

Akamai CELESTIAL HEARTS Worlds Map and Miniguide Instruction Manual

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CELESTIAL HEARTS World Map and Miniguide

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Intro

Welcome to the miniguide for Celestial Hearts! This is **not** a complete walkthrough, but rather a quick reference for players who need help finding things.

Note that this guide contains *major spoilers* right from the get-go.

Important note for completionists: Due to a major storyline event about halfway through the game, certain items, enemies, and even certain secrets will become unobtainable. If you are aiming to complete the in-game Encyclopedia, you may want to carefully check the guide before triggering this major storyline event in Hellgate (#2 on the World Map). You'll see this abbreviated as "FCE". I'll try to label anything that can't be obtained after this event, but I might miss a few items. Tread carefully! If you run into any problems or have questions/suggestions/etc, feel free to email me anytime at Jkweath@gmail.com.

World Map (Blume)



1. Livia	8. Deadwood Pass
2. Gravehart Mansion / Gravehart Dungeon / Hellgate	9. Solemn
3. Stonepeak	10. Lynholde
4. Hart City	11. Kharass Desert
5. Water Passage	12. Priscillia
6. Hearthstead	13. Port Khalim*
7. Vagrant's Arena	14. Gravehart Mine

*You can also access Port Khalim via ship. If you do this, the ship will become docked in the port itself. Don't forget!

Floating World Map



1. Solemn	13. Deadwood Pass
2. Mount Solemn	14. Lynholde
3. Grave of the Damned	15. SciTech
4. Vagrant's Arena	16. Gravehart Mine 6*
5. Hearthstead (Destroyed)	17. The Depths*
6. Flooded Water Passage	18. Monkey Isle***
7. Helena's Spire	19. Neo Hellgate
8. Livia	20. Tent (Livia Merchant)
9. Kharass / Temple of Kharass	21. Charybdis (optional boss)
10. Port Khalim	22. Priscilla's Peak
11. Priscillia	23. Ogronn's Keep****
12. Hart City	

*Only a small portion of Gravehart Mine (labeled "Gravehart Mine 6" in-game) is accessible. Here you can fight optional boss Seiryu and obtain Matthias' Book of Lightning if you haven't already.

**The Depths appears on the map after achieving victory over the 4 round of fights at Vagrant's Arena.

***This isn't an in-game location, but a rare enemy that drops powerful charms can be encountered in this little forest area after obtaining the ship.

****This area is unlocked during the Sera's Lost Doll quest (read the optional quest section below) th

Secret Locations

1. Livia Woods-make a left turn after crossing the big bridge	13. Mount Solemn Interior-to the left, shortly after the platform where the player fights the Solemn Colossus
2. Stonepeak Exit-on the right of the exit*	14. Grave of the Damned-a hole hidden behind trees near the entrance/exit
3. Hart City-below the bridge	15. Hearthstead-can be reached after the Floating Continent event in the small building in front of the inn
4. Water Passage 1-northeast corner, behind the waterfall*	16. Underwater Pass-near the exit is a large ship with a hole in it. Walk through the hole and find the hole in the ground
5. Deadwood Underground-reached from the top-left-most exit in the underground passage	17. Helena's Spire 4-on the left side, accessed from a darker-than-normal tile next to the wall
6. Solemn-in a hole close to the river	18. Livia-after the Floating Continent event, check the gravestone in town
7. Lynholde-reached from the Lynholde Prison	19. Temple of Kharass-in the Temple Chambers, reached from the centermost-east stairway in the Temple Maze
8. Kharass-reached from a hole in the wall in Port Khali	20. Neo Hellgate 1-in a hole behind one of the dragon statues
9. Kharass-bottom-most area with lots of cactuses, hidden behind a rock	21. SciTech-a ladder leading down in one of the Living Quarters
10. Priscillia-Next to the small bridge on the beach	22. The Depths: FOREST 3-1-the waterfall
11. Crystal Mine 4-reached from a path in the northeast-most section of the Gravehart Mine*	23. The Depths: TOWN 1-a cave behind a tree on the top right cliff
12. Hellgate-reached from a short passageway right before the first set of 2 pink pillars*	

*These secrets are unobtainable after the Floating Continent Event

Relic / Essence Locations

Kayah's relics:

