                                       |           |
|  | Attacks: Galvanization - Halve HP to raise all Stats  |           |
|  | Stone Breaker - Hits a Party Member 8 times, each hit |           |
|  | dealing about 300 damage. Loses                       |           |
|  | every time it is used.                                |           |
|  |                                                       |           |

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Strategy: Accompanying the Boss of this fight are two Goetias and two Humeruses. However, you can't exactly kill the enemies in the back unless you go through the Zaobin first. However, there's another way to do it... Rafael's Stormbringer. Yeah, we're bringing out the big guns this time! :D One Stormbringer is enough to kill all of the enemies there except for the Zaobin. And if the Zaobin used Galvanization before you used Stormbringer, well, let's just say it has about 1000 HP left. Which shouldn't be too hard to take away at this point. An Ogre Blade and a Hellbound should be enough to kill it.

However, Zaobin is a really strong enemy. Stone Breaker is instant death. Well, most of the time. If he misses a lot of hits on the Stone Breaker, you might survive. However, if one of your Party Members is hit by this, just use Breath of Life and you should be fine.

Take note that Stone Breaker does indeed lose accuracy every time it is used, so after the first Stone Breaker, you should be fine.

After the battle, head south and activate the Altar as usual. Save your game, and head southwest. Here, there should be two chests. Open the one on the right for a Dark Ring. Open the one on the left for 2 Ororon Doll(s). Now walk east and perform a Force Scan behind the Teleporter for 4 Silvervine(s). Now Teleporter out of this area.

Watch the following scenes, and this is the end of Phase 5. The screen will fade out to the Holy Vessel, and depending on your actions throughout this Phase, the Vessel will either tilt towards Creation, Destruction, or neither. When the game prompts you to save, please do so.

=====  
 ~~~~~ END OF PHASE 5 ~~~~~  
 =====

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0-0-----0-0
| | Phase 6 - Rosenbaum in Turmoil (ivlrit) | |
| |-----| |
0-0-----0-0
  
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-----\\
 Fort Faulken =====(lafofa)

```

=====
=| ITEM CHECKLIST =====|
|   o 2 Moonlight Grass(s)   o Night Drop           o 3 Silvervine(s) |
|   o 2 Serpent Skin(s)      |
|                               |
=| ENCOUNTERABLE ENEMIES =====|
|           ---                |
|-----|
  
```

Watch the following scenes. Once they're over, head west from where you are and enter the little circular area in the middle of this map. Perform a Force Scan in the southeastern corner of the second ring of the circle to get 2 Moonlight Grass(s). Now head into the center circle area and perform a Force Scan next to the Statue of Illnada. A treasure chest will appear, and inside the treasure chest is a Night Drop. From the Night Drop, head southwest to the lamp post in the corner, and perform another Force Scan to get 2 Serpent

Skin(s).

After getting the Serpent Skins, head northwards and save your game. After saving, head northwards up the steps.

In this new area, walk all the way to the north and perform a Force Scan in the northeastern part of this area to get 3 Silvervine(s). After getting the treasure, walk up to the guards posted next to the door to trigger a scene. Watch the scenes that follow and once they are finished, exit this area.

Watch the next scenes that appear, and you'll get the location of the Fort Faulken Outskirts on your World Map. So exit this area, and head out to the World Map.

-----\\
Fort Faulken Outskirts =====(laftfo)

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=| ITEM CHECKLIST =====|
|   o 12 Moonlight Grass(s) o 4 Energy Mist(s)       o 9 Healing Herb(s) |
|   o 2 Cracked Ring(s)    o 4 Royal Liquid(s)    o 5 White Lapis(s)  |
|   o Arnon Gem            o 3 Ambers             o 4 Glowing Liquid(s) |
|   o Purifying Orb       o 5 Dividing Liquid(s) o 2 Fairy Garland(s) |
|   o 2 Reaper Scythe(s)  o 2 Majin Overcoat(s) o Steel Lump        |
|   o 2 Frozen Nail(s)    o Gothic Ribbon       o 2 Alhest Solution(s) |
|   o 5 Alchemy Crystal(s) o 2 Red Lapis(s)     o 2 Yellow Lapis(s)  |
|   o 2 Rare Scale(s)     o Stardust           o Bat Wing          |
|   o Decoy Doll Beta     o Orb of Hope        o Abominable Horn   |
|   o 2 Star Sand(s)      o 3 Pointy Horn(s)  o Royal Liquid      |
|   o Defense Orb        o Invigorating Orb  o 2 Trom Bone(s)   |
|   |                                                              |
=| ENCOUNTERABLE ENEMIES =====|
|   Imp. Guard            Imperial Sniper      Imp. Witch          |
|   Faust (Boss)         Garmr               Sondaica           |
|   Humerus              Evil Ooze           Tyrant              |
|   Smok                  Axel (Boss)         Ixion               |
|   Eligos                Yuki                Grunere             |
|   Charmer              Ankou               Fiyance             |
|   Lot                   Ulexite            Shell Beast         |
|   Rakshe                Sphira              Virtus (Boss)      |
|   |                                                              |

```

MY RECOMMENDED LEVELS: Cecilia - 40
Rafael - 41
Ignus - 38
Luffi - 36

Before getting here, it wouldn't hurt to grind your Party's levels for a bit. Reasons being, this place is pretty big. Going in unprepared might cause you to have a Game Over. Mastering all Ragnafacts' Tech Levels will be very useful to you (except for the Dark Rassfeld... Unless you plan on using that, of course). In all, if you were following my set Tech Levels from the beginning of the game, it will take you 56000 FP to upgrade all of your Ragnafacts at the moment to their Mastered Level. Not counting the Dark Rassfeld, of course.

56000 May seem like a lot of FP at first, but at most, you'll only have to grind for an hour in the most recent area of the Tower of Judgment. I mean, take into consideration all the hours that you would have to grind in a normal RPG? Maybe 5? Of course, if you feel that you can beat this place without having Mastered Ragnafacts, that choice is entirely up to you.

=====

Anyways, once you get here, watch the following scenes. When you regain control of Cecilia, head south and perform a Force Scan next to the treasure chest to get 3 Moonlight Grass(s). Now open the chest for 2 Energy Mist(s). Head to the northeast part of this area and perform a Force Scan in the tent to get 4 Healing Herb(s). Now enter into the next area at the north.

Walk a little to the right and watch the scenes that follow. When Cecilia is asked a question, you'll be given 3 options:

- **1. Bust through! ---> Destruction
- **2. Run! ---> Neutral
- **3. Monolith 1st. ---> Creation

Choose whichever one, and start moving along the path. If you chose the third option, well, we're going to go a bit against it. Because the guys here give a LOT of EXP and FP. So fight these guys whenever you get the chance. Plus, you can always Restore after battles because these guys give you so much FP! Just spam your Low-RP usage Skills, and after the battle, Restore yourself so you won't lose that much RP while having full HP in the process!

Anyways, just follow the path until you get to the eastern part of this path. When you're here, head south into the dead end with the chest inside of it. Open the chest for 2 Cracked Ring(s). Now exit this area by using the exit to the north.

=====

Watch the following scenes. When you regain control of Cecilia, you'll notice that you're in the B1F Left Wing of Fort Faulken. This is basically the jail. From here, head east and save your game here. Head a little south from here and perform a Force Scan to get a Royal Liquid.

Now head back near the entrance of this place, and you should see a path to the south. Take it and exit out to the next area.

This area is just as easy to navigate... Just walk along the path and you should exit out to the Generator of Fort Faulken.

Head northwards here, and Cecilia will be given another question.

- **1. Not interested. ---> Neutral
- **2. Doesn't matter. ---> Destruction
- **3. I refuse. ---> Creation

Choose whichever choice you would like, and get ready for a Boss Battle.

| | | |
|--|---|------------|
| | | |
| | BOSS: Faust | EXP: 15000 |
| | Aspect: Cerulean Flame | FP: 3000 |
| | | |
| | Attacks: Astral Liquid - Nullifies Elemental Resistances. | |
| | Vandalize - Deals about 500 damage to a single Party | |
| | Member. | |
| | Delete - Deals about 900 damage to a single Party | |
| | Member. | |
| | Psycho Crush - Deals about 450 damage to the whole | |

```

||                Party. Has a chance of inflicting Fear. ||
||      Life Shaver - Takes away a percentage of a single Party ||
||                Member's HP. ||
||      Supergravity - Deals about 300 damage to the whole Party ||
||                while switching your Formations. ||
||_____||

```

Strategy: Faust is pretty easy, as usual. Just make sure you watch out for Delete, because that is one strong move. 900 damage is nothing to sneeze at. If this happens, you can have Cecilia use Nightingale or Angel Tear, which ever one fits your situation. Or you can even use Healing Baton.

So, yeah. Just keep hitting Faust with the usual Skills and heal if you are under 1000 HP. Quite simple. Faust doesn't have that much HP either, so you won't be on a marathon Boss Battle here.

Another thing... Be sure to break the Hexyz Charge before Faust's turn, because if he gets a 250% Delete, well, one of your guys is dead.

After the battle, watch the following scenes and once they are over, head over to the northwest part of this area. Perform a Force Scan there to get 5 White Lapis(s). Now exit this area and get back to the prison.

=====

Once here, head north towards the monsters. You'll start to fight them, and here's the formation:

```

G           G       G = Garmr
  G       G
    G

```

If you didn't heal from the battle with Faust, this will be a pretty tough battle... However, if you manipulate the formations, you should be just fine. Notice that with these formations, you can pretty much kill the first two rows if Ignus and Rafael have back-to-back turns. Seismic Smash + Ogre Blade is awesomeness. Anyways, you have to be a bit careful because these Garmrs have a Skill called "Snarl", and it casts Haste on themselves. If you didn't swiftly kill the first two rows, well, you might be in a bit of a predicament here.

After the battle, watch the following scenes and walk over to the Save Point in the north. Save there, and exit this area.

Here, perform a U-Turn and then start heading north to the chest. Inside the chest are 2 Energy Mist(s). Kill the enemy roaming around in this room, and continue heading south. Just follow the path that is given to you, and kill any enemies along the way. However, if you are low on RP, refrain from fighting any battles because there is a Force Site up ahead, and you'll probably need more than just "Smack" for it... Anyways, Purify the Force Site at the end of this hallway for another battle.

For this battle, you'll be fighting a Smok. Have Ignus use Aerial Cleave, and Rafael use Power Break and/or Guard Break alternatively. If you have the spare turn, have him use Gemini Boost. Cecilia can sit back and heal but if she has an extra turn, she can use Radiant Strike to deal about 500 damage.

After the battle, you'll get an Arnon Gem. Now exit this area by using the exit on the right.

=====

Watch the following scenes here, and get ready for a Boss Battle with Axel...

However, this battle is not meant to be won. So don't start wasting your RP on him. So keep watching the following scenes after the battle.

From where you are, head east and then open the chest in the north for 3 Ambers. Of course, kill any enemies along the way for experience. After picking up the Ambers, head east and exit this area.

This place... is just a path. Follow it to the end and exit this area also.

You'll end up in B1F Right Wing of Fort Faulken. From where you are, perform a Force Scan to get 4 Glowing Liquid(s). Start following the spiraling path, and kill any enemies that get in your way. At the end, exit this area.

In this new area, head east and kill the enemy there in the hallway. When you come to the fork in the road, head north and kill the enemy there. Follow the path to the east and take the southern path. Open the chest there for a Purifying Orb. Now head back to the fork in the beginning of this area and take the southern path. When you see another path to the south, take it also and it will lead you to a chest... and an enemy. Kill the enemy and open the chest there for 5 Dividing Liquid(s).

Head northward again, and take the eastern path. Kill any enemies along the way, and when you see a path to the south, ignore it for now. Keep heading east and then take the path north up into a dead end. Here, perform a Force Scan in the southwestern corner to get 2 Fairy Garland(s). Now go back to the southern path you ignored, and exit this area by using the exit there.

You'll be in the Underground Path of Fort Faulken. Head south, and right when you walk under the bridge overhead, perform a Force Scan to get 2 Reaper Scythe(s). Keep walking south and touch the Force Site to heal. While you're at it, save your game. Now head back to the room where you battled Axel, because there is nothing else to do here.

=====

When you get here, head west this time. When the western path ends, head north and then head east... In the dead end, perform a Force Scan and you'll get 5 Healing Herb(s). Now head west again and exit this area.

Here, head west and then head north; killing the enemy there. When the north path abruptly cuts off, start walking towards the east and at the end of this path is a chest. Open it for 3 Royal Liquid(s). Now head south from here and when the south path ends, start heading east. There should be a room to your south that appears quite quickly, so head into it and save your game at the Save Point. Now take a westward turn and exit this area.

Head west, and then head south here. When you see the path to the right, go ahead and take it. Follow it into the dead end and perform a Force Scan in the southeastern corner for 2 Majin Overcoat(s). From here, head west and exit this area.

You'll end up in 3F Wings of Fort Faulken. Take either the path to the north or the path to the south; it doesn't matter which one because both of them lead

to the same place. Anywho, when another fork comes in your path, take the northern fork and open the chest at the end for a Steel Lump. Now head back to the fork, this time taking the southern path. This will lead you to another dead end. Execute another Force Scan in the middle of the room to get 2 Frozen Nail(s).

Now head back to the fork one last time and head east. Kill the enemy that's hanging around this hallway and keep heading east. Ignore the first two paths leading north and south, because they lead to dead ends with nothing in them. Keep going east, and at the second pair of north-south paths, take either one. This will lead you to an enclosed area with two chests inside of it. Open the one on the top for a Gothic Ribbon, and open the one on the bottom for 2 Alhest Solution(s). Well, it's time to exit this area! So head all the way back west and walk into the previous area.

=====

Now that you're back in the 2F Left Wing, head east and then take the south path. From the south path, start walking west, and kill any enemies along the way. When the west path ends, walk north and then take an eastward turn. This will eventually lead you to another chest, which has 5 Alchemy Crystal(s) laying inside. Head north, and exit this area by using the path in the northeast.

This path is probably the smallest one here. However, do not think that there is nothing here. Perform a Force Scan in the middle of this area to get 2 Red Lapis(s). Okay, don't exit out to the next area to the east. Wanna know why? There is nothing there except extra enemies. So if you're on a quest to get the strongest Team ever or something, be my guest and kill those enemies. However, if you want to get through with this area, head back west.

When you get here, exit this area by using the exit to the northeast because we already did everything here.

Save your game here, and kill any enemies in this vicinity if you would like. Extra EXP and FP are great to have, but if you are low on RP, avoid the battles if you need to.

Now head north and then take an eastward turn. Kill the enemy stalking you there, and take a westward turn into the dead end. Use a Force Scan there to get 2 Yellow Lapis(s). Exit this dead end and head east again. At the end of the east path, take the obvious north one and just follow the path until you see an exit on the left. Ignore it for now and continue down south to the chest in the dead end. Open it for 2 Rare Scale(s).

Head back up north and exit this area by using the exit on the left.

=====

Walk west, and kill the enemy there. Head all the way west, and exit this area also.

Here, you'll immediately notice a Force Site. Go up to it and Purify it, and you'll encounter the enemies below:

B B = Bandhavgarh
B B

Have Rafael use Gemini Boost, and then start spamming Gaia Shockwave. Have Ignus keep using Earthquake, and have Cecilia heal with Angel Tear. Hopefully,

the Bandhavgarhs won't have time to deal anykilling strikes. With one Gaia Shockwave and one Earthquake, all of the Bandhavgarhs will die.

After the battle, you'll get a Stardust. Now about face and head directly east from the Force Site. Perform a Force Scan here to get a Bat Wing. From here, head west and kill the enemy. After the battle is done, head north and exit the area by using the exit in the west.

From here, head north and then take a turn into the dead end. Kill the enemy guarding the chest, and then open the chest for a Power Orb. There is nothing else to do here, so head back to the previous area you were in.

=====

When you get back here, if you went through the exit at the bottom in the previous area, you'll notice that they lead to the same place. Yes, the southwestern exit in this area and the middle exit both lead to the same exact area. So be sure not to go through the southwestern exit and the middle exit anymore! :P

Anyways, head to the northwestern exit of this place, and exit this area.

In here, just head east and kill the enemy here. After that, open the chest for a Decoy Doll Beta. Now exit this area.

From here, head west and then take the southward turn. However, when you see the turn to the right, take it and follow it until you see a path to the north. Follow it until the second turn towards the east, and from there, keep heading north. Just follow the path until the exit at the end, and exit this area.

Take a turn south from here, and just keep heading south until you see the chest at the end. Open it for 10 Moonlight Grass(s). Now exit this area, because there's nothing else to do.

If you take a look at the Enlargened Map, you'll see that there's only one exit left here; the one in the southeast. So head over there and exit this area one last time...

=====

Head east from here and then walk north. Open the treasure there for an Orb of Hope. Kill the enemy to the south, and then head east. Take the next south turn and follow the path given to you until you see a path to the north. Take the west path that is west of the Save Point and perform a Force Scan there to get an Abominable Horn. Now save your game at the Save Point. After that's done, exit this area to the north.

Watch the following scenes, and get ready for a Boss Battle with...

| | | | |
|--|--|----------------|--|
| | | | |
| | BOSS: Virtus | EXP: 33000 | |
| | Aspect: Cerulean Flame | FP: 2020 | |
| | | | |
| | Attacks: Dragon Bite - Hits a Party Member twice for about 100 | | |
| | | damage. | |
| | Flame Wall - Deals 300 Fire Elemental damage to a row of | | |
| | | Party Members. | |
| | Rock Crush - Deals about 400 damage to a row of Party | | |
| | | Members. | |

```

||           Dragon Smite - Deals about 750 damage to a single Party  ||
||                                     Member.                          ||
||           Mind Counter - Deals about 100 damage after an Attack.  ||
||                                     Targets the Party Member that dealt ||
||                                     damage last.                      ||
||_____||

```

Virtus: This is one easy Boss Battle. The only Move you have to watch out for is Dragon Smite, but that Skill is rarely used and it isn't even particularly that strong... Anyways, there isn't a need here for doing anything but attacking. Just keep attacking unless one of your Party Members needs to be healed, in which case you should heal them. Duh.

After the battle, watch the scenes that follow. Once you regain control of Cecilia head back into the Monolith. Head northwards to discover that... Virtus' body has disappeared! Anyways, walk up to the Monolith and examine the Harvest Point there for 2 Star Sand(s). Now, as is with all Monolith Altars, head to the western side of the room and check for a staircase. Walk up it and follow the given path to a treasure chest, which contains 3 Pointy Horn(s). Now exit this area.

=====

Save your game, and trek all the way back to where you first met Levant. Yes, I know that's a lot of walking, but I guess it has to be done...

Once you're here, watch the following scenes and head northwest once they're done. Exit this area by using the northwest exit.

From here, head southwest and then to the southern-most part of this area. Exit this area by using the exit to the south.

You should be at the Castle Gates. From where Cecilia is standing, go east and walk up the staircase there. Ignore the first turn to the left, but take the second one. This should lead you to a small, below-ground alcove. It seems as if nothing is here, but south of the staircase is a secret passage to the right. Keep walking east from here and examine the Harvest Point by the opening in the fence for a Royal Liquid. Head northwards and open the chest there for a Defense Orb. Now exit this "secret" area.

Head back up the stairs and head north a bit. Take the first turn to the left and follow it to the other side. Take a turn to the south, and then make a sharp turn to the west. Open the chest there for an Invigorating Orb. Head north and then west. Take a south turn and use a Force Scan next to the closet behind the Skilled Sniper. This should locate 2 Trom Bone(s). Lol Sting... Anyways, no poit in staying here anymore, so get off this elevated part of the area and start heading south. Exit this area.

You can save your game here if you want. Exit this area using either the eastern or western exit, and leave the great Citadel of the Cerulean Flame... No time to remember the Fort now. Get a move on to the Tower of Judgment. One last time. ;)

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-----\\
Tower of Judgment =====(latoj6)
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=| ITEM CHECKLIST =====|
|   o 2 Alchemy Crystal(s)   o Eladah Tear           o Alchemilla           |
|   o Arnon Gem              o Orb of Hope*         o Bloody Scythe*      |

```

| | | | |
|----------------------|----------------|--------------------|--------------|
| | o Prism Fruit* | o Dividing Liquid* | o Devastator |
| ===== | | | |
| ENOUNTERABLE ENEMIES | | | |
| Heliamphora | Smierc | Mevious | |
| Metatarsal | Zmey | Grunere | |
| Tyrant | Spunky | Hanshin | |
| Mignon | Alaseed | Wyrm | |
| Garmr | Stone Beast | Chrome | |
| Alloces | Patella | Yamaraj | |

* These Items can be gotten from a Special Harvest Point.

MY RECOMMENDED LEVELS: Cecilia - 44
Rafael - 46
Ignus - 43
Luffi - 39

When here, examine the object next to the door at the north, and you'll open the door. Now head north and watch the following scenes...

Later, you'll be teleported to "Inside the Tower 11". Finally, the last part of the traditional Tower of Judgment...

From here, head all the way north into the dead end and perform a Force Scan to get 2 Alchemy Crystal(s). Now head back to the path to the west, and start walking there. Kill the enemy along the way, and when the path starts heading south, just follow it. (... I'm stating the obvious here...)

Once the south path ends, head east and open the treasure chest at the dead end for an Eladah Tear. Start walking west and take the second northern path. Ignore the path to the west because there's nothing there. Kill the enemy to the north, and keep heading north to the dead end. Open the chest there for an Alchemilla. Retrace your steps and start heading south. Take an eastward turn and start following that eastward path until it turns north. Take the northern path as well and kill the enemies there.

Keep heading north and when you come to the fork in the path, take the west one. This will take you to a Force Site. Go ahead and Purify it to get into battle with a Wyrm...

This is the strongest Dragon-Type monster that you've faced yet, but it's still not that hard for some reason... Anyways, have Ignus Aerial Cleave and Rafael use his Gemini Boost. Have Cecilia use Radiant Strike, or she can stay back and heal. Usually both, right? The only devastating move that the Wyrm has is Inferno... a Skill that it's previous counterparts lacked. It deals about 1000 damage or so to the whole Party. So be ready to heal if you get hit by that. After the battle, you'll get an Arnon Gem. Now exit this area out to "Inside the Tower 12" by using the Teleporter.

=====

Head east and follow that path to the north one. Kill any enemies along the way. Keep walking on the north path until you find the west one, and take the west path all the way to the dead end. Here, perform a Force Scan to activate the Special Harvest Point. From this Special Harvest Point, you can get the Items listed below:

Orb of Hope, Bloody Scythe, Prism Fruit, Dividing Liquid

| | | |
|--------------------------------|----------------------|---------------------|
| o 2 Purple Lapis (s) | o Montklein | o Watery Robe |
| o Ogre Mask | o 2 Taurine Apple(s) | o 2 Strength Orb(s) |
| o Training Ring | o Spirit Cotton | o Swift Orb |
| o Grendle | o 2 Adamastia(s) | o Majin Horn |
| o Aidsong | o Lux Orb | o Golden Tree Leaf |
| o Two-headed Skin | o Miracle Orb | o Surgery Orb |
| o Vandild | o 2 Amber(s) | o Dragon Scale |
| o Butterfly | o 3 Arnon Gem(s) | o Crystal Necklace |
| o Keen Fang | o Scuffed Glass | o Rusted Plinth |
| o Odd Tetrahedron | o Olfelt | o 4 Blue Lapis(s) |
| ===== | | |
| = ENCOUNTERABLE ENEMIES ===== | | |
| Dark Emperor (Boss) | Lucretia | Yanluo |
| Bandhavgarh | Giltine | Hornblende |
| Ukidona | Coy | Chrome |
| Dantalion | Mantrap | Smok |
| Dark Elf (Boss) | Grokster | Stone Beast |
| Phantasma Omega (Boss) | Wijeen | Dark Sage (Boss) |
| Colossus | Dark Dragon (Boss) | |

MY RECOMMENDED LEVELS: Everyone around Level 50 or so

Watch the scenes that follow, and Levant's Party will join your own!!! You happy now? :P Anyways, all of their Ragnafacts will become your own. When you regain control of Cecilia, you'll be in the Entrance of the Upper Tower.

You can switch around your Party Members a bit if you would like; it's always pretty awesome to have new Party Members join you. Anyways, after switching out Party Members and such, use the Force Site to the west if you have to. Now save your game. You might also want to think about Fusing some more pieces of Equipment; this place has some seriously buff enemies, and it only helps to go in prepared. Now head north, and get ready for a Boss Battle...

| | |
|--|-----------------------|
| | |
| BOSS: Dark Emperor | EXP: 37000 |
| | FP: 8000 |
| Aspect: Cerulean Flame | |
| | |
| Attacks: Judgment Blade - An attack that hits a row of the Party | |
| | for about 350 damage. |
| Prominence - An attack that deals about 850 damage to a | |
| | single Party Member. |
| Shock Blast - Deals about 600 damage to the whole Party. | |
| Judgment Lance - Deals about 500 damage to a single | |
| | Party Member. |
| Absolute Wall - Casts Protect and Barrier on self. | |
| Kaiser Charge - Deals about 1000 damage to the whole | |
| | Party. |
| | |

Strategy: Keep Cecilia in your Party, because she's the only Main Healer in the game. Whoever else you pick doesn't really matter. Just keep hitting the Dark Emperor with High-RP usage Skills, and watch him fall quite quickly. He isn't that hard to kill; just make sure you stay above 1000 HP.

Be sure to experiment with the new Skills and Abilities of your New Party Members; trust me, some of them are amazing.

For example, Levant's Divine Barrage. That thing... Can be one of the best Attacking Skills to use on a Boss.

After the battle, watch the following scenes... And Axel will join your Party. Hard to believe, huh? Well, from where you are, head north and you'll see a Force Site. Go ahead and Purify it. You'll be facing a Colussus.

This battle is surprisingly not that hard; just go for it and kill the guy. He won't put much of a fight compared to Axel before. An Aerial Cleave + a Divine Barrage + a Radiant Strike = Death.

Anyways, after the battle, you'll get an Energy Mist. Now save your game again, and exit this area by using the exit towards the west...

=====

When you get here, head southwest and you should get to a dead end. Open the treasure chest inside here to get a Decoy Doll Beta. Exit this dead end and head north. Kill the enemy there (and notice the new battle music playing... Awesome, huh?) and head west. Keep heading west until you see a path to the south. Go ahead and take it, and it should lead you to a dead end with a chest inside of it. Inside of the chest are 2 Wicked Eye(s). Now exit the dead end with the chest inside of it, and head north into the dead end there. Perform a Force Scan there to get 2 Irispira(s).

Make a U-Turn back into the main area of this place, and head on over to the northeastern corner of this map. There's a dead end with a chest there, and inside the chest is an Orb of Hope. Kill any enemies you encounter, and don't forget to use the Restore function if you're running low on HP. Now exit the dead end you're currently in and head to the middle northern part of this area. Perform a Force Scan there to make a treasure chest appear; inside the chest is a Ragnaraid.

Now exit this area by using the exit in the northwest part of this area.

=====

In here, hug the eastern wall and just follow it all the way north to the dead end. Perform a Force Scan right below the dead end to get 2 Yellow Lapis(s). Now head back down south.

Take a turn to the west and then take the south turn. From there, kill any enemies and take a westward turn. Follow it all the way to the dead end, and open the chest there for a pair of Air Greaves. Equip them to one of your Party Members. Now exit this dead end and make your way to the north part of this map. Head west and in the dead end there, there should be a chest. Open it for 2 Stardust(s). Now head back east and save your game at the Save Point. Head north and exit this area.

Watch the scenes that follow, and when you regain control of Cecilia, head up to the circular area. Perform a Force Scan right when you get here, and pick up the 2 Purple Lapis(s). Now go ahead and confront Velvet.

Watch the following scenes, and get ready for a Boss Battle.

| | | |
|--|------------------------|------------|
| | | |
| | BOSS: Dark Elf | EXP: 36000 |
| | | FP: 7000 |
| | Aspect: Cerulean Flame | |

```
||
|| Attacks: Merciless - Attacks a single Party Member 3 times for a ||
||                maximum of about 500 damage. ||
|| Purple Haze - Has the chance of inflicting Poison on the ||
||                whole Party. ||
|| Freezing Dust - Deals about 500 Ice elemental damage to ||
||                the whole Party. ||
|| Discreate - Deals about 800 damage to a single Party ||
||                Member. ||
|| Bondage Time - Uses 4 Turns at once. ||
||_____||
```

Strategy: This battle isn't as nearly as difficult as I expected it to be. If you have Cecilia in your Party, healing should not be too difficult. You don't even need Bursts to win this battle.

The one thing that you have to watch out for is when Dark Elf uses Bondage Time. That could easily wipe out your entire Party. However, all it takes to beat her is a couple of High-RP usage Skills. And that's it.

Even though this was an easy battle, it had amazing music, didn't it? Put the volume up high! It makes it sound more epic... :P Anyways, after the battle, watch the following scenes. You'll get the Montklein! Another Ragnafact! Anyways, after the scenes, you'll immediately be transported back to the Entrance of the Upper Tower. Use the Force Site and save your game.

=====

Now from where you are, head straight up north and exit this area by using the northern exit.

From here, head east and follow it to the dead end. There should be a treasure chest there. Open it for a Watery Robe. Now head back west and pass the center area. Follow the path north when the western path ends, and just keep following it until you see another path to the north. Keep walking east, and perform a Force Scan in the little indent next to the void. This will get you an Ogre Mask.

Now head back west and take the path to the north. Kill any enemies along the way, and open the chest in the northeast for 2 Taurine Apple(s). Now from here head west. Now exit this area.

=====

In here, ignore the first and second paths to the south. They don't lead anywhere. Follow the third southern path to the chest. Open it for a Strength Orb. Head south a bit more, and when you come to the conjunction with a path heading to the east, perform a Force Scan. You'll get a Training Ring. Now head east. Ignore the dead end to the south. Keep heading east and open the chest at the end for a Spirit Cotton.

Return to the conjunction, and head south again 'til you see the path to the west. Follow it to the chest at the end, and open it for a Swift Orb. Head back to the main North-South path. Take the west path to the north, and follow it until you see the little path to the north. Save your game here, and exit this area.

Watch the following scenes, and after they're over, head north. Get ready for

a Boss Battle with...

```
||
|| BOSS: Phantasma Omega          EXP: 38000  ||
||                               FP: 2700    ||
|| Aspect: Cerulean Flame        ||
||                               ||
|| Attacks: Force Laser - Deals about 500 damage to a row of Party ||
||                               Members.      ||
||           Ragnadrain - Drains a percentage of a single Party  ||
||                               Member's RP.  ||
||           Plasma Lance - Deals about 400 damage to a single Party ||
||                               Member.      ||
||           Narcoleption - Has the chance of inflicting Sleep status ||
||                               on your entire Party.  ||
||           Invincibarrier - Gives Null status to self.  ||
||           Counter Drill - Deals 350 damage to a Party Member after ||
||                               that Party Member attacked with a  ||
||                               Physical attack.  ||
||                               ||
```

Strategy: For this battle, always watch out for the Force Laser. 500 damage may not seem like a lot of damage at first, but it really does build up. If any of your Party Members can use Support Skills (like Skills that cast Protect or Bless Allies), make sure to pile them on top of eachother.

Watch out for Invincibarrier. That thing is just plain cheap. All attacks deal 0 damage. So be SURE not to use High-RP usage moves, let alone Bursts at this time. Instead, use this time to heal and cast Support Skills.

As long as you hammer Omega when he's open, you should be fine. Be sure to heal if your HP goes below 700, just in case. If you're lucky, you might not even see Omega's Invincibarrier.

After the battle, watch the scenes that follow. You'll obtain the Grendle soon after. An interesting Ragnafact to say the least... Anyways, after you regain control of Cecilia, perform a Force Scan in the center of the circular area. You'll get 2 Adamastia(s). Now head on back to the Entrance of the Upper Tower.

=====

Once here, head into the last place to go; the right entrance.

... Well, technically, it's not the last, but it's the last place to go without using a Teleporter. Anyways, from where you are, head east. Right when you approach the first pillar, perform a Force Scan to get a Majin Horn. Head north and kill the enemy there. Just keep following the path north while killing the enemies in your path, and you should be led to a chest. Open the chest for an Aidsong.

Head back down south and pass the central area of this place (the one with all the pillars...). Kill any enemies along the way. When you get to the southern-most part of this Map, start heading east. Take the first path to the north, and kill any enemies going along that path. Open the chest at the very top to get a Lux Orb.

Head back down south and walk east again. Exit this area by using the exit located in the east.

=====

From here, take an immediate north turn. Open the chest at the end for a Golden Tree Leaf. Start walking south and when you get to the southern-most part of this Map, perform a Force Scan right in front of the dead end to the west to get a Two-headed Skin. Now enter the dead end and open the chest there to get a Miracle Orb.

Start walking north and kill any enemies in your way. Just follow the U-Turn like path at the top, and follow the path all the way down south. There'll be a hallway leading to the east, so go ahead and start running in that. Head north and then take an immediate turn to the east, which will lead you to a treasure chest. Open it for a Surgery Orb. Now head back west and then north again. Save your game and exit this area.

Watch the following scenes, and head up to the circular platform again. Walk up to Virtus... and...

| | | |
|--|--|-------------------------------|
| | | |
| | BOSS: Dark Dragon | EXP: 30000 (after 2nd battle) |
| | | FP: 10000 (after 2nd battle) |
| | Aspect: Cerulean Flame | |
| | | |
| | Attacks: Claw Spike - Deals about 200 damage to a single Party | |
| | Member. | |
| | Big Snake Wind - Deals about 200 damage to a row of the | |
| | Party. | |
| | Dragon Breath - Deals about 500 damage to a single Party | |
| | Member. | |
| | Vandild - Hits a single Party Member four times for a | |
| | about 700 damage. | |
| | Prominence - Deals about 850 Fire elemental damage. | |
| | | |

Strategy: Dark Dragon doesn't have that many good moves. The only one that you should be afraid of is Prominence, because it has the capability of taking out one of your Party Members quite quickly.

Use your initial support Skills that you start out every Boss battle with, and just follow through with your Attacks. If you let down your guard, Dark Dragon might just go ahead and smash you to the ground. Just make sure to heal if any of your Party Members HP goes below 1000, and be sure to use the right healing Skills at the right situations.

One thing that might make this battle a bit difficult for you is Dark Dragon's switch between Aspects. He might be Pearl Light one moment, and then Cerulean Flame the next. So not only will his Skills deal more damage depending on when they're used in accordance with the Hexyz Charge; he himself will show some resistance towards your Skills if they're weak against his current Aspect. So just be sure to check his Aspect before hitting him with a certain Skill, because it might just turn out to be a huge waste of

RP.

Anyways, the weird thing about Dark Dragon is that he stops the battle, and then he heals himself. So even though you beat Dark Dragon the first time, he'll just he'll himself again with a short scene and you'll have to fight him all over again. For this reason, you're going to have to conserve your RP in the first battle with him. However, Boss Battles (or any battle for that matter) cannot go on forever. You'll quickly see what happens after the second battle...

After defeating Dark Dragon, pat yourself on the back. IMO, he's the hardest Boss in this Phase. Anyways, watch the scenes that follow. Pretty kick-ass, if I do say so myself. You'll get the Vandild afterwards. FINALLY! Ignus now has his true Ragnafact!!! Watch the rest of the scenes, and when you regain control of Cecilia, perform a Force Scan in the eastern side of the room to get 2 Amber(s). Now exit out back to the Entrance.

=====

When you get back here, you'll notice that the Teleporter in the center of the area is now activated... Which means there's only one thing left to do! Jump into the Teleporter, and get whisked away to the last area of the Upper Tower!

From here, make a U-Turn to the right into the dead end. Perform a Force Scan here to get a Dragon Scale. Now start heading west, and ignore the whole southern portion of this map. All the way in the west, there should be a path leading north-to-south. In the bottom of this path is a chest, and inside that chest is a Butterfly.

After getting the Butterfly, head north. You'll see another dead end to the right before exiting this place. Enter it and open the chest there for a Defense Trinket. Now exit this area by using the exit to the north.

=====

Start walking north, and then take a right turn into the main area with all the pillars. Kill any enemies that are in your way, and head south from here. There should be a path leading to the east here. Follow it to the treasure chest, and open it for a Strength Orb. Head back to the main area and head north this time. At the end of this path is a dead end to the left, and inside this dead end is a chest. And inside the chest... Uh... Are 3 Arnon Gem(s).

Anyways, head back down to the main area AGAIN and head east. Save your game at the Save Point and continue east. You'll see another main area here... I guess there are two main areas here just for the sake of symmetry. At the end of our eastern trek, there will be a path leading down south. Take it and exit this area.

Head down to the southern-most part of this area and open the chest there. You will get a Crystal Necklace. Now head back up north and exit this area, because there is nothing much to do here.

Walk back to the Save Point and save your game again. Head northwards and execute a Force Scan in the upper left-hand corner to get a Keen Fang. Now exit this area also...

=====

Watch the following scenes and I don't know about you guys, but I'm getting pretty tired of all of Faust's laughing... Seriously. It's starting to piss me off. Anyways, get ready with a battle. Finally we can kill this bastard...

