

## Persona 5 apocalyptic guide level

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Back on the main path and get to the top to fight the boss. BOSS - The Herald of Death This fight can be a little annoying as the boss will summon jealous messengers into battle who are basically just Angels. If you remember, these things are weak to curse skills, so use this to your advantage to knock them down. Naturally, the boss is not weak to anything and only resists to bless, but critical blows can still knock him down. Messengers will use Sukukaja on the boss as well as Recarmdra to reduce their HP to 1, while healing others for many. It is imperative that you get rid of messengers quickly so they don't make you overhear any damage you have done to the boss. Speaking of boss, he will use mostly physical skills on you such as Bloodbath (can inflict fear), Miriad Slash, and Deathbound, as well as Megidola. It can also renew messengers, which is the reason why this fight is annoying. If you can manage messengers, then you should be more than OK with the boss himself. Jealous Messengers can not only buff the Herald of Death (left), but they can also heal it back to full health (right). After winning, go back to Lavenza and use her amazing healing power and then move to the second square. Unlike the first area, the second will have enemies patrolling the place. There are no treasures here, and all the way will lead you to the top. You can use this opportunity to grind or try to get a few more personas in your inventory. When you get to the top, it's time to fight another boss. BOSS - Heaven Cleaner Fortunately, this boss does not call assistants and is very strict in what he does. He would spend his first entire turn casting the heat of the Riser on himself, and Charge. On his next turn, he will use Sword Dance on someone that can hurt very badly, especially with previous buffs. After that, he'll start over. The presence of a person Repelling or blocking physical attacks is perfect here, plus you can have someone with Dekaja to remove Heat Riser's fans. The third area will have more enemies and nothing more important, so make your way to the top to fight the third boss. BOSS - Declarator's melancholy This boss is another who seems to follow a set of templates for her moves. In return, it will use the Divine Judgment twice, which is a skill that reduces the health goal by 50% (meaning that it cannot kill you). On her second set of twists, she will tend to use Maziodyne and Mabufudyne, so watch out for the weaknesses of your characters to make sure they don't suffer too much harm. Because of her script, she is not too hard and will go down easily, as in the previous fight. The fourth area is not too big, but it has two chests, both guarded by one enemy. Clear the enemies and grab the chests to get the Soma and sympathy cape, then get to the top to fight another boss before the finale. BOSS - The apocalyptic guide you might think of this boss as a mixture of the other three as you will see it using moves from them. In turn, he will call two jealous Messengers, so try to pull them out before they laugh at anything. On his second turn, he will use a charge and then a sword dance on someone and on his third turn, he will use the Divine Court and then Maziodyne. Depending on how the battle goes, he can use Debilitate (debuffs attack, defense and precision/evasion) and follow him with Megidolaon. After that, the boss will start all over again, usually just attacking normally if there are Messengers still alive or he is going to get a critical kick on sword dancing. If you have Ryuji and/or Ann in battle, they have to use the charge and/or concentrate accordingly as their next steps will deal with some major damage. This boss is harder than the others, but he's not much harder. The apocalyptic guidebook is a mixture of the other three archangels you fought on your ascent. You have finished the last mini-boss and see the end in sight. Before you go diving into a fight with the ultimate boss, the platform where you fought the Apocalyptic Guide is a safe room. Use it to get back to the top to get a good heal from Lavenza and do any last-minute fusion for new personas. Once you are ready, return to the top and enter the area at the end to fight the final boss. BOSS - The Holy Grail Of The Fight against the Holy Grail will play just like before, although it will have an expanded repertoire. Also, at the beginning of the battle, you will need to someone cut the line at the top, so that the boss does not heal from the will of the people. While the person you send (send someone like Ryuji, not a healer), launch an attack on the Holy Grail to distract him from the man you sent. You already know about Arrow of Light, and Light Edge is more or less a member of the entire version of this. Another new move is called Diffraction Arrow, where the boss will hit two or three characters for some damage that can also be caused by The Forget the Disease. If you don't know what it is, it basically means you can't use your Persona, so if someone gets it on them, heal it immediately. Note that the Holy Grail will use the Wills of the People throughout the first part of this battle, so that you won't make too much progress in depleting its health. If you continue to distract him with damage, however, your party member will eventually cut the line at the top, allowing a true battle to take place. The Holy Grail still has the same steps as before as soon as the lines are cut, plus you don't have to worry about any flaws or strengths. Ruji and Ann come into their game here, as they must have both charge and concentrate, respectively, in their skillsets. Ann, especially if she still has Fire Boost and Amp, will do a lot of damage with something like Agidyne. One thing you should watch out for is the final step of the Holy Grail, which will only happen when you finally cut the line. It will use gathering light first, then Eternal Light on its next turn, so make sure you guard as soon as you see the Gathering of Light. You won't be able to progress in the fight until you cut the line (left). Make sure to guard when the Holy Grail charges for its ultimate attack (right). Once you've finally fallen to the Holy Grail, there will be a bunch of scenes introducing the true final boss. BOSS - God of control, Yaldabaoth This god is huge, and while the battle may seem pretty simple at the beginning, it will start to get a little tricky. The chief boss has only a few moves, mostly Arrow of Light for most of the battle, but it seems he can also use Dekaja to remove your buffs. Not so far into the fray, Yaldabaoth will call a gun