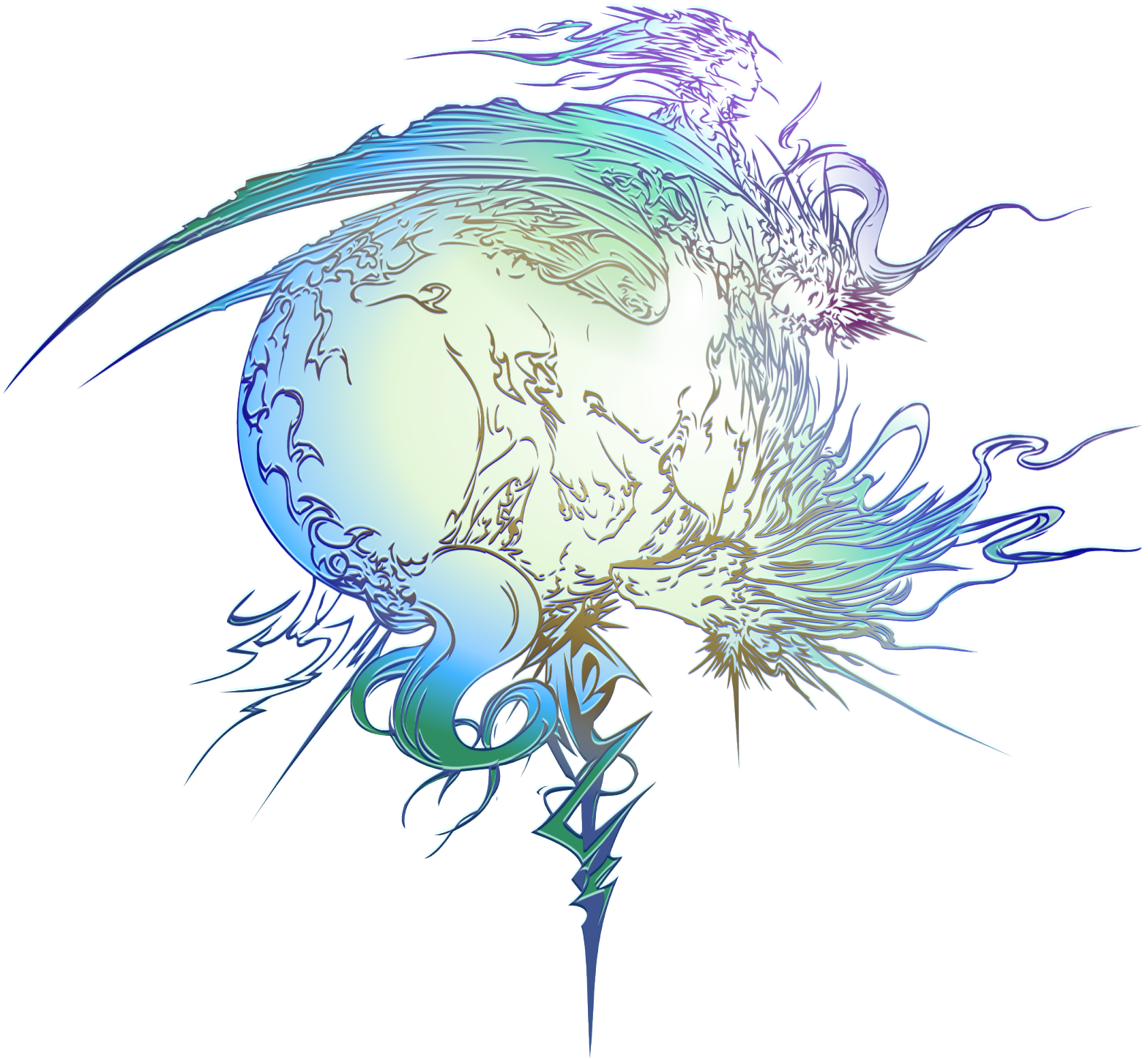


# FFXIII All Missions

Community™

November 13, 2020



# Contents

## Acknowledgements

MrTyton for allowing me to use his L<sup>A</sup>T<sub>E</sub>X script. Based on notes by Raijincloud and guide by TheScruffington (edited by Daspharaoh and Raijincloud). Everything based on original notes and routing by Mrzwanzig and MLSTRM. Love to everyone in the FFXIII Series Discord not mentioned here.

# Chapters 1-10

- In Ch.2, farm **8 Deceptisols** and **2 Fortisols** – more if struggling with manual preempts on M6/13/18/24.
  - Ghoul hallway is **FDDFD**
- Pick up the **PW**
- Proceed with Any% strats until Alexander
- Dismantle Doctor's Code in Chapter 9 if didn't get bonus Fortisol and Aegisol – needed for Bart 1 and Bituitus

## Archylte Steppe, pt. I

### MENU

- **Paradigm**
  - Battle Team
    - \* Swap Hope with Sazh (1 ↔ 4)
    - \* Swap Fang with Snow (3 ↔ 5)
    - \* Swap Lightning with Vanille (2 ↔ 6)

Sazh	Vanille	Snow
<b>COM</b>	<b>MED</b>	<b>SEN</b>
<b>COM</b>	<b>RAV</b>	( <b>SEN</b> )
– <b>SYN</b>	( <b>RAV</b> )	<b>SEN</b> ← Default
[ <b>SYN</b> ]	<b>SAB</b>	<b>COM</b>
[ <b>COM</b> ]	<b>SAB</b>	<b>COM</b>
[ <b>COM</b> ]	<b>SAB</b>	( <b>SEN</b> )
- **Crystarium**
  - Sazh
    - \* **COM**
      - 4 nodes, up 1 (Quake)
      - 15 nodes, up & right 1 (Jeopardize)
  - Snow
    - \* **SEN**
      - backtrack 2, left 1 (Fringeward)
      - 9 nodes, right 1 (Accessory)
      - 5 nodes, right 2 (Deathward)
      - 1 node, right 1 (Challenge)
- **Equipment**
  - Lightning
    - \* Unequip everything
  - Fang (←)
    - \* Unequip everything
  - Hope (←)
    - \* Unequip everything
  - Vanille (←←)
    - \* Blessed Talisman Lv.1
    - \* Tungsten Bangle Lv.1
  - Snow (→)
    - \* Silver Bangle Lv.1
    - \* Shield Talisman Lv.1

Activate Mission 1 and pre-empt Ectopudding.

### Mission 1: Ectopudding – Pre-Empt

- [3] Riot Shield (**SYN**/**RAV**/**SEN**)
  - Faith-Enthunder Snow (↓)
- [4] Bully (**SYN**/**SAB**/**COM**)
  - Repeat Sazh
- [5] Devastation (**COM**/**SAB**/**COM**)
  - Ruin x4
  - Repeat until victory

Activate Mission 2. Head NW and use a **Deceptisol** to

pre-empt the fight.

### Mission 2: Uridimmu & Gorgonopsid x4 – Pre-Empt

- [3] Riot Shield (**SYN**/**RAV**/**SEN**)
    - Quake
    - Bravery-Haste Sazh
  - [2] Delta Attack (**COM**/**RAV**/**SEN**)
    - Blitz-Blitz, hit as many as possible
    - Repeat
  - [1] Solidarity (**COM**/**MED**/**SEN**)
    - Repeat
    - Repeat, ATB refresh with [2] until Gorgonopsids die
- If Uridimmu has significant HP left:*
- [3] Riot Shield (**SYN**/**RAV**/**SEN**)
    - Enthunder Sazh
  - [6] Dirty Fighting (**COM**/**SAB**/**SEN**)
    - Blitz-Blitz if in range, else Attack x4
    - Repeat until victory

Activate Mission 3 (visible on the minimap) and go to the

## Vallis Media (stick to the right wall). Vallis Media & Yaschas Massif

### MENU

- **Paradigm**

Sazh	Vanille	Snow
<b>COM</b>	<b>MED</b>	<b>SEN</b>
<b>COM</b>	<b>RAV</b>	<b>SEN</b>
– <b>SYN</b>	( <b>SAB</b> )	( <b>COM</b> ) ← Default
<b>SYN</b>	<b>SAB</b>	<b>COM</b>
<b>COM</b>	<b>SAB</b>	<b>COM</b>
<b>COM</b>	<b>SAB</b>	<b>SEN</b>
- **Equipment**
  - Sazh
    - \* Power Wristband\* → Doctor's Code Lv.1
  - Snow (→→)
    - \* Shield Talisman Lv.1 → Power Wristband\*
  - Vanille (←)
    - \* Blessed Talisman Lv.1 → Shield Talisman Lv.1

Hug the left wall as you're approaching to pre-empt Ugallu.

### Mission 3: Ugallu – Pre-Empt

- [3] Bully (**SYN**/**SAB**/**COM**)
  - Potion
  - Bravery-Enfrost Snow (↓)
    - \* Shift after Snow launches
- [4] Bully (**SYN**/**SAB**/**COM**)
  - Auto-Support
  - Repeat Sazh
- [5] Devastation (**COM**/**SAB**/**COM**)
  - Blitz-Blitz or Attack x4
  - Repeat until victory

Activate Mission 4 and use a **Deceptisol** to pre-empt it.

#### Mission 4: Adroa x4 & Verdelet x2 – Pre-Empt

- [3] Bully (**SYN**/**SAB**/**COM**)
  - Quake
  - Summon
- [5] Devastation (**COM**/**SAB**/**COM**)
  - Blitz-Blitz Verdelet A (→) until **STAGGER**
  - X – Gestalt
    - \* Side+A x6
    - \* Y – Finisher

Head towards the Paddraean Archaeopolis (jump up on the right).

#### MENU

- **Paradigm**
  - Swap [1] and [3]
 

Sazh	Vanille	Snow
<b>SYN</b>	<b>(MED)</b>	<b>COM</b>
<b>(RAV)</b>	<b>RAV</b>	<b>(RAV)</b>
– <b>(RAV)</b>	<b>MED</b>	<b>(RAV)</b>
<b>(RAV)</b>	<b>SAB</b>	<b>(RAV)</b>
<b>COM</b>	<b>(RAV)</b>	<b>COM</b>
<b>(RAV)</b>	<b>(RAV)</b>	<b>SEN</b>

 ← *Default*
- **Crystarium**
  - Sazh
    - \* **COM**
      - left 1 (Scourge)
      - 5 nodes (Role Level 3)
    - \* **RAV**
      - 13 nodes (Role Level 2)
  - Vanille
    - \* **MED**
      - 19 nodes (ATB Segment)
  - Snow
    - \* **SEN**
      - 2 nodes, up 1 (Mediguard)
      - 6 nodes (HP+80)
- **Equipment**
  - Sazh
    - \* Warrior's Wristband Lv.8 → Tetradic Crown Lv.1
  - Vanille (→)
    - \* Shield Talisman Lv.1 → Platinum Bangle Lv.1
  - Snow (→)
    - \* Shaman's Mark Lv.1
    - \* Magician's Mark Lv.2

Activate Mission 7 (between the columns) and use an **Aegisol** for it.

#### Mission 7: Bituitus

*Count his attacks after Miasma, after 5th shift to [6], be liberal with Potions*

- [1] Hero's Charge (**SYN**/**MED**/**COM**)
  - Haste-Faith Sazh
  - Repeat Vanille (↑)
  - Repeat Snow (↓)
- [4] Smart Bomb (**RAV**/**SAB**/**RAV**)
  - Fire-Thunder-Fire-Thunder
  - Repeat
- [6] Mystic Tower (**RAV**/**RAV**/**SEN**)
  - Potion, if enough HP Repeat
  - Shift after Levinbolt
- [3] Thaumaturgy (**RAV**/**MED**/**RAV**)
  - Repeat, shift when healthy
- [4] Smart Bomb (**RAV**/**SAB**/**RAV**)
  - Repeat until Deshell/Imperil are inflicted
  - *Be aware of Levinbolt and shift to [6] if needed*
- [2] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  - Repeat, refresh with [3] until **STAGGER**
- [5] Aggression (**COM**/**RAV**/**COM**)
  - Ruin x4
  - Repeat until victory

#### MENU

- **Paradigm**

Sazh	Vanille	Snow
<b>SYN</b>	<b>MED</b>	<b>COM</b>
<b>RAV</b>	<b>(SAB)</b>	<b>RAV</b>
– <b>(SYN)</b>	<b>MED</b>	<b>(SEN)</b>
<b>(SYN)</b>	<b>SAB</b>	<b>RAV</b>
<b>COM</b>	<b>(SAB)</b>	<b>COM</b>
<b>(COM)</b>	<b>(SAB)</b>	<b>SEN</b>

 ← *Default*
- **Equipment**
  - Sazh
    - \* Warrior's Wristband Lv.8
    - \* Power Wristband\*

Activate Mission 6 and try to pre-empt it. If it takes too long, just fight.

#### Mission 6: Munchkin Maestro & Munchkin x4 – Pre-Empt

- [6] Dirty Fighting (**COM**/**SAB**/**SEN**)
  - Quake
- [3] Protection (**SYN**/**MED**/**SEN**)
  - Auto-Support
  - Bravery-Enfrost Sazh
- [6] Dirty Fighting (**COM**/**SAB**/**SEN**)
  - Blitz-Blitz, hit as many as possible
  - Repeat, refresh with [5] until victory

Pick up the **Mythril Bangle**. Activate Mission 5.

Make your way towards the mission and use a **Deceptisol** for the dodges and a pre-empt.

### Mission 5: Edimmu – Pre-Empt

- [6] Dirty Fighting (**COM**/SAB/**SEN**)
  - Blitz, **RAV**-buffer into [2] (↓↓)
- [2] Smart Bomb (**RAV**/SAB/**RAV**)
  - Immediately shift
- [4] Guerilla (**SYN**/SAB/**RAV**)
  - Haste-Faith Snow (↓)
- [5] Devastation (**COM**/SAB/**COM**)
  - Ruin x4
    - \* If late debuffs, refresh Snow into [1]

Make your way back to the Archylte Steppe.

## Archylte Steppe, pt. II

Activate Mission 9 to the left. Use a **Deceptisol** to pre-empt the mission.

### SHOP 88 220 GIL

- R&D Depot
  - Sell
    - \* Weapons
      - Alicanto
      - Feymark
    - \* Accesories
      - Soulfont Talisman
      - Silver Bangle
      - Entite Ring
      - Pearl Necklace
      - Fulmen Ring
    - \* Components
      - Incentive Chips
      - Credit Chips
  - Buy
    - \* Particle Accelerator x6
- Lenora's Garage
  - Buy
    - \* Crankshaft x4
- Creature Comforts
  - Buy
    - \* Sturdy Bone x88
    - \* Barbed Tail x89
- B&W Outfitters
  - Buy
    - \* Black Belt
- Up in Arms
  - Buy
    - \* Deneb Duellers
    - \* Pearlwing Staff

### Mission 9: Kaiser Behemoth – Pre-Empt

- [6] Dirty Fighting (**COM**/SAB/**SEN**)
  - Immediately shift
- [4] Guerilla (**SYN**/SAB/**RAV**)
  - Potion
  - Auto-Support
  - Faith-Haste Snow (↓), refresh Snow into [1]
    - \* If Sazh was interrupted, buff after the shift
- [1] Hero's Charge (**SYN**/**MED**/**COM**)
  - Enfire Snow (↓)
  - Enfire-Bravery Sazh
- [5] Devastation (**COM**/SAB/**COM**)
  - Attack x4
  - Repeat until victory

### UPGRADE

- Upgrade
  - Weapons
    - \* Deneb Duellers
      - Sturdy Bone x36
      - Particle Accelerator x2
    - \* Pearlwing Staff
      - Barbed Tail x36
      - Barbed Tail x7
      - Particle Accelerator x1
  - Accesories
    - \* Sorcerer's Mark
      - Sturdy Bone x18
      - Sturdy Bone x34
      - Particle Accelerator x3
    - \* Black Belt
      - Barbed Tail x36
      - Crankshaft x4
    - \* Doctor's Code
      - Barbed Tail x10
- Dismantle
  - Accesories
    - \* Doctor's Code

Go to the nearby save point.

