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392,750,306; [384,129,407](#) (NA)  
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## Stellar Stage of the Supreme (SR3)

**Disclaimer:** This guide will not go over what leads/teams that can tackle this dungeon. If you found this guide helpful, consider supporting me on [Ko-fi](#) so I can continue to improve and make more guides in the future!

I know this dungeon is not out in NA - yet. But, this guide will help players navigate and circumvent Stellar Stage of the Supreme. (ie. Shura Realm 3 (SR3)). With that being said, SR3 throws every single imaginable mechanic there is to offer all into one dungeon! I hope you've got at least an hour to spare because all completed runs have taken at least an hour to beat, if not more. Now let's get into the floor by floor breakdown of this dungeon!

Some general tips about this dungeon:

### Dungeon Mechanics

Every floor has a 15 turn limit when it comes to stalling. When 15 turns are up, every floor will prioritise the following moveset:

- *Randomly changes own attribute*
- *Executes the player with 10+ million dmg attack*

**Exceptions to this rule** (F9, and F13-F15)

- F9: SRevo Tsukuyomi the run on her 4th turn
- F13: 7th turn execute for Gorfeis and Gorkaos, 1st turn execute for SRevo Raphael
- F14: 10th turn execute
- F15: 66th turn after all Augites are defeated

**Delaying the execute ✓**

- Delays have an effect on this mechanic. A turn only counts when the enemies take action. Therefore, if you used Orochi to delay the enemies by 4 turns, those 4 turns of delay do not count towards the 15 turn limit mentioned earlier.

### Dungeon Mechanics Pt. 2

- This dungeon has an **all attribute** clause, making team building slightly more difficult
- All bosses have at least 2,147,483,647 HP before their resolve is gone
- All bosses F8 - F12 **WILL** execute players when their resolve is gone

- All forms of absorb/void is present in this dungeon with damage absorb being used the least only appearing on F6 and F15 (need 2 turns of damage absorb because of super resolve)
- If one enemy is left on F1-F6, their next move will always enrage, increasing their future attacks by 9x.
  - Amethyst Carbuncle on F1 and Flamie on F6 are the the only exception to this rule; both of them will enrage, speeding up their turn counters and then ends your run

## Recommended Utility

- *Guard break* is recommended when attempting to beat this dungeon as all floors feature very high defense, especially on F11 if Grandis spawns with 3.3 billion defense.
  - The damage limit break latent tamadra can easily overcome Grandis' 3.3 billion defense
- *Poison and Jammer surge latents* will truly help when it comes to beating this dungeon. This is most prominent when entering F10 because Amenominakanushi has a 1.3072 million preemptive if any poison or jammer orbs exists on your board
- Once again, a fast CD sub with TE buff is highly recommended for this dungeon as there are many floors that debuffs your TE by 50% or more
- Due to the lack of skill delays in this dungeon, the highest form of skill delay is 2 turns at most so 2 SDR on most of your subs will suffice
- A key advice is to have a full awoken bind clear before entering F10. (This will be explained furthermore on F10)
- There is only two floors that checks for full SBR that being F1 and F10 albeit the SBR check spawns 50% of the time with that being MA Baldin
- *100% blind resist* is recommended for F6 and further

\*I will **bold** any dangerous preemptives that should be kept in mind\*

**F1:**













Spawn	Type	HP	Defense	Preemptive	Resolve
		2.5 billion	15,000,000	15 turn skill bind	50% 
		2.5 billion	15,000,000	20 turn bind	50% 
		2.5 billion	15,000,000	5 turn tape top most board	50% 
		2.5 billion	15,000,000	2 turn skill delay	50% 
		6 billion	25,000,000	10 turn poison skyfall	50% 

First floor features small carbuncles. We're just on the first floor but the HP of these guys is at least 2.5 billion HP so prepare for a long runtime due to how obscenely tanky every spawn is in this dungeon.

Anyways, a quick breakdown here: each carbuncle attacks for exactly 75,500 damage whereas the purple one attacks for a whopping 728,000 damage. Fortunately, the purple carbuncle only attacks every 5 turns. **One thing to note on this floor is that if you kill every other carbuncle but the purple carbuncle, it will enrage and executes**, so prioritize killing the purple carbuncle. For this floor, you're looking around to tank 302,000 total damage every turn. Of course this is not including the purple carbuncle's attack as not many players will be able to tank a total of 1,030,000 damage in one turn.