```
||
|| BOSS: Dark Sage EXP: 40000 ||
|| FP: 8800 ||
|| Aspect: Cerulean Flame ||
||
|| Attacks: Scourge Whip - Deals about 200 damage to a single Party ||
|| Member. Might cause Seal status. ||
|| Shock Blast - Deals about 400 damage to the whole Party. ||
|| Ragnadrain - Drains a certain amount of your RP. ||
|| Supergravity - Deals about 300 damage to the whole ||
|| Party. ||
|| Vandalize - Deals about 600 damage to a single Party ||
|| Member. ||
|| Astral Shower - Nullifies Elemental Resistances. ||
||
```

Strategy: You're going to have to watch out for Scourge Whip, because it has the capability of Sealing your Party Members. Which would basically render them helpless. You also might want to keep an eye out for Supergravity, because that can rearrange the Formation of your Party. If this happens, just set them back to their previous Formations during their turns.

Faust is really easy, as always. He's nothing compared to Dark Dragon, so I guess you're going to be able to slack off a little on this battle. However, do NOT get careless and just hold down the X button. This will probably get you killed. Use appropriate healing Skills for each situation you're in, and you should be fine.

If anyone in your Party can use the Devasti, have that Party Member spam Aerial Cleave to deal about 1000 damage every time. Just cast your Support Skills, and watch this battle unfold with epic music playing in the background...

After the battle, you'll obtain 3 of the Stigald Fragments; the Scuffed Glass, the Rusted Plinth, and the Odd Tetrahedron. Watch the following scenes and you'll also obtain the Olfelt, Faust's Ragnafact. Keep watching the rest of the scenes, and when you regain control of Cecilia, head northwards and perform a Force Scan. This will land you 4 Blue Lapis(s).

Now talk to Philia, and you'll be given two choices:

**1. Wait.

**2. Let's do this.

Choose the second option, and you'll be given another question...

**1. Wait.

**2. Okay.

Choose the second option again, and watch the following scenes. This is the end of Phase 7... The screen will fade out towards the Holy Vessel, and depending on your actions throughout the story, the Vessel will either tilt

people in your current Party can equip it, EQUIP IT. It's an extremely good Forcefact for this point in the game.

Now head west and kill the enemy there. Follow the rest of the path to the Teleporter, and teleport to another section of this area.

Here, head east and kill the enemy at the platform. Keep following the path until you see the platform with the same blue jewel on it. Perform a Force Scan next to it to get 2 Adamastia(s). Now walk east into the dead end there and pick up the Prism Fruit in the chest.

Head northwest into the Teleporter, and walk into it.

Here, head west and then south. Keep following the path until you see the little blue jewel again, and perform a Force Scan next to it as always to get 6 Blue Lapis(s). Now head northeast and exit this area by using the Teleporter at the end.

From here, just head northeast again and follow the path. When you see the platform with the red jewel in it, perform a Force Scan next to it to get an Eladah Tear. Now head northeast into the dead end and open the chest there to get a Nocturne Wing. (If there are any female characters in your Party that can equip this, equip it. It's really amazing.)

Keep following the path while killing any enemies in your path, and exit this place by using the staircase in the northwest.

=====

Here, walk up all the staircases to each of the platforms, and when you get to the southeastern platform, perform a Force Scan near the east side. This will cause a treasure chest to appear, and inside of it is a Platinum Crown. (Again, if anyone in your current Party can equip this, equip it. It'll probably be better than the previous Forcefact you have equipped.)

From where you got the Platinum Crown, head straight northward and open the chest there for a Draconic Force. Head back to the previous platform and start walking up the stairs to the west. When you've hit the western-most platforms, start walking up the stairs to the north. Head all the way to the northwestern-most platform, and open the chest there for an Orb of Hope.

Walk back to the previous platform, and take the eastern staircase. Follow the stairs, and you'll see a Save Point on your right. Go over to it and save your game. Head up the last flight of stairs, and near the middle of them, use a Force Scan. This will give you 10 Prism Fruit(s). Head up the rest of the stairs and watch the scenes that follow.

Get ready for a Boss Battle after the scenes...

| | | |
|--|---|------------|
| | | |
| | BOSS: Galiza | EXP: 42000 |
| | | FP: 7600 |
| | Aspect: Void | |
| | | |
| | Attacks: Summon - Galiza summons Monsters to aid him. | |
| | Eruption - Deals about 500 damage to a single Party | |
| | Member. | |
| | Karma - Lowers Strength, Spirit, Defense, and Force | |
| | while dealing about 700 damage. Targets one | |

```
||           Party Member.           ||
||   Vandalize - Deals about 500 damage to a single Party   ||
||                   Member.           ||
||   Shock Blast - Deals about 700 damage to the whole Party. ||
||   Cloudy Sphere - Deals about 800 damage to a single Party ||
||                   Member.           ||
||   Necrophobia - Lowers Spirit. Has a chance of inflicting ||
||                   the Fear Status. Targets the whole Party. ||
||   Invincibarrier - Casts Null on self.           ||
||_____||
```

Strategy: Galiza's Summon is probably his best Skill. This is because he can use it whenever he wants, and those monsters are a real pain in the neck. They can deal fair amounts of damage and they also are in front of Galiza, so that means you cannot even hit Galiza until you get rid of the Monsters. Unless of course, you have long-ranged Skills that can hit him.

For this battle, I suggest you use Skills that hit all enemies when his Monsters are out, and when they aren't out, use powerful Skills that target single enemies. Such as Aerial Cleave, Divine Barrage, or Radiant Strike. Be sure to heal whenever your HP goes below 1000; you never know when Galiza can just manipulate you into spelling your own demise by not healing.

Also, be aware of the Hexyz Charge. Since Galiza is Void, he can just take advantage of the Hexyz Charge that you've given him, and then he can break it before it's your turn. So be sure to break the chain before he is able to abuse it.

In my opinion, this is the hardest battle of the game. So do NOT let your guard down, and it would really help if you had many Orbs of Hope on you. Not to mention a lot of Attacking Spirifacts, because you might run out of RP before the battle ends.

After the battle, give yourself a round of applause or somethin'. If you're old enough, go have a beer. (Just kidding about the beer...) Of course, if you are feeling too mature for celebrating over the defeat of a Boss, I guess you don't have to...

Anyways, watch the scenes after the battle. When you regain control of Cecilia, head back down to the Save Point and save your game. If any of your Party Members have low or medium amounts of RP, GO BACK TO THE FORCE SITE. I cannot stress this enough. For the final battles of this game, your RP reserves are NOT refilled. Also, be sure to equip Decoy Doll Omegas on some of your Party Members, your healer mainly. You'll thank me later.

Once you've prepared everything, save again at the Save Point and walk into the rainbow-colored doors.

=====

Depending on your actions throughout the game, Norvia will show you if you either got Creation, Destruction, or Neutrality. However... Azul will come and mess things up for you. As always. Watch the following scenes, and get ready for a Boss Battle... with Delgaia himself.

```

||
||      BOSS:  Delgaia                      EXP:  ---
||
||
||      FP:  ---
||
||  Aspect:  Void
||
||
||  Attacks:  Death Pillar - Deals about 500 damage to a single Party
||              Member.
||
||              Calamity Flame - Deals about 500 damage to a row of
||              Party Members.  Has a chance of
||              inflicting poison.
||
||              Disaster - Has the chance of inflicting Dark and Curse
||              on the whole Party.
||
||              Catastrophe - Deals about 900 damage to the whole Party.
||
||              Nemesis - Deals about 500 damage to a single Party
||              Member.
||
||              Holy Hell's Redemption - Focuses Force into its Core.
||
||              Karma - Lowers Strength, Spirit, Defense, and Force
||              while dealing about 700 damage.  Targets one
||              Party Member.
||
||

```

Strategy: Sure, Delgaia is a god and everything. However, he's not as hard as you may think. Just watch out for his Catastrophe, but that's about it. Just be sure to have a good healer in your Party (Cecilia) and heal whenever your HP goes below 1000 for any Party Member.

Of course, just like the battle with Galiza, Delgaia has a Void Aspect. So this makes him capable of abusing the Hexyz Charge just like Galiza. Make sure to break the Hexyz Charge before his turn, and you might end up saving a lot of RP to heal later.

Just keep smashing Delgaia with moves like Aerial Cleave and Divine Barrage, and maybe a couple of Bursts now and then. Soon enough, the God of Destruction will fall...

After the battle, watch the scenes that follow. Sometimes, I just want to smash Azul's face in, you know? Anyways, get ready for the Final Boss...

```

||
||  FINAL BOSS:  Galiza                      EXP:  ---
||
||
||      FP:  ---
||
||  Aspect:  All 3 Aspects
||
||
||  Attacks:  Kyrios - Deals 500 damage to a single Party Member.
||              Alleluia - Deals 500 damage to a single Party Member.
||              Gradule - Deals about 400 damage to a single Party
||              Member.
||              Sequentia - Deals about 400 damage to a row of the
||              Party.
||              Agnus Dei - Deals 2000 damage to the whole Party.
||              Instroitus - Deals about 400 damage to a single Party
||              Member.
||
||

```

Strategy: As you can see, Agnus Dei deals 2000 damage to the whole Party. TWO THOUSAND! If you have the Decoy Doll Omega

equipped though, it won't do much of anything. :D

Just make sure to heal when you have to, and don't make any stupid mistakes. Hit Galiza hard, and he'll fall just as quickly as Delgaia. However, I guess you'd probably have to say that Galiza is a bit harder than Delgaia... But still.

After the battle, watch the ending scenes. Sit back and relax; you've deserved this after coming this far. If this was your first playthrough of the game, then Art and BGM will be added to the Main Menu. You'll also be given the choice to start a New Game+, if you want to. A New Game+ is basically just a harder version of the game.

If you haven't beaten Levant's Story yet, you can go ahead and skip to that section of this FAQ. However, if you want to do the Sidequests of this game, you can skip to that section.

\ _____ LEVANT'S STORY _____ -(iv2lvs)-/
- - - - -

Levant's side of the story takes place on the Dark Side of Berge. The same cutscene that played in the beginning of Cecilia's Story plays here.

```
0-0-----0-0
| | Phase 1 - The Tragedy of the Holy Sword (iv2ahs)| |
| | _____| |
0-0-----0-0
```

-----\\
Spirit Forest =====(2aspir)

```
=| ITEM CHECKLIST =====|
|   o Holy Sword Krauvando   o 2 Bandage Orb           o Cloth Bandana         |
|   o 5 Green Lapis          o Traveler's Shoes       o Green Fragment *     |
|   o Star Sand *           o Wind Ring              |
|                             |
=| ENCOUNTERABLE ENEMIES =====|
|   Death Hound              Masked Woman (Boss)     Evil Wisp                |
|   Zephyra                  Mani                    Sabrewolf                |
|   Nepenthes                |
|                             |
```

* With these items, you either get one or the other... You can't get both.

Wow! Quite a long scene, wasn't it? Well, of course it doesn't even rival Metal Gear Solid, but you get my point. You take control of Levant in the forest. If you head to the South entrance, Levant will just back away and say that he has more exploring to do. The Northwest passage is a dead end, so don't even bother going that way. Go up the Northeast one.

In this next area, walk up to the altar and watch the scene. After the scene is over, walk East to the little cul-de-sac and open the chest there for a Bandage Orb. Now go back up to the altar and walk down the left side. Since there are no more treasures here, and there is nothing left to do, just walk out the exit to the North.

In this new area, head North until you exit that little pathway, and then head south to get a new treasure. You'll get a Cloth Bandana. Well, since there's

not much else to do, open up your Menu and equip the Cloth Bandana to Levant. Now head to the East for another Bandage Orb. Go to the next area by exiting via the North passage.

There's not much else in this area either. Just a couple of treasures and... your first save point! Head southeast for 5 Green Lapis(s), and go straight North for a pair of Traveler's Shoes. Once you are done with the treasure hunting, interact with the brown pillar. Turns out that it's a save point. When you press X on it, it will give you a little tutorial about Saving. Well, not really a tutorial, but more of an Instructional I guess. Read it, because you're going to be saving a lot in this game. However, what puzzles me is how an Ancient Stone Pillar can record your adventure... but whatever. So SAVE YOUR GAME. If you are feeling arrogant and cocky, go ahead and skip the Save Point. It doesn't exactly matter much.

Equip the Bandage Orbs that you got from the treasure chests, because your first battle will soon be coming up. You don't want to die here, do you? The Bandage Orbs will help prevent that if the worst comes to worst. Now head northeast and when you reach the exit, a rumbling will be heard. Is that a warning of some sort? ... Oh, who cares. Exit the area.

In this next area, you'll be fighting your very first battle. Help out the Elven girl and vanquish the monsters. The game will give you a short tutorial about how to fight battles. To Levant's dismay, he'll find that his normal sword does nothing whatsoever. When it breaks, the battle screen will fade out and be replaced by another scene. However, when you pull out your Holy Sword, you'll be able to start dealing some damage. Levant automatically kills one of the monsters, and engages in battle with the other. In this battle, the game will give you a tutorial on Divine Aspects, Skills, and Elemental Attributes.

=====

After the little help pages, you're left to fight this battle on your own. Really, there isn't much to do in this battle. You have to try to lose if you really want to lose. Just Cut the Death Hound twice, and it will die. You can also use Gust Thrust on the Death Hound, which will kill it in one hit. Don't worry about your RP, because you will gain a level from this battle. When you gain a level, your HP and RP are completely replenished.

You'll see another scene after that battle is finished, and after that scene is finished, you'll be in another battle. ... Yeah. This time though, it's a Boss Battle, and as you know, Boss Battles are tougher than normal ones! The game will give you an Instructional Page on Burst Attacks, and then the battle will begin.

| | | | |
|--|---|---------|--|
| | | | |
| | BOSS: Masked Woman | EXP: 30 | |
| | Aspect: Cerulean Flame | FP: 42 | |
| | | | |
| | Attacks: Moondance - Attacks one Party Member twice | | |
| | Master of Panic - Inflicts Poison on a Party Member and | | |
| | deals around 40 damage | | |
| | Counter Burst - Deals about 120 damage to one Party | | |
| | Member | | |
| | Purple Haze - Has a chance of inflicting Poison on all | | |
| | Party Members | | |
| | | | |

Strategy: For this battle, use your Force Burst, Blitz Assault.

Then Spam Gust Thrust. If you run out of RP for that, keep on using Cut. Her Counter Burst is her best move, and you should really watch out for that. Purple Haze is laughable because it sometimes misses. (But it's a great song lol...) Master of Panic is also something to watch out for because it has a possibility of inflicting damage while dealing poison at the same time. However, she is a very easy boss, as most first bosses are. If you are having trouble with her though, be sure to use one of those Bandage Orbs that you picked up earlier so that you can heal yourself.

Also, the Masked Woman has a set way of dishing out her moves. The first move, she'll use Purple Haze. After that, she'll use Moondance. Next, she'll use Master of Panic, and every turn after that she'll use Counter Burst. So try to end the battle before she starts her Counter Burst frenzy, alright?

If you lose this boss battle, the game will go on as usual. But I suggest that you don't lose it, because it's not exactly morale boosting to lose against the first boss of a game... Plus, you'll lose a lot of EXP and FP, and those are always useful to get.

Once you beat the Masked Women, a scene will appear, and the game will give you a small instructional about FP and Ragnafact Growth. Once you regain control of Levant, go northwards to the broken altar, and the game will give you another instructional page about Harvest Points. Basically, the game will inform you of a Harvest Point when you are right next to it by means of a question mark. A question mark will appear above Levant's head, and you'll be a foolish person to ignore it. Anyways, press X on the altar, and you'll receive a Green Fragment or a Star Sand. You either get one or the other; you can't get both. Instead of exiting the area right away, head to the western-most part of the area and head up the stone stairs. Follow the path and it will take you to a Wind Ring. Now head out of the area via the southern exit.

=====

The first thing you will notice is that you have to save all the Elves. So go and save them! Right off the bat, the game will send you headlong into a battle. In the beginning of the battle, it'll give you an instructional page on Status Effects. After reading those helpful bits of information, go ahead and Gust Thrust the Zephyra; otherwise, it'll kill you in the next turn. Then Cut the Evil Wisp. (Cut kills it in one blow.) Head up and use the Save Point. Seriously, even if you are arrogant, please use it. You never know when you might die, no? ... (I sound like Ulu, lol)

After saving, encounter the enemies to the direct south of the Save Point. Just Cut both of these guys until they die, and you will level up at the end of the battle. After this, you'll notice that... the screen has flipped! :O Now North is South, and South is North! ... Just keep the screen as is and follow my directions. Just head west into the next little dead end and save the Female Elf there. Cut both the Zephyra and the Sabrewolf; they both die in one hit. Now after that battle, head to the far Southeast corner of the map and save the Elf there. Cut the Nepenthes twice, and that should take care of it. Cut the Evil Wisp, and victory will be yours. After this battle, you should level up to Level 4. After this battle, you'll have saved all the Elves in the area. Time to head to the next area! Wait... The screen has flipped again. ... Well, in that case, head to the Northeast exit.

There is nothing to do here but exit the area at the Northwest corner of the map.

Right at the start of this next area, you'll encounter more monsters. Cut both the Mani and the Sabrewolf, and that should be enough to save the Elf there. Of course, if the Mani doesn't die from one Cut, just Cut it again. There, you have finished with the Spirit Forest! Now that wasn't so bad, was it?

```
-----\\
Rosenbaum Castle =====(2arosc)
-----
=| ITEM CHECKLIST =====|
|   o 2 Cracked Rings    |
|                          |
=| ENCOUNTERABLE ENEMIES =====|
|   Imp. Soldier          Imp. Wizard          Imp. Archer          |
|_____
```

After the very long scene, you will be given 3 choices from Bahn.

- **1. Resist ---> Destruction
- **2. Stay Quiet ---> Neutral
- **3. Escape ---> Creation

All of the options end up being the same outcome, but each one has it's own purpose for Destruction/Creation/Neutrality. By picking **1, you'll be aiding Destruction. For **2, you'll be helping Neutrality. Which doesn't really help anyone. And **3, that'll help the Creation. So I suggest you choose **3 if you want to save the World.

After this next scene, Griek, a Lyger, will join your party. So will Irene. The game will give you an instructional page about Spirifacts and Ragnafacts. Head north and save your game. Now head West until you trigger a Battle with some soldiers. The game will give you another instructional page about Hexyz Charge and Overkill. In this battle, the enemies will be formed in a formation that will look like this:

```
      IS      IS = Imp. Soldier
      IM      IM = Imp. Mage
IS      IS
```

Have Levant attack the IS on the left, and have Griek do the same. For Irene, have her use "Forswa" on the two Imp. Soldiers on the right. After the initial strikes, just keep on using High RP usage moves, like Predator Bite and Gust Thrust. You shouldn't worry about RP usage because you'll gain levels quite quickly in this area, which will replenish your HP and RP. After this specific battle, Irene will gain a level. Exit via the West Passage; if you try to exit through the North or South one, Griek will stop you.

Alright, in the next upcoming battles that you will be facing in this area, all the soldiers you face will be in the exact same formation all the time. They will look something like this:

```
      IM      IA - Imp. Archer
      IA      IS = Imp. Soldier
IS      IS      IM = Imp. Mage
```

Have Irene use Forswa on the Imp. Archer column, and that should finish off the Imp. Mage. Have Griek and Levant attack the two Imp. Soldiers on the left and right. Use this strategy for all of the battles in this area.

Head south after exiting the previous area. However, I advise you to hold down O while going, so that your movement is slowed down. There is an enemy soldier waiting for you at the Intersection, and I think it would be wise to try and catch them by surprise. This would result in less damage taken, and overall, a happier party, right? Anyways, use the same strategy as stated above, and you should achieve victory without anyone falling unconscious. After this battle is over, all your Party Members should have gained a level. Head southwards and pick up the 2 Cracked Rings that are in the Treasure Chest. Head back to the Hallway leading West, and try to catch the Soldier there unawares. Once you defeat them, Irene should gain another level, which will replenish all her RP and her HP.

Now take the path leading to the North, and try to catch that soldier unawares also. Just follow the path, and in the next little squarish conclave, take the soldier by surprise for a Preemptive Attack. After this battle, Griek and Irene should both gain levels. Now head southward and be on your guard for the two soldiers that are patrolling this area. You can either kill them both, or you can just run past them towards the exit. Your pick. Personally, I would just kill both of them for the extra EXP. After those battles, exit the area and you'll watch another scene.

```
-----\\
Denmail Highway =====(2adenh)
-----
=| ITEM CHECKLIST =====|
|   o Life Orb           o 2 Healing Herbs       o 2 Willow Leaves   |
|   o Stardust          |                               |
|                               |                               |
=| ENCOUNTERABLE ENEMIES =====|
|   Zephyra             Orcus                 Nepenthes           |
|   Mani                 Sabrewolf             Evil Wisp            |
|   Sedna                Perro Diablo          |
|                               |                               |
```

You'll exit out to the World Map. Since the only area you can go to is Denmail Highway, I suggest you go there by pressing X. Head northwest and Save at the Save point. Head West and encounter the enemies there. Just Cut, Thrust, and Scratch your way through these guys. If things get desperate, use a Gust Thrust or something. Otherwise, the battles here are quite self-explanatory. Follow the west path until you find a path that leads northward to a dead end. Encounter the ghost there and defeat them. Now head into the dead end for a Life Orb. Now head to the northeast of this cul-de-sac and you'll approach a Harvest Point. You'll receive 2 Healing Herbs from this place. The Dark Flower there really doesn't do anything at this point in the game, so don't even bother going over to touch it.

Now head west again and defeat the enemies there. Head north, and encounter the enemies there also. Once you defeat them, head east towards the other dead end. Enter the dead end and pick up the treasure there for 2 Willow Leaves. Go back to the Save Point and save your game before touching the Force Site, because the enemies encountered there are actually quite tough. Kill any enemies that you face on your way to saving your progress. Once you touch the Force Site, (the purple spring looking thing) the game will give you another instructional page about Force Sites. You will be given the option to either Purify the Force Site, or leave it alone. Choose to Purify it, and you'll encounter an Enemy. For this battle, the enemies will be set up like so:

PD PD = Perro Diablo
S S S = Sedna

To open up this battle, have Irene attack the Perro Diablo in the back with Forswa. Just a note, go all out in this battle, because even if you run out of all your RP at the end of this battle, you can just use the Force Site to replenish your RP reserves. That being said, have Griek and Levant focus their attacks on whichever Sedna that is going to execute their action first. You should be able to vanquish these enemies quite quickly.

Once you get purified by the Force Site, you'll obtain a Stardust. You'll notice now that the icon that displays the Force Site is now a Light Blue instead of a dark Purple. This shows that you have purified that particular Force Site. Be sure to pay attention to this, because as you play through this game, you'll be encountering many different Force Sites. Go back and save at the Save Point, and exit to the next area by the Northwest Passage. You'll see a scene after this.

```
-----\\
Black Precipice: Infinite Corridor =====(2abpic)
-----
=| ITEM CHECKLIST =====|
|   o Vitality Orb           o 2 Elemental Will(s)         |
|                                                                     |
=| ENCOUNTERABLE ENEMIES =====|
|   Sabrewolf                Mani                Evil Wisp         |
|   Orcus                    Nepenthes                               |
|                                                                     |
```

After you gain control of Levant, head North to the Save Point and save your game. Head east towards the rock, and press X on the Exclamation Point. After the scenes are finished, you will be able to use the Force Scan. This is a very helpful tool to find out the locations of treasures. Now execute a Force Scan next to the Monument, and you will be given two options of:

- **1. Give it Force
- **2. Leave it alone

Of course, if you want to move on in the game, you're going to have to choose the first option. A message will appear that will basically give you hints to which teleporters you should step into at what time. Step into the green teleporter that is to the north of you. Defeat the enemies here by using Cut and Thrust and Scratch; nothing that we haven't done before. The Monsters here are quite weak. Alright, now to explain the teleporters. If you step in the wrong sequence of teleporters, you will be sent straight back to the start. This won't exactly get you anywhere, so if you read the clue on the Monument again, you might be given a hint.

In the first area, just step into the Green Teleporter and you'll be whisked off to Area 2.

In Area 2, head up to the White Teleporter, but DO NOT step on it. Use your Force Scan, and Levant will detect a treasure near the White Teleporter. Go ahead and pick the treasure up, and you'll gain 2 Elemental Wills. Now make your way to the Red Teleporter, and you'll be warped to the next area.

 PATTERN:

Basically, the pattern for this whole area is Red, Blue, White. Red, Blue, White. It's based on the Divine Aspects Checking Chart. Blue checks Red, so you go from Red to Blue. White checks Blue, so you go from Blue to White. Red checks White, so you go from White to Red, and so on and so forth.

In this next area, you'll immediately encounter some enemies. Use the same strategy as the previous battles to kill all of them. Once you're done with the battle, head on over to the Yellow Teleporter.

The Yellow Teleporter will take you to the next area, which has two Yellow Teleporters, a White Teleporter, and a Red Teleporter. Step on the next Yellow Teleporter here, and you'll be taken off to a dead end. Kill the enemies here. Even though this place does seem like it's a dead end, use a Force Scan next to the Teleporter and you'll get 2 Yellow Lapis(s). Now use a Force Scan in the dead end, and a treasure chest will appear. After you've picked up the Vitality Orb from the chest, head on back to the previous area by using the Yellow Teleporter. Now that you've gotten the Vitality Orb, retrace your steps back to the third area; the one with the Yellow, Red, and Blue Teleporters.

Head east and step on the Blue one, and you'll be taken to a new area with a Red, White, and Yellow Teleporter.

Go to the White Teleporter, and you'll be warped to another area with 2 Yellow Teleporters and a Red one.

(Getting pretty hectic, huh? This place is sort of a doozy...) Head northwards to the Red Teleporter and just follow the path to the Blue Teleporter. Kill any enemies along the way.

You will be taken to an area with a Green Teleporter, a Red Teleporter, and a White Teleporter. You might have checked on the enlarged Mini-Map, and you might have seen that there is a Treasure Chest in the area that uses a Purple Teleporter. As much as I would like to take you there, it is not possible in this point and time for you to get that treasure. So just head on up to the White Teleporter, and you'll be taken to the final area of this "Infinite Corridor".

There is a Save Point here, so go and save your game. Now head on up to the Green Teleporter, and you'll warp out to another place.

```
-----\\
Tower of Judgment =====(2atjut)
-----
=| ITEM CHECKLIST =====|
|   o Energy Mist           o 4 Cracked Rings           o 3 Element Will(s) |
|   o 5 Yellow Lapis(s)     o Stardust                   o 3 Purple Lapis(s) |
|   o 2 Bandage Orbs        o Ash Lumber*                o Wind Ring          |
|   o Electric Orb         o 3 Blue Lapis(s)           o Invigorating Orb  |
|                           |                               |
=| ENCOUNTERABLE ENEMIES =====|
|   Sedna                   Alice                         Perro Diablo         |
|   Foul Gel Blob           Evil Wisp                     Fah                   |
|   Sting Worm              Charon                        Force Eater          |
|   Sly (Boss)              |                               |
|                           |                               |
```

* With these items, you can get infinite amounts just as long as you have enough FP.

MY RECOMMENDED LEVELS: Levant - 10 (The reason I have the party at Level 10
Griek - 10 is because even though it does seem a bit
Irene - 10 overpowered, you might be staying in this
place quite a long time, so you might
want to be up to the challenge.)

Head to the east, and you'll trigger a scene. You'll be given 2 choices when Rafael asks for you to join up with them.

**1. Let's try it. ---> Creation
**2. But... ---> Destruction

The outcome is the same, but I'm pretty sure that the first choice helps Creation. After the scene is over, head over to the Save Point to the east of you. Save your game and head left to Purify the Force Site. The enemies will be set up in this kind of formation:

```

    A           A = Alice
S           S           S = Sedna
```

Have Levant and Griek Gust Thrust and Predator Bite the Sednas. Have Irene Forswa the Alice in the back, and after the Sednas are dead, have Levant and Griek crush the Alice. This battle is relatively easy for a Force Site battle, but who can complain? You will gain an Energy Mist if you win this battle, but if you lose it doesn't matter because you'll just start out at the Save Point right next to the Site.

Now, if you head North towards the wall where Rafael and Cecilia disappeared, you'll just trigger a scene where it shows that the Party cannot enter through that doorway. So head south, and then take a right up the ramp. If you see an old doorway along the way, you're going the right way. However, you cannot open that doorway yet, so just head up the path until you reach the door with the Red Sword on the front. Watch the scene, and now you're in the Tower of Judgement!

=====

After the initial scene inside the Tower, the game will give you a short instructional page about Item Fusion. If you want, you can experiment with the Item Fusion and make different Items for your Party to use. There's nothing really to make that would be overly useful, so I just suggest you wait 'til you gather more items.

However, what I do think would help you is if you upgrade the Holy Krauvando's Tech Level to 2. This will give you a new move, known as "Laser Slash". Upgrade the Holy Krauvando's Atk Level to level 4, and upgrade its Resonance to level 2. Now go to the Shinecrail, and upgrade its Atk Level to level 4, and upgrade its Resonance to level 2 as well. For the Runeslave, upgrade it's Tech Level to level 3, and upgrade its Atk level to Level 5. Be sure to upgrade the Resonance of the Runeslave to Level 2 also if you have enough FP. If you did all that, you should have spent 2080 FP. Trust me, these upgrades will really help you later on. Now head towards the Green Teleporter, and you'll be warped to the Outside of the Tower.

From here, head West towards the dead end and execute a Force Scan. Pick up the Item in the corner and you'll receive 2 Cracked Rings. Now go back to where you started and head east now. Defeat the enemies that block your way. My strategy for the battles in this area are just to use your low-RP usage Skills such as Thrust, Scratch, and Cut. Using other Skills might leave you at a loss of RP.

Once you have beaten your enemies, follow the path eastward and head north into the dead end. Open the chest there for 3 Element Wills. Head back to where you started, and this time take the north path. Defeat any enemies along the way and go east once you get to the end of the north path. Pick up the treasure at the end of the east path for 5 Yellow Lapis(s). Go west now, and

take the south turn. Defeat the enemy that is patrolling that area. Head west and kill the enemies that are patrolling that area. If you head South, you'll notice that doors are blocking your way. Head north instead and use the Teleporter there.

=====

Head west and defeat the enemy that is standing at the gate-thing. There's no reason to go South because there's nothing there, so exit the area via the north exit.

Just follow the path northwards and go east. Walk up the ramp and get to the Treasure Chest for an Electric Orb. Head towards the dead end and use a Force Scan to find 3 Blue Lapis(s). Head East this time and defeat the enemy there. (There might be 2 patrolling this area at the same time, so be careful not to alert them both...) Head East, and use the Force Scan. Head across the newly-made Bridge for 2 Cracked Rings. Now head back to the southern exit, and kill any enemies along the way.

Head back to the Teleporter, and warp to the previous area.

Go south, and then take a right turn onto a west path. From there, go south. If you want to, you can kill any enemies along the way. Enter the Teleporter.

You'll notice right away in this area that there is a Force Site. Go over and Purify it. There's a single monster standing between you and a purified Force Site, so go all out and use all your High-RP usage moves. Gust Thrust, Beast Rage, Presto; anything that'll kill it. After the battle, your HP and RP will be refueled, and you'll get a Stardust.

=====

Alright, now head southwards towards the dead end and use a Force Scan. Pick up the 3 Purple Lapis(s). Go north, and take a right onto the East path. Kill any of the enemies here (and you don't have to worry about RP usage because there's a Force Site right behind you, so use all you have to end the battles quickly). Now ignore the South path and go all the way to the East. Use a Force Scan here, and examine the Special Harvest Point. If you want, spend 30 FP for any of the Items below:

Bandage Orb, Wind Ring, Ash Lumber

If you want to go ahead and get even more Ash Lumbers, you can Infuse as many times as you would like until the Special Harvest Point breaks down. However, for FP usage efficiency, I suggest you just get the Wind Ring and leave it at that. Now leave the Harvest Point and head back to the Intersection. Take the South route and save your game at the save point. You might also want to heal your Party at the Force Site, because there is a Boss Battle coming up. Be sure to equip the Bandage Orbs that you got, and when you think you are ready, head South for the Boss battle.

| | | | |
|--|--|---|--|
| | | | |
| | BOSS: Sly/Perro Diablo/Fah | EXP: 288 | |
| | Aspect: Pearl Light | FP: 140 | |
| | | | |
| | Attacks: Icy Spikes - An Ice elemental Attack that deals about | | |
| | | 200 Damage to a single Party Member. | |
| | | Poison Blow - An attack that deals damage to a single | |

| | | | | |
|---|-----------------------------|--------------------|------------------|--|
| | o Red Lapis | o Cestite Key* | o Soothsong | |
| | o 2 Burlap Cloth(s) | o Numetake | o Worn Cloth | |
| | o 4 Devil Dog Fur(s) | o Elven Sandal | o Crunchy Recipe | |
| | o Silver Ring | o Luftshetelune | o Eternova | |
| | o White Lapis | o Yellow Lapis | o 2 Ice Crystals | |
| | o Devasti* | o 2 Green Lapis(s) | o 2 Devil Grass | |
| | | | | |
| = | ENCOUNTERABLE ENEMIES ===== | | | |
| | --- | | | |
| | | | | |

* This Item can only be gotten by filling some certain Requirement first.

Watch the scenes that appear, and when you are able to control Levant, go east and just basically, follow the path. Take an immediate left turn into the little cul-de-sac and use a Force Scan for 2 Oak Lumbers. Once you head up, watch the next scene coming up. Go to the statue and perform a Force Scan. A Treasure Chest will appear containing 10 Healing Herbs. Talk to Bigabu Beaze, the guy standing next to the statue. He'll provide you with Titles if you've completed actions that deserve a Title. Paste -(Vtitle)- into your Find Bar if you want to figure out the things you have to do to get all the Titles.

The game will give you a short Instructional Page on Titles. Bigabu Beaze gives you special Items after you earn a Title, and one of them is the Cestite Key. You get this by getting the Reknowned Hero Title, which you get by defeating over 100 enemies. There is little to no possibility to not kill 100 enemies, so assuming that you got this Title from Bigabu, you'll get the Cestite Key. Once you've finished talking to Bigabu Beaze (Say it out loud slowly to have a good laugh. :P), go West and head up into the dead end. Open the treasure chest for 10 Star Sands. Now go down, and open the treasure chest in the dead end down there for 3 Ambers. Head back up and take a left turn. Use a Force Scan here and pick up the Steel Shard here. Exit the area by using the little staircase in the middle of the two paths.

Perform a Force Scan near the shiny Crystal, and you'll get a Red Lapis. Now exit the area because there's nothing else to do here.

Now go back to Bigabu Beaze, and head northeast. Open the treasure chest in the far corner for 5 Ash Lumbers. From this area, head all the way down south and exit the area by taking a left turn.

Open the treasure chest here to get another Steel Shard. Now exit this area and head north. Enter the area that the Turtillian is guarding.

Follow the path and open the Treasure Chest to the North for a Soothsong. This thing is actually really awesome. It has 12 Durability (Quite a lot of D for a Spirifact at this point in the game) and it has Curing abilities that target the whole Party. Awesome. Alright, now that you've gotten the Soothsong, head Southwest and open the treasure chest there for 2 Burlap Cloths. Perform a Force Scan in this same area, and you'll receive a Numetake. Talk to the Lycan Gentleman, and he'll give you a Worn Cloth. Now go North and take a right turn to enter Vault's kitchen. Use a Force Scan here to get 2 Devil Dog Furs. Now open the chest for 2 more Devil Dog Furs. Save your game at the Save Point. Perform a Force Scan while near the Save Point, and you should get a Crunchy Recipe. Take your leave from Vault and exit his Kitchen.

Head west into the sleeping quarters, and perform another Force Scan. There is a treasure hiding in the far northwest corner of the room. When you examine here, you will get a Silver Ring. Head northwards now, towards Gulden's office. Perform a Force Scan behind the counter, and you should get 2 Ambers.

Now talk to Cemnal and he'll give you a pair of Elven Sandals. Talk to Gulden, and a Scene will appear.

After the long scene, you'll be given a choice as to who you think is behind Natulle's accident.

- **1. Axel. ---> Neutral
- **2. Faust. ---> Creation
- **3. Cecilia. ---> Destruction (Seriously?)

Whichever one you choose, it ends up being the same outcome in the end. (However, I'm not exactly sure if choosing between these choices somehow helps Creation or Destruction... If anyone can help me out on this, I'll greatly appreciate it.) After regaining control of Levant, head on back to Gulden's Office. Watch the scenes that follow, and you'll be given 2 options to choose from when Griek states that he'll go after the massacre doll alone.

- **1. I'll join you ---> Creation
- **2. ---> ...?

The outcome is the same, but I'm pretty sure that by choosing the first choice, you help Creation. After the next scenes, you'll be given another choice on the reason why you want to help Griek.

- **1. I need a lead. ---> Creation
- **2. ... The giant. ---> ...?
- **3. For the Lycans. ---> Neutral

Once the scenes are over, exit the area.

=====

Head all the way to the westernmost part of the area and head down the stairs to get to B1F. Go to the Guard that was blocking your way last time, and walk past him. Take the first right turn you see, and head all the way along the path until it brings you to a dead end with a treasure chest. Open it, and you'll get an Eternova. Head all the way back, except this time, take the second right path. Open the treasure in the room to the north to get a White Lapis. Use a Force Scan in the same room to get a Yellow Lapis. Now continue along the southeastern path until you get to the locked door. Press X on it, and you'll use the Cestite Key to unlock the door (that is, if you have gotten it. I highly doubt that you didn't.)

Head down the stairs to reach B2F. Go all the way east and perform a Force Scan within the vicinity of the chest. You'll get 2 Ice Crystals. Now... Open the Treasure Chest. And you shall receive a Ragnafact called the Devasti. Take a look at this thing's Atk. It's 40! That's insane! Well, anyways, if you feel like equipping it, equip it. Head on back to the entrance of Gultchfort.

=====

At the entrance, heal your Party at the Force Site and save your game. Before exiting out, perform a Force Scan at the northwestern corner of the area. In the barrel, there are 2 Green Lapis. Open the chest here for 5 Ash Lumbers. Go South of the Save Point, and use a Force Scan to find 2 Devil Grasses. Equip the Soothsong, a Bandage Orb, and the Sanocane to Ciel, and equip the Devasti to Griek. Now head off to the World Map, and you'll notice that a new location has popped up on it known as the "Granad Cavern". Go there.

-----\\
Granad Cavern ===== (2agrca)

