Hexyz Force FAQ/Walkthrough

by jake251996

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Updated to v0.03 on Jun 8, 2010
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Credits:
Retceps
Dpcfmander
- both help in understanding the whole uploading thing thanks
Rktn Odin
- For the advise ...
You
-for using this walkthrough
Sites that may host my faq:
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TGN
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(e-mail me if you want to host my walkthrough)
_____
   _____
Things first to remember
                                                     Enjoy this guide and remember that I had made it into a spoiler-free guide, so
you don't have to worry about important info of the game being spoiled. This
is my first playthrough so I may have missable items. Sorry about that and
remember to
Email me if you have additional info about it and I will acknowledge you
if you give me additional info and your names will be on CAPITAL letters
(lol) to show the world that you've helped. type Hexyz Force in the
subject so I can quickly look at it. Donation section available!
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*****
# Sub Table of Contents:
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  (Not the actual Table of contents but this section refers to (Sections)
#
    that are above the Table of Contents that have codes for easier
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#
    viewing)
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              Ex. Introduction to the FAQ, Donation Section and etc.
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       Title :
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           Controls
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           Characters :
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                                       (jkgh6)
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           Actual Table of Contents
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	J	by: jake251996 (v.0.1)
	Hexyz Force Walkthrough	
	Version 0.3 Last updated: 06/07/10	
	Authored by: jake251996 Email: gamer_guide_creato:	
11		(jkg)
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can greatly support me . This group is focused on for our group to create m do as long as it came fro we are just borrowing com	read this and step out of the We have created an alliance of creating walkthroughs for you nore walkthroughs we need you om the heart. Why do we need of soles at a price of 20 dollar join the group send me an emain	called "The Creators" ur convenience. to be able donations any amount will donations ? Renting fees rs a day. so we need your
and useful, consider the the one who pays for his although your help is gre	Guide useful. If you found possibility of sending a don own school. I will continue eatly appreciated. You also a ne gaming community. Thank you	ation. I'm a student and to work on Guides, automatically help

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Remember, I don't ask you to give me 50 bucks maybe 50 cents/a dollar/ 25 cents I just need to make money to continue to go to school . You might say that I have money and just want to ask money from you ...NO! first of all I don't own the PSP I just borrowed it to make a guide for you guys to be able to help you guys! Whatever the amount you can donate, I'd truly, TRULY appreciate it and your help would be greatly appreciated. God knows who to bless . The more you give the more you receive

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Contact	Info (jk	gh2)
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Spellings , Additional info , Wrong facts and Suggestions are all welcome here I know I posted my email pls no nonsense messages . Questions are also accepted Note that I cannot respond to you everytime . I do not always look at my inbox but rest assured I will find ways to be able to respond to you. email: gamer guide creator@yahoo.com

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isher(s) Atlus ---- and not by me but this guide is owned. by me.

: : Storyline : (source Wikipedia) (jkgh4) :

Long ago, Norvia, the Goddess of Creation, descended from the heavens. Using the Holy Vessel, a divine chalice charged with all Force (the spiritual energy in the universe), she created life and the Divinities, shepherds of existence. After some time, Delgaia, the God of Destruction, brought about a great calamity known as the Gods' Remorse. He intended to return all Force to the Holy Vessel, returning Berge to the void. The Divinities sacrificed themselves to defeat Delgaia, delivering Berge from doom and sealing the God of Destruction away deep within the earth.As Berge lay in ruin, a result of its bitter war, Norvia made a covenant. She would restore Berge to its former beauty on one condition. An Hour of Judgment would eventually come to pass, and in it, the world would have to decide its ultimate path: creation or destruction.

:::::	 Controls	 (jkgh5) ::::::

Buttons:

L button = Spin camera. = Display enemy Information R button = Spin camera = Skip messages. = Speed up battle animation On/Off. D-pad = Move character = Move cursor AnalogStick= Move character Start = Nothing Select = Show world map = Switch message window On/Off [] button = Force scan (unlock mid-game) /\ button = Open main menu. O button = Cancel = Walk = Run X button = Decide = Talk = Search _____ Characters: (ikah6) 1. Levant van Schweitzer: age 19 : a Cerulean Knight who is asked by his king to help bring end to the warring of the different races (humans and magical creatures). But he ends up imprisoned and forced to rely on a group of human-hating rebels called Argent. 2. Cecilia Armaclite: age 17, : a lazy cleric. Though she serves the respected Great Temple of Palfina, she often puts off her duties. She's been known to lounge around eating and sleeping instead. Everything changes though, when she instinctively summons a legendary staff to defend herself from invading monster. According to her superior, this deems her a Hexyz (known as the Maiden of the Staff) and as such she is charged with protecting the Monoliths. These Monoliths, if destroyed, will free the God of Destruction from his prison. 3. Irene von Rosenbaum: age 18 : Princess of the empire of Rosenbaum and Levant's childhood friend. Though she is the sister of the Prince Axel, she cannot ascend to the throne. 4. Griek: age 34 : a Lygar warrior and member of the Argent Resistance.He's very strong and loves battle and a drink called Iygarwasser. 5. Rafael: age 15 : Luffina's brother whom he cares for deeply.He's known to be very passionate. 6. Ignus: a Drake who travels the world. His hobby is enjoying folktales. Donation Section 2nd (jkgh) Please take a minute to read this and step out of the Guide for a second.

You can greatly support me . We have created an alliance called "The Creators".

This group is focused on creating walkthroughs for your convenience. To be able for our group to create more walkthroughs we need you donations any amount will do as long as it came from the heart. Why do we need donations ? Renting fees we are just borrowing consoles at a price of 20 dollars a day. so we need your kindness.If you want to join the group send me an email and I'll add you to the list.

I hope you will find this Guide useful. If you found it to be handy and useful, consider the possibility of sending a donation. I'm a student & the one who pays for his own school. I will continue to work on Guides, although your help is greatly appreciated. You also automatically help supporting the free online gaming community. Thank you very much.

