

Num	Tower name	Time	Special material	Texts	Notes	Max Flesh reward	About boss	Notes to self
1	Treetop Tower	06:00	Dawn Chorus	7	0	600	-	-
2	Sheerdrop Spire	21:00	Fire Ore	5	1	800	Bind a leg to stop it from turning	ATTACK dead fisherman enemies for Tough scales
3	Wellspring Steeple	21:00	Permafrost	4	0	500	SHOOT parts to stun them	ATTACK dead Wolf enemies for Tough Pelts
4	Crimson Keep	21:00	Sacred Ash	6	1	500	Chain tornadoes. Go up if he uses two swords	Equip Permafrost
5	Ironclad Turret	15:00	Lump Of Metal	3	1	500	Bind the tail when he cools off	-
6	Arcadian Tower	18:00	Setting Sun	3	1	1000	Bind it to torches and attack even when the flash is exposed	-
7	Rockshard Rampart	03:00	Shadow Ore	3	1	1000	ATTACK tail when down. SHOOT when up.	Look around fro Okanos stones shinies
8	Torrent Peak	03:00	Goddess Tears	3	0	600	Sap protection?	-
9	Blazing Citadel	21:00	Explosive Powder	3	0	600	Abuse slow motion to grab shields	Equip Permafrost
10	Truegold Tower	15:00	Steel Ingot	3	0	800	SHOOT to move 2 spaces, PULL to move 1 sapce	-
11	Dawn Tower	-	-	5	3	1500	Get one to 0 HP (better if the dark one), get the other one's master flesh, then finish the first master.	see below
12	Dusk Tower	-	-	-	-	-		
13	Centrum	-	-	-	-	-		
	Dawn/Dusk towers "hidden warps"							
1	Middle of the bridge							
2	Left of the door in the "lone room"							
3	End of the corridor near the boss room, to the left.							
4	Near the entrance to the final chain room.							

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ALL WE HAD TO DO, WAS FIGHT THE DAWN DOOR CJ!

Treetop Tower	Hade Cyclops
Sheerdrop Spire	Kilte Airavata
Wellspring Steeple	Tres Aegir
Crimson Keep	Arba'ete Surtr
Ironclad Turret	Hamushte Jabir

Arcadian Turret	Shidishte Shesha
Rockshard Rampart	Shob'ate Serket
Torrent Peak	Shomonte Nhr
Blazing Citadel	Tishi'ate Miora
Truegold Tower	Aserte Arcana

Dawn Tower	Aserte hade Rahu
Dusk Tower	Aserte kilte Ketu