- Drums of War: Obtained automatically after escaping the Gravehart dungeon
- Harp of Serenity: Deadwood Pass
- Ancient Ocarina: Vagrant's Arena-2 bout (after obtaining the ship)
- Venus Flute: Priscillia-in the abandoned house, post-Floating Continent Event after obtaining a key in Kayah's House in Livia

Helen's relics:

- Shield of Faith: Hart City Secret (under the bridge, bought for 50G)
- Steel Gauntlets: Vagrant's Arena-1 bout

- Holy Cross: Helena's Spire
- Book of Light: Lynholde 3 st

Gail's relics:

- Air Scroll: Hart City-in a chest in Gail's room
- Fire Scroll: Kharass Desert-in the southeast-most cliffs
- Earth Scroll: Vagrant's Arena-3 bout (post-Floating Continent Event)
- Water Scroll: Flooded Passage 2

Matthias's relics:

- Book of Frost: Solemn-library
- Book of Thunder: Gravehart Mine 6
- Book of Flames: Mount Solemn 2
- Book of Elements: Vagrant's Arena-4th bout (post-Floating Continent, after re-obtaining the ship)
- Malady's Grimoire: The Depths-final chamber

Sylvie's Essences are dropped from enemies found all around the continent:

- Gnome: Livia Woods
- Tigerat: Stonepeak*
- Aqua Wyrms: Water Passage*
- Wild Horse: World Map (outside Hearthstead)
- Dryad: Deadwood
- Snow Wolf: World Map (outside Solemn)
- Flame Lizard: Kharass
- Carbuncle: Kharass
- Siren: World Map (sea)*
- Medusa: Hellgate*
- Obsidian Statue: Mount Solemn
- Matanga: Flooded Passage
- Water Sprite: Flooded Passage
- Spirit Fox: Helena's Spire
- Bastet: Temple of Kharass
- Zombie Yeti: Deadwood (post-Floating Continent Event)**
- Wraith: Neo Hellgate
- Kaiser: The Depths
- Enchantress: The Depths

*The enemies that drop these essences can't be found post-Floating Continent Event, but they can be bought from a special vendor inside the SciTech secret room

**This is an optional boss fight and Sylvie's most powerful essence. Purchase the Slab of Spoiled Meat from the Hart City Underground gambling room for 500G, then take it to Deadwood Pass and place it on the crate that's

next to the lake near Sera's house. Be prepared!

Item list and locations

Note: These lists are solely for players wishing to 100% complete the Encyclopedia. I will not be listing item effects, weapon/enemy stats, etc. **There is no tangible reward (or Steam Achievement) for completing the Encyclopedia.**

Many weapons/armors/enemies become unobtainable after the Floating Continent Event. I will attempt to mark as many of these with an *asterisk* as I can, but I may miss (or incorrectly mark) a few. If you spot any errors, feel free to email me at Jkweath@gmail.com and I'll make a correction.

Each entry will have one location listed where it can be found at. There may be other locations as well, and enemies can also drop many various things.

1. Tonic: Can be purchased in most shops	23. Sweet Wine: Priscillia Secret
2. Potion: Can be purchased in some shops	24. Coffee Beans: Hart City Secret
3. Potent Potion: Can be purchased in some shops post-Floating Continent Event	25. Vitacherries: Stonepeak Secret
4. Tincture: Can be purchased in most shops	26. Mana Seed: Water Passage Secret
5. Ether: Can be purchased in some shops	27. The Big Cheese: Gravehart Mine Secret
6. Potent Ether: Can be purchased in some shops post-Floating Continent Event	28. Elixir of Strength: Dropped by Grizzlies and other various 'strong' enemies
7. Antidote: Can be purchased in most shops	29. Elixir of Wisdom: Dropped by Wild Horses and other various magic-themed enemies
8. Remedy: Can be purchased in some shops	30. Elixir of Agility: Dropped by Tigerats and other various 'fast' enemies
9. Phoenix Down: Can be purchased in most shops	31. Elixir of Iron: Dropped by Treants and other various 'tank' enemies
10. Phoenix Pinion: Lynholde Secret	32. Elixir of Skill: Dropped by Treants and other various enemies
11. Miracle Dust: Hart City Secret	33. Elixir of Grace: Dropped by Giant Toads and other various enemies
12. Silver Hourglass: Dropped by Fledglings and other various enemies (can also be bought in Livia when playing on Easy Mode)	34. Red Meat: Dropped by Aqua Wyrms and other various enemies
13. Gold Hourglass: Temple of Kharass Secret	35. Odd Mushroom: Dropped by Matangos and other various enemies
14. Mist Potion: Livia Woods Secret	36. Mystic Potion: Bought from The Depths: TOWN 2
15. Potent Mist Potion: Lynholde Secret	37. Sacred Potion: The Depths: FOREST 1
16. Booster: Dropped by Lycanthropes and other various enemies	38. Sacred Mist Potion: Livia Grave Secret
17. Lucky Potion: Kharass Secret	39. Slab of Meat: Bought in the Hart City Underground Gambling Room for 500G (post-Floating Continent Event)
18. Hyperbooster: Hellgate Secret	40. Manual: Obtained automatically after entering Livia Woods
19. Hardtack: Deadwood Pass Secret	41. Staff of Hermes: Temple of Kharass
20. Monster Steak: Livia Woods Secret	42. Old Key: Kayah's House in Livia (post-Floating Continent Event)
21. Lucky Egg: Deadwood Pass Secret	43. Amber Gem: dropped from the Carbuncle boss
22. Magushroom: Solemn Secret	