## MENU

### • Paradigm

	Sazh	Vanille	Snow	
	<b>SYN</b>	<b>MED</b>	<b>COM</b>	← <i>Default</i>
	<b>RAV</b>	( <b>RAV</b> )	<b>RAV</b>	
–	<b>SYN</b>	<b>MED</b>	( <b>COM</b> )	
	<b>SYN</b>	<b>SAB</b>	<b>RAV</b>	
	<b>COM</b>	( <b>RAV</b> )	<b>COM</b>	
	( <b>RAV</b> )	( <b>RAV</b> )	( <b>COM</b> )	

### • Crystarium

- Sazh
  - \* **RAV**
    - 10 nodes, up 1 (Fira)
    - 1 node (HP+40)
- Vanille
  - \* **MED**
    - 2 nodes (Magic+18)
  - \* **RAV**
    - 5 nodes (HP+10)
- Snow
  - \* **RAV**
    - 5 nodes (Role Level 3)
  - \* **SEN**
    - 3 nodes (HP+80)

### • Equipment

- Snow
  - \* Magician's Mark Lv.2 → Sorcerer's Mark\*
- Vanille (←)
  - \* Pearlwing Staff Lv.21
  - \* Tungsten Bangle Lv.1 → Mythril Bangle Lv.1
- Sazh (←)
  - \* Deneb Duellers\*
  - \* Tungsten Bangle Lv.1
  - \* Black Belt\*

Activate Mission 12 (NW, blocking entrance to the Font of Namva). Pick up the **Librascope x5** chest (hug left).

Use an **Aegisol** for the mission.

## Mission 12: Geiseric

- [1] Hero's Charge (**SYN**/**MED**/**COM**)

– Auto-Support twice

*If Geiseric does not target Snow:*

– Potion

*Else:*

– Shift immediately

- [3] Hero's Charge (**SYN**/**MED**/**COM**)

– Auto-Support

– Faith-Enwater Snow (↓)

- [4] Guerilla (**SYN**/**SAB**/**RAV**)

– Repeat Sazh

– Repeat Vanille (↑)

– Potion if necessary

- [2] Tri-Disaster (**RAV**/**RAV**/**RAV**)

– Thunder-Fire-Fire-Aero

\* Shift as soon as *Aero* appears

- [6] Relentless Assault (**RAV**/**RAV**/**COM**)

– Repeat

*If Geiseric gets an attack off:*

– Repeat a few spells while waiting for Snow to do his string

– Shift after Snow casts third Ruin to refresh into [5]

*Else:*

– Shift as soon as *Aero* appears

- [5] Aggression (**COM**/**RAV**/**COM**)

– Ruin x4

– Repeat until victory while keeping him in the air

Head east and activate Mission 13.

## MENU

### • Paradigm

	Sazh	Vanille	Snow	
	<b>SYN</b>	( <b>SAB</b> )	<b>COM</b>	← <i>Default</i>
	<b>RAV</b>	( <b>SAB</b> )	( <b>SEN</b> )	
–	<b>SYN</b>	<b>MED</b>	( <b>SEN</b> )	
	( <b>COM</b> )	( <b>MED</b> )	( <b>SEN</b> )	
	<b>COM</b>	<b>RAV</b>	<b>COM</b>	
	( <b>COM</b> )	( <b>SAB</b> )	( <b>SEN</b> )	

### • Equipment

- Sazh
  - \* Remove Black Belt\*
- Snow (→→)
  - \* Black Belt\*
  - \* Shield Talisman Lv.1
- Sazh (←←)
  - \* Shaman's Mark Lv.1
  - \* Sorcerer's Mark\*

Pre-empt the mission.



### Mission 13: Goblin Chieftain & Goblin x3 – Pre-Empty

- [3] Protection (**SYN**/**MED**/**SEN**)
  - Quake
  - Auto-Support twice
  - Libra Goblin
  - Faith-Enfire Sazh
- [2] Matador (**RAV**/**SAB**/**SEN**)
  - Quake
  - Fira-Fira, hit as many Goblins as possible
    - \* **COM**-buffer into [6]
- [6] Dirty Fighting (**COM**/**SAB**/**SEN**)
  - Shift immediately
- [2] Matador (**RAV**/**SAB**/**SEN**)
  - Repeat, continue buffering into [6] until victory

#### MENU

- **Paradigm**
  - Default [6]
- **Equipment**
  - Snow
    - \* Warrior's Wristband Lv.8
    - \* Power Wristband\*

Activate Mission 17 (near BK+M) and pre-empt the mission.

### Mission 17: Pulsework Champion – Pre-Empty

- [6] Dirty Fighting (**COM**/**SAB**/**SEN**)
  - Blitz, **RAV**-buffer into [2] (↓↓)
- [2] Matador (**RAV**/**SAB**/**SEN**)
  - Shift immediately
- [1] Bully (**SYN**/**SAB**/**COM**)
  - Bravery-Haste Snow (↓)
  - Haste-Faith Sazh
- [5] Aggression (**COM**/**RAV**/**COM**)
  - Ruin x4
  - Repeat until victory

Activate Mission 14 by the nearby lake.

#### MENU

- **Paradigm**
  - Default [3]
- **Equipment**
  - Snow
    - \* Black Belt\*
    - \* Shield Talisman Lv.1
  - Sazh (←←)
    - \* Power Wristband\*
    - \* Warrior's Wristband Lv.8

Head to the Font of Namva (area past M12 stone) and engage Mission 14.

### Mission 14: Sahagin x2 & Ceratosaur x2

- [3] Protection (**SYN**/**MED**/**SEN**)
  - Auto-Support twice
  - Bravery-Enfire Sazh
- [4] Solidarity (**COM**/**MED**/**SEN**)
  - Blitz-Blitz, hit as many as possible
  - Repeat
- [6] Dirty Fighting (**COM**/**SAB**/**SEN**)
  - Repeat, refresh with [4] until victory

Get on the chocobo. Try to dig a **Gold Nugget**. Grab **Mnar Stone x2** from the chest on the lake, then activate Mission 15 on the nearby plateau and grab the **Scarletite** chest next to it. On the way to the mission area, pick up the **Gold Nugget** behind the Adamanchelid.

#### MENU

- **Equipment**
  - Sazh
    - \* Shaman's Mark Lv.1
    - \* Sorcerer's Mark\*

Use a **Deceptisol** on Mission 15.

### Mission 15: Goblin Chieftain & Goblin x6 – Pre-Empty

- [3] Protection (**SYN**/**MED**/**SEN**)
  - Quake
  - Auto-Support twice
  - Faith-Enfire Sazh
- [2] Matador (**RAV**/**SAB**/**SEN**)
  - Quake
  - Fira-Fira, hit as many Goblins as possible
    - \* **COM**-buffer into [6]
- [6] Dirty Fighting (**COM**/**SAB**/**SEN**)
  - Shift immediately
- [2] Matador (**RAV**/**SAB**/**SEN**)
  - Repeat, continue buffering into [6] until victory
  - Buffer into [4] if healing is needed*

Activate Mission 11 and mount the chocobo near the lake (turn around from the stone and continue straight). Run to the mission area.

#### MENU

- **Paradigm**

	Sazh	Vanille	Snow	
	<b>SYN</b>	<b>SAB</b>	<b>COM</b>	
	<b>RAV</b>	<b>SAB</b>	<b>SEN</b>	
–	<b>SYN</b>	<b>MED</b>	( <b>COM</b> )	
	<b>COM</b>	<b>MED</b>	( <b>COM</b> )	← Default
	<b>COM</b>	<b>RAV</b>	<b>COM</b>	
	<b>COM</b>	<b>SAB</b>	<b>SEN</b>	
- **Equipment**
  - Sazh
    - \* Power Wristband\*
    - \* Warrior's Wristband Lv.8

Pre-empt the fight.

### Mission 11: Adroa x6 – Pre-Empt

- [4] Tireless Charge (**COM**/**MED**/**COM**)
  - Quake
- [1] Bully (**SYN**/**SAB**/**COM**)
  - Bravery-Haste Sazh
- [5] Aggression (**COM**/**RAV**/**COM**)
  - Blitz-Blitz
  - Repeat, refresh with [4] until victory

Activate Mission 10 (on the plateau after the platform with dogs and the chest). Warp to the Northern Highplains (↑↑). Pre-empt the mission (wait for Ambling Bellows to turn around).

### Mission 10: Ambling Bellows – Pre-Empt

- [4] Tireless Charge (**COM**/**MED**/**COM**)
  - Attack-Blitz, **RAV**-buffer into [2]
- [2] Matador (**RAV**/**SAB**/**SEN**)
  - Shift immediately
- [1] Bully (**SYN**/**SAB**/**COM**)
  - Faith-Enwater Snow (↓)
  - Auto-Support
  - Repeat Sazh
- [5] Aggression (**COM**/**RAV**/**COM**)
  - Ruin x4
  - Repeat until victory

Head into the Mah'habara Subterra.

## Mah'habara Subterra & Sulyya Springs

Pick up the **Hauteclaire**. Access the next save point.

### SHOP 93 080 GIL

- B&W Outfitters
  - Sell
    - \* Weapons
      - Vega 42s
      - Binding Rod
      - Hauteclaire
    - \* Accessories
      - Frost Ring x2
      - Royal Armlet
    - \* Components
      - Gold Nugget(s)
      - Everything except Perfect/Superconductors, Catalysts
  - Buy
    - \* Warrior's Wristband x2
- Creature Comforts
  - Buy
    - \* Sturdy Bone x84
    - \* Barbed Tail x21
- Lenora's Garage
  - Buy
    - \* Superconductor x77 (up to 81)

### UPGRADE

- Upgrade
  - Accessories
    - \* Warrior's Wristband Lv.1
      - Sturdy Bone x36
      - Superconductor x37
    - \* Warrior's Wristband Lv.1
      - Sturdy Bone x36
      - Superconductor x37
      - Scarletite
    - \* Survivalist Catalog
      - Sturdy Bone x12
      - Superconductor x2
- Dismantle
  - Accessories
    - \* Survivalist Catalog

### MENU

- **Equipment**
  - Vanille
    - \* Platinum Bangle Lv.1 → Blessed Talisman Lv.1
  - Snow (→)
    - \* Warrior's Wristband\*
    - \* Power Glove Lv.9
  - Fang (→→)
    - \* Black Belt\*
    - \* Shield Talisman Lv.1
  - Lightning (→)
    - \* Platinum Bangle Lv.1
    - \* Tetradic Crown Lv1.

### Rust Pudding x2

- [4] Tireless Charge (**COM**/**MED**/**COM**)
  - Shift immediately
- [3] Hero's Charge (**SYN**/**MED**/**COM**)
  - Enthunder-Bravery Snow (↓)
  - Repeat Sazh
- [4] Tireless Charge (**COM**/**MED**/**COM**)
  - Blitz-Blitz
  - Repeat until victory

### MENU

- **Paradigm**
  - Battle Team
    - \* Swap Sazh with Lightning (1 ↔ 6)

	Lightning	Vanille	Snow	
–	( <b>RAV</b> )	<b>MED</b>	<b>SEN</b>	← Default
	<b>RAV</b>	<b>RAV</b>	<b>COM</b>	
	<b>MED</b>	<b>MED</b>	<b>SEN</b>	

Activate Mission 18. Use an **Ethersol** and pre-empt the mission (dodge and re-enter from the other side, retry and immediately run into the fight again).



### Mission 18: Ambling Bellows & Hoplite x4 – Pre-Empt

- [1] Entourage (**RAV**/**MED**/**SEN**)
  - Quake
  - Summon
  - Thundara-Thundara Ambling Bellows (↓)
  - Repeat until full Gestalt
  - X – Gestalt
    - \* B – Thunderfall until Hoplites are dead
    - \* Side+A – Razor Gale until ~750% chain
    - \* Y – Zantetsuken

Pick up the **Saint's Amulet x2** chest on the way to Hecatoncheir.

#### Hecatoncheir

- *Can only use 1 Renew here*
- Any% strat but heal manually in [2] if necessary

Pick up the **Perfect Conductor x3** chest on the way to the Sulyya Springs. Activate Mission 19 after riding Atomos.

#### MENU

- **Paradigm**
  - Battle Team
    - \* Swap Lightning with Sazh (1 ↔ 6)

Sazh	Vanille	Snow
<b>COM</b>	( <b>SAB</b> )	<b>SEN</b>
<b>COM</b>	<b>RAV</b>	<b>RAV</b>
– <b>SYN</b>	<b>MED</b>	<b>SEN</b> ← <i>Default</i>
<b>COM</b>	[ <b>SAB</b> ]	( <b>COM</b> )
[ <b>RAV</b> ]	( <b>SAB</b> )	( <b>SEN</b> )
<b>COM</b>	<b>MED</b>	[ <b>COM</b> ]

Pre-empt Mission 19 by running past the battlezone with a Deceptisol and entering the fight from the other side. Retry and immediately re-enter (similar to Mission 18).

### Mission 19: Uridimmu x4 – Pre-Empt

- [3] Protection (**SYN**/**MED**/**SEN**)
  - Quake
  - Bravery-Enthunder Snow (↓)
- [4] Devastation (**COM**/**SAB**/**COM**)
  - Blitz-Blitz targets not hit by Snow until victory

## Taejin's Tower

Activate Mission 20.

#### MENU

- **Equipment**
  - Sazh
    - \* Sorcerer's Mark\*
    - \* Shaman's Mark Lv.1
  - Lightning (←)
    - \* Unequip everything
  - Fang (←)
    - \* Unequip everything

Use a **Deceptisol** before engaging Mission 20.

### Mission 20: Goblin Chieftain, Goblin x2, Munchkin Maestro & Munchkin – Pre-Empt

- [3] Protection (**SYN**/**MED**/**SEN**)
  - Quake
  - Auto-Support twice
  - Faith-Enfire Sazh
- [5] Matador (**RAV**/**SAB**/**SEN**)
  - Quake
  - Fira-Fira on small enemies, **COM**-buffer into [1]
- [1] Dirty Fighting (**COM**/**SAB**/**SEN**)
  - Immediately shift
- [5] Matador (**RAV**/**SAB**/**SEN**)
  - Fira-Fira, **COM**-buffer into [1]
  - Repeat loop until victory

Pick up the **Sinister Fang x20** chest after the fight. Make your way into the tower and use the elevator to get to the Second Tier.

