

LIGHTNING RETURNS™
FINAL FANTASY® XIII

THE COMPLETE OFFICIAL GUIDE





FOREWORD



Lightning Returns: Final Fantasy XIII is a very special game for us. It is the result of several years' work on the trilogy, with all of the team's experience culminating to offer an outstanding concluding title. It is a synthesis of memorable features and faces from previous Final Fantasy XIII episodes, but also a new and distinct adventure in its own right.

When I look back, I realize that our decision to make Lightning Returns so open, and to give full control to the player, was a bold move. With three difficulty levels, a world that evolves throughout the thirteen-day timeline, and the unpredictability of each player's choices, ensuring that the game remained fun and balanced no matter what was incredibly challenging; and this was a challenge that we embraced. We have worked hard to refine Lightning Returns so that there is always something in it for you, wherever you are and no matter what you have achieved to that point in the game.

This is precisely where this guide comes in. With so many things to be accomplished and uncovered in a game world teeming with opportunities, this book will be a teacher with boundless patience, a savior when things seem bleak, and a wise friend always on hand to offer the advice you need. It is encyclopedic, yet unfailingly accessible. Our longtime partner, Piggyback, has accomplished miracles in creating this authoritative (and beautiful!) companion tome.

I am pleased and honored to welcome you to the world of Nova Chrysalis, and I trust that this guide will help you enjoy every last moment of our game to its fullest.

Motomu Toriyama
Director, Lightning Returns: Final Fantasy XIII

CONTENTS

A general presentation of all main features and concepts of significance in *Lightning Returns*, this will enable you to approach the early stages of the adventure with far greater confidence.



A timeline itinerary that will help you to make sense of the game (particularly its freemove quest structure), this chapter is designed to allay any sense of anxiety, frustration or confusion on a first playthrough.



Our three Quest chapters offer step-by-step guidance for all quests in the game – **Main Quests**, **Side Quests** and **Canvas of Prayers Quests** – with an emphasis on assisting readers on a first playthrough.



This chapter reveals invaluable information on the many assailants you will encounter during your travels through Nova Chrysalis.



Quickstart	6
------------	---

Cast & Concepts	10
-----------------	----

Primer	20
--------	----

Game Structure	22
The Time Factor	23
Lightning: An Army of One	24
Difficulty Setting	24
Onscreen Display	25
Commands	27
Exploration	27
Combat Preparations	30
Combat Mechanics	36
Special Features	44
The World of Nova Chrysalis	46

Walkthrough	54
-------------	----

Day 1	56
Day 2	57
Day 3	59
Day 4	60
Day 5	61
Day 6	62
Day 7	63
Remaining Days	64

Main Quests	66
-------------	----

Prologue	68
Luxerion	70
Yusnaan	74
The Wildlands	80
The Dead Dunes	92
The Final Day	100

Side Quests	104
-------------	-----

Luxerion	106
Yusnaan	114
The Wildlands	122
The Dead Dunes	132

Canvas of Prayers	136
-------------------	-----

Luxerion	138
Yusnaan	140
The Wildlands	142
The Dead Dunes	146
Global	148

Bestiary	150
----------	-----

Data Sheet Structure	152
Abilities Tables	154
Important Information	154
Enemy Directory	155
Chaos Beasts	156
Feral Creatures	172
Man-made Units	202
Human	210
Special	212

Inventory 222

Garb	224
Weapons	226
Shields	230
Accessories	232
Adornments	234
Abilities	236
Auto-Abilities	250
Components	252
Other Items	254
Key Items	254
Recovery Items	255
Shops	256

Strategy & Analysis 260

Motivation	262
Schema Parameters	263
Status Effects	264
Stagger	266
Battle Score	270
Combat EP Abilities	271
Advanced Mechanics	272
Equipment Modification	278
Sorcery	280
Inventory Assessment	284
Quick Summary	290
Roles & Specialization	291
Schemata Setups	295
Progression Efficiency	296

Ultima Walkthrough 300

Flowchart	302
Day 13	306
New Game+	308

Extras 310

Trophies & Achievements	312
Chaos Infusions	313
Slaughterhouse	313
New Game+	314
Soul Seeds	316
Lizards	316
Random Collectibles	316
Easter Eggs & Trivia	317

Quickstart

You will find a "Quickstart" section overleaf. This offers a visual presentation of the guide's contents, and explains how you can use the guide in an optimal way in accordance with your personal needs and expectations.

Index

If you would rather play with a minimum of assistance, the guide's comprehensive Index can be used to jump to topics of interest whenever you need a hint or specific piece of information.

Vertical Tab

The vertical tab on the right-hand margin of each double-page spread is a navigational tool designed to help you find your way around the guide. The top section lists the individual chapters, while the lower section highlights the part of the chapter you are currently reading.



Whether you wish to determine how to acquire a piece of equipment, study ability parameters or modifiers, understand an auto-ability's effect, or simply peruse the world's vast selection of shops, this chapter will serve as an invaluable reference tool.



This chapter is designed to demystify the fundamental mechanics that underpin the Lightning Returns experience, with a specific focus on details that the game itself does not reveal.



This chapter offers a compact, highly refined path through Lightning Returns that employs efficient multitasking and far-sighted strategic preparations.



This short but fact-filled chapter is dedicated to unlockable and secret features.

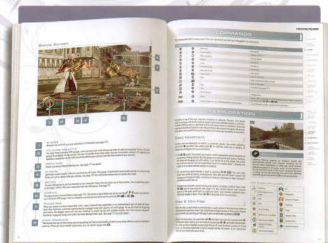
QUICKSTART



Past the opening hour of the story, *Lightning Returns* offers you the freedom to complete main quests and optional objectives as and when you see fit. It features play mechanics and underlying systems that are extraordinarily rich and complex, with a multilayered and flexible battle system that requires countless hours of experience and practice to master.

While such freedom is hugely enjoyable and inspiring, it also means that there are various potential traps that lie in wait for the unwary player – particularly difficulty spikes that arise from poor preparation, or attempts to conquer challenges best left to later in the story. You will therefore greatly benefit from having a clear idea of how you want to approach the adventure.

In this Quickstart section, we have defined four different play styles or general objectives that you may have. Depending on what your goals are as you begin playing *Lightning Returns*, this will enable you to identify what sections of the guide will be most relevant to you. If you redefine your priorities as you delve further into the game, feel free to come back here to find quick references to other sections of the guide.



FAMILIARIZATION

This is your first episode of the *Final Fantasy XIII* series, or you have limited role-playing game experience.

Cast & Concepts chapter (page 10)

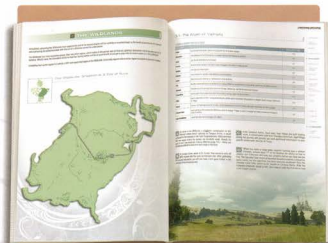
This features brief summaries for key protagonists and events in the series to date.

Primer chapter (page 20)

The Primer will help you to get to grips with character progression, exploration, combat and the passage of time, among many other concepts, and will enable you to approach the early stages of *Lightning Returns* with far greater confidence.

Walkthrough chapter (page 54)

Here you will find a gradual and accessible progression plan in the *Nova Chrysalis* world, highlighting opportune moments to acquire new equipment or abilities, and presenting quests in an order that will help you to avoid potential difficulty spikes. If you need assistance in completing any of these objectives, you will find appropriate page references to other chapters.



GAME COMPLETION

Your primary goal is to complete the main storyline.

Main Quests chapter (page 66)

This chapter provides step-by-step guidance for the five main quest storylines, with annotated maps offering visual solutions to every challenge and dungeon.

Guide Contents Overview

Broadly speaking, the main chapters of this guide belong to one of three categories, each reflecting a way to use the guide depending on your play style and level of proficiency:

GAMEPLAY CHAPTERS

- **Primer:** An overview of all key game features – the ideal entry point to the guide for most players
- **Strategy & Analysis:** An utterly comprehensive, in-depth analysis of the game's fundamental mechanics

REFERENCE CHAPTERS

- **Bestiary:** A catalog of all enemies in the game, with a clear data sheet and authoritative combat strategies for each assailant
- **Inventory:** Lists of all items and abilities, with details on their availability conditions, parameters and effects
- **Extras:** Details on various unlockables and bonus features

WALKTHROUGH CHAPTERS

- **Walkthrough:** An optimized path through the game for a first playthrough
- **Main Quests:** Map-based, step-by-step solutions for all main quests
- **Side Quests:** Concise map-based solutions for all side quests
- **Canvas of Prayers:** Requirements and solutions for all Canvas quests
- **Ultima Walkthrough:** An optimized path through the game for experienced players

QUICKSTART

EAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

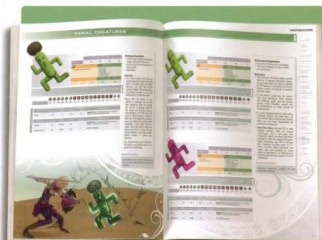
INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX



MINIMUM ASSISTANCE

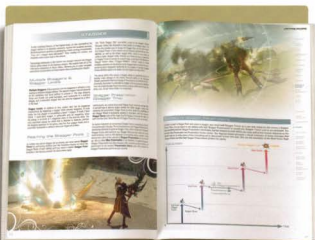
You intend to play the game by yourself during a first playthrough, using the guide for occasional reference only.

Quest chapters (pages 66, 104 & 136)

If you need help for any quest in particular, the Main Quests, Side Quests and Canvas of Prayers chapters have at-a-glance solutions for the corresponding missions. A single look at our annotated maps will often be enough to get you back on track.

Bestiary chapter (page 150)

If you struggle against an enemy, the Bestiary offers you complete coverage of all monsters, highlighting their weaknesses and how they can be defeated with ease. You can find a complete directory of all creatures at the beginning of the Bestiary itself.



100% COMPLETION

You want to complete all quests and unlock all possible rewards and bonuses.

Ultima Walkthrough chapter (page 300)

After at least one initial playthrough, the Ultima Walkthrough will help you achieve a "perfect" playthrough, completing all possible quests and giving you ample time to prepare for the game's toughest challenges.

Strategy & Analysis chapter (page 260)

An in-depth look at the many systems that underpin the playing experience, which will enable you to greatly optimize your performance.

Inventory chapter (page 222)

Find out how to acquire every last piece of equipment and ability, study their parameters, and understand their usage and effects.

Bestiary chapter (page 150)

To reach 100% completion, you will need to defeat all monsters in the game, including the ultimate bosses. The Bestiary offers data sheets and extensive analysis for every enemy type, with reliable five-star strategies.

Extras chapter (page 310)

Here you will find details on any Trophies or Achievements missing in your collection, as well as New Game+ features and assorted special events.

THEMATIC INDEX

Whenever you require an answer to a particular question, you may find that your most direct route to the solution lies in this thematic index.

BEGINNER QUESTIONS

QUESTION	PAGE
How does this game work? What am I supposed to do?	22
What difficulty setting should I choose?	24
What are the game's controls?	27
How do I make sense of the game's interface?	25
How does the time flow system work?	23
How do I read the map?	27
What is a Schema?	31
How should I design each Schema?	35
How do I use abilities?	32
What are attributes used for?	34
What is Synthesis?	33
How do I develop Lightning?	34
How do I defeat enemies?	37
What are the strengths and weaknesses of my enemies?	43
What is stagger?	38
What is Perfect Timing?	39
How do I heal?	39
What do the battle-related icons mean?	40
What are status effects?	41
What are Chaos Infusions?	45
What is EP used for?	45
What are the main points of interest in each region?	46
What am I supposed to do on the Ark?	44

MAIN STORY QUESTIONS

QUESTION	PAGE
I'm stuck in a main story mission. Where can I find help?	66
Where can I find help on chapter 0-1?	68
Where can I find help on chapter 1-1?	70
Where can I find help on chapter 1-2?	71
Where can I find help on chapter 1-3?	71
Where can I find help on chapter 1-4?	72
Where can I find help on chapter 1-5?	73
Where can I find help on chapter 2-1?	74
Where can I find help on chapter 2-2?	77
Where can I find help on chapter 2-3?	79
Where can I find help on chapter 3-1?	80
Where can I find help on chapter 3-2?	82
Where can I find help on chapter 3-3?	84
Where can I find help on chapter 4-1?	92
Where can I find help on chapter 4-2?	93
Where can I find help on chapter 4-3?	94
Where can I find help on chapter 4-4?	96
Where can I find help on chapter 4-5?	99
Where can I find help on chapter 5-1?	90
Where can I find help on chapter 5-2?	91
Where can I find help on chapter 5-3?	91
Where can I find help on chapter 5-4?	91
Where can I find help on chapter 5-5?	91
Where can I find help on chapter 5-6?	91
Where can I find help on a main story mission on the Final Day?	100
What is New Game+ (SPOILER WARNING)?	314

OPTIONAL OBJECTIVE QUESTIONS

QUESTION	PAGE
Is there an optimal order to complete all optional activities?	54, 300
Where can I find assistance for the Luxerion Side Quests?	106
Where can I find assistance for the Luxerion Carvas of Prayers Quests?	138
Where can I find assistance for the Yusnaan Side Quests?	114
Where can I find assistance for the Yusnaan Carvas of Prayers Quests?	140
Where can I find assistance for the Wildlands Side Quests?	122
Where can I find assistance for the Wildlands Carvas of Prayers Quests?	142
Where can I find assistance for the Dead Dunes Side Quests?	132
Where can I find assistance for the Dead Dunes Carvas of Prayers Quests?	146
Where can I find assistance for the Global Carvas of Prayers Quests?	148

INVENTORY QUESTIONS

QUESTION	PAGE
Where can I find details on Garb?	224
Where can I find details on Weapons?	226
Where can I find details on Shields?	230
Where can I find details on Accessories?	232
Where can I find details on Abilities?	236
Where can I find details on Adornments?	234
Where can I find details on Shops?	256
Where can I find details on Components?	252
Where can I find details on Recovery Items?	255

ADVANCED QUESTIONS

QUESTION	PAGE
What is the meaning of each attribute?	263
What are the exact parameters of status effects?	264
How does the stagger system work?	266
How is my battle score calculated?	270
Why are my actions interrupted during battles?	273
What is the best way to enhance abilities?	280
Which garb or equipment should I prioritize?	284
How can I make my Schemata more efficient?	291
How can I boost my progression?	296



QUEST DIRECTORY

NAME	PAGE
A Dangerous Cocktail	140
A Different Snow	68
A Father's Request	124
A Final Cure	126
A Girl's Challenge	149
A Man for a Chocobo Girl	140
A New Application	146
A Prayer to a Goddess	145
A Rose by Any Other Name	112
A Secret Wish	144
A Solitary Patron	79
A Song for God	138
A Taste of the Past	127
A Testing Proposition	116
A Treasure for a God	148
A Voice from Below	144
A Word of Thanks	143
Adonis's Audition	133
Adoring Adornments	117
Adoring Candice	121
An Evil Savior	70
Aspiring Bandit	93
Bandits' New Weapon	147
Bandits of the Desert	92
Banned Goods	146
Battle's Bounty	91
Beast Summoner	141
Beyond the Sandstorm	91
Biologically Speaking	146
Born from Chaos	108
Brain Over Brawn	145
Buried Passion	110
Chocobo Cheer	125
Chocobo Chow	142
Climbing the Ranks I	147
Climbing the Ranks II	147
Death Game	119
Death Safari	119
Desert Cleanup	146
Digging Mole	142
Digging Mysteries	149
Doc, Doctor, and Assistant	127
Dumpling Cook-off	144
Dying Wish	108
Echoes of a Drum	143
Emergency Treatment	143
Enchanted Brush	139
Fading Prayer	148
Family Food	114
Faster Than Lightning	109
Father and Son	90
Find the Code	71
Fireworks for a Steal	118
Fireworks in a Bottle	118
Flower in the Sands	146
Follow the Chocobo Chick	91
For My Child	146
For the Future	143
Forbidden Tome	149
Forget Me Not	142

NAME	PAGE
Free Will	115
Fresh Fertilizer	143
Friends Forever	120
Fuzzy Search	123
Gatekeeper's Curiosity	145
Get the Girl	111
Gift of Gratitude	138
Grave of a Bounty Hunter	139
Healing an Angel	82
Heightened Security	147
Heretics' Beasts	139
His Wife's Dream	133
Hunter in Light and Shadow	73
Hunter's Challenge	143
Hunting the Hunter	144
In the Shadow of the Heretics	71
Inventive Seamstress	138
Key to Her Heart	148
Killing Time	130
Land of Our Forebears	131
Last Date	120
Last One Standing	134
Like Clockwork	110
Lucky Charm	146
Matchmaker	129
Mercy of a Goddess	128
Miracle Vintage	147
Moghan's Plea	142
Mooglee Gourmand	142
Moon Flower	142
Mother and Daughter	128
Murals of the Gods	96
Mythical Badge	139
Night Patrol	139
Old Rivals	133
Omega Point	128
Peace and Quiet, Kupo	123
Play It for Me	116
Pride and Greed I	146
Pride and Greed II	147
Pride and Greed III	148
Puppeteer's Lament	139
Rebuilding	140
Revenge Has Teeth	139
Revenge Is Sweet	138
Rites for a Goddess	72
Roadworks I	149
Roadworks II	149
Roadworks III	149
Round 'Em Up	129
Saving an Angel	124
Secret Machine	140
Secret of the Chocoborel	143
Seeing the Dawn	148
Shoot for the Sky	148
Skeletons in the Closet	135
Slay the Machine	138
Songless Diva	117
Soul Seeds	107
Soulful Horn	140

NAME	PAGE
Source of Inspiration	141
Spell for Spell	141
Staying Sharp	149
Stolen Things	117
Stuck in a Gem	108
Sun Flower	142
Supply and Demand	146
Suspicious Spheres	109
Sylkis Secrets	144
Tarbam's Taboo	121
The Angel of Valhalla	80
The Angel's Tears	113
The Avid Reader	111
The Fighting Actress	119
The Girl Who Cried Wolf	112
The Grail of Valhalla	130
The Great Break-In	74
The Holy Clavis	99
The Hunter's Challenge	125
The Legend of the Savior	72
The Life of a Machine	134
The Old Man and the Field	124
The Real Client	147
The Right Stuff	125
The Saint's Stone	111
The Secret Lives of Sheep	131
The Thing She's Lost	107
Time Doesn't Heal	140
To Live in Chaos	131
To Save the Sinless	113
Tool of the Trade	132
Trapped	138
Treasured Ball	109
True Colors	141
Two Together	144
Ultimate Craving	141
Unfred Firework	140
Voices from the Grave	112
What Rough Beast Slouches	135
What Seekers Seek	141
What Soul Seed Traders Want	91
What's in a Brew?	145
What's Left Behind	149
Where Are You, Holmes?	107
Where Are You, Mooglee?	123
Where Chaos Sleeps	84
Where Moogles Be	148
Where the Clavis Lies	94
Whither Faith	106
Wildlands in Danger!	143
Wishes on a Canvas	91
Youth Potion	141



QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX



CAST & CONCEPTS

The story of the Final Fantasy XIII trilogy spans centuries, featuring dozens of key protagonists and many diverse and exotic concepts. In this chapter we offer concise summaries of topics and individuals of note, based on what is known as the events of Lightning Returns commence.



Lightning

Lightning is one of the humans made l'Cie who turned their backs on their fates and saved humanity. Though she was being used as a pawn by the gods, she fought with her allies to protect her homeland of Cocoon.

When her life seemed her own again, she was swept away by the power of Chaos and was trapped in Valhalla, the unseen realm. She was chosen as the one warrior who would fight to protect humanity's fate, and yet she was struck down in her greatest battle.

Serah, her younger sister and the last remaining member of her family, died beyond her reach. Chaos flooded the world, destruction and peril walked hand in hand, and Lightning lay down her sword to sleep in crystal for 500 years.

But now the final days of the world have arrived, and someone has roused the sleeping warrior. He is the almighty god, Bhunivelze, and he tasks her with a new duty. Her final role in humanity's history will be as the savior of souls.

Bhunivelze

Almighty Bhunivelze, god of light, stands above other gods and holds the world in his palm.

It was Bhunivelze who called to Lightning, forcing her to awaken from her long crystal sleep to become the savior. And he made her a promise: if she completed this great task for him, he would use his power to bring her sister, Serah, back to her.

The Destruction of the Old World

During the events of Final Fantasy XIII-2, Lightning's younger sister, Serah, set out on a journey to avert the terrible future that awaited humanity. But that journey ended in disaster, bringing about the ruination of both time and space. The goddess Eto, who maintained the equilibrium between the world of the living and the world of the dead, was gone. And with her went the barrier which held the power of the Chaos at bay, allowing it to flood into the human world.

Destruction slowly spread across the land over the intervening centuries. There are now only four small islands left amid the darkness where people still cling to life.



Creating a New World

Bhunivelze will use the souls of the saved to populate his new world. For that purpose, he has selected a savior to gather the souls and prepare them for the new world.

The people, however, have not lived all these centuries unscathed. Surrounded by death and destruction, some now harbor a heavy darkness in their hearts. These people will not be reborn in the new world; their only fate is to wander forever in the mire of the Chaos. Cut them free from the regrets and griefs that bind them and Lightning will save them for the new world. This is the main task of the savior.

By dealing with these unhappy individuals, the savior will build a relationship with them and lighten their hearts, granting them the right to be reincarnated in the next world. Doing so will help the savior as well, giving Lightning more Eradia and enabling her to grow stronger.

Eradia & the World's Remaining Time

The world has nearly reached its end; the last few days now slipping away from humanity. But the savior can give her own energy – her Eradia – to buy more time for the world.

Thirteen days is the limit to how far this time can be extended. On the thirteenth day after Lightning awakes in this world, destruction will come and it will be inescapable. That is when, it is said, God will create his new world. The savior has the power to save humanity's souls to be reborn in that new world, but the question is whether she has the time to wield it.

Eradia is intimately tied to the savior's holy task. To gather more, Lightning must free the hearts of the people from the darkness that has consumed them.

Nova Chrysalis

The people call this land – which falls further under the sway of the Chaos each day – Nova Chrysalis.

In this world, there is no aging, though the people can and do die from accidents and illness. By losing the natural progression to death, they have also lost the natural propagation of life and no new children have been born in all the centuries since the Chaos first broke into the world. For the past 500 years, the world's population has dwindled and society grown stagnant.

With no changes to mark the march of years, the decades slip past as fleeting as the seasons



once did. Children stay forever innocent and simple in their hearts. Some believe that God in his mercy must have taken from humanity some part of their hearts that would enable them to truly know the horrible fate they have been trapped in. All so that they might live on forever in peace, instead of falling prey to the despair that is their only inheritance in this world.

The history of Nova Chrysalis began 500 years ago, when the walls between this world and the next broke, enabling Chaos to flood the dimension in which humanity lives.

The influx of Chaos slowly covered the lands, leaving only small tracts still inhabitable by

man. The people stood strong in the face of this disaster thanks to the strength of their leader, Hope Estheim. But when he disappeared without warning 169 years ago, the bonds that had held society together began to dissolve.

After many years of living with the Chaos, a church that preached of God's salvation appeared and quickly grew to power, capturing faltering hearts. This was the Order of Salvation. It brought about great changes in the lives of the people, and returned a sense of stability to society. The people of this dying world largely chose the path of faith: bowing to God in hope of salvation.

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN GUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

LIGHTNING

BHUNIVELZE

OLD WORLD

NEW WORLD

ERADIA

NOVA CHRYSALIS

THE ORDER OF SALVATION

THE CHILDREN OF ETRIO

THE SAVIOR

HOPE

LUMINA

SNOW

SERAH

FAHO

NOEL

VANILLE

SAZH

YELI

CAIUS

ORACLE DRIVERS

ETRIO AND VAHALLA

GODS AND FAUCIE

THE L'CIÉ

The Order of Salvation

The Order now governs much of human society from its seat of power in the grand cathedral in Luxerion.

Believe in the coming of the new world, entrust yourself and all you are to God on high – this is the teaching that has won over the majority of humanity. It is a message of hope in a world with no future, a balm for those suffering under the burden of overlong lives.

In the past, the Order also led the suppression of "heretics" who did not accept its principles, but that is no longer official policy. This is part of the reason why so many people are perplexed by the one-sided violence being displayed by some heretic groups.

The Children of Etro

The Children of Etro is a religious group pledged to the goddess of death. Its members believe that the only salvation humanity can look forward to is the peace of death.

Etro's followers have turned their back on the teachings of the Order, and expect no salvation from almighty Bhunivelze. They do not hope to be reborn into the new world which Bhunivelze promises. Rather, they hope to be welcomed into Valhalla, the world of the dead.

Many heretics are moderates who keep to themselves, but there are also fanatics who are willing to commit murder in the name of their own brand of salvation.



The Savior

Scripture tells believers that a savior will appear at the end of the world to do God's bidding and save the souls of the people.

When the day of salvation comes, all life will end. The souls of those chosen by Bhunivelze will be saved and reborn in a new world. The one who is tasked with delivering them there is known as the savior.

In this sense, the savior also heralds the coming of the end. For the heretics who do not believe in the teachings of the Order, or the promise of a new world, she is thought to be little more than a harbinger of destruction.

Hope Estheim

Hope is Lightning's partner in her journey as the savior, leading her through her final days with the world. They were allies once before, a thousand years ago.

Hope had been a boy when they first met, living a sheltered life within the floating world of Cocoon, until his peaceful days were shattered and his mother died before his eyes. He blamed Snow for his mother's death, but was forced to work with him to defy their shared fate, and through his journey, Hope learned to see beyond his grief and hatred.

When he was a young man, Hope helped human society rebuild from the disasters that had befallen it. He led the Academy, a research institute formed to help humanity build its own future free from fal'Cie. He launched massive projects that would take centuries to complete, believing that science – not the gods – would save the people.

Yet now he appears to have withdrawn from human society, hiding himself away to labor in God's service...



Lumina

This mysterious young girl appears to be able to control the power of the Chaos, and likes to get in Lightning's way at every turn.

It seems that she has met Snow before, and that the two have more than just a passing acquaintance. But Lightning has spent the last five centuries in crystal, and she has no way of knowing what could have happened between the two.

Still, she cannot deny that the girl bears a striking similarity to Serah. But Serah is dead, and this Lumina seems to have her own goals.



Snow Villiers

Serah's fiancé from a lifetime ago, Snow fought alongside Lightning when they were both l'Cie.

When Lightning disappeared, Snow went beyond the constraints of time to learn the truth. While on his journey, he embraced a dangerous fate, becoming a l'Cie once again for the terrible power that it granted him. Yet even gambling away his own future did not win him what he wanted, and in the end he was not able to be with Serah when she died.

Centuries have passed since that day and the world has changed. Snow rules the glittering city of Yusnaan as its Patron, and hides away within his palace.



Serah Farron

Serah was Lightning's younger sister, and Snow's fiancée. Once she was embroiled in the games of the gods, but Lightning and Snow helped save her from that fate, as they fought with the help of their allies.

When Lightning became trapped in another world, Serah took up arms at her request. She set out on a journey through time to stop Caius Ballad in his attempts to alter history and ultimately brought Caius down with a strength of heart equal to that of her sister. Just when it appeared that she had successfully brought humanity back to the path to peace, her journey ended. The future can be changed, but not without a great price.

Now it is Lightning's turn to sacrifice, and she will give anything to see her sister alive and smiling again.



QUICKSTART

CAST &
CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVASES OF
PRAYERS

BESTIARY

INVENTORY

STRATEGY &
ANALYSISULTIMA
WALKTHROUGH

EXTRAS

INDEX

LIGHTNING

RHUNIVELZE

OLD WORLD

NEW WORLD

ERADIA

NOVA
CHRYSALIATHE ORDER OF
SALVATIONTHE CHILDREN
OF ETRO

THE SAVIOR

HOPE

LUMINA

SNOW

SERAH

FANG

NOEL

VANILLE

SAZH

YEIL

CAIUS

ORACLE DRIVES

ETRO AND
VALHALLAGODS AND
FAL'CIE

THE l'CIE



Oerba Yun Fang

Fang was an ally and friend who fought alongside Lightning a thousand years ago. Her passions run high and she is a fighter through and through.

She is bound to Vanille, a young girl who lived in the same village, with bonds beyond those of family. For Vanille's sake, Fang would endure any pain without complaint, and she tends to act rashly and dangerously when it is to keep Vanille safe.

Lightning and the others were once forced to turn their blades on Fang, but in the end, she and Vanille brought about a miracle and atoned for their past sins. To prevent Cocoon from falling out of the sky, the two heroes from Pulse became a great pillar of crystal, sleeping within for nearly a thousand years as they held the weight of humanity aloft.

It has been thirteen years now since Fang emerged from her crystal sleep. When they first awoke, both Vanille and Fang were cared for by the Order of Salvation.

Noel Kreiss

Noel came from a distant future where humanity faced extinction at the end of time. When his dearest friend, Yeul, was lost to him, he came back in time to a point when he might direct humanity away from the path that would lead to its doom. That was how he met Lightning, and then Serah. With their help, and his unflinching heart, he stood against the destruction he knew to be coming.

By traveling through time with Serah, he succeeded in preventing the worst possible outcome of history, and the extinction of humanity was averted.

But his great struggle, though well-intentioned, brought about a different tragedy instead. He fought the great warrior Caius, a man he had once considered his teacher, and defeated him in their final battle – and in doing so he fell into the trap that Caius had so carefully laid, triggering the destruction of the world and Serah's death.

The Chaos that continues to consume the world, the fruitlessness of Serah's death, his inability to keep his promise to Yeul – there is so much to regret. Is it any wonder that his heart may have become lost in the darkness?



Oerba Dia Vanille

Vanille was raised in the isolated village of Oerba on the surface of Gran Pulse. A series of events led her and her best friend, Fang, to sleep for hundreds of years as statues of crystal.

When she woke from her long sleep, she found herself telling lie after lie, not wanting to face the painful reality of who she was or what she had done. Vanille's presence affected the fates of many people forever, including Serah. But with Lightning and her other friends, she was able to face reality and bring about a miracle to help atone for the many who were sacrificed because of her choices. She and Fang became the crystal pillar that held Cocoon aloft, saving it and its millions of inhabitants.

Nearly a thousand years passed, until Vanille and Fang woke thirteen short years ago.



Sazh Katzroy

Sazh is a skilled airship pilot who worked together with Lightning in order to save his only son, Dajh, from a cursed fate. His constant companion is the small chocobo chick that likes to take shelter in his hair.

He succeeded in getting his son back safely, only to be drawn into a time paradox and lose Dajh again. In order to be reunited with his son, he gambled his fortune in a mysterious casino at the end of time. With Chocolina's help, he managed to find Dajh once more.

Five hundred years have passed, and young Dajh has slept them away in a comatose state.



QUICKSTART

- CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

LIGHTNING

BRUNVELZE

OLD WORLD

NEW WORLD

ERADIA

NOVA CHRYSALIA

THE ORDER OF SALVATION

THE CHILDREN OF ETRO

THE SAVIOR

HOPE

LUMINA

SNOW

SERAH

FANG

NOEL

VANILLE

SAZH

YEUL

CAIUS

ORACLE DRIVES

ETRO AND VALHALLA

GODS AND FALCIE

THE L'CIE

Paddra Nsu-Yeul

Yeul is a seeress who has visions of the future. She is reborn endlessly among the people known as the Farseers.

All the incarnations of the seeresses have a limited lifespan – it is the price that they pay for the ability to see into the future. Soon after one Yeul dies, another is born with the same appearance and same abilities.

There are countless girls who have carried the name Yeul in the long history of the world. The majority of them have been protected by their immortal Guardian, Caius Ballad.



Caius Ballad

The man responsible for releasing the Chaos from the unseen realm and inviting the world's destruction. Immortal since ancient times, Caius served the seeress Yeul in her many incarnations. He vowed to save Yeul from the cruel cycle of endless death and rebirth.

Caius's plotting led to the downfall of the goddess Eto, and brought catastrophe. The unseen Chaos, released from Valhalla, now consumes the world.

He was defeated in his confrontation with Noel and he lost the heart, full of Chaos, which had kept him alive so long.

Oracle Drives

These devices can record a vision of what is to occur in the future and play it back for others. They are uncovered in ruins that once belonged to an ancient people called the Farseers. This tribe was ruled for generations by the seeress Yeul, who possessed the ability to see the future, and they labored to record the visions with which she was cursed.

The images which are recorded within an Oracle Drive are sure to come to pass, if the current path of history is followed. If the future that is depicted in an Oracle Drive is somehow changed, then any alternate futures that might arise are then reflected in the Oracle Drive.

The Goddess Etro and Valhalla

Etro was a goddess created by almighty Bhunivelze.

She was a foolish goddess who held great affection for humanity. Etro gave all of herself for humanity's sake, until she sacrificed her own life and fell into the long sleep of death.

The wise god Lindzei used the blood that had spilled from Etro to create man's body; his soul was fashioned from the Chaos. These wisps of Chaos filled the vessels that Lindzei had made and thus humanity was born. When a person died, his soul returned to the Chaos of Valhalla, the unseen realm where the goddess Etro ruled.

Most people now believe the teachings of the Order, which preaches devotion to Bhunivelze, but there still exist minority groups of heretics who are devotees to the goddess Etro.

Though her believers have not realized it, the goddess Etro died centuries ago. She was the one who held back the Chaos, keeping it within her own realm of Valhalla. Lightning was a sworn servant of Etro who fought to protect the goddess – a battle she eventually lost. Thus began the destruction of the world.

Gods and fal'Cie

Almighty Bhunivelze created three gods for his world: Etro, Pulse, and Lindzei.

Etro was a goddess without any power of her own. In contrast, both Pulse and Lindzei were granted near limitless power, and they built the fal'Cie, servants that possess supernatural powers.

The fal'Cie that served the god Pulse worked to terraform the expansive lands of the planet, and the world came to be known as Gran Pulse. The fal'Cie which served the god Lindzei built a world in the sky, and kept humans blissfully unaware within a cage they called Cocoon.

The gods did not reveal themselves, but the fal'Cie were present in every part of humanity's lives. The people depended on them for survival and worshipped them as gods. But there are almost no fal'Cie left in the surviving remnants of the world.

The l'Cie

The l'Cie are humans who have been cursed by the fal'Cie. They are given great powers and magic, but they are forced to obey the gods' will to achieve their Focus, or mission. If they fail, the l'Cie turn into mindless monsters called Cie'th.

Lightning, Hope, and their other friends were once branded as l'Cie, but they managed to bring about an unprecedented miracle and rid themselves of the curse. Snow is now the last l'Cie remaining in the world.

The cactuar statue that you can see in one of the plazas in Yusnaan is said to be a homage to the fal'Cie Cactuar who made Snow a l'Cie once more. It seems that Snow and Cactuar had a strange bond between them, far beyond that of any normal fal'Cie and its thralls.



QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

LIGHTNING

BHUNIVELZE

OLD WORLD

NEW WORLD

ERADIA

NOVA CHRYSALIS

THE ORDER OF SALVATION

THE CHILDREN OF ETR0

THE SAVIOR

HOPE

LUMINA

SNOW

SERAH

FANG

NOEL

VANILLE

SAZH

YEUL

CARIUS

ORACLE DRIVES

ETRO AND VALHALLA

GODS AND FAL'CIE

THE l'CIE



QUICKSTART

CAST &
CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF
PRAVERS

BESTIARY

INVENTORY

STRATEGY &
ANALYSISULTIMA
WALKTHROUGH

EXTRAS

INDEX

PRIMER

This introductory chapter offers a general presentation of all main features and concepts of significance in Lightning Returns. Though the opening hour of the adventure is linear, and interspersed with useful tutorials, the main body of the game is designed to be completed in practically any order or fashion that you please. While this freedom is hugely enjoyable, it also means that there are countless traps that lie in wait for the unwary player – especially difficulty spikes, seemingly invincible opponents, and the damage wrought by quixotic personal obsessions with specific quests that should actually be left until later.

For this reason, it's vital to pick up a solid understanding of staple game features at an early stage in the story. This Primer chapter will help you to get to grips with character progression, exploration, combat and the passage of time, among many other concepts, and will enable you to approach the early stages of Lightning Returns with far greater confidence.

Lightning Returns: Final Fantasy XIII is a very open adventure, with a structure so flexible that you may find yourself wondering how to approach it during its first few hours. All you know at first is that you control Lightning, and that your role as the Savior is to save the souls of the inhabitants of the Nova Chrysalis game world. This is achieved by completing quests, ranging from simple favors to extended storylines involving familiar faces from previous Final Fantasy XIII episodes.

The freedom that Lightning Returns offers in terms of how you complete its many disparate challenges is one of its principal charms, but also potentially a source of great confusion and heightened difficulty. Perhaps more so than the vast majority of RPGs, knowledge is your most powerful weapon in almost every situation. The completion of quests is your primary source of stat boosts, rather than the traditional approach of incremental growth through enemy encounters, and so advancing Lightning's abilities is a matter of accepting and completing suitable quests in an efficient order. This is complicated by the fact that quests may only appear at a certain time of day, or once other requirements have been met.

There are three categories of quests in Lightning Returns:

- Main Quests:** These are multi-stage storylines that feature important characters from prior episodes in the Final Fantasy XIII trilogy. Main quests consist of numbered chapters, and must be completed by the end of Day 12 for you to be able to reach the final section of the story and its accompanying challenges. If you fail to fulfill any of them before the Final Day, you will hit the Game Over screen and must restart from Day 1. Main quests are (with one exception) tied to specific regions of the game world, and are automatically available in their respective locations once you complete the early tutorial-based sections of the adventure.
- Side Quests:** These assignments are shorter than main quests, and involve a varied cast of characters encountered throughout the world. Many are solved by finding items and returning them to a quest vendor, or resolving a situation via individual steps that can be achieved immediately, though you will encounter some quests where the necessary tasks will span multiple days. The difficulty of each quest is represented with stars (★), from one for the easiest to three for the most difficult.
- Canvas of Prayers:** Right outside every Monorail Station, you will find a Canvas of Prayers – a notice board that you can consult by talking to the nearby Chocolina (C). Most of these tasks will simply require you to accumulate specific items, more often than not by defeating monsters or gathering collectible items. Make a habit of checking the Canvas of Prayers at each location at least once per in-game day, both to accept new missions and to turn in those that you have already completed. Some Canvas quests are interlinked: finishing one may unlock another.

Completing any quest grants you various rewards, including boosts to your attributes and items or pieces of equipment. In addition, you also obtain a hidden sum of Eradia for each main quest and side quest fulfilled. Eradia is the energy that Lightning obtains from the souls she saves (S). The Eradia you gather is transferred to the sacred tree Yggdrasil at the end of each day. By reaching certain Eradia milestones, you unlock additional days before the world ends.

Lightning begins with seven days to save the world. Completing each main quest will grant you an additional day. To reach the end of the game, you have to play until the end of Day 12 (which requires you to complete all five main quests). This gives you access to the Final Day. By completing a large amount of side quests, you can unlock a special "extra" day, which takes place after Day 12, and before the Final Day.

You are free to explore the world and complete objectives as you please. However, no matter where you are or what you are doing, every day ends at 06:00 prompt, at which point you are automatically transferred to the Ark, where time doesn't flow. The Ark is where Lightning transfers her accumulated Eradia to the Yggdrasil tree. Each new bloom that appears in the brief cutscene represents an additional day added to the potential timeline before she begins the next day.



THE TIME FACTOR

The in-game time is represented by a clock display in the top-right corner of the field screen. Time flows continuously, and rather rapidly: one in-game minute corresponds to two-and-a-half real-life seconds. In the game, the passage of time is only interrupted in the following situations:

- During cutscenes and conversations with NPCs
- During battles
- While any menu is open (including shop interfaces and decision prompts)
- While the Chronostasis EP ability is active (see page 45)
- While you are on the Ark

Outside of these specific instances, time advances inexorably. With only thirteen days to complete all main quests, and ideally a good number of secondary quests, you might get the feeling that you can't afford to waste many minutes. However, there's actually no need to feel unduly pressured by this countdown. As it happens, thirteen in-game days is more than enough to complete all main quests and the majority of (if not all) secondary quests, even if you aren't always efficient, thanks to the power of the Chronostasis feature. Once you obtain this EP ability at an early stage in the storyline, you can activate it to temporarily freeze time.

EP is a finite resource that is primarily replenished by defeating enemies in battle. By engaging in a regular sequence of battles to obtain EP while attending to other tasks, it becomes possible to freeze time for extended periods. An in-game minute can, once you get to grips with combat and efficient EP farming, be extended to entire real-life hours with Chronostasis.

The following tips will help you make the most of your time in Nova Chrysalis:

- **Dashing:** You can increase Lightning's movement speed by holding **R3**/**△**. Dashing depletes the blue gauge at the bottom of your screen, limiting the amount of time you can spend at this sprinting pace. Release the button at any time and the gauge will quickly refill. As a rule, you should get used to dashing almost constantly, but with regular short pauses to allow the gauge to replenish whenever

it is almost empty. The refill time is extended and the sprint ability temporarily locked if you fail to take this step, which also has the side effect of preventing Lightning from using her weapon.

- **Optimizing journeys:** Another key factor to save time is to minimize the amount of travelling you do. There are simple rules you can follow to optimize your trips in any given region. Rather than running straight to a distant place to retrieve an item for a quest you just accepted, take the time to talk to all NPCs in your vicinity and agree to complete any assignment they give you during a journey. There is no limit to the number of quests you can have active at any one time, so it always makes sense to accept them immediately. You should also check the Canvas of Prayers whenever you pass it, and factor in exploration and shopping trips where possible. As a general rule, you should aim to multitask at all times, "clearing" an area of current objectives (where feasible) before you move on to another.
- **Remaining busy:** Whatever the circumstances, you should always remain active and avoid any downtime. If you are done with all optional activities in a location and have a few hours to spare before you can complete the next objective (for example, because an access gate is currently closed, or an NPC has yet to emerge), simply travel to another region and start fulfilling assignments there. Every minute of your time should be used to achieve something.
- **Influence of the time of day:** The entire game world is governed by the clock. The time of day can determine the availability of quest items, the presence of key NPCs, access to particular areas, and even the distribution of monsters. Knowing when you're supposed to visit an area (for example, by reading the quest descriptions carefully to take in such details) is hugely valuable information – enabling you to plan your travels accordingly. Naturally, our coverage of quests within this guide includes detailed information on all such considerations.
- **Feature unlocks:** Many features in the game are unlocked on a very specific day in the storyline. You will also obtain items and abilities on each visit to the Ark. This guide reveals the precise unlock progression for day-related unlocks, so you need never worry about missing anything.

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

GAME STRUCTURE

THE TIME FACTOR

LIGHTNING

DIFFICULTY SETTING

UNSCREEN DISPLAY

COMMANDS

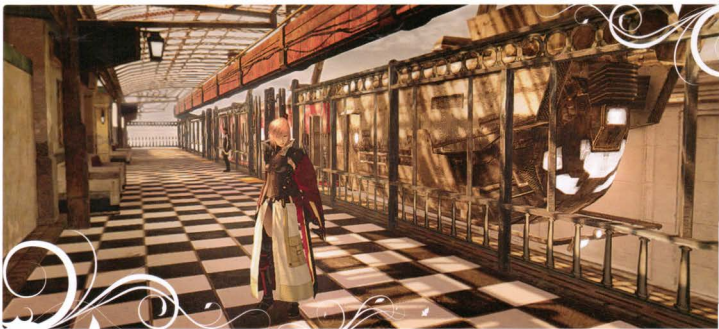
EXPLORATION

COMBAT PREPARATIONS

COMBAT MECHANICS

SPECIAL FEATURES

NOVA CHRYSALIS



LIGHTNING: AN ARMY OF ONE

Long before the release of *Lightning Returns*, when the first small details on its gameplay systems and setting were published, many *Final Fantasy* fans were puzzled by the apparent absence of party members to accompany Lightning during battle. Though Lightning does indeed technically fight alone for large stretches of the story, this does not mean that the classic tactical dynamics of the *Final Fantasy* series have been discarded.

Rather than switching between party members during combat, you instead wage war with a set of three customizable sets of equipment and abilities known as Schemata (plural; singular Schema). Each Schema is to all intents and purposes a party member in its own right, with its own ATB gauge (see page 30) and – ideally – a clearly defined strategic identity of your creation. If it helps you to adjust to the new system, you can simply interpret Schema as “party member” and Schemata as “party”.

During combat, you cycle through your chosen Schemata in exactly the same way as you might with the more traditional cast of party members: you employ the powers of a Schema before moving on to another when its ATB gauge runs low, or a situation arises that necessitates the use of another Schema with a pertinent specialized ability. As each Schema features nine configurable elements (Garb, weapon, shield, two accessories, four abilities) that can all have their own unique characteristics and secondary auto-abilities, the scope for experimentation is almost endless.

We return to Schemata later in the Primer (see page 31), and cover it in great depth in the Strategy & Analysis chapter (page 295).



DIFFICULTY SETTING

Every time you begin a new playthrough, you are requested to select a difficulty setting:

- In **Easy Mode**, battles are less difficult, you can flee combat with no penalty, and you recover health automatically while on the field screen. In addition, you get extra EP from defeated enemies, and EP abilities (see page 45) cost less. On the other hand, the best potential item drops yielded by your opponents are locked.
- In **Normal Mode**, combat difficulty is standard, you suffer a time penalty whenever you escape combat, and your HP gauge does not replenish automatically between battles. The very best item drops yielded by defeated enemies are still locked.

- In **Hard Mode** (unlocked by completing the game once), battles are more difficult. The time penalty for escaping and lack of automatic HP restoration between battles from Normal Mode still apply, but you also receive less EP from enemies than you do on Normal. However, you have access to all item drops from fallen foes, including the best, top-tier rewards.

You cannot change the difficulty setting once you have confirmed your choice, so make sure that you select the one right for you. As a rule, the game is designed to be played on Normal Mode for a first playthrough, which most gamers familiar with RPGs will find presents the most rounded balance of challenge and rewards. If you are a newcomer to the series, let alone to the RPG genre, you will probably find the Easy Mode much more accessible.

ONSCREEN DISPLAY

Field Screen



1

2

3

4

5

6

1

EP METER

Reveals how much EP you have available for EP abilities (see page 45).

2

HP GAUGE

Lightning's current health. It flashes a strident red when her HP is dangerously low. This gauge is replenished automatically outside of combat in Easy Mode, but not on higher difficulty settings. See page 39 for a list of the various ways to restore Lightning's health.

3

ACTION GAUGE

Represents how much energy you have left for dashing (**R2**/**L1**) and attacking enemies (**R1**/**RT**). Dashing depletes the blue gauge at the bottom of your screen. Release the button and the gauge will refill quickly. If you fail to do so and exhaust the entire bar, it will turn red and replenish at a slower pace, leaving you unable to run or attack for several seconds.

4

INTERACTIONS

Objects or individuals that you can interact with in the game world are highlighted with a rotating circle, accompanied by a short text description – usually "Talk" for a person you can interact with, or "Examine" for a mechanism or object.

5

MINI-MAP

This display offers information on the terrain in your immediate vicinity, including topographical data, waypoints, NPCs, and assorted points of interest. The mini-map always points north by default, though this can be adjusted in the Settings menu; the arrow representing Lightning corresponds to the direction she is facing. You can remove the mini-map and make it reappear by pressing **SELECT**/**○**.

6

CLOCK

A clock display in the top-right corner of your screen shows you the current time of day. Use this to plan your journeys, taking into account the availability of the NPCs or quests you're trying to complete. The clock is accompanied by a reminder of how many days you have left before the world ends.

QUICKSTART

CAST &
CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF
PRAYERS

BESTIARY

INVENTORY

STRATEGY &
ANALYSISULTIMA
WALKTHROUGH

EXTRAS

INDEX

GAME
STRUCTURETHE TIME
FACTOR

LIGHTNING

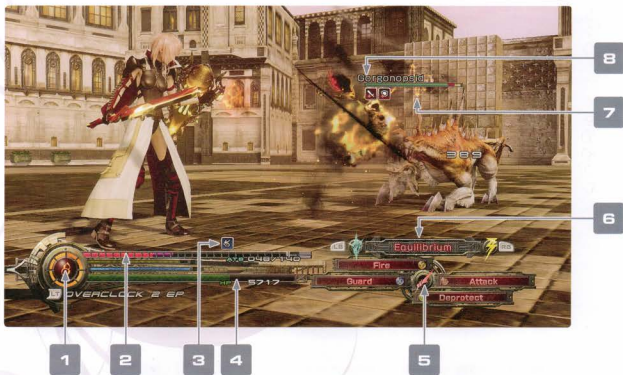
DIFFICULTY
SETTINGONSCREEN
DISPLAY

COMMANDS

EXPLORATION

COMBAT
PREPARATIONSCOMBAT
MECHANICSSPECIAL
FEATURESNOVA
CHRYSEALIA

Battle Screen



1

EP METER

Reveals how much EP you have available for EP abilities (see page 45).

2

ATB (ACTIVE TIME BATTLE)

You have three individual ATB gauges, each showing how much energy you have for each corresponding Schema. All three gauges fill gradually during combat, the two in standby three times faster than the one currently selected. ATB segments are depleted in proportion to the ATB cost of the abilities you activate with the face buttons of your controller.

3

STATUS ICONS

Shows any status effects affecting you. See page 41 for details.

4

HP GAUGE

Lightning's current health. It flashes red when her HP is low. This gauge is replenished automatically outside of combat in Easy Mode, but not on higher difficulty settings. See page 39 for a list of the various ways to restore your health.

5

ABILITIES

The four abilities set to the face buttons of your controller. Every time you press one of these buttons, the corresponding ability is activated, with its ATB cost subtracted from the ATB gauge. See page 32.

6

SCHEMATA

The name of your current Schema (see page 31). The colors of your Schemata names and the ⚡ ⚡ ⚡ marks correspond to each Schema's ATB gauge. You can instantly switch between Schemata by pressing (L1) / (A) or (R1) / (B).

7

STAGGER WAVE

When you attack an enemy (especially with a type of assault that capitalizes on its vulnerabilities), you will gradually break down their defenses, a process represented by a Stagger Wave that appears on its HP gauge. As you get closer to staggering your enemy, the Stagger Wave will turn red. Continue to assail the foe with suitable attacks, and it will become staggered. Attacking a staggered target will inflict far more damage than usual. See page 38 for more details.

8

ENEMY INFORMATION

This reveals the type of the enemy you are targeting and its current health, as well as any status effects it may be enjoying or enduring. When you face multiple opponents, you can switch target with (X).

COMMANDS

The following table offers a handy recap of the main commands you will use throughout the adventure.

PS3	XBOX 360	FIELD CONTROLS	BATTLE CONTROLS
		Movement	Movement
		Camera control	Camera control
		Menu navigation	Change target
		Interact/Sheath weapon	Use ability
		Jump	Use ability
		Enter Main Menu	Use ability
		View map screen	Use ability
		Attack/Ready weapon	Switch Schemata
		Dash	View enemy information (Libra)
		-	Switch Schemata
		Dash	Overclock (see page 45)
		Dash	-
		Center Camera	Change view
		Pause	Pause; use recovery items or EP abilities (switch from one screen to the other with or)
		Enable/Disable mini-map; skip cutscenes on pause screen	From the pause screen, return to the Title Screen

EXPLORATION

Exploration is one of the most important activities in Lightning Returns. The game world is very large, with the four primary regions featuring countless points of interest, hundreds of NPCs to talk to, collectibles to find and many quests to complete. Scouring every last inch of Nova Chrysalia for new things to find or do is one of the great pleasures in this game, and you'll be surprised by how often your curiosity is rewarded.

Basic Movement

Travelling from one destination to another is extremely simple. You move Lightning around with and control the camera with . In addition, there are a handful of moves that will help you reach your destination:

- Hold / to dash. This enables you to sprint, which reduces the overall duration of your journeys. Dashing depletes the blue gauge at the bottom of your screen. Release the button and the gauge will refill quickly. If you fail to do so and empty the entire bar, it will turn red and will start replenishing itself at a slower pace – leaving you unable to run or attack until the process is complete.
- You can vault over small obstacles or gaps by pressing / (). You can jump further than normal by dashing simultaneously. Note that you will never sustain fall damage, even from great heights, so feel free to attempt tricky leaps or take a plunge if a cliff offers a useful shortcut.
- Whenever you encounter enemies during your travels, be ready to attack them with / once in close proximity (see page 30). You cannot interact with certain aspects of the game world (such as collecting items and climbing ladders) when Lightning's weapon is drawn. Press / to manually stow it on her back.

Map & Mini-Map

When the route you must follow is uncomplicated, a quick glance at the mini-map alone is usually enough to guide your steps. If you need to plan a longer journey or find a more distant point of interest, you can bring up a full map of your current locale by pressing /.

Once on the map screen, you can scroll with and zoom in or out as required with . You have the option to place up to ten markers by pressing /, and even name them. You could use this to highlight a quest giver that you'll need to return to later, or if you locate an interesting opportunity to grind through battles for spoils, or an interactive item that you cannot make sense of yet.



Saving

Lightning Returns employs an autosave system that automatically records your progress whenever you hit discrete story milestones, or when you travel between different locations in the game world. An icon appears in the top left-hand corner of the screen whenever the game is saving. You can also manually save and create additional save files (up to a maximum of 50) via the pause menu.

MAP & MINI-MAP LEGEND

	Lightning		Destination Marker
	Path of your recent steps		Inn
	Ally		Restaurant
	NPC		Canvas of Prayers
	Active Enemy		Outfitters
	Quest Objective		Forge
	Site of your last battle		General Store
	Main Quest Marker		Sorcery Shop
	Marker (Multiple Colors)		Monorail Station

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

GAME STRUCTURE

THE TIME FACTOR

LIGHTNING

DIFFICULTY SETTING

ONSCREEN DISPLAY

COMMANDS

EXPLORATION

COMBAT PREPARATIONS

COMBAT MECHANICS

SPECIAL FEATURES

NOVA CHRYSALIA

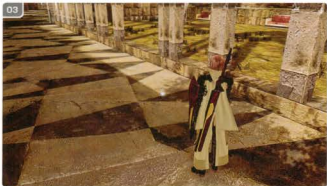
Collectibles

Many collectibles appear in treasure spheres (C3). Press X/A to open them. After a short delay, a pop-up message will reveal their contents (very often useful items, such as pieces of equipment), which are automatically transferred to your inventory.

In addition, you will regularly stumble across items that appear directly in the game world as small shining objects found on the floor (C2), and can be picked up by pressing X/A in close proximity. Most of the time, these are medals that can be sold in shops, offering a secondary source of income. However, there are also instances where such collectibles are quest items, which you must pick up and deliver to the corresponding quest vendor.

The maps in this guide reveal the locations of every last collectible in the game. However, if you intend to complete a first playthrough with a minimum of assistance, the following treasure-hunting tips will be handy:

- Use B to scour the environment for collectibles as you travel through new and old areas alike. Whenever you notice cul-de-sacs or alternative routes, take the time to explore these: they may well contain a reward to acknowledge your curiosity.
- Certain quest items occur naturally in the game world – particularly in the Wildlands, where you will regularly encounter an assortment of mushrooms, plants and occasional seeds. Make a point of collecting these whenever you encounter them.
- Certain treasure spheres are initially locked, and require special conditions to be met before you can open them (such as a specified investment of EP, or the commission of a quest-giver). When you notice one of these, make a mental note of its position or leave a marker on the map. You can then backtrack to open them at a later date.
- In the Wildlands region, a few treasure spheres can only be reached once you have access to the gliding skills of a Chocobo.



Points of Interactivity

In addition to collectibles, you will encounter numerous points of interactivity throughout the game world. These can vary from plot-critical devices that must be operated to advance the story, to NPCs who can be engaged in brief conversations. To interact with devices or NPCs, press X/A.

- When you can speak to an NPC, a speech bubble (C4) will appear above that individual's head (C4). In close proximity, a rotating circle and a "Talk" caption will indicate that you can strike up a conversation. Most NPCs will make contributions that have no specific relevance to your current objectives, though they might occasionally offer clues or make comments that direct you towards points of interest or refer to an ongoing quest. You will sometimes encounter NPCs with three question marks above their head, but no speech bubble per se: these are individuals that you will be able to speak to at a later date, usually during a quest.
- Interacting with certain NPCs will initiate side quests; you are given the option to decline these if you wish, though it makes sense to accept them, even if you do not intend to complete them until a later date. NPCs willing to offer you a side quest are marked with star symbols (★). The more stars (up to three), the more difficult or involved your task could be. It's also usually (but not always) an indication that a quest offers a better class of rewards.
- When you approach an object that you can interact with, a rotating circle and the "Examine" option will appear when you move within range. Not all points of interest are tied to main-quest or side-quest progression; some interactive elements can simply offer you information, such as Monorail timetables or signposts.
- In many locations, you will encounter destructible crates which you can smash apart with RT/LB (C5). These may randomly contain generic items such as medals, which you can sell in shops. These crates sometimes also serve to block the path or partially obscure a point of interest such as a treasure sphere.
- Several areas in the game feature time-operated doors and gates. These only open at very specific times, which you need to take into account when you plan to visit the locations that lie beyond them. Once you examine such gates for the first time, the hours when they are open appear on your map permanently.
- You will encounter switches in certain mazes and dungeons, which you must usually activate to open a corresponding door.



Inventory & Gil

Every item that you collect is automatically transferred to your inventory:

- Garb, weapons, shields, accessories, and abilities are battle-oriented items, which you will need to prepare and improve your Schemata (see page 31 for details).
- Adornments are cosmetic items that you can select when creating Schemata. They have no purpose other than to customize Lightning's appearance.
- Components are ingredients required to enhance and level up abilities via the Level Boost feature, available at all Sorcery Shops (🍄 – see next section on Shops).
- Key Items are unique, quest-related objects, or notes with Libra information on enemy species (see page 45).
- All objects in the Other Items category are usually required to complete collection-oriented quests.

Most shopkeepers will purchase any item that you have no need for. Those marked with the 🗑️ icon exist purely to be sold. Don't be too hasty in selling anything else. Pieces of equipment that seem obsolete

can become useful again for new strategies or to prepare Sub Schemata, while Components are precious ingredients for the Level Boost feature that enables you to level up abilities later in the story. Most objects in the Other Items category have an application in a side quest, possibly one that you haven't even unlocked yet, or could even be kept safely for a subsequent playthrough. As a rule, accumulate as many items as you can during your journeys, from fireworks in Yusnaan to wild mushrooms and flowers that grow in the Wildlands.









For the avoidance of all doubt: you won't accrue much gil (the primary currency in the Final Fantasy universe) or, for that matter, profit in the long term by clearing out your inventory. Instead, your two main sources of income will be:

- ★ The rewards from the quests that you complete. Broadly speaking, harder quests lead to better gil rewards.
- 🗑️ The enemies that you defeat. Each enemy type yields a specific amount of gil, though these amounts increase from Day 7 onwards. This reflects a corresponding gradual increase to the attributes of all monsters. Refer to our Bestiary for all details on the rewards you can potentially obtain from each enemy type.

Shops

There are several types of shop in the game, each offering unique goods or services. Note that the equipment sold differs from store to store, with their inventories being expanded over time, so be sure to visit the various Outfitters and Forges scattered across the continents regularly.

SHOPS OVERVIEW

ICON	SHOP TYPE	DESCRIPTION
	General Stores	Sell recovery items, which you can use to heal or revive Lightning, apply status enhancements, and cure status ailments.
	Outfitters	Sell garb, which are essential to create Schemata (see page 31) and improve Lightning's attributes; also sell adornments that enable you to customize her look.
	Forges	Sell weapons and shields, critical pieces of equipment to improve your stats and specialize your Schemata.
	Sorcery Shops	Enable you to strengthen your abilities, via both Synthesis (to improve abilities of the same type and rank) and, later in the story, Level Boost (to level up maxed abilities with components). See page 33 for details.
	Restaurants	Sell food that immediately restores Lightning's health at the moment of purchase. The more expensive the item, the more HP it will replenish.
	Inns	Rent rooms until an hour of your choosing, restoring all of your HP. Despite the latter feature, it's better to use items or restaurants to refill the HP gauge. Inns are only of use later in the story, once you have completed most quests and need to skip to a specific time of day to continue an outstanding task.
	Adventuring Essentials	Sell monster notes, which reveal individual monster weaknesses, how best to stagger them, and other useful Libra information that you can check during battle with 🗑️.
	Wandering Merchants	You will sometimes encounter wandering merchants in unexpected locations, most of whom will sell recovery items. However certain "rare" peddlers, who can only be found randomly in very specific locations, offer valuable pieces of equipment.

Skipping Cutscenes

While most players will want to see every last story development, there are instances (particularly after failing a difficult boss battle, or while replaying the game) where the prospect of revisiting lengthy cinematic sequences can be a less-than-enticing prospect. To skip cutscenes, press **START** / **○** and then tap **SILENT** / **○**.

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

GAME STRUCTURE

THE TIME FACTOR

LIGHTNING

DIFFICULTY SETTING

ONSCREEN DISPLAY

COMMANDS

EXPLORATION

COMBAT PREPARATIONS

COMBAT MECHANICS

SPECIAL FEATURES

NOVA CHRYSLIA



COMBAT PREPARATIONS

Lightning Returns employs a new variation on the classic Active Time Battle (ATB) system, combining the tactical possibilities of a traditional RPG with the tempo and visceral dynamic of an action game.

The number of attacks and abilities at your disposal is limited when the story begins, but you will acquire many more as you obtain additional equipment and defeat enemies. To avoid potential spoilers and an overload of information, this section is designed to act only as a generalized introduction to key features of the battle system. We offer an exhaustive investigation and interpretation of all related systems in the Inventory and Strategy & Analysis chapters.

Enemy Encounters

To initiate combat when monsters appear, approach them with **L** and tap **RT** / **LB** to attack. Whether your attack connects or not has a significant influence on the battle that follows:

- If you take your target by surprise (**V**) and your attack connects, you trigger a "great" opening: your enemies begin with 25% less HP than their maximum amount.
- If your opponent spots you (**F**) but your attack connects, you trigger a "good" opening: your enemies begin with 10% less HP than their maximum amount.
- If you fail to attack your opponent, or your attack doesn't connect and your opponent attacks you instead, you trigger a "poor" opening: you begin with 5% less HP than your current amount on the Normal and Hard difficulty levels.

Fighting battles doesn't lead to direct character progression, but does reward you with valuable item drops (including abilities and items required to complete quests) and gil. It also supplies you with a sum of EP usually equivalent to the stature or relative difficulty of the battle you have just fought. Though Lightning acquires numerous EP abilities over the course of the story, the EP you accumulate is most often invested in the use of Chronostasis to freeze time (see page 45).

Early in the adventure, when Lightning's primary stats are low and your tactical options are limited by a small pool of available equipment and abilities, avoiding certain enemies is something of a necessity. There are three enemy "types" that you will regularly encounter during your travels: Chaos Beast, Feral Creature and Man-made Unit. Enemies are then further divided into three subtypes: small-scale enemy, mid-scale enemy and large-scale enemy. As a general rule of thumb, you can determine the relative difficulty of an opponent with a simple appraisal of their physical stature. The smaller an enemy is, the easier they will be to defeat.

Fighting most mid-scale and large-scale monsters is impractical (and, for the most part, suicidal) during the opening day or two of the adventure. Lightning Returns does not pull its punches: its most powerful "random" monsters can and will spawn in their natural habitats from the moment full world exploration is unlocked. As you grow in confidence and competence, however, with Lightning's prowess improving in tandem, you'll gradually reach a point where you can compete against larger foes.

Before then: you run away, and pick only those fights that you can hope to win.

Whenever you need to avoid an impossible or potentially difficult and protracted battle, use the following advice.

- If you can put enough distance between Lightning and an enemy, they will automatically despawn. There are also certain map areas (such as villages in the Wildlands) where enemies will not appear. If you encounter a foe on the periphery of such locations, running inside its boundaries will cause the monster to disappear.
- At her full dash speed, Lightning can easily outpace the more sluggish enemy varieties. The more fleet-footed enemies may keep up with her, but will almost never move close enough to initiate combat during a straight-line sprint.
- Faster opponents can be annoyingly dogged in their pursuit, trailing Lightning with apparent ease over long distances. There are two primary ways to shake these persistent adversaries. The first is to note that all enemies have a similar stamina limitation as Lightning: after sprinting for a time, they must briefly pause to recover. If you time a dash carefully, you can sometimes accelerate out of their range at that precise moment. Secondly, weaving between or around scenery elements will often cause monsters to pause for a moment as they navigate past the obstruction – and often, a moment is all you need to extend the distance between Lightning and the monster to cause a despawn.
- Combat will only begin if Lightning is actually struck by an enemy. This means that it is possible to brush past (or even jump over) potential adversaries in close confines.

Note that you cannot interact with NPCs while enemies are in the vicinity. You must either fight to remove them, or run away until they fall out of range and automatically despawn. You can actually use NPCs as a distraction to facilitate your escape.

ATB (Active Time Battle)


Lightning's available energy at any given time during battle is represented by her ATB gauges. Every ability that you use consumes a portion of the ATB gauge of the Schema currently in use.

You have an individual ATB gauge for each Schema. All three gauges fill gradually during combat – the two in standby three times faster than the one currently selected. ATB segments are used in proportion to the ATB cost of the abilities you activate with the face buttons of your controller: every time you press one of these buttons, the corresponding ability is activated, with its ATB cost being withdrawn from the ATB gauge.