In addition to the yellow carbuncle's attack, it will attempt to spawn 3 of each jammer, poison, and mortal poison orbs. If you wish to avoid dealing with these hazards, make sure your team has 100% resistance against these hazards.

**F2:**










Spawn	Type	HP	Defense	Preemptive	Resolve
	 	4 billion	50,000,000	100% gravity	50% 
	 	4 billion	75,000,000	<b>Reduce RCV by 75% for 5 turns</b>	50% 
	 	4 billion	50,000,000	<b>Reduce TE by 75% for 5 turns</b>	50% 

Here on the second floor are the animated golems. The big thing to note here is that this floor heavily debuffs your team with RCV and TE debuffs so be prepared.

The ice golem also hits for a massive 295,000 damage but only every 2 turns while the other golems attack for 102,000 damage and randomly change their own attribute. You're looking around to tank anywhere between 204,000 damage - 499,000 damage.

There's really not much to say about this floor other than you can delay here too if you want to stall more. Just remember to have an active that overrides the RCV and TE debuff before entering this floor.

**F3:**


Spawn	Type	HP	Defense	Preemptive	Resolve
		4 billion	50,000,000	Sticky blind skyfall for 5 turns	50% 
		500,000,000	500,000,000	Randomly absorbs 1 attribute for 10 turns	1% 
		4 billion	50,000,000	90,480 damage and <b>cannot match heart orbs for 5 turns</b>	50% 

On the third floor, we have the animated dryad along with the light and dark golems. This floor will make or break most runs because the dryad will randomly absorb a random attribute for 10 turns. This preemptive will either make or break your run should the dryad absorb an attribute your team mainly consists of. This will force many players to burn their active that covers both damage absorb and attribute absorb void. If this does end up happening, it will be very difficult to stall for its active again for F6 so proceed with caution. It is also possible to stall out the absorb.

The dark golem will make hearts unmatchable for 5 turns so it's imperative that you have an unmatchable clear active to stall on this floor. Both the golems and dryad hit for 113,100 and 158,000 respectively for a grand total of 429,100 damage for 1 turn.










On top of dryad's attack, she will also spawn 3 bomb orbs. Not much else to say on this floor other than the dryad has 500 million defense so guard break will certainly help in dealing with her big defense.

**F4:**

Spawn	Type	HP	Defense	Preemptive	Resolve
		4 billion	15,000,000	<b>Awoken bind for 5 turns</b>	50% 
		4 billion	15,000,000	Spawns 8 bomb orbs (10 if 7x6)	50% 
		4 billion	15,000,000	7x6 for 2 turns  3 turn tape left most column if 7x6 board exists	50% 
		4 billion	15,000,000	Spawns 10 spinners for 5 turns ( <b>fixed location</b> ; centre of board)	50% 
		4 billion	15,000,000	<b>246,900 damage</b>	50% 







**Either the light or dark mystic knight will spawn.** Fourth floor is a nasty one due to its many preemptives. To begin with, you will need to be able to tank 246,900 damage as a precautionary and have an active to clear awoken bind. This is also the first floor to check if players are running 7x6 or not. If players are, the wood mystic knight will tape the left most column for 3 turns. Lastly, all mystic knights hit for 82,300 damage, for a grand total of 329,200 damage so be prepared for it. They each generate a single orb of their corresponding color. You can technically stall out the awoken bind if you wish to save it for a future floor but only certain leads can pull this off with the most notable being Mikage. This floor can be stalled if you need to stall but keep in mind the 15 turn limit if you are attempting it.

**F5:**

Spawn	Type	HP	Defense	Preemptive	Resolve
		5 billion	25,000,000	Reduce attack by 75% for 10 turns	50% 
		500,000,000	25,000,000	2x1 cloud for 3 turns	1% 
		5 billion	25,000,000	Jammer skyfall for 5 turns	50% 

Fifth floor is a rather tame one. Players will not need to worry about any hard-hitting preemptive. However, they will need an active to override the red carbuncle's attack debuff. This floor also spawns the first cloud and jammer skyfall, with a few more to come later in the dungeon. That's all there is to say about this floor. Again, this floor is stallable, with the red, blue, and green carbuncle each attacking for 107,000, 187,000, and 175,000 respectively. In total, they will need to be able to tank 469,000 every turn.

