

# Just mix every route together

## Exp Reference

It'll behoove you to write this in a separate place for reference:

Choronzon: 18;1100 - 19;2400

Uzume: 27;4725 - 27;2305

Getting Minakata's EXP just right is nice, but it's better to just go and have it be bad than to worry about getting it right.

Minakata: 22;4000 (before Sisters)

(change: Minakata: 23;3650 (before specter 2) / 25;4500 (after specter 2) )

## Intro

The only non-default conversation option you need is keeping High Pixie in Yoyogi Park. There are a few others that save a few text boxes (Berith, Mithra, Hijiri in Nihilo).

Go Ma starting Lv 7 until 7 (hit it at 11), go Ag once on level 15, go St until 15 starting level 26 (hit it at 37), then again until 24 starting level 47 (hit it at 55). Your default stat is Vi until 32. After that dump the rest of your stats in Ag. Note: These are base stats ignoring Magatama bonuses. Never Register All with Uzume in your party. She needs to stay registered as you made her.

Incences:

Sti, Lu on MC

Ma is reserved for White Rider, though an extra Ma early on can go on MC. Keeping 1 Ma late for the Magic door can be nice to reduce fusion rerolling.

Ag for Kurama if he doesn't get the 3 he needs, or to fix turn order.

Pick up both strange drinks in station and hospital.

Good movement matters at the start of the game for good Kagutsuchi to recruit Willy easier.

## Shinjuku Medical Center

3x Preta fight: Attack, Zio, Attack. x2

Note: Recruiting Preta now saves a bit of money later on to pull from the compendium instead of Choronzon. It's not worth spending the time to recruit it, but take it and part with it for free money later if it happens to beg for mercy.

Recruit **Kodama**. Get all items in cubes.

After you unlock shortcut, save. If your movement is good, you should be about increasing 5%.

Recruit **Will-o-wisp** while you're level 4.

Two recruitment options: Talk on full kagutsuchi or Attack with MC and Analyze until it begs for mercy while it has 1-2 HP. At level 5 MC attacks can do 10 damage (lethal) to Willy.

Reload if Kagutsuchi goes past full.

Save after recruitment. Pick up other items.

Recruit **Shikigami (Lv 4) and Hua Po (Lv 5)**. Need Shikigami for Forneus.

Use Mabufu Rock on 3x Hua Po encounter.

Talk to guy before you fight Forneus for free \$.

## Forneus (500HP)

Marogareh

Kodama, Shikigami, MC, Pixie

He's weak to Zio. After he uses Icy Death, summon Willy over Kodama then go for the kill.

You will learn **Life Bonus** if you haven't. Never get rid of it.

Grind in front of heal area with Riberama active. Use Shikigami, Hua Po, Pixie. Grind until Pixie is High Pixie and learn Ice Breath. Start putting stats in Ma until 7. Switch over to Marogareh after learning ice breath.

Head to Yoyogi Park. Keep High Pixie. Recruit Pixie while getting cubes.

## Shibuya

Sell Soma, buy Shiranui.

Fuse Kodama x Pixie -> Apsaras (passing Zio and Dia).

Until Post-Troll, you need to recruit: **Pixie, Kodama and Datsue-Ba**. Pester Datsue-Ba after you've recruited one.

Run around healing area until decreasing 2/8. Pick up Agate in SW room on Full if you can.

Do the next part in this order: Talk to Chiaki, fight Nekomata, pick up 1000 Macca, Amethyst on Full, fight Nekomata & pick up Dis-Charms.

If you recruit Pixie, fuse with Shikigami for Lilim (passing Sukunda and Zio).

Warp to Amala Network on New Kagutsuchi or immediately if you want to force yourself to recruit Shikigami later instead of getting the bead chain.

## Amala Network

Pester Erthrays and Aeros. Note Megido Rocks you get.

1st fork is LR. 2nd is LLL, Straight (warp back). 3rd is: LRS, SLLLSL (Bead Chain) SRLR or RR.

Don't pick up back cube in bead chain room.

I recommend not going for the bead chain since the encounters there are awful.

Specter 1 (1st form 148HP each, 2nd 260HP).

Shiranui

MC, Hua Po, High Pixie, Shikigami / Lilim. Turn order can vary based on party and order.

In every case, Hua Po needs to live.

0x Megido Rock: (likely case)

1x Sukunda if Shikigami, 2x Sukunda if Lilim, heal with healing items. Take one Specter out before 2nd form. Throw what debuffs you have left on 2nd form before attacking and hoping you don't die.

You'll have to improvise if Hua Po gets a point in agility. Keep at least 1 Mazio Rock.

Short version if you have a megido rock: 4x Rakunda then 1x Megido Rock + 1x Ma-Rock.

With Shikigami

1x Megido rock, 1x Ma-Rock: (High Pixie 2nd)

Pass, Rakunda, Pass, Sukunda (x2)

Pass, Rakunda, Pass, Sukunda, Medicine, Rakunda

Ma-Rock, Pass, Attack, Pass, Megido Rock, Attack.

1x Megido rock, 3x Ma-Rock: (High Pixie 3rd)

Ma-Rock, Pass, Rakunda, Pass, Ma-Rock, Pass, Rakunda

Ma-Rock, Pass, Rakunda, Pass, Megido Rock, finish off.

2x Megido rock: (High Pixie 3rd)

Megido Rock, Pass, Rakunda, Pass, Megido Rock, finish off.

With Lilim

1x Megido rock, 1x Ma-Rock: (High Pixie 3rd)

Rakunda, Pass (x4)

Pass, Ma-Rock, Pass, Attack, Pass, Megido Rock, Wing Buffet

2x Megido rock: (High Pixie 4th)

Rakunda (Lilim), Megido Rock, Pass, Attack/Rakunda, Pass, Megido Rock

You will learn **Fire Breath** if you haven't.

## Ginza

Try to recruit **Jack Frost and Angel**. Angel can be recruited in Ikebukuro, but has higher priority over Jack Frost due to difficulty of recruitment despite needing Jack Frost post-Troll. Recruiting Angel makes space awkward since you have to fuse-recruit-fuse, but it's worth it.

Pick up repulse bell and head to Great Underpass.

Ingest Wadatsumi to learn **Mana Bonus** on Lv 12 and null ice against Isoras.

Talk to Guard then Collector. Get to Bead Chain chest. Grind Isoras w/out riberama until no MP or Kagutsuchi is Full. Switching in Apsaras for Lilim to remove an ice weakness is probably a good idea.

Get Bead Chain and head straight to Troll. You have a few spare steps. Fix to increasing 6/8 while outside before going in back door (shouldn't be much). Get chests and fight Troll.

## Troll

Wadatsumi

MC, Hua Po, High Pixie, Lilim/Shikigami

Check the turn order. On the first turn: If Lilim/Shikigami goes before Hua Po, you can use 2x Sukunda before Sexy Gaze to guarantee it'll hit. Otherwise you could try 1x Sukunda before Sexy Gaze or 2 tries at Sexy Gaze, then later use a 2nd Sukunda.

Throw some rakunda in too if you want. Auto fight to win.