Weapons and Armors List and Locations

1. Hunting Horn: Livia	51. Longblade Knife: Livia Tent Merchant (post-FCE)
2. Ivory Horn: Hart City Shop*	52. Royal Knife: Priscillia Merchant (post-FCE)
3. Slumberhorn: Hearthstead Shop*	53. Neon Edge: Hart City Shop (post- FCE)
4. Brass Horn: Port Khalim Shop*	54. Sickle: Dropped from Harpies*
5. Alpine Horn: Solemn Shop (post- FCE)	55. Harvest Scythe: Deadwood Pass 2
6. Grand Ocarina: Livia Tent Merchant (post-FCE)	56. Khopesh: Port Khalim Shop*
7. Giant Conch: Priscillia Merchant (post-FCE)	57. Mithril Khopesh: Solemn Shop (post- FCE)
8. Dragon Horn: Hart City Shop (post- FCE)	58. Desert Scythe: Livia Tent Merchant (post-FCE)
9. Shortbow: Equipped on Sylvie	59. Ripblade: Priscillia Merchant (post-FCE)
10. Hunting Bow: Hart City Shop*	60. Umbral Scythe: Hart City Shop (post- FCE)
11. Crossbow: Hearthstead Shop*	61. Ringblade: Hart City Shop*
12. Compound Bow: Port Khalim Shop*	62. Cestus: Hearthstead Shop*
13. Elmwood Bow: Solemn Shop (post- FCE)	63. Ebony Moon: Kharass (Chasm area right before the entrance to the Temple of Kharass)
14. Heavy Crossbow: Livia Tent Merchant (post-FCE)	64. Mithril Ringblade: Solemn Shop (post- FCE)
15. Yew Flatbow: Priscillia Merchant (post-FCE)	65. Pale Luna: Livia Tent Merchant (post-FCE)
16. Dragon Flatbow: Hart City Shop (post-FCE)	66. Umbral Edge: Priscillia Merchant (post-FCE)
17. Shortsword: Equipped on Helen	67. Morning Sun: Hart City Shop (post- FCE)
18. Longsword: Hart City Shop*	68. Featherduster: Dropped from Rocs*
19. Cutlass: Hearthstead Shop*	69. Venom Knife: Dropped from Sylphs*
20. Flamberge: Port Khalim Shop*	70. Spectral Sword: Lynholde 1
21. Mithril Sword: Solemn Shop (post- FCE)	71. Giant Club: Dropped from Cyclopes
22. Silver Rapier: Livia Tent Merchant (post-FCE)	72. Icicle Staff: Dropped from Mermaids*
23. Titanium Blade: Priscillia Merchant (post-FCE)	73. Ring of Fire: Dropped from Will-o-Wisps*
24. Demonslayer: Hart City Shop (post- FCE)	74. Thunderhorn: Dropped from Drones*
25. Mace: Water Passage 1*	75. Gull: Gravehart Mine 5*
26. Flail: Hearthstead Shop*	76. Wizardspike: Neo Hellgate 3