**F6:**









Spawn	Type	HP	Defense	Preemptive	Resolve
		6 billion	50,000,000	<b>Sticky blinds whole board for 10 turns</b>	50% 
		5 billion	25,000,000	2 turn skill delay	50% 
		5 billion	25,000,000	<b>Absorbs 300,000,000 or more for 99 turns</b>	50% 
		10,000,000	2 billion	Cannot match wood orbs for 6 turns	50% 

There are no dangerous preemptives on this floor but players should still be wary of it. This floor requires a full blind resist to avoid dealing with a 10 turn sticky blind board. Moreover, the Bubbly on this floor has 2 billion defense to overcome. Thankfully, this dungeon requires all attributes before entering. Hopefully players have a guard break or a card with the upper release limit tamadra somewhere on their team to easily kill the Bubbly.

Secondly, F6 features the ONLY damage absorb spawn in the dungeon. Make sure an active is ready by the time you enter this floor. Furthermore, because of the purple carbuncle's super resolve, a 2 turn damage absorb void will be required.

Players are looking to tank approximately 301,900 damage every turn and 1,016,500 damage every 4 turns. The Flamie attacks for 714,600 every 4 turns so prioritize killing the Flamie. **Finally, the Flamie will enrage and end the player's run should they kill everyone else but it.**

**F7:**

Spawn	Type	HP	Defense	Preemptive	Resolve
		10,000,000	50,000,000	Lead swap for 3 turns	50% 
		10,000,000	50,000,000	Lead swap for 3 turns	50% 
		10,000,000	50,000,000	Lead swap for 3 turns	50% 

Now that the “trash” floors, the real threats of SR3 start here. To start players off, everyone will need to deal 1 of the 3 gatchadras. All three of them have very similar movesets.

**Below 50% hp:**











- 999 turn status shield
- 99% damage reduction
- Pre-emptive attack depending on the spawn
  - 586,305 damage if wood gatcha
  - 625,392 damage if light gatcha
  - 649,386 damage if rainbow gatcha

**Leaderswap Check** (only if you are attempting a leadswap attempt):

- Wood gatcha:
  - Absorbs 100,000,000 or higher for 10 turns // 909,000 damage (454,500 if no jammer or poison orbs) // turns jammer and poison orbs to wood orbs
- Light gatcha:
  - Changes full board to light // locks board (484,800 damage if cannot lock board)
- Rainbow gatcha:
  - Voids 100,000,000 or more // rainbow board and hazards board change // 755,100 damage

The best way to deal with this floor is delaying the gatchadra and then killing since they don't put up a status shield when above 50% HP.

**F8:**

Spawn	Type	HP	Defense	Preemptive	Resolve
	  	15 billion	25,000,000	Voids 800,000,000 damage or higher for 999 turns + randomly spawns 1x2 cloud for 5 turns + <b>262,080 damage and lock skyfalls for 99 turns</b>	14% 
	  	15 billion	25,000,000	Voids 800,000,000 damage or higher for 999 turns + 335,500 damage and no skyfall for 10 turns + <b>0% RCV for 3 turns</b>	14% 

F8 features either SRevo Minerva or Srevo Parvati. Let us start with the former first.

**Minerva Spawn**

Minerva is the easier one to handle. She spams 2 movesets while above 14% HP: she will either spawn 7 bomb orbs and deal 327,600 damage; or sticky blind 15 random orbs and deal 327,600.









**Parvati Spawn**

Parvati is the harder boss to kill on this floor. Some form of RCV enhance active is mandatory here since she preemptive lowers the player's RCV to 0 for 3 turns.

**Furthermore, when Parvati is below 50% HP for the first time, she will attack for 503,250 damage and convert your board to full heart orbs and reduce your RCV to 0% for 1 turn.** Other than that, players need to be able to tank at least 523,250 damage every turn. She only has one moveset: 167,750 damage and converts the 3rd and 4th column to heart, jammer, and poison orbs and deals another 167,750 damage and converts hazards

into wood orbs. Be wary because if there are no existing hazards, she will attack for 335,500 damage instead.