#### MENU

- **Paradigm**

Sazh	Vanille	Snow
( <b>SYN</b> )	<b>SAB</b>	( <b>COM</b> )
<b>COM</b>	<b>RAV</b>	<b>RAV</b>
– <b>SYN</b>	( <b>SAB</b> )	( <b>RAV</b> ) ← <i>Default</i>
<b>COM</b>	( <b>RAV</b> )	<b>COM</b>
<b>RAV</b>	<b>SAB</b>	( <b>RAV</b> )
<b>COM</b>	<b>MED</b>	<b>COM</b>
- **Equipment**
  - Sazh
    - \* Power Wristband\*
    - \* Warrior's Wristband Lv.8
  - Vanille (→)
    - \* Black Belt\*
    - \* Shield Talisman Lv.1

Accept Mission 21 and pre-empt Gelatitan.

### Mission 21: Gelatitan – Pre-Empt

- Any% strat

Activate Mission 22.

#### MENU

- **Paradigm**
  - Default [2]
  - Battle Team
    - \* Swap Sazh with Vanille (1 ↔ 2)

Use an **Ethersol** and pre-empt Ambling Bellows.

### Mission 22: Ambling Bellows – Pre-Empt

- Any% strat

Activate Mission 23.

MENU

- **Paradigm**
  - Default [3]
  - Battle Team
    - \* Swap Vanille with Sazh (1 ↔ 2)

Pre-empt Gurangatch.

Mission 23: Ambling Bellows – Pre-Empt

- Any% strat

Pick up the **Simurgh** chest. Activate Mission 24 and pre-empt it.

Mission 24: Mushussu – Pre-Empt

- Any% strat

MENU

- **Crystarium**
  - Sazh
    - \* **RAV**
      - 17 nodes, up 2 (Firaga)
  - Vanille
    - \* **RAV**
      - 10 nodes, right 2 (Blizzara)
    - \* **SAB**
      - 13 nodes, right 2 (Deprotega)
      - 2 nodes, left 1 (Jinx)
    - \* **MED**
      - back 1, left 2 (HP+100 x2)
      - 1 node, down 3 (Curasa)
  - Snow
    - \* **SEN**
      - 13 nodes (Strength+18)
- **Equipment**
  - Sazh
    - \* Power Wristband\* → Platinum Bangle Lv.1
  - Vanille (→)
    - \* Shield Talisman Lv.1 → Mythril Bangle Lv.1

Activate Mission 25. Pick up the **Unsetting Sun**.

Mission 25: Vetala

- Any% strat

Pick up the **Librascope**.

Activate Mission 26 and use a **Deceptisol** to pre-empt it.

MENU

- **Paradigm**
  - Battle Team
    - \* Swap Vanille with Snow (2 ↔ 3)

Sazh	Snow	Vanille	
<b>SYN</b>	( <b>SEN</b> )	( <b>RAV</b> )	
<b>COM</b>	<b>RAV</b>	<b>RAV</b>	← <i>Default</i>
– ( <b>RAV</b> )	( <b>SEN</b> )	( <b>RAV</b> )	
<b>COM</b>	<b>COM</b>	<b>RAV</b>	
<b>RAV</b>	( <b>SEN</b> )	<b>SAB</b>	
<b>COM</b>	<b>COM</b>	( <b>RAV</b> )	

- **Equipment**
  - Sazh
    - \* Warrior's Wristband Lv.8 → Sorcerer's Mark\*

Mission 26: Penanggalan – Pre-Empt

- [2] Relentless Assault (**COM**/**RAV**/**RAV**)
  - Quake
  - Target Penanggalan (↑↑)
  - Shift immediately
- [3] Mystic Tower (**RAV**/**SEN**/**RAV**)
  - Firaga
  - Repeat, **COM**-buffer into [4]
- [4] Aggression (**COM**/**COM**/**RAV**)
  - Ruin x4
- [3] Mystic Tower (**RAV**/**SEN**/**RAV**)
  - Repeat, **COM**-buffer into [4]
- [4] Aggression (**COM**/**COM**/**RAV**)
  - Repeat until victory

UPGRADE

- Upgrade
  - Accesories
    - \* Warrior's Wristband Lv.1
      - Sinister Fang x10
      - Sinister Fang all
    - \* Particle Accelerator x3

MENU

- **Equipment**
  - Sazh
    - \* Warrior's Wristband\*
    - \* Warrior's Wristband Lv.8
  - Vanille (→→)
    - \* Diamond Bangle Lv.1
    - \* Sorcerer's Mark\*

Use an **Ethersol** before Dahaka.

Dahaka

- Any% strat

Activate the statue at the Apex (opposite to the Oerba elevator). Use the elevator to access the Seventh Tier. Activate the statue there (Deceptisol to dodge the birds) and pick up the **Collector Catalog**. Use the central elevator to get back to the Apex. Pick up **Ethersol** near the Oerba elevator.

## MENU

### • Paradigm

	Sazh	Snow	Vanille	
	<b>SYN</b>	( <b>RAV</b> )	( <b>SAB</b> )	
	<b>COM</b>	<b>RAV</b>	<b>RAV</b>	
–	<b>RAV</b>	<b>SEN</b>	( <b>MED</b> )	← <i>Default</i>
	<b>COM</b>	( <b>SEN</b> )	( <b>MED</b> )	
	<b>RAV</b>	( <b>RAV</b> )	<b>SAB</b>	
	<b>COM</b>	( <b>RAV</b> )	( <b>MED</b> )	

### • Crystarium

- Sazh
  - \* **RAV**
    - 6 nodes (HP+100)
- Snow
  - \* **COM**
    - 2 nodes, right 2 (Scourge)
    - 15 nodes (Strength+18)
  - \* **SEN**
    - 2 nodes (ATB Segment)
- Vanille
  - \* **MED**
    - 5 nodes, right 2 (Accessory)

### • Equipment

- Sazh
  - \* Sorcerer's Mark Lv.1
  - \* Tetradic Tiara Lv.1
- Snow (→)
  - \* Black Belt\*
  - \* Shield Talisman Lv.1
- Vanille (→)
  - \* Diamond Bangle Lv.1 → Mythril Bangle Lv.1
  - \* Blank → Shaman's Mark Lv.1

## Missions 28: Ceratosaur

- [3] Entourage (**RAV**/**SEN**/**MED**)
  - Quake
  - Firaga, hit as many as possible
  - Repeat, **COM**-buffer into [4]
- [4] Solidarity (**COM**/**SEN**/**MED**)
  - Shift immediately
- [3] Entourage (**RAV**/**SEN**/**MED**)
  - Repeat
  - Repeat, **COM**-buffer into [4]
- [4] Solidarity (**COM**/**SEN**/**MED**)
  - Quake
- [3] Entourage (**RAV**/**SEN**/**MED**)
  - Repeat
  - Repeat, **COM**-buffer into [4]
- [4] Solidarity (**COM**/**SEN**/**MED**)
  - Shift immediately
- Repeat the pattern until victory

Head to the schoolhouse, use a Deceptisol and pick up the **second Bhakti part** through the wall. Pick up the **Moogles Puppet** and the **Pleiades Hi-Powers** up top. Cancel the Deceptisol and access the next save point.

## Oerba

Pick up the **Pervoskite**. Activate Mission 28. Talk to Bhakti. Pre-empt the Vampire by the tree roots for the **first Bhakti part**.

## Vampire – Pre-Empty

- [3] Entourage (**RAV**/**SEN**/**MED**)
  - Shift immediately
- [1] Guerilla (**SYN**/**RAV**/**SAB**)
  - Auto-Support
  - Faith-Enfire Sazh
- [5] Smart Bomb (**RAV**/**RAV**/**SAB**)
  - Fire-Firaga, **COM**-buffer into [2]
- [2] Relentless Assault (**COM**/**RAV**/**RAV**)
  - Ruin x4 until victory

## UPGRADE

- Upgrade
  - Accessories
    - \* Collector Catalog
      - Barbed Tail x21
      - Superconductor x1
      - Mnar Stone

## SHOP 196380 GIL

- Unicorn Mart
  - Sell
    - \* Weapons
      - Simurgh
      - Unsetting Sun
    - \* Accesories
      - Tungsten Bangle
      - Platinum Bangle
      - Power Wristband
      - Giant's Glove
      - Connoisseur Catalog
      - Saint's Amulet x2
    - \* Components
      - Moonblossom Seeds
      - Moogle Puppet
      - Rhodochrosites (**keep 1**)
      - Cobaltites
  - Buy
    - \* Painkiller x11
    - \* Foul Liquid x11
    - \* Mallet x11
- Creature Comforts
  - Buy
    - \* Sturdy Bone x42
    - \* Barbed Tail x58
    - \* Vibrant Ooze x54
- Lenora's Garage
  - Buy
    - \* Superconductor x29
    - \* Perfect Conductor x4
- R&D Depot
  - Buy
    - \* Ultracompact Reactor x3

## UPGRADE

- Upgrade
  - Weapons
    - \* Pleaides Hi-Powers
      - Sturdy Bone x42
      - Perfect Conductors x10
      - Perovskite
      - Barbed Tail x58
      - Ultracompact Reactor x3
      - Superconductor x29

## MENU

- **Paradigm**

	Sazh	Snow	Vanille
	<b>SYN</b>	<b>RAV</b>	<b>SAB</b>
	<b>COM</b>	<b>RAV</b>	<b>RAV</b>
–	<b>RAV</b>	<b>SEN</b>	<b>MED</b>
	<b>COM</b>	( <b>RAV</b> )	( <b>RAV</b> )
	<b>RAV</b>	<b>RAV</b>	<b>SAB</b>
	<b>COM</b>	<b>RAV</b>	<b>MED</b>
- **Equipment**
  - Sazh
    - \* Hyades Magnums\*
    - \* Power Glove Lv.9
    - \* Diamond Bangle Lv.1
  - Snow (→)
    - \* Warrior's Wristband\*
    - \* Warrior's Wristband\*
  - Vanille (→)
    - \* Shaman's Mark Lv.1 → Sorcerer's Mark Lv.1

Grab the **third Bhakti part** before the Seeker dodge. Pick up the **Ethersol** before Bart. Use an **Ethersol** and an **Aegisol**.

## Barthandelus 2

- [5] Smart Bomb (**RAV/RAV/SAB**)
  - Fire-Thunder-Fire-Thunder
  - *If Fortisol was used, shift to [6] instead*
- [1] Guerilla (**SYN/RAV/SAB**)
  - Bravery-Haste Sazh
  - Haste-Faith Vanille (↑)
- [6] Diversity (**COM/RAV/MED**)
  - Blitz-Blitz
- [5] Smart Bomb (**RAV/RAV/SAB**)
  - Repeat until **STAGGER** and debuffs have landed
- [2] Relentless Assault (**COM/RAV/RAV**)
  - Repeat until head split
  - **Summon to dodge Laughter**
  - Blitz until Apoptosis
  - X – Gestalt to avoid it
  - Y – Finisher immediately
- [5] Smart Bomb (**RAV/RAV/SAB**)
  - Repeat until **STAGGER** and debuffs have landed
- [6] Diversity (**COM/RAV/MED**)
  - Blitz-Blitz
  - Repeat until victory

## Chapter 12

### Anavatapta Warmech

- Any% strat

If **Gil < 48 680** after this shop, get 15k Gil chest in Chapter 12, accounting for potential drops.

Use a **Deceptisol** to dodge the second soldier group and pre-empt the Bulwarker.

MENU

- Battle Team
  - Swap Lightning with Vanille (1 ↔ 3)
  - Swap Lightning with Sazh (3 ↔ 4)
- Default [2]

Bulwarker & Sanctum Seraph x2 – Pre-Empt

- Any% strat

MENU

- Crystarium
  - Vanille
    - \* COM
      - 11 nodes (Ruin)
    - \* MED
      - 6 nodes, left 2 (Curaja)
    - \* RAV
      - 3 nodes (Role Level 3)
  - Snow
    - \* COM
      - left 2 (Blitz)
      - 4 nodes (HP+100)
    - \* RAV
      - 9 nodes, left 1 (HP+100)
      - 10 nodes, down 2 (Accessory)
  - Sazh
    - \* COM
      - 13 nodes (Strength+13)
    - \* RAV
      - 8 nodes, left 1 (Cold Blood)
- Paradigm
  - Battle Team
    - \* Swap Vanille with Sazh (1 ↔ 3)

Sazh	Snow	Vanille
COM	(COM)	MED
COM	(COM)	(COM) ← Default

    - \*

SYN	SEN	(SAB)
[SYN]	(RAV)	(MED)
RAV	(RAV)	[MED]
RAV	[RAV]	RAV
- Equipment
  - Sazh
    - \* Warrior's Wristband Lv.8
    - \* Shield Talisman Lv.1
  - Snow (→)
    - \* Blank → Power Glove Lv.9
  - Vanille (→)
    - \* Mythril Bangle Lv.1 → Diamond Bangle Lv.1

Behemoth King

- Any% strat

Pick up **Rebel Heart**. **Deceptisol** once the bird comes through the ceiling, **cancel it**.

Proudclad 1

- Any% strat

MENU

- Paradigm
  - Battle Team
    - \* Default [6]
    - \* Swap Sazh with Snow (1 ↔ 2)

Adamanchelid

- Any% strat

Pick up **Punisher**, **Particle Accelerator x6**, **Mistilteinn** and the **Power Glove**. Get the Gil chest if short.

UPGRADE

- Upgrade
  - Accessories
    - \* Power Glove
      - Vibrant Ooze x36
      - Particle Accelerator x6
    - \* Goddess's Favor
      - Vibrant Ooze x18
      - Superconductor x2
- Dismantle
  - Accessories
    - \* Goddess's Favor
    - \* Ribbon
- Upgrade
  - Accessories
    - \* Warrior's Wristband\* on Snow
      - Scarletite

MENU

- Paradigm
  - Battle Team
    - \* Swap Snow with Sazh (1 ↔ 2)
    - \* Swap Snow with Vanille (2 ↔ 3)

Sazh	Vanille	Snow
(RAV)	(COM)	COM
COM	COM	COM ← Default

    - |       |       |       |
|-------|-------|-------|
| (RAV) | (RAV) | SEN   |
| (COM) | MED   | (SEN) |
| RAV   | (RAV) | (COM) |
| RAV   | RAV   | RAV   |
- Equipment
  - Snow
    - \* Warrior's Wristband\* → Power Glove\*
  - Sazh (←←)
    - \* Deneb Duellers\*
    - \* Shield Talisman → Warrior's Wristband\*

Use **Ethersol**, **Fortisol** and **Aegisol**.