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Remember, I don't ask you to give me 50 bucks maybe 50 cents/a dollar/ 25 cents I just need to make money to continue to go to school . You might say that I have money and just want to ask money from you ...NO! first of all I don't own the PSP I just borrowed it to make a guide for you guys to be able to help you guys! Whatever the amount you can donate, I'd truly, TRULY appreciate it and your help would be greatly appreciated. God knows who to bless . The more you give the more you receive

I Phase 1 Cecilia's Tale (Maiden OF the Staff)	
- Great Temple of Palfina	 (jj01)
- Midee Highway	 (jj02)
- Black Precipice Infinite Corridor	 (jj03)
- The Tower of Judgement	 (jj04)
II Phase 2 Cecilia's Tale (Quest for the Monoliths)	
- Nerval	 (jjo5)
- Gardner's House	 (jjo6)
- Nerval Altar	 (jjo7)
- Optional: Sidequest Questing for Items	 (jj08)
- The Tower of Judgement	 (jj09)

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In Progress.....
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Walkthrough : Lustrous Side - Phase 1

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Note: There are 3 endings for this game the: Creation - Doing sidequests Destruction - Getting a Hexyz Dark Weapon Neutral

- Getting Neutral Weapons

When you are given choices to answers they affect the ending as well

- (Neutral) 2nd Choice

- (Creation) 3rd Choice

:::::: ----- Great Temple of Palfina ----- (jj01):::::

Enjoy the cutscene . Cecilia is sure hot! You'll find that Sister Elda(head cleric) and Virtus fighting. You'll be attacked by a monster but Norvia will save you.After some scenes you'll receive the Holy Staff Riafalt for Cecilia .

2F Basement

Attacks Drops : Enemies: Saber wolf- Bite Bat Wing , Silver Ring - Howl Mani - Dagger Lip Bat Wing , Silver Ring - Plasma Ball

Treasures: Poison Ring , 3 Star Sands

When you gain control over her. Head North at the blue glowing wall .There will be scripted battles.Just use a normal attacks and the they will instantly die. You will receive a silver ring.Continue the path to fight another battle with the Rafael you saw earlier use the same strategy. Receive bat wing.After that save at the savepoint near thedoor.The glowing blue stone is the save point approach it and save via the menu. Remember to save when the option is available for you. I can't stress the importance of saving.Enter the door when you're done .After the talk he will call for a monster to fight you

Lazy opponent!Calling for someone to attack in your place!

Name: Fortified Beast	Weakness: None
HP: 500(estimated)	Nullifies: None
Exp: 108	
FP: 70	Recommended Level : Level 3 (Auto)
I contract of the second se	
Drops: Rock Beast Shell 100%	'
Attacks: Kachiage [Normal Attack] Hits c	one player
Tough Shell[Increases Defence]	
Bellow [Creates a Shockwave] rare	ely hits
I contract of the second se	
Strategy:	
Just use Release force for Cecilia, U	Jse Healing Baton when needed using
her and use burst for raphael then ogre bl	ade then keep smacking Eventually
it will go down easily after all it's the	first boss monster.
	·

Before going out, Approach the monolith to find 3 Star Sands . Head left and up the stairs at the end, open the chest to get a Poison ring then backtrack

to the entrance and save your game.

		Attacks	Drops :
Enemies:	Evil Wisp	- Plasma Ball	Broken Idol
		- Third Eye	
		- Life Razor	
	Mani	- Dagger Lip	Bat Wing , Silver Ring
		- Plasma Ball	
	Zephyra	- Wind Lance	Fairy Wing , Fairy Garland (rare)
		- Feather Cutter	
		- Lullaby Touch	

Note that this is the last scripted battle in this floor after this battle all the monsters will be randomised but I'll try to cover them all.

Useful Tip:

The more you prolong the battle and the more less time you kill the enemy will get you more exp,fp and more number of drops Ex. Cecilia attacks the Mani and it doesn't been totally killed she will get chances to have more silver ring and bat wing drops. It applys as well in the Zephyra for the fairy wing

But don't do this method if you know that you'll already lose it's better to be alive than to have more exp,fp and drops . Note that this method has not been proven this tip is just being relayed to you by me through personal experiences with monsters

After the fight go back to the save point and save again. Don't forget to equip the poison ring and don't be afraid to fight battles with monsters in this floor there will be a free healing stone just ahead so this is the best place to train in this early stage of the game .Note that the Force Stone is in the next floor so I Recommend training in that floor instead of this floor but you can still fight the monsters here . Training in the floor where the healing stone is only a suggestion . Do so in your own free will but keep an eye on your HP.

Let's continue on after saving head west again then north there will be monsters here .As I have mentioned, the monsters are randomised but their locations are the same.

		Attacks	Drops :
Enemies:	Evil Wisp	- Plasma Ball	Broken Idol
		- Third Eye	
		- Life Razor	
	Nepenthes	- Poison Spore	Devil Grass
		- Ivy Whip	Devil Nectar
		- Stone Granite	
		- Granite Grave	
	Mani	- Dagger Lip	Bat Wing , Silver Ring
		- Plasma Ball	
	Zephyra	- Wind Lance	Fairy Wing , Fairy Garland
		- Feather Cutter	
		- Lullaby Touch	
	Orcus	- Axe Beak	Holo Meat , Sharp Blade/Wing
	Soloma	- Flame Wall	Majin's Cloth , Elemental Will
		- Heat Hand	
	Saber wol:	f- Bite	Bat Wing , Silver Ring

- Howl

Treasures : Fire ring , Bandage orb

Don't go to the stairs yet instead go east until you reach a monster that's guarding a mini bridge that leads to north. From there head east and south there then you'll eventually stumble upon a chest that contains a Fire Ring .equip it.Head south and then west keep going until you see the savepoint that you once used then keep heading west until you see a chest guarded bya monster . Defeat it and get the treasure then backtrack to the stairs ,again don't enter it first go again to save point and save again (it's better safe than sorry) then go to the stairs once more,now you may enter it.