Switching between Schemata to make the most of each ATB gauge and carefully measuring the pace of your actions to maintain a steady assault, never ending up with all three gauges empty simultaneously, is a fundamental battle strategy.




Schemata






A Schema is a set of various pieces of equipment and up to four abilities, which you can allocate via the Customize Schemata entry at the main menu. You can have up to three Main Schemata available in combat.




During battle, you can switch between each Main Schema () at any time to make the most of their strengths, and of their respective ATB gauges.



SCHEMATA: OVERVIEW

ICON	PART	KEY ATTRIBUTES	AVAILABILITY	NOTES
	Garb	Various	Garb can be purchased at Outfitters, or received as a reward.	This is the most important part of a Schema. Not only does each garb come with unique auto-abilities offering various features and attribute boosts, but they also provide native abilities that cannot be changed. In addition, your garb determines your maximum ATB, and your default ATB (how full a Schema's ATB gauge is at the beginning of each battle). Choosing the right garb for any given situation and ensuring that your active Schemata complement each other is truly essential to your success. Turn to page 35 for more details on how to balance your Schemata configurations.
	Weapon	<ul style="list-style-type: none"> Strength () Magic () 	Weapons can be purchased at Forges, dropped by defeated enemies, or received as rewards.	The weapon you assign to each Schema increases your character's Strength and Magic attributes (see page 34), which in turn define the damage you can deal. Many weapons also come with auto-abilities that can have decisive applications or confer useful boons in combat (see page 32).
	Shield	<ul style="list-style-type: none"> HP () ATB Speed () Guard Defense () 	Shields can be purchased at Forges, or received as rewards.	Shields have a bearing on the Schema's HP (and sometimes other attributes too), but from a defensive perspective, their most important parameter is Guard Defense, which governs the Schema's ability to resist damage while you are guarding. Turn to page 34 to find out more about attributes, and page 32 for more details on guarding.
	Head Accessory	Various	Accessories can be found in treasure spheres or received as rewards.	Head accessories are primarily used to increase your offensive or defensive stats. They only affect the Schema they are equipped to.
	Arm Accessory	Various		Most arm accessories grant you status enhancements or increase your resistance to status ailments or elemental damage, though some have more unique properties. Arm accessories affect all three Main Schemata.
	Abilities	Various	Abilities are dropped by defeated enemies, or found in certain treasure spheres.	Abilities determine which actions you can perform during battles, and constitute the backbone of the gameplay. See page 32 for details.

Note that you can customize the appearance of each Schema with adornments (), which are sold by Outfitters and can be obtained as quest rewards. You can also rename each Schema by selecting its name in the top-left corner of the screen, or adjust the color of a garb with () / ().

During battle, you can switch instantly between your Schemata, at no cost and without penalty; all you have to do is press () / () or () / (). Each Schema has its own ATB Gauge, which recovers at a rate determined by the ATB Speed attribute ( – see page 34) of that Schema. The higher this value, the faster the ATB Gauge will replenish, making the corresponding Schema all the more useful.

Once you have prepared your Main Schemata, you need to choose your default Schema () with () / (). This not only determines your debut Schema at the start of every battle, but also determines Lightning's appearance while roaming the world and during cutscenes.

In addition to the Main Schemata, you can prepare up to six Sub Schemata. These are not available during battle, but you can easily swap them with your Main Schemata from the main menu with () / (). When you start facing enemy types that potentially require very specific tactical approaches, this feature enables you to rapidly redefine your Schemata without having to spend too long tweaking individual configurations.



Setting up your Schemata is pivotal to being prepared for the many battles that await you. To optimize your ability and efficiency, you will generally need to assign clear roles to each Schema to address and exploit the strengths and weaknesses of your opponents. We dedicate a section to character specialization on page 35. Before we get there, though, let's take a look at the different elements that give each Schema its own unique identity.

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

GAME STRUCTURE

THE TIME FACTOR

LIGHTNING

DIFFICULTY SETTING

ONSCREEN DISPLAY

COMMANDS

EXPLORATION

COMBAT PREPARATIONS

COMBAT MECHANICS

SPECIAL FEATURES





NOVA

CHRYSALIA

Abilities

There are four types of abilities, each corresponding broadly to a specific role you can assign to one of your Schemata. If you have played Final Fantasy XIII and/or Final Fantasy XIII-2, you will remember these distinct "roles" from the Paradigm system. Note that you can find an exhaustive list of all abilities, with all parameters and assorted details, in the Inventory chapter.

ABILITIES: OVERVIEW

ICON	TYPE	DESCRIPTION	CORRESPONDING ROLE*
	Physical Attacks	Attacks that inflict damage based on the Strength attribute. The greater the Schema's Strength, the more damage is inflicted. Certain advanced abilities have special properties, such as interrupting enemy attacks.	Physical Schema: a role specialized in dealing physical damage (especially to staggered foes) and building up or maintaining the Stagger Wave.
	Magic Attacks	Spells that inflict damage based on the Magic attribute. The greater the Schema's Magic, the more damage is inflicted. Many spells have elemental attributes, making them ideal to exploit enemy weaknesses (see page 40).	Magic Schema: a role specialized in staggering foes and dealing magic damage.
	Defensive Abilities	Defensive abilities enable you to reduce (or evade, or counter) the damage dealt by enemy attacks: the greater the Schema's Guard Defense attribute, the less damage you take while guarding. Certain advanced abilities have specific purposes, such as healing or restoring ATB.	Defensive Schema: a role specialized in tanking enemy damage.
	Ailment Spells	These inflict status ailments to your enemies, which is a great way to hinder them and lower the danger they pose significantly. Turn to page 41 for a description of all status effects.	Ailment Schema: a role specialized in inflicting status ailments to your opponents.

* A Schema can, of course, be configured to offer a composite of more than one role if required. See page 35 for more details on character specialization.

Obtaining Abilities: There are two ways to acquire abilities. First, almost every piece of garb comes with native abilities. Simply equip the garb, and you have access to the abilities inherent to it. However, you should note that native abilities cannot be removed, as indicated by their padlock icon (🔒). You can acquire new abilities by defeating enemies (and occasionally from treasure spheres). Whenever you obtain one that you're interested in, quickly open the main menu to equip it to the relevant Schema.

Using Abilities: To have access to abilities in battle, you simply need to assign them to a Schema (see previous section). Once you have allocated the ability of your choice, you can use it in combat by pressing the corresponding face button of your controller while employing the Schema in question. Many attacking abilities are designed to be performed on multiple consecutive instances to create a combo, with the final strike in the sequence offering increased damage. To use an ability multiple times, you can either press the necessary button manually in accordance with Lightning's movements, or simply hold the button down. Holding the ability button makes a lot of sense for guard abilities, as this ensures that there are no potential interruptions in your defense. The only downside to holding the button is that it prevents you from achieving potential Perfect Timing bonuses (see page 39), though this is an advanced feature that will take a little time to master.

Button Mapping: As you become more and more familiar with the combat system, you will soon realize that it makes sense to think carefully about how you allocate abilities to the face buttons of your controller. For example, if you have attacks infused with the same element in two different Schemata (such as Aero with one, and Aerora or Galestrike with another), try to assign these abilities to the same button. This way, when you face an enemy variety that is susceptible to the Wind element, you could potentially switch between the Schemata concerned without releasing the button. You can push this even further by deciding in advance that you will always assign certain types of moves to a given button. For instance, all guard moves to **△**/**ⓧ**; all Fire-elemental attacks to **ⓧ**/**△**; and so forth. This will give you an edge in battles, helping you to know instinctively what buttons to press in accordance with your current circumstances.

Synthesis & Ability Levels: All abilities have a level, which appears in their name. Initially, you will mostly have Lv. 1 abilities, but as you progress in the game, you will receive abilities of higher levels. What's more, you will soon unlock the Synthesis feature, available in Sorcery Shops (🏪), which enables you to fuse abilities of the same level to upgrade them, and ultimately to level them up once they reach their limit via the Level Boost feature unlocked on Day 6. Read the section on Synthesis to the right for more details.

Rare Abilities: Certain abilities appear in yellow in the game, and have a small star on their icons. These rare abilities are invaluable in that they are imbued with an auto-ability that provides additional benefits.

Auto-Abilities

Auto-abilities (🌀) are perks, passive traits that permanently boost the Schema they apply to (and, in the case of arm accessories, to any active Schema). They come in all forms, from those which enhance basic attributes such as HP, ATB, stagger capability, Strength and Magic, to those that affect elemental attacks and resistances. A few only apply in very specific circumstances, such as one auto-ability that offers a bonus whenever Lightning attacks an opponent from behind.

Auto-abilities can sometimes be extremely valuable, and even entirely justify settling for the otherwise poor stats of whichever piece of equipment or ability they belong to. In a highly specialized Schemata configuration, auto-abilities often have critical significance whenever you choose abilities or equipment for a given Schema. For example, a +15% increase of your Magic attribute can prove invaluable for a magic-oriented Schema that uses elemental spells (leading to a +15% boost to the damage you cause). Any bonus to damage (or ailment) resistance is a blessing for a defensive Schema designed primarily to tank enemy assaults.

To see details about the effects of auto-abilities, move the cursor to an item or ability and press **ⓧ**/**△**, or simply consult our comprehensive list on page 250.



Synthesis

Once they are unlocked during the storyline, you can visit Sorcery Shops to strengthen your abilities by synthesizing them with abilities of the same type and rank – for example Attack Lv.1 with Attack Lv.1. The first ability you select is kept and upgraded during the process. The second ability you select is consumed and lost.

You will find a brief overview of the system here. You can find an in-depth presentation in the Strategy & Analysis chapter.

- Synthesizing physical abilities (👊) and magic abilities (🔮) increases their Attack parameter by one increment (for example, from x1.00 to x1.05), making it more powerful (in this case, by 5%).
- Once an ability reaches its limit (its final increment), it is marked by an icon (👑). At this point, synthesizing it further has no effect on its Attack value.
- The synthesis process usually keeps the best parameters of the two abilities that are fused. For instance, if you synthesize an ability with a low ATB cost, and another with a high Attack value, the resulting ability will have both of these features.
- If the two abilities that are being synthesized each have an auto-ability, the source ability has priority over the consumed ability – in other words, the auto-ability of the first ability that you select will prevail.
- In addition to a boost to the source ability's Attack parameter, the synthesis process may occasionally lead to extra bonuses, such as the appearance of an auto-ability. These are usually extremely valuable.
- Synthesizing defensive abilities (🛡️) and ailment abilities (👤) is not necessary, as they are always maxed by default – their parameters cannot be raised any further.
- A maxed ability (marked by the 👑 icon) can be leveled up via the Level Boost feature that is unlocked at all Sorcery Shops from Day 6. Leveling up abilities always results in boosts to their main parameters, and sometimes in additional bonuses, such as a reduction of their base ATB cost. As a consequence, abilities that you level up at Sorcery Shops (especially those that you have nurtured from Level 1) cost less in terms of ATB than those of equivalent levels that you obtain from defeated enemies.
- After leveling up an ability, you can repeat the whole process again (synthesizing it incrementally, and leveling it up) to reach even higher levels. This feature is partially restricted during a debut Easy or Normal playthrough, but fully unlocked during a subsequent Hard playthrough after you complete the main storyline for the first time.

QUICKSTART

CAST & CONCEPTS

★ PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVASES OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

GAME STRUCTURE

THE TIME FACTOR

LIGHTNING

DIFFICULTY SETTING

ONSCREEN DISPLAY

COMMANDS

EXPLORATION

★ COMBAT PREPARATIONS

COMBAT MECHANICS

SPECIAL FEATURES

















NOVA CHRYSALIS

Attributes

Attributes are the parameters that determine each Schema's efficiency. Each attribute has a bearing on one or more gameplay elements. Once you are confident enough to start creating specialized Schemata (see page 35), you need to pay close attention to each Schema's attributes, making sure that those most pertinent to the role are maximized.

You can also increase your attributes with pieces of equipment (see page 31) and auto-abilities (see page 32).

ATTRIBUTES: OVERVIEW

ICON	ATTRIBUTE	DESCRIPTION
	Strength	Affects the damage you deal with physical attacks. An essential attribute for damage-dealers using physical strikes (): abilities such as Attack, Heavy Slash, Blitz, and so forth.
	Magic	Affects the damage you deal with magic attacks. An essential attribute for damage-dealers using magic attacks () and ailment-oriented Schemata (): abilities such as Ruin, elemental spells, debuffs, and so on.
	Guard Defense	Affects how well you resist damage when using a guard ability (). An essential attribute for defensive Schemata.
	HP	Your maximum HP value, when your HP gauge is full. This attribute is only of primary importance for defensive Schemata.
	ATB Speed/ATB Recovery	The speed at which a Schema's ATB gauge is replenished. This is a crucial attribute for all Schemata.
	Maximum ATB	A Schema's bonus to the Maximum ATB value. The higher this parameter, the more abilities you can use in quick succession with a full ATB Gauge.
	Default ATB	Your ATB value at the start of each battle.
	Physical Resistance	The reduction applied to any form of physical damage you sustain. This is only relevant for defensive Schemata.
	Magic Resistance	The reduction applied to any form of magic damage you sustain – again, this is only relevant for defensive Schemata.
	Stagger Power	The amount by which an attack contributes to increasing the target's Stagger Wave (see page 38). This is usually measured with letters, with A being the most efficient, and E the least efficient.
	Stagger Preservation	The amount by which an attack contributes to maintaining the target's Stagger Wave (see page 38). Also referred to as Stagger Time, this is usually measured with letters, with A being the most efficient, and E the least efficient.
	ATB Cost	The cost of an ability: in other words, how many points are removed from your current ATB Gauge.



Character Progression

Throughout the adventure, Lightning becomes stronger in many ways. However, and unlike most RPGs, her attributes do not increase via the accumulation of experience points during battles, but instead by completing quests. Each quest that you complete – be it main quest, side quest or a Canvas of Prayers task – rewards you with bonuses to your main attributes. It is usually the case that longer or more difficult quests offer better stat bonuses. As quest completion is also the principal story requirement to reach the ending, there is a very strong incentive for you to tackle as many missions as you can.

In addition to these bonuses, there are other factors that contribute to your character progression:

- **Better equipment:** As the in-game days pass, shop inventories are expanded and you have access to much more powerful (albeit more expensive) equipment, from garb to weapons and shields. Later quest rewards and items

dropped by advanced enemies can also provide you with valuable objects. Superior equipment can contribute a very significant bonus to your combat proficiency.

- **Better abilities:** From Day 7 onwards, the enemies you encounter grow stronger on a daily basis. This gradual elevation of the overall difficulty of combat has its merits, one being that monsters begin to drop abilities of higher levels. They will also surrender more rare abilities in post-battle spoils, which can drastically improve both your offensive and defensive efficiency.
- **Ability Synthesis:** As you accumulate abilities in great quantities from defeated enemies, you can eventually employ the Synthesis feature offered by Sorcery Shops () to upgrade abilities of the same level, and ultimately to level them up once they reach their limit (marked with the  icon). By manually leveling up abilities (especially the rare ones), you can further hone your combat skills.

Character Specialization

Character specialization is an all-important aspect of the game. If your Schemata are versatile and broadly similar – for example, one physical attack, one elemental spell, one area-of-effect technique, and one guard move in each Schema – you will do fine during the first few hours in the game. This is a natural approach for beginners, as you do not have access to ailment spells initially. It also makes sense to be able to block or attack with any Schema. However, if you stick to this strategy, your overall efficiency in battle will be extremely

limited in the long run – especially from the moment you start fighting stronger enemies. Indeed, the various roles you can assign to your Schemata rely upon completely different attributes, and having average attributes leads to mediocre battle performances.

We discuss the details and requirements of character specialization in the Strategy & Analysis chapter, but for now you should at least understand the general underlying mechanics.

SPECIALIZATION: OVERVIEW

KEY ABILITIES	ROLE	DESCRIPTION	KEY ATTRIBUTES
	Physical damage-dealer	A specialist in physical damage, especially the damage dealt during a stagger sequence. Can also contribute very efficiently to staggering enemies.	Strength ATB Speed
	Magic damage-dealer	A specialist in magic and elemental damage, which can greatly contribute to staggering enemies by exploiting their weaknesses.	Magic ATB Speed
	Tank/Damage sponge	A defense specialist, capable of tanking (or evading, or countering) even the most powerful enemy attacks without losing much health.	Guard Defense HP
	Ailment Schema	A specialist in status ailments, who can make a world of difference in battles by reducing key enemy attributes.	Certain auto-abilities Magic

Given that there are four principal roles, and you only have three Main Schemata that you can use in battle, at least one of your Schemata will have to fuse two specializations.

Here is a description of a typical Schemata configuration that can prove very successful against more powerful enemies. Naturally, this is only one possibility among many, and you should feel free to adapt this to your style and needs, and to experiment with the system yourself. Consider the following configuration as a very efficient setup that will remain reliable throughout the entire adventure. You will find more suggestions and a complete presentation of the system in the Strategy & Analysis chapter.

Schema 1: Ailment Schema (Ailment Schema). This essential role focuses on debuffing and debilitating your enemies. Though you may initially think that launching standard attacks would be more useful, think again: status ailments severely hamper your foes, and can have various effects, such as greatly increasing the damage you deal to them, or significantly reducing the damage they deal to you. There are many ailment abilities that work wonders (see page 41), though you will have to choose a maximum of four for this Schema. Deprotect, Deshell, Imperil and Slow tend to be effective choices in most instances. If you decide to opt for only three of them, you can use the fourth ability slot for a guard ability (making this Schema your tank –).

Schema 2: Magic damage-dealer (Magic damage-dealer). This profile requires a very high Magic stat (with Strength and HP being irrelevant), and will usually need to have access to elemental spells of all four elements – which means that all four ability slots will be used up. Choose an elemental garb that suits your needs, and complement its native ability with your best spells of the other three elements.

Schema 3: Physical damage-dealer (Physical damage-dealer). This profile requires a very high Strength stat (with Magic being irrelevant), and at least two standard physical attacks, one that can deal massive damage to a single target, and one with an area of effect to hit multiple opponents simultaneously. An additional elemental (but physical) attack can be a boon against enemies vulnerable to the element in question. This leaves you with at least one free ability slot, which you can keep for a guard ability (giving this schema a second role: tank –) or for an attack likely to interrupt enemy actions.

If you follow this general configuration, your defensive Schema will be either the physical damage-dealer or the ailment Schema. This choice really depends on your personal preferences, but you must ensure that your Schema with a secondary “damage sponge” role has a large amount of HP, a strong Guard Defense stat (from a shield), a powerful guard ability, and perhaps even a related auto-ability (such as an increase to damage resistance).

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

GAME STRUCTURE

THE TIME FACTOR

LIGHTNING

DIFFICULTY SETTING

ONSCREEN DISPLAY

COMMANDS

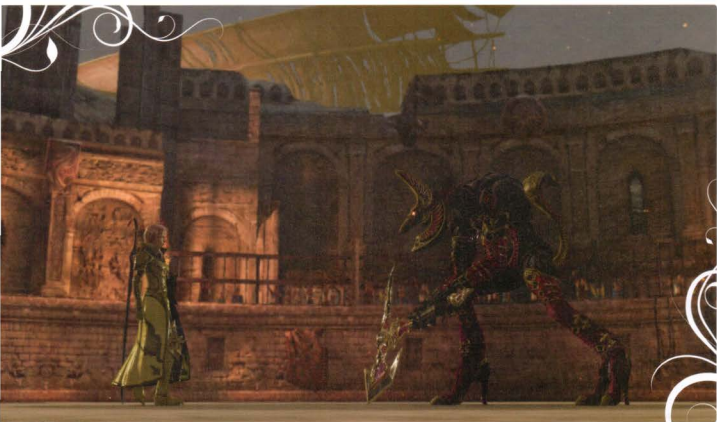
EXPLORATION

COMBAT PREPARATIONS

COMBAT MECHANICS

SPECIAL FEATURES

NINJA CHRYSALEA



Battlefield Properties

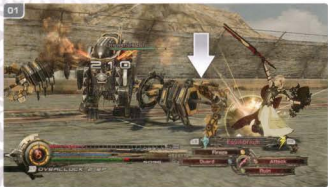
Once you've struck (or been struck by) an enemy on the field screen, you are automatically transferred to the battle screen. Wherever you are in the game, the battlefield is always the same in terms of size and shape: it's a circular arena, where you are free to move around with **L**.

Lightning walks at a rather slow pace during combat, so the instances where it makes sense to use this feature are fairly rare:

- The most common is when you identify that an enemy type has very specific attack restrictions. For example, if you notice that an opponent will only strike at melee range, you can move away from it to prevent it from attacking while your ATB gauges are being refilled. The opposite (deliberately remaining at close range) can be effective against foes who only perform ranged attacks, or favor weaker assaults when Lightning is in close proximity.
- There are also certain enemy types that are easier to stagger if you catch them from behind, or if you destroy one of their body parts by striking at certain vulnerabilities (**C3**). Any body part that you manage to destroy will severely hamper the victim, usually causing an instant stagger and preventing an adversary from performing a specific (usually powerful) attack.

In almost all other cases, however, you are better off using abilities and making the most of your ATB gauges in a direct offensive, rather than wasting precious time by walking around the battlefield. The defensive Evade ability (**O2**) can be used to roll in any direction, which is much faster than walking, but this is costly in terms of ATB, and there are few applications to this move.

Note that you can control the camera with **R3**, and switch between near and far views with **R3**, **↑**, **O3** & **O4**. The far view can prove handy when you are facing many enemies in combat, or want to assess your exact position on the battleground.





Combat Flow

Fighting battles in *Lightning Returns* is almost akin to dancing or playing a rhythm game, with switches between Schemata being the beat of the melody, and the activation of abilities its notes. The important thing to keep in mind is that you do not dance alone: the behavior of your enemies partly dictates the pace of each encounter, requiring you to adapt your steps to best counter your foes. If they attack, you guard; if they resist a specific type of damage or element, you switch to the opposite one.

The point is that you usually need not worry about moving your character around, or jumping, or performing other feats of agility; your sole concern is to activate abilities with the face buttons of your controller, and switch Schemata when appropriate with **(LT) / (RT)** or **(LB) / (RB)**.

A typical sequence of events in a combat encounter might flow in the following manner:

- You open the battle with your ailment Schema, weakening your opponent with status ailments (see page 42).
- You switch to a stagger-oriented Schema to build up your target's Stagger Wave, for example with elemental attacks (exploiting the target's weaknesses – see page 43) until you cause a stagger.
- You switch to a damage-dealer Schema to hit your staggered victim with your most powerful attacks.

D. Whenever necessary, you quickly switch to your defensive Schema to tank any attacks launched against you, then immediately switch back to the previous Schema to resume your assault.

E. You keep repeating this cycle until your enemy falls, making any adjustments required during the process (for example healing, or casting a status ailment again if the enemy cured or recovered from its deleterious effects).

Once you know your three Schemata ability sets by heart, you can actually spend most of your time with your eyes focused on your opponent. Calmly but resolutely activate your abilities one after the other in sequence, only briefly switching in and out of your defensive Schema to guard every time you notice your target initiating an assault (which is foreshadowed either by a characteristic move such as an arm swinging, or by a text box with the imminent attack's name appearing directly above the foe).

With practice, battles do become like a dance, with the general tempo (your strategy) dictated by the enemy type you're facing, and more contextual actions (such as guard moves or the activation of powerful attacks) leading to smooth and precise transitions between your Schemata.

Prioritizing Targets

When you face multiple opponents, you are free to change targets during battle with **(X)**. This feature has various applications:

- Sometimes you may want to take out a certain enemy first: perhaps eliminating a single powerful opponent surrounded by weak minions, or taking out a fragile foe who has a propensity for healing or buffing his more attack-focused companions.
- You can also benefit from switching targets when you launch area attack spells. Choose an enemy in the center of a group to inflict damage on as many foes as possible (**(OS)**).

As a rule, you should always try to thin enemy numbers quickly whenever you fight groups. Any enemy outside your current view can prepare and perform an attack that you won't even see coming, which will make it much more difficult to guard in time.



QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

GAME STRUCTURE

THE TIME FACTOR

LIGHTNING

DIFFICULTY SETTING

ONSCREEN DISPLAY

COMMANDS

EXPLORATION

COMBAT PREPARATIONS

COMBAT MECHANICS

SPECIAL FEATURES

NOVA CHRYSALIS

Stagger

By striking at enemy vulnerabilities, you can break down their defenses and stagger them. Attacking a staggered enemy will deliver far more damage than usual, enabling you to end battles more quickly and efficiently. Managing to stagger your opponents is one of the most essential keys to being able to defeat them – this is especially true against large-scale creatures and bosses.

When you attack an enemy, you will see a Stagger Wave on its HP gauge. The more this wave increases, the more effective your attack was. To speed up the process, always try to exploit your target's weaknesses (see page 40). For example, hitting an opponent with a susceptibility to the Fire element with Fire-infused spells and attacks will usually lead to a quick stagger. As you get closer to staggering your enemy, the wave will turn from blue to yellow and then to red (06). Keep hitting the foe until it is staggered.

Abilities can contribute to stagger-building in two ways:

- Some abilities have excellent **Stagger Power** (08), which means that using them significantly increases the amplitude of the Stagger Wave.
- Other abilities are primarily equipped for **Stagger Preservation** (09), meaning that they maintain the wave, preventing it from being reset until the next attack with high Stagger Power is ready to be performed.

The attack that causes the stagger on an enemy enjoys a massive damage multiplier, which makes powerful abilities even more useful in that regard. The word "Staggered" appears above the victim, who usually reacts physically – for example by collapsing or kneeling down. The victim remains staggered only for a limited time, so always try to make the most of these precious seconds.

Indeed, most enemies will be severely weakened while staggered, for example taking more damage, becoming vulnerable to status ailments, or even suffering from certain stagger-exclusive ailments (represented by hexagonal icons).



This makes staggering the fastest and most effective way to take down most monsters. To maximize your damage output during a stagger, you might occasionally choose to employ the unique Overlock EP ability, which freezes time in your favor (see page 45).

Some enemies have more than one level of stagger. This means that, while they are staggered, you can repeat the process and stagger them a second time, leading to even greater results. The victim will generally react physically to each stagger. For example, a creature might kneel down during a first stagger, then completely keel over if you manage to reach the second level of stagger.

It's worth noting that some enemies will be staggered when you guard one of their attacks just before it lands, or when you strike right before or after one of their attacks. Such "Perfect Timing" moves require practice but reduce the duration and difficulty of certain encounters enormously once mastered.



Perfect Timing

The efficiency of certain abilities can be enhanced by performing them with Perfect Timing, which usually means that you execute the move during the final animation frames of a previous action.

- Offensive abilities that you can link in a combo will be ever more powerful if you unleash them right as the last physical attack strikes or when the prior spell is unleashed. Perfect attacks deal more damage, but they require you to tap the relevant face button of your controller with the right tempo. They are, naturally, impossible to achieve if you hold the button instead.
- Defensive guard abilities are also far more effective if you activate them right before the enemy's attack lands. Perfect Guard reduces (and may even negate) the damage sustained by Lightning, and can trigger an instant stagger on certain enemy types as a fringe benefit.
- Striking certain enemies just before or after they perform a signature attack can also trigger an instant stagger.

Whenever you perform an action with perfect timing, you will see a glowing aura surround Lightning (07). Perfect timing is a high-level technique that requires quick judgment and extensive practice, though its merits are substantial.



Healing

Unless you're playing on Easy Mode, where your HP gauge is replenished automatically outside battles, healing Lightning can be something of a mystery early on in the adventure, as the only curative abilities at your disposal involve consuming EP and items that you can carry in very limited quantities. As you advance in the storyline, though, you will receive additional slots for recovery items, extra EP, and equipment offering new abilities, which makes HP maintenance less of a problem.

You can see your HP gauge at all times in the bottom-left corner of the screen, whether you are on the field screen, on the battle screen, or even in menus.

Here is an overview of the various methods you can use to heal in the opening hours of play.

Recovery Items: These are consumables that you can use both during battles (START, then L1/A or R1/B to change screens) and outside battles (via the main menu). There are various types of potions, of varying potencies, and some with additional effects such as the endowment of buffs. Check out the Inventory chapter of this guide for a complete list. You can purchase recovery items from the multiple General Stores scattered throughout the world, and from Hope (in return for EP, rather than gil) during each visit to the Ark.

EP Abilities: You can also use these abilities both during battles (START, then L1/A or R1/B to change screens) and outside battles (via the main menu). They consume EP, and some of them can be used to restore health. Curaga, which is available from the start, refills your entire HP gauge. See page 45.

Restaurants: There are restaurants to be found across all four continents (though the Dead Dunes has only one). These all offer various dishes that will restore HP instantly. The more gil you spend, the larger the restoration.

Inns: Staying at an inn replenishes your entire HP gauge, though this is at the cost of both gil and, more importantly, time. Considering that you have a limited amount of hours to complete your

objectives, we would suggest that you heal at restaurants instead. Inns are designed to be of utility later in the story, when you have relatively few outstanding quests and need to accelerate time for one reason or another.

Mediguard: You are likely to obtain the Mediguard ability during your first trip to Yusnaan, as it is dropped by the Flanitor enemy type. Being able to top up Lightning's health while blocking (or in quiet moments against weak opponents) reduces the need to burn through healing items or EP. There are other abilities that can offer similar properties, but these only become available at a much later stage in the game.

Regen: This status enhancement causes your HP to slowly replenish over time during battles until the effect expires. Though you cannot cast it with an ability, there are a few ways to trigger it (mainly via certain potions and, later in the story, noteworthy equipment).

Allies: An ally acquired during the course of the main story in the Wildlands can cast healing spells on Lightning.

The most important point to understand about healing is that the ideal scenario is to avoid taking damage in the first place. The key to avoiding injuries is guarding, which you should learn to do with unflinching efficiency. To increase your chances, make sure you always assign your guard abilities to the same face button of your controller (for example, X/□), and start holding that button immediately when you notice an incoming enemy attack, while simultaneously switching to the relevant Schema.

With practice, this will become a second-nature move that you perform instinctively in every battle. In easy encounters, guarding with Mediguard is enough to negate enemy damage, and heal as a fringe benefit. You can even use Mediguard to restore Lightning's HP after staggering more trivial enemies. Against tougher opponents, it's usually safer to resort to guard abilities with higher resistance to damage (such as Heavy Guard). Taking no or little damage without being able to heal is better than taking more damage than you can hope to heal with Mediguard.

QUICKSTART

CAST & CONCEPTS

FRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PREFERENCES

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

GAME STRUCTURE

THE TIME FACTOR

LIGHTNING

DIFFICULTY SETTING

ONSCREEN DISPLAY

COMMANDS

EXPLORATION

COMBAT PREPARATIONS

COMBAT MECHANICS

SPECIAL FEATURES

NOVA CHRYSALIS

Death, Game Over, New Game+

In *Lightning Returns*, **death** isn't really a danger, and losing a battle won't send you to the Game Over screen. Whenever your HP gauge is entirely depleted, you are requested to select any of the means of revival at your disposal: either a recovery item such as Phoenix Down, or an EP ability such as Arise.

If you consume all of these and run out of options to revive Lightning, your only option is to **escape** the battle with the corresponding EP ability (which costs 0 EP). Escaping a battle rewinds time to before the battle began, resetting all of your parameters and belongings to their previous state, but this consumes an hour of the in-game time on Normal or Hard Mode – making it an inconvenient solution if activated too frequently.

Indeed, whereas occasional uses of the Escape ability can be perfectly acceptable, repeated usage will lead time to flow too fast, preventing you from completing key objectives. If you fail to complete all five main quests by Day 13, when the world is set to end, you will reach the **Game Over** screen. Your only option then is to restart the adventure from Day 1.

When this happens, you have the option to activate the **New Game+** feature, which enables you to begin the adventure anew while keeping practically all of your equipment and attributes from the previous save file. This, naturally, gives you an incredible edge in your new playthrough.

Damage Types & Elements

All attacks in the game are either physical or magic in nature, the former dealing damage based on the Strength attribute, and the latter based on the Magic attribute.

Both attack types can be either non-elemental (neutral) or elemental – in other words, imbued with an element from a subset of four elemental varieties.

DAMAGE TYPES & ELEMENTS

ICON	MEANING	ICON	MEANING
	Physical		Ice
	Magic		Lightning
	Fire		Wind

Each enemy has a set of affinities, which determine the amount of damage they sustain from attacks.

DAMAGE AFFINITIES

DESCRIPTION	MEANING
Weakness	The enemy takes extra damage.
Normal	The enemy takes standard damage.
Halved	The enemy takes reduced damage.
Resistant	The enemy takes very little damage.
Immune	The enemy takes no damage.
Absorbed	Attacks will actually heal the enemy.



Once you have identified a creature's weaknesses, it is up to you to adapt your Schemata accordingly to take advantage of them. For example, if a creature is weak to the Fire element, but resists magic damage, equipping a Fire-imbued physical ability (such as Flamestrike or Heat Blitz) to a Schema dedicated to physical damage will lead to optimal results. If you stick to abilities (even the most powerful ones) that enemies resist, your attacks will have very limited effects on them.

There are several ways to further enhance the effects of your attacks when attempting to exploit enemy weaknesses.

- Certain recovery items, including various sorts of potions, can grant you status enhancements. These increase one damage type (physical with Bravery, magic with Faith) or provide elemental properties to otherwise neutral attacks (the En- buffs, such as Enfire, Enfrost, and so on).
- You can equip certain accessories that produce similar effects.
- You can equip various pieces of equipment offering auto-abilities that enhance one specific type of damage or element.
- You can cast the Imperil status ailment on your enemies, adjusting their elemental damage affinities by one level (for example from "Normal" to "Weakness").

You also have various means at your disposal to increase your resistance to all types of attacks from your opponents:

- Many pieces of equipment, especially accessories, offer effects or auto-abilities that can increase your resistance to any and all types of damage.
- Certain abilities, such as NuAll Guard, increase your efficiency when guarding against specific types of damage.
- Various status enhancements can improve your resistance to one damage type – see next page for details.



Status Enhancements



Status enhancements (also called **buffs**) are beneficial status effects that improve the defensive or offensive prowess of the user – be that Lightning (LB) or an enemy (EB). They play a decisive role in determining the difficulty, duration and final outcome of the more demanding battles.

Status enhancements cannot be bestowed by abilities, but only via the use of recovery items or accessories. Each buff has a specific purpose, as revealed in the following table.

STATUS ENHANCEMENTS: OVERVIEW

ICON	ENHANCEMENT	EFFECT
	Bravery	Raises the target's Strength stat, increasing the damage inflicted by physical attacks.
	Faith	Raises the target's Magic stat, increasing the damage inflicted by magic attacks.
	Protect	Increases the target's resistance to physical attacks.
	Shell	Increases the target's resistance to magic attacks.
	Haste	Increases the rate at which the ATB gauge fills.
	Vigilance	Increases the target's resistance to interruptions.
	Regen	Slowly restores HP over time.
	Veil	Increases the target's resistance to status ailments.
	Enfire	Strengthens attacks imbued with the Fire element, imbues non-elemental attacks with this element.
	Enfrost	Strengthens attacks imbued with the Ice element, imbues non-elemental attacks with this element.
	Enthunder	Strengthens attacks imbued with the Lightning element, imbues non-elemental attacks with this element.
	Enaero	Strengthens attacks imbued with the Wind element, imbues non-elemental attacks with this element.
	Reraise	Revives you once if your HP gauge is entirely depleted.

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

GAME STRUCTURE

THE TIME FACTOR

LIGHTNING

DIFFICULTY SETTING

ONSCREEN DISPLAY

COMMANDS

EXPLORATION

COMBAT PREPARATIONS

COMBAT MECHANICS

SPECIAL FEATURES

NOVA CHRYSALIS

Status Ailments

Status ailments (which include both **debuffs** and **debilitations**) are detrimental status effects that can be inflicted on Lightning and her enemies. They become a more prominent aspect of combat encounters as you progress through the story. Some adversaries (particularly bosses and large-scale foes) can prove difficult to beat unless you weaken them with status ailments.

The most common way to inflict status ailments is via the use of debilitating abilities (Ⓜ). Ideally, you should have one of your Schemata at least part-specialized in inflicting debuffs, and pay attention to any immunities that your current target may have. What could be a long, protracted battle might become a formality the moment you hamper your opponent with the debuffs it is vulnerable to.

When you are assailed by status ailments, you will need to quickly assess how dangerous they are. The Esunada EP ability is the most obvious solution to remove them, though this costs 1 EP. Other cures include recovery items such as Remedies, and potions that grant a buff that counters the debuff you're suffering from.

STATUS AILMENTS: OVERVIEW

ICON	AILMENT	EFFECT
	Debrave	Diminishes the victim's Strength stat.
	Defaith	Diminishes the victim's Magic stat.
	Deprotect	Reduces the target's resistance to physical attacks.
	Deshell	Reduces the target's resistance to magic attacks.
	Slow	Reduces the rate at which the target's ATB gauge replenishes.
	Curse	Reduces the target's resistance to interruptions.
	Poison	Deals gradual damage until removed or the effect expires.
	Imperil	Reduces the target's resistance to elemental attacks.
	Pain	Prevents the afflicted combatant from using physical abilities.
	Fog	Prevents the afflicted combatant from using magic abilities.
	Daze	Stuns the target and increases the damage they sustain through attacks.
	Unprotected	Lowers the target's physical resistance.
	Unshelled	Lowers the target's magic resistance.
	Parched	Lowers the target's resistance to Fire damage.
	Exposed	Lowers the target's resistance to Ice damage.
	Conductive	Lowers the target's resistance to Lightning damage.
	Brittle	Lowers the target's resistance to Wind damage.
	Broken	Makes the target easier to stagger.
	Infected	Makes the target more vulnerable to status ailments.
	Hindered	Slows the target's movements.
	Confused	Makes the target unable to distinguish friend from foe.
	Cursed	Makes the target more likely to recoil and have attack interrupted.
	Dazed	Makes the target unable to take action and more vulnerable to damage.
	Pained	Makes the target unable to use physical attacks.
	Foggy	Makes the target unable to use magic attacks.



Note that each status ailment (except for Imperil) can be countered by using the opposing effect which strengthens the same parameter, and vice versa:



When you face an enemy type that is immune to certain (or all) status ailments, it is worth noting that staggering the target can often cancel its immunities and make it ripe for a quick round of ailments at the beginning of the stagger period. You can then launch your most powerful attacks for optimal results. This is an essential step against the toughest enemies and bosses in the game.


In addition, many creature types suffer from unique debuffs while staggered, making them even more vulnerable to your attacks. These ailments have the same icons as the ones introduced here, except that they have hexagonal shapes (see the Overview table, to the left).



Enemies



You will encounter dozens of different enemy types during your travels through the main regions in Lightning Returns. Many roam alone, but some are found in pairs, or even larger groups. With certain battles being unavoidable, and the rewards for taking down enemies very valuable (new abilities, pieces of equipment, quest-related drops, gil), it is essential that you get to know the strengths and weaknesses of your foes. Even more important is the need to react accordingly by adapting your Schemata and tactics.

Press **R2/L1** to view "Libra" information on your opponents during battles (**L1**); use **R1/R2** and **L1/L2** to cycle through the pages that appear for each individual assailant. Most fields will be blank on a first encounter, but additional data will appear during combat, and on subsequent meetings. It usually takes a handful of separate battles to build a fairly complete picture of a particular adversary's strengths, weaknesses and special attributes. Once an entry is fully revealed it is marked with a  in the in-game bestiary.

To speed up the process of revealing enemy data, you can deliberately try out all types of attacks as the battle begins: quickly cast all four varieties of elemental spells with your magic-oriented Schema, then switch to



your ailment Schema and cast all available spells, then switch to your physical-oriented Schema and unleash a physical attack. This short round of moves will uncover most of the creature's essential information.

Alternatively, you can purchase monster notes from Adventuring Essentials merchants, which offer you the benefit of a fully revealed Libra page for a relatively minor investment.

Much of the data obtained for each enemy concerns their susceptibility or capacity to withstand elemental forces and status effects. This is vitally important, as exploiting these weaknesses is the only way to stagger and defeat your opponents quickly. Indeed, if you have not discovered that a foe has a high resistance to (or, worse, absorbs) Wind-based damage, for example, any ability infused with that element will heal your target instead of damaging it.

As you establish that different kinds of attacks are more or less effective against different enemies, you will simultaneously discover each creature's stagger conditions. These lists the most efficient ways to stagger your foes – an essential step for painless battles (see page 38).

There are a few final tips that you should know to fully understand the danger posed by monsters:

- Monster Evolution:** From Day 7 onwards, all monsters grow stronger at regular intervals in the timeline (see the guide's Bestiary for details), dealing more damage to Lightning and taking less damage from her. This is a critical factor that you need to take into account when planning your journeys and the order in which you will be completing main storyline missions and secondary quests.
- Item Drops:** As monsters grow stronger from Day 7 onwards, they also yield better rewards. You receive more gil, but more importantly you also have a better chance to obtain superior item drops, and high-level abilities. For example, an enemy type that regularly drops a standard version of Ruin Lv. 1 in early days will start to drop Ruin Lv. 2 or Lv. 3, potentially in rare versions, on Day 10. This makes the process of hunting down enemies far more rewarding, though more difficult, during the later stages of the story.
- Last Ones:** There are a limited number of monsters inhabiting the lands of Nova Chrysalia. Once you defeat all the individuals of a species, it will have been exterminated, never to appear again. However, when ridding the world of monsters, you must take heed of the Last Ones. These are the very last specimens, appearing when their species is on the brink of extinction. Last Ones are magenta in color (**L3**), and far more powerful than their predecessors. They're also easy to identify from the letter "Ω" (omega, the final letter of the Greek alphabet) that appears in their name. Eliminating them usually offers valuable item drops, as well as a piece of equipment to collect on the ground right after the battle ends. It's worth noting that a handful of species cannot be exterminated – these are all clearly identified in the guide's Bestiary.



QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

GALLERY

GAME STRUCTURE

THE TIME FACTOR

LIGHTNING

DIFFICULTY SETTING

ONSCREEN DISPLAY

COMMANDS

EXPLORATION

COMBAT PREPARATIONS

COMBAT MECHANICS

SPECIAL FEATURES

NOVA CHRYSALIA

SPECIAL FEATURES



The Ark



The Ark is Lightning's base of operations, where time does not flow. You are automatically returned to the Ark at 06:00 every morning, no matter where you are and what you are currently doing. Your EP meter is refilled to its maximum level in the process.

During every visit to the Ark, you will find a gift from Hope, taking the form of a cubic treasure box (G). Make sure you always open these gifts, as their contents are valuable, from new EP abilities to special garb that you can use in battle.

You can also talk to Hope to learn more about various concepts and characters, but more importantly to acquire special recovery items (see page 39) in exchange for EP. Some of these items are very rare and cannot be obtained anywhere else.

The Ark also features the Book of Conquest, a record of the highest battle scores received from all unique enemies (mostly bosses and Last Ones) that Lightning has fought and defeated. Examine the book to activate these records, and you will be able to challenge these fallen enemies again in their most powerful form. These battles offer no rewards; they are purely available for sport and practice.

Chaos Infusions



Chaos Infusions are pockets of Chaos that appear without warning in your environment (02). Inside a Chaos Infusion, several factors make your opponents significantly more difficult to beat:

- Monsters' HP, Strength and Magic are all boosted by 50%.
- Monsters restore HP indefinitely through a permanent Regen effect.
- Monsters are more resistant to interruptions, regardless of the attacks used.
- Monsters are able to quickly shake off any status ailments.
- Status ailments last longer than usual on Lightning.

However, there are some advantages to be found in battling monsters within Chaos Infusions. You will have a better chance of receiving items, and will receive a multiplier on your post-combat haul of gil and EP. Furthermore, Chaos Infusions feature Soul Seeds, collectibles that you can pick up and sell for a sizable price to traders that appear on each continent.

The moment you defeat the creatures spawned by an Infusion, the Chaos will disperse. It is up to you to weigh the risks and decide for yourself whether or not to fight or stay clear of combat. If you are unsure, you can always briefly step inside the boundaries of the pocket, and identify which enemy type spawns. Engage it if it belongs to a species that poses you no threat, and retreat otherwise; you can then eliminate the enemy from outside the Infusion, or move away and come back in the hope that another, weaker enemy type will spawn instead.

If you are competent at avoiding enemies as they pursue Lightning, you can make daring forays into Chaos Infusions to collect any Soul Seeds in the area without actually entering combat. However, as defeating enemies in Chaos Infusions is a significant source of EP, it's generally worth your while to wait for a suitable opponent and capitalize on the opportunity to gain the improved spoils.

EP & EP Abilities

Lightning's Energy Points (EP) are represented by the meter in the bottom-left corner of your screen. You can spend these points to activate EP abilities (or to buy recovery items while on the Ark).

There are multiple ways to restore your EP:

- EP is fully restored when you return to the Ark at 06:00 every day.
- Each enemy you defeat rewards you with a set amount of EP. As a rule, the tougher the foe, the more EP you get for eliminating it. Most enemies of the large-scale subtype yield large sums of EP when they fall, making the weaker varieties very efficient targets to refill your EP meter.
- Enemies that you defeat in Chaos Infusions grant you a far larger EP bonus.
- Recovery items of the Ether category (rare items that can only be obtained as rewards later in the game) refill portions of your EP meter.

The limit of your EP meter – in other words, your maximum EP – can be increased by completing main quests. Fulfilling these in priority can prove very helpful, as several EP abilities have very handy applications. You can find the full list of all EP abilities (some of which are unlocked on later days, as gifts from Hope on the Ark) in the Strategy & Analysis chapter, but the following list will give you an idea of how important even the earlier abilities can be:

- **Escape:** Enables you to flee from battle and rewind time to just prior to the battle, at the cost of one in-game hour on Normal or Hard difficulty (no penalty on Easy).
- **Curaga:** Fully restores Lightning's maximum HP.
- **Arise:** Revives Lightning from the KO status and restores HP in relation to the amount of EP consumed.
- **Overclock:** Slows the in-game time to a crawl during battles, enabling Lightning to move and attack with impunity.
- **Chronostasis:** Halts the in-game time flow for a brief period, which can be essential to complete objectives before a gate closes or you are warped back to the Ark. By efficiently farming EP from large-scale enemies, this ability enables you to freeze time for virtually as long as you need.
- **Teleport:** Instantly warps you to Monorail Stations, settlements, and other landmarks that you have previously visited.

To activate EP abilities, simply open the main menu on the field screen, or the pause menu on the battle screen (START), then (L1), (R1) or (RT) (R2).

The Outworld

You have access to various networking features in Lightning Returns to communicate with other players, as long as you have an active internet connection and requisite sign-ups/subscriptions. The online environment that is available via your connection is called the Outworld.

You can post about your experiences in the game, share your battle scores, and view screenshots and messages from other players by talking to certain residents of Nova Chrysalia. People whose names appear in blue in the field are carrying messages posted by other players. You can change your current Outworld parameters via the Settings option in the main menu.

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CHARMS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

GAME STRUCTURE

THE TIME FACTOR

LIGHTNING

DIFFICULTY SETTING

ONSCREEN DISPLAY

COMMANDS

EXPLORATION

COMBAT PREPARATIONS

COMBAT MECHANICS

SPECIAL FEATURES

NOVA CHRYSALIA



THE WORLD OF NOVA CHRYSALIA

Over the following eight pages, we offer a general (and, for that matter, gentle) introduction to the four regions that you will explore during the events of Lightning Returns.

After an initial mandatory tutorial sequence, the adventure formally begins in Luxerion. Once you have completed a few additional tasks in this city, you are completely free to visit any of the other three main regions – the lively city of Yusnaan, the mostly verdant Wildlands, and the scorched Dead Dunes – exploring them and tackling quests in practically any order you please.

The primary method of travel between the four main regions is via the Monorail network. You can find schedules for each line outside the corresponding stations.



Luxerion

Luxerion plays host to numerous side quests and Canvas of Prayers tasks, but the process of completing these activities is complicated by a relative paucity of combat encounters. This limits your ability to keep Chronostasis active at all times, unless you make an effort to periodically farm EP, and makes the city something of a time sink. There are only three specific areas where enemies spawn with any degree of regularity, with one of these locked outside the hours of 00:00 to 06:00, and another sealed until you progress in the main storyline for the region.

As a rule, Monorail travel costs little in terms of gil, but precious minutes in terms of in-game time. For example, if you speak to a station attendant to book your journey at 18:53 and the next train is at 19:30, the trip will effectively waste 37 minutes of your time, in addition to the minutes required for the journey itself. This means that it's best to plan your journeys wisely and avoid unnecessary comings and goings.

A little later in the game, you will gain an EP ability that enables you to jump instantly between specific destinations (see page 45). This is a very handy feature, though it requires careful EP management.



Though you might assume that you must make significant progress in Luxerion before travelling to other regions, that really isn't the case. In fact, spending too much time in the city at the start of the adventure may actually put you at a disadvantage. Instead, it makes sense to make relatively short but purposeful visits to undertake several tasks at once.

Luxerion



- The North Station offers Monorail access to Yusnaan, with a General Store close to the platform. You can find an Inn and an Outfitter on the square outside.
- The South Station provides Monorail access to the Wildlands and Dead Dunes regions. The retail area to the north features two Outfitters, an Inn, a General Store and a Restaurant.
- Feel free to enter the Holy District and take in the sights at the Cathedral, but note that there are no specific points of interest or quests that originate inside the Cathedral itself. Unless prompted to enter, there is no profit to be had in making the long journey.
- The Pilgrim's Causeway is one of three main areas where monsters can spawn in Luxerion. Gremlins and Niblets are easy prey for Lightning, even from the very start of the adventure, but the Gorgonopsids that appear here can be demanding opponents until you upgrade your Schemata to a competitive level.
- Old Town features a Forge and Sorcery Shop, with an Inn to the south just before you reach the Pilgrim's Causeway.
- There are two entrances to the Warren – one from North Station to the west, another to the east of Old Town – but these are only open between the hours of 12AM to 6AM every day. There are numerous quests that require Lightning to enter the Warren for one task or another, so it makes sense to undertake many of these simultaneously to cut down on wasted travel time. Monster spawns are frequent throughout the area, with the Gertrude posing a fairly serious threat during the opening days of the story.

- Both entrances to the Forsaken Graveyard are locked until you make progress in Luxerion's main quest. This area is home to the city's most redoubtable monsters. The Gaunt has a very high spawn rate and can be a frustrating foe until you perfect the best strategy for fighting it. The large-scale class Zomok and Dreadnought should be avoided at all costs early in the adventure.
- The highway to the northwest is blocked by a barrier until Day 9. Once unlocked, this offers a direct path to the Wildlands region.
- The path leading south from the Warehouse District is guarded by a powerful monster inside a Chaos Infusion until you complete a related side quest. If you wish to travel to the south of the city before you are ready (indeed, capable of) fighting this opponent, go via the adjacent Arcade or the Pilgrim's Causeway on the east side of the map.
- There are three treasure spheres in Luxerion that Lightning cannot open until you accept a related quest. These can be identified by a padlock icon that appears when you approach them.
- The Cathedral Sentries that you encounter throughout the city will attack Lightning if she strikes them two or three times in quick succession. You can exploit this to gain EP top-ups and spoils whenever you encounter them. However, this is a trick best left until the later days, when Lightning is strong enough to end these fights quickly.

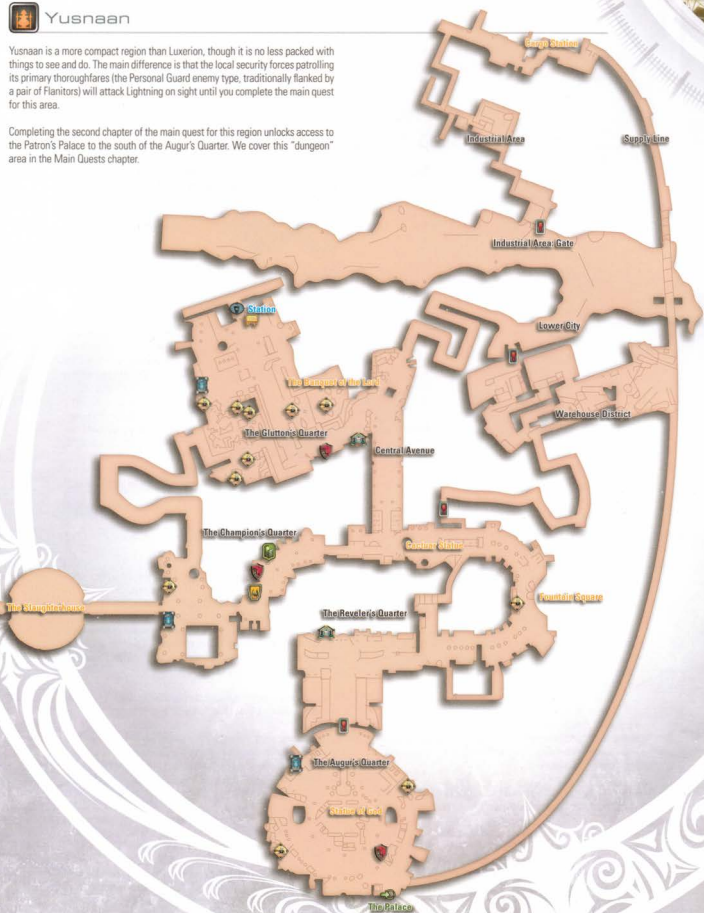
- QUICKSTART
- CAST & CONCEPTS
- PRIMER
- WALKTHROUGH
- MAIN QUESTS
- SIDE QUESTS
- CANVAS OF PRAYERS
- BESTIARY
- INVENTORY
- STRATEGY & ANALYSIS
- ULTIMA WALKTHROUGH
- EXTRAS
- INDEX
- GAME STRUCTURE
- THE TIME FACTOR
- LIGHTNING
- DIFFICULTY SETTING
- ONSCREEN DISPLAY
- COMMANDS
- EXPLORATION
- COMBAT PREPARATIONS
- COMBAT MECHANICS
- SPECIAL FEATURES
- NOVA CHRYSALIA



Yusnaan

Yusnaan is a more compact region than Luxerion, though it is no less packed with things to see and do. The main difference is that the local security forces patrolling its primary thoroughfares (the Personal Guard enemy type, traditionally flanked by a pair of Flanitors) will attack Lightning on sight until you complete the main quest for this area.

Completing the second chapter of the main quest for this region unlocks access to the Patron's Palace to the south of the Augur's Quarter. We cover this "dungeon" area in the Main Quests chapter.





- Yusnaa Station provides Monorail access to Luxerion.
- South of the station, the Glutton's Quarter is home to many Restaurants, and a General Store. There is an Outfitter and an Inn just before you approach Central Avenue to the east.
- The Champion's Quarter is home to an Outfitter, a Sorcery Shop, Forge, General Store and a Restaurant. Its other main attraction is the Slaughterhouse, an arena where you can fight battles to obtain fixed rewards.
- Though their availability varies in accordance with the time of day (and, indeed, the day of your visit), the Cactuar Statue, Fountain Square and Reveler's Quarter districts are the starting point for several side quests.
- The tunnel that leads from the Reveler's Quarter to the Warehouse District is locked until you obtain the requisite key later in the story.
- The Augur's Quarter is unlocked during the main quest. It features an Outfitter, two Restaurants and a convenient General Store, and eventually offers access to the Patron's Palace – home to many dangerous monsters and, somewhere in its upper reaches, an old friend...
- The path leading north from Central Avenue leads to a run-down area with entrances to the Industrial Area and Warehouse District. This open expanse, stretching from the shore to the east, to the (initially blocked) highway to the west, features a wide variety of potential enemies. We strongly advise that you avoid combat against the Reaver and Gurangatch whenever you encounter them here. The reasons for this are twofold: firstly, the Reaver will annihilate a low-level Lightning without breaking a sweat and, secondly, both enemies are vital sources of EP in their primary habitats of the Wildlands and Dead Dunes respectively. As there is only a finite supply of both monsters, any specimens that you defeat here will not be available when and where you potentially need them most. Gremlins and the Skata'ne, however, are fair game.
- The highway leading west is blocked until Day 9. It eventually provides pedestrian access to the Dead Dunes.
- The Industrial Area is locked until you visit it during the course of the main quest for this region. The Hoplites found here are easy to defeat, though the Desdemonas can be a little more challenging early in the story.
- The Cargo Station just beyond the Industrial Area, and the path leading south, are primarily of interest during the main quest. Once you have completed the related challenges and picked up the collectibles in those areas, there's little reason to return.
- The Warehouse District plays host to a lucrative (and eminently exploitable) combat-oriented side quest later in the story, where you can grind for boundless EP and battle spoils.

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS DR. PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

GAME STRUCTURE

THE TIME FACTOR

LIGHTNING

DIFFICULTY SETTING

ONSCREEN DISPLAY

COMMANDS

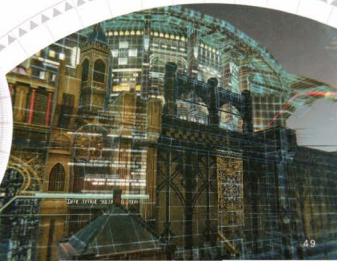
EXPLORATION

COMBAT PREPARATIONS

COMBAT MECHANICS

SPECIAL FEATURES

NOVA CHRYSALIS





The Wildlands

The Wildlands is the largest of the four regions, with several settlements offering welcome pockets of calm where you can seek refuge from the fairly intense monster spawn rate in its untamed areas. The opponents you encounter here range from trivialities to trials, with the Chocobo Eater being particularly noteworthy; it is the second most dangerous of all large-scale enemies, rivaled only by a similar species found in the Dead Dunes.

The Wildlands area is a joy to explore, and you will also find that the treasure spheres and merchants encountered here will enable you to greatly enhance Lightning's overall combat prowess during the early stages of the adventure. As long as you pick your battles carefully, avoiding large-scale opponents (including the Reaver and Aster Protofiorian) until you are equipped to deal with them without great effort, there is no reason why you shouldn't dedicate time to this region from the very moment you can travel there.



- The Wildlands is unique in that it offers two main quests: a lengthy local storyline, and a second that spans all four regions. While the main quest tied to the region is difficult to complete until Lightning is ready to tackle its demanding final dungeon and its boss, the other consists of five fairly straightforward tasks that you could potentially complete on one of the early days of the story.
- Before you attempt to fully explore the Wildlands, you should complete the first two chapters of the local main quest. This provides you with a mighty Chocobo as Lightning's constant companion in her travels through the region. Both steed and battle ally, the Chocobo greatly reduces the difficulty of combat encounters by assailing opponents, drawing their attention away from Lightning, and by assisting her with healing and status enhancement spells. There are also many places on the map that only a Chocobo can reach, and its faster movement speed reduces the time required to make journeys over its vast expanses.
- There are four types of recurring collectibles that you need to collect in large quantities to complete certain quests, so it makes sense to seek them out whenever you travel through the Wildlands. The Daying Blossom flower and Chocoborel fungus appear during the day. Moonsoil Bloom and Luminous Mushroom replace them (even occupying the same exact positions) at night.
- The Wildlands Station, on the west side of the Grasslands area, offers passage to Luxerion and the Dead Dunes. Your first port of call on arrival should be Canopus Farms. You will return to this settlement on many occasions during the main quest and numerous secondary quests, though the very first point of interest is the Outfitter: this merchant sells some highly useful elemental garb that can be of immediate benefit. You can also find an Inn, General Store and Restaurant here.
- The Grasslands acts as a habitat for an assortment of small and easily conquered monsters, though Reavers will probably be far too powerful for Lightning during the opening few days of the story. Once you have a sufficient number of completed quests and suitable equipment, this large-scale enemy offers an invaluable supply of EP as you complete the many secondary quests available in the Wildlands.
- In the south of the map, the Aryas Climb area (accessed via a sloped path to the south-east) features the same varieties of monster as the Grasslands. Aryas Village is a profitable quest hub that you will visit many times, with its immediate surroundings free of enemy activity. A Restaurant offers the opportunity to heal, and there is also an Outfitter.
- The two highways south of Aryas Village are blocked until Day 9. The southwest road eventually leads to the Dead Dunes. The southeast road offers direct access to Luxerion.
- Travel through the Jagd Woods can be disorienting at first, so refer to the mini-map regularly (and the main map, if required) to ensure that you don't lose your bearings. The monster spawn rate is quite ferociously high throughout this area, with a varied selection of opponents to fight. These shouldn't pose too much difficulty, though, and they all become quite easy to beat once Lightning's Chocobo is restored to full fighting fitness.
- Jagd Village is another quest hub, and offers a Sorcery Shop, an Outfitter and a Forge. Once the Chocobo is at full strength, you can leap the path to the north for a convenient shortcut to the Rocky Crag area (and vice versa).
- The Moogles Village, deep in the Jagd Woods, can only be accessed between the hours of 7PM to 7AM. During your first full day of activity in the Wildlands, it makes sense to schedule a visit there to begin side quests that are exclusive to the settlement.
- Rocky Crag twists and winds all the way from the north of Jagd Woods to the west of Eremitic Plains in the far north. This stark environment is the exclusive habitat for the Aster Protoflorian, a large-scale enemy that is quite dangerous until later in the story. You can defeat them at a relatively early stage, but the battles are protracted and technical until Lightning acquires certain key abilities and better equipment. We advise that you wait until you have fully healed the Chocobo before you explore this area.
- The village of Poltae is sparse on amenities (with only a General Store and an Inn), but plays a major role in the main quest local to the region. It also offers some lucrative side quests. You can only reach the Temple Entrance to the northwest with a healed Chocobo. We cover the Temple of the Goddess that lies beyond in the Main Quests chapter.
- Eremitic Plains is the hunting ground of the mighty Chocobo Eater. This powerful large-scale enemy can be challenging even late in the adventure unless you prepare your Schemata to capitalize on its weaknesses, so you should definitely avoid it entirely during the opening days of the story. A low-level Lightning will struggle against the Ectopuddings that also stalk the area, though these become more approachable once you have suitably powerful ice-based attacks.
- As with the Rocky Crag, it makes sense to leave the exploration of Eremitic Plains until Lightning's Chocobo is at full strength. There are many areas (and collectibles) that you cannot reach without its full jumping and gliding power.
- The Research Camp is the last settlement and major quest hub in the Wildlands. It has a Sorcery Shop and a Forge that sells a noteworthy shield that can make a real difference to a low-level Lightning.
- In the far north, the Crash Site is the starting point for the Wildlands' second main quest.

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAISES

RESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

GAME STRUCTURE

THE TIME FACTOR

LIGHTNING

DIFFICULTY SETTING

ONSCREEN DISPLAY

COMMANDS

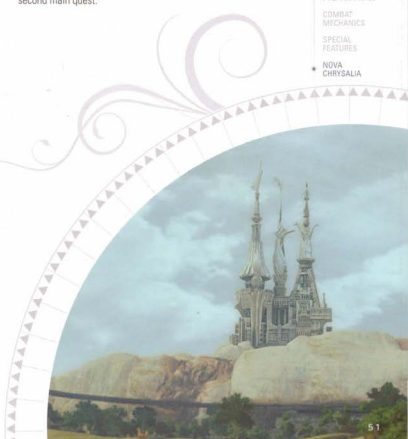
EXPLORATION

COMBAT PREPARATIONS

COMBAT MECHANICS

SPECIAL FEATURES

NOVA CHRYSALIA





The Dead Dunes

The Dead Dunes have a surprise in store for the first-time visitor: in addition to the vast desert, there is an entire maze of underground ruins to explore. These are locked until you reach the only settlement in the region, Ruffian, and complete the first two (relatively short) chapters of the local main quest. However, as doing so also provides you with a valuable ally to fight alongside Lightning, this should be your priority when you are prepared and ready to make real progress in the Dead Dunes.

Though an early visit to collect certain items (one invaluable garb in particular) is a reasonable use of your time, we would argue that the Dead Dunes is the region that players should leave until later days on a first playthrough. Exploring the vast underground and the monster-infested Temple Ruins beneath the sands is no trivial task, and is much easier if you can defeat most indigenous monsters without difficulty – if only to farm the EP required for regular applications of Chronostasis.



