



Final Fantasy XIII All Missions Speedrun Guide

(Ver. 1.0) By TheScruffington

Heavily Based on Notes & Routing by Mrzwanzig and MLSTRM
Additional credit to LewdDolphin for the original Any% guide from which
many parts of this guide use as a reference.

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FINAL FANTASY XIII

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Introduction

Welcome to the Final Fantasy XIII All Missions speedrun guide! This guide is intended to help anyone interested in speedrunning the All Missions category of Final Fantasy XIII. It will explain and provide the strategies, shops, menus, and upgrades necessary in order to complete each mission as quickly as possible en route to beating the game.

It is important to note that this guide will assume the runner has prior knowledge of the current Any% route. The Any% route should be used as the main point of reference, as the All Missions category is heavily based on it. However, there are some areas where this guide will deviate from the traditional Any% route. These differences are primarily in chapter 2 and from chapter 11 onwards. All deviations from the Any% route will be noted in this guide.

Settings

The following settings are required and should be selected prior to starting the game:

- Battle Difficulty: Normal
 - Note: While this guide could probably be used for Easy difficulty, it is incredibly inefficient to do so as there are significant differences between difficulties. If you wish to run this category on Easy, it is recommended to use xJakeDreamer's run as a reference (it can be found on speedrun.com).
- Battle Speed: Normal
- Target Selection: Via Cursor

Other settings, including camera settings, are optional. Personally, I use Standard controls for the camera, but you can choose whatever your preference is.

Timing begins on selecting New Game (console, English version) or on confirming difficulty (PC, Japanese versions).

Legend

Purple Text = Synergist Role

Blue Text = Ravager Role

Green Text = Medic Role

Orange Text = Sentinel Role

Grey Text = Saboteur Role

Dark Red Text = Commando Role

[Bracketed Black Text] = Item Pickup

Menus will be noted with green tables. Battles will be noted with blue tables.

Latest Updates (Version 1.0)

3.16.20: Fixed some missing crystarium upgrades before Mission 1, an upgrade before the Barthandelus 2 battle, and a note about dismantling at least one Doctor's Code prior to battling Bituitus for Mission 7.

Pre-Mission Shroud Farming (Chapter 2)

1. In Chapter 2, we will be farming for a total of 11 Deceptisols and 2 Fortisols.
2. After the first Pantheron battle at the beginning of Chapter 2, perform the following menu.

Menu
Settings: Battle Speed -> Slow

3. Next, run left past the Pantheron to battle the 3x Zwerg Scandroids on the left side.

Zwerg Scandroid x3 (1)
Simply wait at least 23 seconds before attacking to end the battle, or wait for Hope to kill all enemies.
Reward: Deceptisol (100%)

4. Run past the Pantheron once more, descend the stairs opposite from where you first entered, and mash X through a series of prompts. Then, battle the 3x Zwerg Scandroids immediately in front of you.

Zwerg Scandroid x3 (2)
Simply wait at least 23 seconds before attacking to end the battle, or wait for Hope to kill all enemies.
Reward: Deceptisol (100%)

5. Afterwards, revert the battle speed to normal and resume following the Any% route until you regain control of Lightning.
6. After you regain control of Lightning, mash X through a prompt, then begin camera tricking and run up the stairs while hugging the left side of the wall. Battle the group of 4x Zwerg Scandroids on the left side.

Zwerg Scandroid x4 (1)

Select Attack x2, but do not execute the command until at least 32 seconds have passed.

Reward: Deceptisol (96%)

7. After activating the switch and while jumping onto the elevator, perform the following menu in midair.

Menu

Settings:
Battle Speed -> Slow

8. Skip 2x cutscenes, then backtrack to the group of 3x Zwerg Scandroids that you farmed earlier.

Zwerg Scandroid x3 (2)

Simply wait at least 23 seconds before attacking to end the battle, or wait for Hope to kill all enemies.

Reward: Deceptisol (100%)

9. After this battle, backtrack to the previous area. Dodge 1x encounter, then climb the stairs and turn right to encounter the group of 4x Zwerg Scandroids.
10. Make sure not to get a pre-emptive strike for this battle.

Zwerg Scandroid x4 (2)

Select Attack x1, but do not execute the command until at least 32 seconds have passed.

Reward: Fortisol (96%)

11. Access the chest the enemies were guarding to obtain a **[Fortisol]**. Then, perform the following menu.

Menu

Settings:
Battle Speed -> Normal

12. The next set of shrouds will be farmed after we regain control of Lightning. Before farming, make sure to battle the 2x Ghouls on the left side and obtain the **[Power Wristband]** from the chest prior to farming these subsequent Ghouls, as it will reduce the amount of time required to farm each of these shrouds.
13. Note: Since you are not skipping the Power Wristband chest, you do not need to purchase a Power Wristband from the shop in Chapter 3. You will also perform a menu to equip Lightning with both the Gladius and the Power Wristband prior to the Anima battle.
14. Engage the Ghoul at the bottom of the stairs.

Ghoul (1)
Simply wait at least 33 seconds before attacking to end the battle, or wait for Sazh to kill all enemies.
Reward: Deceptisol (96%)

15. After defeating the previous Ghoul, climb the stairs and enter the area where there are three Ghouls. Engage the Ghoul at the back-right of this area.

Ghoul (2)
Simply wait at least 33 seconds before attacking to end the battle, or wait for Sazh to kill all enemies.
Reward: Deceptisol (96%)

16. Eventually you will enter the hallway with various Ghouls. Dodge the first Ghoul, then engage the second enemy.

Ghoul (3)
Simply wait at least 33 seconds before attacking to end the battle, or wait for Sazh to kill all enemies.

Reward: Deceptisol (96%)

17. Engage the next Ghoul in the hallway.

Ghoul (4)

Simply wait at least 33 seconds before attacking to end the battle, or wait for Sazh to kill all enemies.

Reward: Deceptisol (96%)

18. Dodge the next Ghoul, then engage the final enemy in the hallway prior to the Ghosts.

Ghoul (5)

Simply wait at least 33 seconds before attacking to end the battle, or wait for Sazh to kill all enemies.

Reward: Deceptisol (96%)

19. After obtaining these three shrouds, backtrack to the previous area and then re-enter the hallway. Two Ghouls will respawn; defeat these to ensure you have 11 Deceptisols.

20. Now that you have a total of 11 Deceptisols and 2 Fortisols, continue following the Any% route until after the Alexander battle in Chapter 11.

- a. Note that you must dismantle a Doctor's Code in Chapter 9 in order for you to have a Fortisol for Barthandelus 1 and an Aegisol for later use in Mission 7.

Archylte Steppe Missions, Part I

1. After defeating Alexander and skipping several cutscenes, perform the following menu when you regain control of Hope.

Menu
<u>Paradigms</u> Battle Team -> Sazh / Vanille / Snow
<u>Paradigms</u> Solidarity – COM / MED / SEN Delta Attack – COM / RAV / SEN Riot Shield – SYN / RAV / SEN ← DEFAULT Bully – SYN / SAB / COM Devastation – COM / SAB / COM Dirty Fighting – COM / SAB / SEN
<u>Crystarium</u> Sazh (COM): Quake, Jeopardize Snow (SEN): Accessory, Role Level 2, Deathward, Challenge
<u>Equipment</u> Lightning: Unequip all items Fang: Unequip all items Hope: Unequip all items Sazh: Power Wristband * -> Shaman's Mark Lv1

Vanille:
Blessed Talisman Lv1
Tungsten Bangle Lv1

Snow:
Shield Talisman Lv1
Silver Bangle Lv1

2. Accept the mission immediately in front of you, then run to the mark and engage Ectopudding from behind to begin with a pre-emptive strike.

Mission 1: Ectopudding

Riot Shield – SYN / RAV / SEN

- Faith-Enthunder on Snow

Bully – SYN / SAB / COM

- Repeat on Sazh

Devastation – COM / SAB / COM

- Ruin x4
- Repeat until victory

3. Accept Mission 2, then activate a Deceptisol before the mission.

Mission 2: Uridimmu & Gorgonospid x4

Riot Shield – SYN / RAV / SEN

- Quake
- Bravery-Haste on Sazh

Delta Attack – COM / RAV / SEN

- Blitz-Blitz, aim to hit as many enemies as possible.
- Repeat

Solidarity – COM / MED / SEN

- Repeat
- Repeat, ATB refresh with Delta Attack (COM / RAV / SEN) until Gorgonospids die.

--- If Uridimmu has significant health left at this point, proceed with the following ---

Riot Shield – SYN / RAV / SEN

➤ Enthunder on Sazh

Dirty Fighting – COM / SAB / SEN

➤ Blitz-Blitz or Attack x4 (depending on Uridimmu's distance)

➤ Repeat until victory

4. Accept Mission 3, then run to the Vallis Media.

Vallis Media & Yaschas Massif

1. On the way to the Vallis Media, perform the following menu.

Menu
Change the third paradigm to Bully, then set it to default. All other paradigms are unchanged.
<p><u>Paradigms</u></p> <p>Solidarity – COM / MED / SEN</p> <p>Delta Attack – COM / RAV / SEN</p> <p>Bully – SYN / SAB / COM ← DEFAULT</p> <p>Bully – SYN / SAB / COM</p> <p>Devastation – COM / SAB / COM</p> <p>Dirty Fighting – COM / SAB / SEN</p>
<p><u>Equipment</u></p> <p>Sazh:</p> <p>Warrior's Wristband Lv8 -> Doctor's Code Lv1</p> <p>Snow:</p> <p>Shield Talisman Lv1 -> Warrior's Wristband Lv8</p> <p>Vanille:</p> <p>Blessed Talisman Lv1 -> Shield Talisman Lv1</p>

2. Hug the left wall to engage Ugallu with a pre-emptive strike.

Mission 3: Ugallu
<p>Bully – SYN / SAB / COM</p> <ul style="list-style-type: none"> ➤ Potion ➤ Haste-Enfrost on Snow ➤ Haste Sazh <p>Bully – SYN / SAB / COM</p> <ul style="list-style-type: none"> ➤ Bravery Snow ➤ Faith-Enfrost on Sazh

Devastation – COM / SAB / COM

- Ruin x4
- Repeat until victory

3. Accept Mission 4. On the way to the mission area, pick up a **[Gil Chest]**.
4. Activate a Deceptisol, then begin the next mission.

Mission 4: Adroa & Verdelet

Bully – SYN / SAB / COM

- Quake
- Summon

Devastation – COM / SAB / COM

- Press -> to select Verdelet, then Blitz-Blitz Verdelet until stagger
- Gestalt
 - Side + X, repeat 6 times
 - Finisher

5. On the way to the Paddra Ruins, engage the group of Munchkins in the area immediately after completing Mission 4. We will be using this battle to farm for some additional CP.

Munchkins

Bully – SYN / SAB / COM

- Haste-Bravery on Snow
- Repeat Sazh

Devastation – COM / SAB / COM

- Blitz-Blitz
- *Switch to Dirty Fighting or Solidarity if things get dicey*
- Repeat until victory

6. Run through to the Paddraean Archaeopolis. On the way there, perform the following menus.

Menu
<p><u>Paradigms</u></p> <p>Hero's Charge – SYN / MED / COM ← DEFAULT</p> <p>Tri-disaster – RAV / RAV / RAV</p> <p>Thaumaturgy – RAV / MED / RAV</p> <p>Smart Bomb – RAV / SAB / RAV</p> <p>Aggression – COM / RAV / COM</p> <p>Mystic Tower – RAV / RAV / SEN</p>
<p><u>Crystarium</u></p> <p>Sazh (COM): Scourge, Role Level 3</p> <p>Sazh (RAV): Aerora</p> <p>Vanille (MED): ATB Segment</p> <p>Snow (SEN): Mediguard, all nodes out of ring except for HP nodes, Role Level 3</p>
<p><u>Equipment</u></p> <p>Sazh: Shaman's Mark Lv1 -> Tetradic Crown Lv1</p> <p>Vanille: Shield Talisman Lv1 -> Platinum Bangle Lv1</p> <p>Snow: Warrior's Wristband Lv8 -> Magician's Mark Lv2</p>

7. Accept Mission 7, located in-between the columns in this area.
8. Use an Aegisol prior to engaging Bituitus, which is located near the Cie'th Stone.

Mission 7: Bituitus

Hero's Charge – **SYN** / **MED** / **COM**

- Haste-Faith on Sazh
- Repeat Vanille
- Repeat Snow

Smart Bomb – **RAV** / **SAB** / **RAV**

- Fire-Thunder-Fire-Thunder
- Repeat

Mystic Tower – **RAV** / **RAV** / **SEN**

- Potion
- Wait for Bituitus to use Levinbolt

Thaumaturgy – **RAV** / **MED** / **RAV**

- Wait for Vanille to heal the party, then shift.

Smart Bomb – **RAV** / **SAB** / **RAV**

- Repeat until Vanille inflicts Deshell + Imperil on Bituitus

Tri-disaster – **RAV** / **RAV** / **RAV**

- Chain, refreshing with Smart Bomb until stagger.

Aggression – **COM** / **RAV** / **COM**

- Ruin x4
- Repeat until victory

9. Accept Mission 6, then perform the following menus on the way to the mission.

Menu

Paradigms

Hero's Charge – **SYN** / **MED** / **COM**

Smart Bomb – **RAV** / **SAB** / **RAV**

Protection – **SYN** / **MED** / **SEN**

Guerilla – **SYN** / **SAB** / **RAV**

Devastation – **COM** / **SAB** / **COM**

Dirty Fighting – **COM** / **SAB** / **SEN** ← **DEFAULT**

Equipment

Sazh:

Warrior's Wristband Lv. 8

Power Wristband *

Snow:

Silver Bangle Lv1 -> Shaman's Mark Lv1

10. Use a Deceptisol to before the next mission.

Mission 6: Munchkins

Dirty Fighting – COM / SAB / SEN

- Quake

Protection – SYN / MED / SEN

- Auto-Haste on Sazh
- Bravery, Enfrost on Sazh

Dirty Fighting – COM / SAB / SEN

- Blitz-Blitz, target the enemies to hit as many of them as possible.
- Repeat, ATB refresh with Devastation (COM / SAB / COM) until victory.

11. Immediately following the battle, pick up the **[Mythril Bangle]** from the chest.

12. Backtrack out of this area, and head towards the Mission 5 Cie'th Stone.

13. Continue making your way towards Edimmu, activating a Deceptisol beforehand to begin the battle with a pre-emptive strike. (Note: you can probably use the decept as soon as you enter this battle zone to make the dodge before this mission a little easier).

Mission 5: Edimmu

Dirty Fighting – COM / SAB / SEN

- Blitz, buffer into Smart Bomb (RAV / SAB / RAV) (2 inputs down)

Smart Bomb – RAV / SAB / RAV

- Immediately shift to next paradigm

Hero's Charge – SYN / MED / COM

- Haste-Faith on Sazh
- Repeat on Snow

Devastation (COM / SAB / COM)

- Ruin x4
- Repeat until victory

14. After this battle, make your way back to the Archylte Steppe.

Archylte Steppe Missions, Part II

1. After re-entering the Archylte Steppe, accept Mission 9.
2. Use a Deceptisol prior to beginning the battle for a pre-emptive strike.