1f Basement

		Attacks	Drops :
Enemies:	Evil Wisp	o - Plasma Ball	Broken Idol
		- Third Eye	
		- Life Razor	
	Nepenthes	s - Poison Spore	Devil Grass
		- Ivy Whip	Devil Nectar
		- Stone Granite	
		- Granite Grave	
	Mani	- Dagger Lip	Bat Wing , Silver Ring
		- Plasma Ball	
	Zephyra	- Wind Lance	Fairy Wing , Fairy Garland
		- Feather Cutter	
		- Lullaby Touch	
	Orcus	- Axe Beak	Holo Meat , Sharp Blade/Wing
	Soloma	- Flame Wall	Majin's Cloth , Elemental Will
		- Heat Hand	
	Saber wol:	f- Bite	Bat Wing , Silver Ring
		- Howl	

Treasures : Aqua orb , Star Dust , Life orb , Bandana

Head south then west and you'll talk to a cleric after that head east. You'll see a chest with a bandana. Head south then you'll encounter monsters . Do not approach the stairs! approach the red wall of light that is called a force site defeat the monster guarding it then prepare for another battle . You'll receive star dust After that you can heal here as often as you like. Go south of the Force site. then keep heading west don't mind the south part for now again another monster after that keep heading west then north to find a chest containing an aqua orb then go south and go to to the south east part to get a chest with a life orb in it. head to the force site and heal. Backtrack to the savepoint and save once more. Then again backtrack to the Force site and enter the stairs near it.

Main Floor

Attacks Drops : Enemies: Evil Wisp - Plasma Ball Broken Idol - Third Eye - Life Razor Nepenthes - Poison Spore Devil Grass

	- Ivy Whip	Devil Nectar
	- Stone Granite	
	- Granite Grave	
Mani	- Dagger Lip	Bat Wing ,Silver Ring
	- Plasma Ball	
Zephyra	- Wind Lance	Fairy Wing ,Fairy Garland
	- Feather Cutter	
	- Lullaby Touch	
Orcus	- Axe Beak	Holo Meat ,Sharp Blade/Wing
Soloma	- Flame Wall	Majin's Cloth ,Elemental Will
	- Heat Hand	
Saber wol	f- Bite	Sharp Fang
	- Howl	

Treasures : Bandage orb , 3 Red Lapis

Head East then South then west , then north you'll see 2 monsters defeat them then continue north then west then south to get a chest with a bandage orb in it .Backtrack to the part where you head north instead of west (point where you saw the 2 monsters. Note that there is a hidden monster here in the shadow of the wall now that you have backtracked . Head west until you see a door opened with a monster infront of it.Do not go to the door yet . Use the save point just below the door (you might want to head south for you to see the save point). Now backtrack to the opened door and head west of it then north then west again a little south then west (do not approach the door here).Keep going west then north then west then north then east to approach a chest that contains #3 red lapis backtrack to the save point Save. then Return to the Force Site. Heal. Then backtrack again to the Savepoint, This time slow down to avoid detection of monsters or run if detected so as not to initiate a battle.When near the save point, there is again a monster infront of the opened door slow down to be able to avoid being detected then save. then approach the monster on its back for a pre-emtive battle to destroy it , then head through the opened door.

Remember the monster that wants to squash you ? The one Before you were Warped/saved by the Goddess Norvia ? This is the monster . It's payback time!

Name: Blasphemy	Weakness: None
HP: 900(estimated)	Nullifies: None
Exp: 108	
FP: 150	Recommended Level : Level 10-12
Drops: Decoy Doll B 100%	'
Attacks: Diablow [Normal Attack] Hits or	ne player
Igneous Phere[Normal Attack]range	e : 40-50 damage

|Strategy:

| Just use Release force for Cecilia, Use Healing Baton when needed and | |Use burst again and again until it is unavailable for Raphael then ogreblade| |again and again then keep smacking. Eventually it will go down easily after | |all it's the second boss monster. Though it has a lot of Hp it is really easy| |to defeat Treasures: 2 Cracked Rings , Holy Water , Lihit Grass , Sunflower

After the cutscenes and dialogues. Go the the statue north of you and approach it's left side and examine to receive Holy Water . Now there will be six tombs Holy Water>

Statue

[] [] []

[] [] []< Lihit Grass

Sunflower>[] [] []

After getting the items..... Head out the and a cutscene will occur .

Temple of Palfina - B1 Floor

Treasures: Green Lapis x2 , Cleric hat , Healing Herb x2 , 2 Cracked Rings

After that head to the stairs and Go to the Dorms (The one that was Blocked by the cleric earlier) Before going to the Main hall Let's to some sidequests. After getting your stuff , don't exit your dorm yet! Head to the topmost wall of the Dorm in the middle of the wall there is a switch. Press it. Now use the L1 button of your PSP, you'll see pots Examine it to find Green Lapis x2. Now talk to the cleric below the pots to receive a Cleric hat.Before you exit check the desk southwest of the room and just west of the entrance/ exit of the room to receive a Healing Herb x2. Now head outside and go west to see an old lady lost .You may talk to her if you like but remember that lady. Head North From the lady to stumble upon a room that was once unaccessible before but now accessible due to you pressing the switch at the Dorm(in case you didn't press it, do so now) The chest contains 2 Cracked Rings. After getting your treasure, look at the wall north of you. Another switch! But I recommend you to press it later After you get a certain item. Now go to the main hall but save before you go to the Main hall. After the dialogues in the Main HaLL, you may now exit the temple. You may talk to the clerics outside the temple.

Palfina Temple - Central Area

Treasures: 3 Mistletoes , Fresh Recipe , 1 Red Lapis , 1 Water Ring Holy Water

Now go to the next area.When you first arrive here look at your right sideand you'll see a girl.Talk to her and she'll tell you about her lot Grand mother.Agree to get her grandmother.Remember the old lady that I told you to remember?That's her grandmother,backtrack to the Dorm in the Temple and talk to the old lady just beside the room. Backtrack gain to the girl and she will give you 3 Mistle toes. Guess you'll have to wait for Christmas.hahaha lolz! Now Head down the stairs. Go near the statue and their will be

a cart their. Examine it and You'll get a Fresh Recipe.Now go back to the

west stairs, Beside it a pool of water. Examine it to get a Holy Water. Now back track to the switch I told you to that I recommended you to"press later"in the last paragraph.You may now press it Return to the pool of water you got the Holy Water there will be an open space.Enter the path Northeast of it.You'll go back to the B2f floor of Temple of palfina this is the reason why I asked you to press the switch in the Temple. The one where you found the Cracked Rings.Now continue going north to stumble upon 2 chests that contains (1) Red Lapis and a (1) Water Ring. Now exit this place and head south. You'll stumble upon a save point. Save.Now follow my directions from the savepoint, Position yourself at the north of thesavepoint. Face the east direction and start to continue heading to that direction You'll stumble upon two carts, One has no one guarding it and the other one is guarded by a girl.Examine the empyt Cart to find Bellel Wheats. Now head outside.