- The Dead Dunes Station is located in the south of the huge expanse known as the Giant's Sandbox. This provides transit to Luxerion and the Wildlands. Though they are not marked on the in-game map, you can find two merchants outside: an Outfitter and a General Store. The former sells a garb called Passion Rouge for a modest fee that belies its incredible long-term usefulness. As you will be reminded on at least several further occasions in this guide, Passion Rouge is a key element of almost any worthwhile Schemata setup for many hours.
- The monsters that populate the Giant's Sandbox are not to be underestimated. The Desert Sahagin can be particularly troublesome at low levels, and its fast movement speed when in pursuit of Lightning makes it a regular nuisance as you explore the area. The Gurangatch, by contrast, is perhaps the easiest of all large-scale enemies to defeat. You will fight these regularly to farm EP for Chronostasis during your visits to the Dead Dunes (and, later, pine for them once you have greedily hunted the species to extinction).
- You can only access Ruffian, the region's sole settlement, via the path to the north or to the east on a first visit to the Dead Dunes: the south entrance is blocked until you complete the first two chapters of the main quest. You will find a Restaurant, an Inn and a poorly stocked General Store (later improved after you complete a side quest) on your first visit. After progressing in the storyline, a Forge, Outfitter and Sorcery Shop are added to the indoor bazaar.
- There are numerous red Cactuar statues to be found across the desert and inside the Temple Ruins. Interact with these once, and they are activated as fast travel positions. You can use Cactuar statues to move instantly to any others that you have unlocked.
- The Giant's Sandbox has three positions where you can access the underground Temple Ruins complex, but these are all blocked by barriers that prevent full access until you complete the requisite chapters of the main quest. You can find maps and detailed guidance for this subterranean labyrinth in the Main Quests chapter.
- You will often encounter small lizards scampering across the sands. They are entirely unobtrusive, and will not trouble Lightning at all. Nevertheless, you should draw her sword and smite them at every available opportunity. Lizard Tails are special items required for a handful of secondary quests, and you will need them in large quantities. It's better to begin the process of collecting them from the very moment you become active in the Dead Dunes.
- Until much later in the adventure, your sole interaction with the giant Earth Eater monsters encountered in this region should be to perhaps, at very most, offer them a fleeting glimpse of Lightning's back as she recedes rapidly into the distance. Without excellent equipment, high stats and a considered Schemata setup, these large-scale enemies are ridiculously difficult to conquer. They are easily the most powerful non-unique monster variety found during the first thirteen days. They are common in the Dry Floodlands, Atomos's Sands and Grave of the Colossi areas.
- In a similar vein, don't allow your curiosity to lead you astray if you encounter a strange and ominous black sphere punctuated by crackling energy floating through the Giant's Sandbox. This is the Aeronite: a one-of-a-kind enemy that you will not be ready to fight until very late in the storyline.
- Certain areas of the overground and subterranean maps in the Dead Dunes are blocked off until you unlock them with an item called the Pilgrim's Crux. These cross-shaped collectibles are actually fairly plentiful if you explore with diligence, and you will potentially find many more of them than you actually need. Naturally, we have a complete record of their locations later in the guide.
- The highway in the south of the Dead Dunes leads to Yusnaan, while the road in the far north leads to the Wildlands. Both are locked until Day 9.
- Most shining random collectibles found on the Dead Dunes sands (and from other sources, such as lizards) are classified as "Unappraised Items". Once you complete a (fairly elementary) side quest, you can visit the bazaar at Ruffian to have these examined and identified by an NPC. They are usually items that can be sold for gil, but may occasionally include other objects – such as the rare and valuable Ether and Turbo Ether recovery items that replenish EP.

QUICKSTART
CAST & CONCEPTS
PRIMER
WALKTHROUGH
MAIN QUESTS
SIDE QUESTS
CANVAS OF PRAYERS
RESTAURY
INVENTORY
STRATEGY & ANALYSIS
ULTIMA WALKTHROUGH
EXTRAS
INDEX
GAME STRUCTURE
THE TIME FACTOR
LIGHTNING
DIFFICULTY SETTING
ONSCREEN DISPLAY
COMMANDS
EXPLORATION
COMBAT PREPARATIONS
COMBAT MECHANICS
SPECIAL FEATURES
NOVA CHRYSALIA





QUICKSTART

CAST &
CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF
PRAYERS

BESTIARY

INVENTORY

STRATEGY &
ANALYSISULTIMA
WALKTHROUGH

EXTRAS

INDEX

WALKTHROUGH

Lightning Returns: Final Fantasy XIII is a very open game that offers you the freedom to complete main quests and optional objectives as and when you see fit. With the clock constantly ticking, and many quests only available at certain times or after specific conditions have been met, it is very easy to miss some of them entirely.

This chapter is designed to allay any sense of anxiety, frustration or confusion on a first playthrough. Rather than step-by-step solutions, which you can find in the dedicated quest chapters that follow, it will show you how you can be more efficient and make the most of your time by grouping tasks. It also suggests a very gradual and accessible progression plan in the Nova Chrysalis world, highlighting opportune moments to acquire new equipment or abilities, and presents quests in an order that will help you to avoid potential difficulty spikes.

In a way, you should consider this Walkthrough as a timeline, a rough itinerary that will also help you to make sense of the game and become more confident with its structure and key mechanics. This is why you will find plenty of page references to other chapters throughout these pages. Each one is an invitation for you to delve deeper and deeper into both this guide and the game to, ultimately, create and enjoy your own perfect playthrough.

21:00-23:45 COMPLETE CHAPTER 1-1

- After the short Prologue, chapter 1-1 of the main quest for Luxerion begins as soon as Lightning arrives outside North Station.
- Gather clues and NPC testimonies to complete the "Whither Faith" and "Where Are You, Holmes?" side quests before 23:45 (see page 71), and the local story will automatically advance to 1-2.

23:45-00:00 EQUIP LIGHTNING

- Purchase the Nocturne garb from the Outfitters outside the station.
- Open the treasure sphere on the scaffold to the east of the North Station entrance: the Fighter's Emblem head accessory inside offers a welcome 15% increase to physical damage, making it an ideal addition to your Nocturne Schema.
- Just before midnight, climb the ladder on the structure south of the North Station entrance and watch to the east.

00:00-01:00 COMPLETE CHAPTER 1-2

- Chapter 1-2 begins when a group of Fanatics make their way across the Centrum plaza, and ends after you successfully and stealthily tail them to the locked Forsaken Graveyard entrance to the northwest (see page 71).

01:00-02:30 EXPLORE LUXERION'S OLD TOWN

- At this point, you gain the ability to travel to almost anywhere in the game world, though you have little time left on Day 1.
- Head east in the direction of Old Town, stopping on the way to talk to Dolce outside North Station. You can now potentially complete the "The Things She's Lost" side quest for her (see page 107), and collect several items: the Runic Ring arm accessory, the Sparkstrike Lv.2 ability, and the Thundara Lv.2 ability from treasure spheres. You can pick up a free upgraded Attack Lv.1 ability by speaking to the Sorcery Shop owner and completing the related tutorial. With that done, there are also two quest items in the vicinity, the Quill Pen in an unattended shopfront with several destructible crates, and Dolce's lost Green Carbuncle Doll opposite the Sorcery Shop. Refer to the poster map to locate them easily.

Shining Objects

Whenever you see a shining object lying on the ground, or left behind when you smash destructible crates, pick it up immediately. While you will very occasionally find quest items in this fashion, the objects you usually obtain will be Medals. These exist only to be sold, and are a steady source of income during the adventure.

02:30-04:45 HEAD TO LUXERION'S SOUTH STATION

- You should now make your way to South Station. To do so, backtrack through Old Town and the Centrum area. Open the two treasure spheres in the Commercial District to collect the Twist Headband and Magician's Token head accessories, then continue towards the Arcade area, where you can accept and complete the "Soul Seeds" side quest (see page 107).
- There are two more collectibles that may prove useful: the Guard Lv.2 ability in a dead end north of South Station, and the Guard Glove arm accessory in a treasure sphere to the east of the station.
- Catch a train to the Dead Dunes in South Station. This first Monorail journey will unlock the Teleport EP ability. The last train for the Dead Dunes leaves at 04:45, and arrives in the Dead Dunes at 05:30. If things are looking tight, make use of Chronostasis (see page 45).

05:30-06:00 ACQUIRE THE PASSION ROUGE GARB IN THE DEAD DUNES

- Leave the Dead Dunes Station and look for a merchant a short walk to the north. Purchase the Passion Rouge Garb for 1,250 gil – one of the most noteworthy bargains in the entire game.
- If you have some time left before you reach the 06:00 mark (which you can extend with Chronostasis), run to the far north of the Giant's Sandbox, where you will find a treasure sphere that contains Galestrike Lv.2: a Wind-elemental physical attack. Avoid monsters for now, as Lightning is in no real state to fight them yet.



DAY 2

06:00-08:00




SCHEMATA PREPARATION IN THE WILDLANDS

- After opening the treasure cubes to obtain three pieces of equipment and completing mandatory conversations with Hope in order to unlock the warp device, choose Luxerion's South Station as your destination. On arrival, take the first scheduled Monorail to the Wildlands, then head southeast to Canopus Farms.
- Visit the Outfitters on the east side of the settlement to purchase the four pieces of garb sold there. These all offer a sizable boost to Lightning's Magic stat, as well as a special "+" variation of the basic elemental spells. If you can't afford all four just yet, prioritize Electronica and Ignition for now.

Schemata Setup

The following Schemata configuration should put you in good stead for the battles you will face during Day 2. You can add superior abilities and equipment as you acquire them, and easily tinker with the setup to suit the demands of area-specific monster spawns and more challenging opponents.

Base Schemata Setup

Schema	Garb	Abilities	Notes
 Passion Rouge		Deprotect Lv2 (🔒)	This Saboteur profile should be set as your default Schema. Use Deshell at the start of a battle to increase an enemy's susceptibility to magic damage, and Deprotect to do the same for physical attacks. The Guard Lv2 ability acquired in Luxerion will meet your defensive needs for the immediate future. Adding an area-of-effect elemental spell (such as Thundera) to this Schema gives you a little more firepower to finish battles quickly.
		Guard Lv.2	
		Thundera	
		Deshell Lv.2 (🔒)	
 Electronica		Fire	Any of the four elemental garb purchased at Canopus Farms will suit this magic-oriented Schema as and when required, enabling you to exploit enemy weaknesses. As you acquire the -ra versions of each elemental spell, insert them in this Schema instead of the basic version.
		Aero	
		Thunder+ Lv2 (🔒)	
		Blizzard	
 Nocturne		Galestrike Lv2	Though we recommend that you stick to just one Guard ability on a single Schema (Passion Rouge), there is no harm in adding another to this Schema while you become accustomed to the timing and techniques associated with blocking enemy attacks. Galestrike and Sparkstrike can prove useful when you face the Vali and Miniflan enemy types in the Wildlands, though you will come to replace them with other physical attacks in time.
		Guard Lv1	
		Attack Lv2 (🔒)	
		Sparkstrike Lv2	

08:00-12:00

COMPLETE CHAPTER 3-1

- Completing the first two chapters of the primary Wildlands storyline (see page 81) will provide you with a steed who greatly reduces journey times and acts as a versatile battle ally who can also heal Lightning.
- Fight every opponent that you encounter in the Grasslands area with the exception of the imposing Reaver to build a stock of base-level elemental magic.

Botany and Its Bounties

Several Wildlands quests (particularly collection tasks posted on the Canvas of Prayers) require you to gather the Dairying Blossom, Moonsoul Bloom, Chocoborel and Luminous Mushroom items in fairly significant quantities. To prevent this from becoming a chore, we advise that you try to gradually gather them during every journey.

Flora Collectibles

Item	Main Area	Availability
Dairying Blossom	Grasslands	06:00 to 17:59
Moonsoul Bloom	Grasslands	18:00 to 05:59
Chocoborel	Jagd Woods	06:00 to 17:59
Luminous Mushroom	Jagd Woods	18:00 to 05:59

12:00-16:00

COMPLETE CHAPTER 3-2 AND ASSORTED SIDE QUESTS

- Finishing chapter 3-2 (see page 83) will unlock a special guiding ability that gives you access to the full map area and most of its (otherwise inaccessible) treasure spheres. Before you set off to Jagd Woods, speak to Sarala in her Canopus Farms field to begin "A Father's Request", and replace Electronica with Ignition in your Schemata setup.
- Speak to Nadia in Jagd Village to begin "Chocobo Cheer" and unlock the healing properties of the four Yeu's Flowers. You should also meet Cardesia in the settlement and accept her commission. When you set out to find the first Yeu's Flower in Jagd Woods, take the time to collect Chocoborels (see page 126 for a map), as well as at least four pieces of Forest Fertilizer (see page 124 for a map), and actively fight Rafflesia whenever you encounter them for Slug Sweets. After feeding the first Yeu's Flower to your Chocobo, you can then speak to the Wandering Man on the path leading to Jagd Village to advance the story in "A Father's Request", then enter the village to complete "Chocobo Cheer" and hand the gathered items to Cardesia to unlock her first personal quest ("A Final Cure").
- During the journey to reach the Yeu's Flower in the City of Ruins area, stop off at Canopus Farms and speak to Sarala to complete "A Father's Request". You can then speak to her again to unlock the ability to grow Gysahl Greens. Use the Forest Fertilizer to prepare the four plots, and plant Vegetable Seeds to prepare your first harvest. You should ideally speak to the Adventuring Essentials merchant close to the main farm entrance before you depart and purchase at least five additional Vegetable Seeds for future use.
- The third Yeu's Flower required to restore the Chocobo to its second healing level (and complete main quest chapter 3-2) is close to Arys Village. After you collect it, enter the sheep pen to begin (and complete) the short "Fuzzy Search" side quest.

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

DAY 1

DAY 2

DAY 3

DAY 4

DAY 5

DAY 6

DAY 7

REMAINING DAYS

DAY 2 (CONTINUED)

16:00-19:00

WILDLANDS COLLECTIBLES SWEEP, PART 1

- Between the hours of 16:00 and 18:00, the Anubys (Bestiary page 158) replaces all standard monsters throughout the Wildlands. You can fight these to obtain the Heavy Slash ability.
- Now that your Chocobo can glide, this is an opportune moment to begin opening treasure spheres that were previously out of reach. See the poster map to learn their exact locations.

Useful Collectibles

Name	Location
Flamebane Choker	Aryas
Fira Lv2	
Beloved's Gift	
Key to the Green Gate	Grasslands
Firwyrw Bracelet	
Thunderbird Bracelet	Jagd Woods

19:00-22:00

COMPLETE THE MOOGLE VILLAGE QUESTS

- Enter Mooglee Village from 19:00 and complete the "Peace and Quiet, Kupo" side quest. Collect the Crimm Mushroom in the southeast of the area, then open the two treasure spheres to obtain Mooglee Dust (a key item for a later quest) and Healer's Lore. You can then chat with Moggel to begin "Where Are You, Mooglee?" (see page 123), which you should start immediately. Look out for Luminous Mushrooms as you travel to each lost Mooglee, then return to the village to end the quest.
- Speak to Mogella and plant the Vegetable Seed that she gives you in the plot right in front of her. The Sylkis Greens that grow here are required for a Canvas of Prayers quest.
- Once you are done, travel to Luxerion.

22:00-06:00

COMPLETE CHAPTERS 1-3, 1-4 AND 1-5

- Complete the main quest chapters 1-3 and 1-4 back-to-back (see page 71 for guidance). Don't neglect to open both treasure spheres in the Forsaken Graveyard, especially the one containing the Stormbane Choker (which offers +50% resistance to Wind damage).
- Before you advance the main quest further, consider a few optional activities. You can make a stop at the Sorcery Shop in Old Town to improve key abilities via the Synthesis option; see page 33 for an overview of this feature. If you have EP to spare, it may be worth your while to complete "Born from Chaos" in the Warehouse District. Defeating a Zomok inside a Chaos Infusion is a pretty substantial challenge at this stage, but it's within your capabilities: equip the Electronica garb for your magic-oriented Schema, add Thundara and the Stormbane Choker head accessory on Passion Rouge, and the Thunderbird Bracelet to any Schema; the Battleaxe of the Believer found in the Den of Shadows can also help significantly. See page 190 of the Bestiary to learn more about the Zomok.
- Chapter 1-5 is very short, and essentially centers on a major boss battle (see page 73). Make sure you collect the Thorn of Protection and Battleaxe of the Believer as you go through the Den of Shadows in the Warren, and adjust your Schemata setup before you engage in hostilities with the boss (see page 212 for help). Lightning-elemental abilities are particularly helpful: assign the Electronica garb to your magic Schema, and Sparkstrike to your physical Schema. If this battle proves too difficult at this stage, consider leaving and coming back at the end of Day 3. Your improved stats and equipment will make the duel easier to win.



DAY 3

06:00-12:00 COMPLETE SIDE QUESTS IN THE SOUTH WILDLANDS

- After opening Hope's gift on the Ark (the Arise EP ability), warp to the Wildlands.
- First, head to Canopus Farms and collect Gysahl Greens from the plots where you planted them on Day 2. Immediately plant new Vegetable Seeds in all four plots.
- You can now focus on completing side quests. Begin with "A Final Cure" in Jagd Village (see page 126), then head into the Rocky Crag region to quickly and purposefully collect two Rocky Crag Moles (see page 127 for a map of their locations). Travel to Arysas Village to finish "A Taste of the Past" (see page 127), then complete "Round 'Em Up" (see page 129).

12:00-18:00 ASSORTED QUESTS

- Speak to Brella outside the Wildlands Station to begin the "Mother and Daughter" side quest.
- Head to the very north of the Wildlands, through Eremitic Plains, all the way to the Crash Site. Speak to Sazh to activate his main quest (see page 91). You complete chapter 5-2 almost immediately, while 5-3 and 5-4 can be finished within minutes when you return to the south.
- A word of caution: the Chocobo Eaters found on Eremitic Plains are powerful foes. Though you can defeat them at this stage, doing so will be something of a trial. It's better to avoid them until you have expanded your range of abilities and equipment.
- The Research Camp is a hub for several quests, many of which you can complete almost immediately: "Dog, Doctor, and Assistant" (page 127), then "Mother and Daughter" (see page 126) and "Omega Point" (see page 126). "Matchmaker" (see page 129) can also be advanced to its second stage if you have the requisite items. Finally, if you followed our instructions to pick your first harvest of Gysahl Greens earlier, you can speak to the seated man and obtain permission to plant Vegetable Seeds in his two plots. Though there is no on-screen notification, this is the first step in a quest called "The Old Man and the Field".

18:00-22:00 WILDLANDS COLLECTIBLES SWEEP, PART 2

- This is a good time to pick up collectibles from the Rocky Crag area and the village at Poltae, including treasure spheres and Rocky Crag Moles (see poster map).
- The Yaul's Flowers that you fed to your Chocobo on Day 2 should now have regrown. Restoring him to his maximum level of healing leads to a welcome boost to his combat prowess.
- The following table lists key pieces of equipment that are easy to miss or hard to reach, but can be valuable additions to your inventory.

Useful Collectibles

Name	Location
Soul of Thamasa (6 EP)	City of Ruins, on top of wreckage (access the area from the north entrance).
Witch's Rosary (2 EP)	On top of wreckage south of the Grasslands (reached by gliding from the Arysas cliffs above).
Thorn of Warding	Rocky Crag, north of Moogje Village.
Beggar's Beads	Poltae, in a dead end just before you reach the ladder leading to the Temple of the Goddess.
Aerora Lv.2	Poltae, at the end of the cliff path that runs behind the village, accessible from a ladder at the entrance.
Windwalker Bracelet	Rocky Crag, northernmost section.
Waterged Bracelet	Eremitic Plains (southwest, only accessible by gliding from the Rocky Crag).
Old-Fashioned Photo Frame	Research Camp, hidden in the bushes behind the shops.
Blizzara Lv.2	Eremitic Plains, on a cliff directly to the south of the Research Camp.

Temple of the Goddess

Though you can visit the Temple of the Goddess as soon as you reach Poltae, the final boss for the local main quest will be too tough for most players to beat until later in the story. However, it is possible to raid this dungeon to loot its treasure spheres for the elemental -ga spells, in addition to other noteworthy collectibles. Completing all steps in the Temple of the Goddess up to the end of the penultimate cutscene (see page 85) actually creates a shortcut back to the boss encounter for future use.

22:00-00:00 EVENING SIDE QUESTS

- Before you leave the Wildlands, take the time to complete two quests that are only available in the evening: "The Hunter's Challenge" (see page 125) and "The Secret Lives of Sheep" (see page 131).
- Once you are finished with these quests, head to Luxerion.

00:00-06:00 COMPLETE "THE GIRL WHO CRIED WOLF"

- This side quest is one of the few that have a time limit. You can only trigger it within 24 hours after completing chapter 1-5. If you defeated Luxerion's final boss late at night during Day 2 as we suggested, then you are perfectly on time.
- The "The Girl Who Cried Wolf" side quest (see page 112) requires you to run all over town to answer phone calls, with a final visit to the Warren, so it's convenient to complete it in a single sitting.
- Speak to Lackey in the southeast of the Warren to begin "Get the Girl", which eventually requires a visit to Yusanra: your next destination...

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

DAY 1

DAY 2

DAY 3

DAY 4

DAY 5

DAY 6

DAY 7

REMAINING DAYS

06:00-07:00 BEGIN CHAPTER 2-1 IN YUSNAAN

- Once you have opened the two gifts from Hope on the Ark (the Black Mage and White Mage garb), travel to Yusnaan via Luxerion's North Station.
- Complete the first steps of chapter 2-1 by heading to the gate leading to the Augur's Quarter, then purchase the Sneaking-In Special Ticket from the nearby Tour Guide (see page 75). At this point, you cannot continue with the main quest until 18:00.

07:00-17:00 FULFILL OPTIONAL OBJECTIVES

- Speak to the Diviners and accept the "Free Will" side quest (see page 115). They ask you to visit them again on the next day. You can also speak to Velno at the Slaughterhouse and begin the "A Testing Proposition" side quest (see page 116).
- You can now complete four side quests: "Family Food", "Songless Diva", "Stolen Things" and "Play It for Me" (see page 114).
- Purchase the Velvet Bouncer garb from Outfitters Marionette in the Glutton's Quarter, a few steps away from Central Avenue. Equip this on your physical damage Schema to replace Nocturne.
- Consider hunting three enemy types if you have some extra time in the afternoon. The Anubys, which replaces other enemy varieties from 16:00 to 18:00, yields the Heavy Slash ability. The Desdemona, most commonly found in the Lower City (and, later, the Industrial Area) drops the essential Beat Down ability. However, its drop rate is high only if you stagger the Desdemona, which requires you to use physical or Lightning-elemental attacks immediately after Rush – see page 204 for details. Finally, hunt the weak Flanitor until you have the 34 Clear Ooze items required for two Canvas of Prayers quests. If you complete main quest chapter 2-3 without securing this amount, it is still possible to fight them in the grounds just outside the Patron's Palace, but their spawn rate can be rather low.

Noteworthy Treasure Spheres

During your travels in the city, make sure you open all the treasure spheres on your way. The most important three items to pick up are listed here.

Important Items

Item	Location
Locket Pendant	Found on the awning just below the Banquet of the Lord terrace. Opening this treasure sphere requires 6 EP, which you can afford with a full gauge if you have completed chapter 1-5 in Luxerion. This powerful item has advanced applications – see page 291 for details.
Thorn of Will	Hidden to the right of the steps that lead to the Augur's Quarter.
Demon Earrings	Concealed in the Augur's Quarter (only accessible after completing chapter 2-1), in a dead end that can only be reached from the terrace where you speak to the Director.

17:00-06:00 COMPLETE CHAPTERS 2-1, 2-2, 2-3 AND 5-5

- Head to the Industrial Area and speak to the Suspicious Gatekeeper before the 18:00 deadline. You can now complete Yusnaan's entire main quest. If you need guidance at any point, feel free to consult our full walkthrough on page 75.
- There are two side quests that can only be completed during the events of chapter 2-2. These are "Fireworks in a Bottle" and "Fireworks to a Steal" – see page 118 for details.
- The events of chapter 2-2 include a set of mandatory battles at the Slaughterhouse. Use this opportunity to complete chapter 5-5 at the same time (see page 91). A single fight against a Zaltys (Bestiary page 188) rewards you with the Fragment of Courage.



DAY 5

06:00-08:00

ADVANCE THE "FREE WILL" QUEST
IN YUSNAAN

- Opening the treasure cube on the Ark rewards you with a new EP ability, *Esnada*, which enables you to heal status ailments. Use the warp device to reach Yusnaan.
- Speak to the Diviners and gather the Desert Flames they require (see page 115 for guidance). Note that if you decide not to visit the Diviners during the day, you will permanently fail their quest.

08:00-10:00

COMPLETE CHAPTERS 4-1 AND 4-2

- Your first priority in the Dead Dunes is to complete chapters 4-1 and 4-2 to be joined by a powerful ally in combat. This is a short and simple task that only requires you to head to Ruffian in the center of the Dead Dunes, and then defeat a Gurangatch. See page 93 if you need assistance.

10:00-15:00

EXPLORE THE DEAD DUNES;
COMPLETE CHAPTER 5-6

- With your new ally in tow, you can now explore the Dead Dunes without fearing the local monsters – that is, with the exception of the mighty Earth Eater.
- We suggest that you perform a complete tour of the desert in a counterclockwise direction. This will enable you to activate all Cactuar Statues, collect all treasure spheres and Pilgrim's Crus items, and complete side quests.
- From Ruffian, head north to Atomos's Sands and pick up both the Pilgrim's Crus and the Loupe. Once you bring the latter back to Eimer in Ruffian, you complete his "Tool of the Trade" quest, and have access to his item appraisal service.
- Make your way to the west, then turn south and east towards the Oasis Lighthouse. Use the Pilgrim's Crus on the monument, then fight Cactair (Bestiary page 178) to complete the requirements for main quest chapter 5-6. Loot the treasure spheres in the Oasis Lighthouse area just beyond, and pick up the three units of Bhakti's Oil, required for a future side quest. You can also accept the "Last One Standing" side quest, though this can only be completed on a subsequent New Game+ playthrough.
- Resume your journey through the Dry Floodlands to the south, then the Giant's Sandbox to the east. Speak to Ramon, found outside the Temple Ruins North Gate, and accept his quest ("His Wife's Dream").
- Finish your tour by going towards the Grave of the Colossi to the northeast. Pick up the Pilgrim's Crus on the way, and use it to disperse the storm in the dead end to the north. Dispatching the group of Goblots there triggers the appearance of the Arithmometer. Open the treasure sphere (which requires 4 EP) to obtain the valuable Silk Scarf accessory, then return to Ramon to complete his quest. It now only takes a quick trip to Ruffian to complete the "Tool of the Trade" and "Old Rivals" side quests.
- If you don't have any already, look for certain useful abilities during your travels: Heavy Guard from the Gurangatch, Imperil from the Desert Sahagin, and Poison from the Gorgonopsid.

Lizards

Whenever you spy small lizards during your journeys through the Dead Dunes, have Lightning draw her sword and smite them. These will drop either a Lizard Tail, or an Unappraised Item. The former is required in large quantities for a handful of Canvas quests. The latter objects can be identified once you have completed the "Tool of the Trade" side quest (see page 132).



15:00-22:00

COMPLETE CHAPTER 4-3

- You are now ready to explore the underground Temple Ruins. Head to the waypoint marker in the far northeast of the Giant's Sandbox area and enter the tunnel.
- See page 95 for guidance and maps of the maze. Note that you can instantly accept and complete the "Life of a Machine" side quest when you reach Bhakti on Floor 3.

22:00-23:00

RESUPPLY IN RUFFIAN

- With chapter 4-3 complete, new NPCs and shops appear in Ruffian.
- Accept the "Skeletons in the Closet" side quest from Jamus in the bar.
- Purchase the Wyvern Lance from the Forge. This cheap weapon features the very useful Jump auto-ability and, when combined with the Locket Pendant accessory found in Yusnaan, can become a staple element of some very effective Schemata setups. See page 291 for details.
- Feel free to stop at the Sorcery Shop to synthesize any abilities that you have accumulated. Reaching the final power increment for offensive abilities can make a significant difference in battle.

23:00-06:00

COMPLETE CHAPTER 4-4

- Once you are ready, you can resume your progression in main quest chapter 4-4. This involves visiting all three Shrines of the Tablet – a very easy task if you've been diligent in activating all Cactuar Statues in the desert – and exploring the depths of the Temple Ruins. See page 97 for guidance and maps of the lower floors of the underground maze.
- After you have viewed all three murals, make sure you do not go through the Sacred Gate (the door just north of the corresponding teleport location). This leads to a boss encounter that causes Fang to permanently leave the party.

QUICKSTART

CAST &
CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVASE OF
PRAYERS

BESTIARY

INVENTORY

STRATEGY &
ANALYSISULTIMA
WALKTHROUGH

EXTRAS

INDEX

DAY 1

DAY 2

DAY 3

DAY 4

DAY 5

DAY 6

DAY 7

REMAINING
DAYS

06:00-07:00 COMPLETE CHAPTER 5 IN THE WILDLANDS

- Back on the Ark, you will find five Bronze Malistones in a treasure cube. These are components required to Level Boost abilities – a feature now unlocked at Sorcery Shops, whereby you consume a Malistone to level up a fully maxed ability.
- Warp to the Wildlands, and head to the Crash Site to the very north of the map. With all the Fragments in your inventory, you can now speak to Sazh to complete his main quest. See page 91 for details.

Farming Lv. 1 Abilities

The transition from Day 6 to Day 7 marks an important point in the game's timeline. From Day 7, all enemies that you encounter enjoy significant boosts to their attributes, and naturally become harder to defeat. To balance this advance, they also drop more gil when defeated, and the abilities they relinquish in death increase by one level. This means that Day 6 is the last day when you can reliably obtain abilities at Lv.1, enabling you to synthesize them until maxed, and then to Level Boost them for reduced ATB costs. See page 246 for details on this system.

07:00-10:00 MAKE PREPARATIONS FOR A BOSS BATTLE

- Your next primary objective will be to defeat the boss found at the top of the Temple of the Goddess. This makes it a perfect time to complete any ongoing side quests and farm key abilities (such as elemental spells and physical attacks) – equip the Beggar's Beads accessory found in Poltae to double your chances. Important abilities include first-tier elemental spells (dropped by the Gremelin enemy), Galestrike and Aerora (Dryad), Froststrike and Blizzara (Miniflan), Attack (Rafflesia), Sparkstrike (Vali), Electric Blitz and Thundara (Hanuman), Blitz (Reaver), and Fire (Ectopudding).
- During your travels, stop off at Canopus Farms to pick your second harvest of Gysahl Greens, then visit the Research Camp to complete "The Old Man and the Field" (see page 124). This unlocks the "Land of Our Forebears" side quest in Aryas Village (see page 131).
- Once you have enough samples of each ability (five being a good number for most of them), make your way to a Sorcery Shop and synthesize them. You can use the Bronze Malistones you received on the Ark to Level Boost certain basic abilities, such as Attack and the first tier of elemental spells (Fire, Blizzard, Aero and Thunder).
- Finally, note that there are new items for sale at the Research Camp's Forge: Rapiers, Double Blades and Light Shields. The weapons necessitate rather advanced Schemata setups, but the Light Shields offer a significant boost to ATB Speed – a potentially welcome feature for all Schemata.

10:00-14:00 COMPLETE CHAPTER 3-3

- Before you head for Poltae, speak to Cardesia in Jagd Village to begin the "Mercy of a Goddess" side quest (see page 128).
- On arrival in Poltae, start "The Grail of Valhalla" (see page 130) before you head for the Temple of the Goddess. See the section that begins on page 85 for maps and advice.
- After you defeat the final boss and leave the temple, complete "The Grail of Valhalla" (see page 130), then start and finish "To Live in Chaos" at Canopus Farms.
- Once these tasks are complete, travel to Luxerion.

14:00-06:00 COMPLETE SIDE QUESTS IN LUXERION

- There are many side quests awaiting in Luxerion, and these often require that you visit people at specific times. This makes it a prime destination at this point in the storyline.
- The following table lists all of the side quests that you can potentially begin (and, in most instances, complete) during this day, sorted in a convenient order of completion. Don't worry if you miss certain opportunities: you will have plenty of time to tie up loose ends over the remaining days.

Quest Overview

Quest	Deadline	Page
Faster Than Lightning	15:00	109
Born from Chaos	Any time	108
Suspicious Spheres	17:00	109
Like Clockwork	18:00	110
Voices from the Grave	18:00 (Part 1: residents)	112
Buried Passion	19:00	110
Treasured Ball	20:00	109
The Angel's Tears	21:00	113
Dying Wish	22:00	108
The Avid Reader	23:00 (Ranulph, 01:00 (Mrika))	111
Stuck in a Gem	03:00 (Gem)	108
Voices from the Grave	04:00 (Part 2: ghosts)	112
Get the Girl	06:00	111
The Saint's Stone	06:00	111
A Rose by Any Other Name	06:00	112
The Avid Reader	06:00 (Reddick)	111

DAY 7

06:00-12:00 DEFEAT ALL SKELETONS IN THE DEAD DUNES

- After opening Hope's gift of the day on the Ark (the Amazon Warrior garb), warp to the Dead Dunes. Bear in mind that monsters will be stronger from this point forward, with both more HP and superior offensive stats.
- Your first priority should be to defeat all remaining Skeletons in the Temple Ruins until you trigger the appearance of the Last One specimen. This has two benefits: it enables you to complete the "Skeletons in the Closet" side quest, and it rewards you with the Bonecracker weapon dropped by Skeleton Ω – a powerful sword featuring the Deprotect Chaser auto-ability. Make sure you collect all of the valuable items from the Temple Ruins treasure spheres, including the Thorn of Speed, Sparrow Comb, Satin Scrunchie and the Dawn Gauntlets.

12:00-14:00 COMPLETE CHAPTER 4-5

- With the Bonecracker sword equipped on your physical damage dealer, the Imperil and Slow ailment spells, and Wind-elemental attacks at hand, head to the Sacred Gate to face the Temple Ruins boss. See page 99 for details.

14:00-17:00 ADVANCE SIDE QUESTS IN LUXERION

- Speak to Armand to advance the "Buried Passion" side quest. From 16:00, you can also speak to Luka outside South Station to advance "The Angel's Tears".
- Don't forget to check the Canvas of Prayers to turn in completed tasks and accept new ones.

17:00-06:00 COMPLETE SIDE QUESTS IN YUSNAAN

- In addition to Canvas of Prayers tasks, you can now complete practically all quests available in Yusnaan.
- After speaking to Erine at the Banquet of the Lord, make sure you come to read the Journal when the prompt appears. Though this action causes you to technically fail "The Avid Reader", it opens a new quest that leads to superior rewards.

Quest Overview

Quest	Deadline	Page
Death Safari	Any time	119
Death Game	Any time	119
The Avid Reader (Luxerion)	Any time (Erine, Banquet of the Lord)	111
Get the Girl (Luxerion)	Any time (Maitre D', Banquet of the Lord)	111
Last Date	18:58	120
Adoring Adornments	03:00	117
Friends Forever	03:00	120
Adoring Candice	03:00	121
Tanbam's Taboo	03:00	121

- Once you are done with all these assignments, consider farming key abilities from the local monsters. Obtaining at least four samples of Beat Down Lv.2 is especially important, as the Desdemona enemy is only available here in Yusnaan. Don't forget to stagger this creature to ensure a decent drop rate. Once you have them, feel free to synthesize them with a version of the ability that you Level Boosted from Lv.1.

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

DAY 1

DAY 2

DAY 3

DAY 4

DAY 5

DAY 6

DAY 7

REMAINING DAYS



REMAINING DAYS

Day 8

- Hope's gift of the day is the Army of One EP ability, a special assault that both inflicts damage on opponents and heals Lightning. This proves useful in difficult battles.
- With all main quests completed, you are now totally free to focus on optional objectives. In Luxerion, speak to Ranulph to trigger the "To Save the Sinless" side quest, then meet with Armand to advance the "Buried Passion" side quest. From 16:00, you can also speak to Luka outside South Station to continue "The Angel's Tears". Don't forget to check the Canvas of Prayers to turn in completed tasks and accept new ones.
- You can find new garb available at Outfitters in all four regions on Day 8, all retailing for a flat 5,000 gil fee apiece. If you can't afford to buy all of them, we suggest you prioritize Intruder and Splendid Admiral, both sold in Ynsnaan, as their auto-abilities make them very effective.

New Garb

Region	Garb	Location
Luxerion	Innocence	North Station: Divine Protection Outfitters
	Loyal Servant	South Station: Outfitters Rouge
Ynsnaan	Intruder	Champion's Quarter: Hero's Song Outfitters
	Splendid Admiral	Champion's Quarter: Hero's Song Outfitters
	Canary Raver	Augur's Quarter: Arty Outfitters
Wildlands	Urban Outlaw	Canopus Farms: Expert Outfitters
	L'Automne	
Dead Dunes	Deja Vu	Dead Dunes Station: One Star Outfitters
	Divergence	Puffin: Bandits' Best Outfitters
	Sand Fox	

Day 9

- Hope's gift of the day is Heartstealer, an excellent garb with valuable auto-abilities.
- Speak to Armand to complete the "Buried Passion" side quest. From 16:00, you can also speak to Luka outside South Station to advance "The Angel's Tears".
- You can now open all highways linking the regions together by completing the "Roadworks" Canvas quests – see page 148 for details. Achieving this has multiple benefits, one of them being that each highway offers easy access to all large-scale enemies of the two regions it connects, making it easy to farm them for their ability drops and EP.
- On this topic, Day 9 is your final opportunity to farm monsters for Lv.2 abilities (or Lv.1 abilities with a Drop Rank of 1 – see page 246 for details). For all of the important abilities that you wish to Level Boost to reduce their ATB costs, this is the perfect time to make sure you have enough samples in your inventory to synthesize them to their maximum increment. The following table reveals how many you need, and which enemies drop them.

Ability Drop Overview

Lv.2 Ability	Amount Required	Dropped By...
Attack	6	Gorgonopsid (Dead Dunes), Rafflesia (Lagt Woods)
Beat Down	4	Desdemona (when staggered) (Ynsnaan, Industrial Area)
Heavy Slash	6	Gorgonopsid (Dead Dunes), Anubys (exterior areas from 16:00 to 18:00)
Blitz	5	Reaver (highways)
Flamestrike	5	Zaltys, Dreadnought (highways)
Froststrike	5	Miriflan (Wildlands, Grasslands)
Sparkstrike	5	Vall (Wildlands)
Galestrike	5	Dryad (Wildlands, Jagt Woods and Rocky Crag)
Heat Blitz	5	Dreadnought (highways)
Electric Blitz	5	Hunaman (Wildlands)
Aero Blitz	5	Zomok (highways)
Ruin	5	Mecrocten (exterior areas from 04:00 to 06:00)
Fire	5	Gremlin (common), Ectopudding (Wildlands, Eremita Plains and Temple of the Goddess)
Fira	7	Zaltys (highways)
Blizzard	5	Gremlin (common), Miriflan (Wildlands, Grasslands)
Blizzara	7	Chocobo Eater (highways)
Thunder	5	Gremlin (common), Vall (Wildlands)
Thundera	7	Hunaman (Wildlands)
Aero	5	Gremlin (common), Dryad (Wildlands, Jagt Woods and Rocky Crag)
Aerora	7	Gaunt (Luxerion, Forsaken Graveyard), Zomok (highways)

Day 10

- Hope's daily gift is the Decoy EP ability.
- Day 10 marks the second occasion when enemies enjoy increased parameters – though it isn't all bad news, as you again get to pick up improved rewards for defeating them. Be ready to tweak your Schemata setup to adapt accordingly.
- All Forges now sell new weapons and shields for rather high prices. Buying some will provide immediate stat boosts to your Schemata, but it's not necessarily a worthwhile investment in the long run. Indeed, you can obtain equivalent weapons from defeated Last Ones for free, and subsequent New Gameplaythroughs will unlock a feature enabling you to upgrade your equipment, with the low-tier items you already own having excellent development potential.
- Don't forget to speak to Luka one last time outside Luxerion South Station from 16:00 to complete "The Angel's Tears". Make sure you also speak to Armand before 19:00, then to Reddick in the Warren to complete "To Save the Sinless".

Last One Weapons

Some of the Last Ones (the final specimens of species that are on the brink of extinction) drop a powerful weapon when you defeat them. Even if you do not plan to eliminate all Last Ones, consider hunting three in particular who drop swords. These can rival most of the best blades available in shops.

Weapon Drops

Weapon	Dropped By	Availability
Bonecracker	Skeleton Ω	Defeat 60 Skeletons in the Dead Dunes's Temple Ruins.
Destroyer	Cyclops Ω	Defeat 30 Cyclopes in the Patron's Palace or the Ynsnaan highway.
Flesh Render	Reaver Ω	Defeat 30 Reavers in the Grasslands or a Wildlands highway.

Day 11

- The daily treasure cube contains the Martial Monk garb.
- You can spend the day completing any outstanding quests, and farming enemies for their ability and item drops. This will enable you to satisfy the requirements for virtually all Canvas quests.

Day 12

- Open Hope's gift to receive the final EP ability: Quake.
- At the end of the day, the game will calculate whether or not you unlock the extra day based on how many side quests you have completed. If you do not unlock it, this is your final chance to farm standard monsters for their item and ability drops, and to tie up loose ends.

The Extra Day

Completing the five main quests is enough to ensure you have access to the Final Day at the end of Day 12, and the opportunity to see the story to its conclusion. However, if you have completed a sufficient number of side quests by the end of Day 12, you will unlock a special 14th day, occurring between Day 12 and the Final Day. The exact formula used is too complicated to detail here but it's enough to say that each quest is allocated a value based on its difficulty: ★ = 0.02, ★★ = 0.04, ★★★ = 0.08. The extra day is unlocked if you reach the value of 1, though the calculation is not a simple addition and leads to different results depending on the order in which you complete quests. Canvas quests do not contribute to this total.

The Ultimate Lair is available for exploration in the Dead Dunes during the extra day. Though this has obvious benefits, giving you the chance to encounter all Last Ones in the Ultimate Lair and obtain their valuable item drops, it also means that all enemies will grow in strength twice: once on Day 13 (the extra day), and once on the Final Day. This makes the enemies that you encounter significantly more difficult to dispatch, and requires that you make notable improvements to your Schemata and strategies. See page 295 for suggestions.

Day 13

- Hope's gift of the day is a set of upgraded versions of garb you already own: Equilibrium+, Dark Muse+ and Mist Wizard+. Equilibrium+ is especially noteworthy for its Standby ATB Recovery+ auto-ability.
- If you have not unlocked the extra day, Day 13 is the Final Day. Refer to page 100 for a walkthrough of the game's final sequences.
- If you have unlocked the extra day, the Ultimate Lair appears in the Dead Dunes, with both a teleport point and a Cactuar Statue providing access to this location.



The Ultimate Lair

This special dungeon features 33 floors. The first 28 each feature a Last One – unless you have already defeated it. Defeating Last Ones rewards you with very valuable pieces of equipment: mostly accessories, but also a few powerful weapons, not to mention high-level abilities. Floors 29 to 32 contain a single treasure sphere each. The recovery items they contain should act as ample foreshadowing of what you will face on the final floor. The boss monster, Ereshkigal, is one of the game's ultimate confrontations, and you will need to employ advanced Schemata setups and strategies to defeat this foe.

Here is a quick overview of the special rules that apply inside the Ultimate Lair:

- Time flows continuously in the Lair. You cannot use Chronostasis, and the minutes fly inexorably, even during battles. Unless you have already defeated many Last Ones, or you are extremely quick and efficient, taking them all down (especially Ereshkigal, which can be a bit of a grind!) will most likely take the best part of the day. If you need to get out of the Lair for any reason, be sure to activate Chronostasis outside to preserve as much time as possible.
- You have to defeat the Last One on each floor to activate the Cactuar Statue leading further into the Lair.
- Each Cactuar Statue can warp you one, two or three floors down, depending on your Battle Score (Bronze, Silver or Gold respectively).

Ultimate Lair Floors

Floor	Last One/Item	Bestiary Page	Floor	Last One/Item	Bestiary Page
#1	Hopline Ω	202	#18	Trifid Ω	185
#2	Niblet Ω	156	#19	Cyclops Ω	164
#3	Zalyis Ω	188	#20	Skelton Ω	160
#4	Gaunt Ω	161	#21	Desert Sahagin Ω	183
#5	Gremlin Ω	172	#22	Earth Ester Ω	158
#6	Dreadnought Ω	206	#23	Skatane Ω	181
#7	Gorgonopsid Ω	180	#24	Hanuman Ω	186
#8	Goblet Ω	157	#25	Zomok Ω	190
#9	Gurangatch Ω	194	#26	Dryad Ω	162
#10	Ectopudding Ω	184	#27	Rafflesia Ω	174
#11	Minifan Ω	173	#28	Chocobo Ester Ω	196
#12	Aster Protoforian Ω	208	#29	X-Potion	-
#13	Schrodinger Ω	182	#30	Refresher	-
#14	Goblin Ω	175	#31	Phoenix Down	-
#15	Reaver Ω	192	#32	Ether	-
#16	Meonecton Ω	159	#33	Ereshkigal	170
#17	Cactuar Ω	179			

Day 14

- If you have unlocked the extra day, Day 14 is the Final Day. Hope's gift is a set of five Silver Malistones.
- See page 100 for a walkthrough of the game's closing chapter.
- After the final cinematics and the credit crawl, you will be prompted to save your progress. Do this without fail, and make a careful note of the save slot. You can then load this save file to resume the adventure in New Game+, which unlocks Hard Mode, and otherwise unavailable features such as upgrading weapons and shields at Forges. A New Game+ playthrough is also the only way to obtain the best item drops from defeated enemies. See page 314 for details.

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVASES OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

DAY 1

DAY 2

DAY 3

DAY 4

DAY 5

DAY 6

DAY 7

REMAINING DAYS



QUICKSTART

CAST &
CONCEPTS

PRIMER

WALKTHROUGH

● MAIN QUESTS

SIDE QUESTS

CANVAS OF
PRAYERS

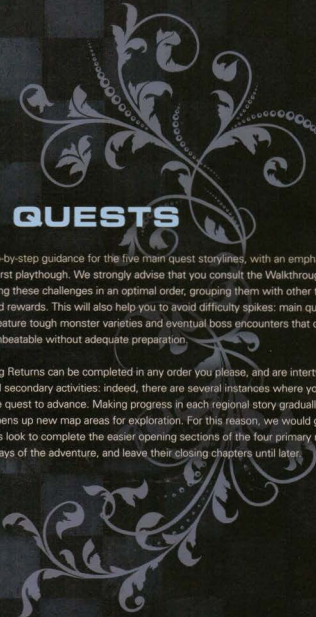
BESTIARY

INVENTORY

STRATEGY &
ANALYSISULTIMA
WALKTHROUGH

EXTRAS

INDEX



MAIN QUESTS

This chapter offers step-by-step guidance for the five main quest storylines, with an emphasis on assisting readers on a first playthrough. We strongly advise that you consult the Walkthrough chapter for advice on approaching these challenges in an optimal order, grouping them with other tasks for maximum efficiency and rewards. This will also help you to avoid difficulty spikes: main quests can lead you to areas that feature tough monster varieties and eventual boss encounters that can seem (and may actually be) unbeatable without adequate preparation.

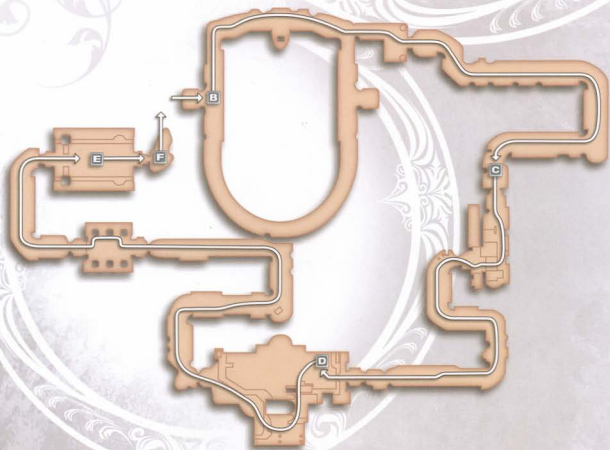
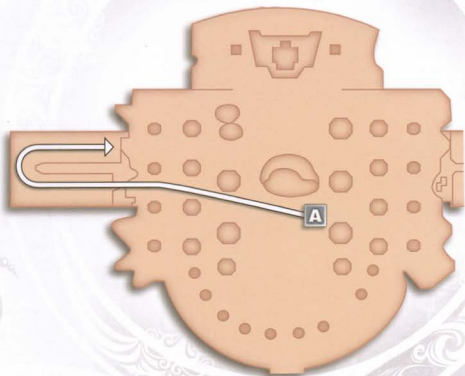
Main quests in *Lightning Returns* can be completed in any order you please, and are intertwined with dozens of potential secondary activities: indeed, there are several instances where you must complete a specific side quest to advance. Making progress in each regional story gradually unlocks local side quests and opens up new map areas for exploration. For this reason, we would generally recommend that players look to complete the easier opening sections of the four primary main quests in the opening days of the adventure, and leave their closing chapters until later.

PROLOGUE

This short opening section of the storyline offers a sequence of tutorials designed to introduce aspects of the combat system, tips on movement, camera control and basic exploration, and a few other pertinent features. There is no difficulty to the battles that you fight, and the path you follow is strictly linear. You can find additional advice on all game features that you encounter in the Primer chapter.

On subsequent New Game+ playthroughs most of the Prologue is skipped entirely, with Lightning beginning on the Ark.

The Patron's Palace



O-1: A Different Snow

POSSIBLE ENEMY ENCOUNTERS

NAME	NOTES	BESTIARY PAGE
Anubys	Both enemies are "reduced" versions.	158
Niblet		156

A After the opening cutscenes, you can take a tutorial on battle controls and Schemata prior to a battle with the Anubys enemy type. This fight is heavily weighted in Lightning's favor, offering an opportunity to use magic attacks to stagger the passive Anubys. How you finish it off doesn't really matter, though the Attack command becomes more powerful once your opponent has been staggered. This fight is followed by a brief camera tutorial that enables you to invert the **Y**-axis or x-axis, should you so wish.

After an interim battle against a Niblet (press **R1**/**RT** to swipe it and begin the battle with a "Good" rating, then just hit it with a Thunder combo for a quick kill), another Anubys encounter introduces the Guard ability. You can either hold the related button for a standard block, or time a button press to occur just before the Anubys lands an attack for "Perfect Guard" (see page 39). After you defeat a second Niblet, a cutscene shows the opening of the way forward.

Go through the doorway highlighted with **U** and continue up the stairs until you reach the Black Market Dealer, triggering a quick tutorial on the purchase and use of Recovery Items. After this ends, select "Buy" from the menu and fill all available slots with Potions: these are free in this instance, so you would be foolish to miss out on the opportunity. When you're done, continue to the top of the stairs.

B Run to the north balcony and head east until you reach a Niblet and an Anubys in the corridor. Initiate combat with **R1**/**RT** to begin the Switching Targets tutorial. Follow the onscreen prompts, then complete the battle. Continue east, then turn to the south.

C When you are prompted to use the jump ability, press **Y**/**RT** to climb over the crates; choosing to avoid or engage the enemies that appear on the lower level is entirely at your discretion.

D Aside from a brief (and uneventful) introduction to ladders, and occasional (mostly optional) fights against the Anubys enemy type, the journey is then entirely straightforward until you reach a locked door. Facing it, turn and interact with the interface on the pillar to Lightning's right with **X**/**LB**.

E Continue along the corridor until you trigger a cinematic; this is followed by a staggering tutorial, with a (thankfully heavily hamstrung) Zaltys as Lightning's training partner. This sequence will eventually go on to introduce the Overclock EP Ability.

F The last step for this section of the Prologue is to follow the **U** icons until you reach a door, which triggers a succession of cinematics. Once these end, you will be transported to the Ark, a place where time does not flow, and to which Lightning must return at 06:00 every day without fail.

G Open the four cubic containers to obtain Mist Wizard (⊗), Blizzard Lv.1, Light Guard Lv.1, Prytwen (⊙) and Devil's Daughter (⊗). Opening the final cube will trigger the Customizing Schemata tutorial, which formally unlocks the corresponding option in the main menu. Follow the onscreen prompts to complete the lesson. If you have saves from Final Fantasy XIII or XIII-2 on your hard drive, you can optionally visit the new Rewards Barter Shop entry in the main menu to collect potential bonus items from the Outerworld Rewards menu.

After you leave the menus, Lightning obtains the Escape EP Ability. Follow the prompts to interact with the bookshelf (more specifically, the Book of Conquests), challenge the Zaltys, and then take the EP Abilities tutorial that follows.

Back at the Ark, interact with Hope to advance the story. The conversation that follows will introduce a few key game concepts and features. At the end of this, the Warp Device that Lightning will use to return to Nova Chrysalis every day is activated. You can speak to Hope again for further background information, and even access his special "shop" that enables you to purchase Recovery Items in return for EP. However, as you currently have a full stock of Potions (and no real need for his specialized tinctures on Day 1), you can ignore the latter option for now.

Finally, approach the Warp Device and press **X**/**LB** to conclude the Prologue, and formally begin Day 1.

QUICKSTART

CAST & CONCEPTS

PROLOGUE

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

PROLOGUE

LUXERION

YUSNAAR

THE WILDLANDS

THE DEAD DUNES

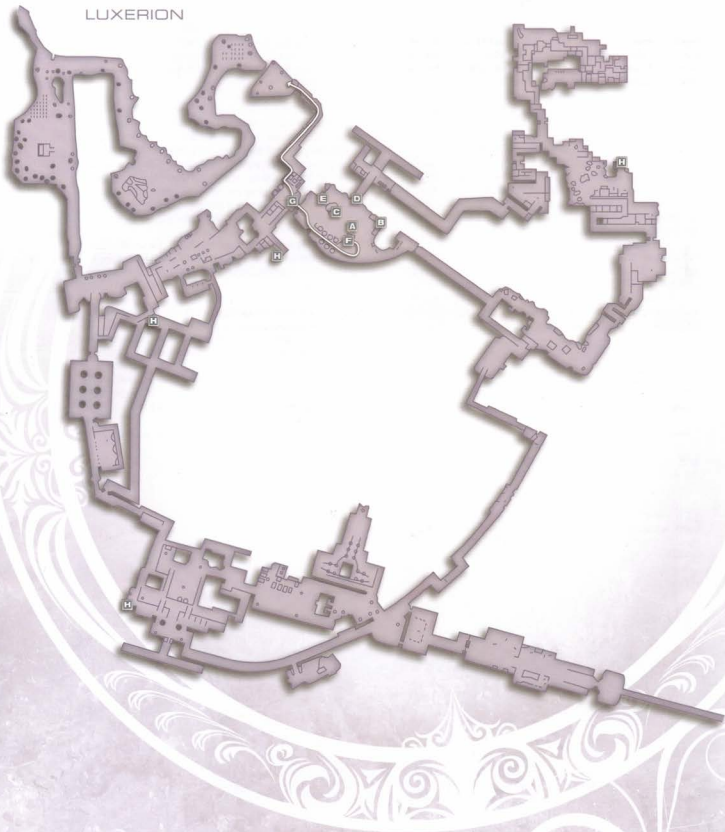
THE FINAL DAY



LUXERION

The main quest for the holy city of Luxerion spans at least two in-game days, and is the shortest of the four principal storylines. While you can easily reach its final chapter not long after midnight on Day 2, there is no pressing need to complete it at such an early stage in the adventure.

LUXERION

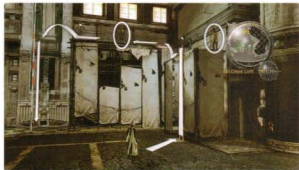


1-1: An Evil Savior

A Talk to the Inquisitor by the statue in front of North Station. The "Whither Faith" opening quest (classified as a side quest, but given center stage as your primary goal during the "An Evil Savior" main quest) requires that Lightning gather a sufficient number of clues to assist the Inquisitor in his investigations. This is an elementary challenge, but we will document a selection of points of interaction to get you started. Once you have gathered enough information, Hope will prompt Lightning to return to the Inquisitor.


Important note: If you fail to return to the Inquisitor with a sufficient quantity of clues and witness statements before 23:45, you will automatically fail "Whither Faith". The main quest automatically advances to chapter 1-2 at 23:45.

B Speak to the Surveying Man on the scaffolding platform to the northeast of the Station Plaza. Jump to the adjacent platform and talk to the Officer there. You can also open a treasure sphere to obtain the Fighter's Emblem accessory.



C Examine the paper sheets scattered to the west of the Inquisitor.

D Speak to Thorton at the (newly unlocked) station entrance, then accept the "Where Are You, Holmes?" side quest (see page 107). This must be completed before 06:00 on Day 1, and takes no more than 30 seconds. It also contributes hidden "clue points" towards the investigation for "Whither Faith" when completed. Talk to Holmes on the west side of the plaza, then lead him to Thorton inside the station.

E Speak to any other civilians on the plaza and inside the station marked with the  icon. This includes the Innkeeper and Outfitter on the west side of the plaza and the Running Man (dash to catch him) to the east. Once you have gathered a sufficient quantity of clues, talk to the Inquisitor again. After you obtain the rewards for "Whither Faith", Lightning will gain the invaluable Chronostasis EP Ability, and the main quest will automatically advance to Chapter 1-2.

1-2: In the Shadow of the Heretics

POSSIBLE ENEMY ENCOUNTERS

NAME	NOTES	BESTIARY PAGE
Fanatic	Around the North Station during the tail sequence.	211

F Just before midnight, use the ladder to climb to the top of the structure close to where the Inquisitor was standing in the plaza outside North Station. From your vantage point, stay out of sight and watch the group of cultists as they move from the east to the gate to the west.



G When they reach the plaza's west gate, drop behind the tower to avoid detection, then follow them from a distance – hiding behind walls and other barriers that break line of sight where possible – until you reach the waypoint and trigger a cutscene.

If Lightning is detected during the tail, you must successfully defeat Fanatics in battle to continue. Should you fail in this fight, the quest is reset, with a new group of Fanatics appearing on the east side of the Centrum plaza.

The main quest for Luxerion can not be advanced any further on Day 1, so this is a great opportunity to grab essential items and complete a handful of side quests during the remaining hours. See page 56 of the Walkthrough chapter for advice on the most profitable uses of your time.

1-3: Find the Code

H This chapter of the main quest is available from 06:00 on Day 2. The locations where the four numbers can be found are shown on the accompanying map (see letter **H**). The numbers on the Wharf of the Faithful (a short walk southwest of North Station), inside the Warehouse

District and close to South Station can all be gathered at any time of day. The fourth, inside the Warren, can only be accessed between the hours of 00:00 and 06:00. The story advances to the next chapter once you have all four numbers.

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

• MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

PROLOGUE

• LUXERION

YUSNAAR

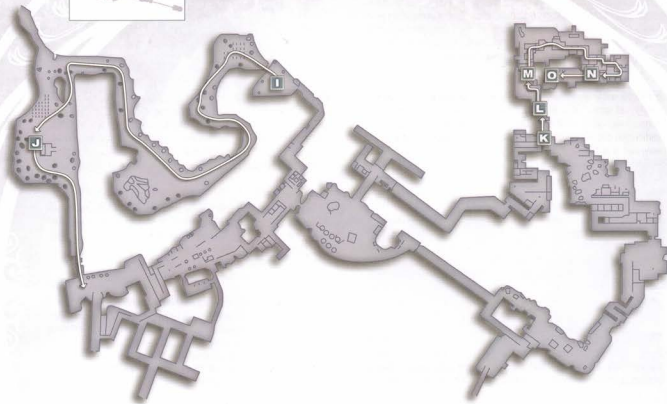
THE WILDLANDS

THE DEAD DUNGS

THE FINAL DAY



Luxerion: Forsaken Graveyard & Warren



1-4: Rites for a Goddess

POSSIBLE ENEMY ENCOUNTERS

NAME	NOTES	BESTIARY PAGE
Gremlin	These weak enemies pose no threat, and can be defeated without complications.	172
Niblet		156
Gaunt	By contrast, the flying Gaunt will be a difficult opponent for Lightning if you complete this step on Day 2. And if you are in no fit state to easily tackle a Gaunt (use Lightning-elemental physical attacks exclusively), you should definitely avoid any Dreadnoughts and Zomoks that spawn at all costs.	161
Dreadnought		206
Zomok		190

I Approach the phone booth between the hours of 00:00 and 06:00 and interact with it. Duplicate the displayed code with in the slots directly below, then press /. You can then follow the route shown on the map to reach the climactic cinematic for this chapter.

If you are attempting to complete this portion of the local main quest on Day 2, be warned: the ambient, non-plot denizens of the Forsaken Graveyard can be tough to beat without suitable stats and equipment. If in doubt, or should you be low on Recovery Items, it may be prudent to pay most prospective combatants a wide berth.

J Once the story interlude ends, look behind the monument to find a glowing spot on the ground. Examine this to find a Crest of Etro. Continue south to exit the Forsaken Graveyard. With chapter 1-4 complete, this area of Luxerion is now permanently unlocked.



1-5: Hunter in Light and Shadow

POSSIBLE ENEMY ENCOUNTERS

NAME	NOTES	BESTIARY PAGE
Fanatic	These have a high spawn rate during your journey through the Den of Shadows.	211
Noel Kreiss (Blue)	The chapter's final opponent if you arrive before 05:59 on Day 7.	212
Noel Kreiss+ (Red)	An alternative version of Noel that appears from Day 8. Not recommended on a first playthrough.	212

K Even if you are not yet ready or willing to take on Noel, you can still venture over to the Warren to unlock its previously sealed northern section: the Den of Shadows. If you collected the Crest of Etro earlier, you can hand this over to have the sentry open the door at the waypoint. If not, you have the option of bludgeoning your way through, which is an equally viable solution.

L The Den of Shadows area is populated by Fanatics. These disappear after the battle with Noel, so you may wish to spend some time fighting them to acquire the Sickle of the Faithful, a weapon with unremarkable base stats but also the Protect Thief auto-ability (see page 228). This is also a potential gil-farming spot while the Fanatics are still active, but there is actually a better opportunity in Yusnaan. If you are interested in such things (and not adverse to mild spoilers), see page 296 of the Strategy & Analysis chapter.

M To reach Noel and begin the closing battle, you must run over the rooftops and jump gaps, where required, on the route shown on the accompanying map. Should you fall into the areas below, there is always at least one ladder nearby that will enable you to climb back up and try again.

N When you reach the southeast of the Den of Shadows, stop and prepare Lightning for the battle ahead, then save your progress. Don't move too close to the waypoint: this triggers a cinematic and the subsequent confrontation automatically. You can find a complete presentation of your opponent on page 212 of the Bestiary, as well as a suggested strategy for the battle.

When the fight ends, you will obtain the following rewards: 10,000 gil, Maximum EP +1, HP +240, Maximum ATB +10, Strength +84, Magic +70. After you accept these, there is a prompt to visit the Holy District. This relates to "The Saint's Stone", a newly unlocked side quest in the Holy District (see page 111).

O Once you regain control of Lightning, examine the shining object on the ground to obtain the Shadow Hunter. When paired with the Beat Down ability, this weapon unlocks the powerful Jump attack, a staple of many hugely effective battle strategies. See page 291 for details.

Climb the ladder to the left of the Oracle Drive to take a shortcut to the start of the Den of Shadows. On the other side of the wall, turn left and jump to the ladder to exit the area.

With the completion of the main quest, all side quests in Luxerion are potentially unlocked for you to accept at your leisure. However, there is one storyline that can only be completed on the day after you defeat Noel. See page 112 for details.

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

PROLOGUE

LUXERION

YUSNAAN

THE WILDLANDS

THE DEAD DIVINES

THE FINAL DAY

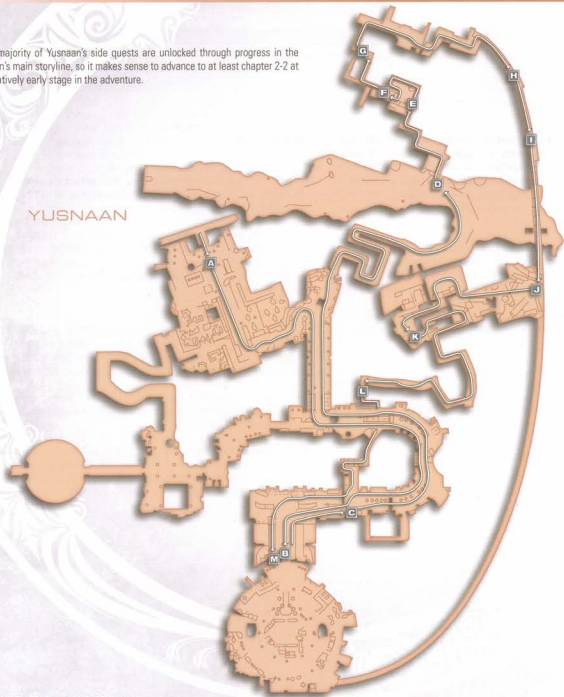




YUSNAAN

The majority of Yusnaan's side quests are unlocked through progress in the region's main storyline, so it makes sense to advance to at least chapter 2-2 at a relatively early stage in the adventure.

YUSNAAN



POSSIBLE ENEMY ENCOUNTERS

NAME	NOTES	BESTIARY PAGE
Personal Guard	Encountered in all central areas of the city. Will attack Lightning on sight.	211
Flanitor		203
Hoplite	Exploit its weakness to Fire- and Lightning-elemental abilities for a quick victory.	202
Niblet	Use Fire-elemental spells. Attack during Glutton for an instant stagger.	156
Gremlin	Attack while the enemy is casting to induce a stagger.	172
Desdemona	Use physical or Lightning-elemental abilities, especially immediately after Rush.	204
Cyclops	Fixed sub-boss close to the end of chapter 2-1; does not spawn.	164
Schrodinger	Spawns mostly in the Warehouse District. Can heal itself and act as a tank for weaker allies; always destroy its companions first.	182

2-1: The Great Break-In

A Travel to the Reveler's Quarter in the south of the city, speaking to civilians that you pass to obtain snippets of information.