Mission 9: Kaiser Behemoth

Dirty Fighting – **COM** / **SAB** / **SEN**

- Immediately shift to Guerilla (**SYN** / **SAB** / **RAV**) (2 inputs up)

Guerilla – **SYN** / **SAB** / **RAV**

- Potion
- Haste Sazh
- Faith-Haste on Snow
- Shift to Hero's Charge (**SYN** / **MED** / **COM**) to refresh Snow's ATB (3 inputs up)

Hero's Charge – **SYN** / **MED** / **COM**

- Enfire Snow
- Enfire-Bravery on Sazh

Devastation (**COM** / **SAB** / **COM**)

- Attack x4
- Repeat until victory

3. Following the previous mission, head for the nearby save point.

Menu

Shop Menu – Sell:

Weapons

- Alicanto
- Feymark

Accessories

- Silver Bangle
- Fulmen Ring
- Pearl Necklace
- Soulfont Talisman
- Entite Ring

Components

- Incentive Chips
- Credit Chips

Shop Menu – Buy:

R&D Depot

- Particle Accelerator x5

Lenora's Garage

- Crankshafts x7

Creature Comforts

- Sturdy Bone x88
- Barbed Tail x64

B&W Outfitters

- Black Belt

Up In Arms

- Deneb Duellers
- Pearlwing Staff

Upgrades

Weapons

- Deneb Duellers
 - Sturdy Bone x36
 - Particle Accelerator x2

Accessories

- 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
- Energy Sash

- Barbed Tail x18
- Crankshaft x3

Dismantle

Accessories

- Doctor's Code
- Energy Sash

Paradigms

Hero's Charge – **SYN** / **MED** / **COM** ← **DEFAULT**

Tri-disaster – **RAV** / **RAV** / **RAV**

Hero's Charge – **SYN** / **MED** / **COM**

Guerilla – **SYN** / **SAB** / **RAV**

Aggression – **COM** / **RAV** / **COM**

Relentless Assault – **RAV** / **RAV** / **COM**

Crystarium

Sazh (**RAV**):

Fira, Str +7

Vanille (**MED**):

Next MAG+18 node

Vanille (**RAV**):

Until out of CP

Snow (**RAV**):

Role Level 3

Snow (**SEN**):

MAG+4 on Stage 7 Crystarium

Equipment

Snow:

Shaman's Mark Lv1 -> Sorcerer's Mark *

Vanille:

Pearlwing Staff Lv1
Tungsten Bangle Lv1 -> Mythril Bangle Lv1

Sazh:
Deneb Duellers *
Tungsten Bangle Lv1
Black Belt *

4. After performing these menus, head for Mission 12's Cie'th Stone.
5. Next, backtrack and head towards the mission area, hugging the left wall so you can pick up **[5x Librascope]** from a chest on a cliff.
6. Then head towards the mission area and activate an Aegisol for the next mission.

Mission 12: Geiseric

Hero's Charge – **SYN** / **MED** / **COM**

- Auto-support (Haste) on Sazh
- Auto-support (Haste) on Vanille
- If Geiseric doesn't target Snow:
 - Potion to cancel the hit-stun and to restore health.
 - Otherwise, paradigm shift immediately.

Hero's Charge – **SYN** / **MED** / **COM**

- Auto-support (Haste) on Snow
- Faith, Enwater on Snow

Guerilla – **SYN** / **SAB** / **RAV**

- Repeat on Sazh
- Repeat on Vanille
- Potion if necessary

Tri-disaster – **RAV** / **RAV** / **RAV**

- Thunder-Fire-Fire-Aero (aim to STAGGER Geiseric before Sazh starts)
- Shift as soon as Aero's text appears on screen

Relentless Assault – **RAV** / **RAV** / **COM**

- Repeat
- If Geiseric gets an attack off:
 - Repeat a few spells while waiting for Snow to do his next string
 - Shift just after Snow casts his third Ruin to ATB refresh and cancel his ready animation

- Otherwise:
 - Shift as soon as Aero's text appears on screen

Aggression – COM / RAV / COM

- Ruin x4
- Repeat until victory

7. Head east to the Mission 13 stone and perform the following menus:

Menu
<p><u>Paradigms</u></p> <p>Bully – SYN / SAB / COM</p> <p>Matador – RAV / SAB / SEN</p> <p>Protection – SYN / MED / SEN ← DEFAULT</p> <p>Solidarity – COM / MED / SEN</p> <p>Aggression – COM / RAV / COM</p> <p>Dirty Fighting – COM / SAB / SEN</p>
<p><u>Equipment</u></p> <p>Sazh:</p> <p>Black Belt * -> Shaman's Mark Lv1</p> <p>Snow:</p> <p>Black Belt *</p> <p>Shield Talisman Lv1</p> <p>Sazh:</p> <p>Tungsten Bangle Lv1 -> Sorcerer's Mark *</p>

8. After activating the Cie'th Stone, make sure to begin the next mission with a pre-emptive strike.

Mission 13: Goblin Chieftain + Goblins
<p>Protection – SYN / MED / SEN</p> <ul style="list-style-type: none"> ➤ Quake ➤ Auto-support (Haste) on Sazh

- Auto-support (Haste) on Vanille
- Libra Goblin
- Faith-Enfire on Sazh

Matador – RAV / SAB / SEN

- Quake
- Fira-Fira (target to hit as many Goblins as possible)
 - Make sure to buffer these inputs into the next paradigm

Dirty Fighting – COM / SAB / SEN

- Immediately shift

Matador – RAV / SAB / SEN

- Repeat, buffer into next paradigm

Dirty Fighting – COM / SAB / SEN

- Immediately shift back to Matador

Loop buffering Fira-Fira into Dirty Fighting until victory

9. Perform the following (short) menus:

Menu
Simply set the default paradigm to Dirty Fighting.
<p><u>Paradigms</u></p> <p>Bully – SYN / SAB / COM</p> <p>Matador – RAV / SAB / SEN</p> <p>Protection – SYN / MED / SEN</p> <p>Solidarity – COM / MED / SEN</p> <p>Aggression – COM / RAV / COM</p> <p>Dirty Fighting – COM / SAB / SEN ← DEFAULT</p>
<p><u>Equipment</u></p> <p>Snow:</p> <p>Warrior's Wristband Lv8</p> <p>Power Wristband *</p>

10. Activate Mission 17, then run back out. Begin the next mission with a pre-emptive strike.

Mission 17: Pulsework Champion
<p>Dirty Fighting – COM / SAB / SEN</p> <ul style="list-style-type: none"> ➤ Blitz, buffer into the next paradigm (2 inputs down)
<p>Matador – RAV / SAB / SEN</p> <ul style="list-style-type: none"> ➤ Immediately shift (1 input up)
<p>Bully – SYN / SAB / COM</p> <ul style="list-style-type: none"> ➤ Bravery-Haste on Snow ➤ Haste-Faith on Sazh
<p>Aggression – COM / RAV / COM</p> <ul style="list-style-type: none"> ➤ Ruin x4 ➤ Repeat until victory

11. Activate Mission 14, then perform the following (short) menus:

Menu
Simply set the default paradigm to Protection.
<p><u>Paradigms</u></p> <p>Bully – SYN / SAB / COM</p> <p>Matador – RAV / SAB / SEN</p> <p>Protection – SYN / MED / SEN ← DEFAULT</p> <p>Solidarity – COM / MED / SEN</p> <p>Aggression – COM / RAV / COM</p> <p>Dirty Fighting – COM / SAB / SEN</p>
<p><u>Equipment</u></p> <p>Snow:</p> <p>Black Belt *</p> <p>Shield Talisman *</p> <p>Sazh:</p> <p>Warrior's Wristband Lv8</p> <p>Power Wristband *</p>

12. Head to the Font of Namva (mission 14 area), then begin the battle.

Mission 14: Sahagin x2 & Ceratosaur x2

Protection – SYN / MED / SEN

- Auto-support (Haste) on Sazh
- Auto-support (Haste) on Vanille
- Bravery, Enfire on Sazh

Solidarity – COM / MED / SEN

- Blitz-Blitz, aiming to hit as many enemies as possible.
- Repeat, change targets as necessary.

Dirty Fighting – COM / SAB / SEN

- Repeat
- Repeat, ATB refresh with Solidarity and Repeat until victory

13. Ride the chocobo, then pick up a **[Mnar Stone]** from the chest on the lake and a **[Scarletite]** from a chest on the plateau nearby.

14. Activate Mission 15 on the plateau, then grab the **[Gold Nugget]** behind the Adamanchelid on the way to the next mission.

a. Don't forget to pick this up!

15. Perform the following menu:

Menu

Equipment

Sazh:
Magician's Mark Lv2
Sorcerer's Mark *

16. Dismount the chocobo, then activate a Deceptisol and engage the next mission.

Mission 15: Goblins

Protection – **SYN** / **MED** / **SEN**

- Quake
- Auto-support (Haste) on Sazh
- Auto-support (Haste) on Vanille
- Faith-Enfire on Sazh

Matador – **RAV** / **SAB** / **SEN**

- Quake
- Fira-Fira (target to hit as many Goblins as possible)
 - Make sure to buffer these inputs into the next paradigm

Dirty Fighting – **COM** / **SAB** / **SEN**

- Immediately shift

Matador – **RAV** / **SAB** / **SEN**

- Repeat, buffer into next paradigm

Dirty Fighting – **COM** / **SAB** / **SEN**

- Immediately shift back to Matador

Loop buffering Fira-Fira into Dirty Fighting until victory

17. Activate Mission 11, then run to the nearby Yellow Cie'th Stone.

18. Warp to Archylte Steppe – Central Expanse, then perform the following menus:

Menu
Simply set the default paradigm to Protection.
<p><u>Paradigms</u></p> <p>Bully – SYN / SAB / COM</p> <p>Matador – RAV / SAB / SEN</p> <p>Hero's Charge – SYN / MED / COM</p> <p>Tireless Charge – COM / MED / COM ← DEFAULT</p> <p>Aggression – COM / RAV / COM</p> <p>Dirty Fighting – COM / SAB / SEN</p>
<p><u>Equipment</u></p> <p>Sazh:</p> <p>Warrior's Wristband Lv8</p>

Power Wristband *

19. Make sure to begin the next mission with a pre-emptive strike.

Mission 11: Adroas

Tireless Charge – COM / MED / COM

- Quake

Bully – SYN / SAB / COM

- Bravery-Haste on Sazh

Aggression – COM / RAV / COM

- Blitz-Blitz
- Refresh with Tireless Charge (COM / MED / COM) until victory.

20. Mount the nearby chocobo, then run to the lake and accept Mission 10.

21. Use the nearby Yellow Cie'th Stone to warp to Archylte Steppe – Northern Highplain, then dismount the chocobo.

22. Begin the next mission with a pre-emptive strike.

Mission 10: Ambling Bellows

Tireless Charge – COM / MED / COM

- Attack-Blitz
 - Buffer into the next paradigm

Matador – RAV / SAB / SEN

- Immediately shift

Bully – SYN / SAB / COM

- Faith-Enthunder on Snow
- Auto-support (Haste) on Sazh
- Repeat on Sazh

Aggression – COM / RAV / COM

- Ruin x4
- Repeat until victory

23. After the previous mission, head into the Mah'habara Subterra.

Mah'habara Subterra & Sulyya Springs

1. As you make your way through the Mah'habara Subterra, make sure to pick up **[Hauteclaire]** on the way. Continue until you battle the Rust Puddings.

Rust Puddings x2
<p>Tireless Charge – COM / MED / COM</p> <ul style="list-style-type: none"> ➤ Attack-Blitz <ul style="list-style-type: none"> ○ Buffer into the next paradigm <p>Hero's Charge – SYN / MED / COM</p> <ul style="list-style-type: none"> ➤ Enthunder-Bravery on Snow ➤ Repeat on Sazh <p>Tireless Charge – COM / MED / COM</p> <ul style="list-style-type: none"> ➤ Blitz-Blitz closest enemy ➤ Repeat until victory

2. After the previous battle, perform the following menus.

Menu
<p><u>Paradigms</u></p> <p>Battle Team -> Lightning / Vanille / Snow</p>
<p><u>Paradigms</u></p> <p>Entourage – RAV / MED / SEN ← DEFAULT</p> <p>Relentless Assault – RAV / RAV / COM</p> <p>Combat Clinic – MED / MED / SEN</p>
<p><u>Equipment</u></p> <p>Vanille:</p> <p>Platinum Bangle Lv1 -> Blessed Talisman Lv1</p> <p>Snow:</p>

Unequip all items

Fang:
Black Belt *
Shield Talisman Lv1

Lightning:
Tetradic Crown Lv1
Platinum Bangle Lv1

3. Accept Mission 18. Use an Ethersol and then a Deceptisol to begin the next mission with a pre-emptive strike.

Mission 18: Ambling Bellows

Entourage – **RAV** / **MED** / **SEN**

- Quake
- Summon
- Thundara-Thundara Ambling Bellows
- Repeat until Gestalt is full
- Gestalt
 - O (Thunderfall) until Hoplites are dead
 - Left+X (Razor Gale) until out of Gestalt Points
 - Finisher (Zantetsuken)
- If any Hoplites survive, use Relentless Assault to kill.

4. After completing Mission 18, collect the **[2x Saint's Amulet]** from a nearby chest on the way to the battle with Hecatoncheir.

Hecatoncheir

Slash & Burn – **RAV** / **COM**

- Immediately shift

Divide & Conquer – **SAB** / **COM**

- Deprotect-Deshell-Imperil-Deshell
- Repeat
- Shift after Fang's fourth action begins

Lifeguard – **MED** / **SEN**

- Auto-Heal or Potion as necessary
- Shift when Hecatoncheir is done attacking.

Divide & Conquer – SAB / COM

- Repeat
- Potion if necessary
- Repeat
- Shift after Fang's fourth action begins

Lifeguard – MED / SEN

- Auto-Heal or Potion as necessary
- Shift when Hecatoncheir is done attacking.

Repeat the previous two cycles until victory.

5. Continue making your way through the Mah'habara Subterra, picking up chests with **[Crystal Oscillators]** and **[Perfect Conductors]** on the way to the Sulyya Springs.
6. After riding Atomos, activate Mission 19 and perform the following menus.

Menu
<u>Paradigms</u> Battle Team -> Sazh / Vanille / Snow
<u>Paradigms</u> Solidarity – COM / MED / SEN Devastation – COM / SAB / COM Riot Shield – SYN / RAV / SEN ← DEFAULT Aggression – COM / RAV / COM Bully – SYN / SAB / COM Dirty Fighting – COM / SAB / SEN

7. Make your way through the Sulyya Springs to begin the next mission.

Mission 19: Uridimmu x4
Riot Shield – SYN / RAV / SEN ➤ Auto-support (Haste) on Sazh ➤ Auto-support (Haste) on Vanille

- Bravery-Enthunder on Sazh

Solidarity – COM / MED / SEN

- Blitz-Blitz, target to hit multiple enemies
- Repeat, change targets as necessary
- Should things get sketchy because Snow is still provoking, do the following:
 - Potion until he lands it, or
 - Blitz to interrupt the Uridimmus

Dirty Fighting – COM / SAB / SEN

- Repeat
- Repeat, shift to next paradigm

Solidarity – COM / MED / SEN

- Repeat until victory

8. After the previous battle, continue making your way through the chapter until you end up just outside of Taejin's Tower.

Taejin's Tower

1. Activate Mission 20, and perform the following menu on the way to the mission area.

Menu
<u>Paradigms</u> Battle Team -> Vanille / Sazh / Snow

2. Use a Deceptisol as you enter the battle zone near the mission.

Mission 20: Goblin Chieftain
Riot Shield – SYN / RAV / SEN ➤ Quake ➤ Summon ➤ Aerora Goblin Chieftain ➤ Repeat until Gestalt is filled ➤ Gestalt <ul style="list-style-type: none"> ○ O (Force Blaster) Goblin Chieftain x3 ○ O (Force Blaster) Goblin 1 (target Chieftain instead if this enemy is dead) ○ O (Force Blaster) Goblin 2 (target Chieftain instead if this enemy is dead) ○ O (Force Blaster) Goblin Chieftain x2 ○ Finisher (Gaian Salvo)

3. Pick up **[Sinister Fang]** in a chest immediately after completing the mission, then make your way towards Taejin's Tower.
4. After entering, use the elevator to climb up to the second floor.
5. Access the shop immediately after exiting the elevator and perform the following menus.

Menu
<u>Shop Menu – Sell:</u> Weapons <ul style="list-style-type: none"> ➤ Vega's ➤ Hauteclair

Accessories

- Royal Armlet
- 2x Saint's Amulets
- 2 Frost Rings

Components

- Gold Nugget(s)
- Everything except Sinister Fangs, Crystal Oscillators, Conductors, and any Catalysts.