Optional: If you have most recruitments done, you can fix Kagutsuchi to new while outside before going back into Ginza so fewer steps need to be taken to fuse Choronzon at full.

Use Riberama. Finish necessary recruitments (Pixie for Lilim, Kodama, Datsue-Ba, Jack Frost), and grind Isoras until you're 13 and Hua Po has Rakukaja.

Fuse (don't need to both at the same time):

Apsaras x Kodama -> Inugami (passing zio, zan is also nice)

On Full:

Jack Frost x Datsue-ba x Hua Po -> Choronzon (passing Rakukaja and either Needle Rush or Dark Might)

Grind Isoras with Inugami, Choronzon, High Pixie until Inugami learns Media and MC gets to Lv 15.

Learn **Fire Boost** and **Ice Boost** during the grind. On Lv 15, give MC one point in Ag.

When going back to heal, you can try to recruit a Shikigami to save money. You only need to do this if you didn't get the bead chain in Amala Network.

During the grind, talk to the shopkeeper and buy Hifumi after selling bead chains.

Cancel Riberama with no encounters if you haven't recruited Angel. Use your Repulse Bell if you have.

Head to Ginza and get Aquans from Rag's Jewelry.

If you haven't recruited Angel: Head outside and recruit angel with Riberama on. Use repulse bell after recruit and fix Kagutsuchi appropriately (3.5 cycles to terminal so increasing  $\frac{7}{8}$  or  $\frac{3}{8}$ ).

Set Kagutsuchi to decreasing  $\frac{5}{8}$  before saving. Increasing  $\frac{7}{8}$  is an option if Choronzon has Dark Might. If you didn't get the Amala Network bead chain, you can fix Kagutsuchi at Shibuya to try to recruit Shikigami.

## Matador (1000 HP)

Hifumi

MC, Inugami, Aquans, Choronzon

This fight isn't scripted. You need 4x Sukukaja, 4x Rakukaja, 2x Sukunda. Use a chakra drop on Choronzon for 2x Sukunda and you'll probably use one on Inugami for more Media. Using Medicines later in the fight can save MP on Inugami.

Suggested turns:

Pass, Media, Pass, Rakukaja / Sukunda / Attack (x2)

Item, Pass, Sukukaja, Rakukaja / Sukunda, Item

If you can, replace Aquans with High Pixie. She should be Lv 14 by Yaksini (during Thor). She usually makes it though.

Get Smoke Ball then Bead Chain at Full. Use Save Terminal to cancel encounters until New.

OPTIONAL: Get Diamond at Full. Get out and take a 2/8 chance on the Ma Incense.

With this route you don't need as much MP recovery before Mizuchi or the sisters. If your chakra drop count is bad pick it up otherwise you can probably get away with just the bead of life.

## Ikebukuro

Fight the 2x Oni for a bead chain. Should be Full for St Incense. Don't take back cube.

If you don't have Angel, go outside and recruit her.

Get High Pixie to 14 (remove Paraladi, Me Patra or Seduce for Lucky Find, or just not learn it) and MC to 18.

Fuse:

Lilim x Shikigami (comp or recruited) -> Minakata (passing Rakunda)

Angel x Aquans -> Archangel (passing Sukukaja)

Summon Shikigami (If you recruited one in Shibuya or got the Amala Network bead chain)

New Kagutsuchi for Thor is recommended, but not necessary. Have >150 EXP left going into Thor bosses.

## Orthrus (1000HP 150EXP)

Shiranui (don't learn Taunt)

MC, Inugami, Choronzon

EZ. Using Ice Breath saves a bit of time.

## Yaksini (1200HP)

Hifumi

Minakata, MC, High Pixie, Archangel

(If you proc shock, you can phys instead of zio)

T1: Zionga, Mazio Rock, Rakunda, Sukukaja, Zionga, Attack, Zio, Mighty Gust

T2: Zionga, Attack, Zio, Mighty Gust, Zionga, Attack, Zio, Mighty Gust/Attack

## Thor (2000 HP, Phase 2 on 1000HP)

Hifumi

Minakata, MC, Archangel, Choronzon

T1: Rakunda, Pass, Sukukaja, Rakukaja, Rakunda

Minakata uses Rakunda until he can't. Archangel uses Sukukaja twice, then Tarukaja.

Choronzon uses Rakukaja then Attack. Heal with items.

Phase 2 skip is possible, but not really necessary.

Save/Heal. Summon Shikigami or recruit him in Shibuya if you don't have it. Go straight to Dante.

## Dante (2000 HP, Phase 2 on 1000HP)

Hifumi

MC, Archangel, Inugami, Choronzon.

T1: Pass, Sukukaja, Pass, Rakukaja (x2)

Put up 4x Tarukaja, 2x Sukukaja, 4x Rakukaja. Do 10 attacks (or count damage to <1000).

Use Rakunda once and physical skills going into phase 2.

Then, do: Attack/Item, Mighty Gust, Feral Bite, Rakukaja

Then go for the kill if everyone is alive.

I prefer going back to heal. The Badb Catha are brutal.

Party: MC, Inugami, Minakata, High Pixie / Archangel

Learn **Shock** going into Lv 21

When High Pixie learns Trafuri, replace Rakunda. Archangel needs about 500 or so exp from random encounters.

Buy to 2-3 Dis-Mutes.

Detour to Ginza Underpass. Sell Bead Chains, buy Kamudo.

**Beseech an Isora**

# Assembly of Nihilo

1st Eligor

Narukami

Party: Minakata, Inugami, MC, Choronzon

T1: Pass, Fog Breath/Rakunda, Pass, Sukunda, Zionga, Attack Dis, Ice Breath

T2: Zionga, Attack Dis, Ice Breath, Pass, Zionga, Attack Dis, Ice Breath

T3 (if there): Triangle

2nd Eligor

Narukami

Party: Minakata, Archangel, MC, Choronzon

T1: Pass, Sukukaja, Pass, Sukunda, Pass, Sukukaja, Ice Breath, Attack (Yaka if there)

Rest: Zionga, Attack Eligor, Ice Breath, Attack Eligor x2

If you get to Lv 22 before Berith, **remove Heat Wave**.

Neat trick: When Inugami turns into Makami, it gets a full MP restore.

You need 63 MP on MC for Berith.

(Auto Memory if you want a break)

## Berith

Hifumi

MC, Archangel, Inugami/Makami, Choronzon

Do: Ice Breath, Sukukaja, Rakunda, Sukunda

**Learn Force Boost** replacing Ice Boost.

Ingest Kamudo to **remove Heat Wave** on Lv 23 if not already done.

Warp back to heal.

Suggested party on B12: Makami, High Pixie, Choronzon.

**Beseech Dis** once you're Lv 23.

Mid, Upper Left (trigger trap), Upper Right

Replace whoever is low on MP when you recruit Dis (probably High Pixie)

3000 Macca

Check if you'll level before Kaiwans.

## Kaiwans (1200 EXP)

Hifumi / Kamudo\*

MC, Dis, Archangel, Choronzon

Do: Attack/Item, Tetraja/Attack, Hama, Sukunda

If turn order permits, use Hama twice a turn after 2x Sukunda.

