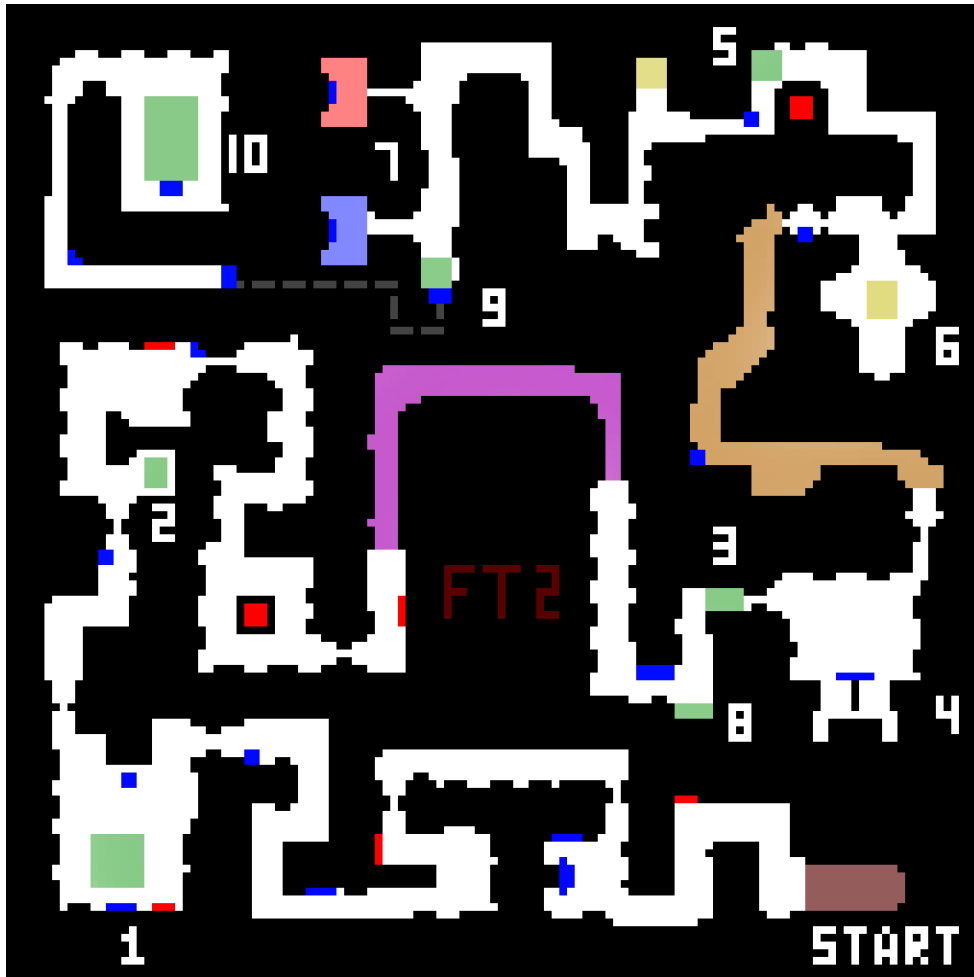


# Forgotten Temple B2F Guide

Made By: *Terror* (Originally for “OGR”)

Special Thanks to *Kilik* for additional information.



## Map Color Guide

Blue  
Red  
Light Red/Blue  
Light Green  
Light Gold  
Light Purple  
Light Brown

Primary Quest Objects  
Side Quest Objects  
Mutant Alter Locations  
Boss Locations  
Nola Ispita Quest Locations  
“Lightning Hallway”  
“Poisoned Hallway”

## Text Color Guide

Blue  
Bright Red  
Dark Red  
Dark Green / Gold  
Dark Purple

Primary Quest Objects  
Side Quest Objects  
Enemies  
Bosses  
Items

## **Introduction:**

The idea behind this guide to help you figure out the workings of Forgotten Temple B2F and it's bosses. It is up to you to find the strength, willpower, and allies necessary to complete the dungeon.

(Because, unlike me when I wrote this, you won't have the strength yourself to solo it.)

That means you'll want 7 players, preferably all skill rank 17/18 and well equipped. Beyond that- such as what classes to bring; specific boss strategies- you're on your own.