B When you reach the gate to the Augur's Quarter, speak to the Knowledgeable Tourist to acquire a valuable tip on how Lightning might sneak into the locked area.

C Head back east and look for a garishly attired man with "one-man band" equipment; you will probably hear him before you see him. This is the Tour Guide. Once you have heard his spiel, purchase the Sneaking-In Special Ticket for 2,000 gil. At this point, you cannot continue with the main quest until 18:00. If it is still early in the day, you might as well travel to another region to attend to other activities until late in the afternoon, but don't cut it too fine: if you miss this deadline, you will need to wait until the next day to advance the storyline.



D Once you are ready to continue, travel to the entrance to the Industrial Area in the Lower City, which you can reach via the corridor at the north of Central Avenue. Speak to the Suspicious Gatekeeper, then select "Yes" when the prompt appears. If you are early, you will then be offered the opportunity to advance time to 18:00 exactly; interact with the Suspicious Gatekeeper again to continue.

E Enter the Industrial Area and follow the path until you reach steps leading upwards. Continue on this path in a counterclockwise ascent, jumping the gap in the catwalk when you arrive at it. When you reach a ladder, climb it. There is a treasure sphere that costs 2 EP to open that you might notice within jumping distance when you reach the top, but you should leave this for now. The Fencar's Earrings inside are a specialist accessory that you have no real use for at this stage.



F Follow the obvious route, dropping to a lower level when you reach the first ladder. When you reach the second ladder, investigate the nearby dead end to the north to find the Bronze Pocket Watch (an item required for a Canvas quest) before you climb up.

G Follow the path to the north to reach the Cargo Station, then head to the east. There is a merchant just before you reach the Supply Line who sells Recovery Items, so be sure to replenish your supplies if your stocks are low.

H On the Supply Line, make note of the point where the path drops, and look up to see a higher platform that Lightning can jump to (note the special "grab ledge"; hold \square / \triangle as you jump to it, and Lightning will automatically haul herself up when she makes contact). Open the treasure sphere here to obtain the Soldier's Tie accessory, which offers 20% resistance to physical damage on the Schema it is equipped to.



I On that very topic, now is a good time to consult the Bestiary for advice and prepare to fight the Cyclops that you will face when you reach the next waypoint. The battle follows immediately after the cinematic. You can find a detailed presentation of this enemy type, and a strategy to defeat it, on page 164 of the Bestiary.

J After the cinematic that follows the Cyclops fight, Lightning begins in the Warehouse Area. The enemy spawn rate is ferociously high in this zone though, self-healing Schrodingers aside, there are no monsters that present any degree of difficulty. Head west to reach an opening to the north, then look for a pile of crates just through it: these lead to a walkway with a treasure sphere that contains the Sight's Circlet accessory. After you grab this, head to the next two waypoints until you reach a pile of bones; examine these to obtain the ID Card.

K From the bones, head east via the path between the storage containers, then go up the steps to reach the entrance to the Underground Route. Follow this linear corridor until you reach a closed portcullis.

L Interact with the panel to open the way forward. Look out for a small shining collectible (a Desert Flame required for a side quest) and a treasure sphere. At the end of the tunnel you will reach a ladder that leads to the Reveler's Quarter.

M To conclude the chapter, approach the interface at the gates of the Augur's Quarter and interact with it to enter. The assorted tasks that you must undertake to complete 2-2, "The Legend of the Savior", are all tailored for completion over the course of an in-game evening. We advise that you begin immediately.

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

PROLOGUE

LUXERION

YUSNAAN

THE WILDLANDS

THE DEAD DUNES

THE FINAL DAY

YUSNAAN



2-2: The Legend of the Savior

N If you start this main quest chapter directly after 2-1, it should be no later than 21:00 (and, ideally, a little earlier). This part of the story comprises a collection of main quest activities, mandatory side quests, and a handful of optional secondary activities. It is also very light on combat, so it might be useful to begin with a full supply of EP for Chronostasis.

Your first task is to find the director. From your start position by the gates, look for a man to your right, then head up the steps to find Director Sarzhak. You can then converse with the Fireworks Boss on the east side of the Statue of God to obtain the Boss's Note. A pop-up Primer will inform you of the times when fireworks will be launched: 22:30 by the Cactuar Statue, 23:00 on Central Avenue, 23:30 at the Slaughterhouse, and 00:00 at Yusnaan Station. These are your deadlines for speaking to the Pyrotechnicians at each position.

There are three different ways to collect fireworks:

- By speaking to the technicians at each of the sites marked by waypoints (one of whom offers a short secondary quest).
- By speaking to Funicula and completing the Fireworks for a Steal side quest.
- By speaking to all four Chocobo Girls once you have examined a specific type of poster that reveals the "magic words" they ask for. Conveniently enough, a poster can be found a few steps away from each Chocobo Girl.

In total, you can acquire up to 12 fireworks from Pyrotechnicians, seven from Funicula, and a maximum of four (and, if you collect all of them, the Miq'ote Dress garb) from the Chocobo Girls. We have marked all relevant points of interest on the accompanying map.

Though you only need ten fireworks, it's easy to make a sweep of the city to collect them all and pick up other bonuses. Funicula's quest is only available during the events of chapter 2-2 (see page 118), so it's a definite priority. Speaking to the Drunk Pyrotechnician in charge of the fireworks on Central Avenue begins a short side quest (which we cover on page 118). This can only be completed on the evening when it is accepted, before 01:00. Failure to do so will lead you to miss the quest rewards. To obtain the specified tittle, speak to the Maître D' at Banquet of the Lord and pay the required 1,000 gil fee. Take the Bacchus's Brew back to the Drunk Pyrotechnician to obtain his fireworks and your rewards.



O Once you have a healthy stock of fireworks and have completed related quests, return to the Fireworks Boss to make your delivery, then speak to Director Sarzhak. To obtain the required garb, you need to complete a side quest called "The Fighting Actress" (see page 119), which involves participating in a special event at the Slaughterhouse.



P Speak to Slaughterhouse Zoe in her booth, then complete all three bouts to win Midnight Mauve. The first (in a colossal mismatch) pits Lightning against a group of Gremlins (Bestiary page 172). The second is similarly easy, against a single Anubys (Bestiary page 158). The third is against a Zaltys (Bestiary page 188), a moderately challenging opponent who will nonetheless be of no consequence if you are following the suggested progression offered in the Walkthrough chapter. For maximum damage, use Ice-elemental spells.

After you conclude your business at the Slaughterhouse and obtain the garb, you should note that the performance does not begin until 03:00. Though you can artificially advance time via an option that appears when you speak to Director Sarzhak, it's probably better to get involved with other activities (indeed, other regions) if you have several hours to spare.

Q A word of warning: advancing the story beyond this point places Lightning in the Patron's Palace, a dungeon populated by some high-level enemies. If you have started with Yusnaan on your playthrough and have yet to make meaningful progress with quests in other regions, Lightning will almost certainly be too weak to handle the challenges that lie ahead. You may wish to leave this final step until a later date.

When you are ready to continue, equip the Midnight Mauve garb and set it as your default Schema (at the Customize Schemata screen, highlight it and press **△** **○**), then travel to the Augur's Quarter at any point between 02:45 and 02:59. Interact with Director Sarzhak to bring this chapter of the local storyline to a close. After the initial cutscene ends, you will obtain the Femme Fatale weapon.

GUIDE START

CAST & CHARACTERS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

PROLOGUE

LUXERION

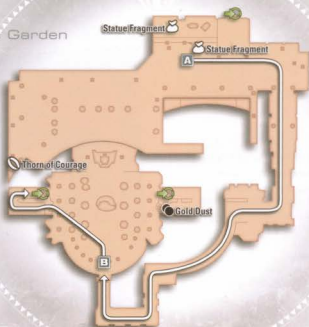
YUSNAAN

THE WILDLANDS

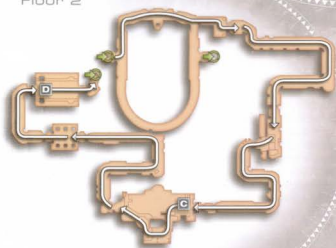
THE DEAD DUNES

THE FINAL DAY

Floor 1
and Palace Garden



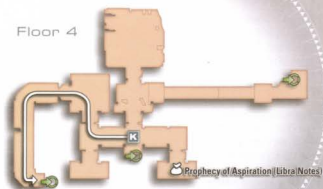
Floor 2



Floor 3



Floor 4



Floor 5



2-3: A Solitary Patron

You only have three hours to make your way through the large, monster-filled Patron's Palace on first arrival, so you will need to make fairly regular use of Chronostasis to ensure that you can reach the end before the 06:00 deadline. Should you find the going tough, you can always raise EP through battles and teleport to another location. Don't worry too much if you need to use a few Recovery Items during the trip: there is a special merchant just before you arrive at the final boss battle.

SIGNIFICANT ENEMY ENCOUNTERS

NAME	NOTES	BESTIARY PAGE
Desdemona	Use physical or Lightning-elemental attacks, especially right after Rush.	204
Cyclops	Apply as many ailments as you can. Perfect Guard against club attacks and unleash physical attacks to stagger.	164
Skata'ne	Deal heavy damage to its weak point with Fire-elemental attacks. Guard against Heel Kick and counterattack immediately.	181
Anubys	Use Slow to delay its actions. To stagger, use magic attacks, physical attacks only while the enemy is performing an action, or Perfect Guard against a horizontal swipe.	158
Zaltys	Use Ice-elemental spells, especially when coupled with a stagger to the head (best accomplished with Jump).	188
Schrodinger	Use Fire- and Wind-elemental spells after applying Imperil.	182

A Collect the two Statue Fragments close to your start position in the Palace's garden (required for the "Rebuilding" Canvas quest—see page 140), raid the treasure sphere for its accessory, then head into the center of the palace.

B Make your way to the ballroom, where a scripted Chaos Infusion will balloon into position as you arrive. Either take the opportunity to fight a relatively easy battle for the EP bonus, or just run straight for the staircase on the west side of the room. From this point on, Chaos Infusions will appear with regularity. When you reach the balcony on floor 2, take a short detour to the adjacent staircase to collect Gold Dust (a sale-only item worth 4,800 gil) behind the closed door before you continue.

C The journey through the second floor is entirely straightforward until you reach the room in the south, where you must climb two ladders to negotiate obstacles. The Zaltys and Cyclops large-scale enemies spawn in the main area of this chamber. These are rather easy to deal with if you use the right strategy (Bestiary page 188 and 164), so you could profitably top up your EP here before you move on.

D You can top up your EP even further in the final room of this floor, where the Zaltys has a high spawn frequency. If you have no appetite for a fight here, you can alternatively sprint around the first giant beast to appear and climb the ladder in the corridor beyond to reach the next floor.

E When you arrive at a locked door (which should be familiar from the end of the Prologue), interact with the adjacent panel to open it.

F In the next room, use the control device to remove the barrier.

G On arrival at the room beyond, climb the ladder directly to your left as you enter to reach a treasure sphere containing Flamestrike Lv.2.

H The next large room in line is a Zaltys spawn point. Climb the crates to your left to reach a short corridor and, from there, make your way to the control panel to the southwest to remove the barrier blocking the way forward. When you reach the junction, take a short detour to the right to reach a treasure sphere before you continue.

I Cross the room and climb the crates on the opposite side, then follow the corridor until you reach a ladder. Smash the crates, climb up, then empty the treasure sphere (which contains the Frostbane Choker, a useful accessory in a forthcoming fight) and activate the control panel to remove the barrier.

J The last encounter on this floor is with a Palace Guard, who sells the Potion and Phoenix Down Recovery Items. Stock up if you need to, then continue to the waypoint to trigger a cinematic.

K Make a quick trip to the dead end to the east to open a treasure sphere that contains Libra information for the forthcoming boss fight. You can then head west to reach a ladder that leads to Floor 5.

L When you reach the next room, climb the ladder, then follow the obvious route to reach the control panel for the device sealing the corridor.

M In the next room to the south, you must defeat a pair of Anubys inside a Chaos Infusion to open the door.

N Once you reach the Patron's Chambers, approach the table at the waypoint marker and interact with it to trigger a cinematic. Drop through the shaft to return to the southwest side of Floor 3, then head east—over the crates, and up the ladder—to reach the corridor leading north that will return you to Floor 4. Carefully prepare your Schemata for the struggle that lies ahead (see page 214 of the Bestiary for detailed guidance) before you interact with the ice-covered door to advance to the conclusion of the Yusnaan main quest.

At the end of the battle, you will obtain the following rewards: 10,000 gil, Maximum EP +1, HP +300, Maximum ATB +10, Strength +112 and Magic +28. When you regain control of Lightning, grab the object on the ground to the left of her to obtain the Ghostly Hood, a rather technical accessory with some interesting applications (see page 232).

The open hatch just outside Snow's room offers a shortcut to the second floor of the Patron's Palace, close to the Ballroom. You can then vault the balustrade to reach the lower level, and follow the corridor to return to the Augur's Quarter.

DUCKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CAUSE OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

PROLOGUE

LUXERION

YUSNAAN

THE WILDLANDS

THE DEAD DUNES

THE FINAL DAY



THE WILDLANDS

Immediately advancing the Wildlands main quest to the end of its second chapter will be a priority on any playthrough, as the benefit of exploring its vast expanses and confronting its varied monsters with the aid of a Chocobo cannot be overstated.

The Wildlands has more secondary quests than any other region, which makes it the perfect area to focus on Lightning's development during the early days of the storyline. What's more, the Chocobo's ability to heal her during battles will be of great benefit as you get to grips with the combat system on a first playthrough.

Completing main quest chapter 3-2 unlocks a fifth main quest that begins in the Wildlands, but actually requires visits to all four regions to complete its (very short) chapters.



The Wildlands: Grasslands & City of Ruins



3-1: The Angel of Valhalla

POSSIBLE ENEMY ENCOUNTERS

NAME	NOTES	BESTIARY PAGE
Niblet	Use Fire-elemental spells. Attack during Glutton for an instant stagger.	156
Meonekton	Take advantage of Eerie Soundwave to stagger rapidly with elemental attacks.	159
Dryad	Use Fire-elemental abilities exclusively.	162
Gremlin	Attack while the enemy is casting to induce a stagger, after which it falls quickly.	172
Miniflan	Use Lightning-elemental spells.	173
Rafflesia	Area-of-effect Fire-elemental abilities make Rafflesia a mere formality.	174
Goblin	Dispatched quickly with Ice- or Lightning-elemental abilities.	175
Vali	Use Wind-elemental attacks to deplete its HP quickly. When accompanied by a Hanuman, prioritize this lesser enemy.	176
Hanuman	Eliminate any accompanying Valis to prevent Charge. Otherwise, use Wind-elemental attacks.	186
Ectopudding	Use Ice-elemental spells. Equip accessories with Fire resistance at low levels of development.	184
Triffid	Use Fire-elemental abilities. During enemy attacks, either guard to prevent interruption or double down on your offensive to stagger.	185
Reaver	Use Ice- and Lightning-elemental abilities. Perfect Guards are critical to reduce damage taken and can also stagger.	192
Chocobo Eater	Use Lightning- or Wind-elemental abilities or Jump to stagger. Trigger a Level 2 stagger to make subsequent staggers easier to achieve.	196
Aster Protoflorian	Use all four elements and stagger with spells.	208

A On arrival in the Wildlands, a mandatory conversation at the Monoral station directs Lightning to Canopus Farms, a small settlement to the southeast in the main Grasslands area. Most enemies that may appear during the journey are decidedly weak, though be quick to run if you encounter a Reaver (Bestiary page 192) — these are prohibitively difficult to beat at an early stage in the story.

B At Canopus Farms, speak to Dr. Gysahl, then converse with all NPCs marked with the usual conversation icon. After gathering the required information, you will now have a new quest marker in the northeast of the Grasslands area.

C From Canopus Farms, head east, then follow the path leading north. A conversation with two Chocobo riders from Jagd Village during the journey will provide you with additional information on your specific destination: the City of Ruins.

D When you reach a large green monster looming over a stricken Chocobo, consult page 196 of the Bestiary for advice on how to prepare your Schemata, and save your progress before you leap into the fray. The Chocobo Eater is one of the most powerful enemies in the entire game world, but this specimen has been severely weakened. Once the Chocobo Eater falls, return to Dr. Gysahl at Canopus Farms. After the cinematic interlude, speak to him, then interact with the Chocobo to feed him the Gysahl Greens.

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

* MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

PROLOGUE

LUXERION

YUSNAAN

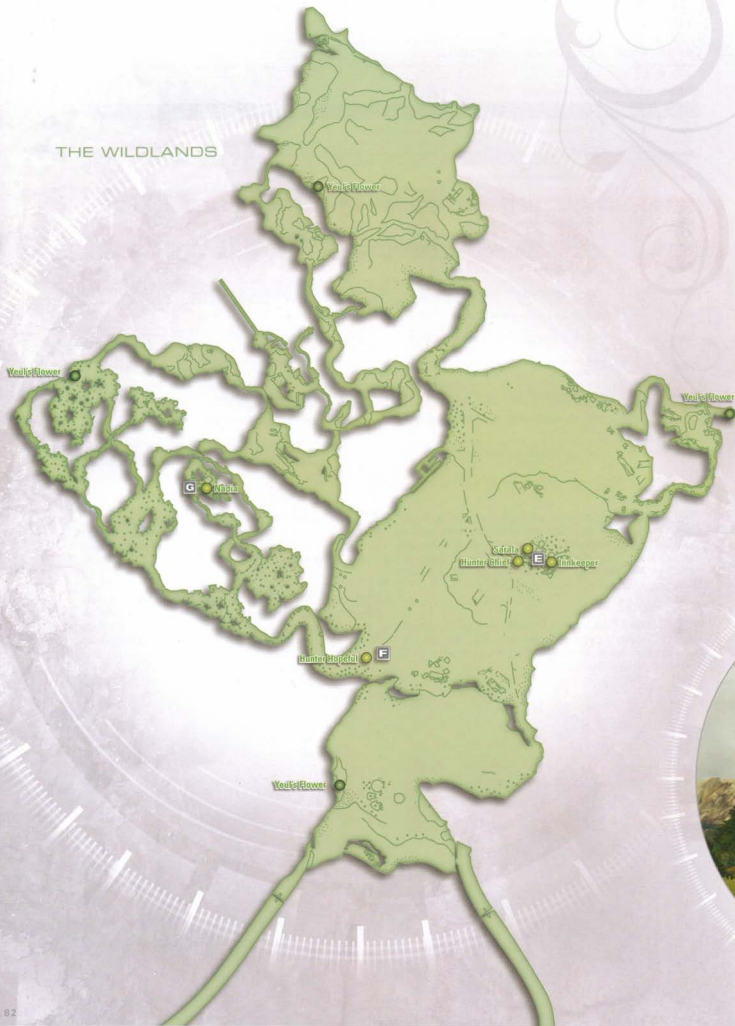
* THE WILDLANDS

THE DEAD DUNES

THE FINAL BAY



THE WILDLANDS



3-2: Healing an Angel

E This main story chapter potentially encompasses several side quests, all of which contribute to the process of restoring the Chocobo to the second of three healing stages. Our focus here is get your Chocobo up, running and eventually gliding with a minimum of effort and expenditure.

Though you can speak to everyone at Canopus Farms to hear their thoughts, specific individuals contribute items required to advance the quest. The Hunter Chief just outside the main settlement entrance will give Lightning a Chocobull. Sarala, the young woman attending to the nearby farmhand, will offer Gysahl Greens. The Innkeeper on the east side of the settlement provides the gift of Fuzzy Sheep Milk. Return to the Chocobo with these three items, and feed each one to him via the "Give to him" option.

F Head to the path that leads to Jagd Woods to the southwest. Speak to the Hunter Hopeful at the entrance (he's riding a Chocobo), and you should – if you have battled through encounters with at least six Minifin so far – be able to complete a short side quest called "The Right Stuff" (see page 125) immediately. If not, scour the surrounding area to meet these foes until you have the necessary items. One of the final rewards is the Mystical Meal item. Though you can heal the Chocobo by other means, feeding him this additional item will enable you to restore him to riding fitness, and enjoy his assistance in battles. Do this now.

G Ride your Chocobo to Jagd Village and speak with Nadia to begin the "Chocobo Cheer" side quest (see page 125). Nadia will tell you about Yeu's Flowers, special blooms with medicinal properties that Chocobos must eat directly at their point of growth. Take your Chocobo to the Yeu's Flower in the north of Jagd Woods (see map) and interact with it. You can then ride to the Yeu's Flower in the City of Ruins and a third a short way to the west of Aryas Village to restore your Chocobo to the second healing stage – and advance the story to the next chapter.

Advancing your Chocobo to the third healing level is certainly useful, but it's not really a priority for the main storyline. If you can wait 24 hours for the Yeu's Flowers to regrow, that is certainly the cheapest way to complete the healing process. You could also feed it the Creamy Sheep Milk and Fuzzy Sheep Milk items obtained as quest rewards in Aryas Village – these have no other function.

CHOCOBO HEALING STAGES

LEVEL	UNLOCK	HEALING POINTS REQUIRED
1	Riding possible	120
2	Gliding possible	250
3	Maximum battle strength	400

CHOCOBO HEALING ITEMS

ITEM	HEALING POINTS	NOTES
Gysahl Greens	25	Can be grown at Canopus Farms on completion of the "A Father's Request" side quest. Not practical for rapid healing of your Chocobo on a first playthrough, but they can be stockpiled for easy healing on a New Game+ playthrough. Eight units are required for two Canvas of Prayers quests.
Fuzzy Sheep Milk	30	Given as a reward for the "Fuzzy Search" side quest in Aryas Village (see page 123). Has no purpose other than to be fed to your Chocobo.
Creamy Sheep Milk	40	A reward for the "Round 'Em Up" side quest (see page 129) in Aryas Village. Again, has no other purpose.
Chocobull	40	Can be created by Cardesia in Jagd Village in exchange for Chocoborel x8 and Slug Sweets x6. Required item for the "Emergency Treatment" Canvas quest.
Syakis Greens	40	Can be grown in the small plot inside Moogles Village on completion of the "Peace and Quiet, Kupp" side quest (see page 123). One unit required for a Canvas of Prayers quest.
Tantai Greens	40	Grown in the two plots at the Research Camp during and after "The Old Man and the Field" (see page 124). Two units required for a Canvas of Prayers quest.
Mystical Meal	40	Two units are obtained as rewards on completion of the "The Right Stuff" and "A Taste of the Past" side quests (see page 127); can also be created by Chef Aryas for Vibrant Ooze x3 and Moonsoul Bloom x6. One unit required to complete the "Moogles Gourmand" Canvas quest (see page 142).
Animal Potion	50	A reward for completing the "Dog, Doctor, and Assistant" side quest (see page 127); also required for the "Emergency Treatment" Canvas quest. You can ask Tilda at the Research Camp to make additional doses in exchange for the following items: Drying Blossom x4, Moonsoul Bloom x2, Goopy Goo x5.
Yeu's Flower	50	Unlocked as a healing item after you start the "Chocobo Cheer" side quest in Jagd Village (see page 125). These grow in four locations, and are used solely to heal your Chocobo. Once consumed, they grow back after 24 in-game hours.

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

RESTART

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

PROLOGUE

LUXERION

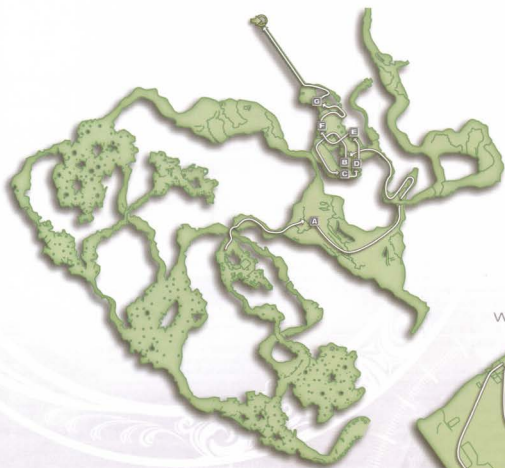
YUSNAAN

THE WILDLANDS

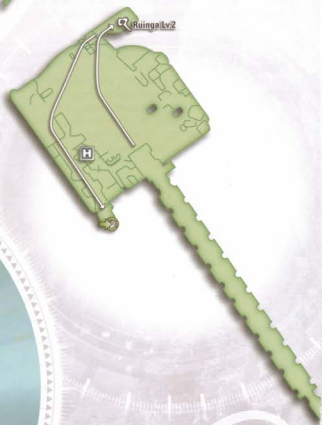
THE DEAD DUNES

THE FINAL DAY





War's Cage: Lower Level



3-3: Where Chaos Sleeps

A Having restored the Chocobo to a sufficient level of fitness, its gliding ability will enable you to explore every last patch of the Wildlands. This means that you can finally navigate the Rocky Crag area to reach Poltae, a settlement in the shadow of the Temple of the Goddess.

Before you resolve to complete chapter 3-3 immediately, a warning: while a visit to Poltae presents no challenge, the Temple of the Goddess is populated by some fairly high-level adversaries, and the monster spawn rate is fierce. You also fight without the assistance of your Chocobo, and Lightning is handicapped by a steady HP drain. Moreover, the adversary that lies at the heart of the temple may prove prohibitively difficult to defeat if Lightning isn't suitably prepared. However, there is no harm in grinding your way through the temple itself with a relatively underprepared Lightning, if you feel confident, as this will enable you to collect noteworthy items (including a full set of third-tier elemental spells). Negotiating the ruined floors to reach the top level actually creates a shortcut to the final boss encounter just inside the main entrance, so it certainly won't be a wasted journey.

B Before you begin, speak to Professor Lathom close to Poltae's Inn. His quest ("The Grail of Valhalla" – see page 130) involves interacting with two specific objects within the temple, so it makes sense to complete his objectives at the same time.

C Travel to the waypoint at the top of the sloped path on the west side of Poltae to trigger a cutscene. Speak to the Man Awaiting the End after this ends, then follow the annotated screenshots to jump and glide to the waypoint marker.

D From the top of the slope, jump and glide over to the rock formation to the north, then hop up onto the rooftop.



E Jump and glide over to the rooftop, then jump to the rocky platform.



F Finally, make the short jump and glide to the next elevated platform.



G After the cutscene, Lightning will automatically dismount. Make a quick (optional) detour along the path to the southeast to collect the Beggar's Beads accessory from the treasure sphere, then return and climb the ladder. Cross the Bridge of Faith and ascend the stairs until a cinematic begins.

POSSIBLE ENEMY ENCOUNTERS

NAME	NOTES	BESTIARY PAGE
Hanuman	Always eliminate the Vali first – the Hanuman is effectively a tank. Use Wind-elemental attacks.	186
Vali		176
Ectopudding	Encountered in pairs, their Fire-elemental attacks can be devastating. Equip the Flamebane Choker on your primary guard Schema if you have it. The Watergod Bracelet will augment your attack power against these foes.	184
Meonekton	More a grind than a threat in early days, and an irrelevance thereafter. Take advantage of Eerie Soundwave to stagger rapidly with elemental attacks.	159
Dryad	A good excuse to test the Firaga Lv2 spell found in the Hall of Avarice just before you reach their primary spawn area.	162
Aster Protoflorian	A fixed enemy that serves as a sub-boss. Does not occur as a random spawn. Use all four elements and stagger with spells.	208
Reaver	A fixed enemy that serves as a sub-boss. Does not occur as a random spawn. Use Ice- and Lightning-elemental abilities. Perfect Guards are critical to reduce damage taken and can also stagger.	192

H Lightning begins at the center of the basement level. Run to the north to find a treasure sphere containing Ruinga Lv2, then move to the west and climb the slope that leads to the Hall of Avarice to the south. For future reference, you can reach the exit to the Temple of the Goddess by jumping to the platform on the left as you're going up the slope, as shown with a broken line on the accompanying screenshot.



QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

PROLOGUE

LUXERION

YUSNAAN

THE WILDLANDS

THE DEAD DUNES

THE FINAL DAY

Hall of Avarice & War's Cage:
Middle Level

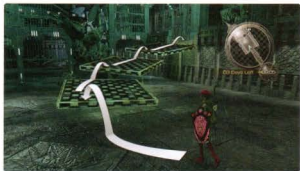




K When you reach War's Cage: Middle Level, speak to Yeul on her slightly raised vantage point on the west side of the room to trigger the appearance of platforms.



I Follow the corridor until a cinematic begins. Jump to the upper level via the temporary platforms, then continue northwest along the balcony until you reach a second Yeul. She will conjure up a set of temporary platforms that provide access to the balcony. These disappear after a short period of time; speak with Yeul again to restore them. This device is used on several occasions in the Temple of the Goddess.



J Before you speak with Yeul, drop down to the lower level and interact with the plaque to obtain the Goddess Glyphs quest item, as pictured here. Now speak to Yeul to create a platform bridge leading to the opposite balcony. Cross over, and make a quick detour to the southeast to reach a treasure sphere containing Firaga Lv.2. You can then retrace your steps and head through the doorway in the northwest. This corridor tends to pit Lightning against Ectopuddings in pairs, so take the time to prepare accordingly.



L Run up the ramp and head through the opening; turn right to find another Yeul. Speak to her, then step back outside.



M Though you can head straight up the temporary platform steps to the next level, a detour to collect Blizzaga Lv.2 from the treasure sphere is worth your while. Drop to the stone platform below, raid the sphere, then – carefully! – return to Yeul and interact with her again to refresh the route to the upper floor. Jump to the balcony at the top and go through the doorway.



QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

• MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

PROLOGUE

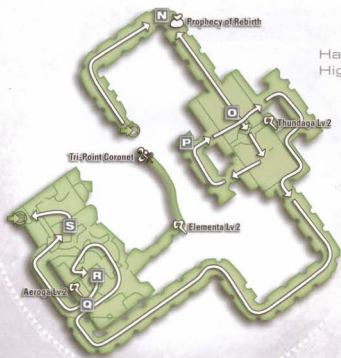
LUXERION

YUSNAAN

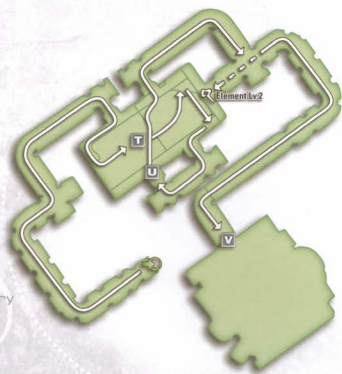
• THE WILDLANDS

THE DEAD DUNES

THE FINAL DAY



Hall of Rebirth & War's Cage:
Highest Level



Hall of Memory

N Ectopuddings once again patrol the opening corridor in pairs. Open the treasure sphere, which contains the Prophecy of Rebirth Libra notes for the boss that awaits on the upper level of the temple. After opening it, fight the Aster Protoflorian awaiting in the next room.

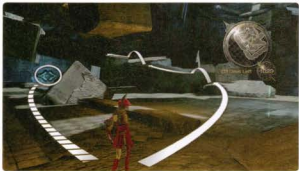
O When the battle ends, climb the stone rubble to reach the next walled-off section of the chamber and speak with Yeul to create two platforms that provide access to the balcony. Follow the short corridor beyond until a cinematic begins.

P When this ends, cross the room via the floating platforms, taking an optional detour to open a treasure sphere (containing Thundaga Lv.2) if you wish, as pictured here. This necessitates that you drop into the adjacent room and retrace your steps, which is no great hardship. After that, follow the corridors until you reach War's Cage: Highest Level.



Q Though this is not mandatory, you can interact with the plaque in the northwest of War's Cage: Highest Level to obtain the Chaos Glyphs quest item. If you have both Glyph items, you're now ready to begin the second stage of "The Grail of Valhalla" side quest (page 130) when you return to the world outside.

Now identify the ramp shown on the accompanying screenshot, then follow the ascending, counterclockwise path until you reach another Yeul.



R Though far from mandatory, you can ignore Yeul for now and follow the route shown on the next screenshot with a broken line to reach two treasure spheres. These contain Elementa Lv.2 and the Tri-Point Coronet. Be extremely careful on the narrow path: enemies can and will spawn, and a fall may take you all the way to the first room of the temple.

Once you have plundered the spheres, retrace your steps and return to Yeul. Speak to her to trigger platforms, then climb up. If you are quick (or use Chronostasis), you can open the treasure sphere (containing Aeroga Lv.2) before the temporary platform disappears.



S Head for the next Yeul when you emerge from the short corridor, and interact with her to trigger a trio of platforms. These disappear fairly rapidly, and it's a long way down, so be quick and composed with each jump.



T Like the Aster Protoflorian earlier, the Reaver here is a test of your ability to face the temple's final boss. If you ace it through muscle memory alone, you're probably over-qualified. If not, the jury is out, and they're muttering behind their hands and casting dark glances in your direction. Speak to Yeul in the next room to create a route to the balcony and, from there, follow the corridor to reach a cinematic.

U A final iteration of Yeul will enable you to cross the room. You can make a quick detour to open the treasure sphere containing Element Lv.2, but the rest of the path is entirely linear.

V Be careful to stop and prepare before you reach the corridor that takes you to the final room: the cinematic leading into the boss fight begins automatically. Consult page 216 of the Bestiary to configure an optimal Schemata setup, and gain an understanding of the challenges you will face in the fight against Caius.

If you don't wish to (or cannot) fight Caius just yet, backtrack and drop through the War's Cage floors to reach the exit. The Yeul that appears at the entrance here provides a shortcut straight to the corridor before Caius, so you could potentially leave the temple and go shopping for Recovery Items if your supplies are limited.

Your rewards for beating Caius are HP +120, Maximum ATB +10, Strength +56, Magic +126 and Recovery Item Capacity +1. When play resumes, pick up the item directly ahead of you on the Bridge of Faith. This is Chaos's Revenge, a weapon that should offer players a huge boost on one Schema due to its solid stats and extremely useful Quick Stagger auto-ability.

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

PROLOGUE

LUXURION

YUSNAAN

THE WILDLANDS

THE DEAD DUNES

THE FINAL DAY

Sarah Fragment of Mischief

Wildlands

Rhacolin

Soul Seed Trader

Beloved's Gift

Luxerion

Rhacolin

Soul Seed Trader

Rhacolin

Yusnaan

Rhacolin

Soul Seed Trader

Slaughterhouse Zoo

Dead Dunes

Pilgrim's Cruc

Pilgrim's Cruc Monument

Altair

Soul Seed Trader

Pilgrim's Cruc

Pilgrim's Cruc

Pilgrim's Cruc

Rhacolin

5-1: Father and Son

Though this main quest begins in the Wildlands, it actually requires visits to all four regions. The quest officially starts at the Crash Site in the north of Eremitic Plains when you speak with Sazh. However, you must complete the chapter 3-2 main quest "Healing an Angel" (see page 83) before you can use your Chocobo's gliding ability to reach him.

Once you have all of the Soul Fragments, return to Sazh at the Crash Site to conclude this storyline. Your rewards are 5,000 gil, the Afro & Yellow Chick and Dajh's Patch adornments, Maximum EP +1 and Recovery Item Capacity +1.



5-2: Follow the Chococo Chick

After the conversation with Sazh, follow the Chococo chick to find a new treasure sphere outside. Open this to acquire the Fragment of Mischief quest item, and trigger a cinematic. The tutorial that follows will explain how you need to collect a further four of Dajh's Soul Fragments and return them to Sazh.

5-3: Wishes on a Canvas

To complete this chapter, speak to Chocolina and accept the "Key to Her Heart" Canvas quest. The Beloved's Gift quest item is found in a treasure sphere in the Wildlands, at the start of the highway situated southwest of Arvas Village. Return this to Chocolina to obtain the Fragment of Smiles.

5-4: What Soul Seed Traders Want

To complete this portion of the story, you must have completed the "Soul Seeds" side quest (see page 107), and have the Moogle Fragment obtained by finishing "Peace and Quiet, Kupo" (see page 123).

Speak to any Soul Seed trader, sell your seed(s), then select "Yes" at the prompt to hand over the Moogle Fragment to obtain the Fragment of Radiance.

5-5: Battle's Bounty

Visit the Slaughterhouse in Yusnaan at any time from 19:00 to 03:00 and speak to Slaughterhouse Zoe in the booth to the right of the gate. When the prompt appears, agree to participate in the special match to fight for the Fragment of Courage. The bout is fought against the Zalts Brimstone, a (functionally identical) version of the Zalts large-scale enemy (Bestiary page 188).

5-6: Beyond the Sandstorm

Even before you are ready to embark on productive stays in the Dead Dunes, you can visit the region to collect the Fragment of Kindness at almost any time in the story.

Unless you have already done so, you will need to dispel the storm raging at the entrance of the Oasis Lighthouse area with a Pilgrim's Crux. If this is your first meaningful visit to the Dead Dunes, you can pick up one of these just before you reach the Dry Floodlands area to the south. Use this at the altar to the left of the sandstorm.

After preparing your Schemata (turn to page 178 of the Bestiary for assistance), quickly run over and strike Cactair to begin an unusual battle. Be careful not to use any abilities imbued with the Ice element: these will heal the creature instantly. When you defeat it, you obtain the Fragment of Kindness.



QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVUS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

PROLOGUE

LUXERION

YUSNAAN

THE WILDLANDS

THE DEAD DUNES

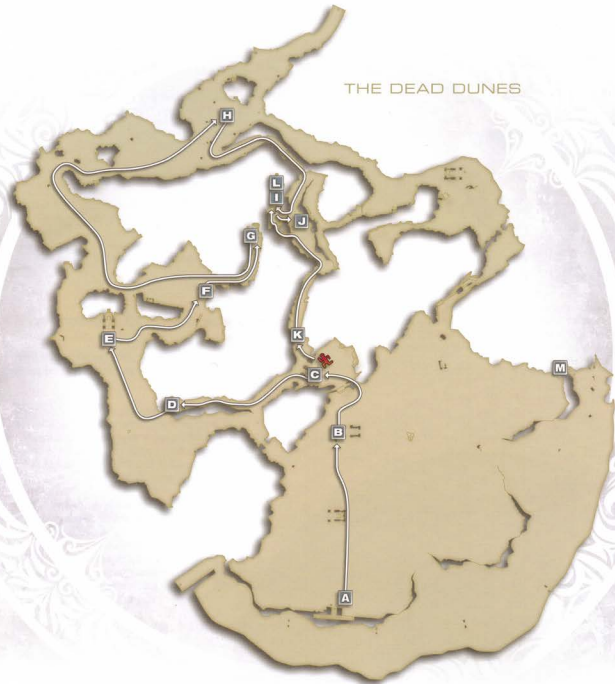
THE FINAL DAY

THE DEAD DUNES

Though perhaps no more demanding than the Wildlands in terms of the ferocity of its monster denizens, exploring The Dead Dunes and the maze of corridors that make up the underground ruins in 4-3 and 4-4 is a serious undertaking. On a first playthrough, weathering the labyrinth's high monster spawn rate is far easier once you have obtained experience, abilities and stat boosts by completing main quests and secondary activities in the other regions.

Should you choose to visit the Dead Dunes to simply explore, take in the sights and plunder treasure spheres, a word of advice: take the time to complete chapters 4-1 and 4-2 beforehand. This should take no more than fifteen minutes, and will provide you with an ally who will be of great assistance.

THE DEAD DUNES



Lizards

Before we begin, an essential tip: whenever you spy small lizards during your journeys through the Dead Dunes, have Lightning draw her sword and smite them. These will drop either a Lizard Tail or an Unappraised Item. The former is required in large numbers for a handful of Canvas quests, so it's a good idea to start accumulating them immediately. The latter objects can be identified once you have completed the "Tool of the Trade" side quest (see page 132).

4-1: Bandits of the Desert

POSSIBLE ENEMY ENCOUNTERS

NAME	NOTES	BESTIARY PAGE
Goblot	Use Wind-elemental abilities to stagger, induce a weakness with Imperil to increase damage. Guard with Passion Rouge against Belch to avoid multiple ailments.	157
Cactuar	Succumbs quickly to Fire-elemental attacks.	179
Gorgonopsid	Exploit the enemy's Ice-elemental weakness to defeat it quickly. Otherwise, Perfect Guard against Megabite to stagger.	180
Desert Sahagin	When the enemy is burrowing, Perfect Guard against Rush to stagger. Use Wind-elemental attacks.	163
Gurangatch	Used as a sub-boss in this chapter, but common throughout the Giant's Sandbox. Relatively unthreatening, these opponents crumble once staggered. Use Wind-elemental abilities or Beat Down to achieve this as soon as possible.	194
Cactair	A unique enemy, must be defeated as part of chapter 5-6. Cast Slow on this enemy and chip away at its health with low-cast, multiple-hit abilities.	178
Earth Eater	Use Wind-elemental abilities or Jump to stagger. Poison is useful to deplete the enemy's health after the first stagger. Consider Overclocking and using buffing Potions in combination with Imperil to maximize damage during staggers.	198

A If this is your first real visit to the Dead Dunes, there are a handful of steps that you can complete during your journey to Ruffian that will save time later. This should take little more than ten minutes. First, activate the Cactuar Statue outside the Dead Dunes Station to create your first teleport waypoint.

B Head directly north and activate the Cactuar Statue outside the Temple Ruins North Gate.

C Repeat this with the Cactuar Statue in the Near God's Wrath area.

D Head west to find a special item called a Pilgrim's Cruz.

E Activate the Dry Floodlands Cactuar Statue to the north.

F Make your way to the northeast and interact with the monument to the left of the storm, then fight Cactair (Bestiary page 178) if you want to complete the requirements for main quest chapter 5-6 (see page 91).

G Loot the treasure spheres in the Oasis Lighthouse area just beyond. You should also look for three shimmering points of interactivity. These are units of Bhakti's Oil, required for a side quest, and collecting all three here satisfies the quest conditions, removing the need to search elsewhere.

H Continue your journey until you reach the shining object that you can collect at the position shown on the accompanying map: this is the Loupe, an item that will enable you to complete a side quest on arrival in Ruffian (see page 132), which you can reach via the path to the south.

I Speak to Adonis in the corridor to the north after entering the interior area at Ruffian. After the initial conversation, speak to him again and agree to take the trial.

4-2: Aspiring Bandit

J Activate and use the Cactuar Statue outside Ruffian to teleport to the Near God's Wrath location in the south.

K Defeat the Gurangatch at the waypoint marker. Lightning will automatically use the Pilgrim's Cruz on the monument to remove the artificial sandstorm in the cinematic that follows.

L Return to Ruffian and speak to Adonis to advance the story... and acquire a powerful new ally for the forthcoming challenges in the Dead Dunes. Chapter 4-2 ends with Fang joining Lightning for the next three (substantially longer) chapters of the regional storyline.

M Head to the waypoint marker in the far northeast of the Giant's Sandbox area and enter the tunnel to reach the Temple Ruins. Speak to the bandit to the left of the portcullis to open the way forward.

QUICKSTART

CAST & CHARACTERS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

PROLOGUE

LUXERION

YUSNAAN

THE WILDLANDS

THE DEAD DUNES

THE FINAL DAY



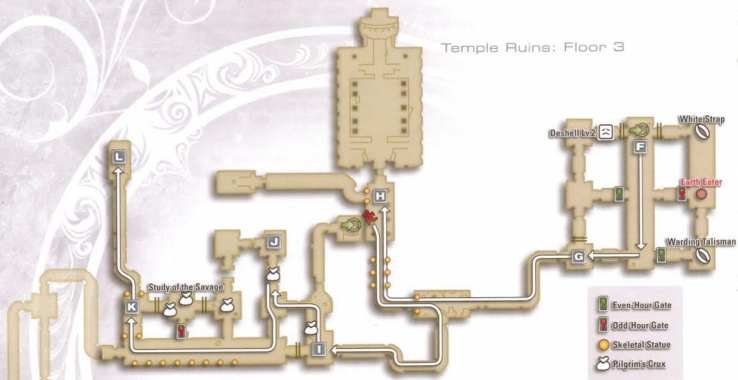
Temple Ruins: Floor 1



Temple Ruins: Floor 2



Temple Ruins: Floor 3



4-3: Where the Clavis Lies

POSSIBLE ENEMY ENCOUNTERS

NAME	NOTES	BESTIARY PAGE
Goblin	Use Wind-elemental abilities to stagger.	157
Skeleton	Use Slow to decrease frequency of enemy attacks. Rely on Wind-elemental attacks for staggering and dealing damage.	160
Schrodinger	Use Fire- and Wind-elemental spells after applying Imperil.	182
Gaunt	Use Lightning-elemental physical attacks exclusively. Curse is useful to interrupt the enemy.	161
Earth Eater	Encountered as a "fixed" enemy only – does not spawn. Use Wind-elemental abilities or Jump to stagger. Poison is useful to deplete the enemy's health after the first stagger.	198
Gurangatch	Encountered as a "fixed" enemy only – does not spawn. Use Wind-elemental abilities or Beat Down to stagger them quickly.	194

A After speaking to the bandit to open the portcullis, follow the corridor until you reach the Cactuar Statue, then activate it to unlock the Chamber of Dusk teleport location.

B Press forward and open the treasure sphere before you drop through the opening to reach the next floor level.

C As soon as Lightning reaches Floor 2, there is a quick tutorial on the timed doors that appear in the Temple Ruins. To recap, timed doors automatically open or close every hour. Open doors are green on the main map and mini-map; closed doors are red. Every time the minute hand reaches 12, all timed doors in the underground ruins change state, from open to closed and vice versa. In practical terms, this feature doesn't really affect your progression in the main quest objectives. The only real complication is picking up all collectibles.

Two useful tips: there are stone slabs close to each timed door. Examine these, and the timed door will permanently appear on both your main map and mini-map as an icon that reflects its current state. Additionally, if you constantly use Chronostasis to freeze time whenever you are in the Temple Ruins, there is a simple trick that will enable you to be extra-efficient in your progress through the floor levels. As all timed doors change state on the hour, every hour, try to complete all steps up to the conclusion of chapter 4-4 during an hour with an even number (let's say 14:00). You can then return later to clear out the dungeon on an odd-numbered hour (for example, 01:00), where all timed doors closed during your first visit will be open.

D Here you will encounter a special feature exclusive to specific areas of the Dead Dunes underground areas: skeletal statues. Draw Lightning's sword and smash these whenever you encounter them. In most instances, they will usually drop an object: either an Unappraised Item that you can convert by speaking with Elmer in Ruffian after you complete the "Tool of the Trade" side quest (see page 132), or a Yellowed Skull. You need to pick up 28 of the latter in total to complete all three "Pride and Greed" collection quests (see page 146). Occasionally, striking one will trigger an automatic battle with a Skeleton.

E Collect whichever treasure spheres are available at your time of day, then drop through the opening to reach the next level down.

F There is a "fixed" Earth Eater positioned in the area just to the east. If you arrive at an even-number hour, and fancy your chances, it's possible to approach it via the southeast doorway and secure a "Great" battle start by striking this behemoth from behind. However, you may also prefer to leave these treasure spheres until later: the Warding Talisman (Resist Curse) and White Strap (Resist Fog) are not priorities at this stage.

G You will now encounter another feature of the Temple Ruins: triggered doors. To open these, you must find a device adorned with the corresponding symbol. Activate the device to open the nearby door. Follow the corridor, smashing the skeleton statues that you pass.

H Interact with the Cactuar Statue to unlock the Sacred Gate teleport destination, then examine the door marked by a waypoint to the north. Now backtrack to the Chamber of Flame and follow the corridor to the south.

I Once you reach the Sacred Grove, collect the Pilgrim's Crux, then use it to unlock the door to the north. This opens a route between the Temple Ruins North Gate entrance and this floor of the labyrinth.

J Visit the room to the northwest to collect a Pilgrim's Crux and, if you followed our advice to pick up the three Bhakti's Oil collectibles from the Oasis Lighthouse area earlier, complete the "The Life of a Machine" side quest (see page 134). This will provide you with another Pilgrim's Crux in addition to other rewards, and requires no additional exploration or combat. When you're done, take the corridor to the south.

K Activate the nearby device to open a triggered door to the south. This unlocks the route into the deeper floor levels. For now, though, head north.

L Interact with the device at the center of the gallery room. To complete your new objective, you actually need to leave the Temple Ruins for a time. Backtrack to the Cactuar Statue and teleport to any one of the three Shrine locations in the Dry Floodlands, Grave of the Colossi or Atomos's Sands areas.

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

PROLOGUE

LUXERION

YUSNAAN

THE WILDLANDS

THE DEAD DUNES

THE FINAL DAY



Shrine of the Tablet: Grave of the Colossi

Cactus Statue

Shrine of the Tablet: Dry Floodlands



M

M

Ruffian N

Pretty Orb

Dead Dunes

Rain Damper

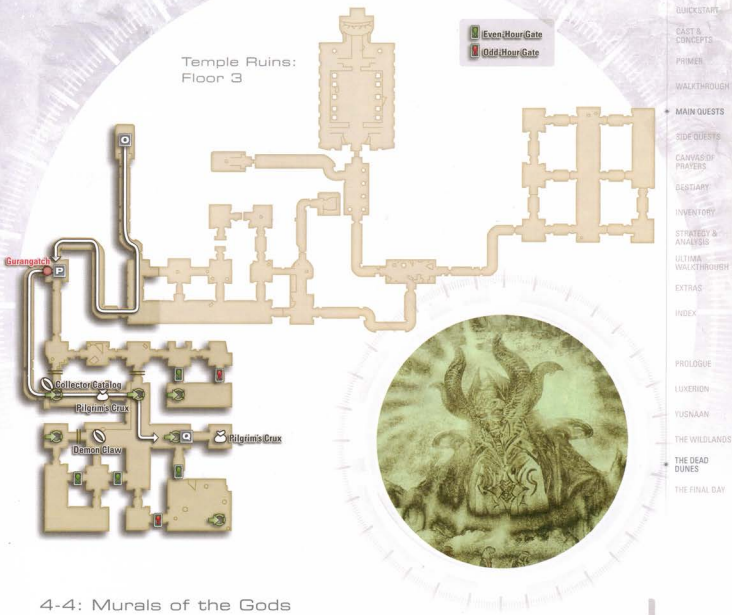
Bhakta's Oil

M

Shrine of the Tablet: Atomos's Sands

Tablet





4-4: Murals of the Gods

M Once you reach the first Gallery in the Temple Ruins, you must leave the underground labyrinth to visit three specific Dead Dunes destinations. These Shrines are essentially long corridors that lead first to a doorway that must be opened with a Pilgrim's Cruc, and then to a room where a special Tablet can be collected.

After you collect each Tablet, the return journey is spiced up by the appearance of skeletal statues that you can (and should) smash to gather collectibles – or deal with a Skeleton ambush.

N Before or after you visit the three Shrines, take the time to return to Ruffian. Completing chapter 4-3 triggers the arrival of many new faces in the settlement, plus a new Outfitters, Forge and Sorcery Shop. If you do not have the required three Pilgrim's Cruc keys for each Shrine and have no desire to explore to find others, you can buy them from the Cruc Hunter in the main hall at Ruffian.

Once you have all three Tablets, use a Cactuar Statue to teleport back to the Sacred Gate destination.

O When you return to the third floor of the Temple Ruins from collecting all three tablets, head back to the gallery room that you visited during step **L**. Interact with the pedestal to view the first mural. When the cutscene ends, collect the Cruc Body from close to the room's entrance, and go through the triggered door to the south (which you opened during step **K**).

P A warning: this area of your current floor (and the two beneath it) becomes a maddening warren if you do not approach it with a degree of consideration. Our walkthrough here focuses purely on presenting the most sensible route to the second mural, without worrying about most treasure spheres or other such complications. We advise that you return to pick the corridors clean of collectibles later. For now, eliminate the Garagatch blocking the west corridor; then follow the passageway.

Q When you reach the hole marked here, drop down to the lower level.

Floor 4

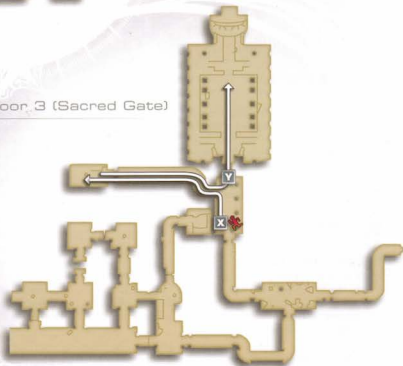


Floor 5



- Even Hour Gate
- Odd Hour Gate
- Cactus Statue
- Skeleton Statue
- Pilgrim's Cross

Floor 3 (Sacred Gate)



R Head west to activate the Golden Chamber teleport position by interacting with the Cactuar Statue, then take a deep breath and head south to fight the Earth Eater blocking the route to the floor below. When the battle ends, collect the Pilgrim's Crux and drop through the hole to reach the bottom floor.

S On Floor 5, head straight for the device to open the triggered door in the large chamber to the west. While you can use the newly opened path to reach the mural, we suggest a slightly longer route to deal with a few other things first. Climb the ladder to reach an otherwise inaccessible area of Floor 4.

T Speak to Nolan to formally begin the "What Rough Beast Slouches" side quest (see page 135), pick up the nearby collectibles, then climb the steps to hop over the fence.

U You can now unseal the door to the northwest with a Pilgrim's Crux. This opens the path between the Temple Ruins South Gate

and this position but, more importantly, provides access to the Ruins South Gate teleport destination via the Cactuar Statue just outside. Activate this incredibly useful shortcut immediately.

To conclude the most demanding part of this chapter, head to the gallery to the east.

V Use a Tablet with the device to view the mural. Collect the Crux Tip from in front of the entrance once the cutscene ends.

W The final step of chapter 4-4 is to return to the Sacred Gate; you can obviously use the Ruins South Gate Cactuar Statue to teleport there.

X Head to the waypoint marker via the newly opened corridor to reach a room where you can use the final Tablet to view a third mural. Collect the Crux Base after the cutscene, and the parts collected so far will be automatically assembled to form the Saint's Crux: the key to the final battle of the Dead Dunes storyline.

4-5: The Holy Clavis

Y Completing chapter 4-5 will cause Fang to leave Lightning's side as a permanent Dead Dunes ally, which puts you at a disadvantage if you have yet to complete certain secondary quests, or if you intend to hunt the powerful Earth Eater to extinction. That said, the rewards for bringing the Dead Dunes story to its conclusion are fairly noteworthy.

To face the final boss battle, interact with the door just north of the Sacred Gate teleport location. Once inside, organize and optimize your Schemata for the forthcoming battle (see page 168), then head north to the waypoint and interact with the decorative clock.

After the battle and its closing cinematic, you obtain your rewards: HP +540, Maximum ATB +10, Strength +28, Magic +56 and Recovery Item Capacity +1. Examine the item to the left of Lightning when you regain control to acquire the Preta Hood: a specialist accessory that you might not see a need for now, but which proves useful for strategies against certain unique opponents.

For a little additional story information, you can speak to Fang before you depart.

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVASES OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

PROLOGUE

LUXERION

YUSNAAN

THE WILDLANDS

THE DEAD DUNES

THE FINAL DAY



THE FINAL DAY

The concluding chapter of *Lightning Returns* begins once you complete all five of the main quests, and reach the end of your available days. One important detail to note is that there is no passage of time in this final section of the adventure – and, therefore, no penalty for the use of *Escape*, or a need to manage your minutes with *Chronostasis*. This means that you can simply abandon fights that go awry, and invest more EP in abilities that enable you to secure clean victories (particularly *Overclock*).

The Final Day can be a real shock to the system at first, with a new batch of enemies exclusive to this closing dungeon. As you adapt your strategies and equipment to suit each scenario, though, you will soon find that it isn't actually as brutal as it might initially seem. In the event that you simply cannot cope with the denizens of this area, refer to the *Bestiary* for assistance.

When you gain control of *Lightning* on the Ark after watching the opening Final Day cinematics, open the treasure box to gain five Silver Malistones, then speak to Mog if you need to shop with him. Use the *Warp Device*, then confirm that you wish to begin the Final Day when the prompt appears.

Holy District & Luxerion Cathedral



The Extra Day

If you have completed a high number of quests by the end of Day 12, you will unlock a special 14th day, occurring between Day 12 and the Final Day. The *Ultimate Lair* is available for exploration in the *Dead Dunes* during this extra day. For information and guidance on this optional challenge, see page 85.

POSSIBLE ENEMY ENCOUNTERS

NAME	NOTES	BESTIARY PAGE
Anubys	Use Slow to delay its actions. To stagger, use magic attacks, physical attacks only while the enemy is performing an action, or Perfect Guard against a horizontal swipe.	158
Cathedral Sentry	Use the Thorn of Aggression to prevent being interrupted by multiple enemies. Area-of-effect abilities can launch rather easily.	210
Neela	Weak to Ice-elemental abilities.	177
Wendigo	Weak to Fire-elemental abilities.	177
Sogriva	Use Firaga or Blizzaga to launch the enemy and any accompanying minions after inflicting Imperil to make Sogriva weak to these elements.	187
Set	Perfect Guard the enemy's horizontal swipes to stagger or take it out quickly with buffed physical attacks.	158
Arcangeli	Use physical attacks for damage, and elemental attacks while it is casting to build Stagger Power. Faith Feeder and the Preta Hood constitute your safety net against Wings of Judgment.	163
Chimera	Overclock aggressively, especially after you induce a weakness to Ice-elemental abilities with Imperil. Poison is very effective if persistently refreshed. Use Jump setups (see page 291) to stagger.	166

A You can shop with four merchants at Cathedral Plaza, though you should ideally be well prepared already. If you climb the ladder to reach the top of the scaffold just beyond the first two salesmen, you will also find an Adventuring Essentials vendor. He sells Libra information for enemies unique to the Final Day. You might as well buy these, as they're available for the usual negligible sums. There is another opportunity to obtain Recovery Items and use a Sorcery Shop a little while later, so don't feel obliged to upgrade and manage your abilities just yet.

B The Anubys monster variety, now at its maximum strength, appears in twos or even threes outside the cathedral. Fights against trios can be a little unpleasant, so feel free to press on to the cathedral. Approach the sentries at the closed doors to trigger a cutscene and, after that, a fight against four Cathedral Sentries (Bestiary page 210).

C Running to the waypoint at the end of the walkway inside the cathedral moves Lightning to a new area after a cinematic, so be sure that you are ready to move on before you make the commitment.

QUICKSTART

CAST &
CONCEPTS

PRIMER

WALKTHROUGH

* MAIN QUESTS

SIDE QUESTS

CANVAS OF
PRAYERS

BESTIARY

INVENTORY

STRATEGY &
ANALYSISULTIMA
WALKTHROUGH

EXTRAS

INDEX

PROLOGUE

LUXERION

YUNGAAN

THE WILDLANDS

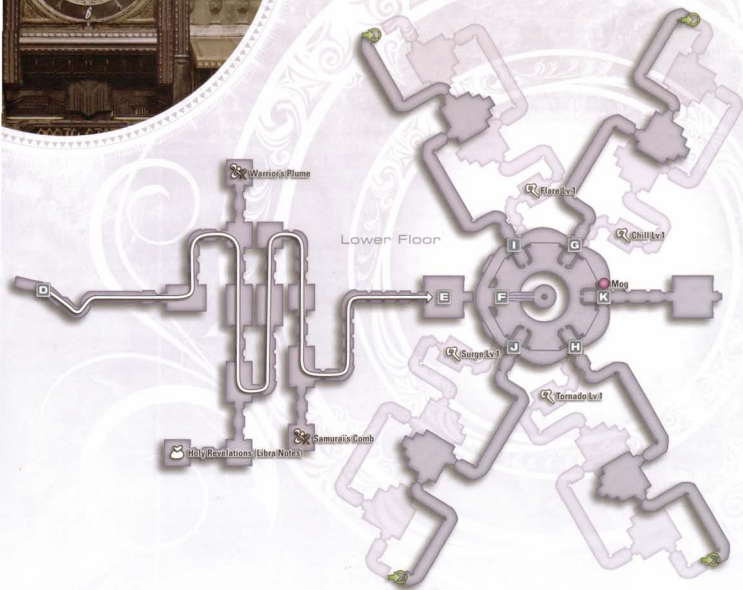
THE DEAD
DUNES

* THE FINAL DAY





GOD'S SANCTUM



D In the corridors beneath the cathedral, you have a host of new opponents to deal with. The Neela, Wendigo and Set enemy varieties are moderately challenging, while an encounter involving a Sugriva can be a slog unless you use an efficient strategy. The Arcangeli can be something of a wake-up call for players who are ill-prepared. Refer to the Possible Enemy Encounters table for help.

There are three treasure spheres to loot in dead ends during the (otherwise linear) journey to God's Sanctum to the east.

E On arrival at the room highlighted by a waypoint marker, you will find Fang fighting a Chimera. Prepare your Schemata (Bestiary page 166), then dive into the fray.

Once the battle ends, Fang joins the party and will fight alongside Lightning... but only until just after you open the door marked by the same waypoint as before. You can use this advantage to farm the Arcangeli, Neela, Wendigo and Sugriva to near-extinction in your current area, though you cannot face their Last Ones until a little later. The Set enemy variety is just like the Anubys: it has no Last One, and is functionally boundless. That said, the ease of fighting them means that you can always profitably farm them for EP, gil and their item drops. When you are ready to move on, interact with the door at the waypoint marker to continue. Keep the pad close to hand, as a quick battle with two enemies of the Set enemy variety begins directly after the cinematic.

F After a sequence of momentous story developments, play resumes in the God's Sanctum area. Take a few steps down the stairs, and a cutscene will show the arrival of Mog. After this, a brief explanation of the Four Trials and Door to Creation will appear. If you are in any doubt: it categorically, *absolutely* makes sense to complete the Four Trials before you open the Door to Creation.

Mog, positioned to the left of the Door to Creation, offers a small selection of staple Recovery Items at their standard prices. You can also use the Synthesize Abilities option to take advantage of all the features you would expect of a standard Sorcery Shop. Once you have availed yourself of his services, you should start on the Four Trials.

The doors to the northwest, northeast, southwest and southeast of the God's Sanctum area all lead to linear routes where you fight three preset battles (and either engage or avoid random monster spawns) in order to reach a treasure sphere containing an advanced elemental spell. Completing the Four Trials leads to the additional reward of the Ultima Weapon and Ultima Shield. There are a few details of note that you should know:

- First things first: you can only have one Trial in progress at once. After you commit to opening a door, you either see the challenge through to its conclusion, or reload a prior save to try another. However, as you can leave and shop with Mog for Recovery Items at any time, or farm the uncomplicated Set enemy type for EP, it's actually possible to complete all of them with a "brute force" approach.
- Each linear pathway has three potential fixed enemy encounters (one per main room) and random monster spawns in the corridors between the main rooms. The monsters that spawn are purely optional: your only priority is to defeat enemies that block closed doors.
- In the event that you have already eliminated a species appearing in a fixed encounter and defeated its Last One earlier in the adventure, you obtain a bye, and the right to stroll through that door with a satisfied smile.
- After all three mandatory encounters are over, you can reach the end of the linear route and open a treasure sphere to acquire an ability. After appropriating a reward from the sphere, leap over the nearby balcony to return to the main God's Sanctum hub.
- Complete all Trials, and you can claim the Ultima Weapon and Ultima Shield at the center of God's Sanctum.

G Altar of Judgment:

- Apocalyptic Vista: Derba (FFXIII & FFXIII-2)
- Ability: Chill
- Fixed Encounter #1: Arcangeli x2 (Bestiary page 163)
- Fixed Encounter #2: Goblin x5 (Bestiary page 175)
- Fixed Encounter #3: Zomok (Bestiary page 190)

H Altar of Birth:

- Apocalyptic Vista: Valhalla (FFXIII-2)
- Ability: Tornado
- Fixed Encounter #1: Set x2 (Bestiary page 158)
- Fixed Encounter #2: Goblol x10 (Bestiary page 157)
- Fixed Encounter #3: Cyclops (Bestiary page 164)

I Altar of Salvation:

- Apocalyptic Vista: Hanging Edge (FFXIII)
- Ability: Flare
- Fixed Encounter #1: Meonekon x2 (Bestiary page 159)
- Fixed Encounter #2: Gremlin x8 (Bestiary page 172)
- Fixed Encounter #3: Chimera (Bestiary page 166)

J Altar of Atonement:

- Apocalyptic Vista: Eden (FFXIII)
- Ability: Surge
- Fixed Encounter #1: Sugriva x1, Neela x3 and Wendigo x3 (Bestiary page 177 & 187)
- Fixed Encounter #2: Ectopudding x2 (Bestiary page 184)
- Fixed Encounter #3: Earth Eater (Bestiary page 198)

K Before you even approach the Door to Creation leading to the final battle, a few words to the wise. The monsters exclusive to the Final Day – the Sugriva, Neela and Wendigo that all belong to the same taxonomy (with a single Last One for all three), the Arcangeli, and the Chimera – must be eliminated, and their Last Ones slain, in order to complete the (otherwise impossible) "Last One Standing" side quest on a New Game+ playthrough.

When you are ready to continue, consult page 218 of the Bestiary for guidance on your battle strategy and setup. Though the final boss battle tends to start promisingly, it can become incomprehensibly difficult when you reach its fourth stage without appropriate preparation and strategies. For gifted players, this can be a demanding (and frustrating) twenty-minute grind. With the same players granted the advantage of insider knowledge, the confrontation can become much shorter and less complicated – and, with practice, last no more than a few minutes.