Proudclad 2

- Any% strat

# Orphan's Cradle

~~~~~  
Access the shop.

## SHOP 121960 GIL

- Eden Pharmaceuticals
  - Sell
    - \* Weapons
      - Rebel Heart
      - Mistilteinn
      - Punisher
    - \* Accessories
      - Mythril Bangle
      - Royal Armlet
    - \* Components
      - Dusklight Dew
      - Perfume
      - Gold Dust (if gotten)
  - Buy
    - \* Fortisol x2
    - \* Aegisol x2
    - \* Deceptisol x1 (need 3 total)
- B&W Outfitters
  - Buy
    - \* Warrior's Wristband
- Creature Comforts
  - Buy
    - \* Sturdy Bone x36
- Lenora's Garage
  - Buy
    - \* Superconductor up to x37

## UPGRADE

- Accessories
  - Warrior's Wristband
    - \* Sturdy Bone x36
    - \* Superconductor x37

## MENU

- **Paradigm**
  - Battle Team
    - \* Swap Sazh with Vanille (1 ↔ 2)

| Vanille        | Sazh           | Snow                            |
|----------------|----------------|---------------------------------|
| <b>COM</b>     | ( <b>COM</b> ) | <b>COM</b>                      |
| ( <b>SAB</b> ) | <b>COM</b>     | <b>COM</b>                      |
| – <b>RAV</b>   | <b>RAV</b>     | <b>SEN</b>                      |
| ( <b>SAB</b> ) | ( <b>SYN</b> ) | <b>SEN</b>                      |
| ( <b>SAB</b> ) | <b>RAV</b>     | ( <b>RAV</b> ) ← <i>Default</i> |
| <b>RAV</b>     | <b>RAV</b>     | <b>RAV</b>                      |
- **Crystarium**
  - Vanille
    - \* **MED**
      - right 1 (Role Level 4)
    - \* **RAV**
      - 14 nodes, right 1 (Fearsiphon)
      - 8 nodes (Role Level 4)
  - Sazh
    - \* **COM**
      - up 2 (Adrenaline)
      - 3 nodes, right 2 (Accessory)
      - 5 nodes (Role Level 4)
  - Snow
    - \* **COM**
      - 8 nodes, left 2 (Ruinga)
      - 2 nodes (Role Level 4)
- **Equipment**
  - Sazh
    - \* Blank → Warrior's Wristband\*

Cancel **ALL** Deceptisols in this part. Use **Fortisol** and **Aegisol** before the next fight, **Ethersol** if needed.

## Bandersnatch &amp; Jabberwocky

- Any% strat

## MENU

- **Paradigm**
  - Battle Team
    - \* Swap Vanille with Sazh (1 ↔ 2)

| Sazh             | Vanille        | Snow                        |
|------------------|----------------|-----------------------------|
| <b>COM</b>       | <b>COM</b>     | <b>COM</b>                  |
| <b>COM</b>       | ( <b>COM</b> ) | <b>COM</b>                  |
| – ( <b>COM</b> ) | ( <b>SAB</b> ) | <b>SEN</b>                  |
| <b>SYN</b>       | <b>SAB</b>     | <b>SEN</b> ← <i>Default</i> |
| ( <b>COM</b> )   | ( <b>MED</b> ) | ( <b>SEN</b> )              |
| <b>RAV</b>       | <b>RAV</b>     | <b>RAV</b>                  |
- **Equipment**
  - Sazh
    - \* Unequip everything
  - Snow (→→)
    - \* Warrior's Wristband\*
    - \* Black Belt\*
    - \* Tetradic Tiara Lv.1
  - Sazh (←←)
    - \* Hyades Magnums\*
    - \* Shield Talisman Lv.1
    - \* Power Glove Lv.9
    - \* Power Glove\*



### Wladislaus

- [4] Premeditation (**SYN**/**SAB**/**SEN**)
  - Librascope
  - Auto-Support twice
  - Bravery-Enfire Sazh
- Shift to [5] if already Deprotected and back to [3] after every Mounting Contempt*
- [3] Dirty Fighting (**COM**/**SAB**/**SEN**)
  - Blitz-Blitz or Attack x4, whichever is better
  - Repeat
- [5] Solidarity (**COM**/**MED**/**SEN**)
  - Repeat
  - Shift once Vlad loses Deprotect
- [3] Dirty Fighting (**COM**/**SAB**/**SEN**)
  - Repeat
  - Refresh with [5] until victory

### Tiamat Eliminator

- [3] Relentless Assault (**COM**/**RAV**/**RAV**)
  - Attack-Attack-Blitz
  - Shift after Snow's fourth strike
- [6] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  - Cold Blood
  - Libra
  - Auto-Chain if Tail Hammer was used
  - Repeat just before **STAGGER**, shift as soon as Sazh begins shooting
- [5] Thaumaturgy (**RAV**/**MED**/**RAV**)
  - Shift immediately
- [6] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  - Repeat and shift immediately
- [1] Cerberus (**COM**/**COM**/**COM**)
  - Shift towards the end of Cold blood for an ATB Refresh
- [2] Cerberus (**COM**/**COM**/**COM**)
  - Blitz-Blitz
  - Repeat until victory with refreshes to [1]

### MENU

- **Paradigm**

|   | Sazh           | Vanille        | Snow           |           |
|---|----------------|----------------|----------------|-----------|
|   | <b>COM</b>     | <b>COM</b>     | <b>COM</b>     |           |
|   | <b>COM</b>     | <b>COM</b>     | <b>COM</b>     |           |
| – | <b>COM</b>     | ( <b>RAV</b> ) | ( <b>RAV</b> ) | ← Default |
|   | <b>SYN</b>     | <b>SAB</b>     | ( <b>COM</b> ) |           |
|   | ( <b>RAV</b> ) | <b>MED</b>     | ( <b>RAV</b> ) |           |
|   | <b>RAV</b>     | <b>RAV</b>     | <b>RAV</b>     |           |
- **Crystarium**
  - Sazh
    - \* **SYN**
      - 12 nodes, left 1 (HP+70)
      - 10 nodes (ATB Level)
  - Vanille
    - \* **SEN**
      - 6 nodes (Provoke)
    - \* **SAB**
      - 5 nodes, down 2 (HP+100 x2)
      - 4 nodes (HP+100)
  - Snow
    - \* **RAV**
      - 3 nodes (Role Level 4)
    - \* **SEN**
      - back 3 nodes, up 3 (Reprieve)
      - 3 nodes (Role Level 4)
- **Equipment**
  - Sazh
    - \* Shield Talisman Lv.1 → Power Glove Lv.9
  - Snow (→→)
    - \* Warrior's Wristband\*
    - \* Warrior's Wristband\*
    - \* Warrior's Wristband Lv.8

Use the gate to warp back to Gran Pulse. **Return to Gran Pulse**

### MENU

- **Paradigm**

|   | Sazh       | Vanille        | Snow       |           |
|---|------------|----------------|------------|-----------|
|   | <b>COM</b> | <b>COM</b>     | <b>COM</b> |           |
|   | <b>COM</b> | ( <b>SAB</b> ) | <b>COM</b> |           |
| – | <b>COM</b> | <b>RAV</b>     | <b>RAV</b> | ← Default |
|   | <b>SYN</b> | <b>SAB</b>     | <b>COM</b> |           |
|   | <b>RAV</b> | <b>MED</b>     | <b>RAV</b> |           |
|   | <b>RAV</b> | <b>RAV</b>     | <b>RAV</b> |           |

Activate Mission 8.

### Mission 8: Rakshasa & Flan x2

- [3] Relentless Assault (**COM**/**RAV**/**RAV**)
  - Shift immediately
- [4] Bully (**SYN**/**SAB**/**COM**)
  - Bravery-Enfire Snow (↓)
  - Auto-Support
  - Ethunder-Bravery Sazh
- [2] Devastation (**COM**/**SAB**/**COM**)
  - Attack x4 Rakshasa
  - Repeat until victory

Head to the Yaschas Massif and warp to the Central Expanse (↓↓). Ride a chocobo to the stone circle and activate Mission 58 (back middle). Warp to the Northern Highplain (↓↓↓). Enter Mah'habara and run to the mission area. Use a **Deceptisol** to pre-empt the mission.

Use **Fortisol** and **Aegisol**.

## Mission 58: Humbaba & Pulsework Champion – Pre-Empt

- [3] Relentless Assault (**COM/RAV/RAV**)
  - Select Blitz, hover over Centurion until others start casting
    - \* Blitz Humbaba, **RAV**-buffer into [6]
- [6] Tri-Disaster (**RAV/RAV/RAV**)
  - Immediately shift
- [4] Bully (**SYN/SAB/COM**)
  - Bravery-Haste Sazh
- [2] Devastation (**COM/SAB/COM**)
  - Blitz-Blitz
    - \* If Centurion isn't dead, kill it first
  - Repeat until victory

Make your way to the Juggernaut guarding Mission 29 (side path behind you).

## MENU

- Crystarium
  - Sazh
    - \* **SEN**
      - 6 nodes (Provoke)
    - \* **SYN**
      - 3 nodes (HP+100)
      - back 10, left 1 (HP+70 for 6k CP)
  - Vanille
    - \* **RAV**
      - back 5, up 2 (Blizzaga)
      - back 5, right 2 (Firaga)
    - \* **SAB**
      - 3 nodes (Strength+15)
  - Snow
    - \* **COM**
      - back 4, down 1 (HP+100)
      - back 3, right 2 (HP+100 x2)
      - 4 nodes (Strength+30)
- Paradigm
 

|   | Sazh           | Vanille        | Snow                 |
|---|----------------|----------------|----------------------|
|   | <b>COM</b>     | <b>COM</b>     | <b>COM</b>           |
|   | ( <b>SEN</b> ) | <b>SAB</b>     | ( <b>SEN</b> )       |
| – | ( <b>SEN</b> ) | ( <b>MED</b> ) | ( <b>SEN</b> )       |
|   | <b>SYN</b>     | <b>SAB</b>     | <b>COM</b> ← Default |
|   | <b>RAV</b>     | <b>MED</b>     | ( <b>SEN</b> )       |
|   | <b>RAV</b>     | <b>RAV</b>     | <b>RAV</b>           |
- Equipment
  - Vanille
    - \* Diamond Bangle Lv.1 → Imperial Armlet Lv.1
  - Sazh (←)
    - \* Power Glove Lv.9 → Tetradic Tiara Lv.1
    - \* Power Glove Lv.9 → Diamond Bangle Lv.1
  - Snow (→→)
    - \* Warrior's Wristband\* → Power Glove Lv.9
    - \* Warrior's Wristband Lv.8 → Power Glove Lv.9

## Juggernaut

- [4] Bully (**SYN/SAB/COM**)
  - Auto-Support
- [1] Cerberus (**COM/COM/COM**)
  - Attack-Blitz, **RAV**-buffer into [5]
- [5] Entourage (**RAV/MED/SEN**)
  - Cold Blood, shift immediately
- [2] Overcaution (**SEN/SAB/SEN**)
  - Shift once Sazh stops shooting
- [5] Entourage (**RAV/MED/SEN**)
  - Repeat, shift immediately
- [2] Overcaution (**SEN/SAB/SEN**)
  - Shift once 2 debuffs have landed
- [3] Consolidation (**SEN/MED/SEN**)
  - Wait for the slam dunk, then shift
- [6] Tri-Disaster (**RAV/RAV/RAV**)
  - Repeat, shift immediately
- [3] Consolidation (**SEN/MED/SEN**)
  - Shift when done
- [6] Tri-Disaster (**RAV/RAV/RAV**)
  - Repeat, Juggernaut should **STAGGER**
- [4] Bully (**SYN/SAB/COM**)
  - Bravery-Enfire Sazh
- [1] Cerberus (**COM/COM/COM**)
  - Blitz-Blitz
  - Repeat until victory

Activate Mission 29 and pick up the **Platinum Bangle** from the chest. Go back to the warp stone at BK+M and warp to Taejin's (↑↑↑). Pre-empt the Juggernaut.

## Mission 29: Juggernaut – Pre-Empt

- [4] Bully (**SYN/SAB/COM**)
  - Auto-Support
  - Bravery-Enfire Sazh
    - \* Wait for Vanille's fifth cast before shifting
- [6] Tri-Disaster (**RAV/RAV/RAV**)
  - Cold Blood
    - \* *Shift to [4] during CB if no Deprotect/Imperil*
- [1] Cerberus (**COM/COM/COM**)
  - Blitz-Blitz
  - Repeat until victory

Warp back to the Central Expanse (↓↓↓), mount the chocobo and activate Mission 61 at the stone circle. Warp to Oerba (↑↑).

Fight the Vetala (Juggernaut first if in good position) in the shed for the **fourth Bhakti part**.

## Vetala

- [4] Bully (**SYN/SAB/COM**)
  - Auto-Support
  - Bravery-Enfire Sazh
    - \* Wait for Vanille's fifth cast before shifting
- [6] Tri-Disaster (**RAV/RAV/RAV**)
  - Auto-Chain until **STAGGER**
- [1] Cerberus (**COM/COM/COM**)
  - Blitz-Blitz until victory

Pre-empt the Juggernaut.

## Mission 61: Juggernaut – Pre-Empt

- [4] Bully (**SYN/SAB/COM**)
  - Auto-Support
  - Bravery-Enfire Sazh
    - \* Wait for Vanille's fifth cast before shifting
- [6] Tri-Disaster (**RAV/RAV/RAV**)
  - Cold Blood
    - \* *Shift to [4] during CB if no Deprotect/Imperil*
- [1] Cerberus (**COM/COM/COM**)
  - Blitz-Blitz
  - Repeat until victory

Pick up the **final Bhakti part** after the fight and go talk to Bhakti to get **Deceptisol x10, Ultracompact Reactor x2, Gold Nugget, Perfume x5** and **Platinum Ingot x3**.

Activate Mission 55 in the schoolhouse and warp back to the Central Expanse (↓↓↓). Mount the chocobo and head to Aggra's Pasture (right side of the stone circle, jump up). Dismount and access the save point.

## SHOP ? GIL

- R&D Depot
  - Sell
    - \* Components
      - Gold Nugget(s)
      - Perfume x5
      - Platinum Ingot x3
      - Moon-/Starblossom Seeds
  - Buy
    - \* Particle Accelerator up to x6
- Lenora's Garage
  - Buy
    - \* Superconductor up to x99
- The Motherload
  - Buy
    - \* Scarletite
- Creature Comforts
  - Buy
    - \* Sturdy Bone x79
    - \* Barbed Tail x72
    - \* Vibrant Ooze x43
- Moogleworks (if no drop from Penanggalan)
  - Buy
    - \* Whistlewind Scarf (mash A)
- B&W Outfitters
  - Buy
    - \* General's Belt (R1)
- Plautus's Workshop
  - Buy
    - \* Paladin
    - \* Umbra
    - \* Belladonna Wand
- Eden Pharmaceuticals
  - Buy
    - \* Aegisol up to x2
    - \* Fortisol up to x2
    - \* Deceptisol up to x18 (17 if not enough money)

## UPGRADE

- Weapons
  - Paladin
    - \* Sturdy Bone x36
    - \* Particle Accelerator x4
    - \* Scarletite
  - Belladonna Wand
    - \* Barbed Tail x36
    - \* Particle Accelerator x2
    - \* Uraninite
    - \* Vibrant Ooze x36