Shop Menu – Buy:

B&W Outfitters

- Warrior's Wristband x2

Creature Comforts

- Sturdy Bone x84
- Barbed Tail x74

Lenora's Garage

- Superconductor x88 (up to 92 in total)

Upgrades

Weapons

- Pearlwing Staff
 - Barbed Tail x21
 - Barbed Tail x32
 - Crystal Oscillator x3
 - Super conductor x11

Accessories

- Warrior's Wristband Lv.1
 - Sturdy Bone x36
 - Superconductor x37
- Warrior's Wristband Lv.1
 - Sturdy Bone x36
 - Superconductor x37
- Survivalist Catalog
 - Barbed Tail x12
 - Superconductor x2

Dismantle

Accessories

- Survivalist Catalog

Paradigms

Battle Team -> Sazh / Vanille / Snow

Paradigms

Tireless Charge – COM / MED / COM
 Devastation – COM / SAB / COM
 Guerilla – SYN / SAB / RAV ← **DEFAULT**
 Aggression – COM / RAV / COM
 Bully – SYN / SAB / COM
 Hero's Charge – SYN / MED / COM

Equipment

Snow:

Warrior's Wristband *
 Warrior's Wristband *

Fang:

Unequip all items

Vanille:

Black Belt *
 Shield Talisman Lv1

- Accept Mission 21. Make your way towards the mission area, then pre-empt Gelatitan.

Note: You can do this by running through the battle zone, waiting for Gelatitan to face away from you, and then running at him directly from behind.

Mission 21: Gelatitan

Guerilla – SYN / SAB / RAV

- Auto-support (Haste) on Sazh
- Bravery-Enthunder on Snow

- If Sazh gets interrupted, buff whatever is missing

Bully – **SYN** / **SAB** / **COM**

- Repeat on Sazh
- Shift after Snow's fourth action (an attack)

Aggression – **COM** / **RAV** / **COM**

- Blitz-Blitz
 - Delay if necessary to ensure that the bullets hit Gelatitan.
- Repeat until victory

7. Accept Mission 22, then perform the following menu.

Menu
Simply change the battle team and set the default paradigm to Aggression.
<p><u>Paradigms</u></p> <p>Battle Team -> Vanille / Sazh / Snow</p>
<p><u>Paradigms</u></p> <p>Tireless Charge – COM / MED / COM</p> <p>Devastation – COM / SAB / COM</p> <p>Guerilla – SYN / SAB / RAV</p> <p>Aggression – COM / RAV / COM ← DEFAULT</p> <p>Bully – SYN / SAB / COM</p> <p>Hero's Charge – SYN / MED / COM</p>

8. Use an Ethersol, then make your way towards Mission 22.

9. Make sure to begin this battle with a pre-emptive strike.

Mission 22: Ambling Bellows & Cryptos x2

Aggression – **COM** / **RAV** / **COM**

- Aerora on Ambling Bellows
 - If he charges for Vanille, Summon and complete Aerora after summoning.
- Summon
- Aerora-Fira on Ambling Bellows
- Gestalt after Vanille's spells have landed
 - O (Force Blaster) x4

- Finisher (Gaian Salvo)
- If Ambling Bellows survives, Retry

10. After the previous mission, perform the following menu.

Menu
Simply change the battle team and set the default paradigm back to Guerilla.
<p style="text-align: center;"><u>Paradigms</u></p> <p style="text-align: center;">Battle Team -> Sazh / Vanille / Snow</p>
<p style="text-align: center;"><u>Paradigms</u></p> <p style="text-align: center;">Tireless Charge – COM / MED / COM</p> <p style="text-align: center;">Devastation – COM / SAB / COM</p> <p style="text-align: center;">Guerilla – SYN / SAB / RAV ← DEFAULT</p> <p style="text-align: center;">Aggression – COM / RAV / COM</p> <p style="text-align: center;">Bully – SYN / SAB / COM</p> <p style="text-align: center;">Hero's Charge – SYN / MED / COM</p>

11. Activate Mission 23, then engage Gurangatch with a pre-emptive strike.

Mission 23: Gurangatch
<p>Guerilla – SYN / SAB / RAV</p> <ul style="list-style-type: none"> ➤ Auto-support (Haste) on Sazh ➤ Bravery-Enwater on Snow
<p>Bully – SYN / SAB / COM</p> <ul style="list-style-type: none"> ➤ Repeat on Sazh ➤ Shift after Snow's fourth action (an attack)
<p>Aggression – COM / RAV / COM</p> <ul style="list-style-type: none"> ➤ If Gurangatch is far from Sazh or Snow is about to Launch, use Auto-Battle. ➤ If Sazh can hit Gurangatch with Blitz, use Blitz. ➤ Repeat the above until victory.

12. Pick up [Simurgh] from a chest on the way to Mission 24.

13. Accept the mission, then use a Deceptisol to begin the battle with a pre-emptive strike.

Mission 24: Mushussu & Yakshini x2	
Guerilla – SYN / SAB / RAV	
➤ Quake	
➤ Bravery-Enwater on Snow	
Bully – SYN / SAB / COM	
➤ Haste-Bravery on Sazh	
Devastation – COM / SAB / COM	
➤ Blitz-Blitz on Mushussu	
➤ Try to shift after Snow's fourth Attack	
Tireless Charge – COM / MED / COM	
➤ Repeat until victory	

14. After the previous mission, perform the following menus.

Menu
Simply change the fifth paradigm to Smart Bomb.
<p><u>Paradigms</u></p> <p>Tireless Charge – COM / MED / COM</p> <p>Devastation – COM / SAB / COM</p> <p>Guerilla – SYN / SAB / RAV ← DEFAULT</p> <p>Aggression – COM / RAV / COM</p> <p>Smart Bomb – RAV / SAB / RAV</p> <p>Hero's Charge – SYN / MED / COM</p>
<p><u>Crystarium</u></p> <p>Sazh (RAV):</p> <p>Firaga</p> <p>Vanille (RAV):</p> <p>Blizzara</p> <p>Vanille (SAB):</p> <p>Deprotega, Jinx</p>

Vanille (**MED**):

Backtrack for previous HP nodes, Curasa

Snow (**SEN**):

Until out of CP (don't upgrade notes out of the ring)

Equipment

Lightning:

Unequip Platinum Bangle

Sazh:

Power Wristband * -> Platinum Bangle Lv1

15. Continue progressing through the tower until you activate Mission 25.

16. On your way to the mission, pick up **[Unsetting Sun]** from a chest before battling Vetala.

Mission 25: Vetala

Guerilla – **SYN** / **SAB** / **RAV**

- Auto-support (Haste) on Sazh
- Bravery-Enthunder on Snow

Smart Bomb – **RAV** / **SAB** / **RAV**

- Renew
- Fire-Thunder-Fire-Thunder
- Repeat until STAGGER

Guerilla – **SYN** / **SAB** / **RAV**

- Repeat on Sazh
- Make sure Vetala has Deprotect before shifting.
 - If Vanille dies and Vetala has Imperil but not Deprotect, do not revive her.

Tireless Charge – **COM** / **MED** / **COM**

- Blitz-Blitz
- Repeat until victory

17. After the previous mission, perform the following menu.

Menu
<u>Paradigms</u> Battle Team -> Sazh / Snow / Vanille
<u>Paradigms</u> Riot Shield – SYN / SEN / RAV Relentless Assault – COM / RAV / RAV ← DEFAULT Mystic Tower – RAV / SEN / RAV Aggression – COM / RAV / COM Matador – RAV / SEN / SAB Aggression – COM / RAV / COM
<u>Equipment</u> Sazh: Warrior's Wristband Lv8 -> Sorcerer's Mark *

18. Pick up a **[Librascope]** from the chest on the way to Mission 26.

19. Activate the mission, then use a Deceptisol to begin with a pre-emptive strike.

Mission 26: Penanggalan & Chonchon x4
Relentless Assault – COM / RAV / RAV ➤ Quake ➤ Target Penanggalan, shift
Mystic Tower – RAV / SEN / RAV ➤ Firaga ➤ Repeat and buffer into the next paradigm
Aggression – COM / RAV / COM ➤ Ruin x4
Mystic Tower – RAV / SEN / RAV ➤ Repeat and buffer into the next paradigm
Aggression – COM / RAV / COM ➤ Repeat until victory

20. Continue progressing through Taejin's Tower until the next save point. Then, perform the following menu.

Menu	
<u>Upgrades</u>	
Accessories	
➤ Warrior's Wristband Lv.1	
○ Sinister Fang x11	
○ Sinister Fang x10	
○ Particle Accelerator x3	
<u>Equipment</u>	
Sazh:	
Warrior's Wristband *	
Warrior's Wristband *	
Vanille:	
Diamond Bangle Lv1	
Sorcerer's Mark *	

21. On the sixth floor, use an Ethersol while waiting for the dodge. Continue until you make your way to the Apex where you'll battle Dahaka.

Dahaka
Relentless Assault – COM / RAV / RAV
➤ Libra
➤ Attack-Blitz, buffer into the next paradigm
Matador – RAV / SEN / SAB
➤ Renew if anyone other than Snow was hit.
➤ Fire-Thunder-Fire-Thunder
Riot Shield – SYN / SEN / RAV
➤ Auto-support (Haste) on Sazh
➤ Auto-support (Haste) on Vanille
➤ Bravery-Enfire on Sazh
○ Renew if not done already

- If Imperil has not been inflicted, shift to Matador instead of next paradigm.

Mystic Tower – RAV / SEN / RAV

- Repeat

Riot Shield – SYN / SEN / RAV

- Renew if HP is low
- Repeat on Snow
 - Delay if Dahaka is about to use Foul Utterance
- Shift after Dahaka's next attack, or when you know you'll be safe (Dahaka uses Faith)

Relentless Assault – COM / RAV / RAV

- Blitz-Blitz
 - Your teammates should STAGGER Dahaka at this point
- Repeat
 - Shift after Dahaka is on the ground, ideally buffering the second Blitz

Matador – RAV / SEN / SAB

- Shift as soon as Vanille begins casting Deprotect

Aggression – COM / RAV / COM

- Repeat until victory, using ATB refreshes with second Aggression paradigm

22. After defeating Dahaka, activate the statue at the Apex and then use the elevator to access the 7th floor.
23. Once you're on the 7th floor, make your way to the central elevator and pick up a **[Collector's Catalogue]** from a chest to your left on the way.
24. Upon returning to the Apex, pick up an **[Ethersol]** from a chest near to the elevator that takes you to Oerba.
25. As you're jumping up the steps, perform the following menu in midair.

Menu

Paradigms

Aggression – COM / COM / RAV
 Solidarity – COM / SEN / MED
 Mystic Tower – RAV / SEN / RAV
 Aggression – COM / COM / RAV
 Entourage – RAV / SEN / MED ← **DEFAULT**
 Riot Shield – SYN / SEN / RAV

Crystarium

Sazh (RAV):

Continue until out of CP (end on the HP+100 node that isn't the final node)

Snow (SEN):

ATB Segment

Snow (COM):

Scourge, Role Level 3, STR+18 on Stage 8

Vanille (MED):

Accessory Slot

Vanille (RAV):

Watera

Equipment

Vanille:

Mythril Bangle Lv1

Shaman's Mark Lv1

Sorcerer's Mark *

Snow:

Black Belt *

Shield Talisman Lv1

Sazh:

Sorcerer's Mark Lv1

Tetradic Tiara Lv1

Oerba

1. After exiting the elevator and making your way to Oerba, pick up the **[Perovskite]** from a chest on the left path on the main road.
2. After the chest, head left and activate Mission 28 at the Yellow Cie'th Stone.
3. Make your way up to Bhakti, then grab a **[Librascope]** from a chest on the way to Mission 28.

Mission 28: Frogs

For this battle, we will primarily focus on using COM-buffered Firaga spells to take out the group of frogs while letting Snow tank for us.

Entourage – **RAV** / **SEN** / **MED**

- Quake
- Firaga, aim to target the middle of the group
- Repeat, buffer into next paradigm (3 inputs up)

Solidarity – **COM** / **SEN** / **MED**

- Immediately shift

Entourage – **RAV** / **SEN** / **MED**

- Repeat
- Repeat, buffer into next paradigm (3 inputs up)

Solidarity – **COM** / **SEN** / **MED**

- Immediately shift

Entourage – **RAV** / **SEN** / **MED**

- Quake
- Firaga
- Firaga, buffer into next paradigm (3 inputs up)

Solidarity – **COM** / **SEN** / **MED**

- Immediately shift

Repeat the pattern of using COM-buffered Firagas until victory.

4. Head towards the schoolhouse, using a Deceptisol to help with the dodge and then canceling it after exiting the battle zone.

5. Examine the **[Bhakti Object]** on the right wall just before heading up the stairs (red circle), then head up the stairs and collect **[Moogle Puppet]** and **[Pleiades Hi-Powers]** from the two chests at the top of the schoolhouse.
6. Now that you've picked up these items, continue making your way through Oerba until you reach the next save point. Here, we're going to perform a series of menus.

Menu
<p style="text-align: center;"><u>Upgrades</u></p> <p>Accessories</p> <ul style="list-style-type: none"> ➤ Collector's Catalog <ul style="list-style-type: none"> ○ Barbed Tail x21 ○ Superconductor x1 ○ Mnar Stone ➤ Warrior's Wristband * <ul style="list-style-type: none"> ○ Scarletite
<p style="text-align: center;"><u>Shop Menu – Sell:</u></p> <p>Weapons</p> <ul style="list-style-type: none"> ➤ Binding Rod ➤ Simurgh ➤ Unsetting Sun <p>Accessories</p> <ul style="list-style-type: none"> ➤ Tungsten Bangle ➤ Platinum Bangle ➤ Power Wristbands ➤ Giant's Glove ➤ Connoisseur Catalogue <p>Components</p> <ul style="list-style-type: none"> ➤ Moonblossom Seeds ➤ Moogle Puppet ➤ Rhodochrosite (Keep at least 1!) ➤ Cobaltites
<p style="text-align: center;"><u>Shop Menu – Buy:</u></p> <p>Unicorn Mart</p>

- Painkiller x11
- Foul Liquid x11
- Mallet x11

Creature Comforts

- Sturdy Bone x90
- Barbed Tail x54

Lenora's Garage

- Perfect Conductor x5

R&D Depot

- Particle Accelerator x11
- Ultracompact Reactors x2

Upgrades

Weapons

- Pleiades Hi-Powers
 - Study Bone x36
 - Perfect Conductor x11
 - Perovskite
 - Sturdy Bone x36
 - Ultracompact Reactor x2
 - Sturdy Bone x18
 - Particle Accelerator x11

Paradigms

Aggression – COM / COM / RAV
 Diversity – COM / RAV / MED
 Smart Bomb – RAV / RAV / SAB ← **DEFAULT**
 Tireless Charge – COM / COM / MED
 Relentless Assault – COM / RAV / RAV
 Guerilla – SYN / RAV / SAB

Equipment

Sazh:
 Hyades Magnums *
 Power Glove Lv9
 Diamond Bangle Lv1

Vanille:
Shaman's Mark Lv1 -> Sorcerer's Mark *

Snow:
Warrior's Wristband *
Warrior's Wristband *

7. After the previous menu, make your way up the stairs to the highway and examine the **[Bhakti Object]** immediately in front of you when you reach the road (red circle).
8. Pick up an **[Ethersol]** from the chest just before Barthandelus, then use an Ethersol and Aegisol (and a Fortisol if you obtained an extra one) before starting the battle.

Barthandelus II

Note: If you used a Fortisol prior to the battle, you can skip the Guerilla phase and go straight to Diversity instead.

