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Ffx lady yunalesca guide

FlagView HistoryTreasures: Fortune Sphere, Spiritual Targe, Friend Sphere, Lv. 3 Keysphere, Happiness Sphere, 10,000 Gil.Key Item: Sun CrestSave and continue toward the end of the transition, where you can collect a Fortune Sphere and Spiritual Targe along the way. You will now reach the Dome. Here someone will tell the party to go see Yunalesca. Go in. Make your way through the broken roads, but don't forget to get the 10,000 Gil along the way. At the intersection, go straight for the Friend Sphere, then take the left path to continue. Also, stealing some Holy Waters forms the YAT-97 enemy here. You'll need them later. Right around the right-hand turn is another treasure trove with a Lv.3 Key sphere, get it and move on to the next room. Get the Happiness sphere in the chest hidden in the corner. Save and enter the monastery. == Here, examine the pattern at the north wall, then just step on the shiny quarks on the floor that match a particular block. Once this is done, the door will open and 6 pedestrians will appear. Just push a pedestrian (except the 2 in the center) to reveal another puzzle at the next room. You must complete all 4 first to move the 2 center pedestrians. The solution to the upper left pedestrian puzzle: The acid for the lower left pedestrian puzzle: The solution to the upper right pedestrian puzzle: The solution to the lower right pedestrian: The solution to the lower right pedestrian: Now for each of the two downtown pedestrians, take the Kiilka sphere fom the left recess on the north side of the second room and add it in the leftwards Go back to the second room and remove the Besaid sphere from the right recess and place it in the right pedestal. Once completed, a platform will appear in the middle as well as a storage sphere. Save and head to the next room to face the boss, Spectral Keeper. Return to this place after knocking Sin on the airship. The goal here is to step on all 7 white square blocks. The puzzle recovers with each error. Once this is done, the wall will open in the first room and unveil the final Destruction Sphere. Take it and proceed to the second room. Insert the sphere into the right pedestrian in the north and collect the LandStral Stick. HP 52000 LP 500 AP 12000 GIL 7000 STEALTurbo Ether BRIBE/A DROP Lv.4 Key SPHERE FIRE DAMAGE N/AN ICE DAMAGE N/A THUNDER DAMAGED/A WATER DAMAGED/A SACRED DAMAGED/A SILENCER 0% BLIND IMMUNE POISON Immune PETRIFY Immune Slow Immune Sleep Immune Sleep Immune Kill Immune Doom Immune Sensor Yes Threatened Immune Scan Yes Attract 0% VERtraging ATKImmune PWR BRKImmune MAG BRKImmune AMR BRK Immune MTL BRK 0% Before Fighting, giving Tidus an armor that protects against Berserk. Once the battle begins, Tidus Cast Hastega and move you 2 other characters, Auron and Yuna behind the boss. Now, Tidus Provoke Spectral Keeper and Yuna cast Protect on Tidus. On your follow-up turns, keep Tidus in front of the boss at all times. It will give you other 2 characters freedom to him from the back of the You may also use your Aeons here, but only if they're at Overdrive as Keeper will kill them with Glyph Mines simultaneously. With the strategy above, Keeper will only use Berserk Tail and nothing else as long as Tidus lives, so Yuna has often healed him. It's a good idea to heal, fill the Overdrive meters, and save before making the next boss fight against Yunalesca. HP 60000 LP 500 AP 14000 GIL 9000 STEALStamina Tablet BRIBE / A DROP Lv.3 Key SPHERE FIRE DAMAGE N/AN ICE DAMAGE N/A THUNDER DAMAGED/A WATER DAMAGED/A SACRED DAMAGE1.5x SILENCE immunE BLIND immunE Venom immune PETRIFY Immune Slow Immune Zombie Immune Sleep Immune Kill Immune Sensor Yes Threatened 75% SCANDing Yes Lure Immune Delay ATKImmune PWR BRKImmune MAG BRKImmune AMR BRK Immune MTL BRK Immune Her first form has 24000 HP and should be easy. Have Tidus cast Hastega and Yuna cast Reflect on your melee people. Then attacking For her second form, she had 48000 HP. Dispel your Reflex and