27. Scepter: Kharass (outside and behind the Temple of Kharass)	77. Demonhorn: Hellgate 2
28. Mithril Mace: Solemn Shop (post- FCE)	78. Lil' Bonk: Dropped from Gobbledegooks
29. Maul: Livia Tent Merchant (post-FCE)	79. Boomstick: Dropped from Terminator Mk. III
30. Tri-Flail: Priscillia Merchant (post-FCE)	80. Ragnarok: Dropped from Seiryu
31. Holy Water Sprinkler: Hart City Shop (post- FCE)	81. Abyss Horn: Dropped from Charybdis
32. Spear: Hart City Shop*	82. Ultima: Neo Hellgate 5
33. Halberd: Deadwood Pass	83. Godhand: Dropped from Hakutaku
34. Lance: Port Khalim Shop*	84. Devilspike: Dropped from Byakko
35. Mithril Spear: Solemn Shop (post- FCE)	85. Bowcaster: Dropped from Dullahans
36. Pike: Livia Tent Merchant (post-FCE)	86. Ogronn's Bonecrusher: Found in Ogronn's Keep (Doll subquest, see optional quest section below)
37. Yari: Priscillia Merchant (post-FCE)	87. Depths Horn: Dropped from Ketos
38. Dragonspike: Hart City Shop (post- FCE)	88. Mana Battery: Dropped from Daji
39. Oak Staff: Equipped on Matthias	89. Hand of God: Dropped from Sphinx
40. Quarterstaff: Hearthstead Shop*	90. Maple Bow: The Depths: ICE 1
41. Gothic Staff: Port Khalim Shop*	91. Reaper: The Depths: LABYRINTH 1
42. Bo Staff: Solemn Shop (post- FCE)	92. Lucky Knife: The Depths: TEMPLE 2
43. Runic Staff: Livia Tent Merchant (post-FCE)	93. Merlin's Pocket Knife: Dropped from Magemouse
44. Elmwood Staff: Priscillia Merchant (post-FCE)	94. Beatstick: Dropped from Man-o-Wars
45. Magus Staff: Hart City Shop (post- FCE)	95. Issa Kabeer: After finishing the 3rd bout in Vagrant's Arena and re-obtaining the ship, travel to Priscilla's Peak (#22 on the Floating Map) and speak with Ash and Sera
46. Dagger: Equipped on Gail	96. Feline Flinger: Vagrant's Arena – 1st bout
47. Jagged Knife: Hart City Shop*	97. Sir Stanford's Sword: Vagrant's Arena – 2nd bout
48. Butcher Knife: Hearthstead Shop*	98. Skyrage: Vagrant's Arena – 4th bout
49. Crimson Blade: Port Khalim Shop*	99. Totally Normal Staff: Vagrant's Arena – 3rd bout
50. Mithril Dagger: Solemn Shop (post- FCE)	100. Death Fang: Vagrant's Arena – 5th bout

Armors:

1. Clothes: Worn by Sylvie	53. Face Mask: Port Khalim Shop*
2. Leather Armor: Worn by Kayah	54. Earrings: Dropped from Wild Horses
3. Straw Hat: Livia Woods	55. Boots of Ludicrous Speed: Solemn Shop (post-Floating Continent Event)
4. Linen Robe: Hart City Shop*	56. Titan Brace: Dropped from Devourers
5. Hard Leather Armor: Hart City Shop*	57. Mana Crystals: Dropped from Unicorns
6. Breastplate: Hart City Shop*	58. Miracle Band: Neo Hellgate 7
7. Plumed Hat: Hart City Shop*	59. Cloak of Invisibility: Dropped from Gryphons
8. Iron Helmet: Hart City Shop*	60. Golden Broach: The Depths: ICE 2
9. Black Robe: Hearthstead Shop*	61. Growth Band: Neo Hellgate 9
10. Studded Leather: Hearthstead Shop*	62. Aqua Ring: Dropped from Scyllas
11. Chainmail: Hearthstead Shop*	63. Ruby Ring: Dropped from Dreadhounds
12. Pointed Hat: Hearthstead Shop*	64. Amber Ring: Dropped from Sorcerors
13. Bandana: Hearthstead Shop*	65. That One Ring: Hart City Shop (post-Floating Continent Event)
14. Steel Helmet: Hearthstead Shop*	66. Regenerator Band: Dropped from Jiangshis
15. Holy Vestment: Port Khalim Shop*	67. Ward Band: Dropped from King Crabs
16. Gaia Gear: Dropped by Grizzlies	68. Iron Boots: Dropped from Machine Scorpions
17. Karate Gi: Port Khalim Shop*	69. Demonic Ring: Dropped from Butlers*
18. Field Plate: Port Khalim Shop*	70-103: Relics and Essences (see sections above)
19. Holy Mitre: Port Khalim Shop*	70. Wood Armor: Dropped from Treants and Deadwoods
20. Green Beret: Port Khalim Shop*	71. Ninja Hood: Kharass Secret
21. Full Plate Helm: Port Khalim Shop*	72. Camo Suit: Dropped from Mad Monkeys
22. Work Pants: Solemn Shop (post-Floating Continent Event)	73. Cyber Helm: Dropped from FloatEyes
23. Thaumaturgy Robe: Solemn Shop (post-Floating Continent Event)	74. Snake Eyes: Dropped from Medusas
24. Cobrascale Leather: Solemn Shop (post-Floating Continent Event)	75. Demonhide: Hellgate 2
25. Mithril Plate: Solemn Shop (post-Floating Continent Event)	76. Aquaweave: Flooded Water Pass
26. Tricorne Hat: Solemn Shop (post-Floating Continent Event)	77. Rage Band: Dropped from Chained Giants
27. Leather Circlet: Solemn Shop (post-Floating Continent Event)	78. Malady's Grimoire: Relic (see section above)