Smart Bomb – RAV / RAV / SAB

- Fire-Thunder-Fire-Thunder
- *If Fortisol used before battle, skip to third paradigm instead*

Guerilla – SYN / RAV / SAB

- Bravery, Haste on Sazh
- Haste, Faith on Vanille

Diversity – COM / RAV / MED

- Blitz-Blitz

Smart Bomb – RAV / RAV / SAB

- Repeat until STAGGER + debuffs have landed

Relentless Assault – COM / RAV / RAV

- Repeat until Barthandelus' stagger meter resets
- Use a SUMMON to dodge Thanatosian Laughter
- Blitz until Apoptosis, then Gestalt
- Renew

Smart Bomb – RAV / RAV / SAB

- Repeat until STAGGER + debuffs have landed

Diversity – COM / RAV / MED

- Blitz-Blitz
- Repeat until victory

9. Head for the ship and leave Pulse to begin Chapter 12.

Chapter 12

- Chapter 12 largely follows the same strategies as Any% for every battle.

Anavatapta Warmech
<p>Gestalt</p> <ul style="list-style-type: none"> ➤ Down+A ➤ Mash Side+A ➤ <i>If the initial chain died:</i> <ul style="list-style-type: none"> ○ Mash Side+A until STAGGER ○ Y ➤ <i>Otherwise:</i> <ul style="list-style-type: none"> ○ Continue using Side+A ○ Wait for meter to reset before triggering. ○ Down+A when you have 18 Gestalt points left. ○ Side+A while waiting for meter. This should kill.

- Activate your Deceptisol just before entering the battle zone, then cancel it on the circling Bulwarker enemy.
- Dodge the first group of enemies, activate your Deceptisol before the next battle zone, then dodge the dogs.
- Before beginning the next battle, perform the following menu.

Menu
<p><u>Paradigms</u></p> <p>Battle Team -> Vanille / Snow / Sazh</p>
<p><u>Paradigms</u></p> <p>Solidarity – MED / SEN / COM</p> <p>Relentless Assault – RAV / RAV / COM ← DEFAULT</p> <p>Protection – MED / SEN / SYN</p>

- Make sure your Deceptisol is still active before beginning the next battle.

Bulwarker & Sanctum Seraph x2

Relentless Assault – RAV / RAV / COM

- Quake
- Summon
- Fira-Aerora
 - If interrupted, cancel and Repeat
- Gestalt
 - O (Force Blasters)
 - Finisher (Gaian Salvo)

6. After the previous battle, perform the following menus BEFORE leaving to the next area.

Menu
<u>Paradigms</u> Battle Team -> Sazh / Snow / Vanille
<u>Crystarium</u> Vanille (COM): Ruin Vanille (MED): Curaja Vanille (RAV): HP+30, Blizzara (OoR), Role Level 3 Snow (RAV): HP+100 (OoR), Accessory Slot (OoR) Snow (COM): Blitz (OoR), HP+100 after MAG+13 Sazh (RAV): Cold Blood (OoR) Sazh (COM): First node of Adrenaline branch

Paradigms

Tireless Charge – COM / COM / MED
 Cerberus – COM / COM / COM ← **DEFAULT**
 Premeditation – SYN / SEN / SAB
 Coordination – SYN / RAV / MED
 Thaumaturgy – RAV / RAV / MED
 Tri-disaster – RAV / RAV / RAV

Equipment

Sazh:

Unequip all items

Snow:

Power Glove Lv9

Warrior's Wristband *

Warrior's Wristband *

Sazh:

Warrior's Wristband Lv8

Shield Talisman Lv1

Vanille:

Mythril Bangle Lv1 -> Diamond Bangle Lv1

7. With these menus complete, activate the elevator and battle the Behemoth King.

Behemoth King

Cerberus – COM / COM / COM

- Blitz, buffer into next paradigm

Tri-disaster – RAV / RAV / RAV

- Fire x4
- Repeat

Coordination – SYN / RAV / MED

- Auto-support (Haste) on Sazh
- Auto-support (Haste) on Vanille

- If characters are not in red health, use Tri-disaster instead of Thaumaturgy for next section

Thaumaturgy – RAV / RAV / MED

- Repeat and chain until the stagger meter is at 350-400%

Premeditation – SYN / SEN / SAB

- Bravery-Enfire on Sazh
- Repeat on Snow
- Faith-Enfire on Vanille
 - If Deprotect and Imperil are already inflicted, this is not necessary
- Shift after Behemoth King has Deprotect and Imperil

Cerberus – COM / COM / COM

- Blitz-Blitz

8. Activate a Deceptisol before the next battle zone, then cancel it on the back of the third group of enemies.
9. Pick up a **[Rebel Heart]** from the chest on the right side, then activate your next Deceptisol as soon as the wyvern drops from the ceiling.
10. Continue running forward and cancel your Deceptisol on the back of the third encounter. You'll need this Deceptisol for the Immortal battle in Chapter 13.
 - a. Note: Your shroud will likely expire before the third dodge, in which case simply cancel it on the third dodge and either manually dodge or activate it and cancel it again.

The Proudclad

Cerberus – COM / COM / COM

- Blitz, buffer into next paradigm

Tri-disaster – RAV / RAV / RAV

- Fire-Thunder-Fire-Thunder

Coordination – SYN / RAV / MED

- Bravery-Haste on Snow

Tri-disaster – RAV / RAV / RAV

- Repeat

Coordination – SYN / RAV / MED

- Repeat on Sazh
- Faith-Haste on Vanille
- Shift after Snow's fifth action

Cerberus – COM / COM / COM

- Repeat, buffer into next paradigm

Thaumaturgy – RAV / RAV / MED

- Librascope
- Repeat 1-2 spells to get closer to stagger, then shift to next paradigm

Tri-disaster – RAV / RAV / RAV

- Cold Blood
- Shift after Snow's fifth strike

Thaumaturgy – RAV / RAV / MED

- Repeat, immediately shift as soon as Sazh begins using Cold Blood

Tri-disaster – RAV / RAV / RAV

- Shift after Snow's fifth strike

Tireless Charge – COM / COM / MED

- Repeat
- Renew
- Blitz-Blitz, shift after Snow's actions are finished and Sazh is shooting

Cerberus – COM / COM / COM

- Repeat
- Repeat one Blitz
- If Proudclad has not died, try to Auto-battle a single attack before its health resets. If still not dead, Retry the battle.

11. Perform the following menu before activating the elevator.

Menu
Simply set Snow as the battle team leader and change the default paradigm to Tri-disaster.
<p><u>Paradigms</u></p> <p>Battle Team -> Snow / Sazh / Vanille</p>

Paradigms

Tireless Charge – COM / COM / MED
 Cerberus – COM / COM / COM
 Premeditation – SYN / SEN / SAB
 Coordination – SYN / RAV / MED
 Thaumaturgy – RAV / RAV / MED
 Tri-disaster – RAV / RAV / RAV ← **DEFAULT**

12. Activate the elevator, then battle Adamanchelid.

Adamanchelid

Tri-disaster – RAV / RAV / RAV

- Froststrike-Blizzard-Blizzard-Blizzard-Blizzard
- Summon
- Repeat

Thaumaturgy – RAV / RAV / MED

- Repeat until STAGGER, using ATB refreshes with Tri-disaster
- If Adamanchelid begins to use Quake, use Blizzard x5 instead.
- Gestalt
 - Up+X (Wheelie)
 - Down+X (Spin Freeze) until out of gestalt points.
 - Finisher (Diamond Dust)
- If Adamanchelid survives, use Froststrike x5
- Repeat until victory if his HP is low enough. Otherwise, Retry.

13. Following the previous battle, pick up the chest with **[Punisher]** as you make your way through the chapter.
14. Before the Vernal Harvester & Tyrant dodge, pick up the **[Champion's Badge]** from the area up the stairs on the left side if you did not obtain a Gold Dust from Adamanchelid.
15. To perform the VH&T dodge, wait at the corner to the left of Vernal Harvester, wait until your party members stand still, then try to run diagonally towards the top-left where a light is. Look at the minimap to see where the enemies had moved; if Tyrant was pushed to the left on the minimap, hug the right wall and run past them. If the two were separated in the middle, run between them.

16. Continue dodging a series of enemies before picking up a chest with **[Particle Accelerator x6]** on the left side of the glass floor. Run backwards so the cutscene triggers earlier.
17. Continue dodging more enemies until you enter the hallway, then pick up **[Mistilteinn]** on the way.
18. Dodge another series of enemies as you make your way through the Edenhall, then pick up the **[Power Glove]** from a chest on the other side of the stairs nearby the save point.
19. Access the save point to perform another series of menus.

Menu	
<u>Upgrades</u>	
Accessories	
➤ SORT	
➤ Power Glove Lv1	
○ Barbed Tails x36	
○ Particle Accelerators x6	
➤ Goddess's Favor	
○ Barbed Tail x18	
○ Superconductor x2	
<u>Dismantle</u>	
Accessories	
➤ Goddess's Favor	
➤ Ribbon	
<u>Upgrades</u>	
Accessories	
➤ Warrior's Wristband * (Equipped on Snow)	
○ Scarletite	
<u>Paradigms</u>	
Battle Team -> Sazh / Vanille / Snow	
<u>Paradigms</u>	
Aggression – RAV / COM / COM	

Cerberus – COM / COM / COM ← DEFAULT

Mystic Tower – RAV / RAV / SEN

Solidarity – COM / MED / SEN

Relentless Assault – RAV / RAV / COM

Tri-disaster – RAV / RAV / RAV

Equipment

Snow:

Warrior's Wristband * -> Power Glove *

Sazh:

Deneb Duellers *

Warrior's Wristband Lv8

Warrior's Wristband *

20. Dodge a series of enemies, then activate an Ethersol, Aegisol, and Fortisol before battling The Proudclad.

The Proudclad, Round 2

Cerberus – COM / COM / COM

- Attack-Blitz, buffer into next paradigm

Tri-disaster – RAV / RAV / RAV

- Libra
- Cold Blood
 - Shift just after Sazh kicks his left leg out

Relentless Assault – RAV / RAV / COM

- Repeat
- Shift as soon as Snow's finishes his string of actions

Aggression – RAV / COM / COM

- Repeat
- Repeat, wait until Snow has attempted to launch Proudclad 5 times before shifting to next paradigm

Cerberus – COM / COM / COM

- Attack if Proudclad is falling to the ground
- Renew

- Attack-Attack-Blitz
- Repeat just as Proudclad's stagger ends, buffer into next paradigm (**very important!**)

Mystic Tower – RAV / RAV / SEN

- Auto-spell 1-2 spells
- Wait for Proudclad to use Onearic Maelstrom, then Renew
 - Time your move so that Sazh doesn't get launched into the air
- Auto-spell one spell
- Repeat, wait until just after Sazh kicks his left leg out **AND** Snow begins backing up before shifting

Relentless Assault – RAV / RAV / COM

- Repeat
- Shift as soon as Snow's finishes his string of actions

Aggression – RAV / COM / COM

- Repeat
- Repeat, wait until Snow has attempted to launch Proudclad 5 times before shifting to next paradigm

Cerberus – COM / COM / COM

- Attack if Proudclad is falling to the ground
- Blitz-Blitz
- Repeat
 - If you don't think you can kill before stagger ends, shift to next paradigm.

Aggression – RAV / COM / COM

- Repeat Cold Blood and immediately shift

Cerberus – COM / COM / COM

- Hope that Snow and Vanille can kill Proudclad

Should Proudclad survive, use Solidarity (COM / MED / SEN) to heal and re-stagger with Tri-disaster (Tri-disaster – RAV / RAV / RAV). Then shift to Cerberus (Cerberus – COM / COM / COM) and repeat Blitzes to kill.

21. With Proudclad defeated, it's time to start Chapter 13.

Orphan's Cradle

1. Access the shop as soon as you enter Orphan's Cradle and perform the following menus.

Menu	
Note: If you did not dig for a Gold Dust in Gran Pulse, skip the "Buy (With Gold Dust)" shop menu. Also, if you did not get a Gold Dust, you MUST upgrade the Champion's Badge.	
<u>Shop Menu – Sell:</u>	
Weapons	
➤ Rebel Heart	
➤ Mistilteinn	
➤ Punisher	
Accessories	
➤ Mythril Bangle	
➤ Royal Armlet	
Components	
➤ Dusklight Dew	
➤ Perfume	
➤ Gold Dust (if acquired)	
<u>Shop Menu – Buy (Without Gold Dust)</u>	
B&W Outfitters	
➤ Warrior's Wristband	
Creature Comforts	
➤ Sturdy Bone x40	
Lenora's Garage	
➤ Superconductor (up to 39)	
The Motherlode	
➤ Perovskite	
<u>Shop Menu – Buy (With Gold Dust)</u>	

Eden's Pharmaceuticals

- Fortisol x2
- Aegisol x2
- Deceptisol x1

B&W Outfitters

- Warrior's Wristband

Creature Comforts

- Sturdy Bone x36

Lenora's Garage

- Superconductor (up to 37)

Upgrades

Accessories

- Warrior's Wristband Lv1
 - Study Bone x36
 - Superconductor x37

Upgrades (Without Gold Dust)

Accessories

- Champion's Badge
 - Sturdy Bone (or other organic) x4
 - Superconductor x1
 - Perovskite
 - Superconductor x1

Dismantle

Accessories

- Survivalist Catalogue
 - (1 Deceptisol, 2 Fortisols, 2 Aegisols)

Paradigms

Battle Team -> Vanille / Sazh / Snow

Paradigms

Tireless Charge – MED / COM / COM
 Devastation – SAB / COM / COM
 Mystic Tower – RAV / RAV / SEN
 Relentless Assault – RAV / RAV / COM
 Smart Bomb – SAB / RAV / RAV ← **DEFAULT**
 Tri-disaster – RAV / RAV / RAV

Crystarium

Vanille (MED):
 Role Level 4

Vanille (RAV):
 Fearsiphon, Role Level 4

Sazh (COM):
 Adrenaline, Accessory Slot, Role Level 4

Snow (COM):
 Ruinga, Role Level 4

Equipment

Sazh:
 Warrior's Wristband *

2. Activate a Deceptisol before jumping across the bridge for the Templar dodge. Cancel this shroud on the final dodge before Bandersnatch & Jabberwocky.
3. Make your way through Orphan's Cradle, then activate a Fortisol and Aegisol before battling Bandersnatch & Jabberwocky.

Bandersnatch & Jabberwocky

Smart Bomb – SAB / RAV / RAV

- Imperil x5 on Bandersnatch
- If Imperil did not inflict, Repeat and Summon

Tri-disaster – RAV / RAV / RAV

- Summon if you haven't already
- Fira-Aerora on Bandersnatch
- Repeat until Jabberwocky begins to use an action
- Gestalt
 - O (Force Blasters)
 - Finisher (Gaian Salvo)
 - Retry if Bandersnatch didn't die
- Auto-chain
- Shift after Snow's fifth attack

Smart Bomb – SAB / RAV / RAV

- If Jabberwocky begins to attack Vanille or Sazh, try to throw a Potion or use a Renew to avoid interruption
- Deprotect-Poison-Deprotect-Poison-Deprotect
- Shift after Snow's fifth attack

Tri-disaster – RAV / RAV / RAV

- Auto-chain
- If Jabberwocky begins to use Breath of the Beast, shift to Mystic Tower (RAV / RAV / SEN) and wait for Snow to aggro Jabberwocky.
- Shift after Snow's fifth attack

Smart Bomb – SAB / RAV / RAV

- Repeat if Jabberwocky does not have Deprotect
 - Otherwise, use Poison x5

Devastation – SAB / COM / COM

- Wait for Snow to launch, then use Poison x5
- Repeat if there is a gap between Snow and Sazh's attacks
- Repeat until victory

4. After the previous battle, perform the following menu.

Menu

Paradigms

Battle Team -> Sazh / Vanille / Snow

Paradigms

Tireless Charge – COM / MED / COM
 Cerberus – COM / COM / COM
 Dirty Fighting – COM / SAB / SEN
 Bully – SYN / SAB / COM
 Solidarity – COM / MED / SEN
 Premeditation – SYN / SAB / SEN ← **DEFAULT**

Equipment

Sazh:

Unequip all items

Snow:

Warriors Wristband *

Black Belt *

Tetradic Tiara

Sazh:

Hyades Magnums

Shield Talisman

Power Glove Lv9

Power Glove *

- Next, continue until you reach the Immortal guarding a warp gate. Use a Deceptisol before battling it.