    - \* Vibrant Ooze x7
    - \* Ultracompact Reactor x1
    - \* Superconductor x27
- Accessories
  - Diamond Bangle
    - \* Sturdy Bone x43
    - \* Ultracompact Reactor x1
    - \* Superconductor x49
  - General's Belt
    - \* Barbed Tail x36
    - \* Superconductor x23
  - Whistlewind Scarf
    - \* Tesla Turbine x1
    - \* Rhodochrosite

## MENU

### • Paradigm

- Swap [2] and [4]

| Sazh         | Vanille      | Snow         |
|--------------|--------------|--------------|
| <b>COM</b>   | <b>(MED)</b> | <b>(SEN)</b> |
| <b>(COM)</b> | <b>SAB</b>   | <b>(SEN)</b> |
| – <b>SEN</b> | <b>MED</b>   | <b>SEN</b>   |
| <b>SEN</b>   | <b>(SEN)</b> | <b>SEN</b>   |
| <b>RAV</b>   | <b>MED</b>   | <b>SEN</b>   |
| <b>(COM)</b> | <b>RAV</b>   | <b>(SEN)</b> |

← Default

### • Crystarium

- Sazh

\* **COM**

- back 13, left 1 (HP+70 for 6k CP)
- 1 node (HP+90)

\* **RAV**

- back 18, left 1 (HP+70 before Fearsiphon)

- Vanille

\* **RAV**

- back 2, down 1 (HP+100)
- HP+100 OoR near the end of Stage 8

- Snow

\* **COM**

- 1 node (HP+230)

### • Equipment

- Sazh

- \* Tetradic Tiara Lv.1 → Speed Sash Lv.1
- \* Diamond Bangle Lv.1 → Speed Sash Lv.1

- Vanille (→)

- \* Malboro Wand\*
- \* Imperial Armlet Lv.1 → Diamond Bangle\*

- Snow (→)

- \* Winged Saint
- \* Black Belt\*
- \* General's Belt\*
- \* Aurora Scarf Lv.1

## Mission 55: Neochu & Picochus

### 5 Attacks until Screech, retry if can't kill in time

- [4] Tortoise (**SEN/SEN/SEN**)
  - Shift immediately after Neochu's attack
- [1] Solidarity (**COM/MED/SEN**)
  - If Sazh and/or Vanille are in yellow HP or lower after healing string
    - \* Renew
  - Blitz-Attack-Blitz Neochu, **RAV**-buffer the last Blitz into [5]
- [5] Entourage (**RAV/MED/SEN**)
  - Cold blood, shift immediately
- [3] Consolidation (**SEN/MED/SEN**)
  - Shift once the animation is over
- [1] Solidarity (**COM/MED/SEN**)
  - Repeat, **RAV**-buffer the first Blitz into [5]
- [5] Entourage (**RAV/MED/SEN**)
  - Repeat, shift immediately
- [3] Consolidation (**SEN/MED/SEN**)
  - Continue loop until **STAGGER**
    - \* if Screech, retry
- [2] Dirty Fighting (**COM/SAB/SEN**)
  - Repeat, shift as soon as Vanille casts Imperil (will inflict)
- [1] Solidarity (**COM/MED/SEN**)
  - Blitz-Blitz
  - Repeat
    - \* Refresh between [1] and [6] until Neochu is dead
  - Repeat Picochus, hit as many as possible
    - \* Refresh between [1] and [6] until victory
  - *Renew is also usable here if necessary*

Get on the chocobo and activate Mission 30 (blocking the ruins). Go to the warp stone in the Steppe and warp to Sulyya Springs (↑↑↑↑). Ride Atomos and make your way into Mah'habara. Take the right at the fork and pick up the **Perovskite** along the way.

## MENU

### • Paradigm

| Sazh           | Vanille      | Snow         |
|----------------|--------------|--------------|
| <b>COM</b>     | <b>MED</b>   | <b>(COM)</b> |
| <b>COM</b>     | <b>(MED)</b> | <b>SEN</b>   |
| – <b>(SYN)</b> | <b>MED</b>   | <b>SEN</b>   |
| <b>(COM)</b>   | <b>(SAB)</b> | <b>(COM)</b> |
| <b>RAV</b>     | <b>(SAB)</b> | <b>SEN</b>   |
| <b>(RAV)</b>   | <b>(SAB)</b> | <b>(RAV)</b> |

← Default

### • Equipment

- Vanille
  - \* Diamond Bangle\* → Platinum Bangle Lv.1
  - \* Soccerer's Mark\* → Growth Egg Lv.1
- Sazh (←)
  - \* Speed Sash Lv.1 → Diamond Bangle\*
- Snow (→→)
  - \* Soccerer's Mark\*
  - \* Shaman's Mark Lv.1
  - \* Speed Sash Lv.1

### Mission 30: Syphax

- [3] Protection (**SYN**/**MED**/**SEN**)
  - Auto-Support x2
  - Haste-Faith Snow (↓)
  - Bravery-Enfire Sazh
- [1] Tireless Charge (**COM**/**MED**/**COM**)
  - Blitz-Blitz until Syphax spawns
    - \* If in danger, go to [2]
  - Repeat Syphax, **RAV**-buffer the first Blitz into [6]
- [6] Smart Bomb (**RAV**/**SAB**/**RAV**)
  - Fira-Firaga
  - Renew when needed
  - Repeat until **STAGGER** and Syphax is debuffed
  - *If things get sketchy, do the following:*
    - \* [2] Dirty Fighting (**COM**/**SAB**/**SEN**) for heals
    - \* [5] Entourage (**RAV**/**MED**/**SEN**) for debuffs + aggro
- [1] Tireless Charge (**COM**/**MED**/**COM**)
  - Repeat until victory
    - \* Stagger can run out as long as he's deprotected

Pick up the **Particle Accelerator x2** on the right. Backtrack to where you came from, head into the right tunnel.

#### MENU

- **Paradigm**

|   | Sazh       | Vanille    | Snow       |                  |
|---|------------|------------|------------|------------------|
|   | <b>COM</b> | <b>MED</b> | <b>COM</b> |                  |
|   | <b>COM</b> | <b>MED</b> | <b>SEN</b> |                  |
| – | <b>SYN</b> | <b>MED</b> | <b>SEN</b> | ← <i>Default</i> |
|   | <b>COM</b> | <b>SAB</b> | <b>COM</b> |                  |
|   | <b>COM</b> | <b>SAB</b> | <b>SEN</b> |                  |
|   | <b>RAV</b> | <b>SAB</b> | <b>RAV</b> |                  |
- **Equipment**
  - Sazh
    - \* Diamond Bangle\* → Power Glove Lv.9
    - \* Speed Sash Lv.1 → Power Glove Lv.9
  - Snow (→→)
    - \* General's Belt\*
    - \* Diamond Bangle\*
    - \* Tetradic Tiara Lv.1

Turn left at the fork and fight the Tyrant.

#### Tyrant

- [3] Protection (**SYN**/**MED**/**SEN**)
  - Auto-Support twice
  - Bravery-Enthunder Sazh
- [5] Dirty Fighting (**COM**/**SAB**/**SEN**)
  - Blitz-Blitz the Blade until dead
    - \* *If in danger, go to [2]*
- [2] Solidarity (**COM**/**MED**/**SEN**)
  - Repeat, let Vanille heal before shifting
- [5] Dirty Fighting (**COM**/**SAB**/**SEN**)
  - Repeat
    - \* Refresh into [1] once debuffs have landed
  - Repeat until victory

Accept Mission 53 and backtrack. Jump over Atomos and warp to the Paddraean Archaeopolis (↓). Use a **Deceptisol** for the dodges and to pre-empt the mission.

### Mission 53: Zirnitra & Alraunes – Pre-Empty

- [3] Protection (**SYN**/**MED**/**SEN**)
  - Quake
  - Auto-Support
  - Bravery-Enfire Sazh
- [2] Solidarity (**COM**/**MED**/**SEN**)
  - Attack x4
  - Attack-Blitz, **RAV**-buffer into [6]
- [6] Smart Bomb (**RAV**/**SAB**/**RAV**)
  - Cold Blood, shift towards the end
- [4] Devastation (**COM**/**SAB**/**COM**)
  - Physicals until victory

Make your way back to the warp stone and warp to the Central Expanse (↓↓). Get on the chocobo and head towards the Haerii Archaeopolis (right of the stone circle, jump up). Activate Mission 31 (left side, behind Ghast, jump up).

#### MENU

- **Paradigm**
  - Battle Team
    - \* Swap Vanille with Snow (2 ↔ 3)
  - Swap [2] and [4]
 

|   | Sazh           | Snow           | Vanille        |                  |
|---|----------------|----------------|----------------|------------------|
|   | <b>COM</b>     | <b>COM</b>     | <b>MED</b>     |                  |
|   | <b>COM</b>     | <b>COM</b>     | <b>SAB</b>     |                  |
| – | <b>SYN</b>     | <b>SEN</b>     | <b>MED</b>     |                  |
|   | ( <b>SYN</b> ) | ( <b>RAV</b> ) | ( <b>SAB</b> ) | ← <i>Default</i> |
|   | <b>COM</b>     | <b>SEN</b>     | <b>SAB</b>     |                  |
|   | <b>RAV</b>     | <b>RAV</b>     | <b>SAB</b>     |                  |
- **Equipment**
  - Snow
    - \* Tetradic Tiara Lv.1 → Warrior's Wristband\*
  - Sazh (←)
    - \* Power Glove Lv.9 → Tetradic Tiara Lv.1

Activate a **Deceptisol** before the mission.

### Mission 31: Pulsework Champion & Seekers – Pre-Empty

- [4] Guerilla (**SYN**/**RAV**/**SAB**)
  - Quake
- [2] Devastation (**COM**/**COM**/**SAB**)
  - Blitz-Blitz, target Seekers first
  - Repeat until victory

Activate and engage Mission 34 (blocking the way after jumping up).

## Mission 34: Tonberry

- [4] Guerilla (**SYN**/**RAV**/**SAB**)
  - Haste-Bravery all
- [6] Smart Bomb (**RAV**/**RAV**/**SAB**)
  - Fire-Thunder-Fire-Thunder-Fire until debuffs land
  - If party is low HP shift to [3] instead
- [4] Guerilla (**SYN**/**RAV**/**SAB**)
  - Bravery-Enfire Sazh
  - Repeat Snow (↑)
- [1] Tireless Charge (**COM**/**COM**/**MED**)
  - Blitz-Blitz
  - Repeat until victory

Head into Faultwarrens. **Faultwarrens**

## UPGRADE

- Upgrade
  - Accessories
    - \* Hermes Sandals
      - Perfect Conductor
      - Perovskite
    - \* Collector Catalog
      - Perfect Conductor x2
      - Mnar Stone

## MENU

### • Paradigm

|   | Sazh           | Snow           | Vanille                     |
|---|----------------|----------------|-----------------------------|
|   | <b>COM</b>     | <b>COM</b>     | <b>MED</b>                  |
|   | <b>COM</b>     | <b>COM</b>     | <b>SAB</b> ← <i>Default</i> |
| – | <b>SYN</b>     | <b>SEN</b>     | ( <b>SAB</b> )              |
|   | ( <b>RAV</b> ) | <b>RAV</b>     | ( <b>RAV</b> )              |
|   | <b>COM</b>     | <b>SEN</b>     | <b>SAB</b>                  |
|   | <b>RAV</b>     | ( <b>SEN</b> ) | ( <b>RAV</b> )              |

### • Crystarium

- Sazh
  - \* **COM**
    - 2 OoR HP nodes in Stage 8
  - \* **RAV**
    - back 2, down 1 (Dispelga)
    - 2 OoR HP nodes in Stage 8
  - \* **SAB**
    - 6 nodes (Deprotect)
  - \* **SYN**
    - back 3, left & down 1 (Barthunder)
    - 2 OoR HP nodes in Stage 8
    - 3 nodes, down 1 (Protect & Shell)
    - 2 nodes
- Snow
  - \* **SEN**
    - 3 OoR HP nodes in Stage 8
    - 12 nodes (HP+200)
    - back 2, down 2 (HP+100 x2)
- Vanille
  - \* **SAB**
    - 5 nodes, left 1 (HP+100)
    - right 1 (Role Level 4)
  - \* **MED**
    - back 5, up 2 (Magic+18 & HP+125)
    - 10 nodes (HP+200)

### • Equipment

- Sazh
  - \* Tetradic Tiara Lv.1 → Sprint Shoes Lv.1
- Snow (→)
  - \* Wild Bear
  - \* Diamond Bangle\* → Power Glove Lv.9
  - \* General's Belt\* → Aurora Scarf Lv.1
- Vanille (→)
  - \* Wild Bear
  - \* Platinum Bangle Lv.1 → Blessed Talisman Lv.1

FW Loop 1: 35 → 37 → 40 → 43 → 48 (Right → Right → Left → Left)

Use a **Deceptisol** for every Gurangatch fight.

## Mission 35: Gurangatch – Pre-Empt

- [2] Devastation (**COM**/**COM**/**SAB**)
  - Blitz, **RAV**-buffer into [4]
- [4] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  - Shift immediately
- [2] Devastation (**COM**/**COM**/**SAB**)
  - Attack x4
  - Repeat enough Attacks to kill

Activate Mission 37 on the right. Try to pre-empt it.



### Mission 37: Rafflesia x5 – Pre-Empt

Pre-Empt:

- [2] Devastation (**COM/COM/SAB**)
  - Blitz-Blitz until victory

No Pre-Empt:

- [2] Devastation (**COM/COM/SAB**)
  - Shift immediately
- [3] Premeditation (**SYN/SEN/SAB**)
  - Bravery-Enfire Sazh
- [2] Devastation (**COM/COM/SAB**)
  - Blitz-Blitz until victory

Activate Mission 40 on the right path.

### Mission 40: Verdelet x2

- [2] Devastation (**COM/COM/SAB**)
  - Attack x4 on the same target as Snow
  - Repeat until victory

Activate Mission 43 on the left path. Go to the right side. Use a **Deceptisol** before the fight.

### Mission 43: Borgbears, Goblins & Munchkins – Pre-Empt

- [2] Devastation (**COM/COM/SAB**)
  - Quake
  - Blitz-Blitz, **RAV**-buffer the second Blitz into [6]
- [6] Mystic Tower (**RAV/SEN/RAV**)
  - Fira-Firaga Borgbear
- [3] Premeditation (**SYN/SEN/SAB**)
  - Bravery-Enfire Sazh
- [2] Devastation (**COM/COM/SAB**)
  - Repeat until victory, refresh with [1]
  - *If Borgbear Hero survives, restagger in [6] and kill with [2] and [1]*

Continue and activate Mission 48 on the right side.

### Mission 48: Verdelet x4

- [2] Devastation (**COM/COM/SAB**)
  - Blitz-Blitz, prioritizing those that Summon
  - Repeat until victory, refresh with [1]

FW Loop 2: 35 → 37 → 40 → 43 → 49 (Right → Right → Left → Right)

**Deceptisol** M35 and M43 again. After M43, go back and activate Mission 49 on the left.

### Mission 49: Tyrant

- [2] Devastation (**COM/COM/SAB**)
  - Shift immediately
- [3] Premeditation (**SYN/SEN/SAB**)
  - Bravery-Enthunder Sazh
  - Protect Sazh (maybe skip)
- [5] Dirty Fighting (**COM/SEN/SAB**)
  - Blitz-Blitz until the Blade is dead
- [2] Devastation (**COM/COM/SAB**)
  - Repeat until Deprotect inflicts