The final boss has three potential item drops, but the most attractive of these – the Double Deity, a double-bladed weapon (see page 229) – has a mere 5% drop rate. If you want this reward, you will need to equip the Beggar's Beads accessory into your Schemata build and ensure that you make a separate save to try again in the (very likely) event of failure.

Completing the story for the first time unlocks the New Game+ game mode and the Hard difficulty level, plus a whole new level of potential ability and (entirely new) equipment upgrades. Consult the Extras chapter (see page 314) to weigh up your options for a second playthrough.

You may have seen the storyline to its conclusion, but until you have stood at the threshold to the Door to Creation on Hard and thought...

"This shouldn't take any more than five minutes!"

...then you *really* haven't finished the game yet.

The Crystal of Atonement

In the event that you reach the Door to Creation with an extremely low-level Lightning, and cannot beat the final boss, you have the option to return to the chamber and use a new device available next to Mog: the Crystal of Atonement. This enables you to return to Day 1 on the Ark with Lightning's abilities and inventory (with the exception of most Key Items) intact, but with monster populations and quests reset.

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

PROLOGUE

LUXERION

YUSNAAN

THE WILDLANDS

THE DEAD GAMES

THE FINAL DAY



QUICKSTART

CAST &
CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

• SIDE QUESTS

CANVAS OF
PRAYERS

BESTIARY

INVENTORY

STRATEGY &
ANALYSISULTIMA
WALKTHROUGH

EXTRAS

INDEX



SIDE QUESTS

Unlike previous episodes in the Final Fantasy XIII trilogy where side quests were generally served as *entremets*, diverting mouthfuls subordinate to the central storyline meal, your success in Lightning Returns is actually determined by how you consume its vast range of secondary objectives. Not only do side quests contribute more attribute boosts in total than main quests and Canvas of Prayers quests combined, your progress in these tasks can enable Lightning to unlock one additional day featuring an (entirely optional) unlockable dungeon with a host of special challenges and rewards.

Though your progress in main quest chapters certainly drives the story forward in more direct and appreciable ways, you will spend the vast majority of your time in Nova Chrysalia solving problems and granting wishes for surviving residents in the four regions of this dying world. The purpose of this chapter is to document all of these unique storylines, from their basic requirements to final rewards, which we have arranged in the order that most players might expect to encounter them.

You can certainly use this chapter on its own as a source of occasional reference, should you wish, but we would strongly suggest that first-time players consult the companion Walkthrough chapter to learn how to judiciously group specific tasks, obtain advance warning to avoid failing quests with time or condition constraints, and cut down on needless travel time.



SIDE QUEST OVERVIEW

NAME	DIFFICULTY	AVAILABILITY	REWARDS					SPECIAL
			♥	🔪	🔍	🕒	👤	
Whither Faith	☆☆☆	From 21:00 to 23:45 on Day 1 only	80	6	6	800	Scholar's Glasses	-
Where Are You, Holmes?	☆☆☆	From 21:00 to 06:00 on Day 1 only	30	3	-	300	Railworker's Cap, Railworker's Beret	-
The Thing She's Lost	☆☆☆	After main quest chapter 1-2; from 21:00 to 06:00 on subsequent days	30	-	3	100	Carbuncle Figurine	-
Soul Seeds	☆☆☆	After main quest chapter 1-2 on Day 1	40	2	4	400	Black Tattoo	-
Born from Chaos	☆☆☆	After main quest chapter 1-2 on Day 1	120	12	10	6,000	Brigand's Tricorne	Pendragon (🐉)
Stuck in a Gem	☆☆☆	After main quest chapter 1-2 on Day 1, and from 15:00 to 03:00 on every day thereafter	80	-	12	1,600	Black Cat Ears	-
Dying Wish	☆☆☆	From Day 2, between the hours of 06:00 and 22:00	80	8	4	-	Tonberry's Lantern	-
Suspicious Spheres	☆☆☆	From Day 2, between the hours of 08:00 and 17:00	40	4	2	300	Millionaire's Mustache	-
Faster Than Lightning	☆☆☆	From Day 2, between the hours of 10:00 and 15:00	30	6	-	200	Gold Medal	-
Treasured Ball	☆☆☆	From 10:00 to 20:00 daily	30	3	-	100	Salvage Pilot's Badge	-
Buried Passion	☆☆☆	Complete main quest chapter 1-4; available between 10:00 and 19:00	80	8	4	1,300	Black-rimmed Glasses	-
Like Clockwork	☆☆☆	Complete main quest chapter 1-4; available between the hours of 08:00 and 18:00 thereafter	80	4	8	1,200	Brass Gear	-
Get the Girl	☆☆☆	Complete main quest chapter 1-5; available between 00:00 and 06:00	80	4	8	1,500	Exotic Shades	-
The Saint's Stone	☆☆☆	Complete main quest chapter 1-5; available from 22:00 to 06:00	40	-	6	500	Fragment Crystal	Paladin (👤), Service Entrance Key (🔑)
The Avid Reader	☆☆☆	Complete main quest chapter 1-5; available from 05:00 to 23:00	60	6	4	900	Dull Grudge Knife	-
The Girl Who Cried Wolf	☆☆☆	Complete main quest chapter 1-5	40	2	4	500	Leather Rucksack	-
Voices from the Grave	☆☆☆	Complete main quest chapter 1-5	40	6	-	400	Halo	-
A Rose by Any Other Name	☆☆☆	Complete main quest chapter 1-5	120	10	12	3,200	Crystal Rose, Red Bow Tie	Purple Lightning (⚡)
The Angel's Tears	☆☆☆	Between 16:00 and 21:00	80	4	8	2,400	Crystal Tear	-
To Save the Sinless	☆☆☆	After reading Ranulph's Journal during "The Avid Reader"	120	12	10	4,500	-	Dark Knight (👤)

☆☆☆ WHITHER FAITH

Availability
From 21:00 to 23:45 on Day 1 only

Rewards
♥ 80
🔪 6
🔍 6
🕒 800
👤 Scholar's Glasses

Walkthrough

- * This is the opening quest on Day 1, and is covered in the Main Quests chapter (see page 71). Though unlikely, failing to accumulate and deliver a sufficient number of clues and witness statements to the Inquisitor before 23:45 will cause Lightning to fail the quest and forgo its rewards.

★★★ WHERE ARE YOU, HOLMES?

Availability	
From 21:00 to 06:00 on Day 1 only	

Rewards	
30	300
3	300
Railworker's Cap, Railworker's Beret	




Walkthrough

- Talk to Thornton at the entrance of the North Station, then speak to Holmes on the west side of the plaza outside North Station.
- Lead Holmes to Thornton inside the station, then interact with the latter. Completing this quest while "Whither Faith" is active will automatically contribute a valuable witness statement to the ongoing investigation, so you should complete it as soon as Thornton appears.

★★★ THE THING SHE'S LOST

Availability	
Complete chapter 1-2 of the main quest, from 21:00 to 06:00 on subsequent days	

Rewards	
30	3
-	100
Carbuncle Figurine	



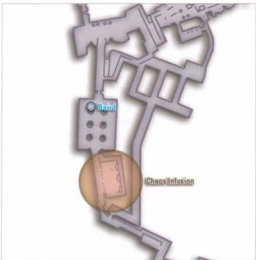

Walkthrough

- Speak to Dolce; she's the little girl to the right of the entrance to North Station. On Day 1, she will not appear until you have completed chapter 1-2 of Luxerion's main quest.
- Dolce has lost a Green Carbuncle Doll, which she believes to have been consumed by the Chaos. This can be found in Old Town, a district located to the southeast. Collect it from the boxes found in front of the Forge, then return to her to collect your reward.
- As a point of interest, you can find a Red Carbuncle Doll by the south wall of the Inn outside North Station. Collecting and delivering this plush toy to Dolce instead of the Green Carbuncle Doll will cause her to become hysterical, leading to the failure of the quest and loss of all potential rewards.

★★★ SOUL SEEDS

Availability	
After main quest chapter 1-2 on Day 1	

Rewards	
40	4
2	400
Black Tattoo	

Walkthrough

- Speak to Baird in the Arcade district (you will see him standing by a pillar to your right when you arrive from the Residences), and you will be given the option to purchase a Seedhunter Membership Card for 2,000 gil. Though this may seem expensive early in the story, you will almost immediately recoup most of the balance of this payment on completion of the quest.
- The second stage of this quest is to obtain at least one Soul Seed, which requires that you enter a Chaos Infusion (see page 313). These bubbles of Chaos appear throughout Nova Chrysalis, and there will be one directly to the south of Baird if you complete this quest on Day 1. Enter its boundaries, read the tutorial, defeat the monster, collect the Soul Seeds from the floor afterwards, then return to Baird to sell them.

NORTH STATION PLAZA


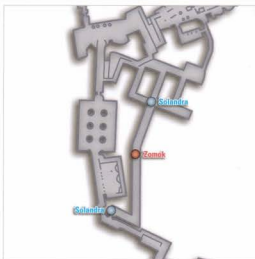
QUICKSTART
 EASY & CONCEPTS
 PRIMER
 WALKTHROUGH
 MAIN QUESTS
 SIDE QUESTS
 CANVAS OF PRAYERS
 BESTIARY
 INVENTORY
 STRATEGY & ANALYSIS
 ULTIMA WALKTHROUGH
 EXTRAS
 INDEX

NORTH STATION PLAZA & OLD TOWN

LUXERION
 YUSNAAN
 THE WILDLANDS
 THE DEAD DUNES

ARCADE

Availability	
After main quest chapter 1-2 on Day 1	
Rewards	
❤️ 120	🏹 10
📜 12	💰 6,000
👤 Brigand's Tricorne	
🐉 Pendragon	


Walkthrough

- Speak to Solandra in the Warehouse District to begin this quest. If you attempt to enter the Warehouse District via the path from the south, she will intercept Lightning and offer the quest automatically. If you approach from the north, she will be positioned closer to the center of the district.
- To complete the quest, you must defeat the Zomok (Bestiary page 190) inside the Chaos Infusion in the corridor that links the Warehouse District with the south of the city. This monster is far too powerful (especially in its Chaos-augmented form) for Lightning on the opening day of the adventure.
- If you follow our suggestion to dedicate Day 2 to extensive exploration and quest completion in the Wildlands (Walkthrough chapter, page 57), you may just be equipped to deal with this foe from late that evening, and more so with every day that follows.
- Once the Zomok has been defeated, return to Solandra (who will be at the end of the North-South Corridor where you first encountered her) to deliver the Cursed Dragon Claw and collect recompense for your services.

★★★ STUCK IN A GEM

PILGRIM'S PASSAGE, WARREN & OLD TOWN

Availability	
After main quest chapter 1-2 on Day 1, and from 15:00 to 03:00 on every day thereafter	
Rewards	
❤️ 80	🏹 12
📜 -	💰 1,600
🐈 Black Cat Ears	




Walkthrough

- Speak to Gem: the cat found in the small area just off the Pilgrim's Passage (the path that runs from South Station to the Holy District and Pilgrim's Causeway).
- You can only complete this quest during the hours that the Warren is open (00:00 to 06:00). Go to the Wall of Joy area (in the southeast of the Warren – head for the district's General Store) to find Rubio. He can mix up a batch of Starlit Spice, but requires two Niblet Hairballs to do so. Hand over the ingredients to obtain the potion. This object sends the group of five cats surrounding Ronan into a frenzy. If one of these should make contact with Lightning while she is carrying Starlit Spice, the object is lost, and you must return to Rubio to obtain another dose.
- Ronan's human body can be found in Old Town, just south of the local merchants. Save your progress just as you leave the Warren, move close to trigger a cutscene, then turn tail and flee as the cats approach. Moving within very broad proximity of Ronan makes the cats dart out in various directions, so reaching him – and tapping 🐈 – purposefully to complete the quest – is a matter of picking a path through them. An almost foolproof method is to immediately backtrack to the entrance to the Warren, climb the ladder on the opposite side of the wall, then jump over the cats from this position and sprint to Ronan. Err on the side of caution: the collision detection here is heavily weighted in favor of the cats, so you really need to pay them a wide berth.

★★★ DYING WISH

LUXERION

Availability	
From Day 2, between the hours of 06:00 and 22:00	
Rewards	
❤️ 80	🏹 4
📜 8	💰 -
🏠 Tonberry's Lantern	




Walkthrough


- Speak to Blythe on the steps between the Residences and the Commercial District between 06:00 and 22:00 to begin. After accepting this quest you must obtain three ingredients and deliver them to the Chocobo Emporium in the Commercial District during its opening hours of 11:00 to 17:00.
- Purchase the Shaolong Gai Shell for 600 gil from Seger in Old Town, just over the street from the Forge.
- The Mandragora Root can be purchased for 400 gil, from 10:00 to 19:00 from a special store (marked as a "Grocer", just as the adjacent permanent merchant is) just east of the Inn found close to South Station.
- The Thunderclap Cap is found on the west side of the Warehouse District. It is a glowing blue fungus that you can collect by interacting with it.
- Head to the Chocobo Emporium at any point during its designated opening hours and hand over the ingredients to obtain the Spectral Elixir, then take it to Blythe to complete the final objective.

★★★ SUSPICIOUS SPHERES

LUXERION (WEST)

Availability	
From Day 2 onwards, between the hours of 08:00 and 17:00	

Rewards	
♥ 40	👤 2
🔪 4	👤 300
Millionaire's Mustache	




Walkthrough


- Speak to Virgil in the Residences area to begin, and return to him after all three Treasure Spheres have been opened to claim your rewards. Each sphere contains Libra notes for potential opponents, which automatically reveal their strengths and weaknesses.
- The first suspicious sphere is right next to Virgil, and contains the "Prophecy of the Future" Libra notes for a forthcoming major enemy encounter.
- The second sphere is in the Warehouse District, at the north end of the road that runs parallel to the Arcade. It contains the Cathedral Sentry Notes, which provide Libra information for optional combat targets in Luxerion: the guards that you can fight with by hitting them repeatedly.
- The third sphere is north of the Canvas of Prayers outside South Station, and contains the Fanatic Notes, data pertinent to your primary opponents during Luxerion's main storyline.

★★★ FASTER THAN LIGHTNING

LUXERION (NORTH)

Availability	
From Day 2 onwards, between the hours of 10:00 and 15:00	

Rewards	
♥ 30	👤 -
🔪 6	👤 200
Gold Medal	




Walkthrough

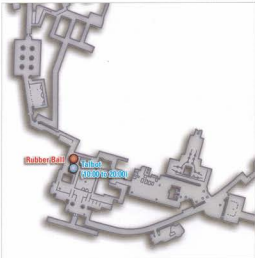
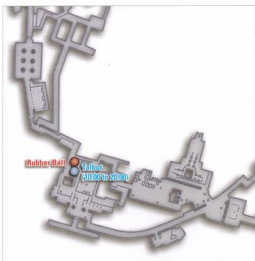
- Catch up with Lamont (the child running around with a flag attached to his back) and interact with him to begin the race.
- Lamont will only reveal the location of the finish line once the race begins. This is either North Station, or the north entrance to the Forsaken Graveyard, in the area with a phone booth. Jump over the barriers leading from the Residences to the Commercial District, sprinting for the majority of the journey, and you will easily reach either finish line before Lamont. A brief performance of the classic Final Fantasy battle victory music will play when you come in first place. Wait for him to arrive to claim your rewards.

★★★ TREASURED BALL

SOUTH STATION PLAZA

Availability	
From 10:00 to 20:00 daily	

Rewards	
♥ 30	👤 -
🔪 3	👤 100
Salvage Pilot's Badge	

Walkthrough

- Speak to Talbot, the young boy north of South Station to learn that he has lost his Rubber Ball. This can be found on a platform almost directly above him; leap from the adjacent walkway to reach it. You may even pick this item up (it appears as a standard "shining" collectible) before you meet him.
- Note that Talbot may not be present throughout the specified timeframe: this is simply the window where he can appear. Don't worry overmuch if you miss him, as you are sure to meet up with him and complete this simple quest on one of your many trips to Luxerion.

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

LUXERION

YUSUAKAN

THE WILDLANDS


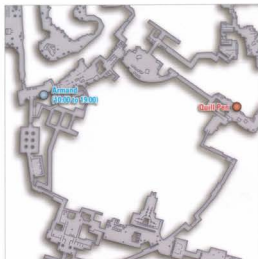
THE DEAD DUNES

Availability

Complete main quest chapter 1-4, available between 10:00 and 19:00

Rewards

♥	80	🔍	4
🔪	8	👤	1,300
👓	Black-rimmed Glasses		

Walkthrough

- Armand appears from 10:00 to 19:00 every day in the Residences area of Luxerion, a short walk to the east of the path that leads south to the Arcade. Your first interaction will lead him to relate the first part of his tale. To hear the full story, you must return and speak to him again on two separate days.
- During the third section of Armand's tale, he reveals the location of an item: the Quill Pen. You can find it by smashing the destructible boxes in the storefront next to the Sorcery Shop in Old Town; by this stage in the story, you may already have it. Give it to Armand to complete this quest.
- If you choose to read Ranulph's journal during "The Avid Reader" to initiate "To Save the Sinless", you can return on a subsequent day to speak to Armand at the same spot, same times, in order to advance that quest.

Availability

Complete main quest chapter 1-4, available between the hours of 08:00 and 18:00 thereafter



Rewards

♥	80	🔍	8
🔪	4	👤	1,200
⚙️	Brass Gear		



Walkthrough

- Armena appears in front of North Station from 08:00 to 18:00. Once you accept the quest, there are thirteen clocks to check. To do so, travel to each site marked on the accompanying map, align the camera to face the clock with Lightning in relatively close proximity, then press **ⓧ** **📷**.
- There are two clocks that may cause momentary confusion. At North Station after accepting the quest, stand well back and look at the clock face above the entrance to the station. To check the time in the Clock Tower area, interact with the board to the north.



★★★ GET THE GIRL

Availability

Complete main quest chapter 1-5; available between 00:00 and 06:00

Rewards

80 8
4 1,500
Exotic Shades



WARREN & FORSAKEN GRAVEYARD

Walkthrough

- Speak with Lackey, who can be found in the Wall of Wealth area in the southeast of the Warren.
- The quest accepted, travel to Yusnaan and visit the Banquet of the Lord. Speak to the Maître D', then show him Lackey's Ring when the prompt appears.
- Return to Lackey's position in the Warren and attempt to speak to him. After Seila's intervention, travel to the east side of the Forsaken Graveyard to meet with her.

★★★ THE SAINT'S STONE

Availability

Complete main quest chapter 1-5; available from 22:00 to 06:00

Rewards

40 6
500
Fragment Crystal

Special
Paladin (P),
Service Entrance
Key (K)



CATHEDRAL & WAREHOUSE DISTRICT

Walkthrough

- Speak to Aremiah outside the entrance to the Holy District to begin the quest, then travel to the northeast corner of the Warehouse District to find the required object. When you arrive at the correct position, approach the collection of boxes to trigger an automatic cutscene, then smash the boxes and collect the objects on the ground.
- Take the Crystal Shard back to Aremiah to complete the quest. The Service Entrance Key enables you to unlock a small door just inside Cathedral Plaza. Head to the waypoint inside the Cathedral between 22:00 and 06:00 to speak to Vanille.

★★★ THE AVID READER

Availability

Complete main quest chapter 1-5; available from 05:00 to 23:00

Rewards

60 4
6 900
Dull Grudge Knife



LUXERION

Walkthrough

- Speak with Ranulph at his customary table at a café south of the Clock Tower area to begin this special quest.
- The next step is to speak to Mitka in the Commercial District; you can find her standing on the north side of the street, to your right as you approach the Residences area. She appears from 05:00 to 01:00 every day.
- After you obtain a lead from Mitka, your next destination is the Warren to meet with a man in the far southwest of the area. If you enter the district from North Station, you will encounter him in front of a shack before you reach the ladder leading to the lower areas of the district. Ask him about the journal to obtain a new objective.
- Stop off at the Banquet of the Lord on your next visit to Yusnaan to speak to Erine; show her Reddick's letter when prompted. After the conversation ends, you reach a critical point in the quest. When you are asked if you wish to read the journal, we strongly advise that you select "Yes". This will cause you to fail "The Avid Reader" quest, but enable you to unlock the more rewarding "To Save the Sinless". You cannot complete both quests on a single playthrough.
- If you choose not to read the journal, return it to Ranulph to conclude this storyline prematurely and cash out, so to speak, with the less noteworthy rewards available for this quest.

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

LUXERION

YUSNAAN

THE WILDLANDS


THE DEAD DUNES

Availability
Complete main quest chapter 1-5

Rewards

♥ 40	📺 4
🔪 2	🔴 500

🎒 Leather Rucksack


**Walkthrough**

- This is one of the few quests that you can fail, as it has a very specific time limit: Fail to complete each step within 24 hours of the previous one, and you will forgo its rewards and Eradio bonus.
- After you complete chapter 1-5, the telephone outside North Station will ring constantly until you answer it. Doing so will commit you to accepting the quest, and set events in motion. Failing to answer the phone at all within 24 hours will lead to failure.
- After the first conversation with Louise, you must answer the telephone on the east side of the Forsaken Graveyard within the next 24 hours (the same phone booth, if you recall, that featured in main quest chapters 1-2 and 1-3).
- Your next destination is the phone booth next to South Station within 24 hours of the previous call. Following the outscene that ensues once you answer this, there is nothing more that you can do until the Warren opens at midnight.
- Once inside the Warren, Louise is located on the southeast side of the district, a little way east from the General Store. Approach Louise to witness her kidnappers scatter, then speak with her to end the quest.
- If you fail to complete any of the above steps in time, you will find a crime scene in Old Town on the next day.


★★★ VOICES FROM THE GRAVE

Availability
Complete main quest chapter 1-5

Rewards

♥ 40	📺 -
🔪 6	🔴 400

👤 Halo


**Walkthrough**

- After you complete chapter 1-5, certain NPCs in the city will talk about ghosts if you speak to them, which will automatically trigger the quest. However, to advance to the next stage you must speak to all four of the citizens (three Residents, one Officer) that appear on the accompanying map between the hours of 06:00 to 18:00.
- The ghosts can then be encountered in the positions shown on the accompanying map between 00:00 and 04:00: one close to North Station, another by the monument on the west side of the Forsaken Graveyard, and the third by the north face of the Clock Tower. Speak to each one in turn to hear their stories.
- The Phantom Rose that you obtain from Myka is required to complete "A Rose by Any Other Name".

★★★ A ROSE BY ANY OTHER NAME


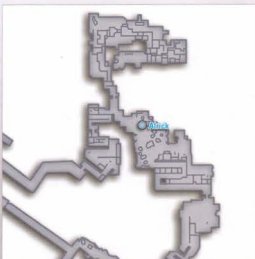
Availability
Complete main quest chapter 1-5

Rewards

♥ 120	📺 12
🔪 10	🔴 3,200

🌹 Crystal Rose,
Red Bow Tie

⚡ Purple Lightning


**Walkthrough**


- Speak to Marsha and Atrick in the Warren (right by the General Store) to begin.
- The only requirement in this quest is that you deliver the Phantom Rose obtained during "Voices from the Grave". If you already have this, you can hand it to Atrick to conclude this story immediately.

☆☆☆ THE ANGEL'S TEARS

SOUTH STATION PLAZA

Availability	
Between 16:00 and 21:00	

Rewards	
80	8
4	2,400
Crystal Tear	




Walkthrough


- To begin, speak to Luka close to the entrance to the South Station. This quest requires that Lightning return to interact with her on a further three occasions, each one on a separate day. Lightning must pay a nominal sum of gil in an attempt to employ the girl's unique service on each occasion, but this is never a huge amount. The highest total is on the fourth and final conversation, which costs 1,200 gil. At the conclusion of the quest, after the standard rewards are given, Lightning is reimbursed all her expenses, in addition to the usual monetary bonus.
- Due to the requirement to visit Luxerion on multiple days, we suggest you combine your daily visits to Luka with trips to speak to Armand for the "Buried Passion" quest.

☆☆☆ TO SAVE THE SINLESS

LUXERION

Availability	
After reading Ranulph's Journal during "The Avid Reader"	

Rewards	
120	10
12	4,500
Dark Knight	




Walkthrough

- This special quest is only available if you choose to read Ranulph's journal after collecting it during "The Avid Reader" side quest, and then subsequently return the book to him.
- The quest formally begins after the cutscene that ensues when Lightning hands over the journal. The only lead is a clue that a local reporter might be able to help. This is none other than Armand, the main subject of the "Buried Passion" side quest. You must complete his quest, which requires that you visit and interact with him on three separate days, before you can continue with "To Save the Sinless".
- Once "Buried Passion" has been completed, visit Luxerion to speak to Armand on a subsequent day. He will request a favor, which necessitates the completion of one of two specified quests: "Born from Chaos" in Luxerion, or "Fuzzy Search" in the Arzas area of the Wildlands (see page 123). Once you have wrapped up either one, return to Armand—or speak to him immediately if you have already met the requirements.
- Your next task is to speak to Reddick in the Warren (only accessible from 00:00 to 06:00). After Lightning converses with him, return to Ranulph at the café close to the Clock Tower at any point between 05:00 and 23:00 to complete the quest.

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

RESTAURY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

LUXERION

YUSNAAN

THE WILDLANDS

THE DEAD DUNES



SIDE QUEST OVERVIEW

NAME	DIFFICULTY	AVAILABILITY	REWARDS						
			♥	🔪	🔍	🕒	👤	SPECIAL	
Family Food	☆☆☆	From Day 1	120	8	4	1,500	Chef's Hat	-	
Free Will	☆☆☆	From Day 1	140	8	12	4,500	Summoner's Mask	Blue Mage (👤)	
A Testing Proposition	☆☆☆	From Day 1	120	8	12	3,500	Scholar's Mortarboard	Nektar of the Gods Q (👤)	
Play It for Me	☆☆☆	From 11:00 to 19:00 daily	80	8	4	1,500	Crown of Youth	-	
Songless Diva	☆☆☆	From 11:00 to 19:00 daily	80	6	6	1,400	Queen's Mask	-	
Stolen Things	☆☆☆	From 12:00 to 04:00 daily	50	2	4	400	Formal Silk Hat	-	
Adoring Adornments	☆☆☆	Complete main quest chapter 2-1; from 19:00 to 03:00 every day	140	8	12	5,000	Carnival Mask	-	
Fireworks in a Bottle	☆☆☆	During main quest chapter 2-2 only, between the hours of 19:00 and 00:00	40	2	4	300	Ceremonial Headdress	-	
Fireworks for a Steal	☆☆☆	During the events of main quest chapter 2-2	80	8	4	1,300	Vanguard Headdress	-	
The Fighting Actress	☆☆☆	Exclusive to the events of main quest chapter 2-2	80	6	6	1,500	Crown of Splendor	Midnight Mauve (👤), Crystal Medal, Silvered Medal, Bronzed Medal (👤)	
Death Safari	☆☆☆	Complete main quest chapter 2-1	80	8	4	1,200	Dark Devil Ears, Dazzling Devil Ears, Pure Angel Ears, Cautious Devil Ears	Death Game Ticket (👤)	
Death Game	☆☆☆	Complete "Death Safari"	120	12	6	3,800	Emergency Beacon	Dragon (👤)	
Last Date	☆☆☆	Complete main quest chapter 2-3; available from 11:00 to 18:58	50	3	5	500	Crystal Heart	-	
Friends Forever	☆☆☆	Complete main quest chapter 2-3; available from 11:00 to 03:00	80	8	10	1,800	Chocoberet, Chocobe Figurine	-	
Adoring Candice	☆☆☆	Complete main quest chapter 2-3 and "Adoring Adornments", available from 19:00 to 03:00	80	6	4	1,400	Heart Glasses, Onion Knight's Helm	-	
Tanbam's Taboo	☆☆☆	Complete main quest chapter 2-3; available from 19:00 to 03:00	140	12	8	4,200	Nickel Gear	Crystal Medal (👤)	

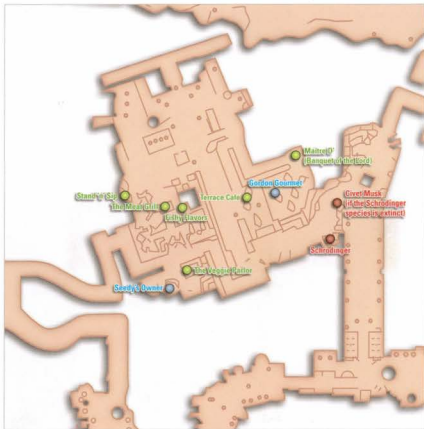
☆☆☆ FAMILY FOOD

GLUTTON'S QUARTER

Availability	Rewards		
From Day 1	♥ 120	🔪 8	🕒 4
	🔍 8	👤 1,500	
	👤 Chef's Hat		

Walkthrough

- Speak to the proprietor of Seedy's Restaurant in the southwest of the Glutton's Quarter, then select "Yes" when he offers Lightning a deep-fried Niblet Hairball.
- Your first task after formally accepting the quest is to locate Gordon Gourmet. He can be found seated at a table in the Banquet of the Lord. He requests that Lightning eat at six restaurants in the Glutton's Quarter. This requires a little expenditure (170 gil per site if you prudently choose the cheapest option every time, which you naturally should), but the quest rewards will make up for this initial investment.
- All six restaurants are marked on the in-game map and on the accompanying map. Once you visited them all, return to Gordon Gourmet.
- When the conversation ends, travel to the nearby Central Avenue to fight the Schroedinger. Take the Civet Musk back to Gordon, then deliver his recipe to Seedy's. Finally, present the Steak a la Civet to Gordon Gourmet to complete the quest.



★★★ FREE WILL

YUSNAAN

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANYAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

LUXERION

YUSNAAN

THE WILDLANDS

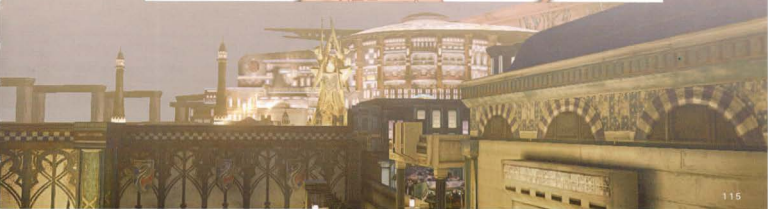
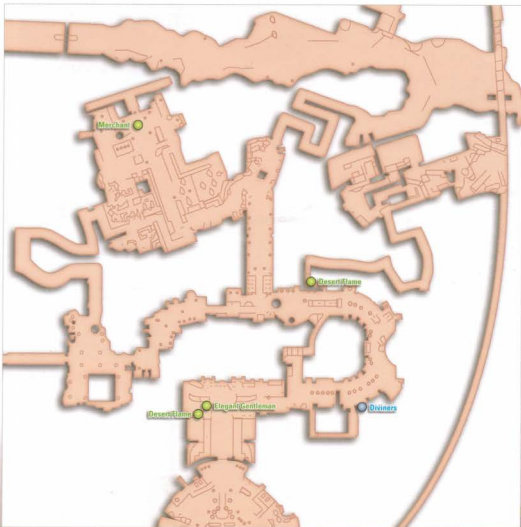
THE DEAD DUNES

Availability	
From Day 1	
Rewards	
❤️ 140	📖 12
🔪 8	💰 4,500
👑 Summoner's Mask	
👑 Blue Mage	



Walkthrough

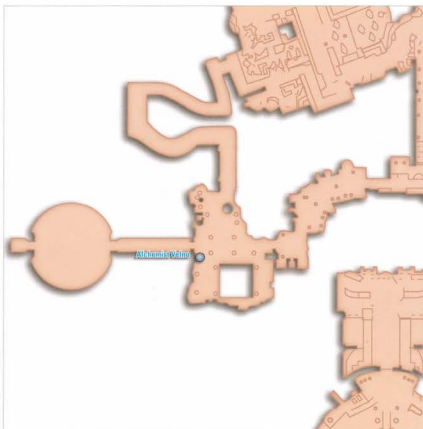
- In the Reveler's Quarter, just past Fountain Square, speak to the two Diviners to begin this quest. Your first objective is simply to return to them on the following in-game day, at any point between 06:00 and 17:59. However, if you fail to speak to Diviner II before the end of that period, you will fail the quest.
- If you follow the instruction (or is it a command?), Diviner II will ask Lightning to collect three Desert Flames. You can find a "free" Desert Flame in the nearby Underground Route, close to the gate that you unlock at the end of main quest chapter 2-1.
- Find the Elegant Gentleman opposite the Inn close to the entrance to the Augur's Quarter, then smash the nearby crates to obtain another Desert Flame. You can then speak to the NPC and obtain 6,000 gil by handing one of them to him.
- A merchant outside Yusnaan Station, introduced during this section of the side quest, will sell up to three Desert Flames for 2,000 gil each. You only need two to advance Free Will.
- After you deliver the Desert Flames to Diviner II, his final task for Lightning is to hunt the Niblet enemy type to extinction. This requires that you eliminate 120 Niblets in total, plus the Last One of their species. Completing the Death Safari side quest accounts for a quarter of this number, and the frequency of their spawns in Luxerion and the Wildlands means that most players with a steady appetite for combat will be close to the total by no more than Day 4. If not, don't feel unduly concerned: in the later days of the story, Niblets appear in huge groups.



Availability	Rewards
From Day 1	120 12 8 3,500
	Scholar's Mortarboard
	Nektar of the Gods

Walkthrough

- This quest is quite lengthy, and requires that you surrender a Recovery Item slot to complete its objectives.
- Approach Alchemist Velno in her booth to the left of the Slaughterhouse entrance to trigger a cutscene. Afterwards, speak to her to begin this multi-part quest. If you do not have a free Recovery Item slot, you will need to sell or discard an item to accept her commission. (This applies to all equivalent moments in this quest.)
- Once you have the vial of Nektar, you must keep it until you fight a battle where Lightning obtains at least one status ailment. Be sure that you switch to a Schema without an innate resistance to status ailments (avoid Passion Rouge, for example) or any item or potion that confers status effects such as Shell. Once Lightning has succumbed to an ailment, open the Pause menu, then select the Nektar from the Recovery Items menu. You can then return to Velno at your convenience to have Lightning report her findings.
- Alchemist Velno will create a new potion, Nektar Mk II, which you need to use while Lightning is suffering from the Poison status ailment. The easiest way to acquire this is to take a passive approach to combat with a Golbit in the Dead Dunes, though a Gorgonpsid's Vivulent Breath attack will also suffice on the Normal Difficulty level and above.
- After a third consultation with Velno, you will obtain Miracle Nektar – a potion that you must drink while afflicted with three or more status ailments. This is a little trickier than it sounds. Your best bet is to go passive in a fight against a Trifid, Meonekton, Gorgonpsid, Gurangatch or, outside



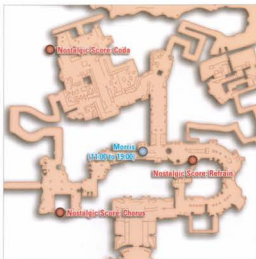
bet, a Gaunt; once again, ensure that Lightning is not equipped with anything that might increase her resistance levels. For those playing on Easy Mode, the general reluctance of enemies to use status ailments during the first six days is a problem. Your best bet is an Earth Eater in the Dead Dunes, as their "I don't feel so good" attack should have the desired effect. The only issue is, you then have to defeat them afterwards. The final Wildlands boss is also an option if you have yet to conclude the local story.

- The last step is to return to Alchemist Velno and accept her finished potion: Nektar of the Gods. Enter a Slaughterhouse battle during its opening hours, then drink the concoction at any point in the battle. You can then complete the quest by reporting back to Velno.
- The Nektar of the Gods potion that you obtain as one of your quest rewards triggers Bravery, Faith and Regen (plus a degree of HP restoration) when used, which makes it a quite interesting choice for certain tough battles. You can later return to Velno (the sole vendor of this item) to buy additional bottles for 1,280 gil apiece, if you wish.

★★★ PLAY IT FOR ME

YUSNAAN


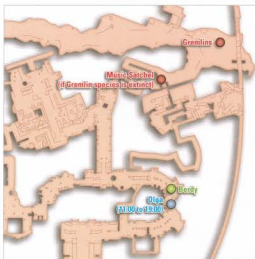
Availability	Rewards
From 11:00 to 19:00 daily	80 4 8 1,500
	Crown of Youth

**Walkthrough**

- Speak to Morris on the slope that leads to the Champion's Quarter, close to the Cactuar Statue, to begin this short collection quest. You will obtain the Musical Sphere Treasures Key, which will enable you to open the three locked Treasure Spheres that you may have already encountered while exploring Yusnaan. Each of the musical spheres plays a distinct (and, for those familiar with previous episodes in the trilogy, instantly recognizable) tune that gets louder with proximity.
- Nostalgic Score: Refrain is at the top of a ladder a short walk to the east of the Cactuar Statue; look on the south side of the street.
- The sphere containing Nostalgic Score: Coda is hidden behind crates in a small alcove to the west of the entrance to Yusnaan Station.
- Nostalgic Score: Chorus is found on the south side of the fenced enclosure just outside the Slaughterhouse.
- Return all three Nostalgic Score items to Morris to complete the quest.

★★★ SONGLESS DIVA

Availability	
From 11:00 to 19:00 daily	
Rewards	
80 EXP	6
6	1,400
Queen's Mask	

REVELER'S QUARTER & LOWER CITY

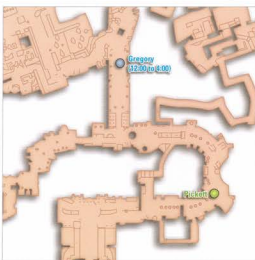
Walkthrough

- Speak to Olga on the stage at Fountain Square. After you accept the quest, chase after a man in a mask just to the north of the stage. If you are quick, you can interact with him within seconds. This is Berdy, Olga's songsmith and lover.
- After Berdy explains his predicament, you must recover his songs – or, more specifically, the Music Satchel – from a large group of Gremlins in the Lower City area. These can be found close to the waterfront to the east. If you have explored that area, you may have already fought them and acquired the necessary item. Deliver it to Berdy to complete the quest.
- Should you hunt Gremlins to extinction before fighting the group on the beach, you can find the Music Satchel in the south of the Lower City, close to the entrance of the Warehouse District.
- Finishing this quest has a minor secondary effect. While all other Flanitors and Personal Guards throughout Yusnaan will attack Lightning until you complete main quest chapter 2-3, the group in front of the stage will leave her alone unless provoked.

- QUICKSTART
- CAST & CONCEPTS
- PRIMER
- WALKTHROUGH
- MAIN GUESTS
- SIDE QUESTS
- CANVAS OF PRAYERS
- BESTIARY
- INVENTORY
- STRATEGY & ANALYSIS
- ULTIMA WALKTHROUGH
- EXTRAS
- INDEX

★★★ STOLEN THINGS

Availability	
From 12:00 to 04:00 daily	
Rewards	
50 EXP	4
2	400
Formal Silk Hat	

REVELER'S QUARTER & CENTRAL AVENUE


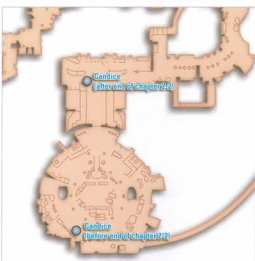
Walkthrough

- When you reach the Reveler's Quarter, look out for a young boy following Lightning – he's usually situated a short walk to the southwest of Fountain Square. Stand still, and allow him to approach her. When he steals from Lightning, give chase until you gain the ability to interact with him and reclaim what was taken.
- To formally begin the quest, you can now speak to Gregory on Central Avenue (between 12:00 and 04:00) to obtain the Father's Letter. Return to Pickett and wait until he steals once again. Run after him, then interact with the boy when the usual conversation icon appears.
- Head back to Gregory on Central Avenue to end the quest.

- LUKERION
- YUSNAAN
- THE WILDLANDS
- THE DEAD DIVINES

★★★ ADORING ADORNMENTS

Availability	
Complete main quest chapter 2-1, from 19:00 to 03:00 every day	
Rewards	
140 EXP	12
8	5,000
Carnival Mask	


AUGUR'S QUARTER & REVELER'S QUARTER

Walkthrough

- The location of Candice, the quest vendor, varies in accordance with your progress in the main storyline. During 2-1, she is found on the west side of the Statue of God in the Augur's Quarter. After you complete 2-2, she instead appears in the Reveler's Quarter to the north, close to the Inn.
- Your progress in this minor side quest is determined by how many Adornments you have collected. You usually obtain one per side quest, and often two per Canvas quest; you can also purchase them from stores. If you have been following the suggested progression in the Walkthrough chapter, you may even have all required Adornments by the time you begin. After agreeing to help Candice, you can advance this side story by talking to her when you have 10, 30 and 55 or more total Adornments in your inventory. When Candice presents Lightning with her third selection of chosen Adornments, the quest ends.

☆☆☆ FIREWORKS IN A BOTTLE

Availability	
During main quest chapter 2-2 only between the hours of 19:00 and 00:00	
Rewards	
40	4
2	300
Ceremonial Headress	




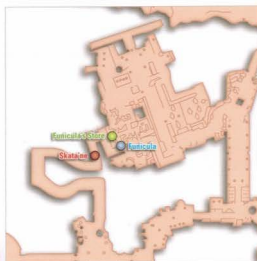

CENTRAL AVENUE & GLUTTON'S QUARTER

Walkthrough

- This quest is only available until midnight once you accept the task to collect fireworks from the four Pyrotechnicians. Speak to the Drunk Pyrotechnician in charge of the rockets on Central Avenue. This quest can only be completed on the evening when it is accepted, with an absolute deadline of 01:00. Neglecting to deliver the specified item will lead you to permanently fail the quest.
- To obtain the specified tipple, speak to the Maltre D' at Banquet of the Lord and pay the required 1,000 gil fee. Take the Bacchus's Brew back to the Drunk Pyrotechnician to obtain his fireworks and your quest rewards.

☆☆☆ FIREWORKS FOR A STEAL

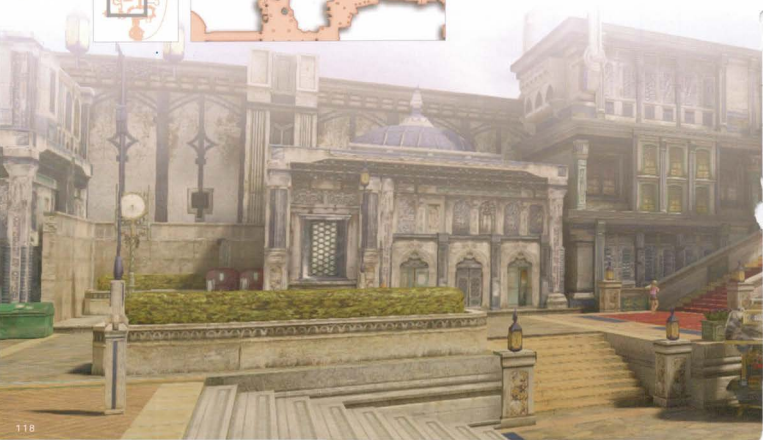
Availability	
During the events of main quest chapter 2-2	
Rewards	
80	4
8	1,300
Vanguard Headress	

GLUTTON'S QUARTER & ROAD TO WAR

Walkthrough

- Funicula can be found in the southwest of the Glutton's Quarter. Accept his quest, then travel along the Road to War until you reach a Skata'ne. Defeat this beast to obtain five Fireworks in the post-battle rewards.
- Though you can choose to do Funicula a grave disservice and take these Fireworks back to the Auger's Quarter, there's absolutely no benefit to that approach. Instead, speak to Funicula and dutifully return them. You can now follow him to his store (a very short walk to the north) and converse with him again to claim not only your quest rewards, but seven Fireworks as well.
- In the (slightly inconceivable) event that you opt to have Lightning abscond with Funicula's rockets, his dream of opening his store will be frustrated, and you may encounter him as a pickpocket during subsequent visits to the area.




★★★ THE FIGHTING ACTRESS

Availability	Rewards		
Exclusive to the events of main quest chapter 2-2	80	6	1,500
	6		
Special	Crown of Splendor		
	Midnight Mauve, Crystal Medal, Silvered Medal, Bronzed Medal		


★★★ DEATH SAFARI

Availability	Rewards		
Complete main quest chapter 2-1	80	4	1,200
	8		
	Dark Devil Ears, Dazzling Devil Ears, Pure Angel Ears, Cautious Devil Ears		
	Death Game Ticket		



★★★ DEATH GAME

Availability	Rewards		
Complete "Death Safari".	120	6	3,800
	12		
	Emergency Beacon		
	Dragon		



Walkthrough

- Though categorized as a side quest, this is actually a mandatory step in main quest chapter 2-2. Completing it is a simple matter of finishing the three-bout tournament at the Slaughterhouse that follows the firework collection task (see page 77).

INDUSTRIAL AREA

Walkthrough

- Speak to the Suspicious Gatekeeper outside the entrance to the Industrial Area to begin this combat-oriented quest.
- Your task is to defeat thirty Niblets, acquiring a Niblet-Defeater Emblem for each one killed. Incidentally, this helps you to make progress with an objective for the Free Will side quest. You could also combine your Niblet hunt with a return to the Supply Line to collect the Jade Hair Comb (and if you missed it earlier, the Pocket Watch) for the "Time Doesn't Heal" Canvas quest.
- Niblets can appear in huge groups (up to ten at once!) in these battles, so having Fire elemental spells (particularly Fire, Fira and Firaga) on each Schema is a smart step.
- Once you have collected all thirty Niblet-Defeater Emblems, the Suspicious Gatekeeper will announce this fact over a public address system. Return to the entrance and speak to him to claim your rewards.
- In the event that you have exterminated all Niblets prior to accepting this quest, you will find the required emblems just inside the Industrial Area.

WAREHOUSE DISTRICT

Walkthrough

- On completion of Death Safari, you can speak to Biggs outside the Warehouse District and hand over the Death Game Ticket to begin this quest at any time.
- After you begin Death Game, Lightning is locked inside the Warehouse District, and is challenged to defeat thirty unique enemies within a four-hour period, which you can naturally extend with Chronostasis. Every battle takes place within a Chaos Infusion, which increases the challenge but also the rewards for each fight. You can only use what you take in, so there is no opportunity to replenish Recovery Items. You either obtain all thirty Death Game Points in one session... or retreat to the Warehouse District exit, where you can abandon the challenge immediately by interacting with the control panel. Though you can return to try again at will within the allotted hours, you lose all Death Game Points whenever you leave, and must start your new session from 0 points.
- Most of the enemies encountered in the Warehouse District are very low-level (Gremilins, Niblets, and Anubys). This is more a challenge of endurance than skill, though the plentiful supply of EP that you will acquire means that you can use Curaaga on demand and still maintain near-perpetual Chronostasis.
- The beauty of this quest is that you can keep playing it even after the Niblet and Gremlin species are extinct. By exploiting Chronostasis to extend time almost indefinitely, you can fight an endless stream of the (inexhaustible) Anubys enemy type. With a reasonably powerful Lightning and a stock routine, you can defeat these opponents with great ease. The rewards for each fight aren't outstanding, but they soon stack up, even on early days. Each Death Herald weapon (a fairly common drop from the Anubys in a Chaos Infusion) sells for 1,250 gil. And basic gil rewards? These are dependent on your current day, but will add up to a minimum of 300 gil per fight. Heavy Slash Lv. 1 also commands a baseline price of 80 gil per unit (double that for variants with auto-abilities), which naturally increases once the Anubys drops superior Lv. 2 and Lv. 3 versions towards the end of the story.
- At very least, the Death Game is a convenient way to completely fill your EP gauge before you finish all quests in the Yusnaan region. As long as you always leave before you reach 30 kills, you can repeat the procedure as many times as you like.
- Once you complete Death Game, the opportunity to exploit its unique format is lost until a subsequent playthrough. For more advice on using this special farming opportunity (and similar techniques, see page 296 of the Strategy & Analysis chapter.

QUICKSTART

CAST & CHARACTERS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVASES OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

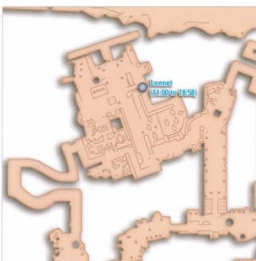
LUXURION

YUSNAAN

THE WILDLANDS

THE DEAD DUNES

Availability	
Complete main quest chapter 2-3; available from 11:00 to 18:58	
Rewards	
♥ 50	SR 5
♣ 3	● 500
Crystal Heart	

**Walkthrough**

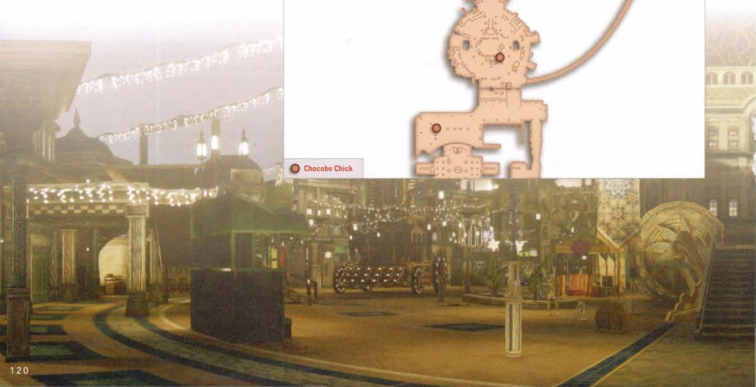
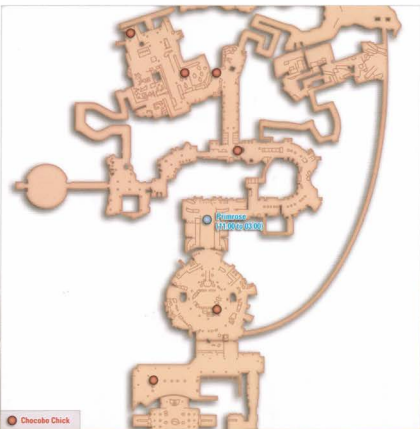
- Speak to Lennet on the steps that lead to Banquet of the Lord to automatically accept this quest. You must then meet him at his table in the restaurant between the hours of 19:00 and 23:00, with Midnight Mauve set as Lightning's default garb, to complete the quest.
- Lennet is patient, but there's a limit to his enthusiasm. If Lightning does not show up on the evening after the quest is accepted, or the two that follow, you will fail the quest.

Availability	
Complete main quest chapter 2-3; available from 11:00 to 03:00	

Rewards	
♥ 80	SR 10
♣ 8	● 1,800
Chocoberet, Chocobo Figurine	

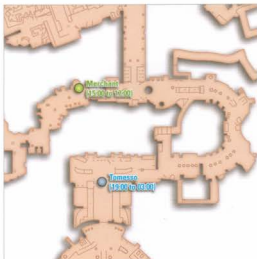
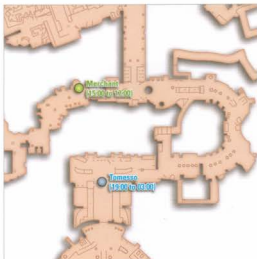
Walkthrough

- Speak to Primrose at the bottom of the steps that lead to the Augur's Quarter to begin this quest. To complete it, interact with the six Chocobo chicks at the positions marked on the accompanying map. Primrose will be waiting in the same location when you are ready to pick up your rewards.



★★★ ADORING CANDICE

Availability	
Complete main quest chapter 2-3 and "Adoring Adornments"; available from 19:00 to 03:00	
Rewards	
80	4
B	1,400
Heart Glasses, Onion Knight's Helm	


REVELER'S QUARTER & CHAMPION'S QUARTER

Walkthrough

- Speak to Tomesio outside the Inn just north of the Augur's Quarter to initiate this quest. He wants to give Candice the Gift Glasses, an item sold by a temporary, plot-specific merchant a short walk to the east of the Sorcery Shop in the Champion's Quarter. This item is only available between the hours of 15:00 and 17:00 each day, for a fee of 4,000 gil. If you buy the adornment on the afternoon after completing chapter 2-3 (or, of course, any day where you choose to return to Yusnaan after then), you can hand it over immediately when you next encounter the lovelorn quest vendor.

★★★ TANBAM'S TABOO

Availability	
Complete main quest chapter 2-3; available from 19:00 to 03:00	
Rewards	
140	B
12	4,200
Nickel Gear	
Crystal Medal	




SLAUGHTERHOUSE

Walkthrough

- Speak to Tanbam at the cage outside the Slaughterhouse to begin this short, combat-oriented quest. As you will have beaten Snow to unlock this challenge, don't balk at accepting Tanbam's appeal for Lightning to euthanize his dread creation, Desmond (Bestiary page 206); it's just an augmented Desdemona, with moderately similar behavior and weaknesses. The principal differences are its immunity to many status ailments, a propensity for performing the Ruth charge in rapid succession, and the ability to enhance its raw strength with the Bravery buff. You can appropriate the advantage offered by the latter behavior by equipping Heavy Slash and an item with the Brave Thief ability (such as the Battleaxe of the Believer).
- The battle is set up immediately after you accept the quest, though you still have the option to back out and arrange your Schemata before combat commences. Once Desmond is closer to dust than demon, the quest ends.

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

LUXERION

YUSNAAN

THE WILDLANDS

THE DEAD DUNES





THE WILDLANDS

SIDE QUEST OVERVIEW

NAME	DIFFICULTY	AVAILABILITY	REWARDS					
			♥	🗡️	🔍	👁️	👤	SPECIAL
Peace and Quiet, Kupo	☆☆☆	Between 19:00 and 07:00	60	7	7	555	Mog Figurine	Moogle Fragment (📦), Recovery Item Capacity +1
Where Are You, Mooglee?	☆☆☆	Complete the "Peace and Quiet, Kupo" side quest, between the hours of 19:00 and 07:00	80	6	8	1,300	Mog Mask, Retro Mog Mask	-
Fuzzy Search	☆☆☆	From Day 2 onwards, between 06:00 and 18:00	40	6	-	400	Fuzzy Sheep Figurine, Canned Sheep Logo	Fuzzy Sheep Milk (📦)
Saving an Angel	☆☆☆	Complete main quest chapter 3-1	80	8	8	1,200	White Chocobo Chick	-
A Father's Request	☆☆☆	Begin "Saving an Angel" and feed Sarala's Gysahl Greens to the Chocobo, or restore the Chocobo to riding health; Sarala is present from 07:00 to 21:00	80	4	8	800	Girlish Glasses	-
The Old Man and the Field	☆☆☆	Complete the "A Father's Request" side quest, available after you harvest your first crop of Gysahl Greens from the field at Canopus Farms	40	6	-	500	Yellow-rimmed Glasses	-
The Right Stuff	☆☆☆	Begin "Saving an Angel"	40	4	2	300	Chocobo Feather Pin	Mystical Meal (📦)
The Hunter's Challenge	☆☆☆	Complete "The Right Stuff" side quest, available between the hours of 20:00 and 08:00	80	8	4	1,200	Golden Insignia	Soldier of Peace (📦)
Chocobo Cheer	☆☆☆	Complete the "Saving an Angel" side quest	80	-	6	300	Golden Flower, Chocobo Chick	-
A Final Cure	☆☆☆	Once "Saving an Angel" is underway, Cerdasia appears between the hours of 06:00 to 22:00	80	-	12	1,600	Suspicious Mushroom, Toxic Mushroom	-
Mother and Daughter	☆☆☆	Complete the "Saving an Angel" side quest; Brella appears between the hours of 06:00 and 22:00	80	6	4	1,200	Leopard Tail	-
Dog, Doctor, and Assistant	☆☆☆	Complete the "Saving an Angel" side quest	40	2	4	500	Orange Newsboy Cap	Animal Potion (📦)
A Taste of the Past	☆☆☆	Complete the "Saving an Angel" side quest, between the hours of 09:00 and 22:00	80	2	6	1,200	Ripe Apple, Crystal Apple	Mystical Meal (📦)
Omega Point	☆☆☆	Complete main quest chapter 3-2	80	4	6	1,600	Aerial Guard's Badge	-
Mercy of a Goddess	☆☆☆	Complete the "A Final Cure" side quest and speak to Taleb in Poltae	80	8	-	1,600	Delicious Mushroom	-
Round 'Em Up	☆☆☆	Complete the "Fuzzy Search" side quest, available from 06:00 to 18:00	80	8	6	1,200	Cowboy Hat	Creamy Sheep Milk (📦)
Matchmaker	☆☆☆	Complete the "Dog, Doctor, and Assistant" and "Round 'Em Up" side quests	80	8	6	1,600	Yellow Ribbon	-
The Grail of Valhalla	☆☆☆	From first visit to Poltae	150	10	16	3,800	Crest of Etro	Sacred Knight (📦)
Killing Time	☆☆☆	Complete the "Saving an Angel" side quest	30	-	3	100	White Chocobo Figurine	-
Land of Our Forebears	☆☆☆	Complete "The Old Man and the Field" side quest, between the hours of 09:00 and 22:00	150	12	10	3,500	Pink-rimmed Glasses	-
To Live in Chaos	☆☆☆	Complete main quest chapter 3-3; your Chocobo must be at the maximum healing level	150	16	12	4,200	Odin's Horn	Gagnrad (📦)
The Secret Lives of Sheep	☆☆☆	Complete the "Round 'Em Up" side quest, available from 18:00 to 05:59	120	10	12	3,200	Cool Glasses	-

☆☆☆ PEACE AND QUIET, KUPO

Availability	
Between 19:00 and 07:00	
Rewards	
60	92 7
7	555
Mog Figurine	
Special	
Moogle Fragment (M), Recovery Item Capacity +1	




Walkthrough

- Though you should ideally have at least one fire-based ability and the Passion Rouge garb for its ever-useful ailments, this is a side quest that you should complete at an early stage in the story. The rewards include an extra Recovery Item slot, which is a welcome boon.
- Interact with the Moogle at the heart of the village during your first visit. After the cinematic ends, the quest begins automatically. You must then triumph in three consecutive battles against the Dryad enemy variety (Bestiary page 162) to complete the quest. You should then return to the start position for a short cutscene, and afterwards speak with Mog. Pursue him when he flees, then interact with him when the short chase ends to claim your quest rewards.
- A few optional steps that will help to save time later, given the restrictions on access to the Moogle Village: speak to Mogella and plant the Vegetable Seed that she gives you in the plot right in front of her. The Sylks Greens that grow here are required for a Canvas of Prayers quest, so it's wise to start growing a crop in advance. You should also chat with Moggel by the tree stumps to begin "Where Are You, Moogle?" and collect the Crimm Mushroom (required for the "A First Cure" side quest) before you leave the village.
- The Moogle Fragment acquired as part of the quest rewards enables you to complete main quest chapter 5-4 at a later date.

☆☆☆ WHERE ARE YOU, MOOGLE?

Availability	
Complete the "Peace and Quiet, Kupo" side quest; between the hours of 19:00 and 07:00	
Rewards	
80	8
8	1,300
Mog Mask, Retro Mog Mask	




Walkthrough

- Speak to Moogle by the tree stumps in the Moogle Village to begin. The three Moogle are located in the positions marked on the accompanying map.
- Monster encounters notwithstanding, you can complete this quest in no more than a few brisk minutes while riding your Chocobo. Start with the Moogle to the north of Jagd Woods, then it's almost a straight-line sprint to the second Moogle in the south. Swing back through Jagd Village, and you can complete the circuit with a return to Moogle Village to claim your rewards.

☆☆☆ FUZZY SEARCH

Availability	
From Day 2 onwards, between 06:00 and 18:00	
Rewards	
40	-
6	400
Fuzzy Sheep Figurine, Canned Sheep Logo, Fuzzy Sheep Milk	




Walkthrough

- Approach Dr. Sheep in the large pen to trigger a cutscene. When this ends, accept the quest. The three large sheep that you must return to their pen are marked by orange dots on the mini-map, and are close to your starting position, so tracking them down isn't an issue.
- This quest is easier to complete if you are riding your Chocobo: just ride to either side of the sheep to steer them in the required direction, remaining close to drive them to the entrance of the pen. On foot, it just takes a little more time, and you will need to use sword swipes to correct their direction of movement.
- When all three sheep have been returned to the pen, speak to Dr. Sheep again to complete the quest.

MOOGLE VILLAGE

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

LUKERION

YUSNAAN

THE WILDLANDS

THE DEAD DUNES

JAGD WOODS

ARYAS VILLAGE

Availability	
Complete main quest chapter 3-1	

Rewards	
80	8
8	1,200
White Chocobo Chick	



Walkthrough

- This side quest begins when you speak to Dr. Gysahl after his Chocobo surgery is complete. Give the Gysahl Greens to the Chocobo to advance the quest.
- Though you can speak to everyone in the settlement to hear their thoughts, specific individuals have valuable items. The Hunter Chief just outside the main settlement entrance will give Lightning a Chocobull. Sarala, the young woman attending to the nearby farmland, will offer Gysahl Greens. The Inkkeeper on the east side of the settlement provides the gift of Fuzzy Sheep Milk.
- Return to the Chocobo with these three items, and feed each one to him via the "Give to him" option.
- To complete "Saving an Angel", you must simply feed the Chocobo with an additional healing item to restore it to sufficient health to enable Lightning to ride it. The quickest and most convenient way to achieve this is to complete "The Right Stuff" side quest (see right-hand page), then return to feed the Chocobo with the Mystical Meal that you obtain as part of its rewards.

Availability	
Begin "Saving an Angel" and feed Sarala's Gysahl Greens to the Chocobo, or restore the Chocobo to riding health. Sarala is present from 07:00 to 21:00	

Rewards	
80	8
4	800
Girlish Glasses	



Walkthrough

- Converse with Sarala at Canopus Farms to begin the quest.
- Speak to the Wandering Man at the south end of the path that leads to Jagd Village. He will ask Lightning to obtain Forest Fertilizer from positions marked with a spade. Consult the accompanying map to find these.
- Though you actually only need one unit of this special item to advance the quest, it makes sense to collect at least four of the available six immediately. Forest Fertilizer is required to grow Gysahl Greens in special plots that must be prepared with this quest item beforehand.
- Return to the Wandering Man with at least one unit of Forest Fertilizer, then speak to Sarala when you return to Canopus Farms. Hand over the Forest Fertilizer when prompted to complete the quest.
- Speak to Sarala again to unlock the ability to grow Gysahl Greens in four plots on her land. These take approximately six in-game hours to grow, so it makes sense to plant the maximum four immediately. Sarala will gift you with five Vegetable Seeds to get you started.

Availability	
Complete the "A Father's Request" side quest, available after you harvest your first crop of Gysahl Greens from the field at Canopus Farms	

Rewards	
40	-
6	500
Yellow-rimmed Glasses	




Walkthrough

- You only need to harvest one plot of Gysahl Greens that you have planted yourself to trigger this quest, though it makes sense to always plant seeds in all four Canopus Farms plots. Gysahl Greens are required for two Canvas of Prayers quests, and can also be stockpiled to restore the Angel of Valhalla to full fitness immediately on subsequent playthroughs.
- A single Vegetable Seed is required to advance the quest, so ensure that you have one before you visit the Research Camp to continue. Two is better, though you should always keep a healthy stock of seeds to plant in the seven available plots whenever you visit the Wildlands.
- Visit the Research Camp and speak to the Stubborn Old Man, then plant at least one Vegetable Seed in one of the two available patches. Go attend to other pressing concerns and return later – and perhaps even on another day, as Tantal Greens take approximately half a day to grow.
- On your return, ensure that you have at least one helping of Gysahl Greens. Harvest the Tantal Greens and speak to the Stubborn Old Man. After the conversation, you will – at long last! – acquire Quest Information for "The Old Man and the Field." Accept the quest, then promptly complete it by giving him the Gysahl Greens.

★★★ THE RIGHT STUFF

Availability	
Begin "Saving an Angel"	

Rewards	
♥ 40	📖 2
🔪 4	👤 300
📦 Chocobo Feather Pin	
🍲 Mystical Meal	



**Walkthrough**

- Speak to the Hunter Hopeful at the southwest entrance to the Jagd Woods: he's riding a Chocobo.
- Vibrant Ooze is dropped by the distinctive Miniflan enemy variety, which is commonplace throughout the Grasslands area. In fact, you may have the required total on the very first occasion that you converse with him. If so, accept the quest and then immediately speak to the Hunter Hopeful again to conclude it. If not, patrol until you encounter and defeat the required number of Miniflans.

★★★ THE HUNTER'S CHALLENGE

Availability	
Complete "The Right Stuff" side quest, available between the hours of 20:00 and 06:00	

Rewards	
♥ 80	📖 4
🔪 8	👤 1,200
📦 Golden Insignia	
📦 Soldier of Peace	



**Walkthrough**

- Visit Jagd Village within the designated hours and speak with the Hunter Chief (usually situated just outside the Outfitters). If you already have the required items, converse with him on a further two occasions to deliver them and complete the quest. If not, you'll need to go hunting.
- Your first task on accepting the quest is to deliver three helpings of Monster Mince, an item with a savory name but a familiar source: the Vali (Bestiary page 176) and their more imposing Hanuman cousins (Bestiary page 186). At low levels, it makes sense to hunt the Vali encountered in the Grasslands and Jagd Woods. Groups found in the Rocky Crag area are generally accompanied by a Hanuman, who can pose something of a threat during early days.
- Your second challenge is to hunt an Aster Protoflorian (Bestiary page 208), a large-scale enemy found exclusively in the Rocky Crag area, and obtain an AMP Chip. If your Chocobo has shed his bandages, you can use the shortcut in the north of the village to reach Rocky Crag; if not, you'll need to take the long way, through the north of Jagd Woods. The Aster Protoflorian is a very technical monster variety, defined by its signature ability to suddenly shift its elemental resistances and weaknesses. While it's certainly possible to defeat them at an early stage in Lightning's development, you may find it something of a grind.