Save before you exit. Don't be afraid to use it. $x_x\ \text{XD}$

:: ----- Midee Highway ----- (jj02)::

		Attacks	Drops :
Enemies:	Evil Wisp	- Plasma Ball	Broken Idol
		- Third Eye	
		- Life Razor	
	Nepenthes	- Poison Spore	Devil Grass
		- Ivy Whip	Devil Nectar
		- Stone Granite	
		- Granite Grave	
	Mani	- Dagger Lip	Bat Wing , Silver Ring
		- Plasma Ball	
	Zephyra	- Wind Lance	Fairy Wing , Fairy Garland
		- Feather Cutter	
		- Lullaby Touch	
	Orcus	- Axe Beak	Holo Meat , Sharp Blade/Wing
	Soloma	- Flame Wall	Majin's Cloth , Elemental Will
		- Heat Hand	
	Saber wolf	- Bite	Bat Wing , Silver Ring
		- Howl	
	GiantMantis	s- Sleeping Gas	Devil Nectar
		- Cross Slash	

This is the place where you might really want to train.Once you defeated all of the monster , Exit the area to go to the World Map and go back to the Temple of Palfina and back again to the Midee Highway . Now all the monsters will be back again. Same thing applies for the Harvest points

Legend: \$ - Walkable Spaces

- A World Map
- B Next Area
- $\ensuremath{\$}$ Locations of monsters
- 1 Ash Lumber
- 2 Subflower
- H Harvest Ponts
- F Force Site
- S Save Point

Map:													\$\$\$\$	
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you leave. A great place to get items .But the items you get are randomised. Because you'll need it later. The Legend is the section where you can look for the meaning of the symbols on the map.

Recommended for next area: Level : 13-15 \$\$ FP : 5000 or more \$\$

Continue to the next area to encounter a scripted battle Monsters: Orcus , Perro Diablos

Enemy SpotLight:

Perro Diablos

- An upgraded version of Saber Wolf
- Has all the attacks of Saber Wolf but with an addition of Lightning Bomb
- Same Drops

:: ---- Black Precipice Infinite Corridor ----- (jj03)::

Treasures: Vitality Orb (Hidden)

		Attacks	Drops :
Enemies:	Evil Wisp	- Plasma Ball	Broken Idol
		- Third Eye	
		- Life Razor	
	Nepenthes	- Poison Spore	Devil Grass
		- Ivy Whip	Devil Nectar
		- Stone Granite	
		- Granite Grave	
	Mani	55 1	Bat Wing , Silver Ring
		- Plasma Ball	
	Zephyra	- Wind Lance	Fairy Wing , Fairy Garland
		- Feather Cutter	
		- Lullaby Touch	
	Orcus	- Axe Beak	Holo Meat , Sharp wing
		- Air Strike	Evil Bird Feather, Evil Bird Talon
	Soloma	- Flame Wall	Majin's Cloth , Elemental Will
		- Heat Hand	
	Saber wolf	- Bite	Sharp Fang
		- Howl	
	Giant Mantis	- Sleeping Gas	Evil Nectar
		- Cross Slash	
	Perro Diablos	- Bite	Sharp Fang/Blade
		- Howl	
		- Lightning Bomb	

Treasures: Vitality Orb (Hidden)

To get it From the first save point in this area proceed to the green light instead of doing the Red, Blue, White.pattern as described in the next paragraph. Do this Red, Yellow ,Yellow.if you followed this pattern you will come to a small area not connected to others with only a single monster, Defeat it then Continue the path. There is actually a chest here containing Vitality Orb . Press [] to see it.

When you first arrive here , Save at the savepoint and approach the stone.After the Dialogues press Square to be able to read the message Now save again. And head to the red glowing light .Now the area corresponds to it's name. If you go to the Wrong Light you'll return to where you started.You could either wait for Raphael to tell you and explain to you a clue on how to advance to the next area by always making the wrong decision in choosing what light to enter in order for you to go back again to your starting point or I could just tell you . The lights you should enter is in this order. Red Blue , White. Repeat and repeat until you arrive at another save point .Save,

:::: ---- The Tower of Judgement ----(jj04):::

Outside The Tower

You'll meet Levant and his party .I thought they will join our party It's all Cecilia's fault! and Ralu as well

After the dialogues. Proceed to the red Light and save at the savepoint.Now you you may forge new forcefact.It's your choice anyway

		Attacks	Drops :
Enemies:	Perro Diablos	- Bite	Sharp Fang/Blade
		- Howl	Devil Dog Fur
		- Lightning Bomb	
		- Revenge Bite	
		- Snarl	
	Sting Worm	- Chow Time	Worm Skin, Glowing Fin
	Tibia	- Grudge Sword	Cursed Bone
		- Evil Fire	
	Sedna	- Axe Beak	Holo Meat , Sharp wing
		- Air Strike	Evil Bird Feather,
		- Shoot Dive	Evil Bird Talon
	Fah	- Dagger Lip	Bat Wing , Silver Ring
		- Plasma Ball	
		- Lightning Bolt	
	Evil Wisp	- Plasma Ball	Broken Idol
		- Third Eye	
		- Life Razor	
	Foul Gel Bomb	- Drain Touch	Glowing Fin
		- Poison Touch	
		- Mucus	
	Force Eater	- Steal FP	

All monster in this section are upgraded versions of your past monster encounters with a few additions and new attacks except for the Evil Wisp.