**F9:**

Spawn	Type	HP	Defense	Preemptive	Resolve
	 	10 billion	25,000,000	Absorbs 9c or lower + 4 turn sticky blind skyfall  <b>NOTE: Yomi kills on her 4th turn!!! Or when the sticky blind skyfall expires</b>	20% 
	 	10 billion	50,000,000	999 turn status shield + <b>150% gravity</b> + randomly spawns 3 water orbs	20% 

F9 spawns either SRevo Tsukuyomi or Andromeda spawns. This floor is particularly dangerous because it is **VERY** easy to accidentally kill this floor so proceed with caution.

**Tsukuyomi Spawn**

Yomi is the more dangerous spawn here because she only gives players only 4 turns to kill her. This means players will need to deal at least 2.5 billion damage every turn in order to kill her within the allotted time. This can prove difficult due to her 9c shield and if players are playing with a 6x5 board. She will attack with 334,600 damage every turn, convert the left-most column to dark orbs, and randomly sticky blinds 10 orbs for 1 turn. On her 4th turn and onward, she will deal 1.673 million damage.

**Andromeda Spawn**

Andromeda, on the other hand, is a somewhat easier floor to deal with. However, mechanic wise, she is much more difficult as she has more skills than her counterpart. While she is above 50% HP, she will deal 313,700 damage and lock the entire board or deal 298,015 damage and randomly spawns 1 fire, water, wood, light, dark, heart, jammer, and poison orb. For many leads that rely on orb change to deal full damage like Mikage and especially Seina, they will need some form of unlock active in order to generate their required orbs to survive Andromeda's onslaught. Finally, she will attack for 250,960 damage,

converting the player's **board into poison, jammer, and heart board**, then randomly spawning 3 water orbs when she is below 50% HP for the first time.

**F10:**

Spawn	Type	HP	Defense	Preemptive	Resolve
	 	10 billion	100,000,000	999 turn status shield + <b>1.3072 million damage and converts hazards to water orbs</b> + water skyfall for 1 turn  326,800 damage if no hazard orbs exists	20% 
	 	15 billion	1 billion	999 turn status shield + 7x6 for 10 turns + <b>10 turn awoken bind</b>  335,100 damage if 7x6 exists already	14% 

F10 and onwards features Mega Awoken (MA) 6\* GFE bosses, with this floor starring MA Amenominakanushi and MA Baldin. As stated earlier at the start of the guide, **please have at least a 10+ turn awoken bind clear before entering this floor.**

**Amenominakanushi Spawn**






The former, Amenominakanushi, is the easier boss to deal with on this floor because she has a fixed moveset. They will always deal 326,800 damage, lock a random attribute and give players increased skyfalls of a random attribute. Players can find some respite with Amenominakanushi as they will always deal 326,800 damage every turn and not have to deal with any annoying mechanics other than the occasional locked orbs. However, please be mindful of the 15 turn limit when attempting to stall here.

## Baldin Spawn

Baldin is much more annoying and also dangerous for many reasons. He has an astounding 15 billion HP but also boasts 1 billion defense. Players are given a 7x6 board for 10 turns via his preemptive to overcome this fortress. It is imperative that players have a full awoken bind active ready for this floor for Baldin has a skill that does 167,550 damage and randomly binds subs/leads followed by another 167,550 damage and sticky blinds 10 random orbs. He will also attempt to convert one random orb to mortal poison orb, dealing 335,100 damage and converting the 3rd and 4th row to bombs.

Finally, one important note about Baldin is that the first time he is below 50% HP, he will attempt to **skill bind the player's team for 10 turns** and proceeds to deal 120% HP damage based on your team's HP.

**F11:**

Spawn	Type	HP	Defense	Preemptive	Resolve
		14 billion	60,000,000	999 turn status shield + fixed HP at 100,000 + <b>reduce TE by 50% for 10 turns</b>	15% 
		16 billion	35,000,000	999 turn status shield + <b>401,400 damage</b> + light board change + 4 spinners for 15 turns  6 spinners if 7x6 exists	13% 
		12,000,000	3.3 billion	1 turn status shield	50% 

F11 is one of the more annoying floors in SR3 for many reasons. MA Gremory spams stat debuffs at the player while MA Ilm spawns spinners in awkward locations of the board. To top it all off, Grandis wields the highest defense in the game at 3.3 billion defense.