- [1] Tireless Charge (**COM/COM/MED**)
  - Repeat until victory

FW Loop 3: 35 → 37 → 40 → 44 → 50 (Right → Right → Right → Left)

**Deceptisol** M35 again. After M40, activate M44 on the right. **Deceptisol** the fight.

### Mission 44: Corrosive Custard, Monstrous Flan & Hybrid Flora – Pre-Empt

- [2] Devastation (**COM/COM/SAB**)
  - Quake
  - Summon to dodge Quake/Slap from Custard
  - Blitz-Blitz Corrosive Custard
  - Repeat until full Gestalt
    - \* Side+A x6
    - \* Y – Finisher

Activate Mission 50 on the left.

### Mission 50: Humbaba

- [2] Devastation (**COM/COM/SAB**)
  - Shift immediately
- [3] Premeditation (**SYN/SEN/SAB**)
  - Bravery-Enfire Sazh
  - Repeat Snow (↑)
  - Auto-Support Snow (↓)
- [4] Tri-Disaster (**RAV/RAV/RAV**)
  - Fire-Thunder-Fire-Thunder-Fire
  - Repeat until ~375-400% chain
    - \* Chain more if he is far from Sazh but don't overdamage (60% HP)
    - \* Don't cancel Snow's ready animation
- [1] Tireless Charge (**COM/COM/MED**)
  - Blitz-Blitz until victory

FW Loop 4: 35 → 37 → 39 → 42 → 47 (Right → Left → Left → Left)

**Deceptisol** M35. After M37, activate Mission 39 on the left.

### MENU

#### • Paradigm

|   | Sazh           | Snow           | Vanille    |           |
|---|----------------|----------------|------------|-----------|
|   | <b>COM</b>     | ( <b>SEN</b> ) | <b>MED</b> |           |
|   | <b>COM</b>     | <b>COM</b>     | <b>SAB</b> |           |
| – | <b>SYN</b>     | <b>SEN</b>     | <b>SAB</b> | ← Default |
|   | <b>RAV</b>     | <b>RAV</b>     | <b>RAV</b> |           |
|   | ( <b>SAB</b> ) | <b>SEN</b>     | <b>SAB</b> |           |
|   | <b>RAV</b>     | <b>SEN</b>     | <b>RAV</b> |           |

### Mission 39: Ochu & Microchu x2

- [3] Premeditation (**SYN/SEN/SAB**)
  - Auto-Support Vanille (↑)
  - Bravery-Enfire Sazh
- [5] Countermeasure (**SAB/SEN/SAB**)
  - Auto-Hinder (Deprotect) Ochu
    - \* Shift back to [3] if need to rebuff
- [1] Solidarity (**COM/SEN/MED**)
  - Blitz-Blitz Ochu
  - Repeat until Ochu is dead
- [2] Devastation (**COM/COM/SAB**)
  - Repeat until victory, refresh with [1]

Activate Misson 42 on the left path. Go right at each fork to begin the mission.

#### Mission 42: Borgbear Hero & Borgbear x4

- [3] Premeditation (**SYN**/**SEN**/**SAB**)
  - Auto-Support Vanille (↑)
  - Bravery-Enfire Sazh
- [5] Countermeasure (**SAB**/**SEN**/**SAB**)
  - Auto-Hinder (Deprotect) all Borgbears
- [1] Solidarity (**COM**/**SEN**/**MED**)
  - Quake
- [6] Mystic Tower (**RAV**/**SEN**/**RAV**)
  - Fira-Firaga until all Borgbears are staggered
- [1] Solidarity (**COM**/**SEN**/**MED**)
  - Blitz-Blitz
  - *If Borgbear Hero is staggered, go to [2] and kill, else*
- [6] Mystic Tower (**RAV**/**SEN**/**RAV**)
  - Fire x5 Borgbear Hero
  - Repeat until **STAGGER**
- [2] Devastation (**COM**/**COM**/**SAB**)
  - Repeat until victory

Activate Mission 47 on the left.

#### MENU

##### • Paradigm

|   | Sazh           | Snow       | Vanille        |           |
|---|----------------|------------|----------------|-----------|
|   | <b>COM</b>     | <b>SEN</b> | <b>MED</b>     | ← Default |
|   | <b>COM</b>     | <b>COM</b> | <b>SAB</b>     |           |
| – | ( <b>SEN</b> ) | <b>SEN</b> | ( <b>MED</b> ) |           |
|   | <b>RAV</b>     | <b>RAV</b> | <b>RAV</b>     |           |
|   | <b>SAB</b>     | <b>SEN</b> | <b>SAB</b>     |           |
|   | <b>RAV</b>     | <b>SEN</b> | <b>RAV</b>     |           |

##### • Crystarium

- Sazh
  - \* **COM**
    - 4 nodes (Strength+17)
  - \* **SYN**
    - 8 nodes (HP+100)
    - All OoR HP nodes in Stage 9
- Snow
  - \* **RAV**
    - 4 nodes, right 1 (HP+100)
    - 9 nodes (HP+200)
  - \* **SEN**
    - All OoR HP nodes in Stage 9
- Vanille
  - \* **MED**
    - 3 nodes, right 1 (HP+100)
    - All OoR HP nodes in Stage 9
  - \* **SAB**
    - 10 nodes, up 1 (HP+100)

##### • Equipment

- Sazh
  - \* Sprint Shoes Lv.1 → Diamond Bangle\*
- Snow (→)
  - \* Umbra
  - \* Aurora Scarf Lv.1 → Witch's Bracelet Lv.1

Activate **Fortisol** and **Aegisol** before the battle.

#### Mission 47: Raktavija

- [1] Solidarity (**COM**/**SEN**/**MED**)
  - Attack-Blitz, **RAV**-buffer into [6]
- [6] Mystic Tower (**RAV**/**SEN**/**RAV**)
  - Cold Blood, immediately shift
- [3] Consolidation (**SEN**/**SEN**/**MED**)
  - Shift at ~120% chain
- [1] Solidarity (**COM**/**SEN**/**MED**)
  - Repeat, **RAV**-buffer into [6]
- [6] Mystic Tower (**RAV**/**SEN**/**RAV**)
  - Repeat, immediately shift
- [3] Consolidation (**SEN**/**SEN**/**MED**)
  - Shift immediately after **STAGGER**
- [2] Devastation (**COM**/**COM**/**SAB**)
  - Blitz-Blitz
  - Repeat until victory
    - \* Alternate with Snow to keep up interruption

#### MENU

##### • Paradigm

|   | Sazh           | Snow       | Vanille        |           |
|---|----------------|------------|----------------|-----------|
|   | <b>COM</b>     | <b>SEN</b> | <b>MED</b>     |           |
|   | <b>COM</b>     | <b>COM</b> | <b>SAB</b>     | ← Default |
| – | ( <b>SYN</b> ) | <b>SEN</b> | ( <b>SAB</b> ) |           |
|   | <b>RAV</b>     | <b>RAV</b> | <b>RAV</b>     |           |
|   | <b>SAB</b>     | <b>SEN</b> | <b>SAB</b>     |           |
|   | <b>RAV</b>     | <b>SEN</b> | <b>RAV</b>     |           |

##### • Equipment

- Sazh
  - \* Diamond Bangle\* → Sprint Shoes Lv.1
- Snow (→)
  - \* Winged Saint
  - \* Witch's Bracelet Lv.1 → Aurora Scarf Lv.1

FW Loop 5: 35 → 37 → 39 → 42 → 46 (Right → Left → Left → Right)

**Deceptisol** M35. After M37, change the default paradigm. Activate Mission 39 on the left.

#### MENU

##### • Paradigm

- Default [3]

#### Mission 39: Ochu & Microchu x2

- [3] Premeditation (**SYN**/**SEN**/**SAB**)
  - Auto-Support Vanille (↑)
  - Bravery-Enfire Sazh
- [5] Countermeasure (**SAB**/**SEN**/**SAB**)
  - Auto-Hinder (Deprotect) Ochu
    - \* Shift back to [3] if need to rebuff
- [1] Solidarity (**COM**/**SEN**/**MED**)
  - Blitz-Blitz Ochu
  - Repeat until Ochu is dead
- [2] Devastation (**COM**/**COM**/**SAB**)
  - Repeat until victory, refresh with [1]

Activate Misson 42 on the left path. Go right at each fork to begin the mission.

### Mission 42: Borgbear Hero & Borgbear x4

- [3] Premeditation (**SYN**/**SEN**/**SAB**)
  - Auto-Support Vanille (↑)
  - Bravery-Enfire Sazh
- [5] Countermeasure (**SAB**/**SEN**/**SAB**)
  - Auto-Hinder (Deprotect) all Borgbears
- [1] Solidarity (**COM**/**SEN**/**MED**)
  - Quake
- [6] Mystic Tower (**RAV**/**SEN**/**RAV**)
  - Fira-Firaga until all Borgbears are staggered
- [1] Solidarity (**COM**/**SEN**/**MED**)
  - Blitz-Blitz
  - *If Borgbear Hero is staggered, go to [2] and kill, else*
- [6] Mystic Tower (**RAV**/**SEN**/**RAV**)
  - Fire x5 Borgbear Hero
  - Repeat until **STAGGER**
- [2] Devastation (**COM**/**COM**/**SAB**)
  - Repeat until victory

After M42, backtrack and go right to activate Mission 46.

### MENU

- **Paradigm**

|   | Sazh           | Snow           | Vanille        |
|---|----------------|----------------|----------------|
|   | ( <b>RAV</b> ) | <b>SEN</b>     | ( <b>RAV</b> ) |
|   | <b>COM</b>     | <b>COM</b>     | <b>SAB</b>     |
| – | <b>SYN</b>     | <b>SEN</b>     | ( <b>MED</b> ) |
|   | <b>RAV</b>     | ( <b>SEN</b> ) | ( <b>MED</b> ) |
|   | <b>SAB</b>     | <b>SEN</b>     | <b>SAB</b>     |
|   | <b>RAV</b>     | <b>SEN</b>     | <b>RAV</b>     |
- **Crystarium**
  - Sazh
    - \* **COM**
      - 7 nodes (HP+110)
      - back 2, down 2 (HP+120 x2)
  - Snow
    - \* **RAV**
      - All OoR HP nodes in Stage 9
    - \* **COM**
      - 6 nodes (HP+200)
  - Vanille
    - \* **SAB**
      - 3 nodes (HP+200)
      - All OoR HP nodes in Stage 9
    - \* **RAV**
      - 4 nodes (Magic+26)
- **Equipment**
  - Snow
    - \* General's Belt\*
    - \* Black Belt\*
    - \* Tetradic Tiara Lv.1
  - Vanille (→)
    - \* Blessed Talisman Lv.1 → Sorcerer's Mark\*
  - Sazh (←←)
    - \* Sprint Shoes Lv.1 → Aurora Scarf Lv.1

### Mission 46: Zirnitra

- [5] Countermeasure (**SAB**/**SEN**/**SAB**)
  - Auto-Hinder, let the string finish
    - \* Shift after Vanille inflicts at least 1 debuff (Imperil preferred)
- [3] Protection (**SYN**/**SEN**/**MED**)
  - Auto-Support
  - Auto-Support Vanille (↑)
  - Bravery-Enfire Sazh
  - Renew during/immediately after Feeding Stoop
- [6] Mystic Tower (**RAV**/**SEN**/**RAV**)
  - Fire-Aero-Fire-Aero-Fire
  - Repeat, refresh with [1] until **STAGGER**
  - *If Snow gets dazed/low shift to [4] instead*
    - \* Quake for duration if needed
    - \* Shift back to [1]/[6] if healthy and not dazed anymore
- [6] Mystic Tower (**RAV**/**SEN**/**RAV**)
  - Cold Blood at stagger
- [2] Devastation (**COM**/**COM**/**SAB**)
  - Physicals until victory

### MENU

- **Paradigm**

|   | Sazh           | Snow           | Vanille        |
|---|----------------|----------------|----------------|
|   | ( <b>COM</b> ) | ( <b>COM</b> ) | ( <b>COM</b> ) |
|   | <b>COM</b>     | <b>COM</b>     | <b>SAB</b>     |
| – | <b>SYN</b>     | <b>SEN</b>     | ( <b>SAB</b> ) |
|   | <b>RAV</b>     | ( <b>RAV</b> ) | ( <b>RAV</b> ) |
|   | ( <b>COM</b> ) | <b>SEN</b>     | <b>SAB</b>     |
|   | <b>RAV</b>     | <b>SEN</b>     | <b>RAV</b>     |
- **Equipment**
  - Sazh
    - \* Unequip Aurora Scarf Lv.1
  - Snow (→)
    - \* Aurora Scarf Lv.1
    - \* Power Glove Lv.9
    - \* Warrior's Wristband\*
  - Sazh (←)
    - \* Blank → Tetradic Tiara Lv.1

FW Loop 6: 35 → 36 → 38 → 41 → 45 (Left → Left → Left → Left)

**Deceptisol M35.** Activate Mission 36 on the left. **Deceptisol** on the jump before the mission.

### Mission 36: Amam x2 – Pre-Empt

- [4] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  - Immediately Flamestrike (↑) the other Amam
    - \* Retry if Sazh got inflicted with Pain
  - Repeat until **STAGGER**
- [3] Premeditation (**SYN**/**SEN**/**SAB**)
  - Bravery-Enfrost Sazh
- [5] Dirty Fighting (**COM**/**SEN**/**SAB**)
  - Blitz-Blitz
  - Repeat until victory

Activate Mission 38 on the far stone.

## MENU

- **Paradigm**
  - Default [1]

## Mission 38: Verdelet x3 & Adroa

- [1] Cerberus (**COM/COM/COM**)
  - Blitz-Blitz, prioritizing those that Summon
  - Repeat until victory

Activate Mission 41 on the left side (first one). **Deceptisol** the fight.

## Mission 41: Tonberry x3 – Pre-Empt

- [1] Cerberus (**COM/COM/COM**)
  - Quake
- [3] Premeditation (**SYN/SEN/SAB**)
  - Auto-Support
  - Bravery-Enfire Sazh
- [5] Dirty Fighting (**COM/SEN/SAB**)
  - Blitz-Blitz
  - Repeat until two Tonberries are dead
- [1] Cerberus (**COM/COM/COM**)
  - Repeat until victory

Activate Mission 45 (in front).

## SHOP 294 880 GIL

- R&D Depot
  - Sell
    - \* Accessories
      - Platinum Bangle
      - Diamond Bangle Lv.1
      - Royal Armlet
      - Imperial Armlet
      - Tetradic Crown
      - Connoisseur Catalog
      - Twenty-sided Die
  - Buy
    - \* Adamantite x1
- Creature Comforts
  - Buy
    - \* Sturdy Bone x36
- Eden Pharmaceuticals
  - Buy
    - \* Fortisol x3
    - \* Aegisil x3

## UPGRADE

- Upgrade
  - Weapons
    - \* Umbra
      - Sturdy Bone x36
      - Particle Accelerator x4
      - Adamantite
  - Accessories
    - \* Warrior's Wristband\*
      - Scarletite
    - \* Doctor's Code
      - Bomb Shell x1
- Dismantle
  - Doctor's Code

## MENU

- **Paradigm**

|   | Sazh           | Snow           | Vanille        |                  |
|---|----------------|----------------|----------------|------------------|
|   | <b>COM</b>     | <b>COM</b>     | <b>COM</b>     |                  |
|   | <b>COM</b>     | ( <b>SEN</b> ) | ( <b>MED</b> ) | ← <i>Default</i> |
| – | ( <b>COM</b> ) | <b>SEN</b>     | ( <b>RAV</b> ) |                  |
|   | <b>RAV</b>     | ( <b>SEN</b> ) | <b>RAV</b>     |                  |
|   | ( <b>SYN</b> ) | <b>SEN</b>     | ( <b>MED</b> ) |                  |