★★★ CHOCOBO CHEER

Availability	
Complete the "Saving an Angel" side quest	

Rewards	
♥ 30	📖 6
🔪 1	👤 300
📦 Golden Flower, Chocobo Chick	


**Walkthrough**

- Speak to Nadia in Jagd Village to begin the quest. You can optionally talk with a nearby child called Lyla if you would like to pick up additional story details in advance.
- To advance this tale, you must take your Chocobo to a position where a Yeul's Flower grows. Though it's suggested that you head to the City of Ruins, the long trip isn't necessary; there's actually a Yeul's Flower in the very north of the Jagd Woods. Interact with the plant while riding your Chocobo, then speak to Nadia when you return to Jagd Village. After you pick up the rewards, chat with Lyla for a postscript to the story.
- A useful aside: each Yeul's Flower heals your Chocobo, accelerating its recovery by a significant amount that negates the need to invest time and gil in other potential tinctures and techniques. Consult page 83 of the Main Quests chapter for more information.

GRASSLANDS

DURKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

★ SIDE QUESTS

CANONS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

JAGD VILLAGE

LUXERION

YUSUNAN

★ THE WILDLANDS

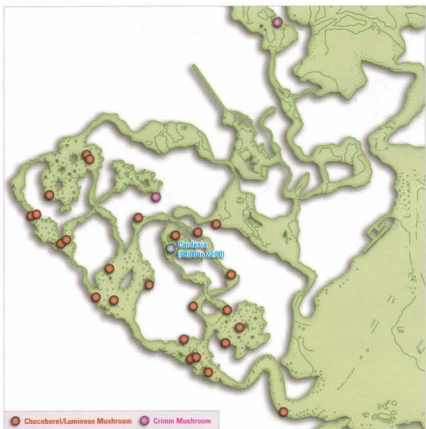
THE DEAD DUNES

THE WILDLANDS

Availability	Rewards
Once "Saving an Angel" is underway, Cardesia appears between the hours of 08:00 to 22:00	80 12 - 1,600
	Suspicious Mushroom, Toxic Mushroom

Walkthrough

- Speak to Cardesia, and she will request eight pieces of Chocoborel (a fungus found throughout the Jagd Woods from 06:00 and 18:00 every day) and six Slug Sweets (an item drop obtained from the Rafflesia enemy variety also indigenous to the same area).
- Return to Cardesia and select "Yes" when asked if you wish to hand over the ingredients.
- If you interact with Cardesia again, you have two options: to request that she prepare another Chocobull (with the same ingredient requirements), or "ask about the Crimm Mushroom". Select the latter topic of conversation to trigger the formal start of the quest.
- Your final task is to hand over four additional Chocoborel, four Luminous Mushrooms (which replace Chocoborel in the exact same growing positions between the hours of 18:00 and 06:00), and a single Crimm Mushroom (most easily obtained from the Moogle Village between 19:00 and 07:00).
- Once you have the ingredients, speak to Cardesia and select "Hand over the requested items" to end the quest.



☆☆☆ MOTHER AND DAUGHTER

WILDLANDS STATION & RESEARCH CAMP

Availability	Rewards
Complete the "Saving an Angel" side quest; Brella appears between the hours of 06:00 and 22:00	80 4 6 1,200
	Leopard Tail

A detailed map of the Wildlands Station & Research Camp area. The map shows a river, a bridge, and several buildings. A blue circle with a white dot is labeled 'Brella'. A red circular marker is labeled 'Research Camp'. A legend at the bottom of the map identifies the red marker as 'Research Camp'.

Walkthrough

- Speak to Brella outside the Monorail Station to learn that she has lost her beloved dog, Clove. To return Clove to her, you must complete a related quest in the Research Camp in the southeast of Eremitic Plains: see "Dog, Doctor and Assistant".
- Once Clove has been restored to full health on completion of "Dog, Doctor and Assistant", return to Brella to reunite the pair.

☆☆☆ DOG, DOCTOR, AND ASSISTANT

RESEARCH CAMP & CANOPUS FARMS

QUICKSTART

CAST &
CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF
PRAYERS

BESTIARY

INVENTORY

STRATEGY &
ANALYSISULTIMA
WALKTHROUGH

EXTRAS

INDEX

LUXERION


YUSNAAN

THE WILDLANDS

THE DEAD
DUNES

Availability	
Complete the "Saving an Angel" side quest	

Rewards	
40	4
2	500
Orange Newsboy Cap	
Animal Potion	


**Walkthrough**

- Speak to Thirteen and Tilda at the Research Camp to begin this quest. Once you have the required ingredients (Dairying Blossom x4, Moonsool Bloom x2, Goopy Goo x5), deliver them to Tilda to heal the dog. This is Clove, Brella's erstwhile companion.
- Tilda will give Lightning the Animal Potion quest item. You can speak to her again for an update on the dog's condition. After this, you can return to Tilda at any time to have her concoct another Animal Potion in exchange for the same ingredients, and a fee of 200 gil.
- To complete the quest, speak to Thirteen (or, more precisely, Claudia) at Canopus Farms.

☆☆☆ A TASTE OF THE PAST

ARYAS VILLAGE & ROCKY CRAG

Availability	
Complete the "Saving an Angel" side quest; between the hours of 09:00 and 22:00	



Rewards	
80	6
2	1,200
Ripe Apple, Crystal Apple	
Mystical Meal	

**Walkthrough**

- Though you can accept this quest from the Chef Aryas in Aryas Village on completion of "Saving an Angel", you cannot actually collect the required ingredients until your Chocobo sheds his bandages and is capable of gliding.
- Only ordering the Legendary Recipe (featuring Rocky Crag Moles and Aryas Apples) will enable you to finish the quest. The alternative recipe, made with three helpings of Vibrant Ooze and six Moonsool Blooms, is used to obtain a Mystical Meal.
- Once you have the required ingredients (Aryas Apple x2, Rocky Crag Mole x2) for the Legendary Recipe, hand them over to complete the quest.

Availability

Complete main quest chapter 3-2

Rewards

80 6
4 1,600
Aerial Guard's Badge



Walkthrough

- Once your Chocobo casts its bandages aside and regains the ability to glide for short distances, speak to the Research Leader on the wooden observation platform at the Research Camp to begin this short quest.
- After collecting four of the potential five pieces of data from the locations illustrated in the accompanying screenshots, return to the Research Leader to conclude this particular piece of business.



The first position requires two fairly precise glides. Starting on the platform close to the quest start position, jump and glide to the first piece of wreckage. Take your time with the second jump and glide.



Another data collection point can be found in the northeast of Eremite Plains.



A third data collection point is behind the hut in the Crash Site area. If you have yet to do so, go inside and strike up a conversation to initiate the fifth main quest (see page 91).



A fourth data collection point is situated directly west of the Research Camp.

☆☆☆ MERCY OF A GODDESS

Availability

Complete the "A Final Cure" side quest and speak to Taleb in Poltae

Rewards

80 -
8 1,600
Delicious Mushroom



Walkthrough

- Once you have completed the prerequisite quest, travel to Poltae and interact with Taleb — he's the man prone on the ground close to the Inn — to begin the quest.
- Travel to Jagd Village, speak to Cardesia and select the "Hear her story" option.
- You must then transport the medicine from Jagd Village to Taleb in Poltae within 45 minutes on the in-game clock. However, Chronostasis halts this timer entirely. Even without the benefit of freezing time, this is an eminently beatable deadline.
- Interact with Taleb to deliver the medicine and complete the quest. You can check back with Cardesia at Jagd Village for a (narrative-only) postscript to the quest on a later visit.

JAGD VILLAGE & POLTAE

☆☆☆ ROUND 'EM UP

ARYAS VILLAGE

Availability	
Complete the "Fuzzy Search" side quest; available from 06:00 to 18:00	
Rewards	
80	6
8	1,200
Cowboy Hat	
Creamy Sheep Milk	




Walkthrough

- Though "Fuzzy Search" is the trigger that unlocks this quest, "Round 'Em Up" doesn't unlock immediately. In practical terms, you will probably find it easier to complete this during a visit to the Wildlands on a later day.
- This works in exactly the same way as "Fuzzy Search", though you are required to have a mobile Chocobo this time around. Enter Dr. Sheep's pen to trigger a cutscene, then steer each flock leader back to their home. The three groups are marked by orange dots on the main map and mini-map, though you only need to herd the largest of the sheep back to the pen – the smaller ones are inconsequential. One herd is directly to the east of the pen, another to the west (in the natural depression), and the third can be found to the southeast. Once you have corralled all three, return to Dr. Sheep to claim a secondary prize of Creamy Sheep Milk, then find Millie on the east side of the other pen to complete the quest.

☆☆☆ MATCHMAKER

THE WILDLANDS

Availability	
Complete the "Dog, Doctor, and Assistant" and "Round 'Em Up" side quests	



Rewards	
80	6
8	1,600
Yellow Ribbon	



Walkthrough

- Speak to Tilda at the Research Camp to begin this short quest. By the time you accept it, you may well have all quest items – Moonsoul Blooms (x4) picked in the evening in most areas, Rocky Crag Moles (x2) found in their titular habitat, and Green Leather (x5) from the Goblins found throughout Eremita Plains – ready and waiting in your inventory.
- With all requisites to hand, speak to Tilda again and select "Hand over the items". She will then depart for Aryas Village. To complete the quest, make a trip to that settlement when you are next in the vicinity and speak to Dr. Sheep.

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

LUXERION


YUSNAAN

THE WILDLANDS

THE DEAD DUNES

Availability	
From first visit to Poltae	

Rewards	
150	16
10	3,800
Crest of Eto	
Sacred Knight	




Walkthrough

- Speak to Professor Lathom in Poltae: facing the Inn, he's found in the alcove to the right.
- To complete the first part of this quest, you must enter the Temple of the Goddess and interact with two separate plaques to obtain the Goddess Glyphs and Chaos Glyphs. Even if you are not ready to take on the temple's final boss, it's still possible to raid this crumbling edifice for these items (and, moreover, at least half a dozen noteworthy Treasure Spheres). We cover the location of all these in the dedicated Temple of the Goddess walkthrough in the Main Quests chapter (see page 84).
- With both items in your possession, return to speak with Professor Lathom and offer him a copy of the ancient glyphs when the prompt appears. You must now hunt down a set of previously undecipherable plaques and interact with them to obtain translations. The accompanying map reveals their position.
- The first plaque is at the top of the slope on the east side of Poltae. Professor Lathom will appear to converse with Lightning after you interact with it. The remaining plaques require that you follow the route taken earlier to enter the Temple of the Goddess. The second is a short jump and glide from the first. When prompted to take an item, do so. A third plaque is found on the opposite side of the street. Once again, pick up the item when the prompt appears. Jump over to the ladder that you climbed to reach the Temple of the Goddess earlier (where Lightning and her Chocobo part ways). Climb it, then turn right at the end of the short tunnel to find the fourth and final plaque.
- Once you have examined all four plaques, return to Professor Lathom (now situated at the top of the slope next to the first plaque) to end the quest.

☆☆☆ KILLING TIME

Availability	
Complete the "Saving an Angel" side quest	

Rewards	
30	3
-	100
White Chocobo Figurine	

Walkthrough

- One of the most elementary side quests, this is completed by reaching a main quest waypoint in Poltae during your approach to the Temple of the Goddess. You obtain your rewards after the Chocobo touches down close to the ladder where he and Lightning temporarily part ways.



★★★ LAND OF OUR FOREBARS

THE WILDLANDS

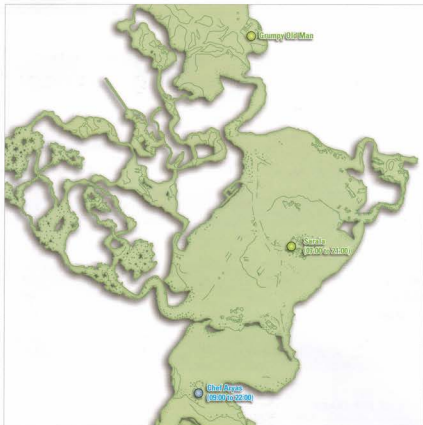
Availability
Complete "The Old Man and the Field" side quest; between the hours of 05:00 and 22:00



Rewards
150 EXP 10
12 3,500
Pink-rimmed Glasses

Walkthrough

- Approach Chef Anyas in Aryas Village during his opening hours to witness a conversation; after the cutscene ends, the quest begins automatically.
- Though this is marked as a three-star quest, completing it is simply a matter of hiking to the Research Camp and Canopus Farms to speak to the Grumpy Old Man and Sarala respectively, then returning to Aryas Village to see this side-story to its conclusion.



QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

• SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

LUMERON

YUSNAAN

• THE WILDLANDS

THE DEAD DUNES

★★★ TO LIVE IN CHAOS

Availability
Complete main quest chapter 3-3; your Chocobo must be at the maximum healing level

Rewards
150 EXP 12
16 4,200
Odin's Horn
Gagrad

Walkthrough

- The most reliable trigger for this quest is to either arrive at the Wildlands Station from another locale, or travel there within the region and check the Canvas of Prayers. When you leave the station, Brella will inform you of a disturbance at Canopus Farms.
- Travel to the nearby settlement and approach Dr. Gysahl to formally begin the quest. Before you continue, set up Schemata suitable for combat against a Chocobo Eater (Bestiary page 196). Enter the Chaos Infusion and attack the target close to the position where the shops are usually found.

★★★ THE SECRET LIVES OF SHEEP

ARYAS CLIMB

Availability
Complete the "Round 'Em Up" side quest; available from 18:00 to 05:59

Rewards
120 EXP 12
10 3,200
Cool Glasses


**Walkthrough**

- Speak to Cornelia on the slope south of Aryas Village to begin. This combat-oriented quest involves escorting the Fuzzy Sheep to their breeding grounds by defeating all monsters that appear. You should be familiar with all species that can spawn in this region, with the Reaver (Bestiary page 192) the most troublesome of these – but if you can beat that enemy without any difficulties, this quest is little more than a pleasant evening stroll.
- Engage all hostiles as they appear, and the small flock will eventually find their way to the nesting grounds inside the ruins. Interact with one of the sheep to collect the Mystery Egg and complete the quest.



THE DEAD DUNES

SIDE QUEST OVERVIEW

NAME	DIFFICULTY	AVAILABILITY	REWARDS					
			♥	🔪	🔍	🕒	🎁	SPECIAL
Tool of the Trade	☆☆☆	From Day 1	50	2	4	400	Retro Scopes	-
Old Rivals	☆☆☆	From Day 1	50	4	2	500	Snakeskin Hat	-
Adonis's Audition	☆☆☆	From Day 1	100	4	8	1,500	Monoculus Mask	-
His Wife's Dream	☆☆☆	From Day 1; start the "Old Rivals" side quest in Ruffian	100	6	2	1,300	Gold Padlock	-
The Life of a Machine	☆☆☆	From Day 1	80	4	4	-	Cyber Scanners	-
Last One Standing	☆☆☆	From Day 1	160	18	16	12,000	Hermit's Cap	Bladed Lance (🗡️)
What Rough Beast Slouches	☆☆☆	From Day 1	160	12	16	8,200	Pro's Beret	-
Skeletons in the Closet	☆☆☆	Complete chapter 4-3	140	14	12	4,500	Pioneer's Eyepatch	-

☆☆☆ TOOL OF THE TRADE

Availability

From Day 1

Rewards

♥ 50 🔪 2 🔍 4 🕒 400

🎁 Retro Scopes

RUFFIAN & ATOMOS'S SANDS

Walkthrough

- Speak to Elmer on the balcony inside the caves at Ruffian to acquire this short quest.
- Head north out of Ruffian to reach Atomos's Sands and, when you reach the observation platform, head northeast. You should see the tell-tale glimmer and shimmer of the collectible directly ahead after a few steps.

- The quest rewards when you deliver the Loupe may be modest, but don't see that as a reason to neglect this quest: once finished, you unlock the capacity to speak to Elmer to exchange Unappraised Items for rewards (which are found lying on the ground occasionally, but can also be obtained from lizards and by smashing skeletal statues in the underground areas of the region). The standard prize is a Medal that can be sold for gil, but you will also receive much more valuable prizes when you reach specific milestones.

Appraisal Rewards

Items Appraised	Reward
1	Pilgrim's Cruz
5	Gold Dust
10	Ether
20	Platinum Ore
50	Turbo Ether

☆☆☆ OLD RIVALS

RUFFIAN & GIANT'S SANDBOX

Availability

From Day 1

Rewards

50 2
4 500
Snakeskin Hat



Walkthrough

- Speak to Tobias in his store in Ruffian, and take a cursory look at his rather limited supply of wares; the quest begins automatically after this opening conversation ends.
- After initiating this quest, you need to complete "His Wife's Dream" to enable Tobias's former rival Ramon to get back into business. With that accomplished, return to Tobias to claim your reward.
- As a fringe benefit, Tobias's range of wares is expanded once you turn in this quest.

☆☆☆ ADONIS'S AUDITION

Availability

From Day 1

Rewards

100 8
4 1,500
Monoculus Mask

Walkthrough

- Much like "Whither Faith" in Luxerion, "The Fighting Actress" in Yusaan and "Saving an Angel" in the Wildlands, "Adonis's Audition" is a mandatory main quest task categorized as a side quest. We detail the rewards here to be comprehensive (and avoid potential confusion), but you can find guidance for this early task in the Dead Dunes storyline on page 93. You obtain your rewards when you return to Ruffian to speak to Adonis after fighting the Gurangatch.

☆☆☆ HIS WIFE'S DREAM

GIANT'S SANDBOX & GRAVE OF THE COLOSSI

Availability

From Day 1, start the
"Old Rivals" quest in
Ruffian



Rewards

100 2
6 1,300
Gold Padlock

Walkthrough

- Ramon, the quest giver, is located outside the Temple Ruins North Gate, in a rudimentary shelter on the southwest side of the entrance. However, you do not need to speak to him to collect the item that he seeks. This can be found in the dead end to the southwest of Grave of the Colossi, with a sandstorm restricting access. Use a Pilgrim's Crux at the monument on the left-hand side of the path to remove this barrier. The three located in the overground area are shown on the accompanying map – indeed, there's one on the path to the south. If you attempt this quest at a later date, without a Pilgrim's Crux to hand and no wish to travel far to find one, you can purchase one from the Crux Hunter in Ruffian after you complete chapter 4-3.
- On arrival in the area, you will encounter a large group of Goblots; fight these to acquire the necessary item. In the event that you have hunted the species to extinction beforehand, the Arithmometer can be found close to one of the bodies in the enclosed area.
- After you return to Ramon and the quest ends, you can shop with him to obtain Libra information for the Gblot, Desert Sahagin, Skeleton and Cactus enemy types. You can also return to Tobias in Ruffian to complete "Old Rivals".



QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

LUXERION

YUSAAN

THE WILDLANDS

THE DEAD DUNES

Availability


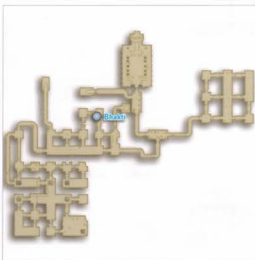
From Day 1

Rewards

80 4

4 -

Cyber Scanners

Walkthrough

- This quest has a time limit of three days once started. However you can choose to collect the required items before you speak to Bhakti.
- Bhakti is located in the Sacred Grove area of the Temple Ruins. You can reach him on foot via the North Gate, or via Cactus Statue teleportation to the Sacred Gate destination after chapter 4-3.
- You need three Bhakti's Oil collectibles in total. Here is a list of the various places where they can be found:
 - At Tobias's General Store in Ruffian (x1)
 - Under the skeletal remains near the Shrine of the Tablet: Grave of the Colossi (x1)
 - At the foot of the Oasis Lighthouse (x3)
 - Inside the Shrine of the Tablet: Dry Floodlands (x1)
 - Inside the Shrine of the Tablet: Atomos's Sands (x1)
- Once you hand over the items, Bhakti will lead Lightning to a nearby door. Interact with this to open it, then examine the skeletal remains in the corner of the room to obtain 1,200 gil, another unit of Bhakti's Oil and a Pilgrim's Cruz. Once the message ends, speak to Bhakti again to complete the quest.

★★★ LAST ONE STANDING

OASIS LIGHTHOUSE

Availability

From Day 1


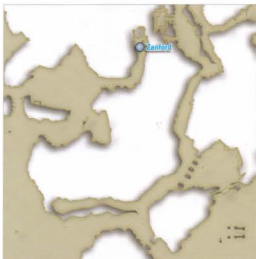
Rewards

160 16

18 12,000

Hermi's Cap

Bladed Lance

Last Ones: Availability

Name	Extinction	Ultimate Lair	Restiary Page
Hopline	Hopline x80	Floor #1	202
Niblet	Niblet x120	Floor #2	156
Zalyns	Zalyns x30	Floor #3	188
Gaust	Gaust x60	Floor #4	161
Gremkin	Gremkin x120	Floor #5	172
Dreadnought	Dreadnought x30	Floor #6	206
Gorgonpsid	Gorgonpsid x80	Floor #7	180
Goblet	Goblet x80	Floor #8	157
Gurangatch	Gurangatch x30	Floor #9	194
Ectopudding	Ectopudding x80	Floor #10	184
Miviflan	Miviflan x100	Floor #11	173
Aster Protoflorian	Aster Protoflorian x30	Floor #12	208
Schrodinger	Schrodinger x60	Floor #13	182
Goblin	Goblin x80	Floor #14	175
Reaver	Reaver x30	Floor #15	192
Meonekton	Meonekton x65,535	Floor #16	159
Cactus	Cactus x30	Floor #17	179
Triflid	Triflid x80	Floor #18	185
Cyclops	Cyclops x30	Floor #19	164
Skeleton	Skeleton x80	Floor #20	160
Desert Sahagin	Desert Sahagin x80	Floor #21	183
Earth Eater	Earth Eater x30	Floor #22	198
Skata'ne	Skata'ne x60	Floor #23	181
Hanuman	Hanuman or Vahi x100	Floor #24	186
Zomok	Zomok x30	Floor #25	190
Dryad	Dryad x100	Floor #26	162
Rafflesia	Rafflesia x100	Floor #27	174
Chocobo Eater	Chocobo Eater x30	Floor #28	186
Arcaampell	Arcaampell x30	-	163
Chimera	Chimera x16	-	166
Sogriva	Sogriva or Nelloa or Wendigo x30	-	187

Walkthrough

- Speak to Zanford to begin this "ultimate" quest... and don't expect to complete it any time in the foreseeable future. Last One Standing is unquestionably the most difficult and time-consuming of all quests; indeed, you can only complete it on a second, New Game+ playthrough.
- This quest requires you to defeat every single Last One enemy, both those available as you travel freely in Nova Chrysalis, and those exclusive to the events that occur during the Final Day. There are two ways to make Last Ones appear: you can either hunt a species to extinction by defeating a fixed quantity of standard specimens, or you can find them directly in the Ultimate Lair, a secret dungeon unlocked by completing many side quests during the first 12 days of the adventure (see page 65 for details). The three Last Ones exclusive to the Final Day, however, can only be encountered by defeating enough specimens of their species before you complete the story. They are also the reason why you have to begin a second, New Game+ playthrough before you can complete the quest by turning it in to Zanford.

★★★ WHAT ROUGH BEAST SLOUCHES

Availability	
From Day 1	
Rewards	
160	16
12	8,200
Pro's Beret	



TEMPLE RUINS (FLOOR 4) & GIANT'S SANDBOX

**Walkthrough**

- You will encounter Nolan, the quest giver, during your journey through the Scorched Earth: Upper Level area of the Temple Ruins during chapter 4-4. He requests that Lightning locate and defeat the unique Aeronite enemy (Bestiary page 200) and return the Monster Flesh item drop to him.
- Though it is possible (albeit implausible) to defeat the Aeronite before you encounter Nolan, speaking to him beforehand arms Lightning with a copy of the Study of Despair, which completes the monster's Libra information.
- The Aeronite can be found from Day 7 in the Giant's Sandbox, its exact location depending on the time of day. Refer to the accompanying map for details. If you Escape the battle, the monster will respawn only two hours later, and possibly in a different spot. It will reappear immediately during the 22:00 to 23:59 time window.
- The quest reward for defeating the Aeronite may seem rather disappointing, considering the battle's incredible difficulty. In fact, this is probably the game's most challenging enemy of all. However, the real reward is the one you get by eliminating the creature: it drops the Falcon Charm, a head accessory which provides a stunning +70 boost to ATB Recovery. Winning the fight, though, is a challenge that requires very specific preparations, an advanced strategy, and flawless execution. Refer to page 200 of the Bestiary for detailed guidance.

★★★ SKELETONS IN THE CLOSET

Availability	
Complete chapter 4-3	
Rewards	
140	12
14	4,500
Pioneer's Eyepatch	

**Walkthrough**

- After you've completed chapter 4-3, speak to Jamus in Ruffian's bar and accept the quest. Your goal is simply to defeat 60 Skeletons (Bestiary page 160), before you drive them to extinction by slaying their Last One: Skeleton Ω.
- The Skeletons are common in the Temple Ruins and three Shrines, where they provide a vital source of EP while completing chapters 4-3 and 4-4. A perk of accepting this mission as soon as it becomes available is that you can consult the quest information to see a running total of how many Skeletons remain.

- QUICKSTART
- CAST & CONCEPTS
- PRIMER
- WALKTHROUGH
- MAIN QUESTS
- SIDE QUESTS
- CANVAS OF PRAYERS
- BESTIARY
- INVENTORY
- STRATEGY & ANALYSIS
- ULTIMA WALKTHROUGH
- EXTRAS
- INDEX
- LUXERION
- YUSNAAN
- THE WILDLANDS
- THE DEAD DUNES

RUFFIAN





CANVAS OF PRAYERS

Unlike main quests and side quests, activities offered on the Canvas of Prayers are not a source of Eradia, and therefore play no part in extending the duration of Lightning's quest to save souls in Nova Chrysalis. However, while the rewards from individual Canvas quests may seem negligible, their cumulative effect on her prowess (and, for that matter, budget) over the course of a playthrough can be quietly profound.

Over the pages that follow, we detail the requirements for all Canvas quests, and suggest how – and, perhaps most usefully, *when* – you might satisfy them to claim their prizes. Before you continue reading, you should note the following pertinent facts about all activities obtained via Chocolina and the Canvas of Prayers.

- The majority of Canvas quests require that you hunt monsters to obtain their most common item drop. With a handful of possible exceptions, you should accumulate all required items over the course of a moderately comprehensive playthrough. There is rarely a need to undertake dedicated farming expeditions, or embark on foolish escapades where you challenge monsters that you are not yet equipped to fight. If you try not to shy away from enemy encounters (with the obvious exception of those you cannot hope to beat), you will find that you usually chalk up a selection of Canvas victories on a daily basis. As a rule of thumb, you should regard most Canvas quests as eventual bonuses for doing what comes naturally – not principal objectives in their own right.
- A small proportion of Canvas quests (especially those in the "Global" category, which can be accepted and completed in any region) ask you to collect unique objects. These are usually contained in treasure spheres, which can be located with ease on the poster map provided with this guide. There are a few that instead appear as glowing points of interactivity at very specific times on each day. For these, we offer more precise directions.
- Though Canvas quests are unlocked at specific junctures, the items required to complete them can almost invariably be gathered or discovered at any time. You will find many instances where, rather than being prompted to accept one of these quests, you are immediately offered the opportunity to hand over the desired objects and complete it.

QUICKSTART

CAST &
CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF
PRAYERS

BESTIARY

INVENTORY

STRATEGY &
ANALYSISULTIMA
WALKTHROUGH

EXTRAS

INDEX



CANVAS QUEST OVERVIEW

NAME	DIFFICULTY	AVAILABILITY	QUEST ITEMS	WALKTHROUGH	REWARD				
Revenge is Sweet	☆☆☆	Complete "An Evil Savior" main quest (Day 1)	Niblet Hairball x6	The Niblet enemy type (Bestiary page 156) can be encountered throughout Luxerion during Day 1 (and on the Pilgrim's Causeway in the days that follow). They also appear in Yusanan and the Wildlands. You will have three Niblet Hairballs in your inventory already after completing the Prologue, with many more to follow, so there's no immediate hurry to complete this quest – just turn it in at a later date when you have the specified quantity.	10	1	-	80	Cute Heart
Gift of Gratitude	☆☆☆	Complete "An Evil Savior" main quest (Day 1)	Tattered Leather x8	Tattered Leather is dropped by the Gremlin enemy type (Bestiary page 172), a low-level adversary that you can encounter on the Pilgrim's Causeway in Luxerion. They are more common in the Wildlands. There's no cause to set off to hunt them; you will soon accumulate the required item drops while completing other tasks.	10	-	1	120	Rangda Crest, Leyak Crest
Inventive Seamstress	☆☆☆	Complete "An Evil Savior" main quest (Day 1)	Liquid Glass x3	Liquid Glass is a common item drop acquired from Meonektons (Bestiary page 159), a special enemy variety that supplants most other monsters throughout Nova Chrysalis from the hours of 4.00 to 6.00. Though you can fight these late on Day 1, the battles can be something of a grind with a low-level Lightning. Don't feel the need to hurry; though this Canvas quest is a part-prerequisite for another ("Heretics' Beasts"), this isn't actually relevant until you can complete a second Canvas quest that appears on Day 5.	10	1	1	200	Noonblue Butterfly
Trapped	☆☆☆☆	Complete "Gift of Gratitude" Canvas quest	Niblet Hairball x60, Tattered Leather x80	This lengthy collection quest requires that you hunt the extremely low-level Niblet and Gremlin enemies to the brink of extinction to collect the necessary items. This isn't something that you should regard (and definitely not undertake) as a specific task; just be secure in the knowledge that you should almost certainly accumulate the required totals while exploring and completing other quests over the course of the story. Even if you do collect all items for this quest at an early stage, you might benefit from not officially completing it until a time when you have actual need for the rare Ether reward – which will otherwise take up a Recovery Item slot until you have genuine cause to use it (or, worse, waste it).	40	2	5	1,800	Tinkling Bell, Crystal Feather*
A Song for God	☆☆☆	From Day 3	Demon Spicule x3	Though the Gaunt monster species that drops Demon Spicules (Bestiary page 161) is also found in the Temple of Ruins beneath the Dead Dunes, those encountered in the Forsaken Graveyard will present your most likely source of Demon Spicules during the early days of the story. However, you should note that this area of Luxerion is locked until you complete main quest chapter 1-3 (see page 71).	10	1	-	180	Snowy Spirit Wings, Masquerade Mask
Slay the Machine	☆☆☆	From Day 3	Motor Coil x5	To collect Motor Coils, you must defeat the Gertrude enemy type (Bestiary page 204). These are only found in the Warren area of Luxerion, which is only available from 00.00 to 06.00. However, you should bear in mind that the Gertrude is replaced by the Meonekton after 04.00, so you should ensure that any potential hunting trip begins not too long after midnight.	10	1	-	150	Celebrity's Charm

* You also obtain an Ether as a special reward for completing this quest.

CANVAS QUEST OVERVIEW (CONTINUED)

NAME	DIFFICULTY	AVAILABILITY	QUEST ITEMS	WALKTHROUGH	REWARD				
					♥	🔪	🔧	🔦	👤
Mythical Badge	★★★	From Day 3	Proof of Legendary Title	Whenever you are exploring the main areas of the city during daylight hours (particularly North Station, the Wharf of the Faithful close to the Commercial District, South Station and the area south of the Clock Tower), look out for individuals marked as "Cleric". They will ask for donations of 100 gil, 300 gil, and 1,000 gil... but will also gift you with the Proof of Legendary Title key item when you hand over the coins.	10	1	1	2,000	Orange Bow Tie, Crest of Pulse
Grave of a Bounty Hunter	★★★	From Day 5	Stormdragon Down	Stormdragon Down is dropped by the Zomok (Bestiary page 190), a large-scale enemy found in the Forsaken Graveyard, a habitat they share with the Gaunt and Dreadnought. By the time this quest is unlocked on Day 5, Lightning should be prepared for the challenge of facing them. If you would like to kill two birds with one stone, complete "Born from Chaos" (see page 108). This side quest involves defeating a Zomok inside a Chaos Infusion, which should be within Lightning's capabilities by Day 5.	20	2	1	800	Blue Feather Pin, Gada's Black Emblem
Puppeteer's Lament	★★★	From Day 5	Quality Machine Oil	Quality Machine Oil is dropped by the Dreadnought (Bestiary page 206), an imposing large-scale enemy found in the far north of the Forsaken Graveyard. Lightning should be more than capable of toppling one of these by the time the quest becomes available, though it's wise to prepare a suitable Schemata setup in advance.	20	2	1	700	Blue Propeller, Shooting Star
Revenge Has Teeth	★★★	From Day 5	Chipped Fang x10	Chipped Fangs are obtained from the Gorgonopsid (Bestiary page 180), a monster encountered during journeys along the Pilgrim's Causeway on the east side of Luxerion. As accumulating the required total would necessitate dedicated farming in that limited spawn zone, we suggest that you put this task aside until you begin to frequent the Dead Dunes, where the Gorgonopsid is a more familiar sight.	20	2	-	500	Guardian Corps Badge
Enchanted Brush	★★★★	Complete "A Song for God" and "Grave of a Bounty Hunter" Canvas quests (Day 5+)	Demon Spicule x10, Stormdragon Down x8	The requisite items are dropped by the Gaunt (Bestiary page 161) and Zomok (Bestiary page 190) monster varieties, which are both found within Luxerion's Forsaken Graveyard area. Gaunts are found throughout this zone, with the Zomok more likely to spawn on the west side.	30	2	4	1,400	Lady's Brooch, Strawberry Ice Cream
Night Patrol	★★★★	Complete "Slay the Machine" and "Revenge Has Teeth" Canvas quests (Day 5+)	Chipped Fang x10, Motor Coil x15	Though you may potentially acquire the required Motor Coils during encounters with Gertrudes (Bestiary page 204) on your regular visits to the Warrens, Chipped Fangs are a little harder to come by in Luxerion. Our advice for Revenge Has Teeth still holds true: once you begin to explore the Dead Dunes overground areas in earnest, these items will soon pile up in Lightning's inventory as you encounter the Gorgonopsid with greater regularity.	30	4	2	1,200	Replica Pilot's Badge, Training Pilot's Badge
Heretics' Beasts	★★★★	Complete "Inventive Seamstress" and "Puppeteer's Lament" Canvas quests (Day 5+)	Quality Machine Oil x5, Liquid Glass x10	Quality Machine Oil is dropped by the Dreadnought (Bestiary page 206), found in the Forsaken Graveyard (most commonly in the north of that area, particularly on the short stretch of the highway that remains closed until Day 9). Liquid Glass is dropped by Meonektors (Bestiary page 159), which replaces all other monsters in all exterior areas from 04:00 to 06:00 every morning.	30	4	2	1,300	Warning Beacon, Gentleman's Beard
Luxerion Totals					250	23	18	10,430	

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

LUXERION

YUSNAAN

THE WILDLANDS

THE DEAD DUNES

GLOBAL



CANVAS QUEST OVERVIEW

NAME	DIFFICULTY	AVAILABILITY	QUEST ITEMS	WALKTHROUGH	REWARD				
					♥	✂	🔍	🕒	👤
Secret Machine	★★★	From the start	Ether Coil x3	Ether Coils are a common drop from the Desdemona man-made units (Bestiary page 204) that regularly seek to assail Lightning during visits to the Industrial Area. They are also encountered fairly regularly in the Lower City just outside, though they compete with several other enemy varieties for spawn rights in that zone.	10	1	-	150	Silver Padlock
Soulful Horn	★★★	From Day 2	Poisonous Sting x10	The Poisonous Sting item is dropped by the Anubys (Bestiary page 158), a chaos beast with a similar <i>modus operandi</i> to that of the Meonekon: between the hours of 16:00 and 18:00, it replaces other monsters in all exterior habitats. For that reason, this isn't exactly a Yusnaan-specific objective. It is, however, a common opponent once you get inside the Patron's Palace, irrespective of the hour.	20	-	2	400	Bubbly Party Hat, Rum Raisin Ice Cream
A Dangerous Cocktail	★★★	From Day 3	Clear Ooze x4	Clear Ooze is secreted by vanquished Flanitors, the strident enemy type that accompany the Personal Guard soldiers that patrol the streets of Yusnaan. Fights against these opponents will be a regular occurrence until you complete the main quest for the region. If you somehow complete main quest chapter 2-3 without fighting four Flanitors, it is still possible to fight them in the grounds just outside the Patron's Palace.	10	-	1	200	Caution Beacon
Time Doesn't Heal	★★★	After you defeat the Cyclops during main quest chapter 2-1	Jade Hair Comb, Bronze Pocket Watch	The Bronze Pocket Watch is found inside the Industrial Area, in the dead-end to the north of the final ladder that you climb before you reach the Cargo Station area: look for a small shining point of interactivity. At any stage after you begin main quest chapter 2-2, you gain the ability to enter the Industrial Area at will. To be doubly efficient, accept the Death Safari side quest (see page 119) from the Suspicious Gatekeeper outside the entrance. This enables you to smite Niblets for fun and profit during the trip. To find the Jade Hair Comb, make your way to the gate midway along the Supply Line.	20	2	-	800	Sentimental Parasol, Mark of Lintzei
A Man for a Chocobo Girl	★★★	Unlocked during main quest chapter 2-2	Chocobo Girl's Phone No.	This quest is unlocked once you begin the task to collect fireworks during the main quest for this region. The Chocobo Girl's Phone Number can be obtained before or after you accept this quest. You acquire it by examining a poster on the wall of an alleyway in the south of the Reveler's Quarter. Look for bags of refuse that partially block the path, and the poster is right next to them.	10	-	1	400	Afro & Red Chick, Afro & Blue Chick
Unfired Firework	★★★	Complete main quest chapter 2-3	Unfired Firework Rockets	After you complete main quest chapter 2-3 and accept this quest, make sure you have multiple Fireworks items in your inventory (at least three, ideally) and simply interact with any firework stand multiple times until Lightning obtains the required item.	20	-	2	900	Twilight Shades, Stormy Motors Logo
Rebuilding	★★★	Complete main quest chapter 2-3	Statue Fragment x5	The required items appear as small, shining points of interactivity around the fallen statue in the Augur's Quarter and Palace Garden. Consult the map on the guide's poster to find them with ease.	10	1	-	500	Bushy Mustache

CANVAS QUEST OVERVIEW (CONTINUED)

NAME	DIFFICULTY	AVAILABILITY	QUEST ITEMS	WALKTHROUGH	REWARD				
Source of Inspiration	☆☆☆	From Day 5	Shattered Bone x3	The Shattered Bone item is available from the Skata'ne (Bestiary page 181), an enemy that frequents the Lower City path between the Industrial Area and Warehouse District, but is also a common assailant inside the Patron's Palace.	10	1	-	180	Water Spirit Wings
True Colors	☆☆☆	From Day 5	Firewyrn Scale	You will almost certainly not encounter the Zalyts (Bestiary page 188) until you make a dramatic entrance to the Patron's Palace at the end of main quest chapter 2-2. You will, however, <i>definitely</i> encounter it as a sub-boss as you progress through the expansive monster-filled maze that Snow calls home during chapter 2-3. That fight will satisfy the requirements for this Canvas quest.	10	-	2	600	Letreau's Black Tattoo, Letreau's Green Tattoo
Beast Summer	☆☆☆	Complete "Souful Horn" and "Source of Inspiration" Canvas quests (Day 5+)	Shattered Bone x5, Poisonous Sting x10	The Shattered Bones obtained from Skata'nes are easy to acquire during trips to farm EP in the Lower City. This becomes necessary while completing outstanding quests and tying up loose ends in a timely fashion after completing the main quest for Yusraan, so there's no need to make a dedicated hunting trip. Similarly, the Poisonous Stings relinquished by each defeated Anubys can be acquired while accomplishing other tasks – particularly in the Wildlands and overground Dead Dunes, where you will encounter dozens of these opponents during late afternoons extended by liberal use of Chronostasis.	20	-	2	600	Single Horn, Antler
Youth Potion	☆☆☆	From Day 7	Single Eye	The Single Eye is a drop from the Cyclops large-scale enemy (Bestiary page 164), which you have to fight at the climax of main story chapter 2-1. If you follow our recommended first playthrough progression, you should obtain the required item long before you unlock this quest.	20	2	-	700	Lucky Clover, Festive Tree
Spell for Spell	☆☆☆	From Day 7	Radial Bearing x30	The Industrial Area is where Hoplites – and their Radial Bearings – can be found. This quest is much easier (not to mention quicker) to complete if you wait until later days, when Hoplites spawn in large groups.	30	4	2	1,300	Light Bulb, Blue Guitar
What Seekers Seek	☆☆☆	Complete "Youth Potion" and "True Colors" Canvas quests (Day 7+)	Firewyrn Scale x5, Single Eye x5	The Zalyts (Bestiary page 188) and Cyclops (Bestiary page 164) large-scale enemies hold the required items for this quest. Both can be found in the Patron's Palace, once you unlock the area, or can be hunted on the highway between Yusraan and the Dead Dunes when you unlock it on Day 9.	30	4	2	1,200	Prophetic Headdress, Saint's Beard
Ultimate Craving	☆☆☆	Complete "Secret Machine", "A Dangerous Cocktail" and "Spell for Spell" Canvas quests	Radial Bearing x10, Ether Coil x15, Clear Ooze x30	As you should remember from "Spell for Spell", you must defeat Hoplites (Bestiary page 202) in the Industrial Area to collect Radial Bearings. While you are in the vicinity, you can also pick up the required Ether Coils from the Desdemona enemy (Bestiary page 204) that appear in the same habitat. Clear Ooze? This item is dropped by the Flanitor (Bestiary page 203), an opponent set to automatically attack Lightning in Yusraan prior to the completion of the main quest for the area. You can still hunt them in the grounds just outside the Patron's Palace after you finish chapter 2-3.	40	2	5	1,600	Wind-Up Halo, Red Propeller*
Yusraan Totals					260	17	19	9,530	-

* You also obtain an Ether as a special reward for completing this quest.

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

LORLEXION

YUSRAAN

THE WILDLANDS

THE DEAD DUNES

GLOBAL



CANVAS QUEST OVERVIEW

NAME	DIFFICULTY	AVAILABILITY	QUEST ITEMS	WALKTHROUGH	REWARD				
					♥	🔪	🔍	🌑	👤
Sun Flower	☆☆☆	From Day 1	Dairying Blossom x3	The Dairying Blossom is a plant that grows all over the Grasslands and, less commonly, Aryas area between the hours of 06:00 and 17:59. Don't stop collecting them once you gather the three required for this task – they are also required, in fairly significant quantities, for other quests.	10	1	-	250	Crimson Flower
Moon Flower	☆☆☆	From Day 1	Moonsoul Bloom x5	Moonsoul Blooms grow in the exact same locations as Dairying Blossoms, replacing them between the hours of 18:00 and 05:59. As with Dairying Blossoms, you should make a point of collecting these whenever you encounter them – they are also required for other quests.	10	-	1	400	Blue Flower, Frost Tree
Forget Me Not	☆☆☆	From Day 1	Vibrant Ooze x8	Vibrant Ooze is dropped by the Miniflan enemy (Bestiary page 173). This weak monster variety can be found all over the Grasslands, and tends to appear in groups. Be sure to have a Thunder spell equipped before you engage them.	10	-	1	120	Sunny Butterfly, Twilight Butterfly
Chocobo Chow	☆☆☆	From Day 1	Gysahl Greens x5	Though technically available from the very start of the story, you cannot complete this Canvas quest until you have access to the four planting positions at Canopus Farms. These are made available after you complete "A Father's Request" (see page 124).	10	2	-	500	Gold Chocobo Figurine, Unicorn Chocobo Figurine
Digging Mole	☆☆☆	From Day 1	Rocky Crag Mole x1, Chocoborel x3, Luminous Mushroom x2	The Rocky Crag Mole is found exclusively in the Rocky Crag area, but you cannot reach the specific locations where they are found until your Chocobo is capable of gliding (after chapter 3-2, "Healing an Angel"). Chocoborel is a fungus that grows throughout the Jagd Woods and, less commonly, Rocky Crag areas from 06:00 to 17:59 every day. Luminous Mushrooms replace them in the exact same positions between the hours of 18:00 and 05:59.	10	2	-	800	Youthful Parrot, Unicorn Mart Logo
Moghan's Plea	☆☆☆	Complete "Peace and Quiet, Kupo" side quest (page 123)	Arboreal Spore x10	Arboreal Spores are relinquished by the Dryad enemy (Bestiary page 162), which are rife throughout the Jagd Woods. You should have at least five from your earlier labors in "Peace and Quiet, Kupo". Due to their propensity for summoning others of their ilk when threatened, and healing in groups, a Fira or Firaga spell is a definite boon while hunting Dryads. Note that Dryads that appear after the use of the Summon ability do not drop items. You can only receive Arboreal Spores from each Dryad that begins the battle.	10	1	1	300	Green NORA Symbol, Sky Blue NORA Symbol
Moogile Gourmand	☆☆☆	Complete "Peace and Quiet, Kupo" side quest (page 123)	Mystical Meal	There are three ways to acquire the Mystical Meal quest item. The first is to complete "The Right Stuff" (see page 125), a side quest activated once the Chocobo has been saved and is convalescing at Canopus Farms. A second source is Chef Aryas in Aryas Village, who is available between the hours of 09:00 and 22:00 every day. After you accept his quest ("A Taste of the Past"), he requires six Moonsoul Blooms and three helpings of Vibrant Ooze (from Miniflans) to concoct this specialist dish. Alternatively, you can keep the ingredients and wait until you complete "A Taste of the Past", which offers another "Mystical Meal" among its quest rewards.	20	1	2	850	Pink Rucksack, Afro & White Chick

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

LUXERION

YUNHAAN

THE WILDLANDS

THE DEAD DUNES

GLOBAL

CANVAS QUEST OVERVIEW (CONTINUED)

NAME	DIFFICULTY	AVAILABILITY	QUEST ITEMS	WALKTHROUGH	REWARD				
Emergency Treatment	★★★	Complete main quest chapter 3-2	Chocobull, Animal Potion	You can obtain a Chocobull from Cardesia in Jagd Village if you present her with the necessary ingredients (Chocoborel x8 and Slug Sweets x6). The Animal Potion quest item is acquired during "Dog, Doctor, and Assistant" (see page 127). If you chose to feed the one given as a gift during that quest to your Chocobo, you can visit Tilda at the Research Camp and ask her to conjure up another dose. This requires a small fee of 200 gil, and the following ingredients: Dayring Blossom x4, Moonsool Bloom x2, Goopy Goo x5.	20	2	1	1,000	Afro & Black Chick, Afro & Purple Chick
Fresh Fertilizer	★★★	Complete "Land of Our Forebears" side quest (see page 131)	Goopy Goo x5	To obtain this Canvas quest, you must complete the Wildlands side quest chain that begins with "A Father's Request" (including the process of fertilizing one plot and planting at least one helping of Gysahl Greens at Canopus Farms), continues with "The Old Man and the Field", and concludes with "Land of Our Forebears". Goopy Goo is relinquished by Trifids (Bestiary page 185), the flying plants that frequently accompany other (usually weaker) monsters in all areas of the Wildlands.	10	-	2	200	Tropical Tree, Scholar's Beard
Secret of the Chocoborel	★★★	From Day 3	Chocoborel x10	As you almost certainly know by now, Chocoborel grows throughout the Jagd Woods between the hours of 06:00 and 17:59. To complete this quest, you simply need to hand over 10 pieces.	20	-	2	600	Red Chocobo Figurine, Blue Chocobo Figurine
Wildlands in Danger!	★★★	From Day 3	Vegetable Seed x10	To acquire the required Vegetable Seeds, seek out a specific wandering Adventuring Essentials merchant, who can be found at Canopus Farms between the hours of 08:00 to 18:00, and at the Research Camp from 19:00 to 07:00. His store ("Plain Essentials") sells Vegetable Seeds for a fairly negligible sum of gil.	10	-	1	300	Flower Pattern, Frying Pan
A Word of Thanks	★★★	From Day 3	Wonder Gel x3	Wonder Gel is acquired from the Ectopudding enemy (Bestiary page 164), a familiar sight on Eremitic Plains. They are also very common inside the Temple of the Goddess.	10	-	2	240	Aqua Ribbon, Pink Ribbon
For the Future	★★★	From Day 3	AMP Chip	The AMP Chip is dropped by the Aster Protoforian (Bestiary page 208), a large-scale enemy found throughout the Rocky Crag area. In all likelihood, you will probably begin to farm these adversaries for EP during trips to the Wildlands from Day 3 onwards.	20	1	1	700	PSICOM Officer Epaulets, Mobile Guard's Badge
Hunter's Challenge	★★★	From Day 3	Green Monster Moss x2	Green Monster Moss is dropped by the Chocobo Eater (Bestiary page 196), which is indigenous to Eremitic Plains. This large-scale enemy is the second most powerful non-unique monster in all four regions, and is not an opponent to be taken lightly. The Wildlands main quest begins with a fight against a (seriously weakened) Chocobo Eater. For the second, we would suggest waiting until you have completed two main quest strands, as the stat boosts (and potential equipment gains) will make a big difference.	20	2	1	800	Black Chocobo Figurine, Purple Chocobo Figurine
Echoes of a Drum	★★★	From Day 3	Green Leather x6	Green Leather is dropped by the Goblin enemy type (Bestiary page 175), an opponent most frequently encountered on Eremitic Plains, but also found (albeit much less frequently) in the Rocky Crag area.	10	1	-	180	Gadot's Red Emblem, Seadog's Beard



THE WILDLANDS (CONTINUED)

CANVAS QUEST OVERVIEW (CONTINUED)

NAME	DIFFICULTY	AVAILABILITY	QUEST ITEMS	WALKTHROUGH	REWARD				
					♥	🔪	🔍	🏠	👑
A Voice from Below	☆☆☆	From Day 3	Monster Mince x10	Monster Mince is relinquished by the Vali enemy type (Bestiary page 176) and their more dangerous Hanuman cousins (Bestiary page 186). Vali often accompany other (weaker) monsters all over the Grasslands and Jagd Woods areas, which should be your primary hunting ground during the early days of the adventure. In the Rocky Crag area (and Jagd Woods, once you have hunted certain other enemy types to extinction), you will regularly encounter Vali accompanied by a Hanuman. The latter monster acts as a tank for his weaker companions and will recruit them to charge a powerful attack, so it's always wise to defeat the Vali first.	10	2	-	200	Thrilling Party Hat, Love-struck Party Hat
Two Together	☆☆☆	Complete "Sun Flower" and "Moon Flower" Canvas quests (Day 3+)	Dayring Blossom x8, Moonsoul Bloom x8	If you have been collecting both flower varieties whenever you have encountered them, you should be able to complete this quest from the moment it appears. If not, worry not: you will easily reach the required totals during visits to the Wildlands to clear up other quests.	10	-	2	750	White Flower, Pink Flower
Dumpling Cook-off	☆☆☆	Complete "Echoes of a Drum" and "A Voice From Below" Canvas quests	Monster Mince x15, Green Leather x15	Combining the objectives of its tributary quests, "Dumpling Cook-Off" challenges you to defeat greater numbers of the Goblin and Vali/Hanuman enemy varieties to meet the required item quotas. You will probably accumulate the specified totals while completing other Wildlands quests, so there's no need to set off on a dedicated hunting trip.	20	2	1	600	Silvered Insignia, Bronze Medal
A Secret Wish	☆☆☆	Complete "Forget Me Not" and "A Word of Thanks" Canvas quests	Vibrant Ooze x20, Wonder Gel x10	As Minifans appear in groups (usually in pairs on early days), meeting the Vibrant Ooze requirement isn't at all difficult. Ectopuddings are a little more demanding, but you will probably accumulate the necessary quantity of Wonder Gel during your journey through the Temple of the Goddess while completing the Wildlands main quest.	20	2	1	700	Summery Parasol, Pink Tattoo
Sylkis Secrets	☆☆☆	Complete "Chocobo Chow" Canvas quest (Day 3+)	Gysahl Greens x3, Tantal Greens x2, Sylkis Greens x1	You will need six Vegetable Seeds to complete this quest. You can buy these from the Adventuring Essentials merchant who is found at Canopus Farms between the hours of 09:00 to 18:00, and at the Research Camp from 19:00 to 07:00. Having grown five Gysahl Greens to complete Chocobo Chow means that you already have your Canopus Farms plots fertilized and ready for seeds. You will need to prepare another harvest to meet the Gysahl Greens requirement for this quest. To grow Tantal Greens, you must start "The Old Man and the Field" side quest (see page 124), and complete your first harvest of two Tantal Greens in the available plots. To grow Sylkis Greens, you must complete the "Peace and Quiet, Kupo" side quest, then speak to Mogella and plant a Vegetable Seed in the single Moogle Village plot.	10	-	2	900	Dusk Feather Pin, Dragon Hide Backpack
Hunting the Hunter	☆☆☆	Complete "Hunter's Challenge" Canvas quest	Green Monster Moss x8	You must defeat a minimum of eight Chocobo Esters (Bestiary page 196) to complete this quest. These dangerous large-scale enemies can be found on Eramite Plains and, from Day 8, the highways linking the Wildlands with the Dead Dunes and Luxerion. We would suggest that you leave this task until Day 6. This is just before they (and all other monsters) obtain stat boosts on Day 7, but at a point when a well-equipped Lightning can reasonably expect to defeat them with a considered battle strategy.	30	4	2	1,300	Red Chocobo Chick, Blue Chocobo Chick

CANVAS QUEST OVERVIEW (CONTINUED)

NAME	DIFFICULTY	AVAILABILITY	QUEST ITEMS	WALKTHROUGH	REWARD				
					❤️	🔪	🔍	🕒	👤
Gatekeeper's Curiosity	★☆☆	From Day 5	Slug Sweet x12	Though it is one of the last Canvas quests to be unlocked for the Wildlands, this is clearly one of the easiest. Slug Sweets are obtained by defeating the Rafflesia enemy type (Bestiary page 174) that appears in the Jagd Woods. If you are short of the required total, it really won't take long to acquire them.	10	1	-	120	Medic Guard's Badge
What's in a Brew?	★★★★	Complete "Fresh Fertilizer", "Moghan's Plea" and "Gatekeeper's Curiosity" Canvas quests	Arboreal Spore x10, Goopy Goo x20, Slug Sweet x50	Though you may already have the required number of Arboreal Spores (from Dryads – Bestiary page 162) and perhaps even Goopy Goo (from Triffids – Bestiary page 185) when you accept this quest, the specified Slug Sweets total necessitates hunting the Rafflesia (Bestiary page 174) to the brink of extinction. As all three enemy types pose an inconsequential challenge later in the story, but will drop superior items and increased gil, it's probably a good idea to avoid farming them until much later. Another reason to leave this quest until later: it enables you to keep the Ether reward "in the bank", so to speak, until a time when you might really need it – rather than having it occupy a Recovery Item slot that might be more gainfully employed for other items.	30	3	5	1,500	Purple Chocobo Chick, Black Chocobo Chick*
Brain Over Brawn	★★★☆☆	From Day 7	Sinister Fang	The Sinister Fang is dropped by the Reaver, a large-scale enemy found in the Grasslands and Arys areas. By the time this quest appears, you will almost certainly have mastered the art of defeating these opponents without difficulty, and will have regularly clashed with them to harvest EP in the Wildlands. Indeed, you may have already farmed them to extinction in order to obtain the noteworthy sword dropped by the Last One of this species.	20	3	-	650	Shogun's Mustache, Politician's Beard
A Prayer to a Goddess	★★★★	Complete "For the Future" and "Brain Over Brawn" Canvas quests	Sinister Fang x5, AMP Chip x5	The final Wildlands Canvas quest is one that many players will be able to complete at the moment they accept it. By Day 7, Reavers (Bestiary page 192) and Aster Protofoirians (Bestiary page 206) will be regarded by many as nought but walking EP dispensers. If you do not have the required item drops, they will not take long to acquire.	30	4	2	1,600	Cie'th Wings, Behemoth Crest
Wildlands Totals					390	34	30	15,560	-

* You also obtain an Ether 🌌 and a special reward for completing this quest.

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

LUXERION

YUSNAAN

THE WILDLANDS

THE DEAD DUNES

GLOBAL



THE DEAD DUNES

CANVAS QUEST OVERVIEW

NAME	DIFFICULTY	AVAILABILITY	QUEST ITEMS	WALKTHROUGH	REWARD				
Flower in the Sands	★★★	From Day 1	Desert Rose	To obtain a Desert Rose, you must defeat an Earth Eater (Bestiary page 198). This high-level monster is the most powerful non-unique enemy in the entire game, so you don't have a prayer of beating one during the early days of your adventure. If you want to obtain a Desert Rose while Lightning is at a relatively early stage in her development, you will encounter a stationary Earth Eater in the Chamber of Pleasures: Lower Level area during the events of chapter 4-3 (see page 95). It's possible to ambush this beast for the full -25% HP bonus, which at least gets the battle off to a great start.	20	1	2	700	PSICOM Air Medal
Biologically Speaking	★★★	From Day 1	Dried Scale x3	The Dried Scale item is dropped by the Desert Sahagin (Bestiary page 183), a regular assailant throughout the Giant's Sandbox area. You should easily hit this total while exploring the area.	10	1	-	200	Long Gui's Shell
Banned Goods	★★★	From Day 1	Goblin Hairball x8	The required items are dropped by Goblots (Bestiary page 157), a more aggressive and resilient cousin of the Niblet. These may surprise many players with their ferocity during an early visit to the Dead Dunes.	10	-	1	240	Lebreau's Rainbow Tattoo, Tribal Tattoo
Desert Cleanup	★★★	Complete "Flower in the Sands" and "Biologically Speaking" Canvas quests	Desert Rose x10, Dried Scale x30	Though you can unlock and accept this quest during the opening days of the story, you should promptly forget that it exists until later. Dried Scales will gradually fall into Lightning's inventory over time. Ten Desert Roses, however – well, that's going to take rather more application. Day 6 would probably be the earliest realistic opportunity for most players to suit up with specialist Schemata and hunt Earth Eaters with any degree of success.	40	5	2	1,700	Crystal Petal*
Lucky Charm	★★★	Visit Yuznaan once	Lizard Tail x3	You will encounter small lizards scampering over the sands throughout the Dead Dunes. Strike these, and they will drop an object: either an Unappraised Item or a Lizard's Tail.	10	1	-	400	Pumpkin Head
A New Application	★★★	Complete "Family Food" side quest in Yuznaan	Lizard Tail x20	The Oasis Lighthouse area and dead end to the southwest of Grave of the Colossi (where you find the Arithmometer for the "His Wife's Dream" side quest) can sometimes feature up to five lizards at once. The path between Grave of the Colossi and Giant's Sandbox usually has a handful in plain sight, too.	20	2	1	1,600	Craftsman's Beard, Regent's Mustache
Supply and Demand	★★★	Complete "Lucky Charm" Canvas quest (Day 3+)	Lizard Tail x5	If you have a sufficient number of Lizard Tails after finishing "Lucky Charm" on Day 3 or later, you can exit the Canvas interface and then speak to Chocolina to accept and complete this quest immediately.	10	-	2	800	Dandy's Mustache, Servant's Mustache
Pride and Greed I	★★★	From Day 3	Yellowed Skull x3	Yellow Skulls are obtained by shattering the skeletal statues found underground in the Three Shrines and in several locations in the Temple Ruins. You should easily pick up three while completing chapter 4-3.	10	-	1	300	Commissioned Pilot's Badge, PSICOM Medic Medal
For My Child	★★★	From Day 3	Cactuar Doll	The Cactuar Doll is dropped by the Cactuar (Bestiary page 179), an opponent who is hard to catch but easy to beat thereafter. They can be encountered in most overground areas of the Dead Dunes, but are easiest to hunt in the Oasis Lighthouse area once you becalm the sandstorm that restricts access. You will also obtain a Cactuar Doll by defeating Cactuar (Bestiary page 178), a unique enemy who is actually concealed in the sandstorm that initially seals off the Oasis Lighthouse area.	20	-	3	500	Cactuar Figurine, Mint Chip Ice Cream

* You also obtain an Ether (👤) as a special reward for completing this quest.