Kamudo is better so MC isn't first, but you need to learn War Cry  
**Learn War Cry** over Ice Breath

Suggested party: Minakata, High Pixie, Dis.

Pick up Balm of Rising in chest if you wish.

Have MC's MP at 80+ before Ose. Keep in mind changing to Kamudo reduces Ma and thus MP by a little.

## Ose

Kamudo

Makami, Archangel, MC, Choronzon

T1: Fog Breath, Sukukaja, War Cry, Rakukaja

T2&3: Rakunda/Media, Sukukaja, Item/Pass, Rakukaja, (Rakunda)

T4: Media/Pass, Tarukaja, Pass/Item, Rakukaja, Pass, Tarukaja

T5: Media/Pass, Tarukaja, Pass, Attack/Needle Rush, Feral Bite, (Mighty Gust)

Use phys skills to take him out. Try to keep 30 MP on Makami and 40 MP on MC to re-debuff on Dekunda.

**Learn Focus** replacing Shock.

Archangel should learn Estoma by now.

Makami should learn Void Mind by now (replace w/Choronzon later until he does).

Enter Ginza at decreasing ⅛ to New.

Warp back to Ikebukuro with Estoma active.

Swap Dis in over Archangel.

While hitting cutscene triggers in Mantra HQ, **Beseech a Pyro Jack** (in basement).

In basement:

Shiranui (unless close to level). Make sure to switch back to Kamudo coming out.

Get to level 25 while you're in Mantra HQ.

Makami, Dis, Choronzon

Make sure you get bead of life in basement.

On roof change to Hifumi and swap Choronzon out for Minakata.

After hitting triggers, warp back.

Fuse: Isora x Pyro Jack -> Unicorn (Passing Agi)

Seduce a Momunofu then fuse:

Momunofu x Shikigami -> Erthys (Passing Focus)

Erthys x Aquans (comp) -> Ara Mitama (Passing Focus)



Fight Hell Biker on Full

## **Hell Biker (3000 HP, 2nd Phase on 1500 HP)**

Hifumi

Ara Mitama, Makami, Unicorn, MC

T1: Attack (crit), Fog Breath, Media, War Cry, Attack (crit), Rakunda

Use Unicorn to heal. Keep 1 Fog Breath, 1 War Cry, 2-3 Rakundas up.

Focus with Ara Mitama if close to 2nd phase to try and not stay in it too long. If you're lucky you can completely skip it.

On Lv 27, start putting stats into St.

Makami should learn Void Mind over Panic Voice

Party: Dis, Minakata, High Pixie

Enter Prison at decreasing  $\frac{5}{8}$  (safety save) decreasing  $\frac{2}{8}$  (no save).

Warp to Shibuya. Heal

Buy Iyomante.

## **Kabukicho Prison**

Magatama: Kamudo then Iyomante

Party: Dis, Makami, Minakata.

Save Makami's MP. Use Dis's as much as you want. Use MC's MP based on what you think you can spare.

Use Choronzon for emergency Trafuri.

During grinding, **learn Mind's Eye** over Mana Bonus then switch to Iyomante.

Fight Mizuchi on Full.

## **Mizuchi (1000 EXP)**

Iyomante

Ara Mitama, Makami, Unicorn, MC

T1: Attack (Crit), Fire Breath, Rakukaja, War Cry (x2)

Damage: Attack (Crit), Rakunda / Attack, Agi, Fire Breath / Attack (repeat)

Stay fully healed every turn until phase 2.

Talk to Hijiri in Ginza, then warp to Ikebukuro.

Anathema

Party: Dis, Makami, High Pixie

You should be entering Ikebukuro tunnel at increasing 2/8 - 3/8.

Warp out to Ikebukuro and fuse on full:

High Pixie x Unicorn x Choronzon (sac) -> Uzume (passing Trafuri and possibly Mabufu)

Summon Shikigami and Erthys.

Buy to 3 Dis-Poisons/Stuns if Posumudi/Paraladi don't pass. Note: You can only keep one of Posumudi/Paraladi/Any other random skill

Party: Uzume, Minakata, Makami

Get Attack Mirror

**Learn Mana Drain** over Fire Boost

When Uzume levels up, she needs to keep Seduce, Life Bonus, Mana Refill

## Asakusa

Switch to Wadatsumi if you've already learned Mana Drain (ideally you learn it in Ikebukuro Tunnel).

Get 3000 Macca cube.

Warp to Ginza.

Get **Flaemis** from Rag's and a Great Chakra (if applicable), Pots of Death, Smoke Balls.

Grab Soma Droplet on the way.

Ingest Iyomante going through Nihilo back entrance. Bring in Erthys over Makami to try and get a level for Rakukaja.

Save or at least tag Nihilo Marunouchi terminal.

Grab 10000 Macca

## Obelisk

Ingest Wadatsumi.

**Learn Fog Breath** over Fire Breath

Party: Makami, Uzume, Minakata/Dis

Makami should learn Diarama over Feral Bite or non-zio random skill.

Once you're 29, **seduce Eligor**. You need to do this. Eligor stops spawning as regularly after the chakra drop cube.

Grind until MC is around 30;3000.

Take the B,D and E terminal saves.

Puzzles:

Right, Left

Right, Left, Up

Center, Right, Up, Down, Up (8000 Macca)

Center, Left, Up, Down, Up  
Left, Up, Down, Up  
Center, Right, Up (Clotho)  
Down, Left, Right, Left, Up (Lachesis)  
Left, Right, Left (Atropos)

Pick up Chakra Drop x2, Sacred Water, 8000 Macca.

On 97F:

Ingest Anathema, Kamudo or Iyomante.

Set your party to: Uzume, Makami, Minakata

Safe strat: When the indicator is red switch out Uzume for another demon. Run from every encounter by summoning Uzume. Keep doing this until you hit the save point.

## **Clotho**

Iyomante

Ara Mitama, Makami, Dis, MC

T1: Tarukaja, Fog Breath, Tetraja, War Cry

T2: Tarukaja, Attack, Tetraja / Diarama / Attack, Fog Breath

Try to refill MC's MP with mana drain if you don't have many extra Chakra Drops.

## **Lachesis**

Kamudo

Ara Mitama, Makami, Eligor, MC

T1: Attack (Crit), Fog Breath, Rakukaja, War Cry, Attack (Crit), Rakunda

T2: Attack (Crit), Rakunda, Rakukaja, Fog Breath, Attack (Crit), Attack

Start throwing up Tarukajas and go for the kill on a non-Tetrakarn turn.

Keep using buffs/debuffs.

Refill some of Makami and MC's MP.

## **Atropos**

Anathema

Minakata, Uzume, Makami, MC

T1: Rakunda, Pass, Fog Breath, Fog Breath, Rakunda

T2: Rakunda, Media, Pass, War Cry, Rakunda / Pass, (Media)

Mana Drain + Tornado

Use Great Chakra / Bead of Life (with Uzume in party).

Move to New

Be careful of Tetrakarn / Makarakarn.