```
=| ITEM CHECKLIST =====|
|   o Nobleray           o Orb of Wisdom       o Stardust           |
|   o Life Orb           o 7 Blue Lapis(s)    o Wind Boots         |
|   o 3 Green Lapis(s)   o Chi Bracelet       o Protect Orb        |
|   o Rusted Plinth     |                               |
|                               |                               |
=| ENCOUNTERABLE ENEMIES =====|
|   Perro Diablo         Fah                   Zephyra              |
|   Mani                 Foul Gel Blob       Fortified Beast      |
|   Sedna                Shade                Sting Worm           |
|   Phantasma Alpha (Boss) Faust (Boss)          |
|                               |                               |
```

MY RECOMMENDED LEVELS: Levant - 13
Griek - 13
Ciel - 12-13

Now that you're here, take a look around. You'll notice this place does have some icy patches here and there, and the developers did make it so that the ice causes slippery floors. Just keep this in mind when trying to run away from a monster on the field, because the ice might prevent you from escaping. Anyways, follow the trail to the east and take out the monster hanging out in the conjunction there. These monsters are quite familiar to us, actually; so just kill them with your normal moves. For Griek, you might want to try using the new Ragnafact and test it out to see if you prefer the other one. Of course, you can always level up the Devasti for it to meet your needs.

Follow the path northwards and kill the enemy patrolling that area. Head north and then East, across the icy patch of ground. Try not to touch the spikes on the side because they will cause some minor damage to all the Party Members. There is an easy-to-miss Harvest Point here, right next to the rocks at the top of the ramp. From this place, you'll get 3 Green Lapis(s). Now exit the area.

You'll find yourself in a small Dead End. Kill the Enemy that is trying to guard the treasure chest. Open the chest for a Nobleray. Instead of keeping the Bandage Orb on Ciel, give her the Nobleray. Now go back from where you came and exit this area.

Go back across the icy patch of ground, killing any enemies along the way, and head southwest to cross over the blackish river. Head northwest towards the sign and read it. You know what it says? Completely ignore that. You're going to be dropping quite a bit of boulders later. Anyways, head northwest again and pick up the Orb of Wisdom in the chest. Head towards the exit at the very northern corner of the map.

In this new area, go east until you see a Force Site. Kill any enemies along the way. Purify the Force Site, and you'll engage in a battle. The enemies will be set up in formation as shown below.

FB FB FB = Fortified Beast

Have Levant Laser Slash them, and have Griek either use Beast Rage or Smash on them. Let Ciel use Eagle Eye on them. These guys aren't exactly hard to beat because they use most of their turns on Skills that deal about 40 Damage. If your HP goes below 100 though, heal with one of your Spirifacts. Once you banish the monsters, you'll receive a Stardust. Follow the path to the Save Point while you defeat the monsters along the way. Save your game here, and

head towards the North room. You'll see a scene where you see a large Machine escape. However, it leaves behind some mechanical minions for you to destroy. The enemies are set up as shown below.

S

S S S = Shade

Have Levant Laser Slash the front Shades, and have Ciel focus her attacks on the Shade in the back. Don't shy away from your High-RP using Skills because there's a Force Site right behind you. Have Griek focus his attacks on one of the Shades in the front, and you should be just fine. After the battle, you'll notice that the two passageways in front of you are both blocked. ...Hmm... I guess it's time to play around with some boulders, eh? Well, before that, let's loot this place, shall we? Exit this area and heal by the Force Site on your way out.

Follow the path to the southwestern exit, and defeat any enemies along the way. Of course, you can avoid them if you want to, but extra EXP and FP never hurt anyone, did it? (However, endless battles can get quite annoying. At least this RPG did not implement those annoying Random Battles into their Battle Encountering System).

In this area, try not to touch any of the spikes. Open the chest for a Life Orb. Continue along the path until you see a crack. Perform a Force Scan at the crack, and you'll get 5 Blue Lapis(s). Open the northern chest and you'll get Wind Boots. Now exit the area.

Okay, now to push some boulders. In order to push one, all you have to do is walk up to it. And that's it. Easy, huh? Now to find the right places to drop the boulders... That's a little tough. Drop a boulder down the cliff behind the sign. There are actually only two places to drop the boulders though, so it's actually not as hard as it first may seem. Drop 4 boulders down the cliff behind the sign, and drop 4 more down the cliff to the west of the sign. This should open up both of the blocked passages in the room where the gigantic robot disappeared. (In fact, just as long as you drop 8 boulders combined down the cliffs, both of the passages should be opened.) Now exit this area via the north passage.

=====

Heal at the Force Site and save at the Save Point. Head northwards and take the left passage. Just follow the ice path, and try (if you can) to just whizz past the enemies here. There's no reason to go through the trouble of trying to touch them. After flying down the path, at the very end there are 2 treasure chests. Open the first one for a Chi Bracelet, and before you take the next treasure chest, turn around and Scan the area for 2 Blue Lapis(s). Now take the Protect Orb in the second chest. Make your way up the ice ramp to get back to the area with the Save Point. Defeat any enemies you may encounter and make sure you watch out for Ciel's HP. For some reason, the enemies here love to pick on her... Anyways, exit this area.

Go to the Force Site and replenish your HP and RP. Save your game again, and get ready for a Boss Battle... Take the right passage now, and exit this area.

Hey look! There's another Save Point here! I guess you didn't have to save your game before, but hey, what's another Save but a helpful safety precaution? XD ...Anyways... If you have enough FP, upgrade Levant's Tech Level and you'll receive another Skill called Thunderstruck. This will be helpful against the upcoming Boss Battle, because this Boss is slightly weak to lightning. Enter the little room and watch the scene that follows.

```

||
|| BOSS: Phantasma Alpha          EXP: 3000      ||
|| Aspect: Cerulean Flame         FP: 130       ||
||
|| Attacks: Drill Arm - Deals about 270 damage to one Party Member ||
||           Counter Drill - A counter. Deals about 200 damage to a ||
||                       Party Member that attacked it.             ||
||           Drill Missile - Deals about 300 damage to a Party      ||
||                       Member. (Actually, it depends on the      ||
||                       Party Member...) Sometimes it misses.     ||
||           Ragnadrain - Drains about 15 RP from a Party Member.   ||
||           Quake Banker - Deals about 120 damage to all Party     ||
||                       Members.                                    ||
||

```

Strategy: Have Ciel Eagle Eye this guy a lot. Have Levant use Thunderstruck. For Griek, have him use Warcry, and if your FBB is full, use his Burst move, Berserk. Trust me, it'll help a lot. After Griek has been Berserked, use Beast Rage. If your HP ever falls below 300, HEAL. This is just as a precaution because Alpha might decide to use Drill Missile. Do not take that risk. Other than that, Alpha is quite an easy Boss.

After this, watch the scene and... another Boss battle? -- lol, brace yourselves, guys! Don't worry about how you used up all your RP in the previous battle; your HP and RP are both refilled for this battle.

```

||
|| BOSS: Faust                    EXP: 1700      ||
|| Aspect: Cerulean Flame         FP: 350       ||
||
|| Attacks: Delete - Deals about 450 damage to a Party Member.     ||
||           Astral Liquid - Nullifies all Elemental Resistances you ||
||                       have.                                       ||
||           Vandalize - Deals about 200 damage to a Party Member.  ||
||           Life Shaver - Deals about 260 damage to a Party Member. ||
||

```

Strategy: Faust packs quite a punch if you aren't ready for him. His Delete is quite the damage dealer. However, if he uses that, it's no reason to reset. Just heal yourself with a Spirifact. To start this battle out, have Griek use his Berserk Burst again. Have Levant use Blitz Assault after that if you have enough of the FBBs left to use. Let Ciel hang back and heal as needed. Levant and Griek should use Thunderstruck and Beast Rage. Faust falls pretty quickly, and this battle shouldn't be too much for you guys.

Watch the scenes that follow, and you'll obtain the Rusted Plinth. When you regain control of Levant, exit to the World Map and head back to Gultchfort.

-----\\
Gultchfort =====(2aguf2)

```

=| ITEM CHECKLIST =====|
|   o Short Pencil           o Cecilia's Letter       o Map of Lustrous Berge |
|                               |                               |
=| ENCOUNTERABLE ENEMIES =====|
|           ---              |
|                               |

```

Watch these scenes and sit back and relax. There are quite a lot of them. During these scenes, you'll receive Cecilia's Letter. When you get control of Levant, head east to the Save Point and save your game. Now talk to the Hungry Turtillian outside of Vault's kitchen. Trade the Worn Cloth for the Short Pencil. Talk to Philia, who is standing next to Vault. She'll give you a Map of Lustrous Berge.

Before exiting the kitchen, head south inside of it and talk to Ciel. Now exit the kitchen, and head south and talk to Irene at the little conjunction area. Head West, and you'll find Griek relating his stories to Ignus. Head all the way west to talk to Cecilia and Rafael. After you're done talking to them, go back to the sleeping quarters, which are right across from Vault's Kitchen. You'll be given two choices:

- **1. Rest
- **2. Not yet

If you feel that you more to do in this area, choose the second option. However if you feel that you have done everything that you wanted to in this place, choose the first option.

Watch the following scenes, and Ciel will leave the party. Irene will join up instead. Now exit this area by the south exit.

Exit this next area by means of the southwest exit.

In this area, you'll get some scenes. Then, when Philia asks if she can tag along with the party, you'll have two choices.

- **1. If you want. ---> Creation
- **2. I don't care. ---> Destruction

...Be a nice person and choose the first choice. After that, you'll exit out to the World Map. Time to return to the Tower of Judgment! (Note that you have to enter the Guidance Chamber; not the entrance of the place.)

```

-----\\
Tower of Judgment =====(2atoj2)
-----

```

```

=| ITEM CHECKLIST =====|
|   o Dusk Circlet           o 5 Healing Herbs       o Element Will*       |
|   o Igneous Orb**          o Star Sand*            o Stardust**          |
|   o Force Bandana          o Life Orb              o 2 Sharp Fangs      |
|   o 2 Glass Statues        o Energy Mist           |
|                               |                               |
=| ENCOUNTERABLE ENEMIES =====|
|   Charon                   Alice                   Fah                   |
|   Laplace                   Perro Diablo           Fortified Beast       |
|   Tibia                     Spinel                 Ulexite               |
|   Sumatrae                  Antoinette             |
|                               |                               |

```

* These Items require FP to receive.

** These Items can both be acquired through treasure chests and a Special Harvest Point.

MY RECOMMENDED LEVELS: Levant - 17 (At these levels, it'll be almost
Griek - 16-17 impossible to die... Of course, don't
Irene - 13 worry about Irene, because she'll gain
levels really quickly.)

When you gain control of Levant, enter the White Teleporter. You'll be sent to the Outside of the Tower again.

If you have enough FP, upgrade the Runeslave's Tech Level to 4. This'll give you Berserk Barrage, which is a 3-hit move that demolishes basically everything in its path. Besides that, you can upgrade anything you want, but be sure to have some leftover FP for any Emergency Restores. Also, be sure to equip Irene with stuff. She's completely devoid of any armor or weapons besides her Shinecrail, so give her the Sanocane and the Soothsong. Also, equip her with the Chi Bracelet that you found in the Granad Cavern.

=====

Alright, now on to traversing this Tower once again. Take a right turn at the intersection and defeat the enemies that block your path. For these battles, they do include new enemies that you haven't seen before in random field encounters. However, they are quite easy to defeat. Use your 1-RP usage moves, and you should end up being just fine. If any of your Party Member's HP drops below 150, be sure to heal them before an enemy rips them to shreds. ...Well, not exactly ripping, but you get my point.

Now that the enemies are dead, follow the path to the next intersection. However, this time, ignore the path that branches off to the right. Just keep moving forward until you see a path branching off to the left. Enter there, and kill any enemies along the way. At first, it may seem like there is no way to get to the treasure on the other side, but all you have to do is Scan the area, and a newly-formed bridge will appear to connect you to the treasure. Open the treasure and you'll be given a Dusk Circlet. Equip it to Irene.

Keep going north and kill the enemy there. Head West once you get to the end of the North path, and use a Force Scan here. Pick up the 5 Healing Herbs and head on back to the first intersection. (Not the one near the teleporter though... Just the one before the Treasure Chest.) From here, just follow the eastward path until it starts going north. ... Uh, and then follow it north. :P Kill any enemies you may encounter here. Don't head to the right because you can't open those doors at this time. Head down to the dead end and Scan the area to activate the Special Harvesting Point. You can get any of the following Items from this Harvesting Point:

Element Will, Igneous Orb, Star Sand, Stardust

Each Infusement costs 100 FP. It's pretty cheap, and I suggest you keep infusing until you get the Igneous Orb and at least one Star Sand. After 8 Infusements, the Harvesting Point stops working, so I suggest you just spend the 800 FP required and get all the Items. Hell, they're all pretty good Items, so just get all of them! :D Now exit this area by using the Teleporter to the left.

=====

Follow the path and kill any enemies along the way. Take the first left turn and exit the area.

This is just a detour to get more treasures, so if you don't feel like getting them, you don't have to enter this area. However, treasures are usually beneficial to get, so follow these instructions if you want to get them. Keep heading left, and then head up. Kill the enemies there, and then follow the path to the left to the treasure chest. You'll get a Force Bandana here. Equip it to Levant, and give Griek the Cloth Bandana.

Now head back to where you started from, and go southwards. Take a left turn and use the Force Scan to open up a new pathway to the treasure chest. Open it and you'll receive a Life Orb. Exit the cul-de-sac and head southwards again. Take the left turn, and defeat the enemy that's patrolling that area. Perform a Force Scan on the Ramp and pick up the Item for 2 Sharp Fangs. Now exit this area.

Head right, and then head up. Now head right again, and demolish the guys in this area. Keep heading right, and encounter the golem that is just standing there. Once you defeat the golem, head up into the dead end and use a Force Scan to get 2 Glass Statues. Now pick up the Igneous Orb in the treasure chest to the right. Head back to the intersection that leads to the Save Point. Save your game, and you'll notice that there's a Force Site right next to you. Purify it. You'll encounter 2 Enemies, and they'll be set up in the Formation shown below:

U S U = Ulexite
 S = Sumatrae

For this battle, have Levant use Thunderstruck on the Ulexite every turn. Have Irene sit back and heal, and let Griek use Berserk Barrage on the Ulexite also. Once the Ulexite is taken care of, (the main source to be afraid of this battle...) focus your attacks on the next guy. Keep the same strategy, and you should win without having any of your Party Members dead. Unless of course, the Ulexite spams Execution and knocks the people in your front row unconscious... You will obtain a Stardust. Now save your game again, and head south. You'll engage in a boss battle.

```
||
|| BOSS: Antoinette/Perro Diablo/ EXP: 588 ||
|| Spinel FP: 272 ||
|| Aspect: Pearl Light ||
||
|| Attacks: Vitality Awl - Takes a percentage of your current HP ||
|| away. ||
|| Fork Dart - An attack that deals about 150 damage to a ||
|| Party Member. ||
|| Omen 666 - A devastating attack that can deal up to 666 ||
|| damage 6 times. If all attacks are landed, ||
|| then about 4000 damage will be dealt. ||
|| Igneous Enigma - A fire elemental attack that deals ||
|| about 100 damage to all Party Members. ||
|| Ghost Dance - Has the chance of inflicting Charm on all ||
|| Party Members. ||
||
```

Here's a little diagram showing the Formation that the enemy will be in:

S S = Spinel
PD A PD = Perro Diablo
 A = Antoinette

Strategy: To start out this battle, have Levant use Blitz Assault. This should take care of the Perro Diablo in the front. Now have Griek and Irene pummel the Antoinette, and have Levant use Thunderstruck. When the Antoinette falls, have Levant use Thunderstruck on the Spinel, and it should quickly follow in the Antoinette's footsteps. However, if you should encounter the infamous Omen 666, you might want to have Life Orb ready.

After this Boss Battle, head towards the Pedestal and press X. Watch the scenes that follow. After that, head left and pick up the treasure for an Energy Mist. Go back and heal at the Force Site, and save your game. Now exit the area via the Teleporter to the right. Watch the scenes, and, well, this is the end of Interwoven Destiny. You'll see the Vessel again, and it will either tilt towards Destruction or Creation depending on what you did in this Phase.

=====
 ~~~~~ END OF PHASE 2 ~~~~~  
 =====

```
0-0-----0-0
| | Phase 3 - Seeking the Heavenly Light (iv2shl) | |
| |-----| |
0-0-----0-0
```

```
-----\\
Palfina ===== (2apalf)
```

```
==| ITEM CHECKLIST =====|
| o Protect Orb          o Fresh Recipe          o Green Laver          |
| o 2 Holy Waters        o 10 Slash Feathers    o 3 Sunflowers         |
| o Cleric Hat           o 5 Mistletoe(s)      o 2 Numetake           |
| o Black Ashes          o Defense Orb         o Invigorating Orb    |
| o Black Lapis          o Aegis Bangle        o Ororon Doll          |
| o Light Ring           o 5 Element Will(s)   o Serontosphere        |
| o 4 Purple Lapis       o Stardust             o Evil Ward            |
| o Decoy Doll Alpha     o Blazing Recipe      o Decoy Doll Beta     |
| o 2 Cracked Rings      o 2 Glowing Metal(s)  o Speed Trinket        |
| o Energy Mist          o 5 Green Lapis(s)    o Resurrection Orb     |
| o 2 Dividing Liquids   o Star Sand           o Narcissus            |
|                         |                       |                       |
==| ENCOUNTERABLE ENEMIES =====|
| Rajh                   Mimic                  |
|-----|
```

You'll be given the option to save your game. I suggest you do. Watch the following scenes, and you'll find that you are now in the Lustrous Berge. And I'm just going to inform you now, this place houses a plethora of Items. It's probably the treasure house of Levant's Story. Of course, Gultchfort was pretty packed with treasures, but this place... Wow. Quite a lot of stuff to do here besides continuing the story...

Okay. When you regain control of Levant, use a Force Scan near the fruit cart to the northwest of your position. A treasure chest will appear, and inside it is a Protect Orb. Pick up the treasure right next to the fruit cart and you'll get a Fresh Recipe. Now walk over to the Vegetable Cart to the east. Force Scan this area, and you'll receive a Green Laver. (I'm pretty sure that Laver is Seaweed...) Now head to the West and go to the water's edge. You'll notice that there's a Harvest Point there. Pick up the Holy Water, and head to the

far west of this area. Talk to the NPC that is standing in front of the antique-shop-looking cart. When he gives you some business options, you'll be given two choices:

\*\*1. Well...

\*\*2. Not interested.

Select the first one, and you'll find out that he wants a Bind Ring. But... Where the heck is the Bind Ring? He's actually asking for the Curse Ring, so go to Fusion, and create the Curse Ring. A Curse Ring requires 5 Fairy Wings, 5 Bat wings, and 2 Silver Rings. You should've picked up the 2 Silver Rings in your treasure excursions, and the Wings you should've definitely gotten from killing all those monsters in the Tower of Judgment. So you shouldn't exactly have a problem making the Curse Ring. Talk to him again after you've made the Curse Ring, and you'll be given two options:

\*\*1. Give it to him.

\*\*2. Don't give it.

Choose the first option, and you'll get 10 Slash Feathers. Since you've satisfied the guy's needs, (Umm... I don't mean it that way you pervs! Blehh!) head up the left staircase and use a Force Scan near the bench at the top of the staircase. You'll obtain a Sunflower. Talk to the Girl sitting on the bench at the top of the other stairwell. Tell her that you'll find her Grandma and head up the next staircase to the next area.

In this next area, head west and talk to the girl there. She'll ask you for a Short Pencil, so give it to her. She'll gratefully give you a Cleric Hat. Apparently it smells like sweat... Where could she have gotten this from? Anyways, head to the northwest corner of this area and use a Force Scan. You will get 2 Mistletoes. Now head all the way east and talk to the Worrisome Cleric there. The Cleric will give you a Sunflower. Now Force Scan the northeastern corner of the area, and you'll get 2 Numetakes. Now enter the Temple, and get ready for the true Treasure Hunt! ... Wait, is looting a Temple a good thing...? :P (Oh, just a note. Enter the Temple from the West Side because that makes for less walking time in this place.)

=====

Okay, now that you are in the temple, walk across the waxed and gleaming floors to the northern most part of the area. Follow the western most wall and take a right turn into the dead end. In the dead end, perform a Force Scan and you'll get a Black Ashes. Now open the treasure chest for a Defense Orb. Now retrace your steps to the western entrance of this Temple. This time, instead of going north, head east. Take a turn towards the south and enter the Sanctuary by pressing X on the doors.

Here, a scene will take place. Watch it, and you'll give Cecilia's letter to Elda. You now have access to the underground Library of this place. ...Um, well, now it's time to loot this Sanctuary. -- Okay, head to the left of Elda and use a Force Scan. A chest should appear. open it for an Invigorating Orb. Now head to the top of the altar and use a Force Scan. You'll get a Black Lapis. Head to the right of Elda and Force Scan again. The same thing will happen just like the previous chest that was to the left of Elda. Open it for an Aegis Bangle. Now head to the 2nd Bench from the Entrance on the left. Execute a Force Scan and you'll get an Ororon Doll. Exit the Sanctuary and head east. Follow the path that snakes around the Sanctuary, and you should be taken to a treasure chest. Inside it is a Light Ring. Now leave that Dead End and exit this area through the North passage.



left. You'll obtain a Blazing Recipe. Open the chest in the far left corner of the library and 3 Element Will(s) will be yours. Exit the library and head westward. Enter the room to exit this area.

So... This is the Cleric's HQ? Not exactly a grand-looking place, but I guess it does look cozy. But that's besides the point. Go to the left and use a Force Scan, which will give you 3 Mistletoe(s). Now head to the North of the room and use a Force Scan. Open the treasure chest that appears for a Decoy Doll Beta. Use another Force Scan at the northwestern corner of the room, and you'll receive 2 Cracked Rings. Don't exit this area yet, because there's a blue lever to pull at the northeastern corner of this room. Pull it down and now you can exit this area.

Head west and then go northward. Talk to the Lost Old Lady, and it turns out that she's the little girl's grandma. She'll agree to be taken along with you, so now it's time to return back to the little girl! But not just yet. Head northwards into the previously-blocked room, and pull down the lever. This will drain the water in the lake in front of the Temple, which will allow you to get the treasures there. Open the treasure chest here for 2 Glowing Metal(s). Now head back to the Central Are of the Temple. ... Of course, if you need directions, I'll be happy to oblige. Take a south from this little alcove and then take an eastern turn. Head northwards again and head east towards the Force Site. If you feel like using 5 seconds of your time to heal, be my guest. Now go up the stairs and exit this area.

Head southwards and exit this area at the nearest possible exit.

Go down the stairs (running, jumping, skipping, walking... whatever suits you) and head west. Exit this area via the southern exit.

You're at the Area now. Go east and talk to the little girl on the bench to return her granny to her. The grandma will give you 3 Willow Leaves. (On some occasions, however, the granny gets lost again while you are taking her to her granddaughter... If this happens to you, no sweat. Just go back to where she was before and talk to her again. This time she'll follow you back and you'll get your hard-earned Willow Leaves.

(Oh, by the way, if you head back to where you found the granny after you returned her to her granddaughter, you'll find another Lost Old Lady wandering around there... WTF? That gave me quite a laugh... Then if you go back to the granddaughter, you'll find that her granny left her again! lol, so that Lost Old Lady really was her grandma! XD) Before going back to the temple, head south and you'll notice the water is gone. Head into the newly made entrance, and exit the area.

=====

Follow the path all the way to the north, and open the treasure chest on your right. It turns out... It's a Mimic! o\_0 Basically, a Mimic is a creature that imitates the form of a treasure chest. If you defeat it, it'll give you the Item that you were supposed to get from the chest. So there's no harm in battling them. Plus, they're really easy. All you have to do for this battle is use High-RP usage moves on it, and it'll die quite quickly. In fact, one Berserk Barrage from Griek will kill it. After it dies, it'll give you a Speed Trinket. Now open the chest on the left for an Energy Mist. Now exit this area and head on back to the entrance of the Temple.

There's nothing much to do here but save your game, so go ahead and do that. Head into the temple again when you're done.

Now that you're inside the temple again, go back to the area where you found the granny, but not the specific spot that you found her in. If you see the Purified Force Site, then you're in the right area. Now take a south turn and then a west one, just like last time. Except this time, instead of following up the west turn with another south one, go north and enter the new area.

You'll find yourself in the B2F of the Palfina Temple. Take the right path and then don't even bother with the lower path. Take the one that hangs around the outskirts of the area. Follow it all the way down to the dead end with the treasure chest, and open it to receive 5 Green Lapis(s). Keep following the path down, and now take an westward turn. Follow that until it brings you to the last treasure chest along this devilishly long path, and open it for a Resurrection Orb. Now head all the way back to the beginning of the area. This time, take the southern path, and when you reach a little crack in the bridge, Scan the area for 2 Dividing Liquids. Follow the path down and save at the Save Point. Now enter the new room by pressing X on the doors.

This place is the Monolith Altar. Head all the way up to the Altar and examine the place for a Star Sand. Go to the western side of the area and climb the stairs. Follow the given path to the treasure chest, and you'll receive a Narcissus. That's all that's in this area, so exit the room.

Head northwards and exit B2F by going up the stairs.

Go south, and then east, and then a teensy turn to the south, and then a U-Turn to the north, and then exit the area.

Go all the way south and exit the Temple.

Exit this area too, and you'll be at the Central Area of the Temple. Save at the Save Point, and exit this Treasure Palace to the World Map. Go to the Sealed Library, and get ready for some tougher-than-normal monsters.

```
-----\\
Sealed Library =====(2aseli)
-----
=| ITEM CHECKLIST =====|
|   o Broken Idol           o 5 Glowing Liquids*   o 2 Energy Mists      |
|   o Ororon Doll           o Dark Ring             o 2 Majin's Cloth(s)  |
|   o Purifying Orb         o Arnon Gem             o 2 Serontosphere(s)  |
|   o 10 Healing Herbs*     o S & S Recipe         o Nylonester          |
|                               |                         |
=| ENCOUNTERABLE ENEMIES =====|
|   Soloma                   Alice                    Charon                 |
|   Giant Mantis             Laplace                  Tibia                  |
|   Perro Diablo             Zepar                    Femur                  |
|   Drakon                   Varuna                   Angeu                  |
|                               |                         |
```

\* You have to choose between having 10 Healing Herbs, or 2 more Glowing Liquids. It's your choice.

MY RECOMMENDED LEVELS: Levant - Level 20  
Irene - Level 17  
Griek - Level 20

When you enter the Sealed Library, watch the scenes that follow. Once the scenes end, you'll see that there is an enemy like, hovering right above your head. For these battles here, be SURE to take advantage of the Formations, because it just might be the difference between losing a lot of HP and taking

minimal damage. Have Griek be the Powerhouse that focuses his attacks on one enemy. Let Irene use Forswa to her advantage, and let Levant take advantage of Laser Slash and Thunderstruck. As long as you play conservatively, you'll be fine.

From where you are standing, head east into the next room. Defeat the enemies in the room, and move on to the next room. Here, execute a Force Scan and pick up the treasure in the northeastern corner in the room. It's a Broken Idol. Now head on over to the next room. Defeat the enemy here, and head up the staircase to stand on top of the bookcases. Head over to the treasure chest on the east bookshelves, and you'll obtain 3 Glowing Liquids when you open it. Now head out of this area via the north exit.

In this area, you'll notice that there's a Force Site. Head around the bookshelves and go down the staircase. Kill the enemy patrolling the area, and then save your game at the Save Point. Now go up to the Force Site and attempt to Purify it. The enemies are set up in a formation shown below:

```
Z           F           Z = Zepar
                    F = Femur
```

First of all, focus all of your attacks on the Femur. It's basically a minion. After it dies, use all the Skills at your disposal to bring down the Zepar. Since you are getting a Force Site after this, it doesn't matter how much RP you use in this battle. After the battle, you'll receive an Energy Mist. Save your game, and use a Force Scan next to the Force Site. Click X on the Exclamation Point, and you'll be given two choices:

- \*\*1. Get the book
- \*\*2. Leave it be

Choose the first option, and you'll engage in battle with some enemies. It's a single monster, and this guy, surprisingly, is really easy to kill. Just use your best Skills because you can always heal again at the Force Site. Once you have beaten this monster, there'll be a short scene showing a Red Orb starting to glow in the door that is blocking the way to the next area. Restore your Party's HP and RP at the Force Site, and save your game again if you are feeling cautious. When you enter the next room, another scene will appear and Griek will say some "special words" that summon more monsters to face... Oh joy! The formation of the enemies is shown below:

```
           V           V = Varuna
F           S           F = Femur
                    S = Soloma
```

Just use your best moves again; the Force Site is there to back you up. After you finish off these enemies, another scene will appear.

=====

If you need to heal, go to the Force Site to heal, and then go back to that same room. Open the treasure chest for an Ororon Doll. That's all that's in this room, so head to the next room to the east. Kill the enemy that's wandering around here, and head up the bookshelf stairs in the middle of the room. Follow the path, and it will lead you to a Mimic. Watch out for this thing, because it is actually surprisingly strong.

(Oh, and if you haven't already, level all your Ragnafact's Atk Levels to level 9 or 10. Plus, level up the Shinecrail's Tech Level to Level 3. If you have enough FP, level the Holy Krauvando's Tech Level to Level 5. This should help

a lot throughout this place. Don't forget to equip Levant with the Speed Trinket, and equip the Aegis Bangle to Griek.)

Once you defeat the Mimic, you should receive a Dark Ring. If you have to heal after this battle, go to the Force Site and replenish your Party's HP and RP. Now head northwards from the Mimic room, and climb the stairs. Another scene will appear. After the scene, head back up the stairs that you mysteriously walked down, and use a Force Scan in the room. You'll notice that there are two places where the Scan picked up. First, go for the one in the middle bookshelf. Turns out it's another book! You'll be given two options:

- \*\*1. Get the book
- \*\*2. Leave it be

Choose the first option, and you'll engage in battle with another enemy. This one actually looks cool though, :P. Okay, go all out in this battle (just like the others.) Have Levant use Piercing Wind because it's Holy Elemental, and have Irene use Sword Blessing. Have Griek just pummel the guy, and sooner than later, you'll defeat the monster. There'll be a short scene showing that the sealed door's top symbol is now filled with an orange orb.

=====

Now examine the next area that the Force Scan picked up, and you'll receive 2 Majin's Cloth(s). Now head south and go back to the area adjacent to the Save Point room. Take a right turn into the narrow hallway, and enter the room to the North. Head up the stairs and follow the path all the way to the treasure chest on the right. Open it, and you'll get a Purifying Orb. Now head to the left and defeat the monster that is guarding the treasure. Open the chest and you'll get an Energy Mist. Now exit this room, and head back to the room with the Save Point. Walk up the bookshelf stairs and enter the next room by means of the North wooden slat. Walk down the stairs and walk to the end of the room. You know what to do, right? Yup! You got it! Force Scan. When you examine the site, you will be given two choices again.

- \*\*1. Get the book
- \*\*2. Leave it be

As usual, we are going to choose the first option. This guy is just a simple Zepar, and as such, he basically sucks. He has one Skill that might be dangerous, and that is Diablow. Of course, that does about 300-400 damage to one Party Member. Hear that? ONE. So yeah, rip him to shreds and after the battle, there'll be another scene showing the Blue Orb filling up the last empty space.

Press X on the door and head into the next room. Head to the right, and open the treasure chest. You'll get an Arnon Gem. Move to the northern part of this room and move to the left to open the chest for 2 Serontosphere(s). Head up the stairs, and head to the next room in the east. Kill the enemy that is patrolling the area here. Go over to the treasure chest on the top of the bookshelf. It's pretty easy to notice because it is radiating weird smoke... When you try to open it, you'll be given 3 choices.

- \*\*1. Infuse Force
- \*\*2. Just open it
- \*\*3. Leave it alone

Well, don't leave it alone. That's for wimps. If you chose choice 1, you'll get 2 Glowing Liquids. If you choose the second choice, you'll fight a Mimic and you'll earn 10 Healing Herbs. Take your pick. After that, head down the



steps and open the treasure chest at the northern end of the room. You'll obtain an S & S Recipe. Now head to the southern end of the room and open the treasure chest for a Nylonester. Head back to the Save Point room. Heal at the Force Site and save your game if you so choose. Now exit this area via the Bookshelf Trail at the south.

Head south, and just follow the bookshelf trail until you walk down the stairs. Go all the way to the east, and then head south to the next room. Take a westward turn and exit to the World Map. Go to Palfina.

```
-----\\
Palfina =====(2apal2)
-----
=| ITEM CHECKLIST =====|
|      ---                |
|                          |
=| ENCOUNTERABLE ENEMIES =====|
|      ---                |
|                          |
```

Walk up the stairs and exit the Central Area.

You know where to go, right? Go straight and enter the Temple.

Now enter the Sanctuary... lol, there's not much instruction to give here. Talk to Elda, and watch the scene. You'll hand over the book that Griek found. Elda will give you a letter to take to Gardner, the man that left the book that Griek found with Elda. Now exit the Sanctuary.

Head straight South and exit the Temple.

Head straight south again and enter the Central Area.

Walk down the stairs and head out to the World Map. Head over to Midee Highway.

```
-----\\
Midee Highway =====(2amihi)
-----
=| ITEM CHECKLIST =====|
|   o 2 Oak Lumbers       o Narcissus           o Stardust   |
|   o 2 Ash Lumbers       o Energy Mist          |
|                          |
=| ENCOUNTERABLE ENEMIES =====|
|   Fortified Beast       Perro Diablo           Brutal Mantis |
|   Charon                Giant Mantis           |
|                          |
```

MY RECOMMENDED LEVELS: Levant - 21  
Irene - 19  
Griek - 21

You'll notice immediately that this place is quite a lot different from the ones that we've encountered before. It's bright, and it has trees! Wow! Enough of that, let's get on with this walkthrough. If you have enough FP, upgrade the Shinecrail's Tech Level to level 4. Head just a bit northwards and use a Force Scan. You'll obtain 2 Oak Lumbers. Cross the bridge and defeat the enemies at the other side. Now take the southeastern path to the treasure chest and open it for a Narcissus.