CANVAS QUEST OVERVIEW (CONTINUED)

NAME	DIFFICULTY	AVAILABILITY	QUEST ITEMS	WALKTHROUGH	REWARD				
					♥	🗡️	🔧	🕒	👤
Climbing the Ranks I	★★★	From Day 3	Dead Man's Teeth x5	You obtain Dead Man's Teeth by defeating Skeletons (Bestiary page 160), which are commonplace in the upper levels of the Temple Ruins and three Shrines. You will easily accumulate the required quota while completing chapter 4-3.	10	1	-	200	Replica PSICOM Epaulet
Climbing the Ranks II	★★★	Complete "Climbing the Ranks I"	Dead Man's Teeth x20	After completing main quest chapter 4-3 (and, perhaps, making progress with 4-4), you should have a sufficient quantity of Dead Man's Teeth to complete this quest directly after turning in "Climbing the Ranks I".	20	2	1	600	PSICOM Mobile Medal
Miracle Vintage	★★★	From Day 4	Pot Shard x10	Pot Shards are acquired by hunting the Schrodinger enemy (Bestiary page 182), which are commonplace on the lower levels of the Temple Ruins. You should easily reach the required total while completing main quest chapters 4-3 and 4-4. If you set an objective of collecting 15 Pot Shards during your time inside the Temple Ruins, you will also be able to complete "The Real Client" as soon as it appears on the Canvas of Prayers.	20	1	2	500	Yellow Bow Tie, Canned PuFu Logo
Heightened Security	★★★	From Day 4	Organic Carapace	The Organic Carapace is dropped by the Gurangatch large-scale enemy (Bestiary page 194), which is most common in the Giant's Sandbox area. If you follow our suggested story progression on a first playthrough, Lightning should be capable of smiting these opponents with contemptuous ease by the time you begin to explore the Dead Dunes in earnest.	20	1	2	700	Replica PSICOM Emblem, Bandage
The Real Client	★★★	Complete "Banned Goods" and "Miracle Vintage"	Goblin Hairball x10, Pot Shard x5	As Goblins (Bestiary page 157) appear in groups, you should doubtlessly have a sufficient quantity of the first item. If you took our earlier advice to secure a minimum of 15 Pot Shards from Schrodingers (Bestiary page 182) during the story-related visit to the depths of the Temple Ruins, you should be able to complete this quest as soon as it appears.	20	-	3	600	Blue Newsboy Cap, NORA Logo
Bandits' New Weapon	★★★	Complete "For My Child" and "Heightened Security"	Organic Carapace x5, Cactuar Doll x5	As the Gurangatch (Bestiary page 194) offers a trouble-free supply of EP, you should already have the required quantity of the Organic Carapace item by the time you accept this quest. Hunting Cactuars can be something of a nuisance, especially when you encounter them in open spaces. The Oasis Lighthouse area, however, offers not only a steady supply of these enemies, but also relatively close confines that make them much easier to catch. A word of caution: while there is no great harm in hunting the Cactuars required to complete this Canvas quest, you should note that this enemy type offers a sizable gil reward per kill. As monetary bonuses for combat victories are highest in the final days of the story, hunting more Cactuars than you need before that point will prevent you from enjoying lucrative farming opportunities later.	30	2	2	1,300	Electric Guitar, Yellow Propeller
Pride and Greed II	★★★	Complete "Pride and Greed I"; unlocked on Day 7	Yellowed Skull x5	A further five Yellowed Skulls (obtained, as you probably recall, by shattering the skeletal statues found in the three Shrines and Temple Ruins) are required to complete this second of three "Pride and Greed" quests. If you have completed main quest chapter 4-4, you should have enough of these items to complete this quest as soon as it appears.	10	1	-	500	Gador's Blue Emblem, Dark Knight's Shades

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

LUXURION

YUENAAIN

THE WILDLANDS

THE DEAD DUNES

GLOBAL



THE DEAD DUNES (CONTINUED)

CANVAS QUEST OVERVIEW (CONTINUED)

NAME	DIFFICULTY	AVAILABILITY	QUEST ITEMS	WALKTHROUGH	REWARD				
					♥	🔪	🔍	🕒	👤
Pride and Greed III	★★★	Complete "Pride and Greed II"; unlocked on Day 9	Yellowed Skull x20	Through you should make good progress towards the required total while completing chapter 4-4, obtaining all 20 Yellowed Skulls may require a later return to the Temple Ruins underground labyrinth once the skeletal statues have respawned. There are always several in the Sacred Grove area, lining the south side of the wide corridor that runs from east to west. You can find even more in the Scorched Earth area and along the nearby Path of the Dead leading to the Gallery of Creation. Once the nearby door has been unlocked with a Pilgrim's Cruz, the South Gate teleport destination places you in the perfect position to make a profitable sweep of the area.	20	1	2	1,500	Staff of Judgment, White Guitar
A Treasure for a God	★★★	On completion of main quest chapter 4-5	Pilgrim's Cruz x3	If you have explored the Dead Dunes (and its underground ruins) with diligence while completing other side quests and the main storyline chapters, you should have several Pilgrim's Cruzes in reserve.	10	-	1	600	Sky Blue Silk Hat
Dead Dunes Totals					310	19	25	12,940	

GLOBAL

CANVAS QUEST OVERVIEW

NAME	DIFFICULTY	AVAILABILITY	QUEST ITEMS	WALKTHROUGH	REWARD				
					♥	🔪	🔍	🕒	👤
Shoot for the Sky	★★★	From Day 2	Broken Gyroscope	The Broken Gyroscope is found inside a treasure sphere at the Crash Site in the north of Eremita Plains, in the Wildlands. However, you must complete the chapter 3-2 main quest "Healing an Angel" before you can use your Chocobo's gliding ability to reach it.	20	2	1	1,300	Gold Windup Key, Afro
Where Moogles Be	★★★	On completion of "Saving an Angel" in the Wildlands (page 124)	Mooglee Dust	The Mooglee Dust quest item is found inside a treasure sphere in the Moogee Village deep inside the Jagd Woods in the Wildlands. You can only enter the settlement between the hours of 19:00 and 07:00. Once you arrive, the treasure sphere is on the path that leads to the heart of the settlement. You really can't miss it, Kupo!	20	2	1	1,000	Nymph Wings
Fading Prayer	★★★	On completion of "Saving an Angel" in the Wildlands (page 124)	Old-Fashioned Photo Frame	The Old-Fashioned Photo Frame quest item is found inside a treasure sphere hidden in the wooded area directly south of the Research Camp in the Wildlands.	10	1	-	800	Crystal Star
Seeing the Dawn	★★★	Complete "A Man for a Chocobo Girl" in Yuzanba (see page 140)	Lapis Lazuli	After accepting the quest, visit the inn at the Reveler's Quarter in Yuzanba between the hours of 19:00 and 04:00. Open the treasure sphere to claim the Lapis Lazuli.	10	-	1	700	Urban Shades
Key to Her Heart	★★★	After you complete main quest chapter 5-2, "Follow the Chocobo Chick" in the Wildlands	Beloved's Gift	Though it appears as a Canvas quest, this find-and-deliver task is actually chapter 5-3, "Wishes on a Canvas", of the Sazh and Dajh storyline. The Beloved's Gift quest item is found in a treasure sphere at the start of the highway situated southwest of Arysas Village in the Wildlands.	10	-	1	1,000	Chocobo Girl's Cap

GLOBAL (CONTINUED)

CANVAS QUEST OVERVIEW (CONTINUED)

NAME	DIFFICULTY	AVAILABILITY	QUEST ITEMS	WALKTHROUGH	REWARD				
Staying Sharp	☆☆☆	Complete the Death Safari side quest in Yusnaan (see page 119)	Power Booster	Facing the steps that lead to the upper reaches of the Industrial Area in Yusnaan, look to the left to find the required item. It can only be collected between the hours of 11:00 and 16:00.	10	1	-	800	Silver Windup Key
Digging Mysteries	☆☆☆	Accept the "What Rough Beast Slouches" side quest in the Dead Dunes (see page 135)	Golden Scarab	The Golden Scarab is found in the Dead Dunes, on the Scorched Earth. Upper Level area of the Temple Ruins, close to Nolan (who gives the "What Rough Beast Slouches" side quest). You can only reach it via the ladder in the small room to the east of the main chamber on the Scorched Earth: Lower Level area. We offer advice on reaching it while completing main quest objectives in the area on page 98.	20	1	2	1,400	Gold Ancher, Adamantose Shell
A Girl's Challenge	☆☆☆	Complete main quest chapter 1-5, "Hunter in Light and Shadow"	Proof of Courage	To find the Proof of Courage, you must enter the first building of Luxerion's Holy District after midnight. Look for a glowing effect on the floor; interact with this to obtain the required item.	10	-	1	600	Silver Medal
What's Left Behind	☆☆☆	Complete main quest chapter 1-5, "Hunter in Light and Shadow"	Violet Amulet	The Violet Amulet is found in a treasure sphere south of the Clock Tower in Luxerion. You will doubtlessly collect it long before this Canvas quest becomes available.	10	1	-	800	Purple Flower
Forbidden Tome	☆☆☆	Complete main quest chapter 3-3	Etro's Forbidden Tome	The required book is found in the north of the Poltae village in the Wildlands, on a step in front of a doorway; look for the Poltae Headman and Watching Girl NPCs, then turn to the northeast to find it. You can collect Etro's Forbidden Tome at any point after you reach Poltae.	20	1	2	1,200	Silver Chocobo Chick
Roadworks I	☆☆☆	From Day 9	Proof of Unlocking the Light Gate, Proof of Unlocking the Green Gate	To complete this quest (and unlock the highway connecting Luxerion and the Wildlands), you need to visit the gates at both ends of the closed road. Interact with the blocks positioned at the center of both gates, and you can then return to the Canvas of Prayers to conclude this task. Both sets of shutters will be open when you next return to either end of the highway. For more information on the purpose and primary function of the three highways, see page 64.	10	1	-	800	U'dahn Blade , U'dahn Crest
Roadworks II	☆☆☆	From Day 9	Key to the Green Gate, Key to the Sand Gate	Unlike "Roadworks I", you do not need to physically interact with the two gates yourself to open the highway between the Dead Dunes and the Wildlands; you simply need to find both keys and return them to the Canvas of Prayers. Players following our walkthrough will already have both in their inventory by Day 9. The Key to the Green Gate is found in a treasure sphere south of Aryas Village in the Wildlands, close to the ruins. The Key to the Sand Gate is found in the Oasis Lighthouse area.	20	2	1	1,200	Gridanian Sword , Gridanian Sigil
Roadworks III	☆☆☆	From Day 9	Oath of the Merchant's Guild, Bandit's Bloodseal	This works in exactly the same way as "Roadworks II": first find, then deliver the specified items to the Canvas to unlock the highway (this time, linking Yusnaan and the Dead Dunes). The Bandit's Bloodseal is found in a treasure sphere inside the Shrine of the Tablet in the Grave of the Colossi area of the Dead Dunes. The Oath of the Merchant's Guild is found in the Underground Route, a tunnel that leads from the Reveler's Quarter to the Warehouse District in Yusnaan.	20	1	2	1,200	Lominsan Cutlass , Lominsan Escutcheon
Global Totals					190	13	12	12,800	

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

LUXERION

YUSNAAN

THE WILDLANDS

THE DEAD DUNES

GLOBAL



QUICKSTART

CAST &
CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF
PRAYERS

◆ BESTIARY

INVENTORY

STRATEGY &
ANALYSISULTIMA
WALKTHROUGH

EXTRAS

INDEX

BESTIARY



This chapter reveals invaluable information on the dozens of assailants you will encounter during your travels through Nova Chrysalis. Be sure to read the short introduction overleaf to make the best possible use of each enemy data sheet.

DATA SHEET STRUCTURE

All enemy data sheets in this chapter share a standardized format for quick and easy reference. The information they contain includes the basic facts offered by the in-game Libra pages, but with many additions and revelations that the game itself does not divulge. The meaning of each cell is detailed on this page.

1 Main Attributes:


- **HP:** A measure of an enemy's endurance. As for several other attributes, we specify the default HP for Normal Mode, though the actual HP totals can and will vary in accordance with your chosen difficulty level and current progress (see "Important Information" overleaf).
- **Strength:** The Strength attribute of the enemy – the higher this is, the more damage its physical attacks will inflict.
- **Magic:** The Magic attribute of the enemy – the higher the number, the more damage it can deal when it employs magic attacks.
- **Keep:** The default/die value of maintenance of the enemy's stance. The higher this is, the more difficult it is to interrupt the enemy's actions. See page 273 for details on this system.
- For certain monsters, some of these attributes can vary in accordance with events that occur during battles – for example, when an opponent is staggered, or when they use a specific ability. In these instances, you will find the corresponding attribute values in a dedicated row.

2 Rewards:

- **Item Drops:** The items you can obtain for defeating the enemy, with the exact percentages and corresponding conditions revealed in the Inventory chapter. The more advanced items (usually in the fourth and fifth slots) can often only be obtained on a subsequent New Game+ playthrough, on the Hard difficulty level.
- **Gil Reward:** The amount of gil you receive for defeating the enemy on Normal.
- **EP Reward:** The amount of EP you receive for defeating the enemy on Normal.

3 Data:

- **Habitat:** The map areas where the creature can be encountered.
- **Extinction:** The number of enemies of this variety that you must defeat to trigger the appearance of the Last One – the final specimen before the species goes extinct.
- **Launch:** This reveals if a monster can be Launched or not.
- **Disruption:** This tells you if a monster can be interrupted (for example knocked down, or knocked back) when the Cut value of an ability that you use is higher than the creature's Keep value.



SCHRODINGER

	HP	STRENGTH	MAGIC	KEEP
STANDARD	15,252	100	300	40

HABITAT

- Yusman Warehouse District
- Petron's Palace
- Dead Dunes (Thapa Road)

ITEM DROP

- Put Shard
- Isopark
- Fracture
- Isopark
- Fracture

CUT	LAUNCH	INTERUPT	GIL	EP
60	X	X	100	0.22

STATUSES

STAGGER	WEAK	STRONG	DEFENSE	RESISTANCE	RESISTANCE	RESISTANCE	RESISTANCE	RESISTANCE	RESISTANCE	RESISTANCE	RESISTANCE	RESISTANCE
30%	20%	100%	30%	30%	100%	0	50	0	0	0	0	0

CONDITION	STAGGER POINT	WEAKER TECH	SALE PREFERRED	PREPARATION TECH	STAGGER MODIFIERS
Default	100	0	200	15	Stagger Power: spells x1, physical attacks x0.

CONDITION	WEAKNESS	WEAK SPEED	EFFECT NUMBER	DEFENSE RESISTANCE	STAGGER MODIFIERS
Staggered	10x	Disrupted	15x	30%/40%	No further staggering. Damage: physical attacks x3.

Conditional Changes: Stagger Deact: 10 when staggered.

4 Modifiers & Resistances*

- **Damage Types and Modifiers:** There are multiple possible reactions to every type of attack, each corresponding to a calculation applied to the base damage. Broadly speaking, these are as follows:

DAMAGE TYPES	ICON	DAMAGE
		Physical
		Magic
		Fire
		Ice
		Lightning
		Wind

MODIFIER	MEANING
120% to 500%	Enemy has a weakness. Pertinent attacks inflict 120% to 500% damage.
100% to 75%	Normal damage.
70% to 30%	Damage is reduced. With a 50% modifier, damage is halved.
1% to 25%	Enemy is resistant, damage is significantly reduced.
0%	Enemy is immune to damage type, and takes 0 damage.
-100% to -500%	Enemy absorbs damage: your attacks will actually heal the target. For example, with a -200% modifier, an attack causing 1,000 damage will heal the enemy by 2,000 HP.

- **Status Ailment Resistances:** These cells show the resistance of your opponent to ailments. The higher this value, the more attempts will be required for your status ailment spell to stick (see page 264 for more details on this system). The meaning of the icons used is as follows:

STATUS AILMENTS

Debrave	Deprotect	Imperi	Poison	Daze	Quake
Defaith	Deshell	Slow	Curse	Dispel	Magnet

* For certain monsters, some of these parameters can vary in accordance with battle events (such as when staggered). In these instances, you will find additional information in a dedicated row.

5 Stagger Details:

The parameters in these tables are all linked to the concept of staggering. They can vary based on the condition of your target. A "default" condition is exactly what the word suggests: the enemy's basic state. Other conditions are self-explanatory.

- **Stagger Point:** The threshold to reach for the creature to be staggered. The Stagger Wave acts as a visual stagger counter. All offensive abilities with Stagger Power (⚡) contribute to developing the wave (their power is added to the counter), and ultimately reaching the Stagger Point.
- **Stagger Decay:** The amount of points per second that are removed from the stagger counter. When Stagger Decay occurs, the Stagger Wave pulses at a fast pace and becomes smaller.

Schema Preparations

- Fire- or Wind-elemental spells
- Imperil ability
- Slow or Curse abilities

Overview

• Schrodinger has the ability to heal itself with Cura. You can discourage this behavior by applying Slow to reduce the frequency of its actions or Curse to interrupt them. In battles where it accompanies other monsters, defeat them first – especially at lower levels where Schrodinger might otherwise act as a tank for its companions.

SUMMARY

Use Fire- and Wind-elemental spells after applying Imperil. Slow can reduce the frequency of its healing spells.

7 Strategy:

- **Schema Preparations:** Recommendations for equipment and abilities that offer the most effective offensive and defensive options against a particular enemy in battle. In certain rare instances, we provide a specific Schema Setup against the toughest enemies in the game.
- **Overview:** Presentation of a streamlined strategy for a player encountering an enemy for the first time or early during an initial Normal playthrough. Points of reference include details on enemy behavior, tactics

• **Maximum Wave Preservation:** Many of your abilities have Stagger Preservation values (⚡) – also referred to as Stagger Time in the game, meaning that they temporarily halt the Stagger Decay phenomenon. This is represented by the fact that the Stagger Wave pulses at a slow pace. Maximum Wave Preservation governs how much Stagger Preservation you can "stack" against each enemy type (and, therefore, how long you can keep the wave pulsing at a slow pace before it starts to shrink).

• **Wave Preservation Decay:** This corresponds to the amount by which the Wave Preservation value is reduced per second. Once this decay has brought the Wave Preservation value to 0, the Stagger Decay phenomenon resumes.

• **Duration:** How long a stagger condition lasts.

• **Added Effect:** Staggering certain enemies can cause them to be automatically afflicted by a status ailment. Most of these status effects are based on traditional ailments, though they appear with a hexagonal icon. See page 264 for a complete list.

• **Effect Duration:** How long the added effect lasts.

• **Iterative Resistance:** The resistance (in percentage) applied if you attempt to cause further staggers of the same type.

For example, if you stagger a Schrodinger, which has only one type of stagger, the Stagger Power of any attack attempting to cause a second stagger after the first one ends will be reduced by 20%. If you do manage to stagger nevertheless, the Stagger Power of any attack attempting to stagger a third time will be met by a 40% resistance. The last number listed represents the limit to which this value can increase. Therefore, Schrodinger retains a 40% resistance to Stagger Power for all staggers beyond the third.

- **Stagger Modifiers:** This reveals the multipliers applied to various attack types or at specific moments. These multipliers can affect either the Stagger Power of your attacks, or the Damage you deal. For example, all spells hitting a Schrodinger in its default state (when the battle begins) have a Stagger Power modifier of x1, whereas physical attacks have a modifier of x0, meaning that physical blows do not contribute to stagger. If you manage to stagger the creature, however, any further staggering becomes impossible for the duration of the stagger, but physical attacks suddenly deal three times more damage, making them far more powerful than spells.

You can find a complete presentation of the stagger system, with practical examples and applications, on page 266 of the Strategy & Analysis chapter.

6 Conditional Changes:

Refer to these notes to find out about a special variation of the attribute in question when very specific conditions are met.

to stagger efficiently, and topics such as spawn conditions and valuable rewards from successful battles.

- **Power Play & Additional Notes:** Further discussion of aggressive strategies against large-scale enemies and bosses, geared toward players who are very familiar with the game mechanics, or those who wish to achieve a relatively painless victory after expanding Lightning's repertoire with more powerful abilities. These concepts can and should be carried over to harder enemy variants, such as Last Ones, to form the basis of an efficient, high-scoring strategy.

8 Summary:

For players in a hurry and reluctant to become bogged down in details, these short recaps distill the most pertinent information in each data sheet into bite-sized tips.

ABILITIES TABLES

For all significant foes (large-scale enemies and bosses), we present information on all of their important actions in comprehensively detailed tables.

Condition: The enemy state in which this attack is available. On occasion, the listing includes an additional provision, such as "Ω", to indicate that parenthetical values apply to a specific version of the enemy.

Ability Name: The name of the ability.

Type: The ability's inherent properties corresponding to one or more damage Type. Some abilities carry a Special property that renders them capable of bypassing any resistance modifiers due to Lightning's equipment or invoked by guarding (although the damage can still be mitigated by Guard Defense). If an ability has a Special property but is also classified as Physical or Magic, its power is still subject to Bravery/Debrave and Faith/Defaith respectively.

Power: The base damage modifier of the ability as applied to Strength or Magic corresponding to its Type. When an attack consists of multiple hits, each hit is represented individually. For example, "0.75 + 0.12 x4" would describe an attack with an initial blow (with a 0.75 modifier) followed by four blows (with a 0.12 modifier each).

Variation: The percentage variation decrease that is randomly applied to the ability's Power. For example, an attack with 1.00 Power and 10% Variation means that the final Power of the attack can be anywhere from 0.90 to 1.00.

Cut: An attack property that, if higher than Lightning's Keep, will interrupt her. See page 273 for more details.

Keep: The maintenance value of the ability. This overwrites the enemy's default/Idle Keep value during the execution of the ability and is affected by Vigilance and Curse. If Lightning performs an action that has a higher Cut than this value, she will interrupt the ability. See page 273 for more details.

Evade & Counter: Indicates whether or not this ability can be dodged (either with the Evade ability or through manual positioning) or countered with the Counterblow or Counterspell abilities.

Added Effect: Details buffs bestowed by the enemy, ailments inflicted upon Lightning, or any other special effects. For buffs, the duration in seconds follows the listing. For ailments, two numbers follow the listing (for example: 60/30s): first, the Accumulation value, and second, the ailment's duration in seconds if successfully inflicted. See page 264 for details.

IMPORTANT INFORMATION

Deprotect & Deshell: Almost every enemy in the game is susceptible to these status ailments. Therefore, our write-ups assume that you will equip and use these abilities in all but the most trivial battles. Occasionally, we will make a specific point about one or both of these ailments when one is preferred over the other, or when you will likely only have room for one of the two ailments in a highly specialized Schemata setup.

Attribute & Parameter Modifiers: The attributes and stats offered in our enemy sheets correspond to the base values of these parameters on Normal and on Day 1. However, depending on your chosen difficulty mode and current progress, the game adjusts the values in this section as shown in the following tables. Note that gil rewards stack additively across tables, not multiplicatively. For example, a Cactuar (5,000 gil default) fought on Day 12 and on Hard Mode would drop (5,000 x3) + (5,000 x2) = 25,000 gil. Note that timeline-related modifiers do not apply to Cactuar, Ereshkigal, Aeronite, or main quest bosses.

DIFFICULTY-RELATED MODIFIERS

PARAMETER	EASY	NORMAL	HARD
EP recovery	x2	x1	x0.5
Item drop quantities	x1	x1	x1.5
Item drop rate	x1	x1	x1.5
Gil rewards	x1	x1	x3
Enemy HP	x0.8	x1	x3.5
Enemy Strength/Magic	x0.6	x1	x2.5
Stagger Decay	x0.5	x1	x1
Preservation Decay	x0.5	x1	x1
EP cost: Teleport	2	3	3
EP cost: Curaga	1	2	2
EP cost: Arise	2	3	3
EP cost: Overclock	1	2	2

Strategy & Analysis: The Bestiary sometimes refers to special tactics or abilities, such as using the powerful Jump technique. As these usually require specific Schemata setups, we strongly suggest that you familiarize yourself with the Strategy & Analysis chapter to learn more about advanced combat concepts.

TIMELINE-RELATED MODIFIERS

PARAMETER	DAY				
	1-6	7-9	10-12	13	14
Gil rewards	x1	x1.5	x2	x3	x5
Enemy HP	x1	x1.6	x2	x3	x5
Enemy Strength/Magic	x1	x1.3	x1.6	x2	x3.5



ENEMY DIRECTORY

For maximum clarity, all enemies in our Bestiary are sorted in the same order as their in-game Bestiary entries. If you are seeking specific monsters as part of a side quest, you can use this to track down those creatures with ease. The classification used is as follows:

IN-GAME CLASSIFICATION

	SUBTYPE	ENEMY	PAGE
CHAOS BEASTS	Small-Scale Enemy	Niblet	156
		Niblet Ω	156
		Goblin	157
		Goblin Ω	157
		Anubys	158
	Set	158	
	Meonekton	159	
	Meonekton Ω	159	
	Skeleton	160	
	Skeleton Ω	160	
	Mid-Scale Enemy	Gaunt	161
		Gaunt Ω	161
		Dryad	162
		Dryad Ω	162
		Arcangeli	163
		Arcangeli Ω	163
		Cyclops	164
		Cyclops Ω	164
Chimera		166	
Chimera Ω		166	
Large-Scale Enemy	Grendel	168	
	Parandus	168	
	Ereshkigal	170	
	Gremlin	172	
	Gremlin Ω	172	
	Miniflan	173	
	Miniflan Ω	173	
	Rafflesia	174	
	Rafflesia Ω	174	
	Goblin	175	
FEBAL CREATURES	Small-Scale Enemy	Goblin Ω	175
		Vali	176
		Neela	177
		Wendigo	177
		Cactuar	178
	Cactuar	179	
	Cactuar Ω	179	
	Gorgonopsid	180	
	Gorgonopsid Ω	180	
	Mid-Scale Enemy	Skata'ne	181
		Skata'ne Ω	181
		Schrodinger	182
		Schrodinger Ω	182

	SUBTYPE	ENEMY	PAGE
FEBAL CREATURES	Mid-Scale Enemy	Desert Sahagin	183
		Desert Sahagin Ω	183
		Ectopudding	184
		Ectopudding Ω	184
		Triffid	185
		Triffid Ω	185
		Hanuman	186
		Hanuman Ω	186
		Sugriva	187
		Sugriva Ω	187
	Large-Scale Enemy	Zaltys	188
		Zaltys Ω	188
		Zomok	190
		Zomok Ω	190
		Reaver	192
		Reaver Ω	192
		Gurangatch	194
		Gurangatch Ω	194
MAN-MADE UNIT	Small-Scale Enemy	Chocobo Eater	196
		Chocobo Eater Ω	196
	Mid-Scale Enemy	Earth Eater	198
		Earth Eater Ω	198
	Large-Scale Enemy	Aeronite	200
		Hoplite	202
		Hoplite Ω	202
		Flanitor	203
		Gertrude	204
		Desdemona	204
HUMAN	Order Sentry	Desmond	205
		Desmond Ω	205
	Godde's Disciple	Dreadnought	206
		Dreadnought Ω	206
		Aster Protofforian	208
		Aster Protofforian Ω	208
		Cathedral Sentry	210
		Personal Guard	211
		Fanatic	211
		Noel Kreiss	212
SPECIAL	Human	Noel Kreiss+	212
		Snow Villiers	214
	Snow Villiers+	214	
	Snow Villiers++	215	
	Snow Villiers++	215	
	Cajus Ballad	216	
	Bhunivelze	218	
	Bhunivelze+	218	
	Bhunivelze++	218	

ALPHABETICAL LISTING

ENEMY	PAGE	ENEMY	PAGE	ENEMY	PAGE	ENEMY	PAGE
Aeronite	200	Cyclops Ω	164	Gertrude	204	Miniflan	173
Anubys	158	Desdemona	204	Goblin	175	Miniflan Ω	173
Arcangeli	163	Desert Sahagin	183	Goblin Ω	175	Neela	177
Arcangeli Ω	163	Desert Sahagin Ω	183	Goblot	157	Niblet	156
Aster Protofforian	208	Desmond	205	Goblot Ω	157	Niblet Ω	156
Aster Protofforian Ω	208	Dreadnought	206	Gorgonopsid	180	Noel Kreiss	212
Bhunivelze	218	Dreadnought Ω	206	Gorgonopsid Ω	180	Noel Kreiss+	212
Bhunivelze+	218	Dryad	162	Gremlin	172	Parandus	168
Cactuar	178	Dryad Ω	162	Gremlin Ω	172	Personal Guard	211
Cactuar	179	Earth Eater	198	Grendel	168	Rafflesia	174
Cactuar Ω	179	Earth Eater Ω	198	Gurangatch	194	Rafflesia Ω	174
Cajus Ballad	216	Ectopudding	184	Gurangatch Ω	194	Reaver	192
Chimera	166	Ectopudding Ω	184	Hanuman	186	Reaver Ω	192
Chimera Ω	166	Ereshkigal	170	Hanuman Ω	186	Schrodinger	182
Chocobo Eater	196	Fanatic	211	Hoplite	202	Schrodinger Ω	182
Chocobo Eater Ω	196	Flanitor	203	Hoplite Ω	202	Set	158
Cyclops	164	Gaunt	161	Meonekton	159	Skata'ne	181
		Gaunt Ω	161	Meonekton Ω	159	Skata'ne Ω	181
						Skeleton	160
						Skeleton Ω	160
						Snow Villiers	214
						Snow Villiers+	214
						Snow Villiers++	215
						Snow Villiers++	215
						Sugriva	187
						Sugriva Ω	187
						Triffid	185
						Triffid Ω	185
						Vali	176
						Wendigo	177
						Zaltys	188
						Zaltys Ω	188
						Zomok	190
						Zomok Ω	190

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

DATA SHEET

STRUCTURE

ABILITIES TABLES

IMPORTANT INFORMATION

ENEMY DIRECTORY

CHAOS BEASTS

FEBAL CREATURES

MAN-MADE UNITS

HUMAN

SPECIAL

CHAOS BEASTS



	HP	STRENGTH	MAGIC	KEEP
STANDARD	9,000	9	9	0
ABILITY	ITEM DROP			
<ul style="list-style-type: none"> Lowland Yunnan Wildlands (Grasslands, Araya Clim, Jugt Wood) 	<ul style="list-style-type: none"> Niblet Mawhall Light Slash Bronze Malistone Mythril Malistone Mighty Material 			
EXTRACTION	LACERATION	DISRUPTION	GIL	EP
120	X	X	60	0.04

NIBLET



STANDARD	50%	150%	100%	100%	100%	25	25	25	25	25	25	25	25	25	25	0	25	0
----------	-----	------	------	------	------	----	----	----	----	----	----	----	----	----	----	---	----	---

CONDITION	STAGGER POINT	STAGGER RECALL	TASK PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS
Default	1,000	0	600	150	Stagger Power: all attacks x1 (during Glutton x1,000)
CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Staggered	5s	-	-	0	No further staggering Damage: all attacks x2.

Conditional Change: Stagger Decay: 30 when staggered



	HP	STRENGTH	MAGIC	KEEP
STANDARD	38,400	90	90	30
ABILITY	ITEM DROP			
<ul style="list-style-type: none"> See Niblet Ultimate Lair (Floor 2) 	<ul style="list-style-type: none"> Irondragon Scale Light Slash Bronze Malistone Mythril Malistone Sword Pelisher 			
EXTRACTION	LACERATION	DISRUPTION	GIL	EP
1	X	X	1,200	0.45

NIBLET Ω



STANDARD	50%	100%	150%	100%	100%	100%	25	25	25	25	25	25	25	25	25	0	25	0
----------	-----	------	------	------	------	------	----	----	----	----	----	----	----	----	----	---	----	---

CONDITION	STAGGER POINT	STAGGER RECALL	TASK PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS
Default	600	10	600	150	Stagger Power: all attacks x1 (during Glutton x10). Damage: during Glutton, all attacks x1.5.
CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Staggered	5s	-	-	0	No further staggering Damage: all attacks x2.

Schemata Preparations

- Fire-elemental spells

Overview

As one of the most basic enemies in the game, Niblets should pose no real threat to you even in large groups. Their most damaging attack, Glutton, is very slow and can be Perfect Guarded rather easily. Better yet, go on the offensive and sling Fire-elemental spells to exploit a Niblet's weakness as soon as you see the notification for Glutton. This causes an instant stagger.

Niblets halve physical damage, so spells are more effective; in fact, they are weak to magic. Later on in the game, the Firaga spell can immediately blast a group of enemies to oblivion.

Last One Note: Niblet Ω has normal resistance to magic but still halves physical damage and is weak to Fire-elemental abilities. By the time you trigger its appearance, the encounter should be little more than a formality and the enemy will fall easily under a barrage of spells.

SUMMARY

Use Fire-elemental spells, especially Firaga against groups. Attack during Glutton for an instant stagger and a swift conclusion to the battle.



	HP	STRENGTH	MAGIC	KEEP
STANDARD	18,000	100	200	40
HABITAT	<ul style="list-style-type: none"> Dead Dunes 		ITEM DROP <ul style="list-style-type: none"> Goblol Herball Disrupt Debuff Poison Deprave 	
EXTRACTOR	LAUNCH	SHREDDER	OIL	EP
0	X	X	100	0.11

GOBLOT

STANDARD	100%	100%	100%	100%	10%	100%	30	30	30	30	30	30	30	30	30	0	100	0	

CONDITION	STAGGER POINT	STAGGER DECAF	MAX PRESERVATION	PRESERVATION DECAF	STAGGER MODIFIERS
Default	200	10	600	50	Stagger Power: of attacks x1, Wind-imbued attacks x1.2.
CONDITION	DURATION	AFFECT EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Staggered	30s	Cursed	30s	0	Stagger Power: of attacks x1, Wind-imbued attacks x1.2.
Staggered (Level 2)	30s	Confused	30s	0	No further staggering.



	HP	STRENGTH	MAGIC	KEEP
STANDARD	65,500	300	600	60
HABITAT	<ul style="list-style-type: none"> See Goblol Ultimate Lair (floor 8) 		ITEM DROP <ul style="list-style-type: none"> Dreamdragger's Scale Poison Bronze Malisone Mythril Malisone Shield Polisher 	
EXTRACTOR	LAUNCH	SHREDDER	OIL	EP
1	X	X	2,400	1.10

GOBLOT Ω

STANDARD	100%	100%	100%	100%	10%	100%	30	30	30	30	30	30	30	30	30	0	100	0	

CONDITION	STAGGER POINT	STAGGER DECAF	MAX PRESERVATION	PRESERVATION DECAF	STAGGER MODIFIERS
Default	400	20	800	150	Stagger Power: all attacks x1, Wind-imbued attacks x1.2.
CONDITION	DURATION	AFFECT EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Staggered	0s	Cursed	15s	0	Stagger Power: all attacks x1, Wind-imbued attacks x1.2.
Staggered (Level 2)	0s	Dazed	10s	0	No further staggering.

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANONS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

DATA SHEET STRUCTURE

ABILITIES TABLES

IMPORTANT INFORMATION

ENEMY DIRECTORY

CHAOS BEASTS

FERAL CREATURES

MAN-MADE UNITS

HUMAN

SPECIAL

Schemata Preparations

- Passion Rouge garb
- Star Bracelet or Thorn of Aggression arm accessory
- Wind-elemental and Imperil abilities

Overview

• A stronger version of the Niblet, Goblol is less of a pushover – especially if it catches you off guard with Belch, which can potentially inflict Debrave, Defaith, and Poison. The inherent ailment resistance of the Passion Rouge garb, as well as supplemental accessories, will help to prevent these effects.

• Slow is a useful ailment when facing multiple enemies. Use Wind-elemental abilities to stagger. A Level 2 stagger (see page 266) produces a temporary Confused effect, which can be useful when facing multiple enemies at low levels of development.

• Later on in the game, use abilities such as Aero Blitz or Aeroga, possibly in conjunction with Magnet, to damage multiple enemies at once.

• **Last One Note:** Goblol Ω opens immediately with Belch; the Satin Scrunchie (see Inventory chapter, page 232) will preserve your opening buffs, which you can use to exploit an induced Wind-elemental weakness after applying Imperil. Once these opening maneuvers have been completed, this enemy falls quickly to a sustained assault.

SUMMARY

Use Wind-elemental abilities to stagger; induce a weakness with Imperil to increase damage. Guard with Passion Rouge against Belch to avoid multiple ailments.

CHAOS BEASTS



	HP	STRENGTH	MAGIC	KEEP
STANDARD	40,000	400	200	90

ABILITY	ITEM DROP
<ul style="list-style-type: none"> All exterior areas from 16:00 to 18:00 Yusnaan (Patron's Palace) 	<ul style="list-style-type: none"> Poisonous Sting Death Herald Heavy Slash Silver Malistone Shield Polisher

EXTINCTION	LAUNCH	SUBSTITUTION	GL	EP
-	✓	✓	120	0.22

ANUBYS

STANDARD	100%	100%	100%	100%	100%	30	30	30	30	30	30	30	30	100	30	30	30
----------	------	------	------	------	------	----	----	----	----	----	----	----	----	-----	----	----	----

CONDITION	STAGGER POINT	STAGGER DECAY	MAX PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS
Default	300	0	600	50	Stagger Power: when enemy idle, magic attacks x1, physical attacks x0; when enemy attacking, physical attacks x0, magic & elemental attacks x2, Perfect Guard x1.

CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Staggered	5s	Unprotected	10s	20%/40%	No further staggering. Damage: all attacks x2.
Staggered by Perfect Guard	5s	Unshelled	15s	0	No further staggering. Damage: all attacks x2.

Conditional Changes: Stagger Decay: 10 when staggered

Schemata Preparations


- Firewurm, Watgrod, Thunderbird, or Windwalker Bracelet arm accessory
- Imperil and Slow abilities

Overview

- The Anubys is incapable of extinction and has no Last One. It also has a special spawning condition: it supplants all other monsters in the majority of exterior areas from 16:00 to 18:00 every day. In the field, it is sluggish and easy to evade. Therefore, you can plan for this during your travels if you are eager to avoid particular enemy spawns.
- This enemy has no special resistances and unleashes physical blows that are powerful but very slow – and, moreover, telegraphed by distinct animation sequences. This makes it an ideal specimen on which to practice the timing of Perfect Guards, which have the added benefit of inflicting an instant stagger against its sweeping attacks. Physical attacks have no staggering power when the Anubys is idle.
- When you fight against two at once, the Slow ailment drastically reduces the potential for both enemies to attack simultaneously or consecutively. Imperil induces elemental weaknesses for you to exploit in order to expedite the battle.
- The Anubys can drop Death Herald, a handy weapon in the early stages of the story.

SUMMARY

Use Slow to delay its actions, and Imperil to induce elemental weaknesses. To stagger, use magic attacks, physical attacks only while the enemy is performing an action, or Perfect Guard.



	HP	STRENGTH	MAGIC	KEEP
STANDARD	36,000	500	500	90

ABILITY	ITEM DROP
<ul style="list-style-type: none"> Luxion Cathedral (Final Day) 	<ul style="list-style-type: none"> Heavy Slash Bitz Excutioner's Axe Silver Malistone Demonic Forgetful

EXTINCTION	LAUNCH	SUBSTITUTION	GL	EP
-	✓	✓	180	0.50

SET

STANDARD	100%	30%	100%	100%	100%	30	30	30	30	30	30	30	30	100	30	30	30
----------	------	-----	------	------	------	----	----	----	----	----	----	----	----	-----	----	----	----

CONDITION	STAGGER POINT	STAGGER DECAY	MAX PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS
Default	500	5	500	50	Stagger Power: when enemy idle, magic and elemental attacks x1, physical attacks x0; when enemy attacking, physical attacks x0, magic & elemental attacks x2, Perfect Guard x1.

CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Staggered	5s	Dazed	7s	10%	No further staggering. Damage: all attacks x2.
Staggered by Perfect Guard	3s	Unshelled	15s	20%	No further staggering. Damage: all attacks x2.

Conditional Changes: Stagger Decay: 10 when staggered by Perfect Guard

Schemata Preparations

- Firewurm, Watgrod, Thunderbird, or Windwalker Bracelet arm accessory
- Imperil and Slow abilities

Overview

- This enemy is very similar to the Anubys, with only a few noteworthy differences. In the field, it performs a quick sideways swipe to initiate combat, which may catch unaware players off-guard. This attack is also featured in battle and does very little damage. On the other hand, its overhead lunge attack is rather powerful and should be guarded properly.
- Physical attacks only contribute to stagger just before and after an attack, and magic attacks deal little damage to the enemy's default state. The best option is to power through with physical attacks, especially after inflicting Imperil and exploiting its weakness with an auto-elemental arm accessory, or Perfect Guard the enemy's horizontal swipes to stagger, making it more susceptible to magic damage.
- As with the Anubys, Set drops an above-average weapon: the Executioner's Axe.
- Set cannot be hunted to extinction, and has no Last One. It can be profitably farmed to replenish EP prior to more challenging encounters in the God's Sanctum area.

SUMMARY

Perfect Guard the enemy's horizontal swipes to stagger or take it out quickly with buffed physical attacks.



	HP	STRENGTH	MAGIC	KEEP
STANDARD	38,000	100	250	40

HABITAT	ITEM DROP
<ul style="list-style-type: none"> All exterior areas from 04:00 to 06:00 Wildlands (Temple of the Goddess) 	<ul style="list-style-type: none"> Liquid Glass Ruin Malice Silver Malistone Adamant Malistone

EXTRACTION	LAUNCH	DISRUPTION	GL	EP
65.525	X	X	840	0.13

MEONEKTON

STANDARD	20%	25%	300%	300%	300%	30%	10	10	10	10	10	10	10	10	10	10
----------	-----	-----	------	------	------	-----	----	----	----	----	----	----	----	----	----	----

STAGGER POTENTIAL

CONDITION	STAGGER POINT	STAGGER DECAY	MAX PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS
Default	300	1	10	5	Stagger Power: all attacks x1; during Eerie Soundwave all attacks x5.

CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Magic Stagger	2s	Unprotected	30s	20%/40%	No further staggering. Damage: all attacks x1.
Physical Stagger	10s	Unshelled	30s	20%/40%	No further staggering. Damage: all attacks x1.



	HP	STRENGTH	MAGIC	KEEP
STANDARD	108,000	300	750	80

HABITAT	ITEM DROP
<ul style="list-style-type: none"> See Meonekton Ultimate Lair (Floor 16) 	<ul style="list-style-type: none"> Lucky Dice Ruin Gold Malistone Scarlet Malistone Soul Smeltwater

EXTRACTION	LAUNCH	DISRUPTION	GL	EP
1	X	X	16,800	1.30

MEONEKTON Ω

STANDARD	20%	25%	300%	300%	300%	30%	10	10	10	10	10	10	10	10	16	10
----------	-----	-----	------	------	------	-----	----	----	----	----	----	----	----	----	----	----

STAGGER POTENTIAL

CONDITION	STAGGER POINT	STAGGER DECAY	MAX PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS
Default	500	1	10	5	Stagger Power: all attacks x1; during Eerie Soundwave all attacks x5.

CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Magic Stagger	2s	Unprotected	30s	20%/40%	No further staggering. Damage: all attacks x1.
Physical Stagger	10s	Unshelled	30s	20%/40%	No further staggering. Damage: all attacks x1.

Schemata Preparations

- Firewyrn, Watergod, Thunderbird, or Windwalker Bracelet arm accessory
- Elemental spells

Overview

Just as the Anubys dominates late afternoon enemy spawns, the Meonekton replaces other opponents in most exterior areas from 04:00 to 06:00 every day. We would advise that you avoid them on Day 1: until Lightning is a little stronger, they can be something of a thankless grin.

This enemy seems to be designed to test your guarding capabilities. Its physical stuning and Ruin spell are capable of interrupting you. Eerie Soundwave can inflict multiple ailments. Finally, Force Darts is a fast ranged attack that inflicts a surprisingly large amount of damage against an unguarded player; quick reactions will enable you to Perfect Guard against this to stymie its injurious potential.

In addition, the Meonekton is resistant to damage when not staggered. The best time to build the Stagger Wave is when the enemy is preparing Eerie Soundwave. Note that staggering with a physical attack induces the Unshelled effect, while doing so with a spell induces the Unprotected effect. Once staggered, the enemy succumbs quickly to your attacks as its defenses fall.

Last One Note: Simply follow the same approach you take against a regular Meonekton and this Last One should fall without too much trouble. Given that the only plausible way to encounter this enemy is in the Ultimate Lair, you will likely have access to much more powerful staggering options at that stage, such as Jump or -ga spells.

SUMMARY

Take advantage of Eerie Soundwave to stagger rapidly with elemental attacks, or guard against it to prevent multiple ailments.

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

DATA SHEET

STRUCTURE

ABILITIES TABLES

IMPORTANT INFORMATION

ENEMY DIRECTORY

CHAOS BEASTS

FERAL CREATURES

MAN-MADE UNITS

HUMAN

SPECIAL

CHAOS BEASTS



	HP	STRENGTH	MAGIC	KEEP
STANDARD	45,000	200	100	50
WEAKNESSES	ITEM DROP			
<ul style="list-style-type: none"> Dead Dunes (Simple Ruins, Shrines of the Tablet) 	<ul style="list-style-type: none"> Dead Man's Teeth Curse Slow Brittle Bone Bronze Malistone 			
EXTINCTION	LAUNCH	SUBSCRIPTION	GL	EP
60	✓	✓	30	0.25

SKELETON



STANDARD	100%	100%	100%	100%	10%	100%	30	30	30	30	30	30	30	30	30	0	100	0
----------	------	------	------	------	-----	------	----	----	----	----	----	----	----	----	----	---	-----	---

CONDITION	STAGGER POINT	STAGGER DECAY	MAX PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS
Default	400	10	600	50	Stagger Power: all attacks x1, Wind-inhued attacks x1.5
CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Staggered	20s	Cursed	20s	0	Stagger Power: all attacks x1, Wind-inhued attacks x1.8
Staggered (Level 2)	12s	Unprotected	14s	0	No further staggering.

Schema Preparations

- Wind-elemental abilities
- Imperil and Slow abilities

Overview

While a Skeleton may seem imposing, it presents a straightforward battle, as it will only use physical attacks. Slow will greatly hinder the enemy's actions; prioritize this ailment when fighting two Skeletons at once.

Players at lower levels of development will want to use Perfect Guard against Blood Sword. Back away from the enemy to increase the animation window for a Perfect Guard. Match your input with the top of the enemy's leap. Wind-elemental attacks are best-suited to produce a Stagger.

Last One Note 1: As with the regular Skeleton, inflict Imperil and Slow and hammer away with Wind-elemental abilities. If you are underdeveloped, consider equipping physical resistance accessories or inflicting Debrave to decrease damage from incoming attacks. A Level 2 stagger (see page 266) will produce an Unprotected effect, allowing you to rack up physical damage more quickly.

Last One Note 2: The Bonecracker weapon dropped by this enemy is a stronger version of the Brittle Bone dropped by a normal Skeleton and can prove very valuable thanks to its powerful Deprotect Chaser auto-ability if you make an effort to acquire it relatively early.

SUMMARY

Use Slow to decrease frequency of enemy attacks. Perfect Guard against Blood Sword. Rely heavily on Wind-elemental attacks for staggering and dealing damage.



	HP	STRENGTH	MAGIC	KEEP
STANDARD	175,000	650	300	60
WEAKNESSES	ITEM DROP			
<ul style="list-style-type: none"> See Skeleton Ultimate Lair (Floor 20) 	<ul style="list-style-type: none"> Bonecracker Curse Silver Malistone Scarletite Malistone Demonic Forgette 			
EXTINCTION	LAUNCH	SUBSCRIPTION	GL	EP
1	✓	✓	1,800	2.50

SKELETON Ω



STANDARD	100%	100%	100%	100%	10%	100%	30	30	30	30	100	30	30	0	100	0
----------	------	------	------	------	-----	------	----	----	----	----	-----	----	----	---	-----	---

CONDITION	STAGGER POINT	STAGGER DECAY	MAX PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS
Default	400	20	600	50	Stagger Power: all attacks x1, Wind-inhued attacks x1.5
CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Staggered	12s	Cursed	12s	0	Stagger Power: all attacks x1, Wind-inhued attacks x1.5
Staggered (Level 2)	6s	Unprotected	12s	0	No further staggering.



	HP	STRENGTH	MAGIC	KEEP
STANDARD	40,000	50	230	10
HABITAT		ITEM DROP		
<ul style="list-style-type: none"> • Loronar (Forsaken Graveyard) • Dead Dunes (Temple Ruins) 		<ul style="list-style-type: none"> • Demon Spicule • Aerora • Deathbell • Bronze Malistone • Adamant Malistone 		
EXTRACTION	LAUNCH	DISRUPTION	DL	EP
60	X	X	120	0.22

GAUNT

STANDARD	100%	50%	100%	100%	100%	100%	30	30	30	30	30	30	30	30	30	30	30	30
----------	------	-----	------	------	------	------	----	----	----	----	----	----	----	----	----	----	----	----

CONDITION	STAGGER POINT	STAGGER DECAY	MAX PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS
Default	1,000	5	600	50	Stagger Power: when enemy idle, Lightning-inboud physical attacks x1.5, Lightning-inboud spells x2, non-Lightning-inboud techniques x0, when enemy casting: all these modifiers are doubled.
CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	STRATYIC RESISTANCE	STAGGER MODIFIERS
Staggered	15s	Cursed	60s	20%	No further staggering. Damage: physical attacks x0, Lightning-elemental attacks x2, other attacks x1.



	HP	STRENGTH	MAGIC	KEEP
STANDARD	120,000	150	660	40
HABITAT		ITEM DROP		
<ul style="list-style-type: none"> • See Gaunt • Ultimate Lair (Floor 4) 		<ul style="list-style-type: none"> • Stormward Bangle • Deathbell • Gold Malistone • Scarlette Malistone • Life Smashster 		
EXTRACTION	LAUNCH	DISRUPTION	DL	EP
1	X	X	2,400	2.25

GAUNT Ω

STANDARD	100%	10%	100%	100%	150%	100%	50	100	50	50	50	50	50	50	50	50	50	50	30
----------	------	-----	------	------	------	------	----	-----	----	----	----	----	----	----	----	----	----	----	----

CONDITION	STAGGER POINT	STAGGER DECAY	MAX PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS
Default	1,000	5	600	50	Stagger Power: when enemy idle, Lightning-inboud physical attacks x1.5, Lightning-inboud spells x2, non-Lightning-inboud techniques x0, when enemy casting: all these modifiers are doubled.
CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	STRATYIC RESISTANCE	STAGGER MODIFIERS
Staggered	15s	Cursed	60s	20%	No further staggering. Damage: physical attacks x3, Lightning-elemental attacks x2, other attacks x1.

Schemata Preparations

- Thunderbird Bracelet, Thorn of Courage, and Thorn of Aggression arm accessories
- Sparkstrike or Electric Blitz abilities
- Imperil or Curse ability

Overview

- The Thorn of Aggression, which grants you opening Vigilance and Veil effects, helps tremendously against Gaunts, who can otherwise interrupt you easily with their Aerora spells and inflict multiple ailments such as Debrave, Curse, and Poison.
- Gaunts have magic damage and only Lightning-elemental attacks have any staggering power, so use Sparkstrike and Electric Blitz to stagger the enemy. Otherwise, go for the quick finish with physical abilities powered by the Thunderbird Bracelet. The latter approach is preferred when fighting two enemies at once, as it is to your great advantage to eliminate one as expeditiously as possible; Imperil and Curse will enable you to interrupt an enemy continuously and prevent it from casting its spells.

- **Last One Note:** Gaunt Ω will open with a physical attack, followed by Aerora and Aerora. His spells cause severe damage; the Preta Hood is recommended to tank if Lightning's HP is low or if the enemy is at maximal strength (on Day 13). Avoid a battle of attrition at all costs and go on the offensive as soon as possible. Consider Overclocking to guarantee your victory. Alternatively, if you begin the battle against Gaunt Ω by immediately using a disruptive attack such as Heavy Slash, you will trade initial blows with the enemy but delay its casting of Aeroga – you should then attempt to defeat it before it can take action again.

SUMMARY

Use Lightning-elemental physical attacks. Curse and Imperil are useful to interrupt the enemy and prevent its casting of spells. Overclock to defeat the Last One quickly.

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

DATA SHEET STRUCTURE

ABILITIES TABLES

IMPORTANT INFORMATION

ENEMY DIRECTORY

CHAOS BEASTS

FERAL CREATURES

MAN-MADE UNITS

HUMAN

SPECIAL

CHAOS BEASTS



	HP	STRENGTH	MAGIC	KEEP
STANDARD	18,000	20	50	10
HAZARD	<ul style="list-style-type: none"> Wildlands (Jagd Woods, Rocky Crag, Temple of the Goddess) 		ITEM DROP <ul style="list-style-type: none"> Arboreal Spore Galastrike Aery Aerora Mythril Malistone 	
EXTINCTION	LAUNCH	DISRUPTION	GL	EP
100	✓	✓	250	0.25

DRYAD



STANDARD	70%	100%	150%	50%	50%	300%	30	30	30	30	30	30	30	30	30	30	30	30	30
----------	-----	------	------	-----	-----	------	----	----	----	----	----	----	----	----	----	----	----	----	----

CONDITION	STANDER POINT	STAGGER DECAY	MAX PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS
Default	300	10	600	50	Stagger Power: Fire-infused attacks x1 (x2 when enemy casting spells), non-Fire-infused attacks x0
CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Staggered	15s	Unprotected	Permanent	0	No further staggering. Damage: all attacks x2.



	HP	STRENGTH	MAGIC	KEEP
STANDARD	48,000	60	150	40
HAZARD	<ul style="list-style-type: none"> See Dryad Ultimate Lair (Floor 20) 		ITEM DROP <ul style="list-style-type: none"> Sniper's Gloves Aerora Silver Malistone Adamant Malistone Life Smeashter 	
EXTINCTION	LAUNCH	DISRUPTION	GL	EP
1	✗	✗	5,200	2.00

DRYAD Ω



STANDARD	70%	100%	200%	50%	50%	500%	30	30	30	30	30	30	30	30	30	30	30	30	30
----------	-----	------	------	-----	-----	------	----	----	----	----	----	----	----	----	----	----	----	----	----

CONDITION	STANDER POINT	STAGGER DECAY	MAX PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS
Default	500	20	200	100	Stagger Power: Fire-infused attacks x1 (x2 when enemy casting spells), non-Fire-infused attacks x0
CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Staggered	15s	Unprotected	Permanent	0	No further staggering. Damage: all attacks x2.

Schemata Preparations

- Black Mage or Ignition garb
- Firewyrn Bracelet and Thorn of Will arm accessories
- Deshell and Curse abilities

Overview

• Dryads are weak to Fire-infused abilities, but summon reinforcements. Generally, they attack with Aero. In groups, they will congregate to heal each other with Aerora. Occasionally, they will also attack with Aerora.

• When a group of Dryads gathers to heal, run up with a basic physical attack and follow up with Area Sweep to interrupt multiple enemies at once. If available to you, Heat Blitz is a very efficient alternative.

• Because reinforcements significantly prolong the fight and offer no additional rewards, it is highly recommended to focus your attacks on one Dryad at a time. A Dryad will usually only employ Summon when its HP falls below 50%, so it's a good idea to defeat them with a concerted assault. If you inflict Deshell and Curse and use the Black Mage's Rapid Fire ability, you can interrupt a Dryad constantly with spells and easily prevent it from ever summoning. Also, you will enjoy additional staggering bonuses by using Fire-elemental abilities while a Dryad is casting spells.

• **Last One Note 1:** The same principles used against a regular Dryad apply here. Open with Deshell and Curse before switching to your elemental magic garb. You can interrupt the enemy constantly by alternating your Fire-elemental garb's primary ability with an equipped Fira to avoid finales. Using both Black Mage and Ignition should guarantee a sustained offense to deplete the enemy's HP if you are at low levels of development.

• **Last One Note 2:** The Sniper's Gloves arm accessory dropped by this enemy carries a very interesting auto-ability for players wishing to maximize Lightning's magic damage by boosting the damage output of spells by 20% when cast from a distance.

SUMMARY

Use Fire-elemental abilities exclusively. Physical abilities are best suited for interruptions, while spells are better for damage. Focusing on one enemy at a time (ideally after an application of Curse) is the best way to prevent summoning of reinforcements.



	HP	STRENGTH	MAGIC	KEEP
STANDARD	20,000	50	100	80
HABITAT	ITEM DROP			
• Loraxion Cathedral (Final Day)	<ul style="list-style-type: none"> • Element • Elementa • Imperliga • Gold Malisone • Scarlette Malisone 			
EXTINCTION	LAUNCH	DISRUPTION	GIL	EP
30	X	X	180	0.50

ARCANGELI

STANDARD	50%	10%	50%	50%	50%	30%	30%	30%	30%	30%	30%	100%	30%	30%	30%	30%
----------	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	------	-----	-----	-----	-----

STAGGER DETAILS

CONDITION	STAGGER POINT	STAGGER DECAP	MAX PRESERVATION	PRESERVATION DECAP	STAGGER MODIFIERS
Default (2 Wings)	600	5	600	150	Stagger Power: elemental attacks x2.2 (x1.5 while enemy is casting spells, x2 during Wings of Destruction).
Default (4 Wings)	600	5	600	150	Stagger Power: elemental attacks x0.5 (x1.5 while enemy is casting spells, x2 during Wings of Destruction).
CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Staggered (2 Wings)	0s	Cursed	Permanent	10%	No further staggering. Damage: physical attacks x2, elemental attacks x2.
Staggered (4 Wings)	0s	Dazed	5s	0	No further staggering. Damage: physical attacks x2, elemental attacks x2.

Conditional Changes: Magic: 250 for Arcangeli with four wings



	HP	STRENGTH	MAGIC	KEEP
STANDARD	45,000	150	300	90
HABITAT	ITEM DROP			
• See Arcangeli	<ul style="list-style-type: none"> • Forsaken Tie • Elementa • Gold Malisone • Scarlette Malisone • Soul Smelter 			
EXTINCTION	LAUNCH	DISRUPTION	GIL	EP
1	X	X	2,800	3.00

ARCANGELI Ω

STANDARD	50%	10%	25%	25%	25%	30%	30%	30%	30%	30%	30%	100%	30%	30%	30%	30%
----------	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	------	-----	-----	-----	-----

STAGGER DETAILS

CONDITION	STAGGER POINT	STAGGER DECAP	MAX PRESERVATION	PRESERVATION DECAP	STAGGER MODIFIERS
Default (2 Wings)	600	5	600	150	Stagger Power: elemental attacks x2.2 (x1.5 while enemy is casting spells, x2 during Wings of Destruction).
Default (4 Wings)	600	5	600	150	Stagger Power: elemental attacks x0.5 (x1.5 while enemy is casting spells, x2 during Wings of Destruction).
CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Staggered (2 Wings)	0s	Cursed	Permanent	10%	No further staggering. Damage: physical attacks x2, elemental attacks x2.
Staggered (4 Wings)	0s	Dazed	5s	0	No further staggering. Damage: physical attacks x2, elemental attacks x2.

Conditional Changes: Magic: 170 for Arcangeli with four wings

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAXIS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

DATA SHEET

STRUCTURE

ABILITIES

TABLES

IMPORTANT INFORMATION

ENEMY DIRECTORY

CHAOS BEASTS

FERAL CREATURES

MAIN-MADE UNITS

HUMAN

SPECIAL

Schema Preparations

- Preta Hood head accessory
- Nacre Cameo and Thorn of Courage arm accessories
- Slow and Curse abilities
- Brave Thief auto-ability

Overview

This enemy is similar to the Gaunt. It will typically begin a battle by casting Imperil and follow with Element or Elementa. It takes very little damage from magic and naturally halves all elements, so your offense should focus on physical attacks.

- Arcangeli can restore health and bestow Faith upon itself. Remove the status effect immediately with Brave Thief. The enemy will then prepare Wings of Judgment, which deals massive magic damage. Absorb the hit in a Schema equipped with the Preta Hood, or unleash elemental attacks with high Stagger Power as this enemy ability is being charged. With the staggering bonus to your attacks, you may be able to interrupt the enemy with a stagger before it can complete its action.

- **Last One Note 1:** On a first playthrough, Arcangeli Ω is best avoided until after you have completed all the trials and acquired the Ultima Weapon. The battle plays almost identically to one against a normal Arcangeli, but you can easily avoid having to deal with Wings of Judgment by Overclocking for a quick finish.

- **Last One Note 2:** The Forsaken Tie arm accessory dropped by this enemy offers a unique auto-ability that widens the window for performing offensive or defensive moves with Perfect Timing.

SUMMARY

Use physical attacks for damage. Use elemental attacks while it is casting to build Stagger Power. Faith Feeder and the Preta Hood constitute your safety net against Wings of Judgment.

CHAOS BEASTS



	HP	STRENGTH	MAGIC	KEEP
DEFAULT	150,000	800	250	80
RAGE MODE	150,000	1,200	500	80
HABITAT	ITEM DROP			
<ul style="list-style-type: none"> Yusuan (Patrol's Palace, Palace Garden) Yusuan-Dead Dunes Highway 	<ul style="list-style-type: none"> Single Eye Charged Strike Magnet Demer's Mace Platinum Malistone 			
EXTINCTION	LAUNCH	ABSORPTION	BIL	EP
30	✓	✓	800	2.00

CYCLOPS



DEFAULT	100%	100%	100%	100%	100%	40	40	40	40	40	40	40	40	40	40	40	40	40	40
RAGE MODE	150%	150%	150%	150%	150%	20	20	20	20	20	20	20	20	20	20	20	20	20	20

STAGGER DETAILS

CONDITION	STAGGER POINT	STAGGER DEBUF	MAX PRESERVATION	PRESERVATION DECAF	STAGGER MODIFIERS
Default	450	3	800	75	Stagger Power: physical attacks x1 (x1.5 when in Rage mode), magic attacks x0.
CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Staggered	10s	Brittle	30s	20%/40%	Stagger Power: physical attacks x8, magic attacks x0. Damage: all attacks x2.
Staggered by Perfect Guard	10s	Pained	20s	20%/40%	Stagger Power: physical attacks x8, magic attacks x0. Damage: all attacks x2.
Staggered (Level 2)	3s	Unprotected	30s	20%/40%	No further staggering. Damage: all attacks x3.



	HP	STRENGTH	MAGIC	KEEP
DEFAULT	750,000	2,000	625	75
RAGE MODE	750,000	3,000	1,250	80
HABITAT	ITEM DROP			
<ul style="list-style-type: none"> See Cyclops Ultimate Lay (Floor 19) 	<ul style="list-style-type: none"> Destroyer Charged Strike Platinum Malistone Dichotic Malistone Holy Forgairie 			
EXTINCTION	LAUNCH	ABSORPTION	BIL	EP
1	✓	✓	11,000	0.00

CYCLOPS Ω



DEFAULT	100%	100%	100%	100%	100%	80	80	80	80	80	80	80	80	80	80	80	80	80	80
RAGE MODE	300%	300%	150%	150%	150%	30	30	30	30	30	30	30	30	30	30	30	30	30	30

STAGGER DETAILS

CONDITION	STAGGER POINT	STAGGER DEBUF	MAX PRESERVATION	PRESERVATION DECAF	STAGGER MODIFIERS
Default	600	6	1,000	50	Stagger Power: physical attacks x1 (x1.5 when in Rage mode), magic attacks x0.
CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Staggered	10s	Brittle	30s	20%/40%	Stagger Power: physical attacks x8, magic attacks x0. Damage: all attacks x2.
Staggered by Perfect Guard	10s	Pained	20s	20%/40%	Stagger Power: physical attacks x8, magic attacks x0. Damage: all attacks x2.
Staggered (Level 2)	3s	Unprotected	30s	20%/40%	No further staggering. Damage: all attacks x3.

Schemata Preparations

- Physical resistance accessories or Debrave ability
- Firewym, Watergod, Thunderbird, or Windwalker Bracelet arm accessories
- Elemental abilities corresponding to your chosen arm accessory
- Beat Down ability
- Imperil and Slow abilities

Overview

At low levels of development, the Cyclops's physical attacks can be brutal. Inflicting Debrave drastically lowers the power of its blows and is the best way to reduce damage taken from them.

The Cyclops has very little resistance to ailments in general. Poison is a viable option as long as you can maintain it constantly for a gradual but persistent effect.

To stagger a Cyclops, use physical attacks (Beat Down/Jump is ideal) or Perfect Guard when the beast swings its club. The enemy becomes weak to all elements with Imperil. An auto-elemental arm accessory is a great way to augment your offense at the beginning of battle.

Once half of its health is gone, Cyclops will become enraged. Its attacks get much stronger, but its defenses weaken as well. In particular, it becomes susceptible to launch with -ga spells. This is the time to persist in your attacks, but do not neglect to guard, especially against Stomp, which leads to severe damage if you are launched into the air.

Power Play and Last One Notes

As your parameters grow and your inventory expands, this enemy becomes trivial, as you can easily exploit elemental weaknesses and, with an auto-elemental effect and either the Thorn of Courage or Thorn of Will, rapidly deplete its HP for an easy win.

Against the Last One, use either Splendid Admiral or Intruder for Transform Bravey or Transform Faith and trigger these auto-abilities. You can then proceed to Overclock and hammer away at the enemy for a quick resolution to the battle.

SUMMARY

Apply as many ailments as you can, including Debrave if you have trouble surviving the enemy's attacks. Perfect Guard against club attacks and unleash physical attacks to build Stagger. Increased aggression against an enraged enemy to exploit its weaknesses and defeat it quickly is preferable to a battle of attrition.

ABILITIES

ABILITY	TYPE	POWER	VARIATION	CUT	KEEP	EVADE & COUNTER	ADDED EFFECT
Swipe	Physical	1.00	33% (Ω: 20%)	50	65 (Ω: 70)	✓	—
Magnet	Magic	0.10 x3	10% (Ω: 5%)	35	60 (Ω: 70)	✗	—
Evil Eye	Magic, Fire	0.50	33% (Ω: 20%)	35	60 (Ω: 90)	✗	Curse: 40/60s (Ω: 40/90s)
Full Swing	Physical	1.20 x2	33% (Ω: 20%)	60	65 (Ω: 90)	✓	Slow: 100/15s
Stomp	Physical	0.30	33% (Ω: 5%)	35	80 (Ω: 90)	✓	(Final hit: Deprotect: 100/20s)
		0.30					
		0.50					
Squash	Physical, Fire	4.00	33% (Ω: 20%)	65	80 (Ω: 90)	✓	—
Rampage	Physical, Fire	1.20	33% (Ω: 20%)	50	80 (Ω: 90)	✓	—
		0.80					
		0.80					
		2.50					

QUICKSTART

CAST &
CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF
PRAYERS

* BESTIARY

INVENTORY

STRATEGY &
ANALYSISULTIMA
WALKTHROUGH

EXTRAS

INDEX

DATA SHEET
STRUCTUREABILITIES
INDEXIMPORTANT
INFORMATIONENEMY
DIRECTORIES

* CHAOS BEASTS

FERAL
CREATURESMAN-MADE
UNITS

HUMAN

SPECIAL



CHAOS BEASTS



	HP	STRENGTH	MAGIC	KEEP
STANDARD	180,000	250	250	60
WEAKNESS • Luxorion Cathedral (Final Day)		ITEM DROP • Thundaga • Aariga • Platinum Malistone • Orichalc Malistone • Soul Smashwater		
EXTENSION	LAUNCH	DESCRIPTION	GIL	EP
15	✓	✓	900	3.00

CHIMERA



STANDARD	100%	100%	10%	100%	-150%	-150%	40	40	40	40	40	40	40	40	40	40
----------	------	------	-----	------	-------	-------	----	----	----	----	----	----	----	----	----	----

STAGGER EFFECTS	CONDITION	STAGGER POINT	STAGGER DECAY	MARK PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS
	Default		200	10	600	50
STAGGER EFFECTS	CONDITION	DURATION	AGILE EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
	Staggered	6s	Unshelled	30s	25%/50%	No further staggering. Damage: all attacks x2.



	HP	STRENGTH	MAGIC	KEEP
STANDARD	300,000	825	825	70
WEAKNESS • See Chimera		ITEM DROP • Thunderstorm Droplet • Farga • Platinum Malistone • Orichalc Malistone • Demonic Forgyfite		
EXTENSION	LAUNCH	DESCRIPTION	GIL	EP
1	✓	✓	19,600	9.00

CHIMERA Ω



STANDARD	100%	100%	10%	100%	-150%	-150%	50	50	50	50	50	50	50	50	50	50
----------	------	------	-----	------	-------	-------	----	----	----	----	----	----	----	----	----	----

STAGGER EFFECTS	CONDITION	STAGGER POINT	STAGGER DECAY	MARK PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS
	Default		400	15	1,000	75
STAGGER EFFECTS	CONDITION	DURATION	AGILE EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
	Staggered	6s	Unshelled	30s	25%/50%	No further staggering. Damage: all attacks x2.