**Gremory Spawn**

Arguably the most annoying boss on this floor due to how often she spams debuffs at the player. She only has 2 movesets but they're both extremely aggravating:

- Team's HP is fixed to 50% for 1 turn and deals 169,500 damage, debuffing the team's attack by 50% for 4 turns. Deals an additional 339,000 damage instead if an attack debuff exists
- Team's HP is fixed at 100,000 for 1 turn and deals 169,500 damage, debuffing their RCV by 50% for 4 turns. Deals an additional 339,000 damage instead if an RCV debuff exists

Players will need to be able to tank at least 508,500 damage every turn. This is because many teams will not be able to constantly overwrite Gremory's slew of RCV and ATK

debuffs; if she cannot, she hits for 339,000 damage. \*It is best advised to kill Gremory as fast as possible before her debuffs start to overwhelm players.\*

## **IIm Spawn**











Not as irritating as Gremory but are still annoying in their own ways. As stated earlier, IIm will spawn spinners that last for 15 turns. Please refer to this [image](#) for the spinners' location. Just like Parvati earlier, IIm punishes players if there are no existing hazard orbs on the board. They will attack for 167,250 damage and convert 1 random orb to jammer/poison orb and followed by another 167,250 damage, locking said hazard orb. Players will need to be able to tank at least 501,750 damage from IIm should there be no hazard orbs on their board.

## **Grandis Spawn**

Either be the easiest boss to deal with or near impossible. As mentioned above, Grandis holds the highest defense in the game: 3.3 billion. This can easily be overcome by bringing guard break awakening. Once Grandis' super resolve is removed, he will then spawn 2 spinners and do nothing else. One more set of rainbow will easily sweep this floor. Please be mindful to meet your shield condition before proceeding on.

For those players who did not bring guard break awakening, there are a few alternatives. They can either find a way to tank Grandis' 812,500 damage and then use a defense void active. A 2 turn defense void is required though because of Grandis' super resolve. The last method to break through Grandis' 3.3 billion defense is the old fashion way and that is by sheer force. However, this can only be achieved if there is a sub with the latent that allows them to hit 2x the damage cap.

**F12:**

Spawn	Type	HP	Defense	Preemptive	Resolve
		15 billion	75,000,000	999 turn status shield + reduce damage by 50% for 2 turns + reduce attack by 75% for 10 turns	14% 
		20 billion	25,000,000	999 turn status shield + absorbs 7c or lower + <b>cannot match heart orbs for 8 turns</b>	10% 
		30 billion	40,000,000	999 turn status shield + 258,640 damage and <b>full fire board change + jammer and poison skyfall for 10 turns</b>	7 % 
	 	22 billion	50,000,000	999 turn status shield + sticky blind skyfall for 5 turns + <b>303,120 damage and awoken bind for 1 turn</b>	9% 

F12 features MA Fenrir, MA Metatron, Albrecht, and strangely enough, Senri.











**Fenrir** is possibly the tankiest of the 4 or easiest to kill. For the first 2 turns, Fenrir will have a shield that reduces incoming damage by 50%. On his 2nd turn, when his shield expires, he will do one of the following skill sets, depending on his HP: if Fenrir's HP is above 76%, he will absorb 9c or lower and reduce RCV by 75% for 10 turns; if Fenrir's HP is 75% or lower, he will increase his upcoming attacks by 1.5x and void 1 billion damage. Every other turn however, he will only do 341,000 damage or 511,500 damage when enraged. The best way to deal with Fenrir is to have a RCV enhance active ready when 2 turns pass. After that, slowly chip him down before going in for the kill.

**Metatron** is the second possible spawn and an unmatchable clear active is required for her as she blocks heart orbs from matching 8 turns. Players need to be able to tank at least 344,300 damage while Metatron is above 50% HP and at least 516,450 damage when she is below 50% HP. Other than that, she is relatively simple to handle. Every other turn, she will either randomly sticky blind 10 orbs and deal 327,085 (490,628 damage after enrage) damage or lock the player's board and deal 344,300 (516,450 damage after enrage) damage.