28. Viking Helm: Solemn Shop (post-Floating Continent Event)	79. Quartz Charm: Water Passage Secret
29. Runeweave Cloth: Livia Tent Merchant (post-FCE)	80. Tech Charm: Stonepeak Secret
30. Ninja Garb: Livia Tent Merchant (post-FCE)	81. Stealth Charm: Deadwood Pass Secret
31. Ancient Plate: Livia Tent Merchant (post-FCE)	82. Mana Charm: Flooded Water Pass Secret
32. Minerva Bustier: Dropped from Scyllas	83. Overcharge Charm: Hellgate 1*
33. Druidweave: Dropped from Maulers	84. Lucky Charm: Priscillia Secret
34. Ritual Headdress: Livia Tent Merchant (post-FCE)	85. Seal Charm: Priscilla's Peak
35. Ten-Gallon Hat: Livia Tent Merchant (post-FCE)	86. Battle Charm: The Depths: FOREST 3-1 secret
36. Corona: Livia Tent Merchant (post-FCE)	87. Ultra Tech Charm: Dropped from Kongo Kings
37. Bath Robe: Dropped from Searchers	88. Flower Charm: Gravehart Mine Secret*
38. Bomber Jacket: Dropped from Cyborgs	89. Tank Charm: Dropped from Kongo Kings
39. Cyber Plate: SciTech 4	90. Berserker Charm: Dropped from Kongo Kings
40. Top Hat: Dropped from Fighter Drones	91. Omega: Dropped from Strife
41. Fedora: Dropped from Zombie Mercs	92. Steady Charm: Destroyed Hearthstead Secret
42. Alpha Visor: Dropped from Parasites	93. Eclipse Robe: The Depths: TEMPLE 2
43. Robe of the Magi: Hart City Shop (post-Floating Continent Event)	94. Assassin Cloak: The Depths: LABYRINTH 4
44. Cloak of Thieves: Hart City Shop (post-Floating Continent Event)	95. Grand Plate: The Depths: FOREST 2-1
45. Leviathan: Hart City Shop (post-Floating Continent Event)	96. Eclipse Hat: The Depths: ICE 1
46. Grand Magus: Hart City Shop (post-Floating Continent Event)	97. Assassin Hood: The Depths: LABYRINTH 3
47. Musketeer Hat: Hart City Shop (post-Floating Continent Event)	98. Grand Helm: The Depths: FOREST 3-1
48. Paladin Helm: Hart City Shop (post-Floating Continent Event)	99. Kaiser: Essence (see section above)
49. Boots of Speed: Dropped from Tigerats	100. Enchantress: Essence (see section above)
50. Power Brace: Hearthstead Shop*	101. Feathered Headdress: Dropped from Garudas
51. Mind Band: Port Khalim Shop*	102. Battle Robe: Dropped from Pandas
52. Copper Ring: Hearthstead Shop*	103. Ceremonial Dress: The Depths: UNIVERSE 1

Enemy List and Locations

Note: Some enemies (mostly story bosses) aren't listed in the Encyclopedia.