## **Moirae Sisters**

**(Atropos 3000HP, Lachesis 2000HP, Clotho 2000HP, 5000EXP)**

Anathema

Minakata, Makami, Eligor, MC

Target order: Clotho, Atropos, Lachesis

T1: Attack (Crit), Rakunda, Attack (Crit), Fog Breath, Attack (Crit), Fog Breath, Attack (Crit), War Cry

Tetrakarn turn: Rakunda, Pass, Rakukaja, Pass (x2)

T2: A, Diarama / Media / Rakunda, A, War Cry, A, Rakunda, A, Mana Drain

Once Clotho is down, use a few Tornadoes. Beware of Makarakarn and Tetrakarn.

Before fight ends, summon Flaemis over Eligor.

Makami learns Recarm over Fire Breath

Flaemis learns Makakaja

Replace Flaemis with Uzume. Optional: Go back to Iyomante for the trek back to the terminal.

If MC is 32 you can fuse Koppa now, but it's a little more efficient to get 32 off of Daisoujou.

Warp to Asakusa. Work on getting Rakukaja on Erthys.

Talk to Hua Po in Asakusa.

Warp to Kabukicho Prison and try to recruit Naga until decreasing half.

Warp to Ikebukuro and fight Daisoujou on New.

## **Daisoujou**

Iyomante

Ara Mitama, Makami, Eligor, MC

T1 (ideally): Pass, Fog Breath, Attack (crit), War Cry (x2)

T2 (ideally): Pass, Rakunda, Attack, Item / War Cry / Attack (x2)

Summon Dis over Makami. Keep tetraja up, start buffing and win with normal attack / dark might.

Talk to Hikawa

Register Erthys

On 7/8 (if you can, otherwise on full):

Archangel x Shikigami -> Isora (Passing Estoma)

On Full:

Willy x Pixie (comp) x Minakata (sac) -> Preta (any two demons work. Doesn't have to be Preta)

Kodama (comp) x Willy (comp) x Preta (sac) -> Datsue-Ba

Isora x Aquans (comp) x Datsue-Ba (sac) -> Koppa (Passing Estoma)

On 7/8:

Erthys (comp) x Flaemis -> Kusi Mitama (Passing Makakaja)  
Koppa x Kusi Mitama (Passing Sukukaja and Makakaja)  
Summon Erthys

When Koppa levels up, learn Kamikaze, Zanma and Watchful.

Warp to Asakusa and head to Amala Network 2

## Amala Network 2

Anathema

Party: Uzume, Naga, Erthys / Koppa / Karasu

You want one level for Erthys to learn Rakukaja.

Y forks are RL. Otherwise go straight.

Both wall mazes are R,L all the way, Straight down.

Last "maze" is just R.

### Specter 2 (12000 EXP)

Anathema

Makami, Naga, Eligor, MC

T1: Fog Breath, Pass, Rakukaja, War Cry, Fog Breath

T2: Pass, Tarukaja, Rakukaja, Mana Drain (3rd/4th), Pass, Tarukaja

Mana Drain Specters on slots 3-6.

Finish up Rakukaja, Rakunda and Tarukaja. It's a bit difficult to manage due to MP drains.

Attack them down once you're buffed up.

Make sure all specters are drained when they're down to 4.

Before you finish the last one: Replace Makami and Raiju with Dis and Karasu

Karasu learns Mana Gain and Tornado over Kamikaze and Wing Buffet and turns into Kurama  
Dis turns into Valkyrie (can do during Asakusa tunnel)

Hit the trigger in Mifunashiro.

(Can do later after Asakusa Tunnel)

Register Erthys with Rakukaja and Naga with Life Gain

Fuse:

Erthys x Flaemis (comp) -> Kusi Mitama (Passing Rakukaja)

Go through Asakusa to Yoyogi Park. Get Revival Bead in Asakusa.

Party: Kurama, Dis / Naga / Raiju, Uzume

Raiju and Naga must not level up.

8000 Macca, Soma Droplet in tunnel.

5000 Macca outside.

Talk to Yuko.  
Warp to Ginza  
Get Nigi Mitama from Rag's.  
Enter at Yoyogi Park New if you want a Balm of Rising.

## Yoyogi Park

Ingest Miasma  
Party: Uzume, Nigi Mitama, Kurama / Kusi Mitama  
Run from everything unless Uzume dies, then use a Pot of Death to deal with encounters.  
Optional Sacred Water during High Pixie portion (you want 2-3 for Girimehkala)  
Puzzles: LR, 3rd | Straight, Left | N to S loop around | 3rd (warp), 1st, (chakra drop) 1st  
Unlock the east door (optional heal).

### Girimehkala + Sakahagi (14000 EXP)

Iyomante  
Kurama / Karasu, Kusi Mitama, Makami, MC  
T1: Sukukaja, Sukukaja, Pass, Attack Mirror, Pass Rakukaja  
T2: Sukukaja, Rakukaja, Pass, Attack Mirror / Tornado / Item, Pass, Rakukaja  
T3: Makakaja, Raku, Pass / Heal, Attack Mirror / Tornado / Pass, Sukukaja (Pass to Kusi if you can)  
T4: Makakaja, Pass, Heal / Zio, Tornado, Makakaja  
T5: Makakaja, Pass, Heal / Zio, Tornado, Zanma  
Use Sacred Water if Kurama is confused.

Sakahagi:  
Attack, Attack, Fog Breath, Mana Drain  
Pass, Attack, Pass, Summon Eligor over Kusi Mitama, Pass, Attack, Pass, War Cry  
Pass, Fog Breath, Summon Nigi Mitama over Makami, Rakunda, Pass, Zanma  
Pass, Rakunda, Tornado, Pass, Zanma, Pass, Tornado

### Learn Rakunda over Force Boost (if it happened)

You should have 15 base St now. Go back into Vi for levels from here.  
From here on attempt to **seduce a Troll** (38). Setanta and Oberon also works but you need 43 or 46 respectively for that. Not explicitly required to do now, but good to have for cursed hallway.  
Use Pot of Death on an encounter with a Troll in it.  
Warp back, talk to Yuko.  
Fix to new outside.  
Warp to Asakusa to heal.

Magatama: Anathema  
Party: Kurama, Pisaca, Troll / Nigi Mitama

Head to Labyrinth of Amala. Buy Pisaca. Do the pit skip, hit the switch and finish 1st Kalpa. Go to the cursed hallway. Get Smoke Ball just before it.

Magatama: Miasma. Put demons to stock.

Use the indicator to predict when you'll get an encounter (count # of curse hits to color change).

Use Vi and Lu incenses as pseudo beads for MC. Put a full party in when you'll get an encounter. Talk to Efreet for 250k Macca.

If steps are right, when you fall down closest pit you'll be at (or close) full for an Ag Incense.

If you need more exp, don't re-apply estoma until you have enough.

Get Chakra Pot, Moon Key, Deathstone. Hit Riders trigger on 3rd Kalpa.

Walk back and grab a deathstone on the way warping back at B2.

Run around near terminal until Full.