started attacking her. She will use Hellbiter, which will inflict Zombie on everyone, feel free to remove this status with Holy Water for now. But once she uses Hellbiter when she dies, your Zombie status doesn't keep it. Her physical attacks are weak, but dispel all status improvements. Spam Holy for 9999 damage if you have it. For her third and final form, which has 60000 HP, she'll use Mega Death in her first turn so it will be game about whether all your characters aren't Zombies. She used Mega Death door-out this fight, so keep at least 1 character zombie during this fight. Use your Overdriven Aeons to finish her off. After that encounter with Yunalesca, climb the broken ladder to the left, to reach a hidden area with the Sun Crest. To PAL and International version players, make sure you get it now! Otherwise, it will become inaccessible later unless you defeat Dark Bahamut! Leave Zanarkand's Dome to watch Sin leave and return to the airship. In: Bosses in Final Fantasy X English Edit Part 1st Form 2nd Form 3rd Form Now! This is it! Now is the time to choose! Die and be free from pain or life and fight your grief! Now is the time to shape your stories! Your destiny is in your hands! Auron Yunalesca is a storyline boss of Final Fantasy X who was fought in the Zanarkand Dome. The battle is being fought in three stages, with her being more demonic with every change. Her third form resembles the sprite of Goddess of Final Fantasy VI. The Sun Crest can be found after the defeating of Yunalesca, revealed by descending the end set of the stairs. In the PAL, International and HD Remaster versions, if the player doesn't acquire it on her defeat, the next opportunity to obtain it is after defeating Dark Bahamut. In the Final Fantasy X HD Remaster version, defeating Yunalesca earned the Victory of the Previous trophy/performance. Religion[edit] Sensor Description Scan Description of souls. Vulnerable to sacred magic. Throw Curaga and Regen on zombified characters. Heal zombie with Holy Water. Her Hair dispel support magic. She also curses aeons with her Mind Blast. Lv. 3 Key Sphere x1 (Overkill: x2) Lv. 3 Key Sphere x1 (Overkill: x2) Dispel Clapping, Absorbing, Sleeping, Silence, Blind, Metamorphosis Sensor Description Scan Description Reaper of Souls. Vulnerable to sacred magic. Throw Curaga and Regen on zombified characters. Heal zombie with Holy Water. Her counterattacks dispel support powerfully. She also curses aeons with her Mind Blast. Lv. 3 Key Sphere x1 (Overkill: x2) Lv. 3 Key Sphere x1 (Overkill: x2) Emanating Slap, Absorb, Hellbiter, Cura, Regen, Metamorphosis Sensor Description Reaper of Souls. Vulnerable to sacred magic. Throw Curaga and Regen on zombified characters. Heal zombie with Holy Water. Her counterattacks dispel support powerfully. She also curses aeons with her Mind Blast. Lv. 3 Key Sphere x1 (Overkill: x2) Lv. 3 Key Sphere x1 (Overkill: x2) Battle[edit source] Let me be your liberator. Yunalesca Yunalesca has three forms, each with a separate HP pool. When a form is defeated, Yunalesca will transform into her next form. Despite being implicated by her Sensor description, she doesn't take extra damage from Holiness. Hellfire, Thor's Hammer and Delta Attack have alternate animations against Yunalesca, although the latter cannot be seen under normal circumstances. Sleep. During the first round, Yunalesca counts physical attacks with Blind, magical attacks with Silence, and other attacks, such as Special commands, with Sleep. In turn, she will alternate between a poor physical attack, which removes positive status effects (except Reflect, Regen and Auto-Life), and Absorbs, causing damage equivalent to half of the affected character's maximum HP and curing Yunalesca by the same amount. Absorbing is always used on the party member with the highest current HP. Yunalesca will start the second round by using Hellbiter, which places the party in Zombie status, and then throws Regen or Cura on a random party member afterwards. If 0–2 party members are harassed with