|   | ( <b>SEN</b> ) | <b>SEN</b>     | ( <b>SEN</b> ) |                  |
- **Crystarium**
  - Sazh
    - \* **COM**
      - 3 Strength OoR nodes near the end of Stage 9
      - All OoR HP nodes in Stage 9
    - \* **RAV**
      - 1 OoR HP node (HP+80)
  - Snow
    - \* **COM**
      - All OoR HP nodes in Stage 9
      - 2 Strength+20 OoR nodes
  - Vanille
    - \* **RAV**
      - 8 nodes (HP+200)
      - back 1, up 1 (HP+100)
- **Equipment**
  - Sazh
    - \* Diamond Bangle\*
    - \* Speed Sash Lv.1
    - \* Speed Sash Lv.1
  - Snow (→)
    - \* Solaris
    - \* General's Belt\*
    - \* Black Belt\*
    - \* General's Belt Lv.1
  - Vanille (→)
    - \* Sorcerer's Mark Lv.1 → Speed Sash Lv.1
    - \* Sorcerer's Mark\* → Energy Sash Lv.1

Activate **Fortisol** and **Aegisil**.

### Mission 45: Neochu

- [2] Solidarity (**COM**/**SEN**/**MED**)
  - Librascope
  - Attack-Blitz, **RAV**-buffer into [4]
- [4] Mystic Tower (**RAV**/**SEN**/**RAV**)
  - Cold Blood
- [3] Delta Attack (**COM**/**SEN**/**RAV**)
  - Repeat
    - \* Continue this loop until Screech
    - \* Tank Screech in [6]
- [6] Tortoise (**SEN**/**SEN**/**SEN**)
  - Wait for Screech to finish
- [5] Protection (**SYN**/**SEN**/**MED**)
  - Bravery-Haste Sazh
- [2] Solidarity (**COM**/**SEN**/**MED**)
  - Repeat, **RAV**-buffer into [4]
- [4] Mystic Tower (**RAV**/**SEN**/**RAV**)
  - Repeat
  - Pollen should happen around here
- [5] Protection (**SYN**/**SEN**/**MED**)
  - Dispelga
  - Repeat Sazh
  - Auto-Support Vanille (↑)
    - \* Continue the loop until RIC triggers
- [1] Cerberus (**COM**/**COM**/**COM**)
  - Blitz-Blitz, *keep him interrupted if Snow fails to launch*
  - Repeat until victory

### MENU

- **Paradigm**

|   | Sazh           | Snow           | Vanille        |
|---|----------------|----------------|----------------|
|   | <b>COM</b>     | ( <b>SEN</b> ) | <b>COM</b>     |
|   | <b>COM</b>     | ( <b>COM</b> ) | ( <b>SAB</b> ) |
| – | ( <b>RAV</b> ) | <b>SEN</b>     | <b>RAV</b>     |
|   | <b>RAV</b>     | ( <b>RAV</b> ) | <b>RAV</b>     |
|   | <b>SYN</b>     | <b>SEN</b>     | ( <b>SAB</b> ) |
|   | ( <b>SAB</b> ) | <b>SEN</b>     | ( <b>RAV</b> ) |

← Default
- **Equipment**
  - Sazh
    - \* Power Glove\*
    - \* Power Glove Lv.9
    - \* Power Glove Lv.9
  - Snow (→)
    - \* Winged Saint
  - Vanille (→)
    - \* Speed Sash Lv.1 → Sorcerer's Mark\*
    - \* Energy Sash Lv.1 → Blessed Talisman Lv.1

### Mission 43: Borgbears, Goblins & Munchkins – Pre-Empt

- [2] Devastation (**COM**/**COM**/**SAB**)
  - Quake
- [5] Premeditation (**SYN**/**SEN**/**SAB**)
  - Auto-Support
  - Bravery-Enfire Sazh
- [6] Matador (**SAB**/**SEN**/**RAV**)
  - Auto-Hinder (Deprotect) Borgbears & Goblins
- [2] Devastation (**COM**/**COM**/**SAB**)
  - Blitz-Blitz, prioritize Borgbear
  - Repeat until victory, refreshing with [1]

Activate Mission 51 on the path ahead.

### MENU

- **Paradigm**

|   | Sazh           | Snow           | Vanille        |
|---|----------------|----------------|----------------|
|   | <b>COM</b>     | <b>SEN</b>     | <b>COM</b>     |
|   | <b>COM</b>     | ( <b>SEN</b> ) | <b>SAB</b>     |
| – | <b>RAV</b>     | <b>SEN</b>     | <b>RAV</b>     |
|   | ( <b>SEN</b> ) | ( <b>SEN</b> ) | ( <b>COM</b> ) |
|   | <b>SYN</b>     | <b>SEN</b>     | ( <b>MED</b> ) |
|   | ( <b>SEN</b> ) | ( <b>RAV</b> ) | ( <b>SAB</b> ) |

← Default
- **Crystarium**
  - Sazh
    - \* **RAV**
      - All remaining HP nodes in Stage 9
  - Snow
    - \* **SYN**
      - 16 nodes (Shell)
  - Vanille
    - \* **RAV**
      - All remaining HP nodes in Stage 9
- **Equipment**
  - Vanille
    - \* Power Glove Lv.9
    - \* Warrior's Wristband\*
    - \* Warrior's Wristband Lv.8

FW Loop 7: 35 → 37 → 40 → 43 → 51 (Right → Right → Left → Left)

**Deceptisol** M35. After M40, go left and activate M43.  
**Deceptisol** M43.

Activate **Fortisol** and **Aegisol**.

### Mission 51: Attacus

- [6] Matador (**SEN/RAV/SAB**)
  - Provoke and tank 3 hits
    - \* Ideally the last one connects after shifting
- [3] Mystic Tower (**RAV/SEN/RAV**)
  - Cold Blood, immediately shift
- [4] Guarded Assault (**SEN/SEN/COM**)
  - Shift back after Sazh is done shooting
- [3] Mystic Tower (**RAV/SEN/RAV**)
  - Repeat, immediately shift to [4] again
    - \* Continue the loop until ~550% chain
- [2] Dirty Fighting (**COM/SEN/SAB**)
  - Blitz-Blitz
    - \* Shift once Deprotect has inflicted
- [1] Offensive Screen (**COM/SEN/COM**)
  - Repeat, refreshing with [2] for Deprotect reinfliction until victory

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• *If buffs wear off or Snow is low go to [5] and rebuff/heal (Protect-Shell Snow, Bravery-Haste Sazh/Vanille) **making sure not to lose chain***

Leave Faultwarrens.

## Gran Pulse Cleanup

Activate Mission 33 (next to green goblins on the right). Warp to the Central Expanse (↓↓↓).

### MENU

#### • Paradigm

|   | Sazh                          | Snow           | Vanille        |           |
|---|-------------------------------|----------------|----------------|-----------|
|   | <b>COM</b>                    | ( <b>COM</b> ) | <b>COM</b>     |           |
|   | <b>COM</b>                    | ( <b>COM</b> ) | <b>SAB</b>     |           |
| – | ( <b>COM</b> )                | <b>SEN</b>     | ( <b>MED</b> ) |           |
|   | ( <b>SYN</b> )                | ( <b>RAV</b> ) | ( <b>SAB</b> ) |           |
|   | <b>SYN</b>                    | <b>SEN</b>     | <b>MED</b>     |           |
|   | ( <b>RAV</b> )                | <b>RAV</b>     | <b>SAB</b>     | ← Default |
| – | Battle Team                   |                |                |           |
|   | * Swap Sazh with Snow (1 ↔ 2) |                |                |           |

Ride the chocobo to the mark (by the flying enemies' pass).

### Mission 33: Adamanchelid

- Same as in Chapter 12. Use [6] and [4] and yolo Wheelie

Grab the nearby chocobo (turn around and at the plateau where the Scarletite/M15 were) and activate Mission 57 (back green at the circle). Warp to Yaschas Massif - Tsubaddran Highlands (mash A).

### MENU

- **Paradigm**
  - Battle Team
    - \* Swap Snow with Sazh (1 ↔ 2)
- **Equipment**
  - Snow
    - \* Black Belt\* → Aurora Scarf Lv.1
    - \* General's Belt Lv.1 → Tetradic Tiara Lv.1
  - Vanille (→)
    - \* Sorcerer's Mark\*
    - \* Witch's Bracelet Lv.1
    - \* Witch's Bracelet Lv.1

Run to the Vallis Media and engage the battle.

### Mission 57: Sahagins & Alraunes

- [6] Smart Bomb (**RAV/RAV/SAB**)
  - Immediately shift
- [5] Protection (**SYN/SEN/MED**)
  - Bravery-Enfire Sazh
- [1] Cerberus (**COM/COM/COM**)
  - Blitz-Blitz
  - Repeat until victory

Run back and warp to the Base Camp (↓). Activate Mission 32 (up a bit) and warp to the Northern Highplain (↓↓↓). Run (chocobo?) to the mission area by the lake. Pre-empt the Amam.

### Mission 32: Amam – Pre-Empt

- [6] Smart Bomb (**RAV/RAV/SAB**)
  - Flamestrike x1 (↑) immediately
  - Let Snow stagger, then shift
- [4] Guerilla (**SYN/RAV/SAB**)
  - Bravery-Enfrost Sazh
- [1] Cerberus (**COM/COM/COM**)
  - Blitz

Grab the chocobo and activate Mission 52 nearby (plateau where Geiseric was).

### MENU

- **Paradigm**
  - Default [5]

Use a **Deceptisol** before the fight.

### Mission 52: Zirnitra – Pre-Empt

- [5] Protection (**SYN/SEN/MED**)
  - Auto-Support
  - Bravery-Enfire Sazh
- [3] Solidarity (**COM/SEN/MED**)
  - Blitz-Attack-Blitz, **RAV**-buffer into [6]
- [6] Smart Bomb (**RAV/RAV/SAB**)
  - Cold Blood
- [2] Devastation (**COM/COM/SAB**)
  - Blitz-Blitz
  - Repeat until victory, refreshing with [1]

Activate Mission 59 at the circle (first purple from the left) and grab the nearest chocobo. Warp to Sulyya Springs (↑↑↑↑). Use a **Deceptisol** before the fight.



### Mission 59: Zirnitra & Frogs – Pre-Empt

- [5] Protection (**SYN**/**SEN**/**MED**)
  - Quake
  - Auto-Support
  - Bravery-Enfire Sazh
- [3] Solidarity (**COM**/**SEN**/**MED**)
  - Blitz-Attack-Blitz, **RAV**-buffer into [6]
- [6] Smart Bomb (**RAV**/**RAV**/**SAB**)
  - Cold Blood
- [2] Devastation (**COM**/**COM**/**SAB**)
  - Attack x4
  - Shift after Zirnitra has debuffs
- [3] Solidarity (**COM**/**SEN**/**MED**)
  - Repeat until Zirnitra dies
- [1] Cerberus (**COM**/**COM**/**COM**)
  - Repeat until victory

Activate Mission 63 (in front) and warp to the Northern Highplains (↓↓↓↓). Take a chocobo to the mission and trigger the Cactuar cutscene on the way to keep your chocobo for after the mission.

#### MENU

##### • Paradigm

|   | Sazh           | Snow           | Vanille        |           |
|---|----------------|----------------|----------------|-----------|
|   | <b>COM</b>     | <b>COM</b>     | <b>COM</b>     |           |
|   | <b>COM</b>     | <b>COM</b>     | <b>SAB</b>     |           |
| – | <b>COM</b>     | ( <b>RAV</b> ) | ( <b>SAB</b> ) |           |
|   | <b>SYN</b>     | <b>RAV</b>     | <b>SAB</b>     | ← Default |
|   | ( <b>COM</b> ) | ( <b>RAV</b> ) | ( <b>RAV</b> ) |           |
|   | <b>RAV</b>     | <b>RAV</b>     | <b>SAB</b>     |           |

If you have < 3 TP, use an **Ethersol**.

### Mission 63: Adamantortoise

- [4] Guerilla (**SYN**/**RAV**/**SAB**)
  - Summon
  - Librascope
  - Bravery-Haste Sazh
- [6] Smart Bomb (**RAV**/**RAV**/**SAB**)
  - Fire-Fira-Thunder-Fire
- [5] Relentless Assault (**COM**/**RAV**/**RAV**)
  - Blitz-Blitz, **RAV**-buffer the first Blitz into [6]
- [6] Smart Bomb (**RAV**/**RAV**/**SAB**)
  - Repeat
- [5] Relentless Assault (**COM**/**RAV**/**RAV**)
  - Repeat the first Blitz, **RAV**-buffer into [6] again
- [6] Smart Bomb (**RAV**/**RAV**/**SAB**)
  - Repeat
    - \* Continue until ~210% chain
- [2] Devastation (**COM**/**COM**/**SAB**)
  - Repeat until Bryn uses Arise
- [4] Guerilla (**SYN**/**RAV**/**SAB**)
  - Repeat Snow (↓)
  - Haste-Faith Vanille (↑)
- [3] Ruthless (**COM**/**RAV**/**SAB**)
  - Repeat until all debuffs have landed
- [5] Relentless Assault (**COM**/**RAV**/**RAV**)
  - Repeat twice
- [1] Cerberus (**COM**/**COM**/**COM**)
  - Repeat until victory, refreshing with [2]

Get back on the chocobo behind you and activate Mission 16 (on the same platform).

#### MENU

##### • Paradigm

|   |                  |                |                |
|---|------------------|----------------|----------------|
|   | Swap [3] and [4] |                |                |
|   | Sazh             | Snow           | Vanille        |
|   | <b>COM</b>       | <b>COM</b>     | <b>COM</b>     |
|   | <b>COM</b>       | ( <b>SEN</b> ) | ( <b>MED</b> ) |
| – | <b>SYN</b>       | ( <b>RAV</b> ) | <b>SAB</b>     |
|   | <b>COM</b>       | ( <b>SEN</b> ) | ( <b>MED</b> ) |
|   | ( <b>SYN</b> )   | ( <b>SEN</b> ) | ( <b>MED</b> ) |
|   | <b>RAV</b>       | <b>RAV</b>     | <b>SAB</b>     |

← Default

Run to the Font of Namva and enter the battle.

### Mission 16: Sahagins & Frogs

- [5] Protection (**SYN**/**SEN**/**MED**)
  - Auto-Support
  - Bravery-Enfire Sazh
- [1] Cerberus (**COM**/**COM**/**COM**)
  - Blitz-Blitz Ceratoraptors
  - Repeat until victory, refresh with [2]/[4] when needed

#### MENU

##### • Paradigm

- Battle Team
  - \* Swap Sazh with Snow (1 ↔ 2)

Get on the chocobo and activate Mission 54 (left of BK+M). Run into the cutscene and retry the fight. Use a **Fortisol** and engage the fight on the chocobo to keep it for after the fight.

### Mission 54: Gigantuar

- [5] Protection (**SYN**/**SEN**/**MED**)
  - Summon
  - Librascope
  - Auto-Cover until Challenge lands
  - X – Gestalt
    - \* Y – Diamond Dust
  - Steelguard x5
  - Wait for Enfire on Sazh
- [4] Solidarity (**COM**/**SEN**/**MED**)
  - Use Painkillers to get rid of Pain
  - Use Steelguards to tank attacks
  - Refresh Sazh and Vanille so that damage/healing can get done quickly

Get on the chocobo and activate Mission 56 (circle, green stone). Warp to Yaschas Massif - Tsubaddran Highlands (mash A).