Warp to Asakusa (DON'T PURSUE)

## White Rider

Shiranui

Ara Mitama, Valkyrie, Makami, MC

T1: Stone Gaze Virtue, Attack WR (crit), War Cry, Fog Breath / Pass (x2)

Use 4x Rakunda from MC and Makami.

Be aware that any non-offensive move including focus resets auto targeting for triangle attack.

When WR dies, switch party to: Nigi Mitama, Eligor, Kurama

### **Learn Taunt replacing Rakunda or Force Boost**

Nigi Mitama learns Elec Boost

Register Nigi Mitama and Eligor

Fuse on Full:

Aquans (comp) x Flaemis (comp) x Eligor (sac) -> Saki Mitama (passing Rakukaja)

Fuse on not Full:

Apsaras (comp) x Pisaca -> Sarutahiko (passing Watchful)

Sarutahiko x Unicorn (comp) -> Orthrus (passing Media)

Rebuy Pisaca

Talk to Chiaki in Ikebukuro

## Specter 3 (750HP each)

Hifumi

Kurama, Saki Mitama, Orthrus, MC

T1: Pass, Rakukaja, Pass, War Cry (x2)

T2&3: Sukukaja, Rakukaja, Pass, Fog Breath, Sukukaja

T4: Makakaja, Pass, Media, Pass, Makakaja, Pass Media

T5: Tarukaja, Pass, Attack, Pass, Tarukaja, Attack

T6&7: Tarukaja, Attack, Media, Attack

T8&9: Makakaja, Attack, Media, Attack

T(A lot): Attack, Attack, Media / Attack, Item / Attack

Keep them at 5 and have them explode on their own. After a while they will all explode and stop summoning.

### **Learn Void Force over Mana Drain**

Learn Mazinga and Tetrakarn over Analyze and Trade

Learn Force Boost over Estoma and Fog Breath over Tarukaja (if it happens)

Grab 5000 Macca.

Warp to Asakusa now to get Kamurogi.

(Fairy recruit chance in Asakusa and Outside Amala Temple)

Register Saki

Fuse on Half-7/8:

Naga x Willy -> Forneus (Life Gain without Needle Rush)

Kodama x Saki (Mazinga)

Isora x Kodama -> Inugami (Mazinga)

Inugami x Forneus -> Daisoujou (Mazinga, Life Gain)

Daisoujou x Kusi (Sukukaja, Rakukaja)

Daisoujou x Nigi (Elec Boost)

Karasu (comp) x Willy (comp) -> Naga (Passing Kamikaze)

Naga x Archangel (comp) -> Hell Biker (Passing Kamikaze)

Hell Biker x Ara Mitama (Passing Focus and Tarukaja. Bright Might if Tarukaja already passed)

Naga (comp) x Aquans (comp) -> Mizuchi (Passing Tarukaja)

Rebuy Saki Mitama

Warp to Kabukicho Prison. Fight Black Frost

## **Black Frost**

Anathema

Daisoujou, Saki Mitama, Mizuchi, MC

T1: Sukukaja, Pass, Makakaja, Taunt, Mazinga

T2: Pass, Mediarama, Pass, Taunt, Mazinga, Tetrakarn

T3: Mazinga, Tetrakarn, Makakaja, Pass, Mazinga

(Scripted Berserk reflected) - Mazinga him out if not already dead

Warp out to heal and fuse (when you get to 43):

Orthrus x Pisaca -> Mothman (Passing Life Drain)



Mothman x Saki Mitama (Passing Tetrakarn)

Summon Pisaca and if you can afford it, Nigi Mitama (need by Mithra)

## Amala Temple

Keep Uzume in while outside to get her to 27;4725 - 27;2305. Switch her out for Mothman after.

Miasma White, Anethema / Narukami Black, Anathema / Shiranui Red. First option is probably better but you can still die without the 2nd.

Party:

White & Black: Mizuchi, Daisoujou, Uzume / Mothman

Outside & Red: Hell Biker, Daisoujou, Uzume

White Temple first (mid).

1F Directions: Far left | N,N | Go for Soma | N, S(right)

2F Directions: S | W,N | N,W | N,S | Pick up Blessed Fan behind you, reset

S | W,N | N,W | E | N,W

## Albion

Miasma

Kurama, Daisoujou, Mothman / Saki Mitama, MC

T1: Zanma Urthona, Meditation Urthona, Tetrakarn, Taunt, Zanma Urthona, Attack

T2: Zanma Urthona (Dead), Mazinga, Tetrakarn, Taunt, Pass, Mazinga, Attack / Life Drain, Focus

T3: Go for kill

Warp back to fuse Mothman if you didn't earlier.

### Remove Wild Dance

Go through Black Temple, ingest Anathema

Top of MC and Mothman's MP through either draining or items.

## Aciei

Kamurogi

Hell Biker, Kurama, Mothman, MC

T1&2: Pass, Sukukaja, Tetrakarn, Taunt, Pass, Sukukaja

Rest: Attack / Tarukaja, Pass, Life Drain / Tetrakarn, Pass (x2)

Keep Tetrakarn up. Use Life Drain to keep MP up. Attack on extra press turns.

### Remove Blight

Warp back and heal. Try to get Kurama to learn Wind Cutter (over Zanma) before Skadi.

Head to Red Temple.

1F: Left, 2nd to last door.

2F: Right (W), (save), N, (grabbed) N, E, E, S, W (light), N, E, S, Left, Right, Mid

## Skadi

Djed

Hell Biker, Kurama, Mothman, MC

T1: Pass, Makakaja, Pass, Fog Breath, Pass, Makakaja, Pass, Taunt

T2: Pass, Makakaja, Pass, Taunt, Pass, Zanma, Life Drain / Tetrakarn

Rest: Pass, Zanma, Life Drain / Tetrakarn, Pass / Item, Hell Burner / Pass, Zanma

Dekunda/Dekaja resets the fight.

Use Tetrakarn after Skadi uses Tarukaja x2.

Starting Level 47, put stats back into St until Level 55. You need 24 St by then.

Heal up and hit center.

Warp to heal (buy a Dis-Mute if you have 0)

Warp to Mifunashiro. Fix Kagutsuchi to decreasing 2/8 (or increasing 5/8).

Party: Daisoujou, Mothman, Hell Biker

Kurama needs Wind Cutter and Daisoujou needs Prayer after beating Futomimi. Cut Hell Biker on the fight to make up for it.

Pick up Diamond after 2nd ladder (before or after).

Agree with Chiaki to fight Futomimi.

(Be careful of a speed tie with Makami and Mothman at 8 Ag. You want Mothman to go before Makami)

## Futomimi

Kamurogi

Daisoujou, Mothman, Makami, MC

Mothman Dies: Pass, Recarm, Summon Mothman, Tetrakarn

Nigi Mitama Dies: Tetrakarn, Recarm, Summon Nigi Mitama

Makami Dies: Pass, Tetrakarn, Summon Hell Biker, Tarukaja

Nobody Dies / T2: Pass, Tetrakarn, Pass, Taunt, Pass, Life Drain, Pass, Summon Hell Biker over Makami

Taunt again and use one Fog Breath

Keep Tetrakarn up every turn.