Enemy Spotlight:

Force Eater

- Try to avoid encountering because in this stage of the game you Can't defeat it.If you managed to defeat it you'll get a whooping 14,999 FP and it steals FP from you ,better stay away from it

Inside the Tower 1 (Read optional first) Recommended

Treasures: Blazecane , Yellow Lapis 3x , Glass Statue 2x

From the savepoint, go behind the pillar and press [] to get Glass Statue 2x.Now open your map. The yellow dot indicates the treasure. Treasure here is contained in a diamond structure.The treasure in the northwest part of this room(open map) is the staff Blazecane. After getting it, Backtrack to the save point,Save again Now open your map once more, and search for yet again an yellow dot. Make Your way into it.To get 3 Yellow Lapis.Now go again to the next floor. and Save. Considering that you followed me in my optional section, I'll not anymore discuss this next floor which is the "Inside the Tower 2" and it's treasures

Optional/Recommended: (Must Read)

You may not follow this optional section but when I first arrived here I did not yet get the treasure as described in the above paragraph. Because considering I fought a lot of battles and I build up my Force gauge in the Black Precipice Infinite Corridor and healed there with Cecilia so I can survive.My strategy that I'm going to tell you right now. First assuming that you healed in the Black Precipice Infinite Corridor and built your force gauge there because monsters

there are easier to beat than those in the Tower of Judgement .If you did not, do so now reload your last saved data (the one before you meet Levant) and build your gauge, and Heal using Healing Baton. After doing so, go back to th tower. It means that cutscenes will occur again and you'll meet Levant and his party again.NOw the trick is go to the next floor the "Inside the Tower 2" and get the treasures first now before getting the treasres in this floor because I'm sure you are low in RP. Go north then east of the stone pillar.When you reach the first fork go south to enter the blue portal.Open your map you'll see a savepoint northeast of the room.Go to it carefully without encountering monsters. Stop and wait if you need to. Or Run Now after you rech the savepoint. Save, Then load it once more so the enemies that were chasing you will be resetted, so you can Purify the Force Site.South of the Savepoint.because I am sure that you only have a few RP left. Now since you filled up your Force Gauge (Max) Use Airbender and Angelic Beam on the two Tibias to make them go down easily. After defeating them, (You'll be instantly healed after purifying it) Once purified you may now fight the monsters lurking in this room.After defeating all.Heal once more and Save. Now open your map to find a Yellow door Near the fork where you turned to go to the save point. Open your map once more and go to the treasures southwest corner to get a 'Narcissus' and 'Tattered Doll'. Now exit this room, and Save and Heal in Force Site. Now Backtrack to the blue portal from where you entered and go south to it to find a stone covered with pillars.Press [] of your PsP then Examine it and choose to Infuse Force on it to gain possible items: Fire Ring, Ash Lumber, Stitch Orb for 30 FP. Now go to the blue portal to return to the previous floor and head to the Savepoint.Read the above paragraph to get the treasures in Inside the Tower 1

Inside the Tower 2

Treasures: Tattered Doll,Narcissus,Fire Ring,Ash Lumber,Stitch Orb Read the optional above on how to get the treasures.

-This section was discussed on the optional section above.

Continuation: After finishing the Optional section which is recommended and getting the treasures in Inside the Tower 1

Ok now let's continue on now that you got the treasures it's time to proceed with the story from the savepoint of"Inside the Tower 2" go to the Northeast of the Force Site and press [] of your PSP then X button to get a Silver Ring x1 Now heal and save.After saving continue north of the save point to encounter:

Recommended upgrade your Ragnafacts via the menu

•	•
Name: Yugool	Weakness: None
HP: 1200(estimated)	Nullifies: None
Exp: 326	
FP: 122	Recommended Level :Level 13-15
1	
Drops: Broken Idol x2, Stardust 100%	'
Attacks: Heat Hand [Normal Attack] Hits	one player
Flame Wall [Normal Attack] Hits	one player
Granite Grave [Normal Attack] Hit	s one player

|Name: 2 Evil Wisps (regular) |-----|Strategy: Kill the 2 Evil Wisp with Saintly Fire for Cecilia, Use Healing Baton| |when needed. Airbender for Raphael use it until it is unavailable. It's |Damage is 400+ so it's a good move then use Ogre killer.again and again .-----. Don't press the white stone in the altar infront of you go north of it to find two Silver Rings, then bactrack to the savepoint. Save and Heal.You may now examine the stone to open the gate south of it.Now go south to end the phase.... ----- Nerval ----- (jj05) :::: ::: Lake Soleil Attacks Drops : Enemies: Perro Diablos - Bite Sharp Fang/Blade - Howl Devil Dog Fur - Lightning Bomb - Revenge Bite - Snarl - Chow Time Worm Skin, Glowing Fin Sting Worm Sedna - Axe Beak Holo Meat , Sharp wing Evil Bird Feather, - Air Strike

- Shoot Dive Evil Bird Talon Fah - Dagger Lip Bat Wing , Silver Ring - Plasma Ball - Lightning Bolt - Plasma Ball Evil Wisp Broken Idol - Third Eye - Life Razor Foul Gel Bomb - Drain Touch Glowing Fin - Poison Touch - Mucus

Treasures: Mistletoe x3, Binoculars, Stitch Orb

After the cutscenes and dialogues, there are two Harvest Points in this area on below you (grassy area) and the other one is near the entrance of east fork near "Lake Soleil Gardner's house"Open your map.to learn the location of Lake Soleil Gardner's house. Now at your starting point head north to get a chest with Mistletoe x3. Contiue heading north and face the cracked wall and press [] to get Binoculars. Now backtrack to your starting point and Keep going south to get a chest with Stitch Orb on your first fork head to the east fork but before heading there at the curve of the fork(before turning) in the middle of the trees is a Harvesting Point. Now continue heading east to enter....

:::: ----- Lake Soleil Gardner's house ----- (jj06) :::

Rx means random.