Immortal

Premeditation – SYN / SAB / SEN

- Haste on Sazh

Bully – SYN / SAB / COM

- Bravery-Enfire on Sazh

Cerberus – COM / COM / COM

- Blitz-Blitz
- Repeat until victory, refresh with Tireless Charge (COM / MED / COM) if necessary

6. After killing Immortal, use the warp gate it was guarding and pick up **[Adamant Bangle]** and **[Weirding Glyph]** from the chests in the first area, and **[Elixir]** from the right chest in the second area.
7. Make your way to Wladislaus, and begin the battle without using any shrouds.

Wladislaus
<p>Premeditation – SYN / SAB / SEN</p> <ul style="list-style-type: none"> ➤ Librascope ➤ Haste on Sazh ➤ Haste on Vanille ➤ Bravery-Enfire on Sazh <p>Dirty Fighting – COM / SAB / SEN</p> <ul style="list-style-type: none"> ➤ Blitz-Blitz ➤ Repeat <p>Solidarity – COM / MED / SEN</p> <ul style="list-style-type: none"> ➤ Repeat ➤ Shift to next paradigm when Wladislaus loses Deprotect <p>Dirty Fighting – COM / SAB / SEN</p> <ul style="list-style-type: none"> ➤ Blitz-Blitz <p>Solidarity – COM / MED / SEN</p> <ul style="list-style-type: none"> ➤ Repeat until victory

8. Head for the elevator in the top-right corner of the floor, then perform the following menus.

Menu
<p><u>Paradigms</u></p> <p>Cerberus – COM / COM / COM</p> <p>Cerberus – COM / COM / COM</p> <p>Relentless Assault – COM / RAV / RAV ← DEFAULT</p> <p>Bully – SYN / SAB / COM</p> <p>Thaumaturgy – RAV / MED / RAV</p> <p>Tri-disaster – RAV / RAV / RAV</p>

Crystarium

Sazh (SYN):
Barthunder, ATB Level

Vanille (SEN):
Provoke

Vanille (SAB):
Two HP+100 nodes out of the ring, end on HP+100 node before STR+15

Snow (SEN):
Backtrack to Reprieve (out of ring), Role Level 4

Snow (RAV):
Role Level 4

Equipment

Sazh:
Shield Talisman Lv1 -> Power Glove Lv9

Snow:
Warriors Wristband *
Warrior's Wristband *
Warrior's Wristband Lv8

9. Activate a Deceptisol before the triple Templar dodge, then cancel it on the back of the enemies.
10. Use a Fortisol and Aegisol prior to battling Tiamat Eliminator.

Tiamat Eliminator

Relentless Assault – COM / RAV / RAV

- Attack-Attack-Blitz
- Shift after Snow's fourth strike

Tri-disaster – RAV / RAV / RAV

- Cold Blood
- Libra

- Auto-chain if Tail Hammer was used
- Repeat just before STAGGER, and shift as soon as Sazh begins shooting

Thaumaturgy – RAV / MED / RAV

- Immediately shift back to Tri-disaster

Tri-disaster – RAV / RAV / RAV

- Repeat and immediately shift

Cerberus – COM / COM / COM

- Shift towards the end of Cold Blood for an ATB refresh

Cerberus – COM / COM / COM

- Blitz-Blitz
- Repeat until victory

11. After defeating Tiamat Eliminator, use the warp gate to return to Gran Pulse.

Return to Gran Pulse

1. Accept Mission 8, then run to the mission area.
2. Use a Deceptisol before beginning the mission.

Mission 8: Rakshasa

Relentless Assault – COM / RAV / RAV

- Blitz-Blitz

Cerberus – COM / COM / COM

- Repeat
- Repeat until victory, switch to second Cerberus paradigm for ATB refreshes.

3. Head to Yaschas Massif, then warp to Archylte Steppe – Central Expanse.
4. Mount the nearby chocobo, then head for the circle of Cie'th Stones. Activate the front-right stone for Mission 61.
5. Return to the warp stone, then warp to Oerba.
6. Perform the following menu.

Menu

Equipment

Sazh:

Power Glove Lv9 -> Tetradic Tiara Lv1
Power Glove Lv9 -> Adamant Bangle Lv1

Snow:

Power Glove Lv9
Power Glove Lv9
Warrior's Wristband *

7. Head for the mission area, then begin the battle with a pre-emptive strike.

Mission 61: Juggernaut

Relentless Assault – COM / RAV / RAV

- Attack-Blitz, buffer into next paradigm

Tri-disaster – RAV / RAV / RAV

- Cold Blood

Bully – SYN / SAB / COM

- Haste on Sazh
- Bravery-Enfire on Sazh

Cerberus – COM / COM / COM

- Blitz-Blitz
- Repeat until victory

8. Grab the **[Bhakti Object]** to the left after defeating Juggernaut.

9. Begin the next battle against Vampire down the path with a pre-emptive strike.

Vampire

Relentless Assault – COM / RAV / RAV

- Immediately shift to next paradigm (1 input down)

Bully – SYN / SAB / COM

- Haste on Sazh
- Faith-Enfire on Sazh

Tri-disaster – RAV / RAV / RAV

- Fira-Firaga, buffer into next paradigm

Cerberus – COM / COM / COM

- Ruin x4
 - Alternatively, shift back to Tri-disaster and buffer Fira-Firaga back into Cerberus
- Repeat until victory

10. Return to the schoolhouse and battle Vetala.

Vetala

Relentless Assault – COM / RAV / RAV

- Blitz
- Attack Chonchon (if not dead)

Tri-disaster – RAV / RAV / RAV

- Auto-chain Vetala

Bully – SYN / SAB / COM

- Haste on Sazh
- Bravery-Enfire on Sazh

Tri-disaster – RAV / RAV / RAV

- Auto-chain Vetala until STAGGER

Cerberus – COM / COM / COM

- Blitz-Blitz
- Repeat until victory

11. Grab the final **[Bhakti Object]**.
12. Head back to Bhakti house, repair it and talk to Bhakti to obtain several rewards.
13. After obtaining rewards from Bhakti, warp back to Archylte Steppe – Central Expanse.
14. Mount the nearest chocobo, then head for the circle of Cie'th Stones. Activate Mission 58 from the back-middle stone.
15. Run back to the Warp Stone, then warp to Archylte Steppe – Northern Highplains.
16. Enter Mah'habara, then run to the area with Mission 58.
17. Activate a Deceptisol before beginning the battle.

Mission 58: Humbaba

Relentless Assault – COM / RAV / RAV

- Blitz, buffer into next paradigm

Tri-disaster – RAV / RAV / RAV

- Immediately shift

Bully – SYN / SAB / COM

- Bravery-Haste on Sazh

Cerberus – COM / COM / COM

- Blitz-Blitz

➤ Repeat until victory

18. After the previous mission, run to the Juggernaut and perform the following menus.

Menu
<p><u>Crystarium</u></p> <p>Sazh (SEN): Provoke</p> <p>Sazh (SYN): Backtrack to previous HP nodes, end at node before Role Level 4.</p> <p>Vanille (RAV): Backtrack to Firaga, Blizzaga</p> <p>Vanille (SAB): All nodes on ring</p> <p>Snow (COM): HP nodes on Stage 9</p>
<p><u>Paradigms</u></p> <p>Cerberus – COM / COM / COM</p> <p>Overcaution – SEN / SAB / SEN</p> <p>Consolidation – SEN / MED / SEN</p> <p>Bully – SYN / SAB / COM ← DEFAULT</p> <p>Entourage – RAV / MED / SEN</p> <p>Tri-disaster – RAV / RAV / RAV</p>

19. With the previous menus completed, battle Juggernaut.

Juggernaut
<p>Bully – SYN / SAB / COM</p> <p>➤ Haste on Sazh</p>

Cerberus – COM / COM / COM

- Attack-Blitz, buffer into next paradigm

Entourage – RAV / MED / SEN

- Cold Blood, immediately shift as soon as Sazh begins shooting

Overcaution – SEN / SAB / SEN

- Shift just as Sazh finishes shooting

Entourage – RAV / MED / SEN

- Repeat

Overcaution – SEN / SAB / SEN

- Shift when Juggernaut has 2 debuffs

Consolidation – SEN / MED / SEN

- Wait for Juggernaut to slap your party, then shift to next paradigm

Tri-disaster – RAV / RAV / RAV

- Repeat

Consolidation – SEN / MED / SEN

- Shift when done

Tri-disaster – RAV / RAV / RAV

- Repeat, Juggernaut should STAGGER

Bully – SYN / SAB / COM

- Bravery-Enfire on Sazh

Cerberus – COM / COM / COM

- Blitz-Blitz
- Repeat until victory

20. Accept Mission 29, then pick up a **[Platinum Bangle]** from a chest in the same area on your way back to the Archylte Steppe.

21. Return to the warpstone in Archylte Steppe and use it to return to Taejin's Tower, then head to the mission area.

22. Begin the battle with a pre-emptive strike.

Bully – **SYN** / **SAB** / **COM**

- Haste on Sazh
- Bravery-Enfire on Sazh

Tri-disaster – **RAV** / **RAV** / **RAV**

- Cold Blood

Cerberus – **COM** / **COM** / **COM**

- Blitz-Blitz
- Repeat until victory

23. Head back to the warp stone, then warp to Archylte Steppe – Central Expanse.
24. Mount the nearby chocobo, then head through Aggra's Pasture and accept Mission 30.
25. Use the warp stone to return to Sulyya Springs.
26. Ride Atomos back into the Mah'habara Subterra, then make your way towards the mission area.
27. Pick up a **[Perovskite]** from a chest on the way to the mission area.
28. Perform the following menus.

Menu

Paradigms

Tireless Charge – **COM** / **MED** / **COM**
 Solidarity – **COM** / **MED** / **SEN**
 Protection – **SYN** / **MED** / **SEN** ← **DEFAULT**
 Bully – **SYN** / **SAB** / **COM**
 Matador – **RAV** / **SAB** / **SEN**
 Smart Bomb – **RAV** / **SAB** / **RAV**

Equipment

Snow:

Magician's Mark Lv2
 Weirding Glyph
 Speed Sash

Sazh:

Tetradic Tiara -> Speed Sash

29. Before attempting to beat Syphax, begin the battle and Retry. This will despawn the enemies behind you and allow you to backtrack through this area.

30. Re-engage Syphax.

Mission 30: Syphax

Protection – **SYN** / **MED** / **SEN**

- Haste on Sazh
- Haste on Vanille
- Bravery-Enfire on Sazh

Tireless Charge – **COM** / **MED** / **COM**

- Blitz-Blitz
- Wait for Syphax to spawn
- Blitz on Syphax, buffer into next paradigm

Smart Bomb – **RAV** / **SAB** / **RAV**

- Firaga-Firaga on Syphax
- Renew
- Repeat until STAGGER and Syphax is debuffed.
- If things get sketchy, do the following:
 - Use Solidarity – **COM** / **MED** / **SEN** for heals
 - Use Matador – **RAV** / **SAB** / **SEN** for debuffs + aggro

Tireless Charge – **COM** / **MED** / **COM**

- Blitz-Blitz
- Repeat until victory

31. After defeating Syphax, pick up the right chest with **[Particle Accelerators]**.

32. Access the nearby save point to perform the following menus.

Menu

Shop Menu – Sell:

Components

- Gold Nugget
- Perfume x5
- Platinum Ingot x3

Shop Menu – Buy

Eden's Pharmaceuticals

- Aegisol x2
- Deceptisol x9

Platus's Workshop

- Paladin
- Umbra
- Belladonna Wand

B&W Outfitters

- General's Belt

Moogleworks

- Whistlewind Scarf

Creature Comforts

- Sturdy Bone x72
- Barbed Tail x48

R&D Depot

- Particle Accelerator (up to 6)
- Ultracompact Reactor x2

Upgrades

Weapons

- Paladin
 - Sturdy Bone x36
 - Particle Accelerator x4
 - Scarletite
- Belladonna Wand
 - Barbed Tail x36
 - Particle Accelerator x2
 - Uraninite

Accessories

- Adamant Bangle
 - Study Bone x36
 - Ultracompact Reactor x4

Paradigms

Tireless Charge – COM / MED / COM
 Solidarity – COM / MED / SEN
 Protection – SYN / MED / SEN ← **DEFAULT**
 Devastation – COM / SAB / COM
 Dirty Fighting – COM / SAB / SEN
 Smart Bomb – RAV / SAB / RAV

Equipment

Sazh:

Power Glove Lv9
 Power Glove Lv9
 Power Glove *

Vanille:

Malboro Wand

Snow:

Winged Saint
 Black Belt *
 Adamant Bangle *
 Tetradic Tiara

33. Backtrack to the way you came from, then head into the right tunnel. Battle Tyrant.

Tyrant

Protection – SYN / MED / SEN

- Bravery-Haste on Sazh
- Enthunder on Sazh

Dirty Fighting – COM / SAB / SEN

- Blitz-Blitz on Centaurion Blade
- Repeat until Centaurion Blade is dead

Solidarity – COM / MED / SEN

- Heal if needed

Dirty Fighting – COM / SAB / SEN

- Repeat on Tyrant
- Repeat, switch to Tireless Charge after debuffs are inflicted and repeat until victory

34. Accept Mission 53, then run out of the Mah'habara Subterra. Use the warp stone to return to Yaschas Massif – Paddrean Archaeopolis.

35. Activate a Deceptisol before beginning Mission 53.

Mission 53: Zirnitra

Protection – **SYN** / **MED** / **SEN**

- Quake
- Bravery-Haste on Sazh
- Enfire on Sazh

Solidarity – **COM** / **MED** / **SEN**

- Attack x4
- Attack-Blitz, buffer into next paradigm

Smart Bomb – **RAV** / **SAB** / **RAV**

- Cold Blood, shift at the end of Sazh's attack

Devastation – **COM** / **SAB** / **COM**

- Repeat
- Repeat until victory

36. Run back to the previous warp stone, then warp to Archylte Steppe – Central Expanse.

37. Mount the nearby chocobo, then head towards the Haerii Archaeopolis.

38. As soon as you arrive, activate Mission 31 and perform the following menu.

Menu

Paradigms

Devastation – **COM** / **SAB** / **COM**

Tireless Charge – **COM** / **MED** / **COM**

Protection – **SYN** / **MED** / **SEN**

Guerilla – **SYN** / **SAB** / **RAV**

Matador – **RAV** / **SAB** / **SEN**

Smart Bomb – **RAV** / **SAB** / **RAV** ← **DEFAULT**

Equipment

Snow:

Tetradic Tiara -> Warrior's Wristband *

Sazh:

Power Glove Lv9 -> Tetradic Tiara

39. Activate a Deceptisol before beginning the next mission.

Mission 31: Pulsework Champion

Smart Bomb – RAV / SAB / RAV

- Quake

Devastation – COM / SAB / COM

- Blitz-Blitz, target Seekers first
- Repeat until victory

40. Accept Mission 34, then engage the Tonberry.

Mission 34: Tonberry

Smart Bomb – RAV / SAB / RAV

- Immediately shift to next paradigm

Guerilla – SYN / SAB / RAV

- Haste-Bravery on all

Smart Bomb – RAV / SAB / RAV

- Fire-Thunder-Fire-Thunder-Fire until Tonberry is debuffed
- *If party is in low HP, shift into Protection (SYN / MED / SEN) instead of Guerilla*

Guerilla – SYN / SAB / RAV

- Bravery-Enfire on Sazh
- Bravery-Enfire on Snow

Tireless Charge – COM / MED / COM

- Blitz-Blitz

- Repeat until victory

41. Activate Mission 33, then head into the Faultwarrens.
42. Immediately exit and use the warp stone to return to Archylte Steppe – Central Expanse.
43. Perform the following menu.