Head over to the Force Site and Purify it. There is one enemy here, and it's called the Brutal Mantis. This battle is surprisingly not that hard for a Force Site battle. Have Griek hit it with the Devasti, and have Irene use Southern Cross. You can have Levant do whatever you think might deal more damage. Personally, I think that Skill would be Piercing Wind.

After the battle, you'll get a Stardust. Use a Force Scan and you will get 2 Ash Lumber(s). Kill the enemy at the fork in the road, and don't even bother about taking the northeast path; there's nothing there but an extra enemy. Walk over to the tree that's across from the Force Site, and you will find a Harvest Point. Interact with it and you'll gain 2 Lihit Grass(s).

Head across the bridge to the northwest and you'll see 2 enemies here. Try to take at least one of them by surprise, and after you defeat the first one, you can take the second one by surprise also. I think this is because the game registers that you actually don't exist at that point; and makes the enemies ignore you, or something like that. Well, all the better for us, right? Kill both of the enemies, and take the path to the southwest. Encounter the enemy there, and open the chest when you're done for an Energy Mist. Head back to the main path, and walk next to the tree to the left of the Bridge. There should be a Harvest Point there. You'll get 2 Mistletoe(s).

=====

Well, that about wraps it up for this area, so cross the bridge to get to a Save Point. Save your game and head up the path. You'll immediately notice the change color in the area. Everything's purple now... Just like the time when we entered the Infinite Corridor, right...? Well, click X on the Exclamation Point and you'll be given two choices:

- \*\*1. Enter
- \*\*2. Don't enter

Choose the first one, and, surprise surprise, you'll be taken to the Black Precipice's Infinite Corridor.

```
-----\\
Black Precipice: Infinite Corridor ===== (2abpc2)
-----
=| ITEM CHECKLIST =====|
|      ---                |
|                          |
=| ENCOUNTERABLE ENEMIES =====|
|   Sabrewolf             Mani             Evil Wisp          |
|   Orcus                 Nepenthes        |
|_____|
```

Okay guys, this is the same exact place as last time. I mean, even the encounterable enemies are the same. If you forgot the pattern of the Teleporters that you need to enter, paste this into your Find Bar: (2abpic)

If you want long story short: Red, Blue, White, Red, Blue White.

```
-----\\
Tower of Judgment ===== (2atoj3)
-----
=| ITEM CHECKLIST =====|
|   o Narcissus*          o White Lapis*          o Decoy Doll Beta      |
|   o Grandray*           o Energy Mist           o Chi Bracelet         |
|   o Dragon Blood*       o Sharp Mantis Claw*    o Irispira*            |
```

|   |                             |                    |               |
|---|-----------------------------|--------------------|---------------|
|   | o Mercury                   | o 4 Frozen Nail(s) |               |
|   |                             |                    |               |
| = | ENCOUNTERABLE ENEMIES ===== |                    |               |
|   | Soloma                      | Tibia              | Charon        |
|   | Alice                       | Spinel             | Force Eater   |
|   | Laplace                     | Armor Beast        | Rakshe        |
|   | Grunere                     | Giant Mantis       | Bathin (Boss) |

\* These are items that can be obtained from a Harvest Point.

MY RECOMMENDED LEVELS: Levant - 21  
Irene - 19  
Griek - 21

You know what you have to do here. Enter the Guidance Chamber, and this time, take the Red Teleporter. This will take you to the "Outside the Tower 5".

(Oh, and just a side note. If you haven't made the Storm Shoes yet, go ahead and do that. These will prove to be really handy. Plus, the materials that are required to make it are fairly common. So make some Storm Shoes!)

From here, go north and take a right turn up the ramp. Go north a bit more, and then take a right turn. Take the first north turn you see, and follow that path down the ramp. Defeat the enemy that is blocking your way to a special Harvest Point, and if you decide to pay 500 FP, you'll get any of the following Items:

Narcissus, White Lapis, Decoy Doll Beta, and Grandray

If you have enough FP, DEFINITELY spend it all until you get the Grandray. After this place, head back up the ramp and do not bother taking the west turn; there is nothing in the area that the Teleporter warps you to. So take the east turn and when you get to it, the north turn. Defeat the enemy that blocks your way and Teleport out.

=====

In this new area, head north and then defeat the enemy that is standing at the conjunction. Take a downward turn and save your game at the Save Point. If you've been paying attention to your surroundings, you'll notice that there's a Force Site here. Well, get ready to Purify it, because these things are always good for insurance. The enemies will be set up in a formation shown below:

R            G            R = Rakshe  
                          G = Grunere

Focus your attacks on the Grunere. Use every move at your disposal; Southern Cross, Piercing Wind, whatever you have. Heal if your HP goes below 400. Be careful of the Rakshe's Cold Breath; that thing is a real killer. Anyways, once you defeat the Rakshe and the Grunere, you'll obtain an Energy Mist. Head to the west and perform a Force Scan next to the broken ground. Walk across the newly-made bridge to the chest, and open it for a Chi Bracelet. Before encountering the Boss in the room below, go north and exit the area by using the eastern passage.

Head east. Then, at the first available path, take the path to the southern part of this area. Defeat all the enemies here, and now head to the west dead end and Scan the area. This will activate the Harvest Point here. Each Item here costs 1000 FP... so maybe you should save up your FP and come back here

another time maybe? It's your choice. However, I will tell you what you can get from it.

Dragon Blood, Sharp Mantis Claw, and Irispira

Sharp Mantis Claw is definitely the most common Item gotten from this Harvest Point. And since this Harvest Point houses 9 Infusions, that would add up to being 9,000 FP. ... That's a boatload of FP. Just try to get at least 1 Irispira, 1 Sharp Mantis Claw, and 1 Dragon Blood. That should cover for your needs here, and you can always return to this Harvest Point, so don't blow all of your FP here. After harvesting your items, head to the back of the Harvest Point and you'll receive an Item called a Mercury.

After doing your thing in the west room, head to the east. Use a Force Scan here, and walk on the bridge you made to pick up the Strength Orb on the other side. Head back to the path that leads northwards and... there will be a Force Eater lurking around. (Correct me if I'm wrong, but every single time I tested this out, that stupid thing was there...) It's too much of a hassle to kill that thing, because it's Skillpool is so large. I mean, "Steal FP", "Run", "Eruption", "Shock Blast"... and they're all either really strong, really annoying, really demeaning, or in some cases, all of the above. So just run from the damn guy. (Of course, running is also demeaning... But it's better than getting owned by the Force Eater and then having to start over.) Now head back to the entrance of this area and exit out.

=====

Head west and go back to the Save Point while killing any enemies along the way there. Heal at the Force Site and save at the Save Point. It's time to fight a Boss. Once you're done saving, head South and you'll face a guy by the name of Bathin... And he looks pretty BA.

---

|  |                                                                  |           |
|--|------------------------------------------------------------------|-----------|
|  |                                                                  |           |
|  | BOSS: Bathin                                                     | EXP: 1120 |
|  |                                                                  | FP: 217   |
|  | Aspect: Cerulean Flame                                           |           |
|  |                                                                  |           |
|  | Attacks: Psycho Smash - An attack that deals about 200 damage to |           |
|  | the whole Party.                                                 |           |
|  | Diablow - Deals about 200 damage to one Party Member             |           |
|  | Igneous Sphere - Deals about 500 damage to one Party             |           |
|  | Member                                                           |           |
|  | Shock Blast - An attack that deals about 400 damage to           |           |
|  | the whole Party.                                                 |           |
|  |                                                                  |           |

---

Strategy: Have Irene use Fleur-de-Lys, and have Levant use Piercing Wind. Griek can use Smash or Berserk Barrage. This guy is so easy, he's practically a joke. I mean, for all his awesome looks, he's a pushover. However, the one Skill that you should watch out for is Shock Blast. 400 damage to everyone is nothing to sneeze at.

Once the battle is over, head west and open the chest there to obtain 4 Frozen Nail(s). You know what to do next, right? We've done this twice before, so I doubt you need further instruction on this... Go to the Teleporter, and warp out of here. Watch the following scenes. When Ulu asks you who you came to see here, you'll be given 3 choices:

- \*\*1. Elda. ---> Neutral
- \*\*2. Gardner. ---> Creation
- \*\*3. Faust. ---> Destruction

Umm, don't be a dumb \*\*\*. Choose Gardner, for Pete's sake. Watch the rest of the scenes, and you'll start controlling Levant at...

-----\\

Lake Soleil ===== (2alaso)

```

=====
=| ITEM CHECKLIST =====|
|   o Shitake              o Binoculars          o 9 Lihit Grass(s)   |
|   o 2 Willow Leaf(s)    o Stitch Orb         o 3 Rock Lizard(s)  |
|   o 3 Silvervines       o 2 Red Lapis(s)    o Blazing Recipe    |
|   o Mallady             o Star Sand         o 2 Ash Lumber(s)   |
|                           |                       |
=| ENCOUNTERABLE ENEMIES =====|
|   Perro Diablo          Armor Beast          Charon               |
|   Giant Mantis         |                       |
|                           |                       |
=====

```

Here, have Levant use a Force Scan, and walk over to the tree for a Harvest Point. Examine it for a Shitake. (IRL, that mushroom is very delicious. :]) Now have Levant go over to the place where the Force Scan indicated. Press X and you'll send Ulu through the crack to get a pair of Binoculars. Head southeast to get 5 Lihit Grass(s) from the treasure chest. Go south a little, and you'll notice that there's a Harvest Point in a couple of bushes. Examine it for 2 more Lihit Grass(s). Perform another Force Scan near the tree that's next to the Bush Harvest Point. Examine the spot for 2 Willow Leaves.

Head southwards, and open the chest there for a Stitch Orb. Execute a Force Scan in this area and you'll notice there's a treasure near the rock that is jutting out into the water. Pick up the treasure for 2 Rock Lizards. From here, head northeast and exit this area.

=====

If you look around, you'll see a Purified Force Site and a Save Point. Touch the Force Site and save your game. Follow the path northwards and examine the trees on the West for a Harvest Point. You'll obtain a Silvervine from it. After examining the Harvest Point, Scan the area for two treasures. The treasure in the jar will give you 2 Red Lapis(s), and the treasure located on the table will give you a Blazing Recipe.

Head on over to the northeast corner and perform a Force Scan. You'll see that there are 3 places to examine. The treasure chest will give you a Mallady. Look in the barrels for 2 more Lihit Grass(s). Examine the sacks for a Star Sand. Now head over to the house and walk up the stairs. Move over to the northwestern area of the patio, and Scan the place for 2 Ash Lumber(s). Alright, you ready to enter the house? When you are, press X on the door. Watch the scene that follows, and you'll notice that Gardner actually was not in the house at the time... Oops. But it's all good because he encounters you while you're at the door. You'll give Gardner Elda's letter, and then you'll enter Gardner's house. When Gardner asks you why you're trying to obtain Stigald, you'll be given 2 options:

- \*\*1. Well... ---> ...?
- \*\*2. I don't know. ---> ...?

Both of them lead to the same outcome, so it doesn't matter you choose. After the next scenes, Gardner will ask you to leave so that he can translate the book. From here, head south to save your game, and exit the area.

=====

Talk to Irene who is standing next to the lake, and watch the following scenes. Remember how in the beginning, Levant told us how he was afraid of heights? ...Well, if that happened to me, I would also be afraid of heights :P...

After the scenes, exit this area, and leave Lake Soleil.

(For those of you wondering, "Why haven't we entered the Altar of Nerval yet? I've been told that place has a whole ton of high-quality treasures!"... Well, at this point in the game, the Altar of Nerval is quite a difficult place to walk around in. If you want to get all the treasures in the area, skip to section (

Alright, well... It's time to go back to the Tower of Judgment. Again.

```
-----\\
Tower of Judgment =====(2atoj4)
-----
=| ITEM CHECKLIST =====|
|   o Ice Circlet           o 5 Healing Herbs         o Orb of Hope           |
|   o 5 Alchemy Crystals    o Tiger's Claw           o Energy Mist           |
|   o Invigorating Orb      |                           |
|                           |                           |
=| ENCOUNTERABLE ENEMIES =====|
|   Isolde                  Golem                    Tigerlily                |
|   Femur                   Acid Jelly               Tempter                  |
|   Sumatrae                Rajh                     Varuna                   |
|   Force Eater             Soloma                   Rafflesia                |
|   Foxy                    Charmer                  Altaica                  |
|                           |                           |
```

MY RECOMMENDED LEVELS: Levant - 25  
Irene - 24  
Griek - 25

Enter the Guidance Chamber, and now you'll be able to warp to a new area (Specifically, Outside the Tower 7) by using the Yellow Teleporter. Defeat the enemy that is lounging about in front of you, and head right. Now head north, and exit the area by using the Teleporter to the right of you.

In this area, defeat the enemy that is patrolling the area next to the Teleporter. Follow the path up and exit the area via the right exit.

=====

You'll be taken to the 8th Annex of "Outside the Tower". Head right and kill all the enemies in the area. Now go north and Force Scan at the dead end. Pick up the treasure at the other end for an Ice Circlet. Equip it to Irene for higher Defense and higher Ice Resistance.

Now head back to the area where you came from, and this time, keep going left. Defeat any enemies in the way, and use the Restore function if you have to. Head down the ramp towards the North, and Scan the area for 5 Healing Herbs. Keep following the path to the right and if you have to avoid the enemies, you can if you want to. But they do yield quite a lot of FP, so you might want to consider killing all the enemies in sight. (Unless you see a Force Eater, of

course... Even though they do give you 9999 FP, I don't think it's worth the fight.)

Take a turn towards the south, and open the treasure chest there for an Orb of Hope. You've gotten all the treasures in the area, so go back to the entrance of this area, and exit the Annex.

=====

There's nothing to get here, so just use the Teleporter to warp out of this area.

=====

Alright, now we're back to the main area! Let's head all the way to the western-most side of the map, and head up the ramp. Take an eastward turn and defeat (or dodge) the enemy that is patrolling the area. Head northwards to get the treasure chest at the dead end. (Note, there might be a Force Eater lurking in this area. Please, do not go for it. You'll lose all your progress and most likely, you'll get very frustrated. Getting frustrated is never fun, obviously, so just Flee from the Force Eater.)

Grab the treasure at the end for 5 Alchemy Crystals. Retrace your steps and when you get to the bottom of the path, take the turn to the right towards the Teleporter. Before you warp out though, use a Force Scan to detect the location of a Tiger's Claw. Now warp out of the area.

=====

This area is almost exactly like the previous boss areas on the other floors of the Tower of Judgment. It has a Force Site and a Save Point, and it has the same exact door-opening sequence. Of course, now that you're here though, do NOT rush over to the Force Site to purify it. Head over to the Save Point to the north and crush any enemies between you and the Save Point.

After you've saved, head back to the Force Site and Purify it. The formation of the enemies are shown below:

|   |   |             |
|---|---|-------------|
| A |   | A = Altaica |
| F | C | F = Foxy    |
|   |   | C = Charmer |

Have Levant use Piercing Wind on whichever of the two front enemies you want to, and have Irene follow that up with a Southern Cross. That should kill any of the enemies on the battlefield. Have Griek use Berserk Barrage on the remaining front row enemy, and when Levant gets his turn back, let him spam Piercing Wind. This battle isn't exactly that hard, except when the enemy casts Nightmare on you... But even then, you shouldn't have much trouble.

After, the battle, you should receive an Energy Mist. Go west from the Force Site and defeat the enemy that is blocking your way. Open the treasure for an Invigorating Orb. Head back to the Save Point to save again, and by now, you should have quite a lot of FP. If you have enough, upgrade the Holy Krauvando to Level 7, which is the Master Level. You'll get Divine Barrage, and hell, does this Skill look awesome when executed. Also, upgrade the Runeslave to Level 5, which is the Master Level. You'll get Ferret Scratch and Roaring Storm.

=====

Alrighty then, I guess it's time to face the boss. Save, and equip the optimal Spirifacts and Armors. Now go west and let's do this thing!

```
||
|| BOSS: Sternum/Golem EXP: 1404 ||
|| FP: 568 ||
|| Aspect: Crimson Lotus ||
||
|| Attacks: Spirit Sword - Deals about 200 damage to a single Party ||
|| Member ||
|| Banishing Void - Deals about 150 damage to a single row ||
|| of Party Members ||
||
```

Strategy: Start off this battle with Griek using his Berserk Burst. Every turn after that, have him use Roaring Storm. Have Levant use Divine Barrage, and Irene can use Sword's Blessing on Levant. After that, she can use Southern Cross.

When you defeat the Sternum and the Golem, head north and grab the chest for a Sharp Mantis Claw. Now head back to the Force Site and heal your Party. Save your game, and head to the Altar. You know what to do, right? Once you've opened the gate, head out of this place through the Teleporter. You have just finished your 4th visit to this place! :D

-----\\  
Endless Sands ===== (2aends)

```
=====
=| ITEM CHECKLIST =====|
| o 2 Star Sand(s) o 3 Banero(s) o Invigorating Orb |
| o Cashmere o Capy Doll o White Lapis |
| o Energy Mist o 2 Worm Skin(s) |
| | |
=| ENCOUNTERABLE ENEMIES =====|
| Acid Jelly Sumatrae Varuna |
| Rafflesia Tempter Tigerlily |
| Rajh Sand Worm Mother Worm (Boss) |
| | |
```

MY RECOMMENDED LEVELS: Levant - 28  
Irene - 28  
Griek - 28

Watch the scenes that follow, and you'll find out that you're in the Endless Sands, searching for the Dragon's Abyss. The first thing you'll notice here is that your Mini-Map is completely frizzled out. However, the way here is quite straightforward, so there's really nothing much to worry about. There is a thing to worry about in this place, though; sometimes, when you enter a new area and try to retrace your steps, you get sent back to the beginning of the map... And that sucks.

There are a bunch of enemies along this path, so just take your time and kill them all. (Wow, that sounded pretty dark...) Now as you continue along this path, you'll notice a small ruins. When you see that, take a turn towards the southwest. You'll see that the sands shift in this path, and that it leads to a crag that leads to who knows where. Well, this is a video game after all, so go down the crag and you'll be taken to an area with a dinosaur skull.



=====

Head towards the skull and you'll notice that there's a Harvest Point here. You'll collect 2 Star Sand(s) from this Harvest Point. Now exit back to the area from where you came.

=====

From here, head north while still traveling around in the shifting sands. You should come across another Harvest Point. Examine it for 2 Banero(s). Now climb out of the shifting sands, and head back up to the small ruins. Enter the house-looking ruin, and when you come out the other side, you'll see a chest. Open it for an Invigorating Orb. Head back out the other house-ruin, and talk to the drake that's walking around the general area.

The drake basically tells you that to get to the Dragon's Abyss, you have to follow the Spinning Pinwheel Flowers. However, apparently, the Spinning Pinwheel Flowers are not working at the moment... Great. Just follow the path northward and defeat any enemies along the way. You'll exit the area.

=====

In this area, you'll notice in the beginning that there's a lone flower sitting in the sand. Is this a Spinning Pinwheel Flower? Well, even if it is, it's not doing much good for us now... Defeat the enemy in the north and take a westward turn. Head a little northwest, and you'll see another drake. There's no use talking to this guy; he just talks about special plants or something like that... It's what's next to him that we're after. It's another one of those house-ruins. Enter it and when you come out the other side after a long walk, you'll see another house-ruin.

When you're near the house-ruin, perform a Force Scan to get a Cashmere. Enter the house-ruin and when you come out the other side, you'll find a cactus. Interact with it, and you'll find out that the cactus actually talks... o\_0 She says that her name is "Penelope Prickles", and that she would like some water. You'll be given two choices:

- \*\*1. Sure.
- \*\*2. No can do.

Help out the cactus and choose the first option. Then, you'll be given 6 more options to choose which drink you should give to the cactus. (Of course, you could have less or more than this depending on how many drink-related Items you have obtained throughout the course of the game, but I'm just going to include these ones for now):

- \*\*1. Holy Water
- \*\*2. Mercury
- \*\*3. Glowing Liquid
- \*\*4. Royal Liquid
- \*\*5. Lymphos Fluid
- \*\*6. Don't give

Choose either choice 1 or choice 4; whichever you think is easier to obtain later on. I'd suggest giving the Holy Water to her, because you can always get Holy Waters from the Harvest Point in Palfina. Once you give Penelope the Holy Water, return back to where the Special Plant drake was.

=====

Now take the southwestern path, and use a Force Scan next to the flower at the end of this area. The flower will start spinning, which probably means that you're closer to the Monolith! Now exit this area.

Continue down south and you'll find yourself in a clearing where a Save Point is located. Save your game; this place is pretty annoying. Head South into the sand pits, and kill the enemy lurking in them. In the right sand pit, use a Force Scan for a Capy Doll. From the sand pit you're in, go directly right while avoiding the next sand pit. Open the treasure chest for a White Lapis. Now you'll see that you're right next to a Force Site... Go and Purify it. The formation of the enemies is shown below:

```
      G          G = Golem
S      S          S = Sand Worm
```

This probably has to be one of the easiest Force Site battles ever... One Roaring Storm from Griek, a Cut, and you've won. Lol, so much for a challenge... :P After the battle, you'll get an Energy Mist. Navigate your way north through the sand pits, and save your game.

Head back into the sand pits, and this time, enter the one that's to the west. Execute a Force Scan here and you'll get a Banero. Now head southeast, and enter the sand pit there. A Force Scan here will give you 2 Work Skin(s). Once you've gotten the Worm Skins, head south and use a Force Scan at the next flower. It'll start spinning also, so follow the path and exit this area.

=====

You'll end up right next to the Cactus drake... That's alright. You're supposed to be here. Now head east, and when that path ends, go north. Use a Force Scan at the flower, and it'll start spinning. Exit this area via the north path.

You'll end up at the area with the Save Point and the Force Site. Heal at the Force Site, and save your game. Now head north, and perform a Force Scan next to the dinosaur skull. The flower next to the skull will start spinning. Exit the area.

Notice something different about this area? Well, this is a different area, so I guess that's the difference... Anyways, head northwards for a scene, and, get this, a Boss battle. Finally.

```
-----
||
|| BOSS: Mother Worm          EXP: 8000
||                          FP: 255
|| Aspect: Pearl Light
||
|| Attacks: Suna Arashi - An attack that has a chance of hitting the
||                   whole Party, or just 1 or 2 Party Members.
||                   To whoever it hits, it hits twice, dealing
||                   about 350 damage in total.
||                   Swallow - Deals about 400 damage to the whole Party
||                   Sandstorm - Deals about 250 damage to the whole Party
||-----
```

Strategy: Have Griek use his Berserk Burst. As usual. And keep using High-RP usage Skills. Like Roaring Storm for Griek, and Levant's Divine Barrage. Irene can use Southern Cross, or if you want, Fleur-de-Lys. Heal if you have to by using

Irene's Soothsong, but this battle actually isn't hard if you have Roaring Storm for the Runeslave and Divine Barrage for the Holy Sword Krauvando. After about 2 Divine Barrages, 2 Roaring Storms (with the Berserk Burst), and a Fleur-de-Lys, the Mother Worm should succumb to your onslaught.

You can lose this battle, you can win this battle; it doesn't matter. The outcome is the same, but if you fail in killing the Mother Worm, then you just lost out on a boatload of EXP. That's all. Plus, you'll get a different scene depending if you beat it or not. However, the outcome is the same, and you end up inside of the Mother Worm...

```
-----\\
Mother Worm =====(2amowo)
-----
=| ITEM CHECKLIST =====|
|   o Burlap Cloth          o 3 Tattered Doll(s)    o 2 Dividing Liquids  |
|   o Decoy Doll Alpha      o Energy Mist          o Gaiacane            |
|   o 2 Majin Cloth(s)     o Capy Doll*          o Mercury*           |
|   o Pumpkin Doll         o Scuffed Glass       o Teddie Doll        |
|   o Sweet Recipe         o Devil Nectar        o Queenova           |
|   o 2 Black Lapis(s)     |                       |
|                           |                       |
=| ENCOUNTERABLE ENEMIES =====|
|   Rajh                    Isolde                 Femur                 |
|   Tempter                 Rafflesia              Sumatrae              |
|   Goetia                  Stall Worm             Azul (Boss)           |
|                           |                       |
```

\* You can get both of these Items, but they come from a single Harvest Point. so the first time you Harvest, you'll get one of them, and then if you harvest again later, you'll have a chance of getting the other one.

MY RECOMMENDED LEVELS: Levant - 29  
Irene - 29  
Griek - 28

Ahh... Remember this from Cecilia's Story...? Watch the scene here, and you'll be given two options:

- \*\*1. In the monster. ---> Creation
- \*\*2. Dragon's Abyss. ---> Neutral
- \*\*3. Black Precipice. ---> Destruction

If you feel like being obnoxious, pick choice 3. Otherwise, choose choice 1. After you've regained control of Levant, take a look at the Mini-Map. It's clear! Thank your lucky stars, because you are now out of the Endless Sands! ...Of course, you are still in the Mother Worm's stomach, but that doesn't matter. At least we have a map of it's insides.

Anyways, execute a Force Scan from where you are standing and you should get a Burlap Cloth. Head a little bit east of where you got the Burlap Cloth, and examine the Harvest Point there for 3 Tattered Doll(s). Now save your game at the Save Point ahead.

=====

The battle strategies for this area are simple; don't go wasting your Spirifacts' Durability. There's no use for it. There's a Force Site in this

main area, and there's 2 Save Points. No need to go around breaking your Spirifacts, is there? Anyways, just use low-usage RP moves on these guys, and if you need to, use the Restore function once you're out of battle. Of course, if you get desperate, by all means, use your Divine Barrage or Roaring Storm, or whatever Skill you think will get you out of the sticky situation.

Defeat the enemy to the north that is hovering around the body of a human, and once you've defeated it, interact with the human lying on the ground. Well, apparently, he's dying. But you can't exactly give him anything right now, so he's going to have to wait. Head north towards the green pool of liquid (which is the Mother Worm's digestive juices, I'm guessing), but don't run across it. There's another way to reach it without losing some HP in the process. (If you are feeling lazy though, just run across. It doesn't make much of a difference to your HP.)

Head north, and instead of taking a left, take a right into the cave-looking entrance. Follow it to the chest on the other side, and you'll be given 2 Dividing Liquids. See? I told you there was a different way to get this chest!

Anyways, head back through the cave and keep on going west. This time, the green liquid is unavoidable... Just run across and grab the chest at the end for a Decoy Doll Alpha. Now head southwards, and take the right path into the dead end. You'll see an Unpurified Force Site. Go ahead and Purify it. The formation of the enemies is shown below:

```
S      S      S = Stall Worm
      G      G      G = Goetia
```

As is with all Force Site battles, use your best moves and use the enemy's formation to your advantage. Of course, using Laser Slash would be a good idea, but I was thinking of something along the lines of... ROARING STORM! :D It'll probably kill the enemies in the front, but then you can just Laser Slash the Stall Worms in the back and you'll win the battle. After the battle, you will obtain an Energy Mist.

=====

Get out of the dead end, and encounter the enemy that's blocking the other path. Head south along this path. Defeat the enemy that's at the bottom of this path. Ignore the green liquid pool to the left. Go north and defeat the enemy patrolling the area. Enter the liquid pool path to the left of here, and open the chest towards the north. ...Uh... A Mimic...? Dammit. Use anything that you want to kill it, because you can always go back to the Force Site to heal. After the battle, you'll gain a Gaiacane. Try opening the chest at the bottom. ...WTF!? Another Mimic?! Use the same strategy as the last battle, and you'll gain 2 Majin Cloth(s).

Now get out of the green pool and head back to the Force Site to heal. Go back to the area with the Mimics, but do not go inside the pool. Head north, and you'll see a Pumpkin sitting on top of a stone pillar... Enter the green pool next to it for a Harvest Point. You'll get a Copy Doll, or a Mercury.

Head north towards the Save Point. Perform a Force Scan near the Pumpkins, and you'll get a Pumpkin Doll. Now save. Head West for a scene. Now exit the area, and you'll find... Philia!? What's she doing inside of a Mother Worm...? You'll get another scene to watch. And after that, you'll get a Boss Battle.

```

||      BOSS:  Azul                      EXP:  10000      ||
||                                          FP:   800      ||
||  Aspect:  Void                        ||
||
||  Attacks:  Voltaic Sphere - Deals about 200 damage to one Party ||
||                                          Member          ||
||              Karma - Lowers Strength, Defense, Force, and Spirit ||
||              while dealing about 150 damage.  Targets one      ||
||              Party Member.                                         ||
||              Force Sphere - Deals about 320 damage to a single Party ||
||              Party Member.                                         ||
||              Vandalize - Deals about 300 damage to a single Party ||
||              Member.                                               ||
||_____||

```

Strategy: Let Griek Berserk Burst as usual, and have Levant use Divine Barrage. After Griek's Berserk, let him use either Beast's Rage or Roaring Storm. Your pick. Irene can keep on using Fleur-de-Lys 'til your FBB runs out. Of course, if your HP goes below 400, heal just in case. Azul actually isn't that hard of a Boss; the only move that you should watch out for is probably Karma because of the stat decreases.

It doesn't matter if you lose or win this battle; this is just like the battle with the Mother Worm. However, it isn't exactly satisfying to lose to a guy who is about half as tall as you are... So even though it doesn't matter if you win or lose, you should probably beat Azul. Plus, he gives 2000 more EXP than the Mother Worm. That's insane. So beat him.

Watch the scene afterwards, and Philia will give you a Scuffed Glass. Which is part of the Stigald. Philia tells you to collect all the Stigald Fragments before "The Hour" arrives... Philia will also offer to Warp you out. You'll be given 2 choices:

- \*\*1. Wait a bit.
- \*\*2. Let's go.

Choose the first option, and when you've regained control of Levant, execute a Force Scan. Go towards the large Stuffed Bear for a Teddie Doll. Examine Philia's bookshelf for a Sweet Recipe. Now head southwards and perform a Force Scan for a Devil Nectar. Now open the chest for a Queenova. Go towards the west area of the room, and perform another Force Scan next to Philia's bed for 2 Black Lapis(s).

There are no more treasures in this area, so talk to Philia again and select, "Let's go." Watch the scene afterwards, and you'll be in the Endless Sands again...

```

-----\\
Endless Sands ===== (2aeds2)
-----
=| ITEM CHECKLIST =====|
|   o Stitch Orb           o Rock Bone   |
|                               |
|                               |
=| ENCOUNTERABLE ENEMIES =====|
|           ---             |
|_____||

```

Head into this new area, and have Levant use a Force Scan near the middle of

the area. A treasure chest will appear, and from it, you'll get a Stitch Orb. Now exit the area by walking through the Dinosaur's skull.

Watch the scene that follows, and after you regain control of Levant, use a Force Scan to locate the area of a Rock Bone. Since there's no more treasures here, go over to the Teleporter that Ulu located, and step onto it.

Watch the scenes after this, and you'll end up being in the Dragon's Abyss.

-----\\  
Dragon's Abyss =====(2adrab)

```
=====|
|=| ITEM CHECKLIST =====|
|  o 3 Black Lapis(s)      o Fur Bandana          o 6 Red Lapis(s)      |
|  o 2 Dividing Liquids   o Dragon Blood        o Decoy Doll Beta    |
|  o Delicate Recipe      o Energy Mist         o 2 Silver Rings     |
|  o Stamina Recipe       o 5 Lihit Grass(s)   o Arnon Gem           |
|  o Ororon Doll          o Life Orb            o 3 Sharp Fangs      |
|  o Strength Orb         o Stardust            o 3 Firefly Laver(s) |
|  o 3 Ash Lumber(s)     o 10 Lapis(s)        o Odd Tetrahedron    |
|                          |                       |                       |
|=| ENCOUNTERABLE ENEMIES =====|
|  Shade M                Rafflesia             Tempter               |
|  Tigerlily              Sumatrae              Acid Jelly            |
|  Femur                  Rajh                  Isolde                |
|  Varuna                 Mimic                 Brutal Mantis         |
|  Virtus (Boss)         |                       |                       |
|                          |                       |                       |
|-----|
```

MY RECOMMENDED LEVELS: Levant - 30  
Irene - 30  
Griek - 29

You might want to think about leveling up the Atk Levels and Resonance Levels of all your Ragnafacts. And you might also want to think about leveling up the Tech Level of the Devasti. I would suggest leveling the Devasti's Tech Level up to Level 5, so you can get Hellbound.

(At this point in the game, I had all the Ragnafacts except for the Devasti mastered, and I had almost all of the Ragnafacts at Lvl 10 for Resonance. For Atk, I had all the Ragnafacts at about Level 9 or so. By no means do you have to follow my way of leveling up the Ragnafacts; most people actually focus on making new Equipment. However, if there is an absolute must for a certain piece of Equipment that you need, I'll be sure to include it. Be sure to try out new things with your FP. Make Equipment that you've never even considered making. You can always get more FP, and you can always get more materials. That's the fun thing about this game; the amount of freedom the game gives you with your Inventory. So try out new things, and don't be restricted by the guidelines of a traditional RPG.)

Go south from this area and cross over the bridge. Head southwest, and you'll notice that there's a Harvest Point next to some pillars. Examine it, and you will get 3 Black Lapis(s). Head across the next bridge, and use a Force Scan when you get to the Dead End. You'll get a treasure chest, and inside that treasure chest is a Fur Bandana. Equip it to Griek and go back across the bridge. (You might have noticed that the Mini-Map turned around when you discovered the treasure chest. Just turn it until it reaches it's previous position. Or you can just look at the enlarged version of the Mini-Map by pressing Select, and return it back to that position.)

=====

When you cross the bridge, head to the left where the "Brave Drake" is lying. Perform a Force Scan in the general area and you'll receive a Red Lapis. If you head farther northward, you'll see some stairs leading west to the next area. However, if you try to walk down them, a scene will appear where the Party decides not to go down them until they've helped out a certain screaming individual in the area. So ignore the stairs for now.

Head all the way to the north, and then follow the path to the east. Go south, and you'll encounter a lot of enemies surrounding a body. Watch the scene that follows, and you'll engage in battle with the enemies. The formation of the enemies is shown below:

SM                    SM = Shade M  
SM                    SM

Each of these enemies deal about 200 damage per Attack. However, you can easily crush them using your normal Low-RP usage Skills. (If you leveled your Resonance Level to Level 10, then your Low-RP usage Skills will cost 0 RP.)

Once the battle is done, you'll watch a scene. When the Drake you just saved finished retelling his story, Levant will wonder who Virtus is. You'll be given 3 choices:

- \*\*1. Cerulean Knight        ---> Creation
- \*\*2. Cecilia's Friend      ---> Destruction
- \*\*3. General of Argent     ---> Neutral

Choose the first option. It's the correct answer. All of the answers lead to the same outcome, but slightly different dialogue comes from each one. Go back to the Save Point to save your game.

Now you can either exit the area via the East or West staircases. It doesn't matter because they both lead to the same place. Take your pick, and enter the B1F of the Dragon's Abyss. (However, note that I will be writing this from the Eastern staircase's perspective. This is just for the sake of a linear guide.)

=====

(If you entered through the West path...)

From here, you might want to head to the eastern areas of this map for some treasures. Go southwards and then take the first turn to the east. Please do not head to the west yet; we have some treasure hunting to do! :)

(If you entered through the East path...)

Head northwards until you see a Drake lying on the ground. To the left of their body should be a black pool. Execute a Force Scan here, and walk inside the black pool for 2 Dividing Liquids.

Now head to the far east across the dinosaur spine trail. There's a gap in the spine, and an Exclamation Point will pop up above Levant's head. Press X, and you'll be given the option of spending 100 FP to repair the spine. Repair it, (it's only 100 FP! Refrain from your frugal spending morales, because there are better stuff on the other side of this gigantic bone!) and walk across the rest of the spine.

=====

Defeat the enemies that are patrolling this area (they're the same monsters from the Endless Sands, so you shouldn't have too much trouble...) and head south towards the treasure chest. There's an enemy guarding it, so go ahead and defeat it before grabbing the Items inside the chest. Open the treasure chest after you defeat the enemy, and you'll get a Dragon Blood.