Hell Biker learns Attack All

Kurama learns Wind Cutter

**Learn Life Gain over Tornado**

In front of Yurakucho Station, fix Kagutsuchi to ⅞ - Full. Fight Trumpeter on full.  
If Hell Biker has Bright Might, attack instead of pass. It's an extra 2400 damage.

## Trumpeter (11000HP)

Marogareh / Adama

Hell Biker, Kurama, Daisoujou, MC

T1: Pass, Fog Breath, Prayer, War Cry, Pass, Fog Breath

T2: Pass, Makakaja, Prayer, Taunt, Pass, Makakaja

T3: Pass, Wind Cutter, Meditation, War Cry, Pass, Wind Cutter

T4: Pass, Wind Cutter, Prayer, Taunt, Hell Spin [Hell Biker Dies]

T5: Wind Cutter, Pass, Summon Mothman, Pass, Wind Cutter

T6-8: Wind Cutter, Zionga / Prayer / Meditation, Pass, Attack, Wind Cutter

Need to kill by T8. If you don't for some reason then use a revival bead on Hell Biker and summon him on T8, preferably over Daisoujou.

### Remove Marogareh Skill if needed

Kurama learns Starlight over Watchful

Daisoujou learns Preach over Mahamaon / Mamudoon

Party: Hell Biker, Kurama, Daisoujou, MC

Force Life Gain to be learned if you don't have it (in cave portion). Otherwise Kamudo.

Fight everything through the tunnel.

Warp to Heal.

Preach and Starlight pierces through resist magic.

Get Bead of Life on Full. Don't go for Pearl or Vi Incense.

## Diet Building

Fight random encounters here too. Shiranui on west side, Adama on east side (after Mada).

Party:

West - Hell Biker, Kurama, Mothman

East - Kurama, Daisoujou, Mothman

Save before Surt.

Steps work such that you can use bright might against Surt, but it's not really necessary.

## Surt (5000 HP)

Shiranui

Hell Biker, Mothman, Makami, MC [Sometimes Makami is 4th. That's ok]

T1: Tarukaja, Tetrakarn, Fog Breath, Taunt

Keep Tetrakarn up every turn. Keep up 2 Taunts. A Focused Kamikaze is typically lethal after on reflected phys attack, make sure Fog Breath is up before you use it.

Party: Hell Biker, Kurama, Mothman

Through all Diet Building encounters, ingest Adama

There's a smoke ball just after Surt if you want it.

Save before Mada. Don't fight encounters between save and Mada because Hades Blast :(

## **Mada (2500 HP)**

Shiranui

Hell Biker, Daisoujou, Mothman, MC

Strat: 2 Tarukajas, 1 Sukukaja, 2 Taunts and a Focused Kamikaze for a 2500 hit.

Keep Tetrakarn up with Mothman

Adama on. Daisoujou in over Hell Biker.

Make sure Mothman is at most 8000 exp away from learning Void Elec and MC will level up off of Mot.

Take a heal trip and save before Mot. Run away from encounters on the way there.

## **Mot (3500 HP, 8000 EXP)**

Kamurogi

Hell Biker, Kurama, Daisoujou, MC

T1: Pass, Sukukaja, Sukukaja, War Cry, Pass, Sukukaja

T2: Tarukaja, Sukukaja, Prayer / Zionga, Pass / War Cry (if dekunda) / Item, (Tarukaja)

T3: Focus, Pass, Zionga -

    If shock proc: Taunt, Kamikaze, Makakaja, Zionga (dead)

    No shock proc: Item / War Cry, Tarukaja, Pass, Prayer / Rakukaja

T4: Tarukaja, Pass, Zionga, Taunt, Kamikaze

**Learn Iron Claw over Fog Breath.**

## **Mithra (4500HP)**

Satan

Hell Biker, Daisoujou, Nigi Mitama, MC

T1: Tarukaja, Sukukaja, Pass, Taunt, Tarukaja

T2: Tarukaja, Rakukaja / Prayer, Pass, Taunt, Tarukaja

T3: Do at least 1000 damage

T4: Focus, Whatever, Pass, Summon Mothman over Daisoujou, Pass, Kamikaze

**Remove Jive Talk**

Mothman learns Void Elec

Nigi Mitama learns Ice Boost

Go for Ma incense chest. It should be Full after beating Mithra.

Your target level is: 53 + 500exp. Swap Daisoujou in for Hell Biker to fight encounters in this last area.

Let Hikawa do his thing.

Heal then warp to Amala Temple.

Hit the cutscene in the center.

Warp to Shibuya.

If you recruited a fairy [Troll, Setanta or Oberon], fuse on full. Otherwise recruit one after fighting Harlot and fuse then:

Troll x Unicorn (comp) x Uzume (sac) or

Setanta or Oberon x Archangel (comp) x Uzume (sac) -> Sati (passing Mana Refill and Trafuri)

Sati x Kusi Mitama (comp, Passing Makakaja)

When Sati levels learn Makatora and Maragidyne over random skill / empty slot and Recarm.

Save again (optional) and fight Harlot.

## **The Harlot (5000 HP)**

Adama

Kurama, Daisoujou, Mothman, MC

T1: Makakaja, Prayer / Sukukaja, Pass, War Cry, Makakaja

T2: Makakaja, Prayer / Sukukaja, Pass, Taunt, Wind Cutter

T3: Wind Cutter, Prayer / Sukukaja, Tetrakarn, Pass, Wind Cutter

T4: Wind Cutter, Pass, Tetrakarn, Taunt, Wind Cutter

Fix Kagutsuchi to decreasing 6/8 before entering Shibuya. (or increasing 6/8 if you need to fuse Sati)

Heal then head to Ginza Underpass

Save

## **Red Rider**

Adama

Kurama, Mothman, Mizuchi, MC

T1: Sukukaja, Tetrakarn, Tarukaja, Pass, Sukukaja

T2: Sukukaja, Tetrakarn, Tarukaja / Pass, Pass / Bead, Sukukaja

T3: Pass, Tetrakarn, Tarukaja, Bead / Focus, Pass, Life Drain RR

T4: Pass, Tetrakarn, Tarukaja, Bead / Iron Claw / Focus, Pass, Life Drain RR

Rest (after 4x Tarukaja): Pass, Tetrakarn, Pass, Iron Claw / Focus, Pass, Life Drain, Pass, Focus / Iron Claw

Use a War Cry after they use 4x Tarukaja to reduce chance of Hamaon.

When RR is dead summon Titan over Mizuchi.

Heal then head to Shinjuku Medical Center

## **Black Rider**

Miasma

Kurama, Parvati, Daisoujou, MC

T1: Fog Breath, Makakaja, Mazionga, War Cry, Makakaja

T2: Makakaja, Pass / Makakaja, Prayer / Pass, Taunt, Wind Cutter BR

T3: Wind Cutter BR, Pass / Makakaja, Prayer / Pass, Taunt, Wind Cutter BR

T4: Wind Cutter BR, Pass, Mazionga, Finish off

Warp to Asakusa.