1. Gnome: Livia Woods*	63. Cottonmouth: Flooded Water Passage
2. Mandrake: Livia Woods*	64. Kraken: Flooded Water Passage
3. Wild Cat: Livia Woods*	65. Scylla: Flooded Water Passage
4. Crow: Livia Woods*	66. Devourer: Flooded Water Passage
5. River Snake: Gravehart Dungeon*	67. Matanga: Flooded Water Passage
6. Skulker: Gravehart Dungeon*	68. Outrider: Helena's Spire
7. Lost Spirit: Gravehart Dungeon*	69. Unicorn: Helena's Spire
8. Sewer Crab: Gravehart Dungeon*	70. Spirit Fox: Helena's Spire
9. Harpy: Stonepeak*	71. Magic Pot: Helena's Spire
10. Tigerat: Stonepeak*	72. Persian: Helena's Spire
11. Stone Knight: Stonepeak*	73. Sorcerer: Helena's Spire
12. Mountain Wolf: Stonepeak*	74. Anubis: Temple of Kharass
13. Kobold: Stonepeak*	75. Bastet: Temple of Kharass
14. Sanshou: Water Passage*	76. Mummy: Temple of Kharass
15. Giant Toad: Water Passage*	77. Pharaoh: Temple of Kharass
16. Kappa: Water Passage*	78. Yatagarasu: Temple of Kharass
17. Aqua Wyrms: Water Passage*	79. Witch: Temple of Kharass
18. Matango: Water Passage*	80. Charybdis: World Map (whirlpool south of Hearthstead – requires ship)
19. Sylph: World Map (outside Hearthstead)*	81. Hakutaku: Livia Grave Secret
20. Fledgling: World Map (outside Hearthstead)*	82. Byakko: Livia Grave Secret
21. Roc: World Map (outside Hearthstead)*	83. Strife: Lynholde Secret (post-Floating Continent Event)
22. Grizzly: World Map (outside Hearthstead)*	84. Zombie Yeti: Deadwood Pass (see section below)
23. Wild Horse: World Map (outside Hearthstead)*	85. Seiryu: Gravehart Mine (post-Floating Continent Event)
24. Deadwood: Deadwood Pass	86. Security Bot: SciTech
25. Treant: Deadwood Pass	87. Fighter Drone: SciTech
26. Toxitoad: Deadwood Pass	88. Cyborg: SciTech
27. Goblin: Deadwood Pass	89. Searcher: SciTech
28. Dryad: Deadwood Pass	90. Parasite: SciTech
29. Tachi: World Map (outside Solemn)*	91. Zombie Merc: SciTech
30. Snow Wolf: World Map (outside Solemn)*	92. Terminator Mk. III: SciTech
31. Lycanthrope: World Map (outside Solemn)*	93. Dullahan: Neo Hellgate

32. Ghost Rider: Lynholde (in a trapped chest)	94. Wraith: Neo Hellgate
33. Ninja: Lynholde (in a trapped chest)	95. Corruption: Neo Hellgate
34. Flame Lizard: Kharass	96. Shadow: Neo Hellgate
35. Cyclops: Kharass	97. Viscount: Neo Hellgate
36. Sandworm: Kharass	98. Kunoichi: Neo Hellgate
37. Scarab: Kharass	99. Jiangshi: Neo Hellgate
38. Desert Harpy: Kharass	100. Evil Pot: Neo Hellgate
39. Birdman: Kharass	101. Chained Giant: Neo Hellgate
40. Odd Pot: Kharass	102. Dying Sylph: World Map (outside Hearthstead, post-Floating Continent Event)
41. Mermaid: World Map (sea)*	103. Zhenniao: World Map (outside Hearthstead, post-Floating Continent Event)
42. Siren: World Map (sea)*	104. Gryphon: World Map (outside Hearthstead, post-Floating Continent Event)
43. King Crab: World Map (sea)*	105. Mauler: World Map (outside Hearthstead, post-Floating Continent Event)
44. Pirahna: World Map (sea)*	106. Gobbledegook: World Map (outside Hearthstead, post-Floating Continent Event)
45. Mad Monkey: Monkey Isle – World Map (small forest northwest of Kharass – requires ship)*	107. Panzer: World Map (outside Hearthstead, post-Floating Continent Event)
46. Mech Hornet: Gravehart Mine*	108. Kongo King: World Map (see Floating Continent Map above)
47. Machine Scorpion: Gravehart Mine*	109. Guerrilla: World Map (see Floating Continent Map above)
48. Drone: Gravehart Mine*	110. Kaiser: The Depths (note: some enemies in The Depths only appear in certain sections,
49. FloatEye: Gravehart Mine*	111. Prankster: The Depths
50. Will-o-Wisp: Gravehart Mine*	112. Man-o-War: The Depths
51. Crystal Growth: Gravehart Mine*	113. Kaiser: The Depths (note: some enemies in The Depths only appear in certain sections, but all of them will appear in the UNIVERSE portion)
52. Devil Book: Hellgate*	114. Enchantress: The Depths
53. Butler: Hellgate*	115. Garuda: The Depths
54. Trickster: Hellgate*	116. Tribal Kobold: The Depths
55. Mimic: Hellgate*	117. Slizzard: The Depths
56. Medusa: Hellgate*	118. Hawk: The Depths
57. Salamander: Mount Solemn	119. Magemouse: The Depths