Treasures: Oak lumbers Rx,Blizzare Recipe x1,Sharp fangs Rx Ash Lumber x2,Star Sands 2x,Green Lapis 2x, Malleus

Save. and Heal. and continue going north and enjoy the dialogues and cutscenes.After the that Luffina will join your party and the Gardener will accompany you your goal now is to go to the Nervel Altar. Save and heal.

Now let's get some extra items in this area. Follow my directions carefully. Go back to the house of the Gardener. Don't go yet to the stairs east of the stairs is a pile of wood it's actually a harvest point you may harvest oak lumbers here.Now west of the stairs is a table and some kegs. Press [] on your PSP. The table contains a Blizzare Recipe and the kegs contain some Sharp fangs Now south of this is a grassy land which is actally another harvest point. Harvest from it. Now head for the stairs and up and go to the west side of the house to find crates, again Press [] on your PSP to get Ash Lumber. Now backtrack to the door of the house and head east there are crates again there Press [] on your PSP to be warped to the east of you and to let a chest appear that contains Malleus.Equip it if you want.After getting the item on the chest, Press [] on your PSP and examine the kegs southwest of the treasure chest. It contains Green Lapis 2x.Head south.See that well? It's another Harvest Point.Harvest, then see that sacks beside the well?Press [] on your PSP to get Star Sands 2x from those sacks. Too many treasure here, right? After getting it head for the savepoint and save once more. Now backtrack to where you started then head west.

::::: ----- Nerval Altar ----- (jj07) :::

Treasures: Power orb , Lihit Grass , Discerning Specs

After the dialogues, Don't go to the stairs yet head west to get a chest with a Power Orb, there is a harvesting point here below the trees when you first turned south in getting the Power orb. Now head back to the stairs and again don't head north just yet. (Facing the stairs)go east and yet again to find another Harvesting point.Now backtrack to the stairs and head north don't enter the altar just yet.See the Circle design between the stairs and the entrance of the Altar?go in the middle of it and press[] to get a Lihit Grass Now look at your map there's a small yellow door. Beside the entrance of the altar. Press [] to able to have an option to give it force for about 10,000 FP...Yup a lot of FP! but it gives you a great accessory which is the Discerning Specs which gives you more chances of getting a rare item from any harvest point.Great huh?!! but it seems to have a lot of FP for only one accessory.Your choice man!! When you enter it head for the stairs then you'll see it west of you. Open your map for guidnce Now backtrack to it's mini entrance and enter the real BIG entrance.

Nervel Altar 1F

	Attacks		Drops :
Enemies:	Perro Diablos	- Bite	Sharp Fang/Blade
		- Howl	Devil Dog Fur
		- Lightning Bomb	
		- Revenge Bite	
		- Snarl	
	Sting Worm	- Chow Time	Worm Skin, Glowing Fin
	Sedna	- Axe Beak	Holo Meat , Sharp wing
		- Air Strike	Evil Bird Feather,
		- Shoot Dive	Evil Bird Talon
	Fah	- Dagger Lip	Bat Wing , Silver Ring
		- Plasma Ball	
		- Lightning Bolt	
	Evil Wisp	- Plasma Ball	Broken Idol
		- Third Eye	
		- Life Razor	
	Foul Gel Bomb	- Drain Touch	Glowing Fin
		- Poison Touch	
		- Mucus	
	Mimic	- Gravity Sphere	Wicked Eye
	Rafflesia	- Natural Gas	Devil Grass
		- Cannabalism	Devil Nectar
		- Poison Spore	
		- Ivy Whip	
		- Stone Granite	
		- Granite Grave	

Treasures: Sheng Long Chain, Electric orb, Regaledge, Evil Featherx2

Go north then west, then south, then west Now before you head north to the treasure chest look at your northwest side to see a corner on the wall with a crack on it. Press [] on your PSP, to activate a hole for 30 FP and enter it.Just head north then west to arrive at the outside of the temple that you once saw last time now accessible it contains Sheng Long Chain.Backtrack to the hole then head north then east to get a chest that contains Regaledge.Now backtrack to your first fork then head north then west to get a chest near the stairs that contains Electric orb.Now if you open your map you'll see to yellow path lines both of them are stairs goes down. The stairs right beside you right now are a dead end (for now) so it means we need to go to the other stairs that is northwest of this room once you arrived near the stairs don't go yet down the stairs south or west of the stairs (depending if you rotated your gameplay vision the L1,R1) (like the space where you found the Electric orb chest) Press [] to get Evil Feather x2. Now go down the stairs to arrive at:

Nervel Altar B1F Part 1

Attacks		Drops :
Enemies: Perro Diablos	- Bite	Sharp Fang/Blade
	- Howl	Devil Dog Fur
	- Lightning Bomb	
	- Revenge Bite	
	- Snarl	
Sting Worm	- Chow Time	Worm Skin, Glowing Fin
Sedna	- Axe Beak	Holo Meat , Sharp wing

	- Air Strike	Evil Bird Feather,
	- Shoot Dive	Evil Bird Talon
Fah	- Dagger Lip	Bat Wing , Silver Ring
	- Plasma Ball	
	- Lightning Bolt	
Evil Wisp	- Plasma Ball	Broken Idol
	- Third Eye	
	- Life Razor	
Foul Gel Bomb	- Drain Touch	Glowing Fin
	- Poison Touch	
	- Mucus	
Mimic	- Gravity Sphere	Wicked Eye
Rafflesia	- Natural Gas	Devil Grass
	- Cannabalism	Devil Nectar
	- Poison Spore	
	- Ivy Whip	
	- Stone Granite	
	- Granite Grave	

Treasures: Capy Dall x1

Now head north at first fork head west then north to get a chest that contains a Capy Dall x1.Now backtrack to the fork then head north then west to find a switch. Switch it Now backtrack to the first floor and go the stairs that I told you was a dead end.