**Senri** is the third of the 4 possible spawns and features a rather simple moveset. She only has 2 movesets: deal 484,950 damage and convert all hazard orbs to fire orbs or strictly only 323,300 damage. Once 10 turns have elapsed, she will increase her upcoming attacks 1.5x and provide another 10 turn jammer and poison skyfall. **THIS** is a free turn but players will need to be able to tank 727,425 damage and 484,950 damage respectively. Before entering this floor, make sure you have a board active ready to overcome Senri's fire board preemptive.

Last but not least is **Albrecht**. He only has 2 moveset: 303,120 damage and awoken bind for 1 turn or 336,800 and spawns 4 bomb orbs. One thing to note here is that Albrecht will not awoken bind twice in a row unless you cleared the first awoken bind. When he is below 50% HP for the first time, he will randomly spawn 4 spinners for 10 turns and deal 336,800 damage and block skyfalls for 10 turns.

**F13:**

Spawn	Type	HP	Defense	Preemptive	Resolve
	  	12 billion	0	999 turn status shield	n/a
		5 billion	1 billion	<b>Absorbs wood and light attribute for 7 turns + reduce RCV by 75% + 2 turn status shield</b>	40% 
		5 billion	1 billion	<b>Absorbs water and dark attribute for 7 turns + reduce RCV by 75% + 2 turn status shield</b>	40% 

F13 features SRevo Raphael, Gorfeis, and Gorkaos.

**Raphael** is by far the simplest spawn in this dungeon but can also be the run-ending spawn. Raphael's only move set is that he awoken binds the player for 1 turn and attacks for 1,917,000 damage. He spams this move every other turn. This means that players will only have 1 turn to kill Raphael before they end their run. 1 turn to dish out 12 billion total damage across the entire time. Failure to do so will quickly result in a game over screen. Even Mikage's 93.75% shield is not able to tank such damage. It is, however, possible to tank it with a damage void active or if players are running a Mikage team, 75% damage reduction active.

Realistically speaking, it is possible to kill Raphael in 1 turn but every main attribute needs to hit at least 2 billion damage. When this dungeon does drop in NA, it would be wise to invest 1 sub and grind them to level 120 to use the new and recently released upper release latent to allow that 1 sub to hit twice the damage cap. Alternatively, one other way is to have some sort of burst ready at hand to kill Raphael.

Lastly, since both Gorfeis and Gorkaos are basically carbon copies of their Sins event counterparts, I'll quickly go over what they do in order:

**- Gorfeis:**







- **Turn 1:** 391,800 damage and absorbs 7c or less
- **Turn 2:** 372,210 damage and reduce TE by 75%
- **Turn 3:** 430,980 damage and spawns 4 spinners centred on 2nd row and 2nd column; 2nd row and 5th column; 4th row and 2nd column; and 4th row and 5th column
- **Turn 4:** 352,620 damage and awoken bind for 1 turn
- **Turn 5:** 411,390 damage and skill delays by 1-2 turns
- **Turn 6:** 150% HP gravity
- **Turn 7 and onward:** 19,198,200 damage

**- Gorkaos:**

- **Turn 1:** 372,685 damage and reduce TE by 75%
- **Turn 2:** 392,300 damage and absorbs 7c or less
- **Turn 3:** 353,700 damage and awoken bind for 1 turn
- **Turn 4:** 431,,530 damage and 4 spinners centred on 2nd row and 2nd column; 2nd row and 5th column; 4th row and 2nd column; and 4th row and 5th column
- **Turn 5:** 150% HP gravity
- **Turn 6:** 411,915 damage and skill delay by 1-2 turns
- **Turn 7 and onward:** 19,222,700 damage

Both skulls have an impressive 1 billion defense so a guard break awakening will greatly improve your chance of killing the skulls. Lastly, they do NOT execute when their resolve is gone.

**F14:**

Spawn	Type	HP	Defense	Preemptive	Resolve
		25 billion	0	999 turn status shield + <b>voids 1.2 billion</b> damage or more for 999 turns + absorbs 8c and less	8% 
		30 billion	0	999 turn status shield + <b>voids 1.2 billion</b> damage or more + no skyfall for 99 turns	7% 

F14 features Mystics and Spectres secret bosses, also known as Ryuunsai and Kyozensai. Both dragons have somewhat similar movesets but let's start with Ryuunsai first.