penalty, one of his hands. His first step will be a distorted look that fascinates the character, usually costing you a turn. There's nothing you can do about it, because it's a special ailment. Every hand that Yaldabaoth identifies has a special ailment that usually cannot be healed, so you will need to wait until they go off on their own. Other attacks on gun execution include the death penalty and shoot up, which are one target and the entire batch of gun attacks. You want to get rid of your hand as soon as possible, but keep in mind that it repels both cannon and wind skills. The next hand Yalda pulls out will be the Declaration Bell, which begins with the use of Distorted Vanity, a skill similar to Artist Madarame, where the character will be weak for everything (you can not do anything about it). Other attacks of the Declaration Bell include the Gospel, the Gospel, attack, and the Fragile Law, which is only Maraquanda, and the hard law that Marakukaja. This hand repels a fire attack. The third hand that Yalda will summon is the Sword of Condemnation, which will immediately use distorted vanity, doubling the value of all skills, both physical and magical. It's best to just use the usual attacks on Yaldabaoth so as not to spend too much SP or HP. This hand repels both physical and electrical attacks, rendering Ryuji useless. You can see some other steps from this hand that include Wind Cutter, a physical attack on one party member and a Sword of Judgment that physically beats everyone. There is another hand that Yaldabat can summon, which is the Book of Commandants, which begins with the use of Distorted Wrath. This works similarly to the berserk state earlier, where your attack will increase, but your defense will drop. In addition to this, this hand can use both Agidyne and Bufudyne, as well as the wrath of God (a single-purpose attack). This hand will reflect both ice and nuclear attacks. Once you defeat the weapons, Yaldabaoth can renew them, but with half the health. Three out of four will use the new course of the disease, so be on the lookout. Gun of Execution uses distorted greed (damage and hunger), the Bell of the Declaration uses distorted envy (causes jealousy, which causes this character to attack the other if he helps someone else), and the Book of Commandants will use Distorted Pride (will resist any attacks focused on the boss, including debuffs). The latter will stand up to the Divine Court, which takes part of the JV striker. You want to destroy every weapon again so as not to give the boss too many attacks. When Yaldabaoth brings out all four hands at once, he will unleash his ultimate move soon. As soon as you attack Yaldabat and get his health low enough, he will call all four hands back with full health. Once he does this, he will use the Divine Top, which will prepare for his ultimate attack. Fortunately, it will take two turns before the attack is unleashed, so you have a free turn to the positive effect, debuff, and heal. Use this opportunity to do things like cast Tarunda on Yaldabaoth and use Marakukaja on your lot. At the next turn, guard to minimize the damage as much as possible. Keep attacking the main body after and it will look like you won. Some scenes will happen, and when you finally regain control, use the sinful Shell to finally put Yaldabaoth forever. The end you'll witness a bunch of scenes happen after defeating God control and it really doesn't matter how to respond to the questions asked of you. Since tomorrow will be Christmas, you will receive a text from your girlfriend (or girlfriends) asking you to hang out with them tomorrow. You get a gift from someone with whom you hang out, then more scenes happen. In the end, you get a chance to hang the hang with someone on February 14th, Valentine's Day, though if you romanced more than one girl, things will not look too good (you will get a gift anyway). The game will skip ahead until March 19, where you'll get ready to leave back home. Before you do this, Sojiro says to go around and say goodbye to everyone. Basically, you will walk around and talk to the people that you maxed the Trustees with, and they will hand you a point that will be transferred to the new game. These items will allow you to benefit from some of the proxy's abilities once you recover them. For example, when you run a Kawaka confidant again, you'll instantly have her massage ability to rank 1 (all other abilities will still unlock in their usual ranks). Here are the following places of each maxed trustee, what item they give and the abilities that you get. If you have exhausted your Confidant Futaba and Sojiro, make sure you speak to them before you leave. Trustee (Place) Item (Description) Sojiro (Inside LeBlanc) Recipe Notes (Can Make Master Coffee /Curry from the beginning) Futaba (Inside LeBlanc) Promise List (Mementos Scan / Treasures Reboot) Sae (Backstreets) Business Card (Nothing Does) Takemi (Clinic) Dog Tag (Have Access) to all items in the clinic) Makoto (Aoyama) Can use a special massage from the beginning) Ryuji (Shibuya Arcade) Sports Watch (Harisen Recovery) Ann (Underground Mall) Fashion Magazine (Sexual Techniques / Crocodile Tears) Yusuke (Underground Track) Desire and Hope (Can make skill cards all levels) Haru (Can make card skills all levels) Haru (Can make a skill card of all levels) Before Big Bang Burger) Dyed Handkerchief (Soil Improvement) You can talk to each of your Trustee (Place) Item (Description) Iwai (Untouchable Shop) Gekko Pin (All Gun Settings) Lavenza (Outside Any Velvet Room Door) Cell Key (All Velvet Object Rooms) Yoshida (Station Square) Fountain Pen (All Speech Bonuses) Chihaya (Shinjuku) Fortune Tarot Cards (All Good Luck) Ohya (Inner Crossroads) (Akihabara Arcade) Gun Controller (All Guns Techniques) Mishima (Akihabara) Documentary Plans (All EXP Bonuses) Hifumi (Kanda) Kosh Piece ( Touryou) Morgan (After returning to LeBlanc when finished) Morgan's scarf (Pickpocket) After you talked to everyone and went home, Morgana will give you his point, Morgan will give you his item, there will be more scenes. This will lead you to the end of the game, where you will be able to save your game as a clear Data file after the credits. Downloading this will allow you to start a new game where you will have the advantage of holding over some things that like below. Also, you will finally be able to go after a few trophies that are achievable only in NG+ (The one who rebels against God , Collector, and for rehabilitation). Money Social Stats Equipment Skills Cards Max Trusted Christmas Items and Valentine Presents Persona Compendium Compendium

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