Save!

## **Pale Rider (5000HP)**

Miasma

Kurama, Daisoujou, Mothman, MC

(change it up if you need really need to heal)

T1: Makakaja, Sukukaja, Tetrakarn, Pass, Makakaja

T2: Makakaja, Pass, Tetrakarn, Taunt, Makakaja

T3: Wind Cutter, Pass, Tetrakarn, Taunt, Wind Cutter

T4: Wind Cutter, Zionga, Pass, Summon Sati/Parvati over Mothman, Pass, Tornado

## **Learn Void Ice over Iron Claw**

You should be Lv 55 at this point. Put your stats back into Vi.

Sell Blessed Fan, Soma(s), and any Bead Chains if you need to.

Mizuchi x Aquans (comp) -> Quetzalcoatl

Fix to New

Quetzalcoatl x Pixie (comp) -> White Rider (passing Glacial Blast)

Use at least one Ma Incense on White Rider. If you have 3+ use down to 1.

White Rider x Nigi Mitama (passing Ice Boost and one of Rakunda or Fire Boost)

White Rider x Nigi Mitama (comp, passing Rakunda or Fire Boost)

White Rider x Nigi Mitama 4 more times (comp)

Ingest Narukami

Warp to Ikebukuro, grab Gaea.

Make it through Kalpa 2&3. Grab Great Chakra chest on the way on full.

## **Dante 2 (5000HP Phase 2 @ 1000 DMG, Phase 3 @ 3000 DMG)**

Narukami

Kurama, Daisoujou, Mothman, MC

T1: Makakaja, Prayer, Tetrakarn, Pass, Makakaja

T2: Makakaja, Sukukaja, Tetrakarn, Pass, Makakaja

(If Dante reflects bullet time back on himself, start with Pass, Zionga on T3

T3: Wind Cutter, Pass, Tetrakarn, Taunt, Wind Cutter [Dante uses Roundtrip or Whirlwind]

T4: Wind Cutter, Zionga, Pass, Summon Parvati over Mothman, Pass, Wind Cutter

Parvati learns Mediarama

Note the indicator when exiting 3rd Kalpa. The beginning of 4th Kalpa has a few steps in cursed area and the indicator countdown remains through Kalpas. You want to avoid an encounter in the cursed area. (If you're orange without removing an encounter with estoma you're fine)

Enter the 4th Kalpa door at decreasing half.

Party: Daisoujou, White Rider, Parvati

Enter hall at new. Go through door during green indicator. Count cursed hits like you did in cursed hallway so your demons aren't damaged, though there's actually a low chance of getting an encounter here.

## **Beelzebub (16000HP, 10000 EXP)**

Satan

White Rider, Parvati, Daisoujou, MC

T1: Rakunda, Makakaja / Mediarama, Sukukaja, War Cry

T2: Rakunda, Makakaja / Mediarama, Sukukaja, Tetraja Rock

T3: Rakunda, Makakaja / Mediarama, Sukukaja, Pass, Prominence

T4: Prominence, Makakaja / Mediarama / Agidyne, Rakukaja, Pass, Prominence

DON'T BUFF/DEBUFF TO 4!

Recover WR's MP with a Soma Droplet.

Parvati can die to Death Flies. Either re-apply a Tetraja Rock or let her die.

**Learn Void Death over Taunt.** Can do during cursed hallway.

Go for chests on Full. (you need to take the steps anyway and you need a 2nd Ma incense)

Warp out and go to 2nd Kalpa. During former cursed hallway:

White Rider, Daisoujou, Parvati

Need to get to 57 before you leave. Ribarama if you need to.

Talk to Efreet and warp out.

Warp to Ginza

Head to Rag's, grab all the items you want.

Talk to Loki.

If you can't use Kurama for Ag door (20 Ag):

Makami x Valkyrie -> Horus (passing Recarm)

Fuse on not full (7/8):

Orthrus (comp) x Unicorn (comp) -> Yatagarasu

Quetzalcoatl (comp) x Valkyrie -> Mikazuchi

Fuse on full:

Yatagarasu x Mikazuchi x Uzume (comp, sac) -> Amaterasu (+1 Ma)

Check: Eligor x Pisaca x Kurama (sac) -> Succubus **\*\*DON'T FUSE\*\***

Note remaining EXP number.

>25000. Get difference in exp on Kurama (divided by 1.5) and keep him in against Noah.

30k is max so you should only need 3.3k at most to fit 5k difference.

25000-15000. Keep Kurama's EXP as is and keep him in against Noah.

15000-10000. Get difference in exp on Kurama (divided by 1.5), and don't keep him in against Noah. Should only need 3.3k at most.

<10000. Keep Kurama's EXP as is and don't keep him in against Noah.

Erthys (comp) x Sarutahiko (comp) x Eligor (comp, sac) -> Titan (passing Watchful)

Use Ma Incense on Amaterasu, St Incense on MC

Talk to shopkeeper in Asakusa

Party: White Rider, Parvati, Amaterasu / Daisoujou

Amaterasu needs to level going through 4th and 5th Kalpas. Learn Debilitate.

Titan should learn Life Surge by the time you beat Metatron

Ingest Adama for 5th Kalpa

Head through 3rd Kalpa. Take shorter route with 25 St. Open Gold Door and hit switch.

Recruit Black Frost and take drink shop back.

Head to 4th Kalpa. Get 25000 Macca x2

Go through hall in odd kagutsuchi.

Open Lu door with Black Frost. Open Black Frost door and get 5x Great Chakra, 5x Bead of Life on Full.

Amaterasu for Ma door, Horus / Kurama for Ag door.

## Metatron

Ankh

White Rider, Parvati, Daisoujou, MC

Phase 1:

T1 / Dekaja: Rakunda, Makakaja / Mediarama, Sukukaja, Pass, Glacial Blast

Dekunda: Glacial Blast, Makakaja / Mediarama, Pass, War Cry, Glacial Blast

Phase 2:

Spend about 2 turns buffing and debuffing.



Glacial Blast as much as you can after that.

Keep 2x Sukukaja up, use War Cry to keep damage < 200, try to keep 2x Rakunda up.

Don't be afraid to use a Bead of Life or Great Chakra

You can start putting stats in Ag.

Fuse on  $\frac{5}{8}$  -  $\frac{7}{8}$ :

Troll / Setanta / Oberon (comp) x Titan -> Purski (Passing Life Surge)

Purski x Amaterasu -> Laksmi (Passing Life Surge and Debilitate)

Mothman x Pixie (comp) -> Onkot

Laksmi x Onkot -> Jikoku (Passing Life Surge and Debilitate)

Erthys (comp) x Aquans (comp) -> Ara Mitama (Passing Rakukaja)

Use up to 2x Ag incense if you have them on Laksmi

If you have a Vi Incense, use it on Jikoku

Laksmi (comp) x Ara Mitama (passing Tarukaja and Rakukaja)

Jikoku x Saki Mitama (comp) (passing Rakukaja)

Laksmi x Kusi Mitama (comp) x a bunch. Ag needs to be > Hell Biker's Ag (default 20)

Jikoku x Kusi Mitama (comp) x a bunch

Get the Chakra Elixir

## Tower of Kagutsuchi

Ankh

Party: Parvati, White Rider, Sparna

If you got the EXP right, get Titan a level to learn Life Surge and Retaliate. Otherwise get him to <10000 to level.