Menu
<p><u>Paradigms</u></p> <p>Battle Team -> Snow / Sazh / Vanille</p>

44. Mount the chocobo and head over to the mission area.

Mission 33: Adamanchelid
This battle will be identical to the Adamanchelid battle from Chapter 12.
<p>Smart Bomb – RAV / SAB / RAV</p> <ul style="list-style-type: none"> ➤ Froststrike-Blizzard-Blizzard-Blizzard-Blizzard ➤ Summon ➤ Repeat <p>Guerilla – RAV / SYN / SAB</p> <ul style="list-style-type: none"> ➤ Repeat until STAGGER, using ATB refreshes with Smart Bomb ➤ If Adamanchelid begins to use Quake, use Blizzard x5 instead. ➤ Gestalt <ul style="list-style-type: none"> ○ Up+X (Wheelie) ○ Down+X (Spin Freeze) until out of gestalt points. ○ Finisher (Diamond Dust) ➤ If Adamanchelid survives, use Froststrike x5 ➤ Repeat until victory if his HP is low enough. Otherwise, Retry.

45. After the previous battle, perform the following menu.

Menu

Paradigms

Battle Team -> Sazh / Vanille / Snow

46. Mount the nearby chocobo, then head to the circle of Cie'th Stones.
47. Activate Mission 57 (back green stone), then mount the nearby chocobo and head to the nearest warp stone. Warp to Yaschas Massif – The Tsubaddran Highlands.
48. Run to Vallis Media and engage the next battle.

Mission 57: Sahagin

Smart Bomb – **RAV** / **SAB** / **RAV**

- Immediately shift to next paradigm

Protection – **SYN** / **MED** / **SEN**

- Enfire-Bravery on Sazh
- Enfire on Snow

Devastation – **COM** / **SAB** / **COM**

- Blitz-Blitz
- Repeat until victory, ATB refresh with Tireless Charge (**COM** / **MED** / **COM**) as necessary

49. Run back to Yaschas Massif, then warp to Vallis Media – Base Camp.
50. Activate Mission 32, then warp to Archylte Steppe – Northern Highplain.
51. Access the save point on the way to the mission and perform the following menu.

Menu

Upgrades

Accessories

- Whistlewind Scarf
 - Perfect Conductor
 - Rhodochrosite
- Hermes Sandals
 - Perfect Conductor
 - Perovskite

- Collector's Catalogue
 - Barbed Tail x12
 - Perfect Conductor
 - Mnar Stone

52. Run to the mission area and begin the battle with a pre-emptive strike.

Mission 32: Amam

Smart Bomb – **RAV** / **SAB** / **RAV**

- Flamestrike x1 immediately
 - This should cancel its breath attack
- Repeat to STAGGER

Guerilla – **SYN** / **SAB** / **RAV**

- Bravery-Enfrost on Sazh

Devastation – **COM** / **SAB** / **COM**

- Blitz
- Repeat until victory

53. Mount the nearest chocobo, then activate Mission 52 and perform the following menus.

Menu

Paradigms

Devastation – **COM** / **SAB** / **COM**
 Aggression – **RAV** / **COM** / **COM** ← **DEFAULT**
 Protection – **SYN** / **MED** / **SEN**
 Guerilla – **SYN** / **SAB** / **RAV**
 Matador – **RAV** / **SAB** / **SEN**
 Smart Bomb – **RAV** / **SAB** / **RAV**

Crystarium

Sazh (**SYN**):
 Role Level 4, Protect, Shell, end on HP+100

Vanille (**SAB**):

HP node (out of the ring), Stage 9 nodes

Snow (**SEN**):

Backtrack for 2 STR+18 nodes (out of the ring), 2 HP+100 Nodes, first node on Stage 9 Crystarium

Snow (**COM**):

2x HP nodes (out of the ring)

Equipment

Vanille:

Sorcerer's Mark -> Aurora Scarf

Sazh:

Tetradic Tiara -> Power Glove Lv9

Snow:

Warrior's Wristband * -> Tetradic Tiara

54. Activate a Deceptisol before beginning the mission.

Mission 52: Zirnitra

Aggression – **RAV** / **COM** / **COM**

➤ Fire-Fira

Guerilla – **SYN** / **SAB** / **RAV**

➤ Haste on Sazh

➤ Bravery-Enfire on Sazh

Devastation – **COM** / **SAB** / **COM**

➤ Blitz-Blitz

➤ Use Foul Liquids on Snow as necessary, and Repeat until victory

55. Run to the circle of Cie'th Stones, then accept Mission 59 (first purple stone).

56. Run to the warp stone, then warp to Sulyya Springs. Perform the following menu.

Menu

Paradigms

Dirty Fighting – COM / SAB / SEN
 Cerberus – COM / COM / COM
 Protection – SYN / MED / SEN ← **DEFAULT**
 Solidarity – COM / MED / SEN
 Entourage – RAV / MED / SEN
 Smart Bomb – RAV / SAB / RAV

57. Use a Deceptisol before beginning the next mission.

Mission 59: Zirnitra

Protection – SYN / MED / SEN

- Quake
- Bravery-Haste on Sazh
- Enfire on Sazh

Solidarity – COM / MED / SEN

- Target Zirnitra
- Blitz-Attack-Blitz, buffer into next paradigm

Entourage – RAV / MED / SEN

- Cold Blood

Dirty Fighting – COM / SAB / SEN

- Attack x4, shift after Zirnitra has debuffs

Solidarity – COM / MED / SEN

- Attack x4 on Zirnitra
- Repeat until Zirnitra is dead

Dirty Fighting – COM / SAB / SEN

- Blitz-Blitz
- Repeat

Solidarity – COM / MED / SEN

- Repeat until victory

58. Activate Mission 63, then warp to Archylte Steppe – Northern Highplain.

59. Perform the following menu.

Menu
<p><u>Paradigms</u></p> <p>Ruthless – COM / SAB / RAV</p> <p>Cerberus – COM / COM / COM</p> <p>Guerilla – SYN / SAB / RAV ← DEFAULT</p> <p>Devastation – COM / SAB / COM</p> <p>Relentless Assault – COM / RAV / RAV</p> <p>Smart Bomb – RAV / SAB / RAV</p>
<p><u>Equipment</u></p> <p>Lightning:</p> <p>Unequip all items</p> <p>Vanille:</p> <p>Sorcerer's Mark -> Sprint Shoes</p> <p>Snow</p> <p>Warrior's Wristband *</p> <p>Tetradic Crown Lv1</p> <p>Tetradic Tiara Lv1</p>

60. Mount the nearby chocobo and head for the mission mark.

61. Check your TP before the battle. If you have less than 3 TP, use an Ethersol before battling Adamantortoise.

Mission 63: Adamantortoise
<p>Guerilla – SYN / SAB / RAV</p> <ul style="list-style-type: none"> ➤ Summon ➤ Librascope ➤ Haste-Bravery on Sazh <p>Smart Bomb – RAV / SAB / RAV</p> <ul style="list-style-type: none"> ➤ Fire-Fira-Thunder-Fire <p>Ruthless – COM / SAB / RAV</p>

- Blitz-Blitz, buffer the first Blitz into next paradigm

Smart Bomb – RAV / SAB / RAV

- Repeat

Devastation – COM / SAB / COM

- Repeat, execute early and buffer the first Blitz into next paradigm

Smart Bomb – RAV / SAB / RAV

- Repeat
- Continue this pattern until Adamantortoise has over 200% stagger meter

Devastation – COM / SAB / COM

- Repeat until Brynhildr uses Arise

Guerilla – SYN / SAB / RAV

- Haste-Bravery on Snow
- Haste-Faith on Vanille

Ruthless – COM / SAB / RAV

- Repeat until STAGGER and Adamantortoise is debuffed

Relentless Assault – COM / RAV / RAV

- Repeat

Cerberus – COM / COM / COM

- Repeat
- Repeat until victory, using ATB refreshes with Devastation (COM / SAB / COM)

62. Head towards the nearest warp point and mount a chocobo. Then jump across the cliffs on the way to activating Mission 16.

63. Run to the Font of Namva and perform the following menu.

Menu
<u>Paradigms</u> Solidarity – COM / MED / SEN Cerberus – COM / COM / COM Bully – SYN / SAB / COM Solidarity – COM / MED / SEN Protection – SYN / MED / SEN ← DEFAULT Smart Bomb – RAV / SAB / RAV

Mission 16: Ceratoraptors

Protection – **SYN** / **MED** / **SEN**

- Haste on Sazh
- Bravery-Enfire on Sazh

Solidarity – **COM** / **MED** / **SEN**

- Target Ceratoraptor
- Blitz-Blitz, refresh with second Solidarity paradigm until most Ceratoraptors are dead

Cerberus – **COM** / **COM** / **COM**

- Repeat until victory

64. After the previous battle, perform the following menu.

Menu

Paradigms

Battle Team -> Snow / Sazh / Vanille

65. Mount the nearby chocobo, then head to the area near the Archylte Steppe – Northern Highplains warp point and activate Mission 54. Run to the mission area.

66. After the cutscene, retry the battle. Activate a Fortisol and enter the battle while mounted on the chocobo so that you continue riding it in the event that you fail the battle.

Mission 54: Gigantaur

Protection – **SEN** / **SYN** / **MED**

- Summon
- Librascope
- Challenge until inflicted
- Gestalt
 - Finisher

- Wait for Sazh to cast Enfire on himself

Solidarity – **SEN** / **COM** / **MED**

- Prioritize using Painkiller on Snow, then queue up Steelguards to tank attacks.
- Use ATB refreshes with second Solidarity paradigm to keep Vanille healing Snow.
- Use Elixir when Vanille won't heal Snow, or when things get dicey.
- Use 2 Renewes if you're feeling scared.
- Focus on keeping Snow alive, and when the situation becomes manageable ATB refresh with second Solidarity paradigm for Sazh attacks until victory.

67. After the previous mission, perform the following menu.

Menu
<u>Paradigms</u>
Battle Team -> Sazh / Vanille / Snow

68. Ride the chocobo back to the circle of Cie'th Stones, then activate Mission 56 (green stone).

69. Run to the warp stone, then warp to Yaschas Massif – The Tsubaddran Highlands.

70. Run to the mission area, then use a Deceptisol before beginning the battle.

Mission 56: Ugallu
Protection – SYN / MED / SEN
➤ Bravery-Enfrost on Sazh
Cerberus – COM / COM / COM
➤ Blitz-Blitz
➤ Repeat until victory

71. Return to the warp stone and warp to Archylte Steppe – Central Expanse.

72. Mount the chocobo and ride back to the circle of Cie'th Stones, then activate Mission 60 (the second purple stone, clockwise).

73. Return to the warp stone and warp to Oerba. Run all the way back to the elevator and use it to get back to Taejin's Tower.

74. Perform the following menu.

Menu
<p><u>Paradigms</u></p> <p>Tireless Charge – COM / MED / COM</p> <p>Cerberus – COM / COM / COM</p> <p>Premeditation – SYN / SAB / SEN</p> <p>Dirty Fighting – COM / SAB / SEN</p> <p>Thaumaturgy – RAV / MED / RAV</p> <p>Smart Bomb – RAV / SAB / RAV ← DEFAULT</p>
<p><u>Crystarium</u></p> <p>Sazh (SAB): Deprotect</p> <p>Sazh (SYN): 2x HP+120 nodes on Stage 9 (out of the ring)</p> <p>Vanille (SAB): Stage 9 until 2x HP nodes (out of the ring)</p> <p>Vanille (MED): HP nodes</p> <p>Snow (RAV): HP nodes on Stage 9, push until second HP+200 node</p> <p>Snow (COM): HP+230 node on Stage 9</p>
<p><u>Equipment</u></p> <p>Snow: Magician's Mark Lv2 Weirding Glyph Lv1 Sorcerer's Mark *</p>

75. At the Apex of Taejin's Tower, head towards the mission area and activate a Deceptisol.

Mission 60: Gelatitans

Smart Bomb – **RAV** / **SAB** / **RAV**

- Quake
- Aerora

Premeditation – **SYN** / **SAB** / **SEN**

- Haste on Sazh
- Bravery-Enthunder on Sazh
- Enthunder-Faith on Snow

Tireless Charge – **COM** / **MED** / **COM**

- Blitz-Blitz
- Repeat

Cerberus – **COM** / **COM** / **COM**

- Repeat
- Repeat until victory

76. Accept Mission 27, then perform the following menu.

Menu

Paradigms

Tireless Charge – **COM** / **MED** / **COM**
 Cerberus – **COM** / **COM** / **COM**
 Protection – **SYN** / **MED** / **SEN**
 Solidarity – **COM** / **MED** / **SEN** ← **DEFAULT**
 Thaumaturgy – **RAV** / **MED** / **RAV**
 Tri-disaster – **RAV** / **RAV** / **RAV**

Equipment

Sazh:

Deneb Duellers *
 Tetradic Tiara Lv1
 Sorcerer's Mark Lv1
 Adamant Bangle *

77. Use the elevator and select Ground Floor to begin the battle with Mithridates.

Mission 27: Mithridates

Solidarity – COM / MED / SEN

- Blitz immediately

Protection – SYN / MED / SEN

- Haste-Barthunder on everyone
- Faith-Enfire on everyone

Solidarity – COM / MED / SEN

- Ruin x5

Tri-disaster – RAV / RAV / RAV

- Fire-Aero-Fire-Aero-Fire

Thaumaturgy – RAV / MED / RAV

- Repeat
- Cold Blood as soon as Mithridates is STAGGERED

Tireless Charge – COM / MED / COM

- Repeat
- Wait until party is healed before shifting

Cerberus – COM / COM / COM

- Repeat
- Repeat until victory

78. On the ground floor, exit Taejin's Tower and head for The Palisades warp point.

79. Warp to Archylte Steppe – Haerii Archaeopolis. Head for the Faultwarrens.

Faultwarrens

1. After entering the Faultwarrens, perform the following menu.

Menu
<p><u>Paradigms</u></p> <p>Tireless Charge – COM / MED / COM</p> <p>Devastation – COM / SAB / COM ← DEFAULT</p> <p>Premeditation – SYN / SAB / SEN</p> <p>Tri-disaster – RAV / RAV / RAV</p> <p>Dirty Fighting – COM / SAB / SEN</p> <p>Mystic Tower – RAV / RAV / SEN</p>
<p><u>Equipment</u></p> <p>Vanille:</p> <p>Unequip all items</p> <p>Snow:</p> <p>Wild Bear</p> <p>Power Glove Lv9</p> <p>Warrior's Wristband *</p> <p>Aurora Scarf Lv1</p> <p>Vanille:</p> <p>Blessed Talisman Lv1</p> <p>Weirding Glyph Lv1</p> <p>Sorcerer's Mark *</p> <p>Sazh:</p> <p>Hyades Magnums *</p> <p>Power Glove *</p> <p>Power Glove Lv9</p> <p>Sprint Shoes Lv1</p>

2. For the first Faultwarrens run, we will be following this order: Mission 35 -> 37 -> 40 -> 43 -> 48.
3. Use a Deceptisol before beginning the mission.

Mission 35: Gurangatch

Devastation – COM / SAB / COM

- Blitz, buffer into next paradigm

Tri-disaster – RAV / RAV / RAV

- Shift

Devastation – COM / SAB / COM

- Blitz-Blitz (or Attack x4, depending on distance)
- Repeat until victory

4. Accept Mission 37 on the right, then try to begin the mission with a pre-emptive strike.

Mission 37: Rafflesia

Devastation – COM / SAB / COM

- Blitz-Blitz
 - If you did not begin with a pre-emptive strike, shift to next paradigm
- Repeat until victory

Premeditation – SYN / SAB / SEN

- Bravery-Enfire on Sazh

Devastation – COM / SAB / COM

- Repeat
- Repeat until victory

5. Take the right path, then accept Mission 40. Begin the battle.

Mission 40: Verdelet

Devastation – COM / SAB / COM

- Attack x5 on same target as Snow
- Repeat on second Verdelet
- Repeat until victory

6. Take the left path and accept Mission 43. Activate a Deceptisol and begin the battle.

Mission 43: Borgbear Hero, etc.