The **blue Yin dragon** is the less tanky of the two and is relatively easier to deal with since he is ever so slightly less difficult than Kyozensai. Anyways, Ryuunsai will do 3 of the following movesets:

- 196,750 damage and converts all fire damage to poison orbs and 196,750 damage to spawns 3 random spinners for 1 turn. 393,500 damage if there are no fire orbs present on the board
- 100% gravity and 196,750 damage along with 50% RCV for 1 turn
- 236,100 damage followed by another 177,075 and TE reduced by 50% for 1 turn

After falling below 50% HP for the first time, Ryuunsai will reduce your team's attack by 75% and fire orbs cannot be matched for 10 turns. Make sure you have an unmatchable active ready before bringing him below 50% HP, especially for Seina and Ryumei players.

Finally, **Kyozensai** is the last obstacle before Hexazeon. The Yang dragon hits slightly less than his blue yin counterpart, otherwise there is basically no difference between the two dragons. Kyozensai will use 3 of the following movesets:

- 193,850 damage and converts all water orbs to jammer orbs followed by spawning 3 spinners along with 193,850 damage. 387,700 damage if there are no water orbs present on the board

- 100% gravity and 193,850 damage along with 50% RCV for 1 turn
- 232,620 damage and then reduces TE by 50% for 1 turn along with 174,465 damage

Just like Ryuunsai, when Kyozensai is below 50% HP for the first time, he will debuff the player's damage output by 75% and block water orbs from matching.

Both dragons have a 10 turn limit before they end your run. You need to do at least 2.5 billion damage for Ryuunsai and 3 billion damage for Kyozensai every turn in order to effectively chip them out. **Fortunately, both Yin and Yang will not execute the player should their resolve be removed preemptively.**

**F15:**

Spawn	Type	HP	Defense	Preemptive
		10 billion	200,000,000	<p>Voids 1 billion damage or more for 2 turns</p> <p>Absorbs 1 billion damage or more for 2 turns</p> <p>Randomly absorbs 1 attribute for 2 turns</p> <p>Picks one of the 3</p>
		5 billion	10,000,000	382,000 damage
		2.5 billion	1 billion	Immune to all damage
		100 billion	0	Immune to all damage
		100 billion	0	Immune to all damage

Welcome to the last floor of SR3!!! Featured here is the insanely tanky SRevo Hexazeon and just like its OG counterpart, his SRevo counterpart brings back the augites mechanic. Before I go more in-depth about what Hexazeon does, let's go over what the augites do first:

- Yellow Augite
  - Repeats the following skills in order:
    - 382,000 damage
    - 382,000 damage
    - 382,000 damage
    - 382,000 damage
    - 382,000 damage and awoken bind for 1 turn
- Green Augite
  - Chooses one of the 3 skill sets every 2 turns:
    - Voids 1 billion damage for 2 turns then 237,000 damage and delays skills by 2 turns
    - Absorbs 1 billion damage or more for 2 turns then 237,000 damage and delays skills by 2 turns
    - Randomly absorbs 1 attribute for 2 turns then 237,000 damage and delays skills by 2 turns
- Purple Augite
  - Skills are dependent on how many enemies, including itself, are left:
    - If there are 4 enemies remaining, it does nothing
    - If there are 2 or 3 enemies remaining:
      - Resurrects fallen augite. **Purple Augite will resurrect 3 times in total**
      - Once all 3 resurrections are used, Purple Augite is no longer immune to damage
    - If there are 3 enemies remaining **AND** it used 2/3 revives:
      - 596,800 damage **IF** it revived 2 times
      - 358,080 damage **IF** it revived 3 times
    - If there are 2 enemies remaining:
      - 298,400 damage and locks 15 orbs
      - 358,080 damage
  - **Purple Augite will end your run on its 10th turn!**

Now that we've went over what all the augites do, let's go over what SRevo Hexazeon does! Both versions of SRevo Hexazeon feature almost identical movesets with the only difference being their first skill when they are below 50% HP.