Nervel Altar B1F Part 2

Attacks		Drops :	
Enemies: Perro Diablos	- Bite	Sharp Fang/Blade	
	- Howl	Devil Dog Fur	
	- Lightning Bomb		
	- Revenge Bite		
	- Snarl		
Sting Worm	- Chow Time	Worm Skin, Glowing Fin	
Sedna	- Axe Beak	Holo Meat , Sharp wing	
	- Air Strike	Evil Bird Feather,	
	- Shoot Dive	Evil Bird Talon	
Fah	- Dagger Lip	Bat Wing , Silver Ring	
	- Plasma Ball		
	- Lightning Bolt		
Evil Wisp	- Plasma Ball	Broken Idol	
	- Third Eye		
	- Life Razor		
Foul Gel Bomb	- Drain Touch	Glowing Fin	
	- Poison Touch		
	- Mucus		
Mimic	- Gravity Sphere	Wicked Eye	
Rafflesia	- Natural Gas	Devil Grass	
	- Cannabalism	Devil Nectar	
	- Poison Spore		
	- Ivy Whip		
	- Stone Granite		
	- Granite Grave		

Treasures: Wind Ring, Meteor Necklace, Hydracane,

Now go west. Before heading to the bridge head east of it to see a chest that contains a Hydracane.Now head to the bridge there's a chest glowing in darkness.You have 2 options.to Infuse it for 30 FP, or Open it.Both have different treasures to get if you chose the first option you'll get a Wind Ring,the second one you have to fight a monster named Mimic You'll get a Purity Bracelet.Your choice. Now head west then rotate your viewing slightly the head north to get a chest with Meteor Necklace Now open your map once more. to find yellow path line South east of the room to arrive in.....

Nervel Altar B2F

	Attacks		Drops :
Enemies:	Perro Diablos	- Bite	Sharp Fang/Blade
		- Howl	Devil Dog Fur
		- Lightning Bomb	
		- Revenge Bite	
		- Snarl	
	Sting Worm	- Chow Time	Worm Skin, Glowing Fin
	Sedna	- Axe Beak	Holo Meat , Sharp wing
		- Air Strike	Evil Bird Feather,
		- Shoot Dive	Evil Bird Talon
	Fah	- Dagger Lip	Bat Wing , Silver Ring
		- Plasma Ball	
		- Lightning Bolt	
	Evil Wisp	- Plasma Ball	Broken Idol
		- Third Eye	
		- Life Razor	
	Foul Gel Bomb	- Drain Touch	Glowing Fin
		- Poison Touch	
		- Mucus	
	Mimic	- Gravity Sphere	Wicked Eye
	Rafflesia	- Natural Gas	Devil Grass
		- Cannabalism	Devil Nectar
		- Poison Spore	
		- Ivy Whip	
		- Stone Granite	
		- Granite Grave	

Treasures: Swift Orb, Defense orb, Mantis Blade 2x

There's a Force Site. here ,directly north of you Purify it to encounter a new monster,Rafflesia an upgraded version of Nepenthes.Head south then east to find a chest with Swift Orb.Now go west then north at the first fork head west then north to get a chest with a Defense orb. Now backtrack to the fork then head north this time save at savepoint east of you.Below the savepoint,Press [] to get Mantis Blade 2x. Enter the door....

Recommended: Build your force gauge,You'll need it Remove all the equipments on luffina except for her ragnafact which in fact can't be removed

Nervel Altar - Monolith After the dialogues, you'll encounter..... .------|Name: (3) Shades |Weakness: Holy |Nullifies: Dark |HP: 400 each(estimated) |Exp: 390 |-----| |FP: 360 |Recommended Level: _____ |Level 17-20 !-----| |Drops: Lymphos Fluid 100% |Attacks: Poison Nails [Poison Attack] Hits one player range:20-65 | Blood Claw [Normal Attack] Hits one player range:60-100| 1 |Strategy: Don't use any Burst attack on them you'll need it when you |battle the next boss.SaintlyFire for Cecilia and Wish on Luffina | |then Bolt and for Raphael, Gemini Boost then Ogreblade and this 1 |guys will go down easily .-----. After the dialogues....Faust will appear..then... .------|Name: Faust |Weakness: None |HP: 1850 (estimated) |Nullifies: None | |-----| |Exp:1700 |FP: 350 |Recommended Level:| |Level 17-20 | |Drops: Royal Liquid x1 !----| Attacks: Life Shaver [Normal Attack] Hits one player Delete [Normal Attack] Hits one player Astral Liquid [Normal Attack] Hits one player | Vandalise [Normal Attack] Hits one player | |Note: Vandalise sometimes destroy accessories.Be careful| with that move | |-----| |Strategy: Use Airbender for Raphael and keep using it until it |isn't available| then keep using Ogreblade and SaintFire| |for Cecilia and Bolt for Luffina and Wish attack on | |Raphael to increase his stats, For better damage. .-----. After the Battle you'll be transported to Gardner's house. Now let's do some sidequests and things we may do now. Save at the save point and heal. 1230 :: ---- Optional: Sidequest Questing for Items ---- (jj08) :: Optional: Sidequest After the dialogues, proceed south to the world map and return to the Great Temple of Palfina I'll introduce to you The Trading Quest The Trading Quest is a quest where you trade things

for a better one. This is a quest to get a good
piece of Foot equipment called Float Sole
From now on I'll give you pointers about when you may
trade them. The first item in the stepping stone

of this quest is the Cleric Hat Order of trading Cleric Hat<->Short Pencil<->Ragged Cloth<->Torn Document<-> SectiteFragment<->Cleaning Set<->Fragrant Oil<->Silver Knife <->Spirit Beacon<->Hover Soles Locations? In this point in the game you may trade the first 3 items You may do so now.... 1. You get a Cleric Hat from a Cleric in the Dorm in Palfina temple. 2. Exchange Cleric Hat with a Short pencil from the Cheerful Girl in the west side infront of the Palfina temple. 3. Exchange Short pencil with a Ragged Cloth from the Busy Man in the plaza near the Force Site. 4. Exchange Ragged Cloth with a Torn Document from the drake in the Abyss B1F east area. 5. Exchange Torn Document with a Sectite Fragment from an elf in the Gultchfort B1F. 6. Exchange Sectite Fragment with Cleaning Set from a woman researcher in the Palfina temple 1F. 7. Exchange Cleaning Set with Fragrant Oil from Gardner in lake Soleil. 8. Exchange Fragrant Oil with Silver Knife from the wolf chef in Gultchfort B1F. 9. Exchange Silver Knife with Spirit Beacon from an elf in Gultchfort B1F. 10.Exchange Spirit Beacon with Hover Soles from a soldier in Falken fort. Don't worry about you forgetting it I'll quote it when you're able to trade. Palfina Temple - Central Area Treasures: Mantis Wingsx10, Orb of Wisdom, Tattered Dollx1 Once you return to the Temple of Palfina.Head left to cart near the force site .Talk to him.Then give him Fire Ring to get MantisWingsx10 Now head north past the force site to the statue in the middle of the stairs.Press [] on your PSP for a chest to appear that contains Orb of Wisdom. Now head to the west stairs and go up there will be 2 benches there.Press[] on your PSP to obtain Tattered Dollx1 Now go to the next area which is the... The Front of Temple of Palfina Quote 1 (Trading Quest): You may trade the Cleric Hat to the CheerfulGirl North west of the area