~ Terror (Nicholas Mischler)

**This guide may be re-posted as desired given that my name(s) remain intact in this document and that reasonable credit is given.**

## **Items:**

Here's a list of most, if not all, of the important stuff that can drop in Forgotten Temple B2F:

- Redosmium/Lapis - 0/1/2 slots
- Mithril (Normal and Crafted) - 0/1/2 slots
- Epaulet of Guardian/Fighter/Sage +7/8
- Blue Bike / RW3
- Bracelets +5/6/7 (or +3 with 1 slot)

## **Forgotten Temple B2F:**

- Proceed forward, find **“Doctor's Note #1”** at the table on the right.
- Continue to first open room, click the **“Pheromone Perfume”** in the center of the room.
- Kill the 5 **Retardants** that appear. Click the **“Pheromone Perfume”**. Obtain [Burned Torch]
- Before advancing into the next hall, click the **“Ant Flame Stone Pillar #1”** on the right side of the room.
- Collect 5 each of **“Ant's Seventh Stone Fragment”** and **“Ant's Red Stone Fragment”** from **Grandaunts** and **Retardants** respectively.
- Proceed through the next hallway; destroy the **Scarab Gate** at the end.
- Find **“Doctor's Note #2”** at the table on the right. Kill **Retardants** and **Grandaunts** as needed.
- Proceed and click **“Ant Flame Stone Pillar #2”** at the end of the hall (before a small flight of stairs). Obtain [Ant Flame]

- Follow the hallway to a **Scarab Gate**. Click the “**Burning Brazier #1**” left of the gate. Use [Burned Torch] and [Ant Flame].
- Click the “**Mutant Spring**” directly in front of you. This spawns the first boss **Ariadne**
- **[1] Ariadne:** Uses a shield to protect herself; you must kill the **Redundant** which spawns behind her to bring it down and allow you to hit her. After 30 seconds, the shield will return along with the Redundant Repeat this process until she dies. Provides a (Relic Chest).
- Click the “**Mutant Spring**” to release the next **Scarab Gate**. Obtain [Gleaming Stone]
- Proceed through the next hallway; click the “**Burning Brazier #2**” left of the next gate.
- Return to **Ariadne's** room and find the “**Old Crate**” behind her spawn. Obtain [Scarab Flame #1] and [Oil Bottle]
- Return to the “**Burning Brazier #2**” and open the next gate. Use [Scarab Flame #1] and [Oil Bottle]; Obtain [Scarab Flame #2]
- **[2] Nadine:** Simple boss fight. Defeat her to Obtain [Butterfly Stone Fragment] and a (Relic Chest).
- Find “**Doctor's Note #3**” at the table left of the next **Scarab Gate**. Click the “**Burning Brazier #3**”. Use [Scarab Flame #2]
- Proceed through the hallway and ignore the **Appetizing** for now. Click on the “**Mutant Spring Sources**”. Use [Gleaming Stone]
- Obtain side-quest “**Purification**”; must kill 5 each of **Appetizing**, **Crown**, and **Integrable** Kill the nearby **Appetizing** as needed.
- Destroy the next **Scarab Gate**. Find “**Doctor's Note #4**” at the table on the right and obtain [100,000 ale].
- **The next hallway is electrified 'randomly'**. Either use BM/Aura or defensive skills (Shadow Shield, Intuition) to proceed. If you're cunning, you might try finding a pattern and passing through that way as well.
- Proceed and click on the “**Butterfly Ward Wall**” at the turn in the hall. Use [Butterfly Stone Fragment]
- **[3] Anaheim:** Simple boss fight. Defeat to Obtain a (Relic Chest).
- Return to the “**Butterfly Ward Wall**” and proceed through the now opened **Scarab Gate**.
- **[4] Ispita:** Click the “**Queen's Crown**” near the throne to obtain [Queen's Crown] and spawn **Ispita**. She has three 'forms'; the first and third are simple boss fights. The second is tricky: she'll spawn in one of the two boxes marked on the ground starting with the box furthest from

the entrance. In order to hit her, you must be in the box when she spawns and must kill her within 30 seconds before she re spawns in the next box. Upon killing the third form, **Ispita** provides a (Legacy Chest). Click the “**Queen's Crown**” to open the next gate.

- In the next hallway, **clouds of poison fill the room**. There are two “**Counter poison Devices**” in the hall to stop the poison temporary, so send your highest defense person through first to stop the poison for the rest of the party. Kill **Crowns** and **Negroids** in this hallway for the “**Purification**” side-quest.
- Avoid the side room on the right with **Senile** for now; she is required for fighting **Nola Ispita** and doesn't give a chest regardless. Continue around the hallway to find **Corrugate**
- **[5] Corrugate**: Simple boss fight. Kill to obtain [**Corrugate Spear**] and (Relic Chest).
- If you've killed all the mobs required for “**Purification**”, click the **fountain in the center of this room** to finish it. Obtain [10,000 Honor]
- Click the tower “**About the Living Gate**” right of the next **Scarab Gate**. Use [**Corrugate Spear**]
- Now you have a choice: Do you wish to fight **Nola Ispita**? If so, skip to **Nola Ispita Quest**.