Zombie, she could use Hellbiter again, with fewer party members leading to a higher odds. She also has a 50% chance of countering seizures with her physical attack, which is no longer used manually, and will now only use Absorb against aeons, which are alternated with Hellbiter. Mega Dead. The third round begins with Yunalesca using Mega Death, killing all party members who are not affable with Zombie or protected by Deathproof. She retains Hellbiter, Regen, and her physical counter-attack from her previous form, which now counters all attacks, and she now has access to Curaga, Osmose (against aeons), and Mind Blast, which damages the party and can cause flak (on aeons) and can cause confuse (on party members). Hellbiter can now be used, even if the entire party is plagued with Zombie. Yunalesca's pattern of attacks is: Mega Death, followed by Hellbiter or Curaga/Regen, then of Curaga / Regen, dan Mind Blast, en Hellbiter of Curaga / Regen. Teen aeons, sy sy Mind Explosion, then Absorb, then Osmosis, and absorb again. Modification [edit source] The fastest option, assuming one doesn't care about everyone who gets AP, is to steal four Fire Gems from Flame Flans in the Calm Lands, or from Grenade in Mt. Gagazet, and ensure rikku Can Mix Trio from 9999 (Quartet can work, but it will have to land on someone who uses the ability). When facing yunalesca, Rikku must mix Trio from 9999 and throw four Fire Gems for a quick win. Before the battle, it's helpful to have Yuna and Rikku filled their Overdrive meters, along with any aeons. Adjusting the ability Auto-Med on either Rikku, Wakka, or Auron is beneficial. When the fight begins, the trio should be in the starting line-up and steal a Stamina Tablet from Yunalesca. It can be used in mix with a Posie and mega Vitality to get, which will double everyone's hit points. Yuna comes in handy for Reflect and Esuna. When the second phase begins, the party must continue the same strategy, mixing in Overdrives, although Yuna is required to expel any Regen that may land. Whoever is the Auto-Med can function as a healer and use Holy Waters to heal the Zombie. A good follow-up is to use Yuna Curaga. However, the party must ensure that at least one zombified player is on the field in case of Mega Death. Having armor pieces with death, Zombie and Confused protections will be optimal, but the player will need to switch armor at the appropriate time by watching Yunalesca's attack pattern. To get Farplane Winds needed in adjusting the ability Deathproof, the player can capture one of every type fiend of the Calm Lands for the Monster Arena owner, who will reward the party with 60 Farplane Winds. It's especially useful for Yuna to immunize her to immunize Mega Death, even without the Zombie status so she can relive and heal the others. It's also possible to use Auto-Life to survive Mega Death by either throwing the game or by using Rikku's Hyper Mighty G. If Yuna has learned Holy, it's a good time to use it. Inflicting Zombie on the party member with the highest HP during the first phase of the battle will cause Yunalesca to damage herself with Absorb. Another tactic for the second and third stages is to keep the Zombie status active for any participating party members and have Yuna donned them with Reflect. It cures Yunalesca on her follow-up turns, but it also helps her refrain from using Mega Death. The party should have good defense to reduce damage from Hellbiter. If Yunalesca attempts to put Regen on a zombified party member with a Reflect status active, and it bounces back at her, Yuna could expel it. These tactics can work faster if any of the party members have SOS Haste and SOS Protect. Parties Without Breakage Limit Could Still Get an Overkill on Yunalesca by Bahamut's Mega Flare 9,999 damage. Edit source] Draft art of the second form. Draft art of the third form. Add a picture to this gallery [edit | edit Final Fantasy X-2 edit | Edit Source] Base in Final Fantasy X Community Content is available under CC-BY-SA unless otherwise noted. Noticed.