If 0 Deceptisols because only bought 17 before M55, do the next shop on the next save point and finish the menu for M62 afterwards.

#### MENU

##### • Paradigm

- Battle Team
  - \* Swap Snow with Sazh (1 ↔ 2)

Run to the place from M4. Use a **Deceptisol** before the fight.  
Check Ethersol count for the next shop.

#### Mission 56: Ugallu & Munchkins – Pre-Empt

- [5] Protection (**SYN**/**SEN**/**MED**)
  - Bravery-Enfrost Sazh
- [1] Cerberus (**COM**/**COM**/**COM**)
  - Blitz-Blitz until victory

#### SHOP ? GIL

- R&D Depot
  - Sell
    - \* Accessories
    - Growth Egg
  - Buy
    - \* Particle Accelerator up to x8
- Creature Comforts
  - Buy
    - \* Sturdy Bone x72
    - \* Barbed Tail x72
    - \* Vibrant Ooze x72
- B&W Outfitters
  - Buy
    - \* Witch's Bracelet x4
    - \* Sorcerer's Mark
- Eden Pharmaceuticals
  - Buy
    - \* Fortisol up to x3
    - \* Aegisol up to x3
    - \* Deceptisol until out (minimally up to x3)

#### UPGRADE

- Upgrade
  - Accessories
    - \* Witch's Bracelet x6
      - Sturdy Bone/Barbed Tail/Vibrant Ooze x36
      - Particle Accelerator x2/Bomb Core x17/Bomb Shell x44
    - \* If < 2 Ethersols, Energy Sash
      - Bomb Core x3/Bomb Shell x7
      - Dismantle it

#### MENU

##### • Paradigm

|   | Sazh           | Snow           | Vanille        |           |
|---|----------------|----------------|----------------|-----------|
|   | <b>COM</b>     | ( <b>RAV</b> ) | ( <b>RAV</b> ) |           |
|   | <b>COM</b>     | ( <b>RAV</b> ) | <b>MED</b>     |           |
| – | ( <b>RAV</b> ) | ( <b>SEN</b> ) | ( <b>MED</b> ) |           |
|   | <b>COM</b>     | <b>SEN</b>     | <b>MED</b>     | ← Default |
|   | <b>SYN</b>     | <b>SEN</b>     | <b>MED</b>     |           |
|   | <b>RAV</b>     | <b>RAV</b>     | <b>SAB</b>     |           |

##### • Equipment

- Sazh
  - \* Witch's Bracelet\*
  - \* Witch's Bracelet\*
  - \* Witch's Bracelet\*
- Snow (→)
  - \* Solaris
  - \* Power Glove\*
  - \* Power Glove Lv.9
  - \* Power Glove Lv.9
- Vanille (→)
  - \* Sorcerer's Mark\* → Witch's Bracelet\*

Warp to the Central Expanse (↓↓). Activate Mission 62 (stone circle). Use **Fortisol**, **Aegisol** and **Ethersol** before the fight.

#### Mission 62: Raktavija x2

- [4] Solidarity (**COM**/**SEN**/**MED**)
  - Attack-Blitz, **RAV**-buffer into [3]
- [3] Entourage (**RAV**/**SEN**/**MED**)
  - Immediately shift
- [4] Solidarity (**COM**/**SEN**/**MED**)
  - Quake
  - Attack-Blitz the other Raktavija, **RAV**-buffer into [3]
- [3] Entourage (**RAV**/**SEN**/**MED**)
  - Immediately shift
- [4] Solidarity (**COM**/**SEN**/**MED**)
  - Repeat pattern until both are near stagger (~127-128%)
    - \* Use non-buffered Blitzes, Quake and Renew if needed
  - Repeat, **RAV**-buffer into [6] for **STAGGER**
- [6] Smart Bomb (**RAV**/**RAV**/**SAB**)
  - Cold Blood
  - If waiting for Deprotect/Imperil, Fira-Fira
- [1] Relentless Assault (**COM**/**RAV**/**RAV**)
  - Blitz-Blitz
  - Repeat, refreshing with [2] until the first Raktavija is dead
- [5] Protection (**SYN**/**SEN**/**MED**)
  - Haste-Shell all
  - Bravery-Vigilance Sazh
- Repeat the same process as before and kill the second Raktavija

Get on a chocobo and activate Mission 60 (stone circle). Warp to Oerba (↑↑). Run back to Taejin's and use the elevator.

## MENU

### • Paradigm

|   | Sazh           | Snow           | Vanille                     |
|---|----------------|----------------|-----------------------------|
|   | <b>COM</b>     | ( <b>COM</b> ) | ( <b>COM</b> )              |
|   | ( <b>RAV</b> ) | <b>RAV</b>     | <b>MED</b>                  |
| – | ( <b>COM</b> ) | ( <b>COM</b> ) | <b>MED</b>                  |
|   | <b>COM</b>     | <b>SEN</b>     | <b>MED</b>                  |
|   | <b>SYN</b>     | <b>SEN</b>     | ( <b>SAB</b> )              |
|   | <b>RAV</b>     | <b>RAV</b>     | <b>SAB</b> ← <i>Default</i> |

### • Equipment

- Snow
  - \* Shaman's Mark Lv.1
  - \* Sorcerer's Mark Lv.1
  - \* Sorcerer's Mark\*
- Vanille (→)
  - \* Witch's Bracelet\* → Aurora Scarf Lv.1
  - \* Witch's Bracelet\* → Sprint Shoes Lv.1

Use a **Deceptisol** to dodge the Amphisbaena and for the fight.

## Mission 60: Gelatitan x3 – Pre-Empt

- [6] Smart Bomb (**RAV/RAV/SAB**)
  - Quake
  - Aerora
- [5] Premeditation (**SYN/SEN/SAB**)
  - Auto-Support
  - Bravery-Enthunder Sazh
  - Enthunder-Faith Snow (↑)
- [3] Tireless Charge (**COM/COM/MED**)
  - Blitz-Blitz
  - Repeat
- [1] Cerberus (**COM/COM/COM**)
  - Repeat until victory

Activate Mission 27.

## MENU

### • Paradigm

|   | Sazh       | Snow       | Vanille                     |
|---|------------|------------|-----------------------------|
|   | <b>COM</b> | <b>COM</b> | <b>COM</b>                  |
|   | <b>RAV</b> | <b>RAV</b> | <b>MED</b>                  |
| – | <b>COM</b> | <b>COM</b> | <b>MED</b>                  |
|   | <b>COM</b> | <b>SEN</b> | <b>MED</b> ← <i>Default</i> |
|   | <b>SYN</b> | <b>SEN</b> | ( <b>MED</b> )              |
|   | <b>RAV</b> | <b>RAV</b> | ( <b>RAV</b> )              |

### • Equipment

- Sazh
  - \* Deneb Duellers\*
  - \* Diamond Bangle\*
  - \* Sorcerer's Mark Lv.1
  - \* Tetradic Tiara Lv.1

Take the elevator to the ground floor (**skip the cutscene**).

## Mission 27: Mithridates

- [4] Solidarity (**COM/SEN/MED**)
  - Blitz to cancel Miasma, then shift
- [5] Protection (**SYN/SEN/MED**)
  - Haste-Barthunder all
  - Faith-Enfire all
- [6] Tri-Disaster (**RAV/RAV/RAV**)
  - Quake
  - Fire-Aero-Fire-Aero-Fire
  - Repeat, refresh with [2] until **STAGGER**
  - Cold Blood
- [3] Tireless Charge (**COM/COM/MED**)
  - Ruin x5
  - Repeat until victory, refreshing Snow with [1] whenever possible

Take the elevator back to the top and make your way to Oerba to activate Mission 64 (where Bart 2 was). On the way back, kill the Seekers if no space to dodge. Warp to Paddraean Archaeopolis (↓).

## MENU

### • Paradigm

| – Battle Team |                                  |                |                                 |
|---------------|----------------------------------|----------------|---------------------------------|
|               | * Swap Sazh with Vanille (1 ↔ 3) |                |                                 |
|               | Vanille                          | Snow           | Sazh                            |
|               | <b>COM</b>                       | <b>COM</b>     | <b>COM</b>                      |
|               | ( <b>SAB</b> )                   | ( <b>SEN</b> ) | <b>RAV</b>                      |
| –             | ( <b>RAV</b> )                   | <b>COM</b>     | ( <b>RAV</b> )                  |
|               | ( <b>SAB</b> )                   | <b>SEN</b>     | ( <b>RAV</b> ) ← <i>Default</i> |
|               | <b>MED</b>                       | ( <b>SYN</b> ) | <b>SYN</b>                      |
|               | ( <b>SEN</b> )                   | ( <b>SEN</b> ) | ( <b>SEN</b> )                  |

### • Equipment

- Sazh
  - \* Diamond Bangle\* → Witch's Bracelet\*
- Snow (←)
  - \* Black Belt\*
  - \* General's Belt\*
  - \* Witch's Bracelet\*
- Vanille (←)
  - \* Aurora Scarf Lv.1 → Diamond Bangle\*
  - \* Sprint Shoes Lv.1 → Witch's Bracelet\*

Use **Fortisol**, **Aegisol** and **Ethersol** before the fight.

**Phase 1**

- [4] Matador (**SAB/SEN/RAV**)
  - Poison x5
  - Summon
  - Repeat until Verci's sixth attack
  - X – Gestalt
    - \* Up+A to stall
    - \* Let the last point run out

**Phase 2**

- [3] Relentless Assault (**RAV/COM/RAV**)
  - Elixir
  - Auto-Chain
    - \* Let Snow get close
- [2] Matador (**SAB/SEN/RAV**)
  - Repeat
  - Shift to the other Matador when Verci comes out of Aura for Snow to challenge him immediately
  - Repeat
  - Summon
  - Repeat until Verci's eighth attack
  - X – Gestalt
    - \* Up+A to stall
    - \* Let the last point run out

**Phase 3/4**

- *Rebuf in 5 if needed*
- [3] Relentless Assault (**RAV/COM/RAV**)
  - Elixir
  - Auto-Chain
    - \* Let Snow get close
- [2] Matador (**SAB/SEN/RAV**)
  - Repeat
    - \* *If Snow didn't Challenge before Whicked Whirl, Summon to tank it*
    - \* *If Snow did Challenge before Whicked Whirl, shift to [6] to tank it*
    - \* *Renew if Vanille is significantly damaged*
  - Summon
  - Repeat until Verci's eighth attack
  - X – Gestalt
    - \* Up+A to stall
    - \* Let the last point run out

Warp to the Base Camp (↓), then back to Orphan's Cradle.

## The Finale

• **Paradigm**

- Swap [3] and [5]

| Vanille        | Snow           | Sazh           |                  |
|----------------|----------------|----------------|------------------|
| <b>COM</b>     | <b>COM</b>     | <b>COM</b>     |                  |
| ( <b>MED</b> ) | ( <b>COM</b> ) | ( <b>COM</b> ) | ← <i>Default</i> |
| – <b>MED</b>   | ( <b>SEN</b> ) | <b>SYN</b>     |                  |
| ( <b>RAV</b> ) | ( <b>RAV</b> ) | ( <b>SYN</b> ) |                  |
| ( <b>SAB</b> ) | ( <b>RAV</b> ) | <b>RAV</b>     |                  |
| ( <b>RAV</b> ) | ( <b>RAV</b> ) | ( <b>RAV</b> ) |                  |

- Battle Team

\* Swap Vanille with Sazh (1 ↔ 3)

• **Equipment**

- Sazh
  - \* Hyades Magnums\*
  - \* Power Glove\*
  - \* Power Glove Lv.9
  - \* Genji Glove Lv.1
- Snow (→)
  - \* Power Glove Lv.9
  - \* Power Glove Lv.9
  - \* Genji Glove Lv.1

- Pick up the **Ethersol** chest. Activate all shrouds before Bart
- 3.

## Barthandelus 3

- [2] Tireless Charge (**COM/COM/MED**)
  - Librascope
  - Blitz-Blitz, **RAV**-buffer the first Blitz into [5]
- [5] Smart Bomb (**RAV/RAV/SAB**)
  - Fire-Thunder-Fire-Thunder-Fire
  - Repeat until all debuffs landed
- [6] Tri-Disaster (**RAV/RAV/RAV**)
  - Renew before Ultima
    - \* Shift to [3] if low HP
  - Cold Blood before **STAGGER**
- [2] Tireless Charge (**COM/COM/MED**)
  - Blitz-Blitz
  - Repeat
- [1] Cerberus (**COM/COM/COM**)
  - Repeat until victory

## Orphan 1

- [2] Tireless Charge (**COM/COM/MED**)
  - Librascope, then shift
- [3] Protection (**SYN/SEN/MED**)
  - Auto-Support Vanille (↓)
  - Haste-Vigilance Sazh
  - Shift after Slap
- [6] Tri-Disaster (**RAV/RAV/RAV**)
  - Fire-Thunder-Fire-Thunder-Fire
  - Repeat two spells, shift before Slap
- [3] Protection (**SYN/SEN/MED**)
  - Repeat Snow (↑)
- [6] Tri-Disaster (**RAV/RAV/RAV**)
  - Repeat, shift before next attack (Slap/Requiem)
- [3] Protection (**SYN/SEN/MED**)
  - Bravery-Enthunder Sazh
- [5] Smart Bomb (**RAV/RAV/SAB**)
  - Repeat, shift before next attack (Slap/Requiem)
- [3] Protection (**SYN/SEN/MED**)
  - Repeat Snow (↑)
- [5] Smart Bomb (**RAV/RAV/SAB**)
  - Repeat or Potion, wait for at least one debuff
  - Cold Blood before **STAGGER**
  - *If waiting for other debuffs, tank attacks in [3] and go back to [5], else*
- [2] Tireless Charge (**COM/COM/MED**)
  - Blitz-Blitz
  - Repeat until Merciless Judgement
  - Renew
  - Repeat, **RAV**-buffer first Blitz into [6]
- [6] Tri-Disaster (**RAV/RAV/RAV**)
  - Fire-Thunder-Fire-Thunder-Fire until ~200% chain
  - Renew at any point
- [2] Tireless Charge (**COM/COM/MED**)
  - *If Dies Irae*, Summon to avoid
  - Repeat until victory
    - \* Summon if needed to survive and for another refresh

## Orphan 2

- [2] Tireless Charge (**COM/COM/MED**)
  - Attack x1, then shift
- [4] Malevolence (**SYN/RAV/RAV**)
  - Auto-Support Vanille (↓)
  - Auto-Support
  - Haste-Enthunder Snow
  - Refresh Snow into [6]
- [6] Tri-Disaster (**RAV/RAV/RAV**)
  - Auto-Chain
- [4] Malevolence (**SYN/RAV/RAV**)
  - Bravery-Enthunder Sazh
  - *If Slap*, try to Potion/Renew to avoid being launched
  - Refresh Snow into [5]
- [5] Smart Bomb (**RAV/RAV/SAB**)
  - Auto-Chain until **STAGGER**
  - Fira-Aerora while waiting for debuffs
- [2] Tireless Charge (**COM/COM/MED**)
  - Blitz-Blitz or Attack x4
  - Repeat until victory