### **Proceeding without **Nola Ispita**:**

- Avoid the chest “**Sweet Alter**” on the right and continue down the twisting hallway to the Red Mutant Alter room.
- **[7] Red Scarab Alter #1**: Click the alter to obtain the “**One Life, Three Branches #1**” quest. Use [**Queen's Crown**]
- Before returning to the **Laboratory Gate** found near the “**Butterfly Ward Wall**”, continue down this hall and kill **Ar zip** **[9]**.
- Quickly return to the **Laboratory Gate** and follow it into a Test Hall with **Aridity**
- **[8] Aridity**: If you neglect to kill **Ar zip** before running back here, **Aridity** will have a shield up preventing all damage. If his shield is up, return to **Ar zip** and kill him. You'll have 3 minutes to kill **Aridity** before the shield and **Ar zip** both re spawn. When dead, **Aridity** provides a (Relic Chest).
- Click on the “**Red Scarab Alter #2**”. Obtain [**Aridity's Armor**]
- **[9] Entering Tyrant's Room**: Return to the end of the hallway near the Red Mutant Alter; click on the wall “**Report: Final Test #1**” at the back of the hall and warp through to **Tyrant's** room.

### Nola Ispita Quest:

- Turn right and click on the chest “Sweet Alter”. Use [Queen's Crown]
- Return to the side room with Senile and a bunch of Crowns Kill Senile to spawn Nola Ispita and seal off this side room. If you are locked out, use the nearby portal to regain access.
- [6] **Nola Ispita:** Like Ispita, she has three forms with the second being the trickiest. Her second form will spawn 4 Nola Ispitas in the room. 1 is the real Nola Ispita while the remaining 3 are fakes. Killing any of the weaker fakes will prompt all 4 to re spawn with full health. The trick is to isolate the real Nola Ispita and kill her without killing the fakes. Use a F's provocation skills and defensive power to pull away and tank the 3 fakes. Use single target attacks such as the BL/FA BM2 to pull and isolate and damage only the real Nola Ispita. Upon killing the third form, Nola Ispita provides a (Legacy Chest).
- **Hidden Helper #50:** Return to Ariadne's room and find the brazier “Ariadne's Secret Box” left of the “Old Crate”. This spawns two (Treasure Chests) and only one can be opened. One contains a random core. The other contains [Hidden Helper T's Puzzle Piece]. This is a character binding item which, when brought to the Hidden Helper Cross in DS, allows you to attempt the quest “Hidden Helper T (No.50)”. This quest asks you to kill Nola Ispita 3 times in return for [100,000 Honor].
- Return to the chest “Sweet Alter”. Obtain [Queen's Key]. Continue down the hallway.
- [7] **Blue Scarab Alter #1:** Click the alter to obtain the “One Life, Three Branches #2” quest. Use [Queen's Key]
- Before returning to the Laboratory Gate found near the “Butterfly Ward Wall”, continue down this hall and kill Ar zip [9].
- Quickly return to the Laboratory Gate and follow it into a Test Hall with Arbitrator
- [8] **Arbitrator:** If you neglect to kill Ar zip before running back here, Arbitrator will have a shield up preventing all damage. If his shield is up, return to Ar zip and kill him. You'll have 3 minutes to kill Arbitrator before the shield and Ar zip both re spawn When dead, Arbitrator provides a (Relic Chest).
- Click on the “Blue Scarab Alter #2”. Obtain [Arbitrator's Armor]
- [9] **Entering Tyrant's Room:** Return to the end of the hallway near the Blue Mutant Alter; click on the wall “Report: Final Test #1” at the back of the hall and warp through to Tyrant's room.

### **Killing Tyrant:**

- Note that you can not return to the previous sections of the temple except by death.
- Continue to the bend in the hallway; click the wall “**Report: Final Test #2**” to break the **Scarab Gate** to the **Tyrant's** room. Use [Aridity's Armor] or [Arbitrator's Armor]
- Note that **this wall also allows you to warp** into the room in the event you are locked out after **Tyrant** is spawned.
- Click the “**Control Spear**” to spawn the “violent creation”: **Tyrant**.
- **[10] Tyrant:** First form. Has high damage (2.5k+) and uses a multitude of ranged AOE skills. Also has high health regeneration rates. Defeat to spawn his 'true form'.
- **[10] Leth Tyrant:** True form. AOE range and damage increases; the “**Control Spear**” is now active. When the bars on the “**Control Spear**” fill up, Leth Tyrant will stop attacking for 3 seconds and **Scarabs** will spawn randomly around the room. The **Scarabs** will jump in the air and inflict high damage before retreating into the ground. Keep an eye on the “**Control Spear**” and for the “Warning” sign. Most corners and sides of the room are “safe” from the **Scarabs**. Defeat **Leth Tyrant** to spawn a (Legendary Box).
- Click on the “**Control Spear**” twice to exit the dungeon. Obtain [Core Cube] and [10,000 Honor]