Head towards the next treasure chest which is in the northeast. However, you will notice that there's a break in the spine-bridge that is leading there; much like the previous one. Spend 100 FP just like you did last time to fix it, and head across to the other side. Open the treasure chest for a Decoy Doll Beta.

=====

Go back to where you entered this B1F of Dragon's Abyss, and from here, head south. Defeat the two enemies that are lurking here, and head northwards. When you reach the top of this area, head east again and you'll enter a living room of some sort. Head to the east of this area and perform a Force Scan. This will land you a Delicate Recipe.

Exit the cozy living room, and head southwards to purify the Force Site. This time, I have no need of providing you with the formation of the enemies, because there is only one enemy. But it is a big one at that. Do you remember the Drakon that we fought at the Sealed Library? Well, this is the same guy. He was easy at the Sealed Library (or she... I can't tell the difference) and he is easy here also. For fun, you can try and see if you can defeat him in the least amount of turns possible. I got 3 turns at best... :)

Anyways, once you defeat the Drakon, you will receive an Energy Mist. Head all the way to the west, but do not head to the western-most area of the map yet. Head northwards and you'll notice there's another black pool across from the western staircase that leads upstairs. Perform a Force Scan here for 2 Silver Rings. Now head up the staircase to the upper floor.

The only reason I told you to come up here was to save your game. So once you have finished that, head back down the western staircase.

=====

Now you can head on to the western-most part of this area. You'll end up at the doorstep of a Drake, with many Shades surrounding him. Levant will decide to be a hero and step into the action. The formation of the enemies are shown below:

SM    SM    SM        SM = Shade M

Have Levant use Laser Slash, and Griek can use Roaring Storm. That's it, battle's over. ;)

Watch the scene afterwards, and enter the Huge Drake's house. (At least, I think it's his house...) In the annex of this place, you'll get a Stamina Recipe. Now exit the house, and if you need to heal at the Force Site, go ahead and do so. Well, we're stopping along the way of the Force Site, so you might as well heal anyway. Head northwards, and exit this area by using the staircase to the left.

=====



Now I'm warning you... This next area is quite complicated. It's very easy to get lost here, because this area is sort of like a puzzle.

From this beginning area, defeat the enemy that is patrolling here. Head to the west and you'll see a small pillar-like object. Interact with it and you will notice that this small pillar dictates which areas are reachable by walking. Basically what it does is a counter clock-wise turn makes all the blue bridges retract, and the red ones extend. Clock-wise does vice versa. So this place, as I've said before, really is complicated.

However, before you start messing around with the pillar, head south across the long bridge and encounter the enemy at the other side. Head west and defeat the enemy lurking at the bottom of this area. Now head northwards and open the chest for 5 Lihit Grass(s). Perform a Force Scan near the treasure chest, and you'll find an Arnon Gem inside the black pool. You've gotten all the Items in this small area, so head back up the long bridge to where the pillar is.

Since you can't get anywhere when this pillar is activating the red bridges, turn it so that it activates the blue ones. Now head across the southern-most blue bridge, and you'll notice that there's another pillar here that controls the bridges! So I guess the original pillar didn't dictate anything, huh? :P Now turn the pillar so that it retracts the blue bridges and extends the red ones. Head southwards across the newly-extended red bridge to get to a chest. Open it for an Ororon Doll.

Now you'll notice that there's a green bridge next to this red one that you're on that also leads to a treasure. However, at this point and time, you cannot get to it... \*pouts\* So head back up to the pillar, and turn it again so that it activates the blue bridges.

Head across the new blue bridge, and basically just follow the path to the new pillar. Turn that new pillar to activate the red bridges, and head northwards across the new red bridge. Kill the enemy in this new area, and walk across the bridge to the east. Now... you'll be led to a green pillar! \*\*\*\* YES!!! Now you can get that treasure from before, hmm? Head back across the bridge and go southwards across the red bridge. Walk across the grey spine to the pillar, (because if you walked across the red spine to the other one, you'll be stuck on that little platform instead of making your way back to the chest...) and activate it to extend the blue bridges.

Head south along the blue bridge, and now make your way to the chest via the newly-made green bridge. Open the chest and you'll get a Life Orb. Head back up the green and blue bridges, and walk across the grey bridge and activate the pillar there. Walk along the red bridge to the north, and take a left turn to walk across the long eastward bridge. Walk southwards along the green bridge, and head east along another green bridge. Kill the enemy that is wandering around in this area, and head south a little bit. Head down the staircase to the west to exit this area.

=====

Kill the enemy that is walking around in this area, and head southwards down the stairs. Right when you head down the stairs, turn to the right and execute a Force Scan. You'll receive 3 Sharp Fang(s). Walk a little more south, and defeat the 2 enemies that are wandering around this area. Head westward to the black pool, and open the treasure chest there. Don't be surprised when you find a Mimic in this place... These guys are everywhere...

Anyways, this Mimic is pathetic. Cut it, Smash it, Thrust it (... I know what you are thinking...), Scratch it; if any of those moves are used twice or

thrice, it'll die. As is with all Mimic battles, you'll get a Wicked Eye from it, and you'll get a Strength Orb from the chest. Now head northeast and purify the Force Site. However, this Force Site, just like the last, has only one enemy, and that enemy is the Brutal Mantis.

For this battle, as is with all Force Site battles, do everything you can to win. Divine Barrage, Roaring Storm, Southern Cross, Sword's Blessing, whatever. RP is not a big issue at this moment. Of course, this battle is quite easy. Just watch out for the Mantis' Sleeping Gas. After the battle, you'll earn a Stardust.

Head to the southwestern part of this area, and head over to the two torches glowing with purple flames. You see the platform on the other side? Ignore it and just walk across. Walking across empty space does feel weird though, and I'm sure that Levant wouldn't appreciate us moving him over the stuff, but as long as it gets us to the treasure I'm sure he'll understand. :P Anyways, walk across the empty space and defeat the enemy at the 2nd platform down.

However, when you are walking across the empty space, you might fall down. Don't worry; you don't lose any HP or RP or anything. But you do start over at the torches. This will probably take more than 3 tries to get perfect, but I'm pretty sure you'll be happy with the end results.

Follow the path to a Harvest Point, and you'll get 3 Firefly Laver(s) from it. At the end of the path, open the chest for 3 Ash Lumber(s). Perform a Force Scan and interact with the object.

Now head back to the beginning of this puzzle, and make your way to the 2nd platformer. Instead of going to obvious way which is behind the small red pillar thing, go in front of it now. Make your way east to the chest. Open it for 10 White Lapis(s). Head back to the Force Site if you need to heal. Now walk east along the main path and get to the Save Point at the end of the path. Save your game, and press X on the large doors. Enter the newly-opened room.

Watch the scenes that follow, and get ready for a boss battle with that bastard Virtus...

```
||
|| BOSS: Virtus EXP: 13000 ||
|| FP: 1500 ||
|| Aspect: Cerulean Flame ||
||
|| Attacks: Dragon Bite - An attack that hits a Party Member twice. ||
|| Deals more and more damage as Virtus' HP ||
|| drops. ||
|| Ignition - A fire elemental Attack that deals about 100 ||
|| damage to a single Party Member. ||
||
```

Strategy: Virtus sucks. I can say that much. Have Irene use Sword's Blessing on Levant, and have Levant use Divine Barrage. Griek can use Roaring Storm, and Irene can use Southern Cross after she's done using Sword's Blessing.

Watch the scenes that follow, and when you regain control of Levant, move to the Force Site to heal. From the Force Site, head north and walk down the stairs.

Remember this place? Walk across the green path, and walk down the stairway to



Have Griek use Roaring Storm, and have Levant use Laser Slash. You have to watch out for the Self-Destruct moves though. Watch the scenes after, and Gardner will accompany the party. I guess we're heading off to the Altar of Nerval!

Heal yourself at the Force Site, and save at the Save Point. Now exit this area.

Head northwest towards the exit, and exit this area also. You'll end up at the entrance of the Altar of Nerval.

```

-----\\
Altar of Nerval =====(2aaone)
-----
=| ITEM CHECKLIST =====|
|   o Stardust              |
|                             |
=| ENCOUNTERABLE ENEMIES =====|
|   Goetia                  Patella          Varuna          |
|   Altaica                 Baskerville       Bergan          |
|   Juliet                  Angeu           Stall Worm     |
|   Beli                    Foxy            Shell Beast    |
|                             |

```

MY RECOMMENDED LEVELS: Levant - 32  
Irene - 32  
Griek - 32

You might be wondering why I don't have that many Items in the Item Checklist. This is because with Gardner here, you won't be able to get to all the Items. He'll keep you on track and prevent you from grabbing all the treasures in the area. So for this point in the game, I'm not going to include the treasures at all. However, I will include the Force Site treasures, because it would be foolish not to try and purify them here.

If you finish this part of the storyline, you can always come back here to pick up the treasures later. If you plan on doing this, refer to section (6alton) for help.

=====

Now that you're at the entrance to Nerval, walk straight northwest and enter the altar. (However, before entering, you might want to think about leveling up your Ragnafacts again. I'm not going to give you any guidelines, but you can never go wrong with more Resonance and Atk. Of course, the Devasti might also need some Tech Leveling, but that's your choice.

The first thing you'll notice about this place is that the first floor is really pretty big. However, since we're not going for treasures in this time through, just skip all the treasure chests. (If you want to get the ones that are in sight, I'm not going to stop you from doing that. But keep in mind that when you come back to get the rest of the treasures, that it will be hard to remember which treasures you've gotten and which ones you haven't.

From the entrance of this temple-like structure, head straight northward. Walk through the hole in the wall, and take a turn to the right. Now head southward and take the second turn to the right. Defeat the enemies that are lurking around here. The battle strategy for this area is... Use whatever you want. If you need to, you can always return to the Force Site at Gardner's House.

But if you don't need to, you can just keep on heading down the staircases to lower floors.

Follow the path to the northeastern staircase, and use it to exit this area.

=====

Defeat the enemy that's walking around the staircase, and head southwards. However, before you enter the southern area of this place, look at the tiles on the floor. If they are grey, DO NOT step on them. They just make you fall through the floor to the floor below. So walk on the normal tiles, and follow the path to a Force Site. Purify it. The enemy is in a formation shown below:

```

  V      V      V = Varuna
    F      F = Foxy
A      A      A = Altaica
```

Use whatever you think will kill the enemies faster; I'm thinking a Roaring Storm with some Laser Slashes, hmm? You'll get a Stardust at the end of the battle.

Now head to the west and walk down the stairs to get to a new area.

=====

Just follow the path to the room, and watch the scenes that follow. When Gardner mentions Force Art, you'll be given 3 choices as to where you heard about it first:

```
**1. Azul      ---> Creation
**2. Cemnal    ---> ...?
**3. Cecilia   ---> ...?
```

Choose the first option, because that is the right answer. Unless you feel like getting a different dialogue, that is. Shortly after, Gardner will ask to accompany you along your way to Ravena Castle.

```
**1. Of course. ---> Creation
**2. I can't.   ---> Destruction
```

Choose the first choice, and watch the scenes that follow. We haven't had a good long scene like this for a long time, so enjoy it while it lasts. When the scenes are finished, head south from Gardner's house and save at the Save Point. Exit this area.

Now head southeast to exit out to the World Map, and select Ravena Castle.

```
-----\\
Ravena Castle ===== (2aravc)
```

```
==| ITEM CHECKLIST =====|
|  o 2 Cursed Bone(s)      o Decoy Doll Beta      o 4 Serontosphere(s)* |
|  o 2 Mantis Blade(s)    o Arnon Gem            o Steal Shard          |
|  o Alchemy Crystal      o Orb of Hope          o 2 Admonisher(s)     |
|  o Strength Orb         o Nightmare Gem        o Haste Orb            |
|  o Glowing Metal        o 2 Broken Idol(s)    o 2 Alhest Solution(s)|
|  o 3 Lymphos Liquid(s)  o Premium Silk         o 2 Adamastia(s)      |
|  o Narcissus            o 14 Purple Lapis(s)  o 2 Hard Rock Shell(s)|
|  o Refreshing Recipe    o Cashmere             o Poison Ring          |
|  o Glowing Fin          o Stardust             o Eladah Tear         |
```

|   |                             |                    |                       |  |
|---|-----------------------------|--------------------|-----------------------|--|
|   | o Ixe Key                   | o 2 Lihit Grass(s) | o Pod Key             |  |
|   | o 2 Pelvic Fragment(s)      | o Necrozauwar      | o Dark Rassfeld       |  |
|   | o Soothsong                 | o Pumpkin Pouch    |                       |  |
|   |                             |                    |                       |  |
| = | ENCOUNTERABLE ENEMIES ===== |                    |                       |  |
|   | Humerus                     | Ulexite            | Phantasma Beta (Boss) |  |
|   | Altaica                     | Patella            | Ulexite               |  |
|   | Beli                        | Baskerville        | Stall Worm            |  |
|   | Angeu                       | Tempter            | Goetia                |  |
|   | Juliet                      | Brutal Mantis      | Golem                 |  |
|   | Sphira                      | Zepar              | Ravena Lord (Boss)    |  |
|   | Shade M                     | Bergan             | Shade P               |  |
|   | Rakshe                      | Faust (Boss)       | Levant (Boss)         |  |

\* 1 Serontosphere can be gotten from a chest. However, the Orb of Hope is gotten from that same chest, but you have to choose between the two.

MY RECOMMENDED LEVELS: Levant - 33  
Irene - 33  
Griek - 32

Watch the following scenes, and when you get control of Levant, perform a Force Scan near the designated wall that Gardner mentioned. However, before interacting with the object that the Force Scan picked up, backtrack to the entrance of the Castle. Perform a Force Scan to the left of the gate for 2 Cursed Bone(s). Walk all the way to the east of the gate, and open the chest there for for a Decoy Doll Beta.

Now head back to the gate, and head southwards. Take a turn to the left and open the chest there for for 2 Serontosphere(s). NOW you can interact with the wall that Gardner indicated. When you interact with the wall, you'll have to use 300 FP. Spend the FP, and a secret entrance will appear. Walk inside of it. Watch the following scenes, and when you regain control of Levant, use a Force Scan near the scattered papers. You'll obtain 2 Mantis Blade(s). Now exit this area, and it's time to enter the real castle.

=====

Head east towards the gate, and instead of ignoring it this time, we're going to enter it.

Watch the following scenes, and get ready for a boss battle!

|  |                                                              |            |  |
|--|--------------------------------------------------------------|------------|--|
|  |                                                              |            |  |
|  | BOSS: Phantasma Beta                                         | EXP: 14000 |  |
|  |                                                              | FP: 1580   |  |
|  | Aspect: Cerulean Flame                                       |            |  |
|  |                                                              |            |  |
|  | Attacks: Ragnadrain - Drains a certain percentage of your RP |            |  |
|  | Flamethrower - Deals about 200 damage to one Party           |            |  |
|  | Member                                                       |            |  |
|  | Million Bolt - A thunder elemental attack that deals         |            |  |
|  | about 250 damage to one Party Member                         |            |  |
|  | Barrier - Halves all damage dealt to self                    |            |  |
|  | Freezebeam - An ice elemental attack that deals about        |            |  |
|  | 150 damage to one Party Member                               |            |  |
|  |                                                              |            |  |

Strategy: Have Irene start out this battle by using Sword Blessing on Levant, and Griek using his Berserk Burst. Just the regular stat boosters. Use your best Skills against this guy, and he shouldn't be much of a problem for you.

After the battle, watch the scenes, and head northwest to the Save Point. Save, and head on to the right to the Force Site. Go ahead and Purify it. The formation of the enemies is shown below:

H            U            H = Humerus  
                          U = Ulexite

You'll get an Arnon Gem from this battle. Go up the staircase on the left-hand side of this area, and perform a Force Scan when you're next to the metal statue at the top. Infuse Force into the newly-appeared Force Orb, (which will cost you 30 FP) and the door at the top of the stairs will open. However, do not exit out of this area by the door at the north, because there is another door that blocks your way inside the next area. So head to the east and use the lower-east exit.

=====

Follow the path east, and kill the enemy walking around in the conjunction. Follow the path all the way northward to the next conjunction, and fight the enemy there. Head left a little bit, and use a Force Scan when you see the two metal statues. You'll get a Steel Shard. Head west, and when you see the next pair of metal statues, use another Force Scan to get an Alchemy Crystal.

Take a turn to the south, and defeat the two enemies in this hallway. Head west and when you reach the end of this path, take a south turn again. There are 9 treasure chests. However, as good as this seems, do not be deceived. A lot of these chests are empty.

|  |       |   |                                 |                          |                       |
|--|-------|---|---------------------------------|--------------------------|-----------------------|
|  |       |   | 1 = Empty                       |                          |                       |
|  | 1     | 2 |                                 | 2 = Empty                |                       |
|  |       |   | 3 = Orb of Hope / Serontosphere |                          |                       |
|  | 3     | 4 |                                 | 4 = Empty                |                       |
|  |       |   | 5 = Mimic - Admonisher          |                          |                       |
|  | 5     | 6 |                                 | 6 = Mimic - Strength Orb |                       |
|  |       |   | 7 = Nightmare Gem               |                          |                       |
|  | 7     | 8 | 9                               |                          | 8 = Mimic - Haste Orb |
|  | _____ |   |                                 |                          | 9 = Glowing Metal     |

Open the first chest for... nothing. It's empty. The second one is also empty and so is the fourth one. However, the fifth one is a Mimic. You'll obtain an Admonisher for defeating it. The 6th one is also a Mimic. When you defeat it, you'll gain a Strength Orb. You might want to head on back to the Force Site and the Save Point if you want to save your progress, because these Mimics are actually pretty tough. (Not to mention annoying...)

The 7th chest will give you a Nightmare Gem. The 8th one is a Mimic that gives you a Haste Orb. The 9th one is a Glowing Metal.

Now for the 3rd chest. You'll be given the choice to spend 80 FP to open it, or you can just open it yourself. If you choose to open it yourself, you'll fight a Mimic. After the battle, you'll get a Serontosphere. However, if you spend 80 FP, you'll get an Orb of Hope. I'd suggest getting the Orb of Hope, but that's just me.

=====

Head north out of the treasure alcove, and then take the east turn. Follow the path and then take a turn to the north. After that, take a west turn and defeat the enemy that is walking around these parts. Perform a Force Scan between the last metal statues, and you'll get 2 Broken Idol(s).

Head east, and take the second turn to the south. Exit this area via the staircase leading downwards.

Open the chest on the left of the room and you'll get 2 Alhest Solution(s). Open the chest on the right of the room for 2 Lymphos Liquid(s). Now exit this area by going back up the stairs.

=====

From here, walk all the way to the west of this area, and walk up the staircase to the new area.

Head on southwards to the next conjunction, and kill the enemy standing there. Now head east and defeat the enemy that is standing around in the southern area of the eastern path. Head north for a bit and kill the enemy that is standing there. Head west and open the chest there for a Premium Silk.

About face, and walk until you get to the end of the path. Take a turn to the north and kill the 2 enemies that are lurking in these hallways. When you reach an end of this northern corridor, take a left into the westward one. Keep following this path until you see a path leading to a southern part of this area. Go to the southwestern part of this room, and perform a Force Scan. Interact with the object that you have just activated, and spend 30 FP to open one of the secret doors. However, if you were to retrace all of your steps to get to that open door, you'd be greatly disappointed because there is ANOTHER door blocking your way after that one. So just ignore the secret doors for now and let's be on our way.

Head up the stairs on the east to enter the 3F of Ravena Castle.

=====

From here, head south and ignore the west path. That place doesn't lead anywhere, and it doesn't have any treasures to make up for it. Take the first turn to the left and open the chest there for 2 Adamastia(s). Keep on going south and defeat the enemies there. Now instead of heading west, we're going to keep on going south to get some treasures. Follow the path to the southeastern part of this place, and you should see two treasure chests.

Whenever you see more than one treasure in a place, you should be suspicious. So proceed with caution when you open the fancier chest. ... Well, all that's in there is a Narcissus... Not the Mimic we were looking for. So let's open the oldish chest, shall we? ... Ergh, I think I'm just getting paranoid. You will get 10 Purple Lapis(s) from this chest. Now before exiting this tiny conclave, use a Force Scan near the middle/bottom of this area. You should get 2 Hard Rock Skin(s). Now exit this room.

NOW you can head west. Near the end of this path, there should be an enemy lurking near the stairs, ready to ambush someone on their way up. However, we are going down. So let's smash the monster here, and head on our way down the stairs! :)

=====



In this new area, if you check the Enlargened Map, you'll notice that there are two treasure chests at the end. To get there, just follow the path. There are no branch-offs, no special doors; just a path. So defeat the enemies here and at the end, you'll be given your just rewards. The chest on the left gives you a Refreshing Recipe, and the one on the right gives you a Cashmere. Now let's head on back to the previous area.

Get back to the main conjunction of this area. Take a turn to the east, and follow the hallway to the north. At the end of this hallway should be a chest, and inside it should be a Poison Ring. Walk on down south and take the only turn to the right. If there is an enemy there, you might as well kill them. And after battles, if your Party's HP is low, don't forget (and DO NOT HESITATE) to use the Restore function in the Menu. It's better to spend 350 FP (or so) to heal your Party than to get annihilated and then have to start all over again.

Head into this east hallway, and you'll notice another device... You should know what to do by now, right? If you don't, either you haven't been reading this guide, or you should go visit your doctor... So once the device is activated, interact with it and it should open up another doorway. Just like the previous ones. And just like the times before, do not go back to the first floor to check out the doors. You'll just find out the hard way that it has been blocked again... Like me. If someone had told me this before, I would have not wasted 10 minutes of my life lol :P. So exit this little complex of eastern-side hallways, and head north. Defeat the enemies here, and just follow the path to the next staircase.

=====

Alright... The final floor of the Castle... But wait. You don't actually finish it here. Remember those special doors? ... Yup. Those doors lead to the final area of this Castle, not these unworthy and obvious staircases...

Anyways, the last device is up here, so you might as well stick with me, right? Defeat the enemy at the conjunction up ahead, and enter the westward corridor. Kill the 2 enemies that are patrolling this place, and try, as usual, to get a Preemptive Attacks on them. That always helps.

Once you reach the end of that path, the rest is pretty much self-explanatory. Head south, defeat the enemies, head east, defeat the enemies, head north, and so on and so forth. However, when you reach the southern part of this area, that is when it gets interesting. You see those green orb things? Well, by activating them, you can see the walls that were once invisible. Right when you think you know the secrets of an area, Sting just puts one on you, don't they? :)

Once you activated the first green orb, you'll notice that a purplish wall appears. If you follow that wall to the end, and use a Force Scan, you'll get a Glowing Fin. Once you've activated the Green Orb that shows the grey walls, use a Force Scan near the Green Orb to get a Stardust. When you have activated all of the Green Orbs, a treasure chest will appear in the grey-wall area section. Open it to get an Eladah Tear.

Now follow the walls to the east, and once you're out of the walls, head north. Defeat the enemy there and execute a Force Scan at the end of the hallway. Use 30 FP to activate the device, and now... well, it's time to head back down to the first floor of this Castle. :P But wait! There's a Teleporter that appears after you activate the last device! Isn't that convenient? It warps you to the first floor of the area. Now you don't have to grumble to yourself about the thoughtless game developers while you make your way down 4 floors!

:)

=====

Be sure to take advantage of the Force Site and the Save Point. You probably haven't saved in a long time. Now, head up the flights of stairs and exit this main area by use of the door at the top of the stairs.

There's nothing to do in this area except walk to the right and exit out.

In this new area, there is something to do besides walking. Use a Force Scan when you're about halfway down the southward path to get a Serontosphere. Now you can go ahead and exit this area also. If you want to kill the enemy at the bottom of the southward path, be my guest.

Once you've gotten through all the stairs, head east in this new area to save at the Save Point. Turn around 180 degrees after you're done saving, and walk over to the device at the western side of this area. Use a Force Scan, and use 30 FP to activate the device. It will move the massive stone blocks that were previously blocking your path.

Enter into the new room.

=====

You'll be in the Ravena Castle Throne Room. Head west and enter the little dead end there. Perform a Force Scan while in the dead end, and a chest will appear with an Admonisher inside it. Now head on over to the opposite side of the room, and use a Force Scan in the cul-de-sac there, also. You'll obtain 2 Purple Lapis(s). Now, get ready for a Boss Battle, and head northwards.

|  |                                                                   |           |  |
|--|-------------------------------------------------------------------|-----------|--|
|  |                                                                   |           |  |
|  | BOSS: Ravena Lord                                                 | EXP: 8500 |  |
|  |                                                                   | FP: 740   |  |
|  | Aspect: Pearl Light                                               |           |  |
|  |                                                                   |           |  |
|  | Attacks: Chaos Slash - Deals about 200 damage to one Party Member |           |  |
|  | Summon Spirit - Deals about 250 damage to one Party               |           |  |
|  | Member                                                            |           |  |
|  | Dark Explosion - Deals about 500 damage to the whole              |           |  |
|  | Party                                                             |           |  |
|  | Ragnadrain - Drains a certain percentage of your RP away          |           |  |
|  | Blood Circus - Hits the whole Party twice, dealing about          |           |  |
|  | 200 damage per hit.                                               |           |  |
|  |                                                                   |           |  |

Strategy: Open up this Boss battle just like all the other ones. Griek can use his Berserk burst, Irene use Sword's Blessing, and so on and so forth. And just a side note; the Ravena Lord is weak towards Holy. So Southern Cross and Divine Barrage would be good moves to use right now. (In fact, if Irene used Sword's Blessing on Levant in the beginning of the battle, 2 Divine Barrages should kill this guy.) However, if your HP should drop below 500, heal with a Spirifact just in case. You never know when he might drop a Dark Explosion on your heads.

The Ravena Lord will drop the Ixe Key. You happy now? :P Anyways, once you regain control of Levant, head on over to the throne of the guy you just

killed. Perform a Force Scan, and next to his throne should be 2 Lihit Grass(s). Open the treasure chest for a Pod Key.

Head south from here and take a right turn into the dead end there. Perform a Force Scan here to get 2 Purple Lapis(s). Now head over to the Green Canister thing and you'll use the Pod Key to unlock it. This will give you the Dark Rassfeld.

(Note that by using the Dark Rassfeld, this will count as using an Evil Ragnafact. This will count towards Destruction Points, and will probably tip the scales for Destruction. If you want to have an ending with Destruction in it, then I guess using this weapon would be for you.)

Now head directly west from where you are, and use the Pod Key again on the Green Canister. This will land you a Pumpkin Pouch. Perform a Force Scan here and you'll see a treasure chest appear. Open it for a Soothsong.

You know how to get to the bottom floor, right? Well, that's what we're going to do. You can kill the enemies if you would like.

Once you're at the entrance of the Castle, heal at the Force Site and save. Now exit the Castle. (Finally!)

=====

Take an immediate left from the gate and follow it to Faust's secret entrance. Enter in.

You can now open the stone barrier that's blocking the way. Simply press X on it. Walk into the center of the hallway, and use a Force Scan. Pick up the 2 Pelvic Fragment(s) on the ground, and move on. Exit the area by using the stairs.

You will now be in the B1F of Ravena Castle. Defeat the enemy patrolling here and head all the way to the east. Head up to the Green Test Tube, and press X to enter into a battle with the inhabitants inside. The formation of the enemy is shown below:

|    |    |              |
|----|----|--------------|
| B  |    | B = Bergan   |
| SM | SM | SM = Shade M |

Do whatever you want to defeat them; just don't let your HP fall too low. You can always head back to the Force Site in the Main area of Ravena Castle.

Head north and do the same thing as last time. The formation of the enemies is shown below:

|    |    |              |
|----|----|--------------|
| R  |    | R = Rakshe   |
| SP | SP | SP = Shade P |

When you finish this battle, the doors will open below you. However, you're not done yet.

(Remember, if you need to heal, use Restore. If you need more RP, go to the Force Site. If you feel like saving, for Pete's sake, go and save!)

From here, head on up the stairs to the left and encounter the enemy patrolling this bridge-like structure. Head a little more to the left, and defeat the second enemy patrolling the bridge. Make your way to the end of the bridge, and once you're off of it, head north. Interact with the Green Test Tube, and

engage in battle. The enemy's formation will be shown below:

B                    B = Bergan  
SM                  SM       SM = Shade M

Exactly the same enemies as the first time, hmm? Well, once you've defeated them, perform a Force Scan inside the Test Tube for a Lymphos Liquid. The last Test Tube has no use at all. It doesn't have an Item inside of it; it doesn't activate anything. But it does give you 2000 EXP, so I suggest you fight the battle anyway. The enemies are the exact same ones as before, and the formation is also the same, so I will not provide the formation here.

Once you've finished with the battle, head back across the bridge and head down the stairs. Head up into the door that you opened recently, and watch the next scenes.

=====

Faust will send 3 Shade M's after you, in a formation like the one below:

SM                    SM = Shade M  
SM                  SM

You can have Levant Laser Slash the ones in the front, and then Irene and Griek can take care of them in the next turn. Then, the Shade M in the back can be taken down by the whole Party. When the battle is over, watch the scenes that follow. They are quite intense, by the way...

Umm, I don't want to provide any spoilers, but i'll just say that Faust takes your Stigald fragments. You'll engage in battle with Faust soon after, with only Irene and Griek.

---

```
||
||   BOSS:  Faust                      EXP:  3000      ||
||                                     FP:   350      ||
||   Aspect: Cerulean Flame              ||
||
||   Attacks: Astral Liquid - Nullifies all Elemental Resistances you ||
||                                     have.          ||
||               Life Shaver - Takes away a percentage of your HP      ||
||               Vandalize - Deals about 250 damage to a single character ||
||               Psycho Crush - Deals about 200 damage to each Party    ||
||                                     Member          ||
||               Supergravity - Deals about 100 damage to each Party    ||
||                                     Member while switching your Formation ||
||
||
```

---

Strategy: For this battle, just use your Low-RP usage Skills. I know that Faust deserves to get beaten in a more brutal way, but trust me. There's another Boss Battle after this. Plus, Faust is so easy, he rivals the weakness of Virtus! Which means that he sucks.

Watch the scenes after the battle, and you'll steal the Necrozauwar from Faust, and get ready for another boss battle with...

WARNING!!! EXTREME SPOILERS!!!

```

||
||      BOSS:  Levant                      EXP:  15000
||
||                      FP:  802
||
||      Aspect:  Crimson Lotus
||
||
||      Attacks:  (All the ones that the Holy Krauvando has)
||
||                      It hurts... - Does nothing for that turn
||

```

Strategy: Levant will know all the Skills that you upgraded the Holy Krauvando to. So if he uses Divine Barrage... Hoowee. We're going to be in some trouble. However, start this battle off as usual. Use Sword's Blessing on Griek, and have Griek use Berserk Burst. (Aren't you glad you saved your FBB now? :D) After the initial turn, you can have Griek start spamming Roaring Storm. The tactic here is to land enough damage so that Levant won't even have time to use his better Skills. Have Irene use Fleur-de-Lys until you run out of FBBs, and after that, have her use Southern Cross.

As long as Levant doesn't land any seriously-damaging moves, you should be fine. Watch the scenes after, and Gardner will give you the Necrozauwar.

```

-----\\
Lake Soleil =====(2alas3)
-----
=| ITEM CHECKLIST =====|
|      ---                |
|                          |
=| ENCOUNTERABLE ENEMIES =====|
|      Perro Diablo        Armor Beast        Charon        |
|      Giant Mantis                |
|

```

When you regain control of Levant, you'll be in front of the Altar of Nerverl. Exit this place and head over to Gardner's house.

Save, and use the Force Site to heal. After that, exit the area.

Now, go to the World Map and head on over to Gultchfort. Some momentous events we had at Ravena, huh? :)

```

-----\\
Gultchfort =====(2aguf3)
-----
=| ITEM CHECKLIST =====|
|      ---                |
|                          |
=| ENCOUNTERABLE ENEMIES =====|
|      ---                |
|

```

Head north, and exit the entrance of this area.

From here, take a right turn, and head down the stairs that eventually lead to Gulden's office.

Head into Vaul's Kitchen, and you can use the Save Point there if you would like. Head into Gulden's HQ if you're ready for a long scene. :) Once the scene is over, talk to Griek in Vaul's kitchen and you'll find out that Ignus is looking for Cecilia and Rafael. If you talk to Ignus, you'll get a clue to their whereabouts; outside. So head on outside. You know the directions, right?

=====

When you step outside, watch the scenes that follow. You'll notice that Rafael and Cecilia were somehow able to reunite with Luffina, but you won't know how they did it unless you play Cecilia's Story. :) So continue watching the scene, and get ready for some romance between Rafael and Cecilia! ...Or not. Oh well, stupid Griek! :P After the scenes are over, save your game and enter Gultchfort again.

Head into the BlF of Gultchfort; the one that leads to Gulden's office.

Talk to Ignus and Griek who are standing north of your position, and once you are done talking, head into the kitchen, and talk to Rafael, Cecilia, and Luffina. Once they are done talking, head west into the dormitory and talk to Irene. You'll be given two choices when she asks you if you are retiring...

- \*\*1. Yes.
- \*\*2. Not yet...

Choose the first option, and watch the following scenes. Phase 4 will end, and depending on what you did during this Phase, the Vessel will either tilt towards Creation or Destruction.

~~~~~  
~ END OF PHASE 4 ~~~~~
~~~~~

```
0-0-----0-0
| | Phase 5 - A Bitter Parting (iv2abp) | |
| |-----| |
0-0 0-0
```

```
-----\\
Gultchfort ===== (2aguf4)
-----
=| ITEM CHECKLIST =====|
| --- |
| | |
=| ENCOUNTERABLE ENEMIES =====|
| --- |
|-----|
```

Save your game when you are prompted, and watch the following scenes. Ciel will join your party, and now, you will have 4 characters in your Party! Finally! When you regain control of Levant, upgrade Ciel's Luftshetelune's Tech to max, if you have enough FP. Once you're ready to go to battle, talk to Gulden again. He'll give you two options:

- \*\*1. We're ready.
- \*\*2. Please wait.

Listen to Gulden's heartfelt speech. If you listen to "Enter Sandman" while reading this, it sounds really epic... :P Anyways, watch the following scenes

and you'll end up in the Spirit Forest.

-----\\

Spirit Forest ===== (2aspf2)

```
=====
=| ITEM CHECKLIST =====|
|   o 2 Fastile(s)         o Fur Bandana           o 6 Red Lapis(s)      |
|   o 4 Taurine Apple(s)   o Spirit Cotton         o 10 Green Lapis(s)   |
|   o 3 Prism Fruit(s)     o 2 Forest Water(s)    o 2 Night Drop(s)    |
|   o Strength Trinket     o 2 Energy Mist(s)     o 3 Serontosphere(s)*|
|   o 3 Adamastia(s)*      o 2 Star Sand(s)       |
|                           |                         |
=| ENCOUNTERABLE ENEMIES =====|
|   Goetia                 Juliet                 Foxy                   |
|   Stall Worm             Beli                  Shell Beast            |
|   Imp. Guard             Imp. Witch           Patella                |
|   Baskerville            Imperial Sniper      Drakon                 |
|   Altaica                Hanshin              Lot                    |
|   Brutal Mantis          Velvet (Boss)        Bahn (Boss)            |
|                           |                         |
=====
```

\* You can only get one of these Items; one of them can be gotten by infusing Force into a chest, and the other one can be gotten by just fighting the entity inside the chest.

MY RECOMMENDED LEVELS: Levant - 36  
Irene - 36  
Griek - 35  
Ciel - 35

You'll notice immediately that the Spirit Forest has drastically changed; not a single tree that you see is living... But you'll notice that there's a Save Point to the left. So save. You can switch out someone in your party for Ciel if you would like, but be sure to equip her with the right equipment.

Head northeast and defeat the enemy that is roaming up and down that path. Open the chest along that path, and you'll get 2 Fastile(s). Now head down the northwestern path and defeat the enemy there also. These enemies aren't ones that you haven't faced before; so just kill them. Open the chest and you'll get 2 Taurine Apple(s). To the north will be a soldier who is patrolling the area. Encounter him, and defeat them. There are also two more enemies to the north; defeat them also. Now head into the next area by backtracking and taking the northeastern path.

=====

Open the treasure chest that is a little north of you, and you'll get into a battle with a Mimic. Once you defeat it, you'll get a Spirit Cotton. Now go ahead and defeat the Imperial soldiers to the north of you. Head west, and defeat the two monsters there. Now take a southward turn into a log, which should lead you to a treasure chest. Open it for 10 Green Lapis(s).