SRevo Hexazeon:

- **When there are 3 or more enemies on the field, uses one of the following skills:**
  - Reduce team's attack by 50% for 1 turn
  - Reduce RCV by 50% for 1 turn
  - Reduce TE by 50% for 1 turn
- **When there are 2 enemies remaining on the field, uses one of the following skills:**
  - 999 turn status shield
    - **Prioritizes this skill**
  - 162,440 damage and reduce attack by 50% for 1 turn
  - 142,135 damage and reduce RCV by 50% for 1 turn
  - 154,318 damage and reduce TE by 50%
- When all augites are defeated, uses the following skill set:
  - Can now receive damage
  - Locks all orbs
- **Starting when all augites are defeated, Hexazeon will use the following skill every 6th interval:**
  - 6th turn - 60th turn
    - 406,100 damage; 426,405 damage; 446,710 damage; 487,320 damage; 507,625 damage; 527,930 damage; 548,235 damage; 568,540 damage; 588,845 damage; 609,150 damage respectively
    - **THIS SKILL TAKES PRIORITY OVER HEXAZEON'S < 50% SKILL SET!!!**
      - As seen in this [video](#), Suu was expecting Hexazeon's < 50% barrage but that did not happen.
  - On its 66th turn and every 6th turn from then on:
    - 6,091,500 damage
- **When HP is above 50% and all augites are defeated, chooses one of the following:**
  - 446,710 damage and spawns 2 spinners for 1 turn
  - 385,795 damage and reduce RCV by 50%
  - 406,100 damage and reduce TE by 50% for 1 turn
  - 426,405 damage and locks 15 orbs
  - 487,320 damage
- **When HP is below 50%:**

- Randomly changes own attribute to fire, water, or wood + one of the following skill:
  - 446,710 damage and spawns 2 spinners for 1 turn
  - 385,795 damage and reduce RCV by 50%
  - 406,100 damage and reduce TE by 50% for 1 turn
  - 426,405 damage and locks 15 orbs
  - 487,320 damage
- **When HP is 2% or lower, Hexazeon performs the following skill sets:**
  - Erases all buffs. 406,100 damage if no buffs exist
  - Randomly converts own attribute to fire, water, or wood
  - 14,619,600 damage

Because Hexazeon has such an insane amount of HP, feel free to hit as hard as you can every other turn. However, be very careful when his HP is nearing his kill zone, or 2%, he will instantly end your run then and there without any warning whatsoever.

Finally, when Hexazeon is below 50% HP for the first time, he will use the following skill set. Although, this skill is different depending on which Hexazeon spawn:

- **For the first time SRevo Hexazeon is below 50% HP, he will use the following skill set in numerical order:**
  - Light SRevo Hexazeon:
    - i. Cannot match dark orbs for 15 turns
    - ii. 1,023,372 damage
  - Dark SRevo Hexazeon:
    - i. Awoken bind for 1 turn
    - ii. 15 turn sticky blind skyfall
    - iii. 360% gravity
    - iv. 203,050 damage
  - Hexazeon PRIORITIZES his every 6th interval skills over this. The countdown starts the moment all augites are defeated!!! Keep tabs on how many turns it has been so you can time your shield!! Refer [here](#).

Before attempting to bring Hexazeon below 50%, make sure you have the appropriate actives to counter his skills. So for example, if Light SRevo Hexazeon spawned, make sure you have a full unmatchable clear to remove his 15 turn of unmatchable dark orbs and vice versa. I also highly recommend to bring a 75% shield to tank Light SRevo Hexazeon barrage. Even with Mikage's 93.75% damage reduction, Mikage teams will need at least 64k HP to tank Hexazeon's bombardment without a shield. Dark SRevo Hexazeon is much more forgiving on his end but a shield is still recommended to tank his combine attack of 203,050+ damage.

## **Conclusion**

That's all there is to it about the boss of SR3! As of right now, this is the only dungeon to obtain SRevo Hexazeon and its weapon. To make matters worse, not only does Hexazeon drop its own gem but just like its predecessor, he has a chance to drop the augites as well. If the latter does end up happening, don't worry, just like Gille's pillars in (A)SR2, Hexazeon's augites skills up their respective attribute by 2 turns! Good luck to all the players attempting to beat SR3! And especially those who are gunning for the Stellar title!