Devastation – COM / SAB / COM

- Quake

Mystic Tower – RAV / RAV / SEN

- Fira-Firaga

Premeditation – SYN / SAB / SEN

- Bravery-Enfire on Sazh

Devastation – COM / SAB / COM

- Blitz-Blitz
- Repeat (while shifting to Tireless Charge for ATB refreshes and heals) until victory

7. Take the right path and accept Mission 48.

Mission 48: Verdelets

Devastation – COM / SAB / COM

- Blitz-Blitz, focus on Verdelets that begin summoning
- Repeat until victory

8. For the second Faultwarrens run, we will be following this order: Mission 35 -> 37 -> 40 -> 43 -> 49.
9. Repeat the previous steps, and remember to activate a Deceptisol before Gurangatch (Mission 35) and the Borgbear Hero mission (Mission 43).
10. After completing Mission 43 take the left path instead and accept Mission 49.

Mission 49: Tyrant

Devastation – COM / SAB / COM

- Immediately shift

Premeditation – SYN / SAB / SEN

- Bravery-Enthunder on Sazh
- Protect on Sazh

Dirty Fighting – COM / SAB / SEN

- Blitz-Blitz, target the sword until it is dead

Devastation – COM / SAB / COM

- Repeat until Deprotect is inflicted on Tyrant

Tireless Charge – COM / MED / COM

- Repeat until victory

11. For the third Faultwarrens run, we will be following this order: Mission 35 -> 37 -> 40 -> 44 -> 50.
12. Repeat the previous steps for Mission 35, 37, and 40. After completing Mission 40, take the right path and accept Mission 44.
13. Activate a Deceptisol before beginning the mission.

Mission 44: Flans

Devastation – COM / SAB / COM

- Quake
- Summon to dodge Custard's attack
- Blitz-Blitz Custard
- Repeat
- Gestalt
 - Side+A (2 full rounds)
 - Finisher

14. Accept Mission 50 on the left, then head to the mission area.

Mission 50: Humbaba

Devastation – COM / SAB / COM

- Immediately shift

Premeditation – SYN / SAB / SEN

- Bravery-Enfire on Sazh
- Repeat on Snow
- Haste on Snow

Tri-disaster – RAV / RAV / RAV

- Fire-Thunder-Fire-Thunder-Fire
- Repeat

Tireless Charge – **COM** / **MED** / **COM**

- Blitz-Blitz
- Repeat until victory

15. For the fourth Faultwarrens run, we will be following this order: Mission 35 -> 37 -> 39 -> 42 -> 46.

16. Repeat the previous steps for Mission 35 and 37. After completing Mission 37, take the left path and accept Mission 39.

17. Perform the following menu.

Menu
Change the first and fifth paradigms.
<p><u>Paradigms</u></p> <p>Solidarity – COM / MED / SEN</p> <p>Devastation – COM / SAB / COM ← DEFAULT</p> <p>Premeditation – SYN / SAB / SEN</p> <p>Tri-disaster – RAV / RAV / RAV</p> <p>Countermeasure – SAB / SAB / SEN</p> <p>Mystic Tower – RAV / RAV / SEN</p>
<p><u>Equipment</u></p> <p>Snow:</p> <p>Wild Bear Lv21 -> Winged Saint Lv16</p>

Mission 39: Ochu
<p>Devastation – COM / SAB / COM</p> <ul style="list-style-type: none"> ➤ Immediately shift
<p>Premeditation – SYN / SAB / SEN</p> <ul style="list-style-type: none"> ➤ Bravery-Enfire on Sazh ➤ Haste on Vanille
<p>Countermeasure – SAB / SAB / SEN</p> <ul style="list-style-type: none"> ➤ Deprotect Ochu

- Switch back to Premeditation and rebuff if needed

Solidarity – COM / MED / SEN

- Blitz-Blitz on Ochu
- Repeat until Ochu is dead

Devastation – COM / SAB / COM

- Repeat until victory while shifting to ATB refresh with Solidarity for heals as necessary

18. Take the left path and accept Mission 42. Go right at the fork to begin the mission.

Mission 42: Borgbears

Devastation – COM / SAB / COM

- Immediately shift

Premeditation – SYN / SAB / SEN

- Bravery-Enfire on Sazh
- Haste on Vanille

Countermeasure – SAB / SAB / SEN

- Deprotect on ALL Borgbears

Solidarity – COM / MED / SEN

- Quake

Mystic Tower – RAV / RAV / SEN

- Fira-Firaga
- Repeat until all Borgbears are STAGGERED

Solidarity – COM / MED / SEN

- Blitz-Blitz
- *If Borgbear Hero is already STAGGERED, skip next paradigm shift and shift to Devastation.*

Mystic Tower – RAV / RAV / SEN

- Fire x5 on Borgbear Hero
- Repeat until Borgbear Hero is STAGGERED

Devastation – COM / SAB / COM

- Repeat until victory

19. Backtrack from the previous mission and take the right fork. Accept Mission 46 and perform the following menus.

Menu
<p><u>Paradigms</u></p> <p>Mystic Tower – RAV / RAV / SEN</p> <p>Devastation – COM / SAB / COM</p> <p>Protection – SYN / MED / SEN</p> <p>Tri-disaster – RAV / RAV / RAV</p> <p>Countermeasure – SAB / SAB / SEN ← DEFAULT</p> <p>Mystic Tower – RAV / RAV / SEN</p>
<p><u>Crystarium</u></p> <p>Sazh (COM):</p> <p>HP+70 nodes on Stage 8 (out of the ring), first node on Stage 9</p> <p>Sazh (SYN):</p> <p>3x HP+120 nodes (out of ring), end on HP+100 node</p> <p>Vanille (RAV):</p> <p>HP nodes on Stages 8 and 9</p> <p>Snow (SEN):</p> <p>3x HP+100 nodes (out of the ring), end on HP+240 node</p>
<p><u>Equipment</u></p> <p>Sazh:</p> <p>Sprint Shoes Lv1 -> Genji Glove Lv1</p> <p>Vanille:</p> <p>Blessed Talisman Lv1 -> Diamond Bangle Lv1</p> <p>Snow:</p> <p>Black Belt *</p> <p>Adamant Bangle *</p> <p>Tetradic Tiara Lv1</p>

Mission 46: Zirnitra

Countermeasure – SAB / SAB / SEN

- Deprotect x5
- Wait for Snow to Challenge Zirnitra before shifting

Protection – SYN / MED / SEN

- Haste on Sazh
- Haste on Vanille
- Bravery-Enfire on Sazh
- Renew during Feeding Stoop to prevent Sazh from getting staggered

Mystic Tower – RAV / RAV / SEN

- Fira-Aero-Fire-Aero-Fire
- Repeat until STAGGER

Mystic Tower – RAV / RAV / SEN

- Cold Blood

Devastation – COM / SAB / COM

- Blitz-Blitz
- Repeat until victory

20. For the fifth Faultwarrens run, we will be following this order: Mission 35 -> 37 -> 39 -> 42 -> 47.

21. Perform the following menus.

Menu

Paradigms

Solidarity – COM / MED / SEN
 Devastation – COM / SAB / COM ← **DEFAULT**
 Premeditation – SYN / SAB / SEN
 Tri-disaster – RAV / RAV / RAV
 Countermeasure – SAB / SAB / SEN
 Mystic Tower – RAV / RAV / SEN

22. Follow the same strategies for Missions 35 and 37. Accept Mission 39 and battle Ochu.

Mission 39: Ochu

Devastation – COM / SAB / COM

- Immediately shift

Premeditation – SYN / SAB / SEN

- Haste on Sazh
- Repeat on Vanille
- Bravery-Enfire on Sazh

Countermeasure – SAB / SAB / SEN

- Deprotect Ochu
 - Switch back to Premeditation and rebuff if needed

Solidarity – COM / MED / SEN

- Blitz-Blitz on Ochu
- Repeat until Ochu is dead

Devastation – COM / SAB / COM

- Repeat until victory while shifting to ATB refresh with Solidarity for heals as necessary

23. Go left and accept Mission 42, then take a right at the forks and begin the mission.

Mission 42: Borgbears

Devastation – COM / SAB / COM

- Immediately shift

Premeditation – SYN / SAB / SEN

- Bravery-Enfire on Sazh
- Haste on Vanille

Countermeasure – SAB / SAB / SEN

- Deprotect on ALL Borgbears

Solidarity – COM / MED / SEN

- Quake

Mystic Tower – RAV / RAV / SEN

- Fira-Firaga
- Repeat until all Borgbears are STAGGERED

Solidarity – COM / MED / SEN

- Blitz-Blitz

Mystic Tower – RAV / RAV / SEN

- Fire x5 on Borgbear Hero
- Repeat until Borgbear Hero is STAGGERED

Devastation – COM / SAB / COM

- Repeat until victory

24. Activate Mission 47 on the left, then perform the following menus.

Menu
Simply set the default paradigm to Solidarity and change the third paradigm to Consolidation.
<p><u>Paradigms</u></p> <p>Solidarity – COM / MED / SEN ← DEFAULT</p> <p>Devastation – COM / SAB / COM</p> <p>Consolidation – SEN / MED / SEN</p> <p>Tri-disaster – RAV / RAV / RAV</p> <p>Countermeasure – SAB / SAB / SEN</p> <p>Mystic Tower – RAV / RAV / SEN</p>
<p><u>Crystarium</u></p> <p>Sazh (RAV): HP nodes</p> <p>Vanille (RAV): HP nodes</p> <p>Snow (RAV): HP nodes</p>
<p><u>Equipment</u></p> <p>Snow:</p> <p>Winged Saint Lv16 -> Umbra Lv1</p> <p>Adamant Bangle * -> Witch's Bracelet Lv1</p>

Sazh:
Genji Glove Lv1 -> Adamant Bangle *

25. Use an Aegisol and a Fortisol prior to beginning this mission.

Mission 47: Raktavija

Solidarity – COM / MED / SEN

- Attack-Blitz, buffer Blitz into next paradigm

Mystic Tower – RAV / RAV / SEN

- Cold Blood, immediately shift to next paradigm

Consolidation – SEN / MED / SEN

- Shift just as Sazh finishes shooting

Solidarity – COM / MED / SEN

- Repeat, buffer Blitz into next paradigm

Mystic Tower – RAV / RAV / SEN

- Repeat, immediately shift to next paradigm

Consolidation – SEN / MED / SEN

- Raktavija should STAGGER, immediately shift

Devastation – COM / SAB / COM

- Blitz-Blitz
- Repeat until victory

26. For the sixth Faultwarrens run, we will be following this order: Mission 35 -> 36 -> 38 -> 41 -> 45.

Menu

Paradigms

Cerberus – COM / COM / COM

Ruthless – COM / SAB / RAV

Premeditation – SYN / SAB / SEN

Tri-disaster – RAV / RAV / RAV ← **DEFAULT**

Dirty Fighting – COM / SAB / SEN

Mystic Tower – RAV / RAV / SEN

Equipment

Snow:

Aurora Scarf Lv1

Power Glove Lv9

Warrior's Wristband *

Sazh:

Adamant Bangle -> Tetradic Tiara

27. Use the same strategy as before for Mission 35 while keeping in mind that the paradigms are slightly different.

28. Accept Mission 36. Activate a Deceptisol before beginning the mission.

Mission 36: Amam x2

Tri-disaster – RAV / RAV / RAV

- Immediately auto-battle the other Amam

Premeditation – SYN / SAB / SEN

- Bravery-Enfrost on Sazh

Dirty Fighting – COM / SAB / SEN

- Blitz-Blitz
- Repeat until victory

29. Run to the far stone and accept Mission 38. Perform the following menu.

Menu

Set the default paradigm to Cerberus.

Paradigms

Cerberus – COM / COM / COM ← **DEFAULT**

Ruthless – COM / SAB / RAV

Premeditation – SYN / SAB / SEN

Tri-disaster – RAV / RAV / RAV

Dirty Fighting – COM / SAB / SEN
 Mystic Tower – RAV / RAV / SEN

Mission 38: Verdelets + Adroa

Cerberus – COM / COM / COM

- Blitz-Blitz, focus on any enemies that begin summoning
- Repeat until victory

30. Accept Mission 41, then activate a deceptisol before beginning the battle.

Mission 41: Tonberry x3

Cerberus – COM / COM / COM

- Quake

Premeditation – SYN / SAB / SEN

- Bravery-Haste on Sazh

Dirty Fighting – COM / SAB / SEN

- Blitz-Blitz
- Repeat until two Tonberries are dead

Cerberus – COM / COM / COM

- Repeat until victory

31. Accept Mission 45. Before beginning the mission, access the save point.

Menu

Shop Menu – Sell:

Accessories

- Platinum Bangles
- Diamond Bangle
- Royal Armlet
- Imperial Armlet
- Tetradic Crown

- Connoisseur Catalogue
- Twenty-Sided Die

Shop Menu – Buy

Eden's Pharmaceuticals

- Fortisol x3
- Aegisol x3
- Deceptisol x2

Creature Comforts

- Sturdy Bone x36

R&D Depot

- Adamantite

Upgrades

Weapons

- Umbra
 - Sturdy Bone x36
 - Particle Accelerator x4
 - Adamantite

Accessories

- Doctor's Code
 - Bomb Shell x1
- Doctor's Code
 - Bomb Shell x1
- Warrior's Wristband *
 - Scarletite

Dismantle

Accessories

- Doctor's Code
- Doctor's Code

Paradigms

Cerberus – COM / COM / COM

Solidarity – COM / MED / SEN ← **DEFAULT**
 Delta Attack – COM / RAV / SEN
 Mystic Tower – RAV / RAV / SEN
 Protection – SYN / MED / SEN
 Tortoise – SEN / SEN / SEN

Crystarium

Sazh (RAV):
 Some HP nodes, then backtrack for Dispelga (6k CP required)

Vanille (RAV):
 HP nodes

Snow (RAV):
 HP+200 nodes (out of the ring)

Snow (SEN):
 Push until close to HP nodes

Equipment

Snow:
 Black Belt *
 General's Belt Lv1
 General's Belt Lv1

Vanille:
 Diamond Bangle Lv1
 Speed Sash Lv1
 Speed Sash Lv1

Sazh:
 Adamant Bangle *
 Speed Sash Lv1
 Energy Sash Lv1

32. Activate a Fortisol and Aegisol before battling Neochu.

Solidarity – COM / MED / SEN

- Librascope
- Attack-Blitz, buffer Blitz into next paradigm

Mystic Tower – RAV / RAV / SEN

- Cold Blood

Delta Attack – COM / RAV / SEN

- Repeat
- Shift when Neochu begins using Screech

Tortoise – SEN / SEN / SEN

- Wait for Screech to finish before shifting

Protection – SYN / MED / SEN

- Haste-Bravery on Sazh

Solidarity – COM / MED / SEN

- Repeat, buffer Blitz into next paradigm

Mystic Tower – RAV / RAV / SEN

- Repeat
- Neochu should use Pollen at this point

Protection – SYN / MED / SEN

- Dispelga
- Haste-Bravery on Sazh
- Haste on Vanille
- Repeat the earlier steps until Neochu is STAGGERED

Cerberus – COM / COM / COM

- Blitz-Blitz
- Repeat until victory

33. For the seventh Faultwarrens run, we will be following this order: Mission 35 -> 37 -> 40 -> 43 -> 51.

34. Perform the following menu.

Menu

Paradigms

Tireless Charge – COM / MED / COM
 Devastation – COM / SAB / COM ← **DEFAULT**
 Smart Bomb – RAV / SAB / RAV
 Tri-disaster – RAV / RAV / RAV
 Premeditation – SYN / SAB / SEN
 Matador – SAB / RAV / SEN

Equipment

Sazh:

Power Glove Lv9
 Power Glove Lv9
 Power Glove *

Snow:

Solaris Lv13 -> Winged Saint Lv16

35. Follow the same strategies as before for Missions 35, 37, and 40 while accounting for the different paradigm setup.

36. After Mission 40, go left and accept Mission 43.

Mission 43: Borgbear Hero & Co.