Head out of the log, and head north towards another log. Perform a Force Scan and you should obtain 2 more Taurine Apple(s). Exit the log, and continue heading west. Defeat the enemy there, and go northwest. You should be able to find a treasure chest that is sitting at the entrance of a log; open it for a Mimic Battle. After the battle, you'll get 3 Prism Fruit(s). Now retrace your steps back to the log where you got 2 Taurine Apples, and exit the area by using the exit to the north of the log.

You should be at the Sacred Tree. Head north, and then take a turn to the right. Examine the Harvest Point there for 2 Forest Water(s). Now go north again, and execute a Force Scan next to the Elven girl. You should get 2 Night Drop(s). Open the treasure chest on the left for a Strength, Trinket, and now exit this place.

This time, you're going to be taking the other exit to the north. So exit this little alcove by means of the southwest log, and just snake around the U-shaped path. Exit the area by using the northwest passage.

=====

Follow the path northeast, and defeat the enemy that's standing there. Go southeast, and open the treasure chest in the dead end for 2 Energy Mist(s). Before you took a turn into this dead end, you saw the Force Site, right? Well now you know what you're going to do! Head over to the Force Site and kill the enemy that is wandering around it. After that, choose to Purify the Force Site and get ready for battle. The formation of the enemies is shown below (as usual):

|   |   |             |
|---|---|-------------|
| L |   | L = Lot     |
| H | H | H = Hanshin |

You'll obtain an Arnon Gem once you finish the battle. Now you have a place to heal instead of using "Restore" all the time! Enter the log to the north to walk into the northern part of this area, and head southwards once you have the chance. Defeat the 2 enemies down here, and continue down southward. There'll be another enemy down here, but they shouldn't pose much of a problem. If your HP drops below 300 for any Party Member, go back to the Force Site to heal.

You'll notice that the chest here is another special one. You can either spend 50 FP to open it, or you can just open it and battle a Mimic for the treasure inside. If you battle the Mimic, you'll get 3 Serontosphere(s). If you infuse Force, you'll get 3 Adamastia(s). Now if you need to heal at the Force Site, go and heal. Head north and save at the Save point. Now exit the area by using the path on the right. Do not exit the area using the one on the left yet; we have some Star Sands to get.

You'll be at the Monolith Altar. Just head up to the Altar, and press X on the Harvest Point. You'll obtain 2 Star Sand(s). Exit this area.

Before trying to exit this area by the left path, let me inform you that a Boss Battle is coming up. You might want to equip some Orb of Hopes to people, because this battle is not easy. Be sure to equip yourselves with the best armor possible, and you might even want to Fuse together some Surgery Orbs. They'll definitely help. If you can, you might also want to Fuse some Poison Rings together so that Poison won't affect you. For the upcoming battle, I recommend using Irene instead of Ciel, because there is only one Boss; not multiple enemies.

NOW you can go and attempt to exit by the left path. Watch the scenes that follow, and get ready for some intense plot action... You can't help but get chills at this part. If you didn't, e-mail me and I'll give you a cookie. (... Just kidding. But this part is pretty intense.)

=====

You'll be given two choices:

\*\*1. Don't fight ---> Destruction



\*\*2. We'll fight ---> Creation

Choose whichever option, but you'll end up fighting anyway.

```
||
|| BOSS: Velvet EXP: 13000 ||
|| FP: 2100 ||
|| Aspect: Cerulean Flame ||
||
|| Attacks: Moon Dance - Hits a Party Member twice, and deals about ||
|| 200 damage in all + Ice Elemental Damage ||
|| Counter Burst - Deals about 1000 damage to a single ||
|| Party Member ||
|| Freezing Dust - Deals about 500-600 Ice elemental damage ||
|| to whole Party ||
|| Master of Panic - Deals about 300 damage to whole Party. ||
|| Has a chance of inflicting Poison. ||
|| Night Dance - Hits a party Member twice for about 150 ||
|| fire elemental damage ||
|| Power Absorber - Decreases the strength of the whole ||
|| Party ||
|| Sun Dance - Hits a Party Member twice for about 150 ||
|| damage ||
|| Purple Haze - Has a chance of inflicting poison on the ||
|| whole Party ||
||
```

Strategy: This is the first difficult Boss that you've faced in a long time. Her Master of Panic is something to watch out for, and her Counter Burst and Freezing Dust are nothing short of devastating. If your HP falls below 700, HEAL IMMEDIATELY. You might not be able to ward off a Counter Burst, but you should be able to stave off her Freezing Dust. If you get really desperate, you might want to use your Orb of Hope.

Just keep hitting her with Divine Barrage + Sword's Blessing, and after 2 full turns, she should be defeated.

Watch the scenes afterward, and then save your game. You might also want to heal at the Force Site. Now exit this area by using the left passage, and watch the next scenes. You'll notice that there's a Boss Battle soon after these scenes, but you're not even supposed to win. In fact, it's impossible to win. So don't waste your time; just sit back and use weak moves. After one of your Party Members is KO'd, then the battle will end.

=====

Watch the following scenes (there are quite a lot of them)... and when you regain control of Levant, you'll be the Tower of Judgment.

```
-----\\
Tower of Judgment =====(2atoj5)
-----
=| ITEM CHECKLIST =====|
| o Arnon Gem |
| |
=| ENCOUNTERABLE ENEMIES =====|
| Soloma Charon Perro Diablo |
```

|  |                       |              |                |  |
|--|-----------------------|--------------|----------------|--|
|  | Tibia                 | Giant Mantis | Laplace        |  |
|  | Rafflesia             | Alice        | Goetia         |  |
|  | Shell Beast           | Force Eater  | Juliet         |  |
|  | Sphira                | Mimic        | Anglaya (Boss) |  |
|  | Levant Monster (Boss) |              |                |  |

MY RECOMMENDED LEVELS: Levant - Level 37

When you are able to control Levant again, you'll notice that he's the only one in your party. Because of this, you might want to equip him with more healing Spirifacts than attacking ones. (However, if you want him to use the Devasti or the Necrozauwar, that's fine also... You just have to use Restore more often and you have to be more careful.)

Save at the Save Point ahead, and head west. Encounter the enemies there, and this time, you HAVE to take advantage of formations. You have no other guys to back you up, so it's gonna be quite tough. (Also, keep in mind that there are no treasure Items in the Item Checklist because without the Force Scan, you can't really get that many of them. So if you want to get them later on, refer to section (6outt9).

Head north and defeat the enemy there. Just follow the path until you get to a Force Site. Restore before the battle, and Purify it. In order to Purify the Force Site, you'll have to beat a Rafflesia.

As long as you keep cutting the thing, it'll die quite quickly. Probably a max of 4 turns. Once the battle is over, you'll get an Arnon Gem. Now exit the area via the teleporter to get to "Outside the Tower 10".

=====

Defeat the enemy to the north of the Teleporter. Head west, and save at the Save Point. Now head north, and get ready for a Boss Battle.

|  |                                                                |                                                    |  |
|--|----------------------------------------------------------------|----------------------------------------------------|--|
|  |                                                                |                                                    |  |
|  | BOSS: Anglaya                                                  | EXP: 5220                                          |  |
|  |                                                                | FP: 1010                                           |  |
|  | Aspect: Crimson Lotus                                          |                                                    |  |
|  |                                                                |                                                    |  |
|  | Attacks: Rotten Breath - Deals little damage, while decreasing |                                                    |  |
|  |                                                                | Defense                                            |  |
|  |                                                                | Snake Bite - Deals about 70 damage                 |  |
|  |                                                                | Cold Breath - Deals about 150 ice elemental damage |  |
|  |                                                                |                                                    |  |

Strategy: One Divine Barrage. That's all it'll take.

Go back to the Save Point and save. Now go up to the Altar and press X. Now exit the area via the Teleporter. Watch the following scenes, and you'll get in another Boss battle.

|  |                                    |                                                        |  |
|--|------------------------------------|--------------------------------------------------------|--|
|  |                                    |                                                        |  |
|  | BOSS: Levant (Monster)             | EXP: 6000                                              |  |
|  |                                    | FP: 1666                                               |  |
|  | Aspect: Crimson Lotus              |                                                        |  |
|  |                                    |                                                        |  |
|  | Attacks: Gwahh! - Deals 150 damage |                                                        |  |
|  |                                    | Guooohh! - Hits 3 times, for a maximum amount of about |  |

|| 400 damage ||  
|| \_\_\_\_\_ ||

Strategy: Since this guy only has 2 Attacks, he's not much of a Boss. 2 Divine Barrages will kill it.

Watch the following scenes, and you'll end up in the Spirit Forest.

```
-----\\  
Spirit Forest =====(2aspf3)  
-----  
=| ITEM CHECKLIST =====|  
| --- |  
| |  
| |  
=| ENCOUNTERABLE ENEMIES =====|  
| --- |  
| |
```

Just head northeast, and watch the following scenes, and when the Monster asks you a question, you'll be given 3 choices.

```
**1. .... ---> Creation  
**2. I don't know. ---> Neutral  
**3. Win faster. ---> Destruction
```

Choose whichever option you would like; it all ends up to the same outcome. Watch the following scenes, and at the end, your Holy Krauvando will become fully powered up! YES! Now you have Valiant Edge as another Skill, and your ally's other Bursts will also be unlocked. Plus, Hexyz Charge's maximum value is 999%. DAMN! So much stuff!! :D

Well, watch the following scenes, and you'll end up at Gultchfort.

```
-----\\  
Gultchfort =====(2aguf5)  
-----  
=| ITEM CHECKLIST =====|  
| o 2 Fastile(s) o Fur Bandana o 6 Red Lapis(s) |  
| | |  
| | |  
=| ENCOUNTERABLE ENEMIES =====|  
| Imp. Officer Imp. Bowman Imp. Sorcerer |  
| Bahn (Boss) |  
| |
```

Use the Force Site here, and save. Then head north and exit this entrance.

Head north, and kill the soldiers here. Now head over to Gulden's office...

Defeat all the soldiers in the area. Seriously, they're not that difficult. 2 Low-RP usage moves kill any enemy. Unless they have protect on. Then it takes three. But still, that's nothing, so just breeze through this area. Save at the Save Point in Vault's Kitchen. You'll be glad you did.

Now head northward and watch the scene, and get ready for an actual legitimate fight against Bahn.

|| \_\_\_\_\_ ||



soldiers are gone, that means that the cell doors are open. ;) So exit this area and go to the jail.

In the first cell of this jail, use a Force Scan and you should get 3 Prism Fruit(s). Execute a Force Scan in the next cell, and you should get 2 Taurine Apple(s). In the third cell is a Force Site. Purify it. The formation of the enemies is shown below:

Z            Z = Zmey  
C            H        C = Charmer  
                      H = Humerus

For the battle, just use your High-RP usage Skills. The only monster you should keep an eye out for is Zmey. It can deal 600+ damage in one hit, and it has pretty high Defense. Not to mention it has a lot more HP than its fellow partners. As long as Levant is able to use his Divine Barrage, and Irene is able to use her Southern Cross, Zmey shouldn't have a chance to KO any of your Party Members. Once the battle is over, you should get an Arnon Gem.

Now head into the final cell on the very left. Perform a Force Scan inside here and examine the Pot for a Majin Loincloth. ...Maybe the soldier that was imprisoned here had high-quality underwear or something...

Well, that's all the stuff you can do here now. Exit the jail, and head back to the entrance of Gultchfort.

Use the Save Point, and exit Gultchfort to the World Map.

-----\\  
Fallen City of Altair =====(2afcoa)  
-----

```
=| ITEM CHECKLIST =====|
|   o Surgery Orb           o 5 Moonlight Grass(s)   o 2 Element Will(s)   |
|   o 2 Element Will(s)     o 4 Night Drop(s)       o 2 Steel Shard(s)    |
|   o 4 Taurine Apple(s)    o 3 Serontosphere(s)** o 3 Capy Doll(s)      |
|   o 3 Stardust(s)*        o 2 Energy Mists*       o Ororon Doll         |
|   o Nightmare Gem        o 5 Adamastia(s)        o Tough Talon         |
|   o 5 Gravity Stone(s)   o Gothic Ribbon         o 2 Arnon Gem(s)      |
|   o 4 Fastile(s)         o Eladah Tear           o Illusion Cloak**    |
|   o Steel Lump           o 5 Alchemy Crystal(s)  o Black Steel         |
|   o 3 Glowing Metal(s)   |                           |
|                           |                           |
=| ENCOUNTERABLE ENEMIES =====|
|   Tempter                 Mimic                    Altaica                |
|   Baskerville             Stall Worm               Shade M                 |
|   Patella                 Shell Beast              Goetia                  |
|   Juliet                  Bergan                    Drakon                  |
|   Golem                   Ulexite                  Beli                     |
|   Zepar                   Brutal Mantis            Stone Beast             |
|   Alloces                 Smierc                    |
|                           |                           |
```

\* You can either choose the 2 Stardust(s) or you can choose 1 Energy Mist. You can't get both.

\*\* You can either get 1 Serontosphere or you can get the Illusion Cloak. Your choice. You cannot get both of them, though.

MY RECOMMENDED LEVELS: Levant - 39  
                          Irene - 39

When you get here, move on upwards and save at the Save Point. From the Save Point, walk west and there'll be a dead end to the south. Enter it and open the treasure chest on the left for a battle with a Mimic. After the battle, you'll get a Surgery Orb. Now open the chest on the right for 5 Moonlight Grass(s).

Exit the dead end and head back to the Save Point. Walk northwards and take the right turn when the north path ends (and the path isn't that long, so you're going to be turning to the right quite soon...) and when you see a couple of lockers, walk up to them and you'll notice that they are a Harvest Point. Examine them for 2 Element Will(s). Now go eastwards and then head southeast. Perform a Force Scan and you'll get 2 Willow Leaves.

Now head under the bridge to the north and snake around the pathway. Defeat the enemy at the bottom of the pathway, and head westwards a little bit. Enter the little pathway to the north and open the treasure chest inside of it for 2 Night Drop(s). Now head east inside the little dead end area and perform a Force Scan next to the lockers. This will give you 5 Yellow Lapis(s). Now go to the easternmost part of the dead end and you'll notice that there's a Harvest Point here. Examine it for 2 more Night Drop(s). Now exit this dead end and get out of this area by using the Teleporter.

=====

Watch the scenes that follow. After the scenes, you'll immediately notice in your first battle that Levant has the Fear status constantly on him... So you might want to switch in your sub character for this part of the game. (In my case, it would be Ciel.) Unequip all of Levant's equipment and equip them to your other Party Members. For example, give the Holy Krauvando to Irene. However, you might want to equip Levant with an Experience Gem. If you don't have one, that's fine; it's just that Levant will not have as much experience as the others.

Now head east into the new circlish area, and head south. In this new southern circle, use a Force Scan and you'll get 2 Steel Shard(s). Now examine the locker next to the designated Force Scan area for a Harvest Point. You'll get a Taurine Apple. Snake around the pathways to the chest in the southwest circle area, and open it for 3 Taurine Apple(s). There might be enemies as you go on your way, but they're not that hard to defeat so if you want FP and EXP, kill them along your way.

Once you get the chest, head all the way to the southeast circlish area and kill the enemy that is patrolling that area. Take a U-turn into another circle area and open the chest there for a Mimic battle. This is actually quite a challenging battle if you don't heal at all; but a couple of Ciel's Tinkerbells should take care of it. At the end of the battle, you'll get 2 Serontosphere(s).

Head into the circlish area at the top of the dead end you are currently in and kill the enemy in there. After that battle, examine the group of blocks to the right of this area and you'll figure out that this is a Harvest Point. You'll get 3 Cappy Doll(s). Once you obtain the Dolls, head north and there should be an enemy standing around. Defeat it to level up your guys, and move on to the next exit at the north.

=====

You should be in the Altair Force Reactor now. If you enlarge your Mini-Map, you'll notice that there's a treasure chest on the far left Reactor. So walk over to the Reactor in the Northwest corner of your Mini-Map. When you try to open the chest, you'll be given 2 choices: 1, Infuse Force. 2, Just open it. Infusing Force costs 100 FP, but to open it, it doesn't cost anything. If you open it, you'll get in a battle with a Mimic. Once you defeat the Mimic, you will get 2 Stardust(s). However, if you Infuse Force, you'll get an Energy Mist. Take your pick, and let's move on.

Head back to the middle Reactor and perform a Force Scan while you're next to it. Pick up the designated Item and you'll get an Ororon Doll. And, well, that is pretty much all you can do in this area at this point. So exit out of this area for now.

=====

Alrighty then! Let's pick up some more treasures, shall we? Head all the way south from where you are and if you want to kill any of the enemies, you can. Just follow the path back to the Harvest Point where you got the Taurine Apple (and sometimes, if you're lucky, you can get Prism Fruits from here also). From the Harvest Point, head north up into another circular room and then head east. Defeat the enemy there and then enter the southern circular room to open the treasure chest. Once you open it, you'll obtain a Nightmare Gem (YES! :D).

Now get out of the room you're in and head northeast. Defeat the enemy that is walking around there, and then go all the way north into another dead end to open another treasure chest. This one holds 3 Adamastia(s). Now take a U-turn into the northern exit, and exit this area.

=====

In this new area, defeat the enemy to the north. Head west from your standpoint and defeat the enemy in that area. However, you'll notice that the Teleporter in that section of the area is not working, so you're going to have to go back to it later... Instead of trying to get the Teleporter working, just head north all the way and you'll see a treasure chest. Defeat the enemy that is guarding the chest, and then open the chest for a Tough Talon.

Head back to where you started and completely ignore the dead end on the right. There's nothing there. So make your way to the north by using the path in front of you, and take a turn to the left when you are given the chance. When you follow the path all the way to the west, kill the enemy there and use the Teleporter to get out of this area.

In the new area that you're in, you'll notice that there's a Save Point right next to you. Save your game and head east. Take on the monster that is hiding under the bridge, and now make your way behind the ledge to open a chest that contains 2 Adamastia(s). Now that you've gotten that treasure, head southwards and kill the enemy that is walking up and down the stairs. From here, go into the dead end at the bottom of the screen and open the chest there for 5 Gravity Stone(s).

Now head on to the exit at the southeastern corner of the screen, and exit this area. The path that is in front of you just leads to a treasure chest, so follow it and kill the enemy at the bottom of the stairs. Head into the dead end and open the treasure for an Energy Mist. Now exit this area.

Nothing you haven't seen before yet, so just head upwards and walk up the stairs to the west. Follow the path and defeat the enemy at the bottom of the stairs. Turn left, and right when you see the little arch at the bottom of the

stairs, use a Force Scan and you'll receive a Gothic Ribbon. Head a little bit more west, and you'll see a Force Site. Choose to Purify it and you'll get in a battle with the enemies below.

S            S            S = Stone Beast

For this battle, have Ciel use Tinkerbell on a single Stone Beast and have Griek use Earthquake. Irene isn't really needed for this battle, but she can just sit back and use Southern Cross. After this battle, you'll get an Arnon Gem. Now exit this area by using the exit to the north. You'll now be in Altair's Monolith Altar.

=====

Walk up to the Monolith Altar, and interact with it. You'll get 2 Fastile(s). Ignore the staircase on the left for now; just head southeast from the Monolith Altar and grab the treasure chest that is sitting under the bridge. You'll get an Eladah Tear. Now exit this area.

From here, retrace your steps back to the Save Point and use the Teleporter to warp you out of this area.

You'll be back in the Sky Corridor. Which means you should probably get Levant out of your Party again. But if you already have him out, then just leave the Party the way it is.

From the Teleporter you're standing on, head south a little bit and you'll see a chest that is sending out smoke. When you try to open it, you'll be given 3 options. The first one will be to spend 100 FP to open it, the second one will be to just open it without spending FP, and the third one is to just leave it alone. If you choose the second option, you'll face a Mimic. At the end of the battle, you'll get a Serontosphere. However, if you spend 100 FP, you'll get an Illusion Cloak. Which is, IMHO, a whole lot better than a single Serontosphere.

Anyways, head all the way to the northeastern corner of the map and then head south into a new circlish room with a Teleporter inside of it. Enter into the Teleporter and you'll be warped to a new area of the Ruined Grandz.

=====

Follow the path to the exit in the north, and exit this area. There are no Items here, so don't bother Force Scanning this area.

When you exit the previous area, you'll find yourself in the Pathway Entrance of Altair. Perform a Force Scan near the lockers in the large circular room, and you'll get a Steel Lump. Walk over to the Force Site and Purify it, and you'll get in a battle with the monsters shown below:

A            S            A = Alloces  
                                 S = Smierc

For this battle, have Griek spam Earthquake, and have Ciel focus her attacks on one of the monsters. If worst comes to worst, you can have Irene heal with an Orb of Hope, (if you have one equipped). However, this battle won't pose much of a problem; it's just that the Smierc's Ragnadrain can become a bit of a hassle. If Irene has a free turn, you can have her use Southern Cross on the either one of the monsters because both of them are weak to Holy. All it takes to win this battle is one of Griek's Earthquakes, one of Irene's Southern Crosses, and an Arrow Rain from Ciel.



After the battle, you'll get a Stardust. Now exit this area by walking under the gate to the north.

=====

If you look at the enlarged Mini-Map of this new area, you'll notice that there is a Seal of Rivielias at the northwestern-most corner of the Map. Since you have the Necrozauwar at this point in the game, you can check out section (6necro) if you want guidance with that battle. Otherwise, if you feel like completing the Rivielias Seal quest later, just continue on with this guide.

From where you are standing, head northwest and defeat the enemy that will be standing in your path. After defeating it, head southwest and there'll be another enemy blocking your path. Kill them, and open the chest in the alcove for 5 Alchemy Crystal(s). Head north out of this little room and keep on going north until you enter another small room. There'll be a chest in the northern part of this room, and inside of it should be an Arnon Gem.

After getting the Arnon Gem, head east by using the straight path in front of you and defeat the enemy that is patrolling this area. If you look at the enlarged Map, you'll notice that there is another chest in a path that is inbetween 2 other paths. Walk in that path and open the chest there for a Mimic battle... Another one of these things!? However, a consolation for having to face on of these horrid things is that it isn't that hard for a Mimic. One Earthquake and a Southern Cross should kill it. Once you defeat the Mimic, you'll get 2 Fastile(s) as your rightful treasure.

Exit out of the dead end and head northwards. You see the path on the enlarged Mini-Map that leads to the Seal of Rivielias? Well, head in that direction, and defeat the enemy at the base of the path. Perform a Force Scan after the battle next to the locker-like objects and you'll obtain a Black Steel. Head east onto the next walkway, and just follow the path to the south. You should see an enemy that is guarding this conjunction. Defeat it so that it doesn't get in the way later; trust me. It might become a hassle later on.

Anyways, after you kill the enemies, head into the dead end with the chest in it at the end of this path. Open the chest for 3 Glowing Metal(s) and head on northwards by using the furthest path to the right. You might encounter another enemy along the way, so just kill it while you still can. If you are still alive after the battle (and I hope you are, because starting over from your last save is never fun... :P), enter the Teleporter and watch the scenes that follow. You'll be in Fort Faulken after the scenes.

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Fort Faulken ===== (2afafofa)

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=| ITEM CHECKLIST =====|

- |                        |                       |                         |  |
|------------------------|-----------------------|-------------------------|--|
| o 2 Reaper Scythe(s)   | o 2 Fairy Garland(s)  | o 5 Dividing Liquid(s)  |  |
| o Purifying Orb        | o 4 Glowing Liquid(s) | o 3 Amber(s)            |  |
| o 5 Arnon Gem(s)       | o 3 Energy Mist(s)    | o 5 White Lapis(s)      |  |
| o 5 Healing Herb(s)    | o 3 Royal Liquid(s)   | o 2 Majin Overcoat(s)   |  |
| o 5 Alchemy Crystal(s) | o 2 Red Lapis(s)      | o Steel Lump            |  |
| o 2 Frozen Nail(s)     | o Gothic Ribbon       | o 2 Alhest Solution(s)  |  |
| o 5 Stardust(s)        | o 5 Adamastia(s)      | o Spirit Cotton         |  |
| o Surgery Orb          | o 5 Black Ashes(s)    | o 2 Devil Grass(s)      |  |
| o Soothsong            | o 4 Purple Lapis(s)   | o Narcissus             |  |
| o Aged Mantis Wing     | o Igneous Orb         | o Divinova              |  |
| o 2 Yellow Lapis(s)    | o 2 Rare Scale(s)     | o 12 Moonlight Grass(s) |  |
| o Orb of Hope          | o Abominable Horn     | o 3 Star Sand(s)        |  |

|                                |                    |                     |
|--------------------------------|--------------------|---------------------|
| o 3 Pointy Horn(s)             | o Power Orb        | o Decoy Doll Beta   |
| o 2 Trom Bone(s)               | o Invigorating Orb | o 2 Waste Water(s)  |
| o Defense Orb                  | o 3 Silvervine(s)  | o Night Drop        |
| o 2 Serpent Skin(s)            |                    |                     |
| =====                          |                    |                     |
| =  ENCOUNTERABLE ENEMIES ===== |                    |                     |
| Grunere                        | Garmr              | Sondaica            |
| Humerus                        | Evil Ooze          | Ixion               |
| Sphira                         | Charmer            | Ankou               |
| Yuki                           | Tyrant             | Lot                 |
| Rakshe                         | Eligos             | Axel (Boss)         |
| Smok                           | Shell Beast        | Stall Worm          |
| Ukidona                        | Fiyance            | Dark General (Boss) |
| Mevious                        | Alaseed            | Metatarsal          |
| Spunky                         | Hanshin            |                     |

MY RECOMMENDED LEVELS: Levant - 40  
Irene - 40  
Griek - 39  
Ciel - 37

Once you come here, there's no going back to Altair (at least for now). So if you had any unfinished business in Altair, you might want to go back there once this place is done. However, I just want to mention that this is probably the biggest place that you have encountered so far in Levant's storyline. If you don't feel up to the challenge right now... Well, either stay back in Altair or it's tough luck for you. Anyways, if you haven't already, you can bring Levant back into the Party. If you don't want to, that's fine, but I personally think that he is probably the best all-around Party Member.

Alright, when you regain control of Levant, head forwards and use the Force Site to heal your Party. Then save your game. Use a Force Scan under the bridge and you'll get 2 Reaper Scythe(s). Walk forward a little more and you'll be required to watch another scene. You'll engage in a battle with the monsters below:

G           Gr           G = Garmr  
              Gr = Grunere

Have Griek use Earthquake. And that should kill the enemies. Easy, wasn't it? After the following scenes, head backwards and heal your Party at the Force Site if you were dealt any damage. Now head northwards, and exit this area.

=====

You should be in B2F Right Wing of Fort Faulken. This area is quite linear with a little branch-off pathways to treasures. First of all, make your way over to the room on the northeast corner of the area. There'll be an enemy in the little dead end. Defeat the enemy, and then use a Force Scan inside the dead end. You'll get 2 Fairy Garland(s).

Exit the dead end and now keep going west from the entrance. Defeat the enemy that is roaming the corridor, and keep following the path until you find another roaming enemy. Defeat it and then when you see a path leading to a southern room, turn south into it. Keep walking along the hallway and it will lead you to a room with a treasure inside of it. However, there is an enemy that is guarding the treasure... So before you get the treasure, defeat the enemy. Now open the treasure chest for 5 Dividing Liquid(s).

Get out of this dead end and walk to the northwest area of this map. Ignore the hallway on the left for now; just head north and follow the path. Kill the enemies along the way, and when you see a path leading to the south, turn into that path. Open the chest at the end of this path for a Purifying Orb.

Ignore the little dead end on the right; it's just a dead end with nothing in it. So now, exit this area by using the exit on the far west of this area.

=====

You'll now be in B1F Right Wing of Fort Faulken. And this area is even more linear than the last. It's just a long spiraling sort of hallway, except it is squarish... Alrighty then! Head east into the first conjunction area and kill the enemy there. Now head south and kill the enemy that is near that conjunction. Head west and kill the enemy in that conjunction (and so on and so forth). Just follow the path and kill the enemies along the way, is basically what I'm saying. At the end of the hallway, perform a Force Scan next to the stairs and you'll obtain 4 Glowing Liquid(s). Now head up the stairs and exit this area.

=====

You'll be in 1F Right Wing. ... These maps keep getting more and more linear, don't they? Sooner or later, they're just going to be straight hallways. :P Anyways, there's nothing in this hallway. You'll just have to exit this place by using the exit at the end of the hallway.

Once you exit the small hallway thing, you'll enter the Central Area of Fort Faulken. There will be an enemy in front of the Save Point. Kill it before you save, and then save your game. Now head north and follow the pathway to the chest at the end. Open it for 3 Amber(s).

Once you grab the Ambers, head back towards the Save Point and head south this time. Make a turn to the west and kill the enemy that is patrolling that area. Walk a little more to the west and you'll trigger a scene, and after the scene, get ready for a Boss Battle with...

---

|  |                                                              |            |
|--|--------------------------------------------------------------|------------|
|  |                                                              |            |
|  | BOSS: Axel                                                   | EXP: 30500 |
|  |                                                              | FP: 2600   |
|  | Aspect: Cerulean Flame                                       |            |
|  |                                                              |            |
|  | Attacks: Holy Blueblade - Attacks one Party Member twice for |            |
|  | about 100 damage.                                            |            |
|  | Darkness Bomb - Deals about 300 damage to 2 Party            |            |
|  | Party Members.                                               |            |
|  | Lightning Spear - Deals about 350 damage to a single         |            |
|  | Party Member.                                                |            |
|  | Ring of Fire - Deals 500 damage to a single Party            |            |
|  | Member.                                                      |            |
|  |                                                              |            |

---

Strategy: Start out the battle by having Irene use Sword's Blessing on Levant. Then Levant can use Valiant Edge, and have Griek use Earthquake. If your HP ever goes below 500, heal with one of your Spirifacts. You can keep Irene back for healing, or you can also have her attack Axel. You might want to keep her on standby just in case, because Axel can pack quite a punch with his double turns.

After Levant's Valiant Edge, you can have him use Divine Barrage. About 2 of Griek's Earthquakes and 2 of Levant's Divine Barrages should finish Axel off. If he doesn't succumb by that time, just use another Earthquake or another Divine Barrage, and he'll be defeated.

However, keep in mind that Axel's attacks get stronger as the battle goes on; this might prove to be a problem if you've run out of Spirifacts to heal. However, IMHO, Axel isn't nearly as tough as Bahn was, so he shouldn't be that much of a problem for you either.

Watch the scenes after the battle, and when you regain control of Levant, kill all of the enemies in the room you are currently in. After you defeat all of the enemies, exit this area by using the exit on the left of the screen. You will now be in the 1F Left Wing.

=====

Head west directly from where you are. You'll see a Force Site. Go ahead and Purify it. You'll encounter a Smok. Use Divine Barrage and the rest of your High-RP usage Skills to kill this because your HP and RP will be fully refilled after the battle. After the battle, you'll get an Arnon Gem. Now take the other path and head west on the hallway. Defeat both of the enemies in this hallway, and when you reach the end of this hallway, head north. Ignore the path on the right for now, just head north into the dead end and open the chest there for 2 Energy Mist(s).

NOW you can take the path to the right. Follow it and you can either ignore or kill the enemies along the way. This path will lead to an exit. Exit this area, and you'll end up in B1F Left Wing.

From here, just head south and exit this area by using the exit in the south.

Follow this path and kill the enemy that is on the bridge. Once that's over, all you have to do is keep following the path until you exit by walking up the stairs.

You'll be in the Generator of Fort Faulken. Use a Force Scan in the northwest corner of the room for 5 White Lapis(s). And that's it for the extra treasures here... It's time to get back to the Central Area of Fort Faulken.

(I'm not going to provide directions on how to get there because this whole place is very linear and I'm sure you can find your way back without my help...)

=====

Head to the northwestern part of the Central Area. Pass the exit by for now and go into the dead end. Use a Force Scan at the end of the dead end for 5 Healing Herb(s). Now exit this area by using the exit to the west.

Now you'll be in 2F Central Area. First of all, go north and then take a right into the dead end. At the end of the dead end (punny, huh? :P) there'll be a chest. However, there'll also be an enemy here, so defeat the enemy first and then open the chest for 3 Royal Liquid(s).

Now head south of the entrance to this area. Follow the path to the east and defeat any enemies along the way. After a bit of walking, there'll be a small

room to the south with a Save Point in it. Save your game here and if your Party is up to it, defeat all of the enemies in this room. Once the enemies are defeated here, head left and exit this area.

You'll be in 2F Left Wing. Head left and then go southwards. There'll be an enemy there. Defeat it, or you can avoid it. It doesn't matter, unless one of your Party Members is close to leveling up or something to that degree. Go into the southeastern corner of the area, and perform a Force Scan of... the southeastern corner of the southeastern room... Anyways, that Force Scan will give you 2 Majin Overcoat(s).

Now follow the path to the dead end on the southwestern side of this area. There will be a chest inside the dead end, and inside the chest will be 5 Alchemy Crystal(s). From this dead end, exit this area by using the exit near the top of the screen.

In this new area, you'll only have one direction to go, plus a monster to face. It's to the right. So kill the monster and use a Force Scan near the middle of the area. You'll obtain 2 Red Lapis(s). Now instead of exiting this area by using the exit on the right, retrace your steps and go back to the area on the left. This is because there's nothing to do in the area to the right; it's merely a dead end with no spoils to pick up inside of it. So exit this area by using the exit on the left.

=====

From here, retrace your steps back to the beginning of this area. However, do not exit this place by using the exit that you used to enter here (that sounded complicated...). Use the exit in the middle of the area.

You should be in Fort Faulken's 3F Wings. Head to the east and enter the dead end in the northern middle part of this area. It has a chest inside of it, and the chest contains a Steel Lump. Once you get the Steel Lump, head to the dead end directly south of this one, and use a Force Scan near the end of it to get 2 Frozen Nail(s).

Now head east again and ignore the first two dead ends that you come across; they contain nothing. However, the last dead end on the very east holds two treasure chests. The one on the top has a Gothic Ribbon inside of it. The one on the bottom has 2 Alhest Solution(s) stored in itself. After this, that's all of the treasures located in the 2F Left Wing area of Fort Faulken. It's time to go back to the 2F Central Area.

(Same message as before. You can probably find your way back without my help.)

=====

Now that you're in the 2F Central Area again, you might as well save your game here a second time. Saving a lot never hurt anyone, did it? (Well, unless you are one of those people who overwrote an awesome Save File, but I'm assuming this is your first or second time playing this game.)

Now head into the right exit, and you'll be in the 2F Right Wing of Fort Faulken. Just follow the path southwards and then eastwards, and then when the path branches off into a north path, take a turn to the north. Head into the northern-most part of this middle area, and take a turn to the right. Open the chest at the end of this mini-hallway to get 3 Stardust(s). Now about face and perform a Force Scan at the end of this dead end. This will give you 2 Adamastia(s). Now head South a little, and go down the stairs on the left to enter 1F Right Wing.

This place is quite linear. Just follow the path around to the end and you'll be rewarded with a chest. However, there are some enemies along the way so you might want to kill them for more EXP. The chest at the end contains 3 Adamastia(s). Now retrace your steps back to the 2F Right Wing of the Fort.

Now that you're in the 2F Right Wing, head south east and follow the path to the exit at the end. You'll be in 1F Right Wing AGAIN. But that's not that much of a bad thing as long as we get treasures out of this, right? :P

However, there is nothing in this 1F Right Wing. :( But this hallway leads to the bottom floor of Fort Faulken's Generator! So exit this area by using the exit at the top of the screen.

If you head forward, you'll notice a Force Site on the righthand side of the screen. Purify it, and you'll encounter an Ukidona. This guy actually is not that hard. Just use your same strategies and he'll be taken down in no time. After the battle, you'll get an Arnon Gem. Head up and exit this area via the northern exit.

=====

You should be in front of the Generator Stairs. Go ahead and save your game at the Save Point in front of the Stairs, and once you're done saving, start walking up the stairs. Right when Levant disappears behind the pillar for the first time, use a Force Scan to get a Spirit Cotton. When the first exit comes up, take your leave of the stairs and enter the Generator 2F.

Head south and then west. There'll be a chest at the end of the hallway that contains a Surgery Orb. Once you get that, head northwards and then snake around the path to the stairs on the west. Walk up the stairs and you'll be in Generator 3F.

There is not much to do here except exit the area. However, if you walk to the southeastern-most part of this area and perform a Force Scan, you'll be rewarded with 2 Black Ashes(s). Once you get the Black Ashes, exit this area by using the stairs at the northeastern corner of this area.