Treasures: Sunflowers 2x, Short Pencil, Mistletoes

Now head North West you'll encounter the Cheerful Girl keep heading North West then press[] on your PSP then open your map to see the hidden Force Harvesting Point to get Sunflowers 2x Now backtrack to your entry point.Now keep heading northeast to stumble upon an

Infatuated Youth and a Worried Cleric.Give the sunflower and he'll be ok.Now for the Worried Cleric you have to fight a monster in the Mideel Highway agree to.Before going to the Mideel Highway, press[] on your PSP then open your map to see the hidden Force Harvesting Point near the Worried Cleric to get Mistletoes.Now before you head to the highway.Go to the library and talk to librarian to initiate a sidequest.Why now you may ask? because the last book that she needs is located in the Mideel Highway.So our trip there again would only be once. Librarian Book's Sidequest - 3 Books needed Reward: Serontosphere Note: After getting each book, return to the librarian Locations? 1.Head outside the temple there will be a cleric there outside the main entrance. the name of this cleric is The "Quiet Cleric" 2. The location of the book is in the Temple from the library head up the stairs. See the pots north of the stairs. Below it is the book. To those of you who have an unclear eyesight. here is a diagram: 0 0 Book 3.0kay the last book is in the the Mideel Highway Now head to the Mideel Highway.... Mideel Highway Now once you arrive here ,open your map..See the Northern most part where there is a red dot. There's no monster there on our first visit here.So obviously that's where the monster is located, but before that we need the find the monster who has the book that the librarian wants us to get for her. Head west from the Force Site to see a Sedna not moving. Approach it to initiate a battle. After that you'll receive the Last Book.Now head back to the Force Site and head north all the way to encounter a Rafflesia, after the fight you'll be transported back to the Temple of Palfina. The Front of Temple of Palfina You'll receive a Long Robe from the Worried Cleric.Now head inside the temple..... Temple of Palfina Treasures: Red Lapis x1 Head north past the savepoint then head west then north then keep heading west past the other exit of the temple.Now north all the way to the end. then head east and Press[] on your PSP to reveal a hidden Force Harvesting Point to get

a Red Lapis x1.Backtrack to the savepoint and head north

Temple of Palfina - Main Floor

Treasures: Holy Water x1, Healing Herb x4, Defense Orb, Curative Orb

When you first enter here, You'll see and old lady sleeping in the first bench to the second bench.Press[] on your PSP then open your map to see the hidden Force Harvesting Point to get a Holy Waterx1 and move onward to the altar now Press [] on your PSP to reveal 2 chests and a hidden Force Harvesting Point in the altar that contains Healing Herb x4. The left chest contains a Defense Orb.The right chest contains Curative Orb.Head outside and head to the catacombs..

Temple of Palfina - Catacombs

Treasures: Strength Orb

Now head north to the statue press [] on your PSP to reveal a chest that contains a Strength Orb.Exit and head to the stairs to go below....

Temple of Palfina - B1F

Treasures: CrackedRings 2x, Blazing Recipe x1, Stardust x1

Head west then south then north.On the first fork,Head north then press [] on your PSP to reveal a hidden Force Harvesting Point to get Cracked Rings 2x.Backtrack to the fork and head west then head to the Library.On the Library Press [] on your PSP to reveal a hidden Force Harvesting Point on the second shelf to get as Blazing Recipe x1. NOw head to the Dorms or the Cleric Headquarters. Head north all the way then [] on your PSP to reveal a chest that contains a Stardust x1 Now exit the dorm and head to the B2f basement of the temple.Half way to the stairs that leads to it is another Worried Cleric.Speak to her and accept to fight the monster.Head down to....

Temple of Palfina - B2F

Treasures: Sanocane, White Fragment xR

Open your map then look for a red dot. That's the monster the cleric was talking about. Fight it .After defeating it, You'll get a Sanocane!Now backtrack to the B2F then head for the first monolith that was destroyed (your first boss battle location) Head for the monolith and examine it to get White Fragment. Now exit the temple and go back to the Central Area

Palfina Temple - Central Area

Quote 2(Trading Quest): Head to the force point below it is the Busy Man walking around talk to it to trade the Short Pencil for a Ragged Cloth.

Save and heal in this area and head to the Tower of

Judgement.

---- The Tower of Judgement ---- (jj09):: :: My levels for this area : Level 19 Recommended : Level 20-22 Now once you choose Tower of Judgement on the 2d Map.You have 2 Options Options: Black Precerpice Entrance or To the Chamber of Guidance Choose: Black Precerpice Entrance (first option) Outside the Tower Purify the force site here west of were you first encountered Levant Defeat the monster inside the Force Site to receive an Energy Mist.Save once more. and head north to return to the Chamber of Guidance. Chamber of Guidance

To be continued..... _____ _____ ::: ::: ::: ::: ::: :::: :::: :::::: ::::: ::: ::: ::::::::: :: :: :: ::::::::: ::: ::::: ::::::::: ::: ::: ::::: ::: ::: ::: ::: ::: :::: ::: ::::: :::

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Version Update: .01 30 May 2010 .02 04 June 2010 .03 06 June 2010

Rock on Gamers!

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