58. Lava Fish: Mount Solemn	120. Panda: The Depths
59. Dreadhound: Mount Solemn	121. Tanuki: The Depths
60. Obsidian Statue: Mount Solemn	122. Mad Ogre: Ogronn's Keep
61. Ogre: Mount Solemn	123. Frost Ogre: Ogronn's Keep
62. Water Sprite: Flooded Water Passage	124. Ripjaw: Ogronn's Keep

Optional Quest and Boss Guide

The Depths: To unlock this massive dungeon from Knight Bewitched, simply win the 4th bout in Vagrant's Arena and it'll appear south of Hart City (#17 on the floating map). I recommend your party be at least level 28 and have the best gear from Hart City beforehand.

The Depths has 5 new bosses to fight, including a boss rush with the Solemn Colossus, Phoenix, Orochi, and the Guardian. The "final boss" of The Depths is Silnastra, who is fought after watching a special cutscene in the final room and obtaining Malady's Grimoire.

Sera's Lost Doll: After the Floating Continent Event, travel to Sera's old house in Deadwood. You'll find a doll that will trigger a hide-and-seek game. Here are the areas she'll hide in order:

1. The Livia Gravestone
2. Gravehart Vacation Home (near the bottom entrance to the Kharass Desert)
3. Ogronn's Keep: This underground castle will appear south of Solemn on the World Map after finding the doll in Kharass. You'll find her on a table in a bedroom on the upper floor of the keep.
4. Priscilla's Peak: Next to Sera at the top of the peak. Interact with it to receive a Miracle Band.

General Boss Tips

Following the tips below will make the optional bosses *much* easier, even in hard mode.

- I highly recommend having Helen equip the Shield of Faith for each optional boss fight. Divine Shield is absurdly powerful. You can make most of these boss fights easy by just keeping Helen's TP up with certain skills and items like Boosters, and then using Divine Shield every 3 turns.
- Equipping Sylvie with Essences that have Protect and Shell is also useful.
- As for healing, you'll either want Kayah to have the Harp of Serenity equipped or have Sylvie use the Wraith, Wild Horse or Dryad essences so she can do full-party healing as well.
- I recommend the party be at least level 30 before attempting any optional bosses. Having each party member's TP be maxed out at the beginning of the fight is a must (except for Silnastra)

Vagrant's Arena

Without going into details on each fight, the 2nd through the 5th bouts in Vagrant's Arena are much easier with certain Essences equipped on Sylvie:

- Wild Horse
- Carbuncle
- Matanga

- Wraith
- Zombie Yeti

The “Mana Wave” and “Mana Charge” skills are highly valuable as they allow Sylvie to restore MP to allies. If you’re struggling, try defeating every enemy except 1, then having your allies Guard until Sylvie can cast Mana Wave / Mana Charge and get everyone’s MP back up.

Hakutaku and Byakko: Found inside a chest underneath the gravestone in Livia (post-FCE).

This pair of bosses becomes much easier if you equip Ruby Rings and Amber Rings on each party member. You can farm these rings in Mount Solemn and Helena’s Spire respectively, or you can just wait and buy them from Priscillia after re-obtaining the ship.

Hakutaku is weak against Ice and Earth skills, while Byakko is weak against Water and Thunder. Defeat them one at a time.

Charybdis: Found on the floating map (#21)

Have at least one Aqua Ring equipped on each character. Charybdis is weak against Thunder spells. Note that Charybdis is vulnerable to debuffs and status effects even though the icons won’t appear (he’s so big that the icons get cut off the screen! Jeez!) That said, every 5 turn it’ll use Shed Skin and remove 2th debuffs.