Right when you enter this new area, walk left a little bit and perform a Force Scan next to the stairs. You'll get 2 Devil Grass(s). Now head to the southern part of this area and open the chest there for a Soothsong. Now you are done with this place! Now it's time to head back to the Generator Stairs.

=====

Alright, now that you're back on the stairs, walk up the stairs a little until you're behind the stair's pillar. Then walk behind the pillar, and you'll enter a new area.

This new area has quite some treasures to get. Head north from where you are and defeat the enemy that is patrolling the area. Go west, and kill the enemy there. Head north into the first room, and execute a Force Scan near the barrels. You'll get an Energy Mist. Now head south into the room directly across from the one you're in right now, and open the chest inside of it for 3 Black Ashes(s). Use a Force Scan in the southwestern corner of the room and you'll get a Narcissus.

Head left again and ignore the dormitory-like room to the north. Instead, enter the room to the south and open the chest on the left for an Aged Mantis Wing. Use a Force Scan next to the chest on the right, and you'll get a

Stardust. The chest on the right contains an Igneous Orb. Exit this room, and head left. Kill the enemy that is patrolling this area, and ignore the north and south room. These don't contain anything, so just head on over to the next set of rooms. In the northern room, there'll be a chest that has a Divinova inside of it. (Freaking awesome. :D) Head into the room at the south and perform a Force Scan next to the wooden crates. You'll obtain an Arnon Gem.

Now you're done with this area! Time to head back to the stairs.

=====

Continue on up the stairs and when you reach the top, take the exit on the left of the stairs.

If you take a look at your enlarged Map, you'll notice that this area is a virtual treasure house. Not only that, it has a Seal of Rivelias here! If you want to look at a Guide for the Seal, check out section (6necro). However, all of the treasures (the Seal included) are blocked off by bars of energy... Aww man. Sting just had to ruin our dreams, didn't they? Well, anyways, just head left and exit this area... and leave the treasures behind for now.

In this new area, walk about halfway across the hallway and perform a Force Scan. This should give you 4 Purple Lapis(s). Now head north and if you want, defeat the guys that attempt to block your way. Just follow the path until you reach the end, and open the chest for a Chimera Blood. After getting the Chimera Blood, head south from this area and into the dead end in the southwest part. Open the chest there for 2 Arnon Gem(s). Now head back to the middle part of this area, and go up to the doors that block your path. Interact with them by pressing X, and they'll open up. Now enter the new area.

=====

Watch the following scenes, and get ready for a Boss Battle.

```
||
|| BOSS: Dark General EXP: 32000 ||
|| FP: 6655 ||
|| Aspect: Cerulean Flame ||
||
|| Attacks: Curse - Has a possibility of inflicting Curse on a Party ||
|| Member. ||
|| Hell Massacre - Hits a Party Member four times for about ||
|| 600 damage. ||
|| Doom Raiser - Deals about 1600 damage to the whole Party ||
|| My head...! - Does nothing for this turn ||
||
```

Strategy: As you're facing the Dark General, you'll notice that the Skills that he uses follow a set pattern. First, he uses Curse. Then he uses Hell Massacre. Then he uses the dreaded Doom Raiser. And then he clutches his head.

For this battle, just go all out. However, you have to play a bit conservatively. Whoever has the turn before the Dark General definitely has to use a Healing Spirifact. This is because the Doom Raiser has the chance of killing you. However, other than that, you can use Valiant Edge and Earthquake and such. After about 4 turns worth of Divine Barrages and Earthquakes, the Dark General will be

defeated.

(Personally, I think that Bahn was still harder... :P)

After the battle, watch the scene that follows, and once you regain control of Levant, head east. Watch the next scene that follows, and you'll be thrown into a battle against the monsters below:

A            M            A = Alloces  
              G            M = Mevious  
                              G = Garmr

Just have Griek use Earthquake, and it'll kill all the monsters except for the Alloces. Just quickly take care of it by using a Cut or something. After the battle, watch the scene that follows. When you regain control of Levant, head east and exit this area.

=====

Head east and exit out of this area onto the Generator Stairs.

Head down the Generator Stairs and walk down them until you reach the exit on the right. Exit this area by using that exit, and you should be in another part of 2F Generator. From here, head north and then take a turn to the west. When the westward path ends, head south and exit the area by taking the stairs upwards.

You'll now be in 3F Generator. Follow the path to the very end and you'll be taken to Generator 2F. (Nothing we haven't seen before, right? Everything's the same... except this time we're going to these places to save soldiers instead of grabbing treasures.)

Right when you enter this small, somewhat cozy room, you'll notice that a large Golem is cornering a soldier. Go play the hero and confront the Golem. The enemies you encounter will be in a formation shown below:

              T            T = Tyrant  
S                        S = Spunky

This battle is a joke. However, the Tyrant may rile things up a bit because of its large HP pool, but other than that this battle is easy. Watch the scenes that follow, and then... head back to the Generator Stairs. We are done with this place.

Walk down the stairs and save at the bottom. Now exit this area via the exit towards the south.

=====

In this new area, you'll notice that another soldier is in danger to the left. Before you go to save him, however, go and use the Force Site on the right. And then go save him. The monsters that have cornered the soldier are shown below:

              I            I = Ixion  
A            M            A = Alaseed  
                              M = Metatarsal

Just spam High-RP usage Skills. There's a Force Site right next to you, for Pete's sake! :P Now exit this area by using the exit to the south.



Remember this place? Just walk south.

In this area, just follow the bottom path. Go south, and then head west, and take a turn into the middle-north area. Exit this area by using the staircase inside the middle-north area.

In this new area, you're going to have to mow your way through the enemies in the path to get to the end. At the end, there's (surprise surprise) a soldier cornered by a monster. Hopefully you did not deplete your HP or RP by the time you got here, because this soldier needs your help! And you dying wouldn't do the soldier any good. Anyways, when you encounter the monster, you'll be fighting the guys shown in the diagram below:

```
C   L           C = Chrome
      M         L = Lucretia
                M = Moa
```

This battle is harder than the other ones that you'll be facing. The Lucretia might cause problems with the Fear Status effect by using Poltergeist, and the Moa might use Blind. This won't cause you a Game Over, but it will probably force you to use a Restore after the battle. The Moa is weak against Holy, so you can have Irene use Southern Cross on it to deal heavy damage. It might take 2 or 3 Southern Crosses, but if it helps you win the battle, you might as well use the RP.

The Chrome will also be quite a problem because of its Execution. That move is just plain annoying. Before you know it, your Party's HP can be reduced to the triple digits. However, it doesn't have as much HP as the Moa, and it is not as fast. So the only real problem in this battle will be the Moa. After the battle, you might want to fix your Map by pressing the L and R buttons. Once you rotate the Map to suit your needs, exit this area. There's nothing left to do here.

From here, go south and then take a turn to the west. When that path ends, go north and then exit the area via the west exit.

You should now be in the 2F Central Area. Save your game here. Now head north and watch the scene that follows. After the scenes, head to the left wing.

=====

Alright, remember the 3F Wings? Yeah, we're going there. So head west and enter the Wings.

Okay then, if you check your enlarged Mini-Map, you'll notice that there is a group of people being harrassed by an enemy in one of the dead ends in the middle of the area. So just walk east towards the congregation of beings, and enter the top-middle dead end on the right. You can kill any enemies along the way if you so choose.

Once you reach the soldiers that are being cornered by the monster, watch the short scenes that follow and you'll engage in battle against the monsters shown below:

```
      I           I = Ixion
A      M         A = Alaseed
                M = Metatarsal
```

Earthquake. Southern Cross. Any other Skill. And you win! Of course, you

might have to watch out for Alaseed's Solar Prominence. That's the one move that might usurp your eventual victory. But that happens very rarely. After the battle, watch the soldiers babble their thanks and you'll also notice that the map has switched directions. It doesn't matter; just keep it the way it is for now.

Head south and then west.

(Of course, if you want to be technical, my directions would lead you into some walls. However, if you just want to get out of here, follow my directions the way they are; don't pay attention to the REAL cardinal directions.)

Now take a turn towards the north, and keep following the path until it breaks off into two directions. Follow either one; they both take you to the exit.

=====

You'll notice that your map is messed up... Again. Well, this is easy to fix. Just tap R a little and it'll rotate the screen a little to the right. Rotate it 90 degrees, and the Map is fixed! Now exit this left wing by using the exit on the right, because there are no other soldiers to save here.

You should be in the 2F Central Area again. This time, instead of saving soldiers, (though we're going to be doing that too...) we're going to pick up the treasures that we couldn't reach at first. Head north from the Save Point in the Central Area and then take a right turn. Head north again and then take a left turn into the dead end. There might be an enemy patrolling this area. If so, just kill it so that you can collect your spoils in peace.

At the end of the dead end, use a Force Scan and you'll get 2 Yellow Lapis(s). Exit this dead end and follow the path to the north. If you follow it all the way to the end, there'll be a treasure there waiting for you to pick up. Inside of the chest will be 2 Rare Scale(s). Now exit this area by using the staircase directly to the north of the chest.

=====

This area is just a straight hallway. There will be an enemy guarding the exit on the other side. Kill it, and exit this place.

You'll be in a massive underground network of tunnels. However, the first thing that you will see will be a Force Site. Go next to it to Purify it, and you will encounter the enemies shown below:

|   |   |             |
|---|---|-------------|
| S |   | S = Spunky  |
| H | H | H = Hanshin |

One Earthquake will get rid of the Hanshins. After Griek's turn, you can focus your attacks on the Spunky. Which is surprisingly really weak. After you Purify the Force Site, you'll obtain a Stardust.

From the Force Site, take a northward turn and then head northeast. Exit the area by taking the northeast exit. You can defeat any enemies you find along the way; you can always heal at the Force Site if you need to replenish your RP and HP.

In this new area, follow the path to the south. There'll be a treasure chest at the bottom, but there'll also be an enemy guarding it. Kill the enemy, and then open the chest for 10 Moonlight Grass(s). Now take the little path to the east and walk south to encounter a monster that is cornering a soldier. The

monster that you encounter is shown below:

|   |   |                |
|---|---|----------------|
| I |   | I = Ixion      |
| A | M | A = Alaseed    |
|   |   | M = Metatarsal |

This is almost like a normal battle! Just finish them off and after the battle, you're going to have to fix your Map again. Exit this area, because there is nothing else to do here.

=====

Head to the southeastern-most part of this area. You might want to stop by the Force Site along the way. Exit this area by using the southeastern exit.

From here, head all the way east and then head north. Kill the enemy that is patrolling the area and then grab the chest for an Orb of Hope. Now head southwest and kill the enemy there. Go west, and then walk north towards the Save Point. Save your game and head west into the dead end. Execute a Force Scan to pick up an Abominable Horn, and head upwards to the closed door. Interact with it, and you'll be able to enter into... Fort Faulken's Monolith Altar.

Walk up to the Monolith Altar and examine the Harvest Point there for 3 Star Sand(s). If you haven't noticed by now, almost all Monolith Altars are set up the same way. There's an Altar in the northern-middle part of the area, and then there's a staircase on the left that leads to a treasure chest. Walk up the stairs and follow the path to the treasure chest. Open it for 3 Pointy Horn(s). Now exit the Monolith Altar.

If you would like, you can save at the Save Point. Now exit this area and head back to B1F Central Area.

=====

It's time to check out the area on the southwest corner of this Map. So make your way to the southwest exit. There might be a couple of enemies who want to make things a bit harder for you by engaging you in battle, but they're nothing you can't handle.

As you enter this new area, there might be an enemy who gets in your way at the first turn. Kill it off and continue on your way northward. Follow the path all the way to the end and ignore the exit on the right for now. Enter the dead end at the northeast corner of the Map and defeat the enemy that is guarding the chest there. Open the chest for a Power Orb. Now exit this area by using the exit on the right.

... You're back in B1F Central Area! Well, that saves us from walking back to the other exit. Visit the Force Site if you want to refill your Party's HP and RP pools. And now, it's time to visit the last area... The area at the northwestern corner of the Map. Make your way there and defeat any enemies along the way.

Walk east, and kill the enemy in front of the chest. Open the chest to receive a Decoy Doll Beta. Now head back to B1F Central Area.

You've gotten everything here! It's time to head back to 1F Central Area. Walk up the stairs that are to the right of the Force Site, and you should be taken to the 1F Central Area.

Walk right and kill the enemy. Then walk up the stairs. Nothing much to do here except to return to 2F Central Area.

=====

Head back to the Save Point to save your game. Head northwest and take an eastward turn when you get the chance. This will lead you to an exit that will take you to another part of 1F Central Area.

You can head east to the Save Point if you want to save your game again, but to continue on in this area, head to the southern room. You can defeat all of the enemies here, but the main area you have to go to is the south exit. When you approach the exit, it'll ask you if you finished everything there. And as far as I know, you did finish everything here that you're able to finish at this point in this game. So choose the second option, and watch the scenes that follow.

When the soldier asks if the Halbs are your comrades, choose the first option. (The one that says, "Yes they are." I mean, they've been fighting with you for a long time, so don't be a jerk. :P)

=====

When you regain control of Levant, you'll be in another part of Fort Faulken that you haven't seen since the beginning of the game... Nostalgia's awesome, isn't it? (... Although the music playing in the area sort of ruins the mood lol...)

Anyways, walk to the west and when the path ends there, take a turn to the south and walk up the stairs. When you walk into the dead end with the Skilled Sniper, perform a Force Scan behind him to get 2 Trom Bone(s).

Head north to the first conjunction, and then take a right turn to walk down the stairs. Head east a little, and then take a southward turn. Enter the dead end on the left and walk down the stairs to open the chest at the bottom. Inside the chest will be an Invigorating Orb.

Exit the dead end and head north. Walk east across the bridge, and then ignore the first south path. Enter the second south path, and then take a westward turn into the dead end by walking down the stairs. This may look like a dead end, but it actually isn't. Walk around the southeast corner of this dead end and you'll find a secret path on the right. Walk through it, and you'll be in a secret area! First of all, head east 'til you reach the green river. There should be a gap in the fence, with a question mark to accompany it. Examine it to obtain 2 Waste Water(s). Now head north and open the chest at the top to get a Defense Orb.

Exit the secret area and walk back up the stairs in the dead end. Head north and walk down the stairs to get back on the bottom floor of this area. You've gotten all the treasures that you can here, so head south under the bridge to exit this area.

=====

Right when you enter this area, perform a Force Scan and to your right should be 3 Silvervine(s). Head all the way down south and exit this area.

Save at the Save Point here and talk to the Immobile Elf to start a Sidequest. Head south into the center area and perform a Force Scan next to the statue of Illnada. You should get a treasure chest with a Night Drop inside of it.

Now head to the ring that's surrounding the statue, and perform a Force Scan on the southeast part of the ring to get 2 Moonlight Grass(s). Now head to the southwestern corner of the Map and execute a Force Scan there to get 2 Serpent Skin(s). Now that you've gotten these Items, either head to the east or west part of this area to exit out to the World Map.

Whew! Finally done with this place!

```
-----\\
Tower of Judgment =====(2atoj6)
-----
=| ITEM CHECKLIST =====|
|   o Prism Fruit(s)*      o 2 Alchemy Crystal(s)  o Orb of Hope*      |
|   o Dividing Liquid*     o Chimera Blood*       o Big Ogre Mask*    |
|   o Decoy Doll Alpha     o 5 Irispira(s)       o Arnon Gem         |
|   o Steel Lump          |                          |
|                          |                          |
=| ENCOUNTERABLE ENEMIES =====|
|   Hanshin                Spunky                  Zmey                 |
|   Grunere                 Tyrant                  Mevious              |
|   Metatarsal              Mignon                  Chrome                |
|   Bolvolt                 Alloces                 Stone Beast          |
|   Mimic                   Mantrap                 Garmr                 |
|   Eligos                  Long (Boss)             |
|                          |                          |
```

\* The first Prism Fruit can be gotten from a Force Scan location, and the second can be gotten by using a special Harvest Point. The other Items indicated by this same asterisk also can be gotten from the save special Harvest Point.

MY RECOMMENDED LEVELS: Levant - 47  
Irene - 48  
Griek - 45  
Ciel - 40

When you enter the Chamber of Guidance, you'll notice that the door to the North is finally open. Head through the door and perform a Force Scan behind the rainbow Teleporter, and you'll get a Prism Fruit. Now step into the Teleporter, and you'll be taken to Outside the Tower 11.

You might want to change your Map to the bearings of the Enlargened Mini-Map. Of course, if you like the way your Map is, be my guest to keep it that way. However, I have my directions fitted with the Enlargened Mini-Map, so you might have a difficult time following this guide if you do so.

Head south for a little, and then take a turn to the east. Head southwards, down the ramp, and defeat the enemy that is standing there. Now keep walking to the east and when you see a little dead end to the north, perform a Force Scan to obtain 2 Alchemy Crystal(s). Head into the dead end, and you'll discover a special Harvest Point. Execute a Force Scan to activate it, and if you interact with it, you'll be given the choice of infusing 10000 FP to get an Item. ... That's so much FP... Anyways, the Items that you can obtain from this special Harvest Point are shown below:

Prism Fruit, Orb of Hope, Dividing Liquid, Chimera Blood, Big Ogre Mask

This special Harvest Point can be used 10 times... So that's a total of 100000 FP. I mean, that even exceeds the FP limit! DANG! If you feel like getting

all of the Items, you might want to grind for a little bit... :P

=====

From the special Harvest Point, head east. Head up the ramp to the north, and there'll be an enemy waiting for you at the top of the ramp. Defeat it, and start walking east. You'll notice that there's a Teleporter on the east. Walk into it and you'll be taken to a section of Outside the Tower 12.

From where you are, make your way to the far east of this area. There'll be an enemy patrolling the area of the intersection, so go ahead and defeat it. Open the chest on the far east for a Decoy Doll Alpha. You can't get the other chest in this area, so just exit this area.

Now that you're back in Outside the Tower 11, instead of heading east from the ramp, head west. Obviously, that's the only other path to take. Walk down the ramp towards the north and kill the enemy there. Head west and defeat the enemy patrolling the area there. Keep on walking west until you see a dead end to the south. Open the chest there and you'll encounter a Mimic. After the battle, you'll get 5 Irispira(s). Now head over to the Force Site and Purify it. You'll encounter a Mantrap.

You can have Griek use Aerial Cleave or any move that you would want him to use. Just spam High-RP usage Skills as it always is with these battles, and this battle should be ended soon. Of course, if your HP goes below 500, HEAL. After the battle, you'll get your Party's HP and RP refilled. An Arnon Gem will also be provided with the package. Once you're done with the Force Site, walk into the Teleporter to the northwest.

=====

Walk north, and you'll see an enemy wandering around the path. Kill it and head east this time. There'll be another enemy patrolling this path. Defeat it and continue going east. Head over to the conjunction, and you'll encounter another enemy. Kill it and walk south. Ignore the path to the north, because there is nothing there.

Walk down the ramp to the east and defeat the enemy at the bottom. Head north, and then walk west. There'll be another enemy here, so you can either avoid it or you can choose to kill it. Follow the western path until it ends, and you will see a Save Point in front of you. Save your game and head north. You will encounter a Boss. It's nothing you haven't seen before, right? I mean, even Ulu makes a remark about this... :P

Alright, the Boss is...

```
||
||      BOSS: Long                EXP: 10025      ||
||                                  FP: 2000       ||
||  Aspect:  Crimson Lotus        ||
||
||  Attacks:  Dragon Breath - Deals about 400 damage to a single Party ||
||                                  Member.        ||
||              Inferno - Deals about 600 damage to the whole Party ||
||
```

Strategy: With such a small Skillpool, Long is hardly what you could call a Boss. If your Party's HP goes below 700 though, you might have to heal. Just have Levant use Divine Barrage,

and the rest of your Party can either use their signature High-RP usage Skills or you can have them sit back and wait to heal. (Of course, in this battle, you'd rarely have to heal so I suggest you just dish out all your best Skills as quickly as possible to bring this monster down.)

One tip I can give you for this battle though is... Watch out for the Hexyz Charge bar. If you neglect breaking the chain before Long attacks, he might be able to deal well into the quadruple digits with his Inferno. So break the chain before his turn!

After the battle, head east and open the chest there for a Steel Lump. Once you grab that treasure, head up to the Altar and interact with it. When the door to the west opens, exit this area by stepping on the Teleporter. Watch the scenes that follow, and Phase 6 will end. You'll see the Vessel again, and depending on your actions in battle and such, the Vessel will either tilt towards Creation or Destruction. When the game prompts you to save, Save your game.

=====  
 ~~~~~ END OF PHASE 6 ~~~~~  
 =====

```
0-0-----0-0
| | Phase 7 - Hexyz Force (iv2hex) | |
| | _____ | |
0-0-----0-0
```

(Alright guys, as a sidenote, if you're waiting for some epic stuff to happen, these following Phases are the ones to see them in. Just a heads up, there's going to be a lot of new characters joining you, and there's going to be a hell of a lot of fighting going on. So brace yourselves guys... You're nearing the end of Levant's Story!)

-----\\
 Upper Tower ===== (2aupto)

```
==| ITEM CHECKLIST =====|
| o Energy Mist          o Orb of Hope          o Ragnaraid          |
| o 2 Irispira(s)       o 2 Wicked Eye(s)     o Decoy Doll Beta   |
| o Air Greaves         o 2 Yellow Lapis(s)  o 2 Stardust(s)     |
| o 2 Purple Lapis(s)   o Montklein          o Majin Horn        |
| o Aidsong             o Lux Orb            o Golden Tree Leaf  |
| o Miracle Orb        o Two-headed Skin    o Surgery Orb       |
| o 2 Amber(s)         o Vandild           o Watery Robe       |
| o Ogre Mask          o 2 Taurine Apple(s) o 2 Strength Orb(s) |
| o Spirit Cotton      o Training Ring      o Swift Orb         |
| o Grendle            o 2 Adamastia(s)    o Dragon Scale      |
| o Butterfly          o Defense Trinket    o 3 Arnon Gem(s)   |
| o Crystal Necklace   o Keen Fang         o Olfeld            |
| o 4 Blue Lapis(s)    |                     |
|
==| ENCOUNTERABLE ENEMIES =====|
| Dark Emperor (Boss)  Lucretia             Yanluo              |
| Bandhavgarh         Giltine              Hornblende          |
| Ukidona             Coy                  Chrome              |
| Dantalion          Mantrap             Smok                |
| Dark Elf (Boss)     Grokster             Stone Beast         |
| Phantasma Omega (Boss) Wijeen           Dark Sage (Boss)   |
```

MY RECOMMENDED LEVELS: Everyone around level 45-50

Watch the scenes that follow, and... CECILIA'S PARTY JOINS YOUR OWN!!! **** YES!!! You might want to upgrade the Ragnafacts that you just earned, so if you feel like doing that, you can always exit this place and come back later. Of course, I'm not exactly sure that Philia would like you doing that, but... Who cares? :P

Right when you regain control of Levant, use the Force Site if you would like, and save your game. If you want to use any of your new Party Members in your Party, you can switch your former Party Members out for new ones. However, I do suggest switching out one of your Party Members for Cecilia, because of her healing prowess. Other than that, though, the Party should be your selection.

Okay, from where you are, head north and get ready for a Boss battle.

```

||
|| BOSS: Dark Emperor EXP: 37000 ||
|| FP: 8000 ||
|| Aspect: Cerulean Flame ||
||
|| Attacks: Judgment Blade - An attack that hits a row of the Party ||
|| for about 350 damage. ||
|| Prominence - An attack that deals about 850 damage to a ||
|| single Party Member. ||
|| Shock Blast - Deals about 600 damage to the whole Party. ||
|| Judgment Lance - Deals about 500 damage to a single ||
|| Party Member. ||
|| Absolute Wall - Casts Protect and Barrier on self. ||
|| Kaiser Charge - Deals about 1000 damage to the whole ||
|| Party. ||
||

```

Strategy: If you have Cecilia in your Party, you can have her use Divine Favor on your two other Party Members. She can also use Heroic Shield to protect your Party. See why I switched her in? :P She's not only good with Support Skills; she's probably the best Healer in the game. No, she IS the best Healer in the game. If one of your Party Members is KO'd by Shock Blast or something, she can use Breath of Life. And if one of your Party Members is dying, she can use Nightingale.

As is with all Boss Battles, watch out for the Hexyz Charge Bar. It's not good to leave the Boss with a chance to deal 200% damage. So break the chain before he can use his Skills.

Just make sure that whenever the Dark Emperor uses Shock Blast that your Party's HP is above 800 or so, just in case. And be sure to always keep any single Party Member's HP above 900. Prominence can kill, but not if you are fully prepared.

As a sidenote, Kaiser Charge doesn't happen too often. You shouldn't be too afraid of it. However, if he does use it

on you, be ready to heal. Don't refrain from healing just because you think that the Dark Emperor is about to die; he has a gigantic pool of HP. Not only that, who cares if you use a lot of RP? There's a Force Site behind you for Pete's Sake! So heal when you get the chance.

After the fight, watch the scenes that follow and Axel will join the Party! Now all 9 characters are reunited... Once you regain control of Levant, go back to the Force Site to heal, and save your game. If you want, you can switch out your Party Members to have Axel in your party. You can finally have all 3 Divine Pillars in your Party now! And they all pretty much kick ass, so you might want to consider having a Party consisting of Cecilia, Levant, and Axel...

Once you equip your Party with the Equipment that you see fit, head north into the next section of this area, and you'll notice that there is another Save Point here, with a Force Site accompanying it. Purify the Force Site, and you'll get into a battle with the enemies below:

| | | |
|---|---|-----------------|
| B | Y | B = Bandhavgarh |
| | L | Y = Yanluo |
| | | L = Lucretia |

Watch out for Yanluo's Dark Explosion. That can deal some serious damage to your whole party. However, Yanluo is weak to Holy, so some Piercing Winds can bring it down quite quickly. Another move to watch out for is the Bandhavgarh's Stone Breaker. This Multi-Hit move is probably the scariest thing you can encounter in this battle... So many triple-digit numbers appearing at once is kind of threatening, you know? :P However, I believe this to be the hardest Force Site battle that you've encountered yet. So give it all you've got, and if you don't win, you can always restart from your last save, which is like, a room away.

After the battle, you'll obtain an Energy Mist. Save your game at the Save Point next to you, and get ready for some more treasure hunting! ;) Head to the path that is to the left of you, and exit the Entrance of the Upper Tower.

=====

From where you are standing, head north, and then take the path to the west. When you see another path to the north, head into it and start heading east. There should be a dead end to your right with an enemy inside of it. Kill the enemy and open the treasure chest for an Orb of Hope. Walk out of the dead end and go west. Kill the enemy that is standing in front of you, and head northwards into the dead end. Perform a Force Scan at the end of it to make a treasure chest appear, and inside the treasure chest is a Ragnaraid.

Now head south and take the third right turn. There might be an enemy there, so if there is, kill it. Take the south turn and at the end of the dead end, there will be a chest. Open it for a Decoy Doll Beta. Now exit the dead end and head back onto the main south path.

When you head back onto the path, there will be an enemy sitting at the end of the path. Kill it and follow the U-Shaped path to the southwest corner of the map. Don't enter the dead end yet; head to the end of the U-Shaped path and perform a Force Scan. You'll get 2 Irispira(s). Now enter the dead end and open the chest for 2 Wicked Eye(s).

Time to exit this area. Go back through the U-Shaped path and head northwards. Take the first turn to the left and follow that path northwards. There might

be an enemy there, so if there is, go ahead and kill it. Now exit this area by using the exit to the north.

=====

Head west and kill the enemy there. Head all the way west and then turn towards the north. Defeat the enemy there. Enter the dead end to the west and open the chest inside there for a pair of Air Greaves. (You might want to consider equipping these to one of the people in your current Party because they are really awesome shoes...)

Now make your way to the northeast corner of this area. There are going to be some enemies here, so you can either avoid them or defeat them along the way. When you get to the northeast corner, perform a Force Scan near the hole in the ground and you'll get 2 Yellow Lapis(s).

Make your way back to the north-south path, and start heading north. When I was here, I counted 2 enemies on my way up. When you see a path to the west, follow it to the chest at the end. The chest contains 2 Stardust(s). Retrace your steps back to the intersection and head east this time. Follow the path to the Save Point and save your game. Now head northwards into the new area and watch the following scenes. Before you go to confront Velvet, go ahead and execute a Force Scan to get 2 Purple Lapis(s). Now head a little to the north to trigger a couple more scenes. Get ready for a battle with Velvet...

```
||
||      BOSS:  Dark Elf                EXP:  36000    ||
||                                          FP:   7000    ||
||      Aspect:  Cerulean Flame        ||
||
||      Attacks:  Merciless - Attacks a single Party Member 3 times for a ||
||                  maximum of about 500 damage.                       ||
||                  Purple Haze - Has the chance of inflicting Poison on the ||
||                  whole Party.                                         ||
||                  Freezing Dust - Deals about 500 Ice elemental damage to ||
||                  the whole Party.                                      ||
||                  Discreate - Deals about 800 damage to a single Party  ||
||                  Member.                                              ||
||                  Bondage Time - Uses 4 Turns at once.                 ||
||
```

Strategy: This battle isn't as nearly as difficult as I expected it to be. If you have Cecilia in your Party, healing should not be too difficult. You don't even need Bursts to win this battle.

The one thing that you have to watch out for is when Dark Elf uses Bondage Time. That could easily wipe out your entire Party. However, all it takes to beat her is a couple of High-RP usage Skills. And that's it.

(I know I copied the same strategy from the one in Cecilia's Story, but there really isn't much else to say... Forgive me for being sloth. I just didn't want to reword this thing since the battle didn't really require a separate strategy.)

Watch the scenes afterward and you'll obtain the Montklein! Another Ragnafact to add to your deadly arsenal of weapons! Anyways, when you are able to control Levant again, you'll be warped back to the entrance of the Upper Tower.

This time, head over to the right exit. You'll be taken to another part of the Upper Tower.

=====

When you get here, head east, and you'll see some pillars shown in a formation as the one below:

P P P P

P P P P

Next to the first pillar of the second row, perform a Force Scan, and you'll get a Majin Horn. Now head northwards and follow the path there. There'll be an enemy patrolling the area, so you can either avoid it or kill it. Keep on heading north and defeat the enemy in the dead end. Also located in the dead end is a treasure chest. Open it for an Aidsong.

Now head south past the pillars, and in the new path, there should be another enemy. Kill it and turn towards the east. Take the first turn towards the north and head all the way to the northernmost part of this area. Open the treasure chest there for a Lux Orb. Head back down to the southeast corner of this map, and exit this area via the exit on the east.

=====

In this new area, take an immediate turn to the north. Open the treasure there to get a Golden Tree Leaf. Now head southwards and right below the entrance that you walked through, there should be an enemy. Defeat it, and continue on down south until you reach the southernmost part of this map. You should see a dead end to the west. Inside the dead end is a treasure that contains a Miracle Orb inside of it. Before completely exiting the dead end, use a Force Scan near the entrance to get a Two-headed Skin.

From the dead end you're in, head straight north until you see a small path to the east. Take it, and follow the U-Shaped path until you see an enemy. Kill the enemy and continue on your way down south. However, do not head all the way down to the dead end because there is nothing inside of the dead end. Instead, head east when you see the path heading east.

Take the north path when you see it, and there might be an enemy patrolling that area. Kill it and head into the dead end on the right. There'll be a treasure chest inside there. Open it to obtain a Surgery Orb. Once you get the treasure, head north and save at the Save Point. Once you're ready for a Boss battle, head north and exit the area.

=====

Watch the following scenes and head into the new area.

In this new area, walk up to the circular area, and when you get there, perform a Force Scan. This will land you 2 Amber(s). Now walk up to Virtus to trigger a couple more scenes, and now, get ready for a Boss Battle.

| | | | |
|--|------------------------|-------------------------------|--|
| | | | |
| | BOSS: Dark Dragon | EXP: 30000 (after 2nd battle) | |
| | | FP: 10000 (after 2nd battle) | |
| | Aspect: Cerulean Flame | | |

```
||
|| Attacks: Claw Spike - Deals about 200 damage to a single Party ||
||                      Member. ||
|| Big Snake Wind - Deals about 200 damage to a row of the ||
||                      Party. ||
|| Dragon Breath - Deals about 500 damage to a single Party ||
||                      Member. ||
|| Vandild - Hits a single Party Member four times for a ||
||                      about 700 damage. ||
|| Prominence - Deals about 850 Fire elemental damage. ||
||
```

Strategy: If Cecilia is in your Party, have her use Divine Favor on either Axel or Levant (If you have either of them in your Party). Then they can use their awesome Burst Skills. After that, just keep hitting Dark Dragon with your High-RP usage Skills, and you should be able to take him down quite quickly.

If your HP goes below 800 (for any Party Member) be sure to heal. You never know when the Dark Dragon is going to dish out Prominence.

One of the unique things about Dark Dragon is that the Aspect of each of his attacks change for each attack. Depending on the attack that the Dark Dragon is going to use, the Aspect will change also. This means that you're going to have to pay pretty close attention to the Turn Gauge, or you might end up with a lot of damage being dealt to your Party Members.

Dark Dragon does have quite a lot of HP, so don't be surprised if your RP runs out. Just make sure that your HP doesn't, because that would be a lot worse. :P

After defeating Dark Dragon, watch the scenes that follow... And you're going to have to fight the Dark Dragon again. This is because the Dark Dragon heals its wounds after the battle. Anyways, this battle isn't nearly as hard. One 3 FBB-using Burst (Such as Valiant Edge) and a couple more Low-RP usage Skills, and he'll be taken down.

Watch the scenes that follow, and after the scene, you'll obtain Ignus's true Ragnafact; the Vandild. Once you regain control of Levant, head back to the Save Point in the other area and save. Head back to the Entrance of the Upper Tower.

=====

From the main entrance, exit the area by using the exit to the north. This should take you to another part of the Upper Tower.

In front of you should be an enemy. Defeat it and head all the way to the southeastern corner of the Map. Kill the enemy that is patrolling the area next to the chest, and after the battle, open the chest to get a Watery Robe.

Now head all the way west and when you see a path to the north, head up that way as well. Keep following the path until it turns east, and keep walking that way until you see the pillars sticking up out of the void. There are two pillars there; perform a Force Scan between them and you'll get an Ogre Mask.

There is nothing more along this eastern path, so head back to the intersection with the north path and the east one. Once you see the path to the north, take a turn onto it and there should be an enemy loitering around that general area. Kill it and head east again. There should be a dead end to the north of you, and inside of it should be a chest containing 2 Taurine Apple(s). Now exit the dead end and make your way to the west exit.

=====

In this area, you'll notice that there are two little rooms to the direct south of you. Ignore them. There's nothing in them but an extra enemy to kill. So walk west and then take a southward turn. Kill the enemy that is patrolling the corner, and in the intersection below you, there should be a chest containing a Strength Orb.

If you head a little more south, you should encounter another enemy. So defeat it and continue heading south. Now when you get the chance to turn right, turn right and keep on walking until you see the chest. Open it for a Spirit Cotton. There might be another enemy here, so defeat it and then exit this dead end.

Head back to the main south path and directly across from the dead end you were just in will be a treasure. That is, if you use a Force Scan. You'll get a Training Ring. Now head south, and follow the path west. There'll be another enemy there, so defeat it. Follow this path to the end to the chest, and open it to get a Swift Orb.

Now head on back to the main north-south path, and take the path to the left this time. There'll be an enemy patrolling this area, so kill it. When the westward path ends, head north towards the Save Point. Save your game here, and heal your Party. Now exit this area by using the exit in the north.

Watch the following scene, and before heading up to Phantasma Omega, make sure to equip Sleep Rings. Because Omega has a Skill that can cast Sleep on your whole Party... Once you have that done, head up and confront the gigantic killing machine.