Fight encounters until you're 59;4400.

Block puzzle is 2-1-3-2

## Ahriman

Marogareh

Laksmi, White Rider, Parvati, MC

T1&2: Debilitate, Pass, Makakaja, Pass (x2)

T3: Rakukaja, Pass, Mediarama, Chakra Elixir Laksmi, Rakukaja

T4: Pass, Prominence, Pass, Chakra Elixir, Pass, Prominence, Agidyne

Phase 2: Win with Prominence and finish Rakukaja

**Learn Pierce over War Cry**

Narukami

Party on ToK2: Parvati, Sparna, White Rider. Run from everything.

Bridge Puzzle is 2nd left door, far invisible bridge.

(Use items to heal when needed)

## **Noah**

Gaea

Laksmi, White Rider, Jikoku, MC

T1: Debilitate, Pass (x4)

T2: Pass, Prominence, Pass, Summon Kurama over Jikoku, Wind Cutter, Rakukaja  
(Aurora)

T3: Makakaja, Pass, Debilitate, Pass, Makakaja, Pass, Debilitate

Until phase 2: Pass, Glacial Blast / Prominence, Rakukaja, Chakra Elixir, Pass, Glacial Blast /  
Prominence

Noah always goes in the pattern: Fire, Ice, Elec, Force.

Noah is transversely susceptible to: Ice, Fire, Force, Elec

Refill MP with Chakra Elixir and use Rakukaja on spare turns.

## **Learn Deathbound over Void Force**

Sell Chakra Elixir

Fuse:

Purski (comp) x Forneus (comp) -> Sarutahiko (Life Surge, Life Gain)

Fuse on Full:

Sarutahiko x Angel (comp) x Kurama (sac) -> Daisoujou (Life Surge, Life Gain)

Daisoujou x Ara Mitama (Tarukaja, Bright Might)

Fuse extra Kusi Mitamas on Daisoujou, Laksmi and Jikoku. Ag order needs to be Laksmi ->  
Daisoujou -> Jikoku

## **Thor (8000HP 2000EXP)**

Adama

Laksmi, Hell Biker, Jikoku, MC

T1: Debilitate, Pass (x4)

T2: Tarukaja, Tarukaja, Pass, Focus, Tarukaja

T3: Tarukaja, Focus, Attack, Pass, Attack

T4: Pass, Kamikaze, Stasis Blade, Deathbound, Pass, Stasis Blade

Party on ToK3: Black Rider, Sparna, Parvati

Ingest Narukami

Optional: Fight until <10000 from 62.

Otherwise run from all encounters.

Teleport maze: S-E-N-E-S-Mid-S-Warp, S-W-S-W-S-Warp, N-W-N-W-S-Warp, NE-Warp, S-W-Warp.

444F: Go right twice.

Save

## **Baal Avatar (13000HP)**

Djed

Laksmi, Hell Biker, Daisoujou, MC

T1&2: Debilitate, Pass, Tarukaja, Pass (x2)

T3: Attack, Attack, Attack, Tetraja Rock

T4: Attack, Attack, Attack, Focus

T5: Attack, Focus, Attack, Pass, Pass

T6: Pass, Kamikaze, Pass, Deathbound, Pass, Attack, Deathbound

You need to do <6500 damage, then kill her in one round.

Optional: Learn ~kaja over Mind's Eye

Heal with Mediarama & MP items. Go finish the game.

## **Kagutsuchi**

Muspell or Adama

Laksmi, Daisoujou, Jikoku, MC

T1: Debilitate, Pass (x4)

T2: Rakukaja, Tarukaja, Rakukaja, Pass, Rakukaja

T3: Rakukaja, Tarukaja, Pass, Focus, Tarukaja

T4: Pass, Tarukaja, Pass, Deathbound, Pass, Meditation/Prayer/Attack, Pass, Focus

T5 (Full): Pass, Attack (crit), Stasis Blade, Deathbound, Mediarahan / Pass, Attack (crit), Stasis Blade, Focus [Be wary that Vast Light does 250ish]

Rest on Phase 1: Pass, Meditation / Prayer, Pass, Deathbound, Pass, Prayer / Meditation, Pass, Focus

Have fun with Phase 2 :)

## **Lucifer (65535 HP)**

First 4 turns is the same as Kagutsuchi.

This is an MP battle. From experience, Lucy will have an affinity for some moves over others.

Lucy has 3 phases with each phase being harder.

Bonus notes (some route changes that could be done):

After fusing Loa:

Apsaras x Pisaca (rebuy after) -> Sarutahiko (passing Watchful)

Grab Eligor from comp

Check: Eligor x Pisaca x Kurama (sac) -> Succubus \*\*DON'T FUSE\*\*

Note remaining EXP number.

>25000. Get difference in exp on Kurama (divided by 1.5) and keep him in against Noah.

30k is max so you should only need 3.3k at most to fit 5k difference.

25000-15000. Keep Kurama's EXP as is and keep him in against Noah.

15000-10000. Get difference in exp on Kurama (divided by 1.5), and don't keep him in against Noah. Should only need 3.3k at most.

<10000. Keep Kurama's EXP as is and don't keep him in against Noah.

Sarutahiko x Erthys (comp) x Eligor (sac) -> Titan (passing Watchful)

Minakata cannot be more than 23;3650 before Specter 2, 25;4500 after.

Black Frost x Willy -> Ikusa

Ikusa x Titan -> Titania (Surge)

Loa x Makami -> Baihu (Debilitate)

Titania x Baihu -> Laksmi (Surge Debilitate)

Titan x Baihu -> Sparna (Surge Debilitate)

Titan x Pixie -> Onkot (Surge)

Naga x Onkot x Kurama -> Daisoujou (Gain Surge)

Another strat:

Depart with Valkyrie if unfused.

If you have an extra Jade (from ?) and Ruby (can get one on Succubus on the way to Trumpeter) you can get an Ara Mitama from Rag's to use a 2x slot Tarukaja + Bright Might, then have the 3rd slot as Rakukaja or Mediarama.

Just under 100k :). Another 100k for Kuis - Around 6-8 Kuis.

—  
Instead of Seducing a Momunofu, do Willy x Lilim -> Momunofu. Fully pass Riberama, Rakunda or Focus to Ara.

Instead of Apsaras, use Karasu x Pisaca -> Sarutahiko (Watchful, Kamikaze) - Naturally learn Focus or Ara fuse in. Ara fuse bright might is good.

Recruit Dante because no hell biker or setanta.

-11k

Sarutahiko is 15k

-26k

Not fusing Hell Biker + 27k

Not getting Sarutahiko again is +15k

Not getting expensive preta is +8k

Not killing Black Frost is -10k and -45k for Magatama.

Making money work is -2 Nigis.