Strife: Found in the secret throne room in Lynholde (post-FCE)

Strife is weak against Light and Poison spells. Divine Shield and Protect will help a lot in this fight. Have Matthias immediately use Decurse after Strife uses Shroud of Darkness.

Zombie Yeti: Purchase Slab of Meat from the Meat Man in the Hart City Underground Gambling Room (post-FCE). Then travel to Deadwood Pass and place the meat on a crate next to the blue lake.

The Zombie Yeti is weak against Fire and Earth skills and resists Ice and Wind. Use the Divine Shield strategy outlined above to make this fight easier.

Terminator Mk. III: Found in SciTech (#15 on the map)

It’s weak against Thunder attacks. Keep Divine Shield and Protect up at all times.

Vagrant and Tiastrasza: Fought in the 5th and final bout in Vagrant’s Arena.

No elemental weaknesses here. Use Divine Shield, Protect and Shell. Have your HP, MP and TP as high as possible before the end of the arena’s 4th enemy wave (Guard and use Mana Charge and Mana Wave as outlined above). Focus attacks on Tiastrasza first as she is the biggest threat.

I recommend saving plenty of Miracle Dusts, Phoenix Pinions and Hyperboosters for the following two fights:

Seiryu: Found in Gravehart Crystal Mine #6 (post-FCE)

The hardest of the optional bosses, Seiryu will switch to a random element every 2 turns. Seiryu takes reduced damage from all sources except the elements it’s weak against:

- Fire Form: Extremely weak against Water, mildly weak against Thunder, absorbs Fire
- Ice Form: Extremely weak against Fire, mildly weak against Earth, Absorbs Ice
- Thunder form: Extremely weak against Wind and Earth, Absorbs thunder
- Air form: Extremely weak against Thunder, Absorbs Earth and Wind
- Negative form: Extremely weak against Light and Dark spells, Absorbs Fire, Ice, and Thunder

Seiryu will switch elements often, which may cause your elemental attacks to fail. If you have trouble hitting it with elemental weaknesses, and your level/gear are high enough, you can forego elements altogether, but the battle may last a bit longer.

Silnastra: Found at the very end of The Depths after picking up Malady’s Grimoire

Silnastra is weak against Light spells. She will reset your TP at the beginning of the fight. The Shades of Strife she summons at the end of turn 1 use most of the same abilities as normal Strife, but they are weaker and vulnerable

against Light and Poison. As in every other fight, use Helen's Divine Shield and Sylvie's Protect and Shell. Good luck!

Other tips

Experience Farming

If you're looking to farm XP, you have two options: The first is to grind Kongo Kings (check the World Map). The second is to grind Evil Pots in Neo Hellgate. In Neo Hellgate 5, look for an entrance to a tiny room (labeled Neo Hellgate 8) that has some rather innocuous pots in it. This room has a much higher chance to spawn Evil Pots, which give 2000 XP each. Evil Pots can also drop Miracle Dust, Gold Hourglasses and have a 4% chance to drop The Big Cheese.

The Ultimate Attack


The strongest ability in the game is actually the special effect from Matthias's Totally Normal Staff, won from the 3 bout in Vagrant's Arena. This weapon has a 12.5% chance to trigger a devastating meteor shower that also lowers each enemy's Armor and Wisdom. Unlike Matthias's spells, this effect scales off of Strength, not Intellect. If you want a cheesy build that relies on Matthias triggering this effect, try this: rd

- Weapon: Totally Normal Staff
- Head: Snake Eyes
- Body: Work Pants
- Accessory 1: Titan Brace
- Accessory 2: Titan Brace
- Spellbook: Book of Elements
- Charm: Berserker Charm

Suplex

The 2nd most powerful ability in the game just might be by Sylvie's Suplex technique, which can only be gained from the Snow Wolf (found outside Solemn, only before triggering the Floating Continent Event) and Kaiser (found in The Depths) essences. This attack ignores Armor and deals 150% of Sylvie's strength plus 10% of the enemy's current HP. Used on the 1st turn of a boss fight, this can deal more damage than any other ability in the game! Try using a Hyperbooster after Suplexing to get off another quick Suplex!

Documents / Resources

	<p>Akamai CELESTIAL HEARTS Worlds Map and Miniguide [pdf] Instruction Manual Akamai, CELESTIAL HEARTS, Worlds, Map, Miniguide</p>
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References

- [🌐 Jkweath@gmail.com](mailto:Jkweath@gmail.com)

Manuals+.