Devastation – COM / SAB / COM

➤ Quake

Matador – SAB / RAV / SEN

➤ Deprotect all enemies

Premeditation – SYN / SAB / SEN

➤ Bravery-Enfire on Sazh

Devastation – COM / SAB / COM

➤ Blitz-Blitz

➤ Repeat (while shifting to Tireless Charge for ATB refreshes and heals) until victory

37. Continue ahead to the Cie'th Stone in the path and accept Mission 51.

38. Perform the following menus.

Menu
<p><u>Paradigms</u></p> <p>Offensive Screen – COM / COM / SEN</p> <p>Dirty Fighting – COM / SAB / SEN</p> <p>Mystic Tower – RAV / RAV / SEN</p> <p>Guarded Assault – SEN / COM / SEN</p> <p>Protection – SYN / MED / SEN</p> <p>Matador – SEN / SAB / RAV ← DEFAULT</p>
<p><u>Crystarium</u></p> <p>Sazh (COM):</p> <p>Push until HP+100 branch at the end of Stage 9 crystarium</p>
<p><u>Equipment</u></p> <p>Vanille:</p> <p>Genji Glove Lv1</p> <p>Warrior's Wristband *</p> <p>Power Glove Lv9</p>

39. Activate a Fortisol and Aegisol before beginning the battle against Attacus.

Mission 51: Attacus
<p>During this battle, if Snow loses both Protect + Haste and Sazh/Vanille lose Haste + Bravery, perform the following:</p> <p><i>Protection – SYN / MED / SEN</i></p> <ul style="list-style-type: none"> ➤ <i>Haste-Protect on Snow</i> ➤ <i>Haste-Bravery on Sazh</i> ➤ <i>Repeat Vanille</i>
<p>Matador – SEN / SAB / RAV</p> <ul style="list-style-type: none"> ➤ <i>Provoke Attacus, tank 2 hits (ideally the second one after shifting to next paradigm)</i>

Mystic Tower – RAV / RAV / SEN

- Cold Blood, immediately shift to Guarded Assault

Guarded Assault – SEN / COM / SEN

- Shift back to Mystic Tower after Sazh is done shooting

Mystic Tower – RAV / RAV / SEN

- Repeat, immediately shift

Guarded Assault – SEN / COM / SEN

- Shift back to Mystic Tower after Sazh is done shooting

Mystic Tower – RAV / RAV / SEN

- *Repeat this pattern of using Cold Blood in Mystic Tower and immediately shifting to Guarded Assault to SEN-buffer attacks until Attacus is at ~500%*

Dirty Fighting – COM / SAB / SEN

- Blitz-Blitz
- Repeat, shift after Attacus is debuffed

Offensive Screen – COM / COM / SEN

- Repeat
- If Attacus loses debuffs, shift back to Dirty Fighting
- If Snow is low HP or needs buffs, shift to Protection and re-buff + heal
- Repeat until victory

40. With Attacus dead, leave the Faultwarrens and warp to Oerba.

Gran Pulse Cleanup

1. In Oerba, head to the top of the schoolhouse and accept Mission 55. Return to the warp point and warp to Archylte Steppe – Haerii Archaeopolis.
2. Run to the pasture and perform the following menus.

Menu
<p style="text-align: center;"><u>Paradigms</u></p> <p style="text-align: center;">Cerberus – COM / COM / COM</p> <p style="text-align: center;">Solidarity – COM / MED / SEN ← DEFAULT</p> <p style="text-align: center;">Delta Attack – COM / RAV / SEN</p> <p style="text-align: center;">Mystic Tower – RAV / RAV / SEN</p> <p style="text-align: center;">Protection – SYN / MED / SEN</p> <p style="text-align: center;">Tortoise – SEN / SEN / SEN</p>
<p style="text-align: center;"><u>Crystarium</u></p> <p style="text-align: center;">Sazh (COM):</p> <p style="text-align: center;">Push until HP+100 branch at the end of Stage 9 crystarium</p> <p style="text-align: center;">Vanille (MED):</p> <p style="text-align: center;">Stage 9 nodes on ring, HP nodes out of the ring</p> <p style="text-align: center;">Vanille (SAB):</p> <p style="text-align: center;">Stage 9 nodes on ring, HP nodes out of the ring, MAG+36 node</p> <p style="text-align: center;">Snow (SYN):</p> <p style="text-align: center;">Shell (Stage 3)</p> <p style="text-align: center;">Snow (SEN):</p> <p style="text-align: center;">Stage 9 nodes on ring, HP nodes out of the ring</p>
<p style="text-align: center;"><u>Equipment</u></p> <p style="text-align: center;">Sazh:</p> <p style="text-align: center;">Adamant Bangle *</p> <p style="text-align: center;">Speed Sash Lv1</p> <p style="text-align: center;">Energy Sash Lv1</p>

Vanille:
 Genji Glove Lv1
 Speed Sash Lv1
 Speed Sash Lv1

Snow:
 Winged Saint Lv16 -> Solaris Lv13

3. Activate an Aegisol and Fortisol before battling Neochu.

Mission 55: Neochu

Solidarity – COM / MED / SEN

- Blitz-Blitz

Delta Attack – COM / RAV / SEN

- Repeat x2

Solidarity – COM / MED / SEN

- Repeat, spread damage across Picochus
- As soon as Neochu begins to use Screech, immediately Summon to tank it
- Repeat to kill Picochus, enter Gestalt if necessary
 - Do not let Neochu heal the Picochus with Pollen.

Mystic Tower – RAV / RAV / SEN

- Cold Blood

Delta Attack – COM / RAV / SEN

- Repeat
- Shift to Tortoise (SEN / SEN / SEN) when Neochu uses Screech, then shift back to Mystic Tower

Mystic Tower – RAV / RAV / SEN

- Repeat until Neochu is STAGGERED

Cerberus – COM / COM / COM

- Repeat until victory

4. After killing Neochu, perform the following menus.

- a. Note: From this point onwards, you will need 3 Fortisols, 3 Aegisols, 2 Deceptisols, and 2 Ethersols. Adjust the following menus accordingly.

Menu	
<u>Shop Menu – Sell:</u>	
Accessories	➤ Growth Egg
<u>Shop Menu – Buy</u>	
Eden's Pharmaceuticals	<ul style="list-style-type: none"> ➤ Fortisol (up to 3) ➤ Aegisol (up to 3) ➤ Deceptisol (up to 2)
B&W Outfitters	➤ Witch's Bracelet x4
Creature Comforts	<ul style="list-style-type: none"> ➤ Sturdy Bone x72 ➤ Barbed Tail x72 ➤ Vibrant Ooze x72
R&D Depot	➤ Particle Accelerator (up to 8)
<u>Upgrades</u>	
Accessories	<ul style="list-style-type: none"> ➤ Witch's Bracelet (all 6) <ul style="list-style-type: none"> ○ Sturdy Bone/Barbed Tail/Vibrant Ooze x36 ○ Bomb Shell x44 / Bomb Core x17 / Particle Accelerator x2
<u>Paradigms</u>	
Relentless Assault – COM / RAV / RAV	
Solidarity – COM / MED / SEN ← DEFAULT	
Entourage – RAV / MED / SEN	
Diversity – COM / MED / RAV	
Protection – SYN / MED / SEN	

Smart Bomb – RAV / SAB / RAV

Crystarium

Sazh (COM):
Second STR+20 node out of ring

Vanille (SAB):
Push until end of stage 9 on the ring

Snow (COM):
HP nodes out of ring on stage 9

Equipment

Sazh:
Witch's Bracelet *
Witch's Bracelet *
Witch's Bracelet *

Vanille:
Witch's Bracelet *
Witch's Bracelet *
Witch's Bracelet *

Snow:
Power Glove Lv9
Power Glove Lv9
Power Glove *

5. Mount the chocobo, then head to the circle of Cie'th Stones and accept Mission 62.
6. Head to the mission area and use an Aegisol, Fortisol, and Ethersol before the battle.

Mission 62: Raktavija x2

The objective of this battle is to stagger both Raktavija's simultaneously, defeat one, then re-stagger the second enemy and kill it during stagger. Switch focus on each Raktavija until you are sure they will both stagger at the same time.

Solidarity – COM / MED / SEN

- Attack-Blitz, buffer the Blitz into next paradigm

Entourage – RAV / MED / SEN

- Immediately shift

Solidarity – COM / MED / SEN

- Quake
- Repeat on the other Raktavija, and buffer the Blitz into next paradigm

Entourage – RAV / MED / SEN

- Immediately shift

Solidarity – COM / MED / SEN

- Repeat this process on both Raktavijas until they are at about ~127%
- Repeat and buffer into the next paradigm

Smart Bomb – RAV / SAB / RAV

- Raktavija should be STAGGERED at this point. Begin focusing on one Raktavija.
- Cold Blood
- Shift AFTER Vanille has landed both Deprotect and Imperil

Relentless Assault – COM / RAV / RAV

- Blitz-Blitz
- Shift to Diversity

Diversity – COM / MED / RAV

- Repeat until Raktavija is dead

Protection – SYN / MED / SEN

- Haste-Shell on everyone
- Bravery on Sazh

After rebuffing the party with Protection, repeat the above process on the second Raktavija until victory.

7. Run to the nearest warp stone, then warp to Oerba.
8. Head for Mission 64 at the end of the bridge, using a Deceptisol along the way for the Seeker dodge while cancelling it on the back of the Vetala. Activate the mission.

9. On the way back, either attempt to lure out the Seekers as before or simply battle them.
10. Return to the warp point and warp to the Yaschas Massif – The Paddraen Archaeopolis, then perform the following menus for the Vercingetorix battle.
 - a. Note: You will need at least 3 Elixirs for the upcoming battle. This is your last opportunity to dismantle any Doctor's Codes.

Menu
<u>Paradigms</u> Battle Team -> Vanille / Sazh / Snow
<u>Paradigms</u> Relentless Assault – RAV / RAV / COM Matador – SAB / RAV / SEN ← DEFAULT Matador – SAB / RAV / SEN Recuperation – MED / SYN / SYN Protection – MED / SYN / SEN Tortoise – SEN / SEN / SEN
<u>Crystarium</u> Vanille (SAB): HP nodes Sazh (RAV): HP nodes out of ring at the end of the current stage Snow (RAV): Finish nodes on current stage
<u>Equipment</u> Vanille: Adamant Bangle * Sazh: Deneb Duellers * Snow: Witch's Bracelet *

Black Belt *
Diamond Bangle Lv1

11. Jump down the ledges and use a Deceptisol for the next several dodges.
12. Use an Ethersol, a Fortisol, and an Aegisol before the next battle.

Mission 64: Vercingetorix

--- Phase 1 ---

Matador – SAB / RAV / SEN

- Poison x5
- Summon
- Repeat until Vercingetorix's sixth attack
- Gestalt
 - Up+X to stall

--- Phase 2 ---

Matador – SAB / RAV / SEN

- Elixir
- If buffs are lost, shift to Recuperation and buff for Haste/Protect/Shell
- Repeat
- Shift to second Matador paradigm, Repeat
- Summon
- Repeat until Vercingetorix's ninth attack
- Gestalt
 - Up+X to stall
 - Finisher

--- Phases 3 & 4 ---

Matador – SAB / RAV / SEN

- Elixir
- Summon if Vercingetorix uses Wicked Whirl before Snow challenges
- Otherwise, Renew if Vanille is significantly damaged
- Repeat
- Shift to Tortoise (SEN / SEN / SEN) to tank Wicked Whirl
- Summon after poison is inflicted
- Repeat as long as it is safe to do so, then Gestalt
 - Up+X to stall

13. Warp to Vallis Media – Base Camp, then enter Orphan's Cradle.

The Finale

1. Pick up an Ethersol from the hallway just before the final battles, then perform the following menus.

Menu
<u>Paradigms</u> Battle Team -> Sazh / Vanille / Snow
<u>Paradigms</u> Cerberus – COM / COM / COM Tireless Charge – COM / MED / COM ← DEFAULT Smart Bomb – RAV / SAB / RAV Tri-disaster – RAV / RAV / RAV Protection – SYN / MED / SEN Malevolence – SYN / RAV / RAV
<u>Equipment</u> Sazh: Hyades Magnums * Power Glove * Power Glove Lv9 Genji Glove Lv1

2. Use all shrouds before beginning the final battles.

Barthandelus 3
Tireless Charge – COM / MED / COM ➤ Librascope ➤ Blitz, buffer into next paradigm Smart Bomb – RAV / SAB / RAV ➤ Fire-Thunder-Fire-Thunder-Fire ➤ Repeat until Vanille has debuffed ➤ Shift before Barthandelus uses Ultima

Protection – SYN / MED / SEN

- Shift after Ultima is used

Tri-disaster – RAV / RAV / RAV

- Renew
- Wait until Barthandelus is STAGGERED
- Cold Blood
 - Shift near the end of Sazh's attack

Cerberus – COM / COM / COM

- Blitz-Blitz
- Repeat until victory

Orphan 1

Tireless Charge – COM / MED / COM

- Librascope
- Immediately shift

Protection – SYN / MED / SEN

- Haste on Vanille
- Haste-Vigilance on Sazh
- Shift after slap

Tri-disaster – RAV / RAV / RAV

- Fire-Thunder-Fire-Thunder-Fire
- Repeat two spells, shift before Orphan slaps

Protection – SYN / MED / SEN

- Repeat on Snow

Tri-disaster – RAV / RAV / RAV

- Repeat, shift before slap (Requiem)

Protection – SYN / MED / SEN

- Bravery-Enfire on Sazh

Smart Bomb – RAV / SAB / RAV

- Repeat, shift before slap (or Requiem)

Protection – SYN / MED / SEN

- Repeat on Snow

Smart Bomb – **RAV** / **SAB** / **RAV**

- Either Repeat or use Potions until Vanille lands Deprotect, Imperil, and Poison.
- STAGGER
- Cold Blood, then shift

Tireless Charge – **COM** / **MED** / **COM**

- Blitz-Blitz
- Repeat until Merciless Judgment
- Renew
- Repeat a Blitz if you are able to, and buffer into next paradigm

If Orphan uses Dies Irae at any point, Summon and Gestalt

- Up+X to stall until victory

Tri-disaster – **RAV** / **RAV** / **RAV**

- Fire-Thunder-Fire-Thunder-Fire
- Shift

Cerberus – **COM** / **COM** / **COM**

- Blitz-Blitz
- Repeat while Sazh is healthy, if risky perform the following:
- Summon
- Repeat until victory

Orphan 2

Tireless Charge – **COM** / **MED** / **COM**

- Blitz, buffer into next paradigm

Malevolence – **SYN** / **RAV** / **RAV**

- Auto-support (Haste) on Vanille (down)
- Auto-support (Haste) on Sazh
- Auto-support (Haste) on Snow
- Shift after Snow's fifth attack

Tri-disaster – **RAV** / **RAV** / **RAV**

- Auto-chain

Malevolence – **SYN** / **RAV** / **RAV**

- Enthunder on Snow

- If Orphan slaps, time a Potion or Renew to prevent knockup
- Enthunder-Bravery on Sazh
- Shift after Snow's fifth spell

Smart Bomb – RAV / SAB / RAV

- Auto-chain until STAGGER
- Aerora-Aero
- Repeat until Deprotect and Imperil are inflicted

Tireless Charge – COM / MED / COM

- React to Orphan's position
 - Auto-battle one attack if Orphan was launched
 - Blitz-Blitz if Orphan is within range of Blitz
 - Cancel second Blitz if Snow is about to Launch, then time Repeat so Blitz lands
- Follow the above until victory

Timing ends after the final button press of the Orphan 2 results screen.

Congratulations!