```
||
|| BOSS: Phantasma Omega EXP: 38000 ||
|| FP: 2700 ||
|| Aspect: Cerulean Flame ||
||
|| Attacks: Force Laser - Deals about 500 damage to a row of Party ||
|| Members. ||
|| Ragnadrain - Drains a percentage of a single Party ||
|| Member's RP. ||
|| Plasma Lance - Deals about 400 damage to a single Party ||
|| Member. ||
|| Narcoleption - Has the chance of inflicting Sleep status ||
|| on your entire Party. ||
|| Invincibarrier - Gives Null status to self. ||
|| Counter Drill - Deals 350 damage to a Party Member after ||
|| that Party Member attacked with a ||
|| Physical attack. ||
||
```

Strategy: For this battle, always watch out for the Force Laser. 500 damage may not seem like a lot of damage at first, but it really does build up. If any of your Party Members can use

Support Skills (like Skills that cast Protect or Bless Allies), make sure to pile them on top of eachother.

Watch out for Invincibarrier. That thing is just plain cheap. All attacks deal 0 damage. So be SURE not to use High-RP usage moves, let alone Bursts at this time. Instead, use this time to heal and cast Support Skills.

As long as you hammer Omega when he's open, you should be fine. Be sure to heal if your HP goes below 700, just in case. If you're lucky, you might not even see Omega's Invincibarrier.

(Again, reusing strategies... But still... It's the same Boss.)

After the battle, watch the scenes, and you'll obtain Grendle. Another Ragnafact! :D When you regain control of Levant, perform a Force Scan in the middle of the area and you'll get 2 Adamastia(s). Now head back to the Entrance of the Upper Tower. (Don't forget to save at the Save Point on your way back... On my first playthrough, I forgot to save and died when I tried to get back... :P)

=====

Now that you're back at the Entrance, use the Force Site and save your game again. It's time to enter the Teleporter.

In this new area, head east and then head south. Use a Force Scan and you'll obtain a Dragon Scale. Now head back north and then take a turn to the south. Defeat the wandering enemy here. Take the first turn on the left and ignore the dead ends in the south. They don't have anything extra to pick up there. So once the left path ends, head south and defeat the enemy that's guarding the chest there. After the battle, open the chest to obtain a Butterfly. If you have Ciel in your Party, equip this to her because it's pretty good.

Anyways, head north now. There might be an enemy patrolling this hallway. If you see it, defeat it. When you see a path to the right, take it. Enter the dead end and pick up the treasure chest at the end of it for a Defense Trinket. Now exit the dead end, and exit this area by using the exit to the north.

=====

From where you are, defeat the two enemies in the north. Head into the dead end in the northwest of this map, and open the chest there for 3 Arnon Gem(s). Now exit the dead end and head south. Defeat the enemy that's at the bottom of the room. Now enter the path at the southernmost part of this room. Head all the way east following this path, and open the chest at the end for another Strength Orb.

Now exit this hallway and head north. Take the first right, and save your game at the Save Point. Instead of heading northwards yet, turn towards the east. Kill the two enemies patrolling the room with the pillars in them. Enter the east path to the east of the pillar room. Follow that path, and exit this area.

In this new area, head to the southernmost part of this area. Open the chest there for a Crystal Necklace. That's all there is to do here, so exit this area.

| | | | | |
|---|-----------------------------|---------------------|------------------|--|
| | o Nocturne Wing | o Platinum Crown | o Draconic Force | |
| | o Orb of Hope | | | |
| | | | | |
| = | ENCOUNTERABLE ENEMIES ===== | | | |
| | Kaizer Mantis | Black Mariah | Yanluo | |
| | Colossus | Wyrm | Winecke | |
| | Hornblende | Chrome | Smierc | |
| | Galiza (Boss) | Bolvolt | Alloces | |
| | Delgaia (Boss) | Galiza (Final Boss) | | |
| | | | | |

MY RECOMMENDED LEVELS: Everyone around level 49-55

When you regain control of Levant, head south down the path and kill the enemy that gets in your way. Use the Force Site on the right and continue down the path. Save your game at the Save Point and head west. Open the treasure chest on the platform to obtain a Nightmare Gem. There might be an enemy here, so if you see one, go ahead and defeat it.

Now head east and walk up the stairs all the way to the right. In the next platform, kill the enemy there and start heading west. Kill the enemy that's guarding the bridge, and keep heading west. When you see a path to the south, take it and grab the chest on the platform for a Decoy Doll Omega. Head to the dead end in the north and perform a Force Scan there for a Golden Tree Leaf.

Head north now, and kill the enemy that is standing by the stairs. Head up the stairs and exit the area.

=====

If you take a look at your Enlargened Mini-Map, you'll notice that there are a lot of Teleporters here. From where you are standing now, walk northeast, and then from the platform there, head west. There might be an enemy along the way so you might want to kill it. If not, you can avoid it.

In the next platform, perform a Force Scan next to the blue jewel and you'll get 8 Green Lapis(s). No head southwest into the dead end and open the chest there for a Command Cloak. Once you grab the Cloak, head north and enter the Teleporter.

In this new area, head east and then south into the new platform. There might be an enemy here. If so, go ahead and kill it. In the next platform to the northeast, there'll be another blue jewel-ish thing. Execute a Force Scan next to it and you'll obtain 2 Adamastia(s). Now head east down the steps and open the chest to get a Prism Fruit.

Now once you get the Prism Fruit, head northwest into the Teleporter. There may be an enemy blocking the way. If so, go and kill it before you enter the Teleporter.

=====

Head west, and then make your way south. Kill the enemy along the way, and then when you reach the next platform, walk northwest to the next platform. This platform should have the blue jewel in its center, so use a Force Scan and you'll get 6 Blue Lapis(s). Head north and kill the enemy that's blocking your path. Once the battle is over, enter the Teleporter to the northwest.

Walk northwest and kill the enemy in the path. Once that path ends, head west and kill the enemy there also. In the next platform will be a red jewel.

Perform a Force Scan and examine the red jewel. You'll get an Eladah Tear. Enter the dead end to the northwest and open the chest there for a Nocturne Wing. Exit the dead end and head north to the next platform. Kill the enemy there and head southwest to the next one. Head northwest up the stairs, and exit this area.

=====

This area is just a bunch of circular platforms connected together by little staircases. The good thing about this area is that there are no enemies. It's a nice break from all the battles we've been facing here. So now, just follow the staircases until you reach the southeastern-most circular platform, and perform a Force Scan near the east side of the platform. A chest will appear, and inside the chest is a Platinum Crown.

Now head into two areas to the north, and you should be led to a chest. Inside the chest is a Draconic Force. Exit this dead end and start heading west along the network of staircases.

When you get to the western most platform, you'll have one direction to go; up. So head north, and keep heading north until you reach a dead end with a chest in it. Open the chest for an Orb of Hope.

Exit the dead end and head east again. Head north, and then if you head east again into the dead end, you'll be able to save at the Save Point. So save your game, and head north again. In the middle of the last staircase, perform a Force Scan and you'll get 10 Prism Fruit(s)!!! Whew!

Okay, before heading up to the rainbow door, equip your Party Members with Decoy Doll Omegas. You'll thank me when you fight the Final Boss. :)

Now head up the rest of the stairs towards the rainbow door, and watch the following scenes. After the scenes, you'll get in a Boss Battle with...

```
||
|| BOSS: Galiza EXP: 42000 ||
|| FP: 7600 ||
|| Aspect: Void ||
||
|| Attacks: Summon - Galiza summons Monsters to aid him. ||
|| Eruption - Deals about 500 damage to a single Party ||
|| Member. ||
|| Karma - Lowers Strength, Spirit, Defense, and Force ||
|| while dealing about 700 damage. Targets one ||
|| Party Member. ||
|| Vandalize - Deals about 500 damage to a single Party ||
|| Member. ||
|| Shock Blast - Deals about 700 damage to the whole Party. ||
|| Cloudy Sphere - Deals about 800 damage to a single Party ||
|| Member. ||
|| Necrophobia - Lowers Spirit. Has a chance of inflicting ||
|| the Fear Status. Targets the whole Party. ||
|| Invincibarrier - Casts Null on self. ||
||
```

Strategy: One of the first things you'll notice about Galiza is that he's of the Void Aspect. This means that if you build up the Hexyz Charge, Galiza will just break the chain. Not only that; he'll also use the damage percentage before

breaking it. You'll probably want to break the chain before Galiza's turn, but it won't make much of a difference in this battle. However, Galiza does summon Monsters that do have Aspects, so when you encounter those extra Monsters, watch out for the Charge.

Anyways, Galiza starts out this battle by Summoning two Monsters to help him crush you. Just use a High-RP usage Skill to kill each of them, and continue on with the battle. The annoying thing about Galiza's Summon Skill is that he can use it whenever he wants. So don't be surprised if he uses it more than 3 times throughout the battle.

Another of Galiza's Skills that you might want to watch out for is Karma. 700+ damage and the Stat decreases is quite a troublesome Attack to deal with. Shock Blast is not as bad as you think, because Galiza doesn't use it as often as he uses Eruption. If he spams Shock Blast for a few turns though, be sure to heal. Especially if your HP is below 800. Even though Cloudy Sphere is rarely ever used, it never hurts to be on the save side.

Oh yeah... You can never forget Invincibarrier. That move is a pain in the ass. When Galiza uses this Skill, you should start using some support Skills.

To counter Galiza's Summon Skill, use a Skill that targets all enemies. Earthquake, Roaring Storm, and Draconic Assault are all good Attacks you can execute. This is usually enough to kill at least one enemy, or at least bring down their HP to low levels.

All in all, this is quite a difficult battle, just because of Galiza's Summon Skill. If that weren't there, this battle would be a piece of cake.

After the battle, celebrate. Have cake or jump up and down or something. This battle is probably the hardest one you've faced so far... If not, definitely the most obnoxious.

Watch the scenes that follow, and when you regain control of Levant, head southwards and save your game. Restore if you have to. Now exit this area by using the exit to the north. Watch the following scenes again, and depending on your actions throughout the game, and the position the Vessel was in the last time you encountered it, Norvia will tell you your intention of the creation or destruction of Berge. However, Azul will get in the way of things, and he'll summon Delgaia. And you're going to have to fight him.

```
||
||      BOSS: Delgaia                EXP: ---      ||
||                                     FP: ---      ||
||      Aspect: Void                 ||
||                                     ||
||      Attacks: Death Pillar - Deals about 500 damage to a single Party ||
||                                     Member.      ||
||               Calamity Flame - Deals about 500 damage to a row of    ||
||                                     Party Members. Has a chance of    ||
||                                     inflicting poison.                 ||
||               Disaster - Has the chance of inflicting Dark and Curse  ||
```

```

||           on the whole Party.           ||
|| Catastrophe - Deals about 900 damage to the whole Party. ||
|| Nemesis - Deals about 500 damage to a single Party      ||
||           Member.                                       ||
|| Holy Hell's Redemption - Focuses Force into its Core.   ||
|| Karma - Lowers Strength, Spirit, Defense, and Force    ||
||           while dealing about 700 damage.  Targets one  ||
||           Party Member.                                ||
||_____||

```

Strategy: IMHO, this battle doesn't even compare to the battle with Galiza, but that's just my opinion. You can start out this battle with some support Skills to Bless your Main Attackers. Delgaia is weak to Holy, so you might want to use Holy-Elemental Skills.

Delgaia might use moves like Calamity Flame and Disaster. Just heal them with Status-removing Skills, and keep on hitting Delgaia with Bursts and High-RP usage Skills. If Delgaia uses Catastrophe, heal your whole Party with Orbs of Hope or you can use Cecilia's healing Skills.

Eventually, after many Hard-hitting Skills, Delgaia will finally realize that he can lose to a group of three Hexyz...

Watch the scenes that follow, and you'll find out that Azul, that disgusting little brat, has another trick up his sleeve. Now get ready for the Final Battle. And from what has been said before the battle, you're fighting a Being that's stronger than a god...

```

||_____||
|| FINAL BOSS:   Galiza           EXP:   ---           ||
||                                     FP:   ---           ||
|| Aspect:   All 3 Aspects           ||
||_____||
|| Attacks:   Kyrios - Deals 500 damage to a single Party Member. ||
||           Alleluia - Deals 500 damage to a single Party Member. ||
||           Gradule - Deals about 400 damage to a single Party      ||
||           Member.                                       ||
||           Sequentia - Deals about 400 damage to a row of the     ||
||           Party.                                       ||
||           Agnus Dei - Deals 2000 damage to the whole Party.      ||
||           Instroitus - Deals about 400 damage to a single Party  ||
||           Member.                                ||
||_____||

```

Strategy: Galiza has an Aspect of Crimson Lotus. Which means you might want to keep track of the Hexyz Charge again. Don't forget to keep track of your HP and RP. If your HP drops below full, HEAL. It's better to be on the safe side. And if you run out of RP because you healed so much, just use an Orb of Hope. Use all the resources at your disposal because this is the Final Battle.

Galiza changes Aspects with each turn, so you might want to break the Hexyz Charge chain before it gets too powerful. Galiza might be able to take advantage of that.

Anyways, Agnus Dei is the reason I suggested that you equip Decoy Doll Omegas. See that 2000 pop up on your Party Members? That's enough to kill. Of course, if you have the Decoy Dolls, it won't do anything! :D It's okay, you can thank me later. :P

This battle actually isn't that difficult. It just requires a lot of healing. Keep smashing Galiza with a boatload of strong Attacks, and after a while, he will fall. I guess he won't be dating Philia any time soon!
:P

After the battle, watch the scenes. Enjoy them, because they're the last you will see in Levant's Story. If this was your first playthrough of the game, then Art and BGM will be added to the Main Menu. You'll also be given the choice to start a New Game+, if you want to. A New Game+ is basically just a harder version of the game.

If you haven't beaten Cecilia's Story yet, you can go ahead and skip to that section of this FAQ. However, if you want to do the Sidequests of this game, you can skip to that section.

```
=====\\
V. TITLES                                     ||E=====__(Vtitle)-__
=====///
```

This section is dedicated to the Titles (obviously) that you can get throughout this game.

ABLE COMBATANT - Have the main character reach level 25

COMPONENT HUNTER - Harvest over 200 times

CREATION CRUSADER - Purify all force sites

FORCE COLLECTOR - Save over 10000 FP

FORCE EATER BEATER - Kill over 10 Force Eaters

FORCE FANATIC - Save 99999 FP

FURIOUS FIGHTER - Have the main character reach level 50

HYPHER ULTRA THANKS! - Play 100 hours

IN YOUR FACE, ME! - Proof that you have faced yourself and won.

INHERITOR OF THE FORCE - Proof you've beaten the game

KEEN-EYED ADVENTURER - Harvest over 50 times

LEGENDARY HERO - Defeat 1000 enemies

MASTER FORCE SCHOLAR - Craft over 300 Forcefacts

RAGING DEMON - Activate 50 Burst Attacks

RAGNAFACT BLACKSMITH - Max out one aspect of a ragnafact

REKNOWNED HERO - Defeat 100 enemies.

SWORD GREEDY - Obtain all weapons

TECHNIQUE MASTER - Execute over 50 Overkills

TRAVELER OF BERGE - Play over 15 hours

TREASURE HUNTER - Open over 100 chests

TRUE WARRIOR - Deal over 200000 damage to enemies

ULTIMATE CHAMPION - Main character reaches level 99

VETERAN FORCE SCHOLAR - Craft over 100 Forcefacts

VICTIM OF A HARSH WORLD - Have Force Eaters drain over 5000 FP

WHITE FLAG - Run away from 100 battles

```

=====\\
VI. SIDEQUESTS                               ||E=====__(VIsidq)-__
=====///

```

This section is for the sidequests that you may encounter throughout your playthrough of this game.

```

_____
\          _____CECILIA'S SIDEQUESTS_____          -(vilces)-/
- - - - -

```

```

(cqptan).....
#--#--#--#--#- Palfina Temple (After Altar of Nerverl) #--#--#--#--#
#--#--#--#--#--#--#--#--#--#--#--#--#--#--#--#--#--#--#--#--#--#

```

This sidequest is available... well, after the Altar of Nerverl, just like it says in the title. Please note that these sidequests can be done later on, but just for a clean playthrough, doing these sidequests when they come is a lot better for your playthrough. Anyways...

```

|-----\\
| Palfina Temple =====:
|-----|
|=| ITEM CHECKLIST =====|
|   o Worn Rag           o 10 Mantis Wing(s)   o Orb of Wisdom |
|   o 2 Cracked Ring(s) |
| |
|=| ENCOUNTERABLE ENEMIES =====|
|   --- |
| |

```

From the World Map, go to Palfina Temple. When you get here, head to the southwest corner of the Entrance, and talk to the Busy Man (the guy with brown hair). You'll be given two choices:

- **1. Give him a short pencil.
- **2. Good luck!

Choose the first option, and he'll give you a Worn Rag. From here, talk to the man in front of the antique cart. It should be directly north of

the Busy Man. You'll be given two choices:

**1. Listen...

**2. Pass

Choose the first option and he'll let you know that he wants a Fire Ring. That's easy to get. Just give him a Fire Ring and he'll give you 10 Mantis Wing(s). After getting the Wings, head northeast a bit and next to the Cart with blue Stripes, perform a Force Scan. A treasure chest will appear, and inside it is an Orb of Wisdom. Now go ahead and exit the Central Area to the Entrance.

In this area, talk to the Infatuated Youth on the right and he'll ask you your opinion on what flowers to send to his "Beloved". You can give him a Narcissus. Anyways, head east a bit more and talk to the Worrisome Cleric. He'll tell you about a Monster on Midee Highway, and you'll be given two choices:

**1. I'll take care of that monster.

**2. Forget about it.

Choose the first option, and before heading out to Midee Highway, let's get all the stuff here, first... Enter the Temple.

=====

From here, enter B1F of the Temple by taking the staircase in the northeast.

Perform a U-Turn into the dead end in B1F, and perform a Force Scan. This should land you 2 Cracked Ring(s). Now head into the library to the south and talk to the Cleric there. You'll be given two choices:

**1. Offer to help

**2. Stay silent

Choose the first option (as usual... :P) and exit the whole Temple.

In the Entrance to the Temple, talk to the Male Cleric that is standing outside the Doorway to the Temple. You'll obtain "S. Wood's Adventure" from him. Go back to the Cleric in the Library...

...And you'll find that SHE's the one who lost it. Great. It's somewhere in the Main Hall of this Temple, so head back up to the 1st floor.

Right when you walk up the stairs, you'll see a blue book lying on its side next to the two torches. Pick it up, and you'll receive "Mullen's Warped Proverbs". Return it to the Cleric.

The last book is in Midee Highway. Since we're already on our way there because of the Worrisome Cleric, this isn't such a big deal. So pack your stuff and get ready to go to Midee Highway! :D

```

|-----\\
| Midee Highway =====:
|-----|
|=| ITEM CHECKLIST =====|
|   o Long Cape           o 4 Ash Lumber(s)       o Stardust*   |
|

```


This sidequest is available after Levant goes to the Tower of Judgment by himself. The purpose of this quest is just to get the treasures in this area that you didn't get the first time.

```
|-----\\
| Outside the Tower 9 & 10 =====:
|-----|
|=| ITEM CHECKLIST =====|
|   o 2 Arnon Gem(s)           o Meteor Boots           o Stardust*           |
|   o Steel Lump*             o Royal Liquid*         o Star Sand           |
|   o Tough Bandana          o Orb of Wisdom         o Watery Robe*       |
|   o Reaper Scythe*         o Decoy Doll Omega*     o Dragon Scale*      |
|   o 3 Yellow Lapis(s)      o Nightmare Gem         |
|
|=| ENCOUNTERABLE ENEMIES =====|
|   Tempter                   Goetia                   Stall Worm           |
|   Shell Beast               Mimic                     Force Eater          |
|   Juliet                     Sphira                   Beli                 |
|   Foxy                       Angeu                     Golem                |
|   Baskerville                Zepar                     Altaica              |
|   Bergan                     Ulexite                   Drakon               |
|   Armor Beast                Charon                     Grunere              |
|-----|
```

* These Items can only be gotten at a special Harvest Point

When you get here, take a right and if you want to kill the monster there, you can kill it. Head north at your first possible chance, and take a turn into a Dead End on the west. Use a Force Scan here, and a bridge should appear over the void that separates you from a treasure chest. Walk across the bridge and... you'll get in a battle with a Mimic when you try to pick up the chest.

This Mimic isn't all that bad; it just uses Gigabolt and Gravity Ball quite a bit. After you defeat it, you'll get 2 Arnon Gem(s). Now exit the dead end, and head north a little more. Follow the right turn, and if you want to defeat the enemy there, you can. Go northwards, and there will be another enemy waiting there. Defeat it, and then continue northwards until you see a path to the left. Head down the ramp on the left and open the treasure chest there for a pair of Meteor Boots.

(Note that sometimes a Force Eater will appear in the Meteor Boots area. The Force Eaters are not nearly as difficult to defeat now as they were when you first started seeing them; so you should probably be able to defeat them if you spam Earthquake, Fleur-de-Lys, and Divine Barrage. It's your choice, though.)

Head back to the starting area with the Teleporter and the Save Point. Save your game if you would like, and this time, take the left path and follow it until you find a path to the north. Take the north passage, and kill the enemy that is walking around this area. Follow the path all the way to the north, and you'll come across a special Harvest Point.

=====

This Special Harvest Point requires a **** load of FP... 5000 FP is a LOT of FP. So you might want to get more FP before you come here, or you might want to face more Force Eaters or something. The items you can get are shown below:

Stardust, Steel Lump, Royal Liquid

For those of you who want to save FP, just get the 3 Items. It would probably take about 5 tries to get all of the Items, but if you don't feel like getting all the Items, you can always come back.

Now from the special Harvest Point, head south a little bit, and take a turn to the east. Walk down the ramp and when the path ends, go south a little bit and use a Force Scan. You'll get a Star Sand. After this, go north and exit out the area by using the Teleporter on the left.

=====

You should now be in "Outside the Tower 10". Follow the path northwards, and then when you see a path that leads to the west, follow that one instead. There'll be an enemy there. Defeat it, and continue on your way. Along the path, there'll be a Save Point. Save your game here and walk northwards. You'll notice that there's a Teleporter to the left of you. DO NOT get in it yet. There's more stuff to do. So instead of going left, go right instead and walk up the ramp. There will be an enemy that is patrolling the top of the ramp, so just kill it.

There should be a third enemy patrolling the conjunction to the east. Kill it, and if you follow the path to the south, there should be another enemy waiting for you near the bottom of it. After defeating the enemy, head westwards until you encounter a treasure chest. There will be another enemy here that is guarding the treasure, so after you take care of it, open the chest for a Tough Bandana.

After exiting the little dead end, go east and head north for another treasure. There is an enemy too, but they aren't much of a match for us now. So you can open the chest there for an Orb of Wisdom. Head south from this area, and when you get to the end of the path, go east. When you walk along this path, you'll notice that there's a southern pathway to an exit. Exit this area by using that exit.

=====

Just head south from this pathway, and you'll face a monster sooner or later. However, right when you face these enemies, you'll notice that some of them are extremely weak for your level at this point in time. Don't be worried or anything; this is normal for the game. I mean, it's actually good for us, isn't it? The only downfall to this is that these battles give you less EXP and FP, but whatever. You can get those later.

Follow this path all the way south and ignore the path on the right for now. There'll be an enemy patrolling this southern area, but they are still weak, so you shouldn't get worked up or anything. Once you follow this path, take a left when you get to the bottom. Use a Force Scan here and you'll activate a special Harvest Point. Here, the Items cost SEVEN THOUSAND FP to make... That would cost you a fortune to make all the Items on your first time here. You would either have to face a lot of enemies, or you would have to convert a lot of Items to FP. (Of course, facing Force Eaters would speed up the process a bit, but when all is said and done, it will still take a long time. So I'll give you the list of Items obtainable from this special Harvest Point below, and just get the ones that you want to get.

Watery Robe, Reaper Scythe, Decoy Doll Omega, Dragon Scale

Once you are done with that special Harvest Point, head back up the previous path and take the right turn this time. Go down the ramp and defeat the enemy at the bottom of it. Ignore the south path because there is nothing there, and head north. If there is an enemy at the top of the path, defeat it and move onwards. Go west, and when Levant's form is blocked out by the bridge above, use a Force Scan. You'll get 3 Yellow Lapis(s). Once you grab the bunch of Yellow Lapis(s), keep on walking west and you'll notice that the path just leads off into an untraversable void. Scan the area there to get across, and make your way to the treasure chest at the end. Open it for a Nightmare Gem.

Well, that's it for this sidequest. You've gotten all the Items! Now to get out, just use the Teleporter in "Outside the Tower 10", and you'll be taken to the World Map.

\ _____ BOTH STORY'S SIDEQUESTS _____ -(vi3bss)-/
 - - - - -

```
(6slgcs).....
#--#--#--#--#- Silent Lycan's Granad Cavern Sidequest #--#--#--#--#
#--#--#--#--#--#--#--#--#--#--#--#--#--#--#--#--#--#--#--#--#--#--#
```

This sidequest is available after the battle at Gultchfort. Just go over to Gultchfort, and enter into the Main Area. From there, exit the area via the staircase at the west of the room. Now in the new area, talk to the Lycan that is standing around in the second alcove-like thing. He'll tell you about something weird he saw in the Granad Caverns, and he'll ask you if you'll kill it. Answer yes, and you'll be well on your way to finishing this sidequest.

So you know where to go now, right? Yup, you should head out to the World Map and get your butt on over to Granad Cavern.

```
|-----\\
| Granad Cavern =====:
|-----|
|=| ITEM CHECKLIST =====|
|   o Knight's Cloak      |
|                         |
|=| ENCOUNTERABLE ENEMIES =====|
|   Perro Diablo          Fah          Zephyra      |
|   Mani                  Foul Gel Blob  Fortified Beast |
|   Sedna                  Sting Worm    Shell Beast   |
|-----|
```

** (No Recommended Levels here because there's nothing really hard here) **

From this beginning area, go east across the ice bridge. Take a northward turn and kill the enemy up ahead. (These guys are insanely easy since your Party's level is so high... So don't bother trying against these guys. It might be better if you just used Low-RP usage Skills.)

Now head all the way to the southeast exit, and exit this area.

Head down the Ice Path, and you should come up to a Frozen Monster. Interact with it, and watch the following scenes. You'll encounter a...


```
(6necro).....
#--#--#--#--#--#--#--#--#- Necrozauwar's Skills #--#--#--#--#--#--#--#
#--#--#--#--#--#--#--#--#--#--#--#--#--#--#--#--#--#--#--#--#--#--#
```

Alright. The Necrozauwar is a Ragnafact that you get during the game's storyline. If you take a look at the Necrozauwar's Skillset, you'll notice that there are nearly no skills. It's Tech Level cannot be leveled up either, so... How are you supposed to get new Skills? Well, it's through this sidequest. If you are interested, read on.

So basically, in this sidequest, you get Skills by interacting with the Aberant Force areas. Remember those things? The objects that have a black cloud hovering around them? Well, those are the key to getting new Necrozauwar Skills. You interact with them, and then you encounter an enemy (that is usually quite difficult to defeat). If you succeed in defeating the designated enemy, you'll take one of it's signature Skills and the Necrozauwar will gain a new Tech by leveling up its Tech Level.

Since this quest is so large, I'll provide a brief Table of Contents for it.

1. Spirit Forest
2. Denmail Highway
3. Granad Cavern
4. Gultchfort

```
|-----\\
| 1. Spirit Forest =====:
|-----|
|=| ITEM CHECKLIST =====|
|    ---|
|-----|
|=| ENCOUNTERABLE ENEMIES =====|
|    Goetia          Juliet          Foxy          |
|    Stall Worm     Beli            Shell Beast   |
|    Imp. Guard     Imp. Witch    Patella       |
|    Baskerville    Imperial Sniper  Drakon        |
|    Altaica        Hanshin        Lot            |
|    Brutal Mantis  Lucretia       Stone Beast   |
|    Sternum        |
```

MY RECOMMENDED LEVELS: Levant - 39
Irene - 39
Griek - 37
Ciel - 36

Go northwards to the Sword, and interact with it. You should get a short message saying something about how Necrozauwar can break the seal of the sword, and you can pay 5000 FP to do it. Choose the first option, and break it. You'll get in a battle. The formation of the enemies is shown below:

L SB L = Lucretia
S SB = Stone Beast
 S = Sternum

This battle actually is pretty hard... The Sternum never dies. If Irene is in your party, use Kadentswa on the column of enemies. If Griek is in your party, you can use Earthquake or Roaring Storm. I suggest Earthquake. However, you have to watch out for the Lucretia's Igneous Enigma. It deals 300 damage to all Party Members. And the Sternum's Banishing Void... Ho boy. 300 damage to all with the possibility of Blind... Anyways, if your HP goes below 600, HEAL!!! There's no reason not to. And if you have a spare turn, have Irene use Sword's Blessing on Levant, and then have Levant use Valiant Edge on the Sternum. Hopefully, you should win.

After the battle, you'll get a boatload of FP and EXP. Plus, the skill "Banishing Void" will be etched into Necrozauwar. ***** awesome! :D You deserve this stuff. Now get ready to fight a lot more battles like this...

```
|-----\\
| 2. Denmail Highway =====:
|-----|
|=| ITEM CHECKLIST =====|
|      ---|
|      |
|=| ENCOUNTERABLE ENEMIES =====|
|      Zephyra           Orcus           Nepenthes|
|      Mani              Sabrewolf       Evil Wisp  |
|      Sedna             Perro Diablo   Yamaraj   |
|      Bandhavgarh       Coy            |
|-----|
```

MY RECOMMENDED LEVELS: Levant - 39
Irene - 39
Griek - 37
Ciel - 36

When you enter this area, save your game at the Save Point. If you need to heal, snake around the path to the right and enter the dead end at the top. If you don't need to, then head westwards and take the first turn to the north into the cul-de-sac. There should be a flower there that is radiating aberrant Force.

(Just a side note... in the following battle, you might want to have resistance towards Sleep. This is because there is a monster that can use a Skill called "Nightmare", and this Skill has a chance of inflicting Sleep status on your whole Party. So you might want to make some Sleep Rings if you have enough Devil Nectars.)

You can use 5000 FP to break the seal on the flower. Break it, and get ready for a battle with the enemies shown below:

Y Y = Yamaraj
B C B = Bandhavgarh
 C = Coy

This battle will start out with the Coy using Nightmare, so if you have Sleep Rings equipped, you'll be glad you had them. Have Levant use Divine Barrage on the Coy, and have Griek use Earthquake or Roaring Storm. Irene can use Sword's Blessing on Levant and Griek, and let her stay on Standby to heal. However, if she has an extra turn, let her use Southern Cross on the Yamaraj.

By the way, the main enemy in this battle is the Yamaraj. So if you have 3 FBBs, then use Valiant Edge with Levant on the Yamaraj. (However, 3 Earthquakes from Griek should usually kill off all the enemies.) This battle isn't nearly as hard as the one in the Spirit Forest, but you still get a cool Skill from it. And that Skill is Ragnadrain! The Necrozauwar doesn't look that useless anymore, does it? :P Alright, now that you're done with this place, get ready to go to another one.

```
|-----\\
| 3. Granad Cavern =====:
|-----|
|=| ITEM CHECKLIST =====|
|    ---|
|      |
|=| ENCOUNTERABLE ENEMIES =====|
|      Perro Diablo          Fah          Zephyra|
|      Mani                  Foul Gel Blob  Fortified Beast|
|      Sedna                 Sting Worm    Anglaya|
|      Wijeen|
|-----|
```

MY RECOMMENDED LEVELS: Levant - 39
Irene - 39
Griek - 38
Ciel - 36

When you get here, follow the path east and take a turn to the north. There'll be an enemy patrolling the area, but ignore it because it does not give you that much FP or EXP. Once you get to the northern-most part of this area, take a right turn onto the icy patch of ground (and if you would like to kill the enemy there, you can...) and exit this area via the exit in the southern exit.

If you haven't saved yet, you might want to save, because in this new area, you will face your new enemy for your new skill. So once you are finished prepping for your battle, defeat the stray enemy that is wandering around in the southern part of this area, and interact with the aberant force bones. It'll prompt you to pay 5000 FP to break the seal on it, so if you don't have enough FP yet, go and fight some monsters.

Once you break the seal, you'll face the monsters below:

A W A = Anglaya
 W = Wijeen

The Anglaya has a possibility of starting out this battle with "Scary Voice", so you might want to have an Accessory equipped that protects against Fear. Fear Rings would be fine. Anyways, this battle won't pose a problem for you as long as you have good armor equipped, and, well, as long as you don't utterly suck. No offense or anything, but if you have Fear Rings and appropriate armor equipped, this battle should be as easy as eating a slice of pie.

Back on topic with the battle. The Wijeen can easily be taken care of by a few Bursts, and/or a spammage of High-RP usage moves, and the Anglaya can also be taken care of in a similar fashion. However, the Anglaya is definitely a lot stronger than the Wijeen. If your HP goes below 500, use some healing Skills to prevent a death by Cold Breath. The Skill you get from this battle is Putrid Breath.

```

|-----\\
| 4. Gultchfort =====:
|-----|
|=| ITEM CHECKLIST =====|
|   ---|
|   |   |
|=| ENCOUNTERABLE ENEMIES =====|
|   Sly           Black Mariah|
|-----|

```

MY RECOMMENDED LEVELS: Levant - 39
Irene - 39
Griek - 38
Ciel - 36

When you enter Gultchfort, head all the way to the western part of this main area. Exit the area using the staircase, and in this new area, head over to the door that you (hopefully) opened with the Cestite Key. If you didn't, well, then it's going to be the locked door. You're going to have to unlock it by getting the Cestite Key, and you get the Cestite Key by getting rewards for your Titles.

Anyways, in this new room, you'll notice that there's an aberant Force area at the end of the room. You are asked to pay 5000 FP to break the seal. Pay the amount that the game requires of you, and you'll encounter the enemies below.

S = Sly
B B B B B = Black Mariah

The Sly is going to start out this battle with Nightmare. For this reason, you might want to equip Sleep Rings. Also, the Black Mariahs can spam Wind Lance, so if your HP goes below 400, heal your Party Member.

Anyways, when Griek is allowed to attack, use Earthquake. That should take care of all the Black Mariahs. After that, spam Divine Barrage and Earthquake, and the Sly should succumb to your efforts sooner or later. Since you have Sleep Rings equipped, Lullaby Touch and Nightmare do nothing to your Party. This about halves all the moves that the Sly can inflict on you. However, the Sly's Temptation can be a sort of an obstacle for you. If this happens, all you can do is wait until it wears off.

When you defeat the enemies, the Skill you get is... Nightmare! Alrighty then, it's off to the next Aberant Force area.

```

=====\\
VII. UPDATES & VERSIONS |E=====__(VIIu&v)-__
=====//

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Version 1:
07/25/10 - Started Guide
09/02/10 - Finished Guide

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=====\\
VIII. HELP ME OUT, PLEASE! |E=====__(VIIh)-__
=====//

```

This guide is not, by any means, a perfect guide. If you feel that some parts of this guide are not top notch, feel free to E-mail me at gladiusix@gmail.com. Any constructive criticism and comments are welcomed. However, if it's just

going to be hate-mail, I suggest you send that stuff somewhere else because it won't grant a response from me. Neither will useless flattery, for that matter. If you have something useful to say, then E-mail me with the subject being "Hexyz Force FAQ" or something like that. Again, if you forgot, my e-mail is gladiusix@gmail.com.

If you spot any grammatical errors or anything like that, or... *gasp* ...a content problem, please, PLEASE E-mail me immediately. Thank you! :)

Some specific things I need help with:

- Creation/Destruction understanding (If you help me with this, I'll DEFINITELY include you in the Credits.)
- Any Creation/Destruction Dialogue I might have messed up
- Any attacks that I may have missed for the Boss Attack List
- Any more concepts you think I should include in the Game Basics section
- If I forgot any Items in my Item Checklists
- Any sidequests that I may have forgotten
- Any Titles I may have forgotten
- Boss strategies that you think are more appropriate for each Boss Battle

```
=====\\
IX. CREDITS                               ||E=====__(IXcred)-__
=====///
GameFAQs ----- For hosting this guide
SBAllen ----- For keeping GameFAQs alive (Thanks a lot!)
Sting ----- For making this game
```

```
UltimaShaman ----- For contributing the names of the Titles in game and
                        how to get them
Azn Playah ----- Same as UltimaShaman
carlospenajr ----- Same as UltimaShaman
tpt2789 ----- Same as UltimaShaman
DarkRPGMaster ----- Same as UltimaShaman
Melefica ----- Same as UltimaShaman
maxblade56 ----- Same as UltimaShaman
Zaitoch ----- For helping me understand Creation & Destruction
                        better
tibyon ----- For some FAQ advice
```

Those of you who answered my questions in the Answer section, thank you very much! Your help is much appreciated! Don't think that I didn't forget about you, because some crucial information in this FAQ came from you guys. Thanks.

Special Thanks to: YOU! The reader! Thank you so much for taking the time to read this FAQ; it means a lot. If you have any feedback, don't hesitate to e-mail me. And last of all, if this FAQ helped you out, please recommend it to other Users by clicking the "recommend" button at the top of the page. It really helps me out. As the Peddlar in this game says, "You scratch my back, I scratch yours," :)