Schemata Preparations

- Splendid Admiral and/or Intruder garb
- Watergod Bracelet, Nacre Cameo or Enlister's Gloves, and Thorn of Courage or Thorn of Will arm accessories
- Ice-elemental, Imperil, Slow, Poison, and Curse abilities
- Brave Thief and Jump auto-abilities

Overview

- You can induce a weakness to Ice-imbued abilities in this three-headed monstrosity with an application of Imperil. If you also inflict Curse, Blizzaga is capable of launching it. A good way to open the battle is to weigh it down with ailments (especially Poison) and go on the offensive.
- At least one Schema with Beat Down – or even better, Jump – is recommended to stagger. The Nacre Cameo can also be helpful if you wish to ignore Hellowing and take advantage of the staggering bonuses offered during its execution.
- Chimera is capable of bestowing Faith with Electrify, as well as Protect with Updraft. In addition, staggering it produces an Unshelled effect. For this reason, magic damage tends to be more efficient in a drawn-out battle.
- The Chimera's left (yellow) head uses the Lightning-imbued attacks Charged Smash and Shocking Breath, while the right (green) uses the Wind-imbued Sonic Smash and Wind Breath. Unleashing Heavy Slash immediately after any of these moves should be enough to disable the acting head temporarily if you have Bravery active (from Splendid Admiral).
- Beware its Hellowing and Hellidder attacks, the former of which carries Imperil and Dispel effects, while the latter is a strong leaping attack. Storm of Steel, only used by the Chimera when all three heads are active, is the enemy's ultimate assault.
- Note that, outside fixed encounters, this enemy cannot be spawned until after you have completed the Trials in God's Sanctum.

Power Play and Last One Notes

- On Normal Mode, you can Overclock and likely finish this enemy off preemptively with Army of One, especially if you trigger both Transform Bravery and Transform Faith. This is much easier to do after you have obtained the Ultima Weapon.
- You may opt for a purely physical approach against a normal Chimera. Inflict Deprotect, Imperil, Slow, and Poison and attack relentlessly in an Overclocker Schema (see page 291) with a garb such as Equilibrium+. If you run out of ATB, switch to a Ravager Schema (see page 291) to stagger and buy more time to finish the enemy off before your Auto Enfrost effect expires.

- Chimera Ω is a much more resilient foe. Its auxiliary heads are more difficult to disable, and Poison, while effective, takes two casts to apply and must be refreshed constantly. Stagger aggressively with Jump and take advantage of damage windows to Overclock. Trigger Transform Faith judiciously with the Intruder garb. Also, be sure to use Faith Feeder whenever the enemy buffs itself to power up your spells further.
- If you have room in your inventory, consider purchasing an Enfrost Potion before the Final Day specifically for the fight against the Last One. Otherwise, bring healing potions and equip head accessories such as the Ghostly Hood, Preta Hood, Falcon Charm, or Toasty

Shawl. Set up an Overclocker Schema with Ruin and Blizzard, ideally with the latter carrying an Ice-Attribute attacks +10% auto-ability. Maintain Slow and Poison at all times and stagger to exploit the Unshelled effect to its fullest.

SUMMARY

Overclock aggressively, especially after you induce a weakness to Ice with Imperil. Poison is very effective if persistently refreshed. Use Dragon setups (see page 291) to stagger, which is a must against the Last One.

ABILITIES

CONDITION	ABILITY	TYPE	POWER	VARIATION	CUT	KEEP	EVASD & COUNTER	ADDED EFFECT
Body and Main Head	Swipe	Physical	0.80	5%	50	70	✓	–
	Fire Breath	Magic, Fire	1.50	5%	45	90	✗	–
	Firepower	Special	–	–	–	60	–	Enfire: 40s
	Helldiver	Physical	1.60	5%	65	90	✓	–
	Hellhowling	Magic	0.10	5%	30	70	✗	Imperil: 100/30s Dispel: 150/–
Lightning Head	Charged Smash	Physical, Lightning	1.20	5%	30	70	✓	–
	Shocking Breath	Magic, Lightning	2.50	5%	60	90	✗	–
	Electrify	Special	–	–	–	60	–	Faith: 40s Enthunder: 40s
Wind Head	Sonic Smash	Physical, Wind	1.20	5%	35	70	✓	–
	Wind Breath	Magic, Wind	0.20	5%	5	90	✗	–
	Updraft	Special	–	–	–	60	–	Protect: 40s Enaero: 40s
Three Heads Together	Storm of Steel	Magic, Fire	1.50	5%	45	95	✗	–
		Magic, Lightning	3.00		60			
		Magic, Wind	0.20		30			

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

DATA SHEET STRUCTURE

ABILITIES TABLES

IMPORTANT INFORMATION

ENEMY DIRECTORY

CHAOS BEASTS

FERAL CREATURES

MAIN-MADE UNITS

HUMAN

SPECIAL

CHAOS BEASTS



	HP	STRENGTH	MAGIC	KEEP
DEFAULT	380,000	200	400	80
PROTECTIVE CIRCLE	380,000	200	400	90
HABITAT		ITEM DROP		
<ul style="list-style-type: none"> Dead Dunes (Temple Ruins, Clavis Chamber, From Day 1 to Day 7) 		<ul style="list-style-type: none"> Prith Hood Surge Crystal Malistone Soul Smashwater 		
EXTINCTION	LAUNCH	DISRUPTION	ISL	EP
-	✓	✓	1,000	5.00

GRENDEL

	100%	100%	100%	100%	50%	150%	0	0	0	0	0	0	0	95	100	0	0	100	0
DEFAULT	100%	100%	100%	100%	50%	150%	0	0	0	0	0	0	0	95	100	0	0	100	0
PROTECTIVE CIRCLE	40%	40%	50%	50%	50%	100%	100	100	60	60	100	100	100	100	100	100	0	100	0

STAGGER DETAILS	CONDITION	STAGGER POINT	STAGGER DECAY	MAX PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS
	Default	400	20	600	50	Stagger Power: all attacks x1.
CONDITION	DURATION	ARMED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS	
Staggered with Protective Circle on	0s	Unprotected and Unshelled	Until next Protective Circle/Absolute Barrier	0	Back to default.	
Staggered	15s	Knocked down	-	0	No further staggering.	



	HP	STRENGTH	MAGIC	KEEP
DEFAULT	480,000	400	600	80
ABSOLUTE BARRIER	480,000	400	600	90
HABITAT		ITEM DROP		
<ul style="list-style-type: none"> Dead Dunes (Temple Ruins, Clavis Chamber, From Day 8 onwards) 		<ul style="list-style-type: none"> Prith Hood Surge Crystal Malistone Soul Smashwater 		
EXTINCTION	LAUNCH	DISRUPTION	ISL	EP
-	✓	✓	1,000	5.00

PARANDUS

	100%	100%	100%	100%	50%	150%	0	0	0	0	0	0	0	95	100	0	0	100	0
DEFAULT	100%	100%	100%	100%	50%	150%	0	0	0	0	0	0	0	95	100	0	0	100	0
ABSOLUTE BARRIER	15%	15%	50%	50%	50%	100%	100	30	60	60	100	100	100	100	100	0	0	100	0

STAGGER DETAILS	CONDITION	STAGGER POINT	STAGGER DECAY	MAX PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS
	Default	400	20	600	50	Stagger Power: all attacks x1.
CONDITION	DURATION	ARMED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS	
Staggered with Absolute Barrier on	0s	Unprotected and Unshelled	Until next Protective Circle/Absolute Barrier	0	Back to default.	
Staggered	15s	Knocked down	-	0	No further staggering.	

Schemata Preparations

- Passion Rouge garb
- Status resistance accessories
- Wind-elemental abilities
- Imperil and Slow abilities

Overview

The natural ailment resistance of the Passion Rouge garb makes it the perfect foundation for a tank-type Schema to guard against any of an assortment of ailment spells that Grendel can cast.

Be sure to guard against its strongest attacks: Hellkraft, which can be incredibly disruptive if you allow it to launch you, and Shadow Clan, which inflicts multiple hits.

Grendel begins the battle by erecting a barrier that bolsters its defenses with Protect and Shell effects. To deal any appreciable damage to this creature, you must stagger it to expose a weakness to Wind-elemental abilities and render it susceptible to ailments. Take advantage of this opportunity to use an Enaero Potion to maximize your damage output. If you manage to induce a second stagger, Grendel will become temporarily disabled.

Séance is your cue to pursue stagger as aggressively as possible, especially with Wind-elemental abilities. If you allow Grendel to "charge" this ability to its completion, it will gain Veil, Bravery, and Faith. Fortunately, it has a very long animation delay.

Power Play and Parandus Notes

If you are in possession of an Enaero Potion, consider Overclocking during a stagger to deal Wind-elemental damage and produce the second stagger. If you couple this with Imperil and either Bravery or Faith, it is possible to deplete most of the enemy's HP in a single stagger – even at low levels of development.

From Day 8 onward, Parandus replaces Grendel, but aside from the strengthening of several parameters, the fight plays identically to that of Grendel.

SUMMARY

Use abilities with high Stagger Power when the enemy's barriers are active, especially when it charges Séance. Exploit its Wind-elemental weakness during stagger with an Enaero Potion or other buffing items.

ABILITIES

ABILITY	TYPE	POWER	VARIATION	CUT	KEEP	EVASIVE & COUNTER	ADDED EFFECT
Protective Circle (Grendel)	Special	—	—	—	95	—	Protect and Shell until staggered
Absolute Barrier (Parandus)							
Claw Swipe	Physical	1.00	10%	40	95	✓	—
Tail Swipe							
Ruin	Magic	1.00	10%	35	90	✗	—
Ruinga	Magic	2.00	10%	50	90	✗	—
Fire	Magic, Fire	0.50	10%	20	90	✗	—
Blizzard	Magic, Ice	0.50	10%	20	90	✗	—
Thunder	Magic, Lightning	0.50	10%	20	90	✗	—
Aero	Magic, Wind	0.50	10%	20	90	✗	—
Fira	Magic, Fire	0.75	10%	35	90	✗	—
Blizzara	Magic, Ice	0.75	10%	35	90	✗	—
Thundara	Magic, Lightning	0.19 x4	10%	35	90	✗	—
Aerora	Magic, Wind	0.19 x4	10%	35	90	✗	—
Element	Magic, all elements	0.50 x4	10%	20	90	✗	—
Elementa	Magic, all elements	0.75 + 0.75 + 0.19 x4 + 0.19 x4	10%	35	90	✗	—
Debrave	Magic	0.75	10%	10	90	✗	Debrave: 150/20s
Defaith	Magic	0.75	10%	10	90	✗	Defaith: 150/20s
Deprotect	Magic	0.75	10%	10	90	✗	Deprotect: 150/20s (Grendel), 180/30s (Parandus)
Deshell	Magic	0.75	10%	10	90	✗	Deshell: 150/20s (Grendel), 180/30s (Parandus)
Imperil	Magic	0.75	10%	20	90	✗	Imperil: 35/50s
Slow	Magic	0.75	10%	20	90	✗	Slow: 35/50s
Poison	Magic	0.75	10%	20	90	✗	Poison: 35/50s
Curse	Magic	0.75	10%	10	90	✗	Curse: 150/20s (Grendel), 180/30s (Parandus)
Pain	Magic	0.75	10%	20	90	✗	Pain: 35/15s (Grendel), 180/12s (Parandus)
Fog	Magic	0.75	10%	20	90	✗	Fog: 35/15s (Grendel), 180/12s (Parandus)
Disaster	Magic	0.60 x5	3%	10	95	✗	Debrave, Defaith, Deprotect, Deshell, Curse: 100/60s each
Breath of Rancor	Physical	1.10	10%		95	✓	Poison: 180/30s
	Magic	0.75					Poison: 100/10s
Séance	Special	—	—	—	95	—	Bravery: 500s (Grendel) Faith: 500s Vigilance: 500s (Parandus) Veil: 60s
Shadow Clan (Grendel) Gloria Mundi (Parandus)	Magic	1.00 x4	5%	60	95	✗	Extend ailment duration: 50/15s
0.625 x8		10					
0.33 x12		90					
Hellkraft	Magic	0.10 x4	2%	60	95	✓	—
		3.00	10%				

CHAOS BEASTS



	HP	STRENGTH	MAGIC	KEEP
DEFAULT	7,500,000	1,000	1,000	60
STAGGERED (LEVEL 2)	7,500,000	1,000	1,000	60
STAGGERED (LEVEL 3)	7,500,000	1,000	1,000	60
ABILITIES	ITEM DROP			
<ul style="list-style-type: none"> Ultimate Lair (Floor 32) 	<ul style="list-style-type: none"> Diamond Matinee Necklace Maroon Guard Crystal Matinee Life Smelsteater Soul Smelsteater 			
EXTRACTION	LAUNCH	DISRUPTION	BL	EP
1	X	X	50,000	0.00

ERESHKIGAL

STATUS	10%	20%	30%	40%	50%	60%	70%	80%	90%	100%
DEFAULT	10%	10%	100%	100%	100%	100%	80	80	80	80
STAGGERED (LEVEL 2)	35%	35%	100%	100%	100%	100%	70	70	70	70
STAGGERED (LEVEL 3)	100%	100%	100%	100%	100%	100%	60	60	60	60

CONDITION	STAGGER POINT	STAGGER DECREMENT	STAGGER PRESERVATION	PRESTIGE DECREMENT	STAGGER MODIFIERS					
					Stagger Power: all attacks x1, during Grand Impulse x4, during Judgment or Final Judgment x6.					
Default	1,000	20	1,000	100	Stagger Power: all attacks x1, during Grand Impulse x4, during Judgment or Final Judgment x6.					
CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	DEFENSIVE RESISTANCE	STAGGER ENDIERS					
					Stagger	20s	Fogged	20%	0	Stagger Power: all attacks x1, during Grand Impulse x4, during Judgment or Final Judgment x6. Damage: all attacks x2.
					Staggered (Level 2)	30s	Unshelled	5%	0	
Staggered (Level 3)	60s	Unprotected	6%	25/50/75/100%	No further staggering. Damage: all attacks x1.					

ABILITIES

CONDITION	ABILITY	TYPE	POWER	VARIATION	CUT	KEEP	EVASD & COUNTER	ADDED EFFECT
Default	Meteor	Special	Fixed Damage: 3,000 x1-x15	0	80	100	X	-
	Mega Meteor							
	Giga Meteor							
	Tera Meteor							
	Exa Meteor							
	Firaga	Magic, Fire	3.50	2%	50	75	X	-
	Blizzaga	Magic, Ice	3.50	2%	50	75	X	-
	Thundaga	Magic, Lightning	0.44 x8	2%	50	75	X	-
	Aeroga	Magic, Wind	0.44 x8	2%	50	75	X	-
	Tine	Magic, Fire	1.00 x6	5%	45	80	X	-
	Judgment	Magic, Lightning	2.00	5%	60	80	X*	One of the following: Debrave: 200/40s Defeat: 200/40s Deprotect: 200/40s Despell: 200/40s Impair: 200/40s Slow: 200/30s Poison: 200/40s Pain: 200/20s Fog: 200/20s Dispel: 200--
	Grand Impulse	Physical	3.00	5%	60	80	X*	
	Resonance (13 hits)	Magic	0.10 0.20 0.30 0.40 0.50 1.00 1.50 2.00 2.50 3.00 4.00 5.00 8.00	0%	5	80	X	-
	Bravery	Magic	-	-	-	75	X	Bravery: 60s
	Faith	Magic	-	-	-	75	X	Faith: 60s
Protect	Magic	-	-	-	75	X	Protect: 60s	
Shell	Magic	-	-	-	75	X	Shell: 60s	
Hexine	Magic, Fire	1.00 x18	5%	45	80	X	-	
After Awakening	Final Judgment	Magic, Lightning	2.00 x3	5%	60	80	X*	See Judgment
	Super Nova	Magic, Special	20.00	5%	75	90	X	-

Overview

Ereshkigal, the enemy awaiting you at the end of the Ultimate Lair, is a flying creature, which is of great tactical significance when planning your Schemata setup. When defeated, it relinquishes the Ultimatus garb, a Diamond Matinee Necklace and, perhaps best of all, a +10 increase to your Maximum ATB.

Our strategy here is recommended if you wish to obtain a perfect five-star rating on a first playthrough. For best results, you should set up your Schemata as shown. The only required recovery item is one elemental Potion corresponding to the elemental spell on Ψ , but you may want to bring at least one Ether, or two items that bestow Bravery, and a revival item just in case things go awry. Note that you can pick up some of these on the floors preceding the Ereshkigal encounter.

Initially, your opponent will erect two barriers and bestow buffs. After this, its behavior centers on countdown cycles consisting of "Meteor unleashed", "Words of power intoned...", "Gathering energy...", "Invoking Meteor..." and, finally, "Meteor". The power of Meteor increases with each successive casting, corresponding to multiple additional hits of 3,000 damage that cannot be mitigated by anything other than Guard Defense. Between individual steps of this countdown, Ereshkigal will use its other abilities, the most worrisome of which is Resonance. The good news is that Ereshkigal's speed is fairly pedestrian and can be further decreased with Slow. This is the key to a successful strategy with a low-level Lightning.

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVASES OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

DATA SHEET

STRUCTURE

ABILITIES

TABLES

IMPORTANT INFORMATION

ENEMY DIRECTORY

CHAOS BEASTS

FERAL CREATURES

MAN-MADE UNITS

HUMAN

SPECIAL

• Once half of the monster's HP is gone, it will use Awakening and forego any defensive barriers. This relaxes its resistances but doubles its Strength and Magic. In addition, there is a shorter delay between its actions. Most significantly, its ultimate ability Super Nova becomes available – this attack is almost impossible to survive without Defeat, as it ignores resistances in the same way that Meteor does. Fortunately, if you properly execute some variation of our strategy here, you can completely avoid Resonance, Super Nova, or anything beyond Mega Meteor, possibly even the initial Meteor if things go well.

• **Start of Battle:** By hugging the walls around the room in which Ereshkigal resides, you can acquire an easy preemptive strike to reduce its starting HP by 25%. Always begin the battle by inflicting Slow. Use Attack in \uparrow to jump into the air, then alternate between \downarrow and \uparrow to cast long chains of elemental spells. Remove the Protect cast by Ereshkigal with Heavy Slash and refresh Slow constantly when you are low on ATB in your other Schemata. Don't forget about your Quick Stagger 75% auto-ability; soon after the Stagger Wave turns red, you should be able to stagger instantly by using Heavy Slash in \uparrow , most likely in correspondence with Protect Feeder.

• **Increasing Stagger Levels:** Once you achieve stagger, you need to reach a Level 2 stagger very quickly. The Fog inflicted on the enemy prohibits it from using anything other than Grand Impulse, a physical ground attack that has no effect if you are airborne. Furthermore, all of your spells enjoy a quadrupling to Stagger Power during its execution. Therefore, regularly use Light Slash to remain afloat

and unleash your chains of spells during Grand Impulse. This will rapidly push you toward a second stagger, although it is likely more efficient to stagger with a Heavy Slash in \uparrow , the Stagger Siphon auto-ability of L'automne is another reason why it is the ideal garb for this strategy. Use an elemental Potion immediately upon reaching the second stagger.

• **Overclock Phase:** Be persistent or Ereshkigal will reestablish its barriers; continue your assault to achieve the Level 3 stagger, using Bravery Feeder along the way. When this occurs, cast Deprotect, Imperil, and Poison (you'll need to cast this twice). If the Unshelled effect of the Level 2 stagger has worn off, add Slow as well. Begin Overclocking and alternate between Attack and Light Slash to pile on the damage. You will likely need to refresh Poison (and potentially other ailments) after every Overclock. While doing so, trigger Transform Bravery, then Overclock again. Try to make one of these sessions coincide with the arrival of Meteor so as not to waste Overclock time.

• **Awakening:** By the time you run out of EP, Ereshkigal should already have used Awakening. If Battle Score is not a priority for you in this initial encounter, use an Ether and continue to Overclock to err on the side of caution. Regardless, prioritize refreshing Slow and Poison constantly. Even after Ereshkigal powers up, you will still be able to deal reasonable damage with Imperil and an elemental Potion in play. Use Bravery Feeder a second time when the enemy buffs again. Chip away at its remaining health to secure your victory; your Battle Time should range from three to three-and-a-half minutes. If you take much longer, you'll be subject to Super Nova, which will

likely necessitate the usage of a revival item. As long as you maintain Poison, however, Ereshkigal's extinction is an inevitability.

SUMMARY

Use spells and Quick Stagger 75% to stagger Ereshkigal. Steal its buffs and remain airborne (casting spells and avoiding finales) for as long as possible when the enemy is Fogged to reach Level 2 and Level 3 staggers quickly. During Level 3 stagger and Awakening, alternate between Overclocking for damage and refreshing Poison, Slow, and Splendid Admiral's Transform Bravery.

SUGGESTED SCHEMATA

	 		
	Splendid Admiral	L'automne	Equilibrium+
	Chaos's Revenge	Demon Claw	Morgenstern (or Flesh Render)
	Gridanian Sigil or Blasphemy	Noblesse Veronique	Noblesse Veronique
	Crippling Hood	Silk Scarf or Falcon Charm	Warrior Hunter's Mask
	Collector Catalog	Dawn Gauntlets	Enlister's Gloves
	Heavy Slash	 Thundara	Heavy Slash
	 Guard	Deprotect	Light Slash
	Poison	Imperil	 Attack
	Slow	 Aerora	Fire, Blizzard, Thunder, or Aero

FERAL CREATURES



	HP	STRENGTH	MAGIC	KEEP
STANDARD	5,800	15	120	0
HAZARD	ITEM DROP			
<ul style="list-style-type: none"> Luxion Yuanan Wildlands (Grasslands, Arroyo Climb) Dead Dunes (Temple Ruins, Entrances to Shrines of the Tablet) 	<ul style="list-style-type: none"> Tattered Leather Fur Blizzard Thunder Aero 			
EXTENSION	LAUNCH	DISRUPTION	GIL	EP
120	✓	✓	60	0.04

GREMLIN



STANDARD	15%	50%	100%	100%	100%	25	25	25	25	25	25	25	25	25	0	25	0
----------	-----	-----	------	------	------	----	----	----	----	----	----	----	----	----	---	----	---

STAGGER DETAILS	CONDITION	STAGGER POINT	STAGGER DECAY	MAX PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS
	Default		1,800	0	600	150
STAGGER DETAILS	CONDITION	DURATION	AUDIO EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
	Staggered	4s	-	-	0	No further staggering. Damage: all attacks x1.5.

Conditional Changes: Stagger Decay: 30 when staggered



	HP	STRENGTH	MAGIC	KEEP
STANDARD	22,400	60	480	30
HAZARD	ITEM DROP			
<ul style="list-style-type: none"> See Gremlin Ultimate Lair (Floor 5) 	<ul style="list-style-type: none"> Dwell Crest Element Bronze Mollstone Mythic Mollstone Shield Pulcher 			
EXTENSION	LAUNCH	DISRUPTION	GIL	EP
1	✓	✓	1,200	0.47

GREMLIN Ω



STANDARD	100%	10%	50%	50%	50%	25	25	25	25	25	25	25	25	25	0	25	0
----------	------	-----	-----	-----	-----	----	----	----	----	----	----	----	----	----	---	----	---

STAGGER DETAILS	CONDITION	STAGGER POINT	STAGGER DECAY	MAX PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS
	Default		600	5	600	150
STAGGER DETAILS	CONDITION	DURATION	AUDIO EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
	Staggered	4s	-	-	0	No further staggering. Damage: all attacks x2.5.

Schemata Preparations

- Physical attacks

Overview

- The Gremlin is an enemy of little consequence, even at the very beginning of the game. Using any attack while it is casting, which it almost always does at the start of a battle, is enough to stagger it, leading to a quick victory.
- When a Gremlin accompanies other enemy species, eliminate it first with your first round of actions to simplify the battle.
- Last One Note:** Gremlin Ω will cast damaging -ga spells continuously. Use Heavy Slash repeatedly to interrupt its actions. Applying Curse will also make weaker physical attacks equally disruptive, paving the way to victory.

SUMMARY

Attack while the enemy is casting to induce a stagger, after which it falls quickly.



	HP	STRENGTH	MAGIC	KEEP
STANDARD	5,400	30	100	10
HABITAT	ITEM DROP			
• Wetlands (Grasslands, Arroyo Climb)	• Vibrant Ooze • Frostmoke • Blizzara • Blizzara • Silver Malatone			
EXTINCTION	LAUNCH	ABSORPTION	GIL	EP
100	✓	✓	60	0.03

MINIFLAN

STANDARD	10%	100%	50%	-100%	200%	50%	30	30	30	30	30	30	30	30	0	30	0

CONDITION	STAGGER POINT	STAGGER DECAY	SMA PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS	
					Stagger Power: magic attacks x5, Fire- and Lightning-infused attacks x10, all other attacks x0.	
Default	1,000	10	200	50		
CONDITION	DURATION	ADDED EFFECT	EFFECT FOUNDATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS	
Staggered	20s	Fogged	20s	0	No further staggering. Damage: magic attacks x1.5, Lightning-elemental attacks x2.	



	HP	STRENGTH	MAGIC	KEEP
STANDARD	21,940	125	403	30
HABITAT	ITEM DROP			
• See Miniflan • Ultimate Lair (Floor 11)	• Frostal Jewel • Blizzara • Bronze Malatone • Mythic Malatone • Shield Polisher			
EXTINCTION	LAUNCH	ABSORPTION	GIL	EP
1	✓	✓	1,200	0.60

MINIFLAN Ω

STANDARD	10%	100%	50%	-100%	200%	50%	30	30	30	30	30	30	30	30	0	30	0

CONDITION	STAGGER POINT	STAGGER DECAY	SMA PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS	
					Stagger Power: magic attacks x5, Fire- and Lightning-infused attacks x10, all other attacks x0.	
Default	1,000	10	200	50		
CONDITION	DURATION	ADDED EFFECT	EFFECT FOUNDATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS	
Staggered	20s	Fogged	20s	0	No further staggering. Damage: magic attacks x1.5, Lightning-elemental attacks x2.	

Schemata Preparations

- Lightning-elemental spells
- Deshell ability

Overview

Miniflans spawn in groups and take little damage from physical attacks. A Schema equipped with Thunder or Thundara will make short work of them. Early in the game, Electronica is the ideal garb for battles against Miniflans; if you only have a Thunder spell of a lower level, a quick application of Deshell can help. Later, you can dismiss entire packs of Miniflans with a single use of Thundaga.

- **Last One Note:** Even with its increased parameters, the Last One variant of Miniflan poses no significant danger. Cast Lightning-elemental spells, ideally with the Thorn of Will and Thunderbird Bracelet arm accessories equipped, and the enemy falls quickly.

SUMMARY

Use Deshell and Thunder for quick defeats of individuals until you can devastate entire groups with Thundara and Thundaga.

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANONS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

DATA SHEET

STRUCTURE

ABILITIES TABLES

IMPORTANT INFORMATION

ENEMY DIRECTORY

CHAOS BEASTS

FERAL CREATURES

MAN-MADE UNITS

HUMAN

SPECIAL

FERAL CREATURES



	HP	STRENGTH	MAGIC	KEEP
STANDARD	2,500	25	75	0
HABITAT	ITEM DROP			
• Wildlands (Legd Woods)	<ul style="list-style-type: none"> Slug Sweet Attack Light Guard Deflect Silver Malistone 			
EXTINCTION	LAGNER	DISRUPTION	DIL	EP
100	✓	✓	60	0.03

RAFFLESIA

STAGGERS	50%	50%	200%	50%	50%	50%	0	0	0	0	100	0	0	0	0	0	0	0
STAGGER	50%	50%	200%	50%	50%	50%	0	0	0	0	100	0	0	0	0	0	0	0

CONDITION	STAGGER POINT	STAGGER DELAY	SALE PRESERVATION	PRESERVATION DELAY	STAGGER MODIFIERS
Default	200	30	600	150	Stagger Power: magic attacks x1 (x3 during Nutrient Absorption), fire imbued attacks x2 (x5 during Nutrient Absorption), all other attacks x0 (x1 during Nutrient Absorption)
CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESTRICTIONS	STAGGER MODIFIERS
Staggered	60s	Fogged	60s	0	No further staggering. Damage: magic attacks x1.5, fire elemental attacks x2.

Conditional Changes: Stagger Decay: 10 when staggered



	HP	STRENGTH	MAGIC	KEEP
STANDARD	10,000	100	200	30
HABITAT	ITEM DROP			
• Sea Rafflesia • Ultimate Lair (Floor 27)	<ul style="list-style-type: none"> Skeleton's Earrings Attack Bronze Malistone Majesty Malistone Sword Polisher 			
EXTINCTION	LAGNER	DISRUPTION	DIL	EP
1	✓	✓	1,200	0.30

RAFFLESIA Ω

STAGGERS	50%	50%	200%	50%	50%	50%	0	0	0	0	100	0	0	0	0	0	0	0
STANDARD	50%	50%	200%	50%	50%	50%	0	0	0	0	100	0	0	0	0	0	0	0

CONDITION	STAGGER POINT	STAGGER DELAY	SALE PRESERVATION	PRESERVATION DELAY	STAGGER MODIFIERS
Default	200	30	600	150	Stagger Power: magic attacks x1 (x3 during Nutrient Absorption), fire imbued attacks x2 (x5 during Nutrient Absorption), all other attacks x1 (x1 during Nutrient Absorption)
CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESTRICTIONS	STAGGER MODIFIERS
Staggered	60s	Fogged	60s	0	No further staggering. Damage: magic attacks x1.5, fire elemental attacks x2.

Conditional Changes: Stagger Decay: 10 when staggered

Schemata Preparations

- Fire-elemental abilities

Overview

- This is a straightforward enemy, halving all except Fire-elemental damage. A garb such as Midnight Mauve or an equipped Heat Blitz ability will make short work of Rafflesia groups.

- **Last One Note 1:** As a single enemy, Rafflesia Ω is inconsequential and falls quickly to a string of attacks powered by Auto Enfire.

- **Last One Note 2:** The Skeleton Earrings dropped by this enemy provide a huge boost to damage caused by ailment spells for players who enjoy Saboteur-heavy play styles.

SUMMARY

Area-of-effect Fire-elemental abilities make Rafflesia a mere formality.

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRACTICE

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

DATA SHEET

STRUCTURE

ABILITIES TABLES

IMPORTANT INFORMATION

ENEMY DIRECTORY

CHAOS BEASTS

FERAL CREATURES

MAN-MADE UNITS

HUMAN

SPECIAL



	HP	STRENGTH	MAGIC	KEEP
STANDARD	8,817	107	224	0
HABITAT	<ul style="list-style-type: none"> Wildlands (Erencia Plains) 		ITEM DROP	
	<ul style="list-style-type: none"> Green Lather Light Slash Stealguard ATB Charge Firestorm 			
EXTINCTION	LAUNCH	DISRUPTION	GL	EP
30	✓	✓	120	0.07

GOBLIN

STANDARD

100% 100% 50% 150% 120% 50% 0 0 0 0 0 0 0 0 0 0 30 0 100 0

STAGGER DETAILS

CONDITION	STAGGER POINT	STAGGER DECAY	MAX PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS
Default	200	30	800	150	Stagger Power: when enemy idle, Ice- and Lightning-induced attacks x2, other attacks x0.5, when enemy active, Ice- and Lightning-induced attacks x1, other attacks x1.
CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Staggered	0s	Confused	20s	0	No further staggering. Damage: all attacks x2.

Conditional Changes: Stagger Decay: 10 when staggered



	HP	STRENGTH	MAGIC	KEEP
STANDARD	28,588	428	896	30
HABITAT	<ul style="list-style-type: none"> See Goblin Ultima Lair (Floor 14) 		ITEM DROP	
	<ul style="list-style-type: none"> Wild Crest Stealguard Bronze Malisone Melty Malisone Sword Polisher 			
EXTINCTION	LAUNCH	DISRUPTION	GL	EP
1	✓	✓	1,200	0.60

GOBLIN Ω

STANDARD

100% 100% 50% 150% 120% 50% 0 0 0 0 0 0 0 0 0 0 30 0 100 0

STAGGER DETAILS

CONDITION	STAGGER POINT	STAGGER DECAY	MAX PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS
Default	400	30	600	150	Stagger Power: when enemy idle, Ice- and Lightning-induced attacks x2, other attacks x0.5, when enemy active, Ice- and Lightning-induced attacks x1, other attacks x1.
CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Staggered	0s	Dazed	5s	0	No further staggering. Damage: all attacks x2.

Conditional Changes: Stagger Decay: 10 when staggered

Schemata Preparations

- Ice- or Lightning-elemental abilities

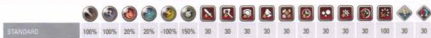
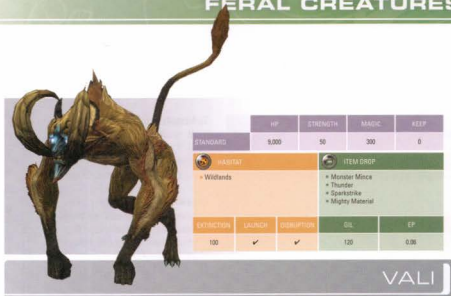
Overview

- Goblins travel in packs and are very weak individually. Although their multi-hit physical attacks can interrupt you and Batter Up should be guarded, it is unlikely that they will survive long enough to make much use of these abilities.
- On occasion, they will use Spirit Infusion to bestow themselves with Enfire and slightly boost their defenses, but focus-firing on each one with Ice- or Lightning-elemental attacks or using wide-area spells such as Blizzaga or Thundaga will quickly eliminate what little threat they pose.
- Last One Note:** Goblin Ω is of little threat to you as a single opponent and falls quickly to an Ice- or Lightning-elemental assault.

SUMMARY

This enemy can be disruptive if left alone but is dispatched quickly with Ice- or Lightning-elemental abilities.

FERAL CREATURES



CONDITION	STAGGER POINT	STAGGER DECAY	MAX PRESERVATION	PRESERVATION RISK	STAGGER MODIFIERS
					Default
Default	400	5	600	50	Stagger Power: all attacks x1.5, Wind-infused attacks x1, during Charge, all attacks x1, Wind-infused attacks x1.5.
CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIER
Staggered	8s	Unprotected	10s	0	No further staggering. Damage: all attacks x2.

Schemata Preparations

- Windwalker Bracelet arm accessory
- Thorn of Courage or Thorn of Will arm accessory
- Wind-elemental and Curse abilities

Overview

• The Vali is nearly impervious to elemental attacks that are not Wind-based, but an assault that exploits this primary weakness will eliminate it quickly. At higher levels of development, area-of-effect abilities such as Aero Blitz or Aeroga can annihilate groups of enemies easily.

• In the presence of a Hanuman, a Vali may gain Protect, Shell, Vigilance, and Enthunder with bestowment of Thunder Eater. Its attacks are still not particularly damaging in this situation, but carrying the appropriate ailment spells to negate its buffs (and then further inflicting those ailments with repeated casting) will avoid drawing out the battle for longer than is necessary.

SUMMARY

Use Wind-elemental attacks to deplete its HP quickly. When accompanied by a Hanuman, the weaker Vali should be the first target for players at low levels of development.





	HP	STRENGTH	MAGIC	KEEP
STANDARD	20,000	40	267	0
HABITAT	<ul style="list-style-type: none"> • Luxerion Cathedral (Final Day) 		ITEM DROP	
			<ul style="list-style-type: none"> • Flamestrike • Heat Blitz • Fire • Holy Forgette 	
EXTINCTION	30	✓	DISRUPTION	✓
			GIL	EP
			120	0.16

NEELA

STANDARD	100%	100%	100%	150%	100%	100%	30	30	30	30	30	30	30	30	100	30	30	

STAGGER EFFECTS	CONDITION	STAGGER POINT	STAGGER DELAY	MAX PRESERVATION	PRESERVATION DECK	STAGGER MODIFIERS
	Default	400	5	600	50	Stagger Power: all attacks x1.2 (x1.5 during Charge), all Ice-included attacks x1 (x1.5 during Charge).
STAGGER EFFECTS	CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
	Staggered	8s	Exposed	10s	0	No further staggering. Damage: all attacks x2.



	HP	STRENGTH	MAGIC	KEEP
STANDARD	20,000	40	343	0
HABITAT	<ul style="list-style-type: none"> • Luxerion Cathedral (Final Day) 		ITEM DROP	
			<ul style="list-style-type: none"> • Frostbite • Ice Blitz • Blizzara • Life Sneezeator 	
EXTINCTION	30	✓	DISRUPTION	✓
			GIL	EP
			120	0.16

WENDIGO

STANDARD	100%	100%	100%	100%	100%	100%	30	30	30	30	30	30	30	30	100	30	30	

STAGGER EFFECTS	CONDITION	STAGGER POINT	STAGGER DELAY	MAX PRESERVATION	PRESERVATION DECK	STAGGER MODIFIERS
	Default	400	5	600	50	Stagger Power: all attacks x1.2 (x1.5 during Charge), all Ice-included attacks x1 (x1.5 during Charge).
STAGGER EFFECTS	CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
	Staggered	8s	Parched	10s	0	No further staggering. Damage: all attacks x2.

Schemata Preparations

- Watergod Bracelet arm accessory
- Thorn of Courage or Thorn of Will arm accessory
- Ice-elemental and Curse abilities

Overview

• Battles against Neelas and Wendigos should play almost identically to those against Valis, with Ice as the relevant elemental weakness against Neelas, and Fire against Wendigos. These creatures are often accompanied by a Sugriva, which will cast Fire Eater or Ice Eater to enhance its parameters.

- Abilities such as Blitz, Ruinga, and then Ice Blitz and Blizzaga for the Neela, or Heat Blitz and Firaga for the Wendigo, are highly recommended to decimate entire groups of enemies at once.

SUMMARY

Use area-of-effect Ice-elemental abilities to disrupt and eliminate multiple Neelas at once. Use area-of-effect Fire abilities to disrupt and eliminate Wendigos.

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

DATA SHEET

STRUCTURE

ABILITIES TABLES

IMPORTANT INFORMATION

ENEMY DIRECTORY

CHAOS BEASTS

FERAL CREATURES

MAIN-MADE UNITS

HUMAN

SPECIAL

FERAL CREATURES



	HP	STRENGTH	MAGIC	KEEP
STANDARD	200	150	120	90
SKILLSET • Dead Dunes (Daxis Lighthouse)		ITEM DROP • Cactuar Doll • ATB Charge • Counterspell • Scarelike Malastone • Soul Shieldwater		
EXTINCTION	LAUNCH	DISRUPTION	SIL	EP
1	✓	✓	1.00	0.50

CACTAIR

STANDARD	10%	10%	10%	-100%	10%	10%	30	30	100	100	100	100	100	0	100	0
----------	-----	-----	-----	-------	-----	-----	----	----	-----	-----	-----	-----	-----	---	-----	---

STAGGER DETAILS	CONDITION	STAGGER POINT	STAGGER DECK	MAX PRESERVATION	PRESERVATION RICE	STAGGER MODIFYING
	Default	777	1	800	50	Stagger Power: non-elemental attacks x1, Fire imbued attacks x1.5, other elemental attacks x0.
STAGGER DETAILS	CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFYING
	Staggered	50s	Hindered	50s	0	Stagger Power: non-elemental attacks x1, Fire imbued attacks x1.5, other elemental attacks x0.
Staggered (Level 2)	50s	Curved	50s	0	No further staggering.	

Schemata Preparations

- Double Saber or other double-bladed weapon with Light Slash ability
- Sparrow Comb head accessory with Aerora ability
- Slow ability

Overview

• The Cactair spawns only once per playthrough and, except under very specific circumstances that are unrealistic of an initial playthrough, sustains only a single point of damage from all attacks. Therefore, you will find yourself having to outlast it by chipping away at its health one point at a time and inflicting Slow to delay its actions.

• Given that the power of your abilities is irrelevant, and the fact that staggering does not increase the amount of damage taken by the enemy, the Sparrow Comb is recommended, as it will make your casts of Aerora cheaper in terms of ATB cost; the multiple hits offered by each cast makes this particular spell preferable in this battle. Mix your spells with Light Slash, which can deliver two hits at a time with any double-bladed weapon, to sustain your offensive.

• The Martial Monk garb's Whirlwind Kick ability is also tailor-made to rack up the hits in this battle.

Power Play Notes

• The secret to a quick victory lies in overcoming Cactair's hidden damage threshold of 65,535 (see page 277 for details). To do this much later in your progression, when you are at the 5,000 Strength cap, set up a Schema with the Dragon's Blood garb, Enlister's Gloves arm accessory, a fully upgraded Charged Strike, Bravery, and Vigilance. Use a full ATB meter on Charged Strike to defeat the enemy in a single blow.

SUMMARY

Cast Slow on this enemy and chip away at its health with low-cost, multiple-hit abilities.





STANDARD	HP	STRENGTH	MAGIC	KEEP
	27,777	200	200	60
HABITAT		ITEM DROP		
<ul style="list-style-type: none"> • Dead Dunes (Desert) 		<ul style="list-style-type: none"> • Cactus Doll • ATK Charge • Counterpell • Scarfetta Malistone • Soul Sweatwater 		
EXTINCTION	LAUNCH	SCRIPTURE	GIL	EP
30	✓	✓	5,000	0.50

CACTUAR

STANDARD	100%	100%	200%	-100%	10%	100%	30	30	30	50	50	100	30	100	0	100	0
----------	------	------	------	-------	-----	------	----	----	----	----	----	-----	----	-----	---	-----	---

STAGGER BEHAVIOR	CONDITION	STAGGER POINT	STAGGER DECAP	MAX PRESERVATION	PRESERVATION SET-AP	STAGGER MODIFIERS
	Default	777	1	600	50	Stagger Power: non-elemental attacks x1. Fire-induced attacks x1.5, other elemental attacks x0.
	CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Staggered	20s	Cursed	20s	0	Stagger Power: non-elemental attacks x1. Fire-induced attacks x1.5, other elemental attacks x0.	
Staggered (Level 2)	30s	Dazed	30s	0	No further staggering.	



STANDARD	HP	STRENGTH	MAGIC	KEEP
	67,777	600	600	60
HABITAT		ITEM DROP		
<ul style="list-style-type: none"> • Sea Cactus • Ultimate Lair (Floor 17) 		<ul style="list-style-type: none"> • Warrior's Headband • ATK Charge • Platinum Malistone • Orichalc Malistone • Soul Sweatwater 		
EXTINCTION	LAUNCH	SCRIPTURE	GIL	EP
1	✓	✓	20,000	5.00

CACTUAR Ω

STANDARD	100%	100%	200%	-100%	10%	100%	30	30	30	50	50	100	30	100	0	100	0
----------	------	------	------	-------	-----	------	----	----	----	----	----	-----	----	-----	---	-----	---

STAGGER BEHAVIOR	CONDITION	STAGGER POINT	STAGGER DECAP	MAX PRESERVATION	PRESERVATION SET-AP	STAGGER MODIFIERS
	Default	777	20	600	50	Stagger Power: non-elemental attacks x1. Fire-induced attacks x1.5, other elemental attacks x0.
	CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Staggered	20s	Infected	20s	0	Stagger Power: non-elemental attacks x1. Fire-induced attacks x1.5, other elemental attacks x0.	
Staggered (Level 2)	15s	Cursed	15s	0	No further staggering.	

Schemata Preparations

- Firewyrn Bracelet arm accessory
- Thorn of Courage or Thorn of Will arm accessory

Overview

• The Firewyrn Bracelet makes battles against a Cactuar relatively simple, as you will likely be able to deplete its HP before it completes its Cactus Dance, which it employs to bestow buffs on itself.

• If the battle continues, the enemy will use disruptive Kick attacks, the Element spell, and its special attack 1000 Needles, which can be problematic at lower levels of development.

• It is not recommended to fight many Cactuars before the later days, as you will be able to defeat them easily later on and reap noteworthy gil rewards for doing so.

• **Last One Note:** Cactuar Ω is only slightly heartier than its normal counterpart, but it will open with Elementa, which can deal significant damage if you are caught off-guard. After mitigating this initial damage (the Carnival Crusher garb or Tri-Point Coronet head accessory can help), you can proceed as usual with an application of Deprotect or Deshell and hammer away at its Fire-elemental weakness.

SUMMARY

Cactuar succumbs quickly to Fire-elemental attacks.

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CARAVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

DATA SHEET

STRUCTURE

ABILITIES TABLES

IMPORTANT INFORMATION

ENEMY DIRECTORY

CHAOS BEASTS

FERAL CREATURES

MAN-MADE UNITS

HUMAN

SPECIAL

FERAL CREATURES



STANDARD	HP	STRENGTH	MAGIC	KEEP
12,000	75	60	10	
HABITAT		ITEM DROP		
<ul style="list-style-type: none"> • Luxion (Pilgrim's Passage, Cry) • Dead Dunes (Desert) 		<ul style="list-style-type: none"> • Chipped Fang • Attack • Poison • Heavy Slash • Mythril Malastone 		
EXTINCTION	LAUNCH	DISRUPTION	DL	EP
80	✓	✓	120	0.17

GORGONOPSID



STANDARD	50%	50%	100%	200%	100%	100%	20	20	5	5	20	20	20	20	20	0	20	0

CONDITION	STAGGER POINT	STAGGER DECAY	MAX PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS
Default	100	0	630	500	Stagger Power: all attacks x0.3; during War Cry x1; Guard Megabite x1.
CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Staggered	60s	Hindered	60s	40%/80%	No further staggering.
Staggered by Perfect Guard	3s	Launchable	-	10%	Stagger Power: physical attacks: x0.8.
Staggered (Level 2)	5s	Unprotected	20s	0	No further staggering.

Conditional Changes: Stagger Decay: 3 when staggered with Perfect Guard, 15 when launched during Perfect Guard stagger



STANDARD	HP	STRENGTH	MAGIC	KEEP
36,000	250	250	40	
HABITAT		ITEM DROP		
<ul style="list-style-type: none"> • See Gorgonopsid • Ultimate Lair (Floor 7) 		<ul style="list-style-type: none"> • Early-blooming Corsage • Heavy Slash • Silver Malastone • Adamant Malastone • Holy Forgefire 		
EXTINCTION	LAUNCH	DISRUPTION	DL	EP
1	✓	✓	2,400	1.75

GORGONOPSID Ω



STANDARD	50%	50%	100%	200%	100%	100%	20	20	5	5	20	20	20	20	20	0	20	0

CONDITION	STAGGER POINT	STAGGER DECAY	MAX PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS
Default	300	0	600	500	Stagger Power: all attacks x0.5; during War Cry x1; Guard Megabite x1.
CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Staggered	60s	Hindered	60s	40%/80%	No further staggering.
Staggered by Perfect Guard	3s	Launchable	-	10%	Stagger Power: physical attacks: x0.8.
Staggered (Level 2)	5s	Unprotected	20s	0	No further staggering.

Conditional Changes: Stagger Decay: 3 when staggered with Perfect Guard, 15 when launched during Perfect Guard stagger

Schemata Preparations

- Watergod Bracelet arm accessory
- Ice-elemental abilities

Overview

Gorgonopsid typically uses physical attacks but has three notable special moves. The first is Virulent Breath, which can inflict the Poison status. The other two, War Cry and Megabite, occur successively, where the enemy will bestow Bravery on itself and immediately follow with a strong leaping attack.

Timing a Perfect Guard against Megabite just as the enemy leaps will instantly stagger it, resulting in a brief opening for you to deal appreciable damage and finish the fight quickly.

Last One Note: Gorgonopsid Ω poses no real threat and is unlikely to survive long enough to unleash its War Cry/Megabite combination. This enemy drops the unique Early-blooming Corsage, a head accessory that grants a bonus to the initial ATB value of the garb it accompanies. This can be used with the Soldier of Peace garb, enabling Lightning to unleash Artemis's Arrows immediately at the start of a battle, or coupled with any other garb that does not enjoy full ATB when combat begins.

SUMMARY

Exploit the enemy's Ice-elemental weakness to defeat it quickly. Otherwise, Perfect Guard against Megabite to stagger.



STANDARD	HP	STRENGTH	MAGIC	KEEP
30,000	120	60	40	
WEAPON	ITEM DROP			
<ul style="list-style-type: none"> Yankee (City, Patron's Palace) 	<ul style="list-style-type: none"> Shattered Bone Past Evade Bronze Malistone Sword Pouch 			
EXTINCTION	LAZION	DISRUPTION	GIL	EP
60	✓	✓	180	0.22

SKATA'NE

STANDARD



STAGGER DETAILS

CONDITION	STAGGER POINT	STAGGER DECAY	TALK PREPARATION	PREDICTION SLOW	STAGGER MODIFIERS
Default	1,800	30	300	50	Stagger Power when enemy idle, no staggering, enemy preparing Heel Kick, no staggering; enemy attacking, all attacks x1; right after Heel Kick, all attacks x300.
CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Staggered	1s	Cursed	20s	0	No further staggering.



STANDARD	HP	STRENGTH	MAGIC	KEEP
200,000	360	180	95	
WEAPON	ITEM DROP			
<ul style="list-style-type: none"> See Skata'ne Ultima Lair (Floor 23) 	<ul style="list-style-type: none"> Enlister's Gloves Past Silver Malistone Adamant Malistone Demonic Fogpiece 			
EXTINCTION	LAZION	DISRUPTION	GIL	EP
1	✓	✓	3,600	2.25

SKATA'NE Ω

STANDARD



STAGGER DETAILS

CONDITION	STAGGER POINT	STAGGER DECAY	TALK PREPARATION	PREDICTION SLOW	STAGGER MODIFIERS
Default	2,000	300	300	50	Stagger Power when enemy idle, no staggering, enemy preparing Heel Kick, no staggering; enemy attacking, all attacks x1; right after Heel Kick, all attacks x35.
CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Staggered	1s	Cursed	20s	0	No further staggering.

Schemata Preparations

- Firewyrn Bracelet and Thorn of Aggression arm accessories
- Thorn of Courage or Thorn of Will arm accessory
- Fire-elemental abilities

Overview

Skata'ne is immune to Curse and performs disruptive kicks. Its most notable attack, Heel Kick, is slow but powerful. If Skata'ne unleashes this ability, guard and counter with your most effective staggering attacks (such as Beat Down) immediately afterward to take advantage of the huge bonus during this window.

Overall, it is recommended to push for a quick victory with the Firewyrn Bracelet and multiple Thorn arm accessories.

Last One Note 1: Skata'ne Ω's version of Heel Kick is much stronger and can cause considerable damage. Slow can help to delay it; either Debrave or the Ghostly Hood, if you are severely underdeveloped, can act as good precautionary measures.

Last One Note 2: The Enlister's Gloves dropped by Skata'ne Ω are a great offensive arm accessory, providing a 20% boost to Lightning's melee-based damage output, and should be a staple of any setup oriented toward physical attacks.

SUMMARY

Go on the offensive with Fire-elemental attacks to deal heavy damage. Guard against Heel Kick and counterattack immediately to stagger.

FERAL CREATURES



	HP	STRENGTH	MAGIC	KEEP
STANDARD	15,252	160	300	40
HABITAT	<ul style="list-style-type: none"> Kuyusan (Warehouse District, Papaya's Palace) Dead Dunes (Temple Ruins) 		ITEM DROP	
EXTORTION	LAUNCH	DISRUPTION	0/0	EP
60	X	X	120	0.22

SCHRODINGER

STAGGER	20%	50%	100%	50%	100%	0	50	0	0	0	0	0	0	50	0	100	0
---------	-----	-----	------	-----	------	---	----	---	---	---	---	---	---	----	---	-----	---

CONDITION	STAGGER POINT	STAGGER DELAY	MAX PRESERVATION	PRESERVATION (SECS)	STAGGER MODIFIERS
Default	180	0	300	15	Stagger Power: spells x1, physical attacks x0.
CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Staggered	10s	Unprotected	12s	20%/40%	No further staggering. Damage: physical attacks x3.

Conditional Changes: Stagger Decay: 10 when staggered



	HP	STRENGTH	MAGIC	KEEP
STANDARD	43,756	480	900	60
HABITAT	<ul style="list-style-type: none"> See Schrodinger Ultimate Lair (Floor 13) 		ITEM DROP	
EXTORTION	LAUNCH	DISRUPTION	0/0	EP
1	X	X	2,400	2.25

SCHRODINGER Ω

STAGGER	1%	50%	100%	50%	100%	0	50	0	0	0	0	0	0	50	0	100	0
---------	----	-----	------	-----	------	---	----	---	---	---	---	---	---	----	---	-----	---

CONDITION	STAGGER POINT	STAGGER DELAY	MAX PRESERVATION	PRESERVATION (SECS)	STAGGER MODIFIERS
Default	360	0	300	15	Stagger Power: spells x1, physical attacks x0.
CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Staggered	15s	Unprotected	17s	20%/40%	No further staggering. Damage: physical attacks x5, magic attacks x1.

Conditional Changes: Stagger Decay: 10 when staggered

Schemata Preparations

- Fire- or Wind-elemental spells
- Imperil ability
- Slow or Cura abilities

Overview

Schrodinger has the ability to heal itself with Cura. You can discourage this behavior by applying Slow to reduce the frequency of its actions or Curse to interrupt them. In battles where it accompanies other monsters, defeat them first – especially at lower levels where Schrodinger might otherwise act as a tank for its companions.

- Inflict Imperil to induce a weakness to Fire- and Wind-elemental abilities, which will expedite the battle significantly. Schrodinger takes more damage from (and can only be staggered by) magic, so a garb such as Ignition or Woodland Walker is ideal against it.

- **Last One Note 1:** The only challenge Schrodinger Ω presents is for the player to outpace its healing with damage, which is easily achievable after an application of Imperil. It is worth noting that staggering this enemy will eradicate its normally stout resistance to physical attacks, enabling you to deal severe damage with abilities such as Heavy Slash.

- **Last One Note 2:** The Mage Hunter's Mask dropped by this enemy is a head accessory that boosts your magic while bestowing any equipped Heavy Slash with Brave Thief. While both effects are useful, they are not complementary (except in very specific Schemata configuration).

SUMMARY

Use Fire- and Wind-elemental spells after applying Imperil. Slow can reduce the frequency of its healing spells.

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

DATA SHEET

STRUCTURE

ABILITIES

IMPORTANT INFORMATION

ENEMY DIRECTORY

CHAOS BEASTS

FERAL CREATURES

MAN-MADE UNITS

HUMAN

SPECIAL



	HP	STRENGTH	MAGIC	KEEP
STANDARD	50,000	90	250	50
HABITAT	ITEM DROP			
• Dead Dunes (Desert)	• Thief Scale • Deprotect • Dispel • Inqair • Debrave			
EXTINCTION	LAUNCH	DISRUPTIBLE	BL	EP
80	X	X	100	0.25

DESERT SAHAGIN

STANDARD	30%	50%	100%	100%	30%	120%	0	0	0	0	0	0	0	0	0	0	30	0	100	0
----------	-----	-----	------	------	-----	------	---	---	---	---	---	---	---	---	---	---	----	---	-----	---

STAGGER STATES

CONDITION	STAGGER POINT	STAGGER DECAY	MAX PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS
Default (Burrowed)	100	5	600	25	Stagger Power: Wind-inbued attacks x0.6, other attacks x0, Guard x1.
Default (Standing)	100	5	600	25	Stagger Power: all attacks x0.5, Wind-inbued attacks x0.6.

CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Staggered (Burrowed)	10s	Unprotected	25s	0	No further staggering.
Staggered (Standing)	10s	Unshelled	25s	0	No further staggering.

Conditional Changes: When standing: physical damage modifier 150%, magic damage modifier 150%, can be launched and disrupted



	HP	STRENGTH	MAGIC	KEEP
STANDARD	190,000	750	500	60
HABITAT	ITEM DROP			
• Sea Desert Sahagin • Ultimate Last (Floor 2)	• Bandit Scarf • Inqair • Silver Malletone • Adamant Malletone • Holy Forgiveness			
EXTINCTION	LAUNCH	DISRUPTIBLE	BL	EP
1	X	X	2,400	2.50

DESERT SAHAGIN Ω

STANDARD	30%	50%	100%	100%	50%	120%	0	0	0	0	0	0	0	0	0	0	30	0	100	0
----------	-----	-----	------	------	-----	------	---	---	---	---	---	---	---	---	---	---	----	---	-----	---

STAGGER STATES

CONDITION	STAGGER POINT	STAGGER DECAY	MAX PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS
Default (Burrowed)	100	5	600	125	Stagger Power: Wind-inbued attacks x0.4, other attacks x0, Guard x1.
Default (Standing)	100	5	600	125	Stagger Power: all attacks x0.3, Wind-inbued attacks x0.4.

CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Staggered (Burrowed)	0s	Unprotected	20s	0	No further staggering.
Staggered (Standing)	3s	Unshelled	20s		No further staggering.

Conditional Changes: When standing: physical damage modifier 120%, magic damage modifier 120%, can be launched and disrupted

Schemata Preparations

- Wind-elemental abilities

Overview

- When you traverse the Dead Dunes during the daytime, the Desert Sahagin will appear burrowed underneath the sand. When the enemy is submerged, it attacks quickly with Rush, which will interrupt you unless you guard. Its movements make it difficult to damage efficiently.
- Inflicting Slow may stymie its assault, but if you Perfect Guard by defending as soon as the enemy begins its Rush animation, you can trigger an instant stagger. This brings it out of the sand and temporarily disables it, allowing you to dispatch it quickly.
- At night, the enemy is found above the surface of the sand. Strike at its Wind-elemental weakness to end the battle quickly.
- **Last One Note 1:** Desert Sahagin Ω will be burrowed at the start of the battle. A Perfect Guard against Rush to trigger an instant stagger and the Unprotected effect makes this encounter relatively trivial.
- **Last One Note 2:** The Bandit Scarf dropped by this enemy is an impressive head accessory that improves your ATB Recovery while bestowing any equipped Heavy Slash with Brave Thief.

SUMMARY

When the enemy is burrowed, Perfect Guard against Rush to stagger. Use Wind-elemental attacks.

FERAL CREATURES



	HP	STRENGTH	MAGIC	KEEP
STANDARD	25,420	100	1,800	30
ABILITY	<ul style="list-style-type: none"> Widlands (Ermita Plains, Temple of the Outdoors) 		ITEM DROP <ul style="list-style-type: none"> Wonder Gel Fox Frost Freakout Bronze Malistone 	
EXTRACTION	LAUNCH	DISRUPTION	DIL	EP
80	✓	✓	180	0.25

ECTOPODDING



STANDARD	10%	100%	-100%	150%	50%	50%	30	30	30	30	30	30	30	30	30	30	30	

STAGGER DETAILS	CONDITION	STAGGER POINT	STAGGER DECAY	MAX PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS
	Default	200	20	600	25	Stagger Power: Ice-imbued attacks x1, all other attacks x0.
STAGGER DETAILS	CONDITION	DURATION	ACTION EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
	Staggered	15s	Unprotected	20s	20%/40%	No further staggering. Damage: physical attacks x3.

Schemata Preparations

- Black Mage or Watery Chorus garb
- Flamebane Choker head accessory
- Watergod Bracelet arm accessory
- Ice-elemental spells

Overview

Underdeveloped players may find the Fira spells cast by the Ectopudding to be significantly harmful, especially against two enemies at once. The Flamebane Choker makes a big difference, but there is no substitute for Perfect Guarding against these attacks.

The Ectopudding is highly resistant to physical attacks until staggered, so you should rely strictly on spells. To stagger, simply hammer away at its ice-elemental weakness. Blizzaga is especially useful as it launches this enemy.

Last One Note 1: With access to the Blizzaga spell, Ectopudding should be of little danger to you. You can repeatedly launch it and push for a quick victory. If you manage to stagger this enemy, it will become very weak to physical attacks, enabling you to deal severe damage with abilities such as Heavy Slash (especially if your Auto Enfrost is still active).

Last One Note 2: The Tenacious Ring dropped by this enemy is a defensive arm accessory that bolsters your defenses by 10% when your HP dips below 30% of its maximum value.

SUMMARY

Use Ice-elemental spells, Blizzaga in particular, to launch. Equip accessories with Fire-elemental resistance at low levels of development.



	HP	STRENGTH	MAGIC	KEEP
STANDARD	76,280	300	3,000	40
ABILITY	<ul style="list-style-type: none"> See Ectopudding Ultimate Lair (Floor 10) 		ITEM DROP <ul style="list-style-type: none"> Tenacious Ring Fox Silver Malistone Adamant Malistone Lily Smeltwater 	
EXTRACTION	LAUNCH	DISRUPTION	DIL	EP
1	✓	✓	1,800	2.50

ECTOPODDING Ω



STANDARD	10%	100%	-100%	200%	50%	50%	30	30	30	30	30	30	30	30	30	30	30	

STAGGER DETAILS	CONDITION	STAGGER POINT	STAGGER DECAY	MAX PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS
	Default	400	20	600	25	Stagger Power: Ice-imbued attacks x1, all other attacks x0.
STAGGER DETAILS	CONDITION	DURATION	ACTION EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
	Staggered	15s	Unprotected	20s	20%/40%	No further staggering. Damage: physical attacks x3.



	HP	STRENGTH	MAGIC	KEEP
STANDARD	25,000	120	240	40
HABITAT	<ul style="list-style-type: none"> • Wetlands 		ITEM DROP <ul style="list-style-type: none"> • Empty Gloe • Deprotect • Deshell • Desheige • Adamant Malistone 	
EXTINCTION	LAUNCH	DISRUPTION	GL	EP
90	X	X	120	0.20

TRIFFID



STANDARD	100%	100%	200%	10%	50%	50%	30	30	30	30	30	30	30	30	30	30	30	30	30
----------	------	------	------	-----	-----	-----	----	----	----	----	----	----	----	----	----	----	----	----	----

CONDITION	STAGGER POINT	STAGGER DECAY	MAX PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS
					Stagger Power: all attacks x0.2, Fire-induced attacks x0.5; during Sting, all attacks x2, Fire-induced attacks x3; during Spin Attack, all attacks x10, Fire-induced attacks x10.
Default	300	10	1,000	100	
CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Staggered	6s	Cursed	30s	0	No further staggering. Damage: all attacks x2.



	HP	STRENGTH	MAGIC	KEEP
STANDARD	75,000	720	720	90
HABITAT	<ul style="list-style-type: none"> • See Triffid • Ultima's Lav (Floor 18) 		ITEM DROP <ul style="list-style-type: none"> • Warrior Hunter's Mask • Deprotect • Silver Malistone • Adamant Malistone • Soul Smetwater 	
EXTINCTION	LAUNCH	DISRUPTION	GL	EP
1	X	X	2,400	2.00

TRIFFID Ω



STANDARD	100%	100%	200%	10%	50%	50%	30	30	30	30	30	30	30	30	30	30	30	30	30
----------	------	------	------	-----	-----	-----	----	----	----	----	----	----	----	----	----	----	----	----	----

CONDITION	STAGGER POINT	STAGGER DECAY	MAX PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS
					Stagger Power: all attacks x0.2, Fire-induced attacks x0.5; during Sting and Spinning Attack, all attacks x1, Fire-induced attacks x2.
Default	600	10	1,000	100	
CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Staggered	6s	Cursed	30s	0	No further staggering. Damage: all attacks x2.

Schemata Preparations

- Firewyrn Bracelet arm accessory
- Fire-elemental abilities

Overview

A sole Triffid is not particularly threatening, but when left alone as part of a larger enemy group, it is capable of burdensome attacks such as the ailment-inflicting Biohazard Injection and the disruptive Sniping Thrust. Fortunately, Fire-elemental attacks powered by the Firewyrn Bracelet make short work of it.

This enemy is much easier to stagger during its actions, particularly Spin Attack.

Last One Note 1: Guaranteed to be the sole enemy in the encounter, Triffid Ω falls quickly to an assault augmented by Auto Enfire.

Last One Note 2: This foe drops the Warrior Hunter's Mask. This very valuable head accessory boosts your Strength while bestowing any equipped Heavy Slash with Brave Thief.

SUMMARY

Use Fire-elemental abilities. During enemy attacks, either guard to prevent interruption or double down on your offensive to stagger.

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

DATA SHEET STRUCTURE

ABILITIES TABLES

IMPORTANT INFORMATION

ENEMY DIRECTORY

CHAOS BEASTS

FERAL CREATURES

MAN-MADE UNITS

HUMAN

SPECIAL

FERAL CREATURES



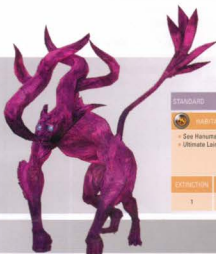
	HP	STRENGTH	MAGIC	KEEP
STANDARD	60,000	75	400	40
HABITAT	• Wildlands (Rocky Crag, Temple of the Subseed)		ITEM DROP <ul style="list-style-type: none"> • Monster Mince • Thornara • Electric Blitz • Thundage • Adamant Maltona 	
EXTINGUISH	LAUNCH	DISRUPTION	GL	EP
100	✓	✓	100	0.19

HANUMAN



STANDARD	100%	100%	20%	20%	-100%	100%	30	30	30	30	30	30	30	30	30	100	30
----------	------	------	-----	-----	-------	------	----	----	----	----	----	----	----	----	----	-----	----

STAGGER ESTIMATES	CONDITION	STAGGER POINT	STAGGER DECAY	MAX PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS
	Default	600	10	600	50	Stagger Power: all attacks x1.1, Wind-imbued attacks x0.5, during Charge, all attacks x0.5, Wind-imbued attacks x1.
STAGGER ESTIMATES	CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	DEFENSIVE RESISTANCE	STAGGER MODIFIERS
	Staggered	15s	Unprotected	10s	0	No further staggering. Damage: all attacks x1.



	HP	STRENGTH	MAGIC	KEEP
STANDARD	180,000	400	1,400	80
HABITAT	• Zen Hanuman • Ultimate Lair (Floor 24)		ITEM DROP <ul style="list-style-type: none"> • Sparkbeal Jewel • Electric Blitz • Gold Maltona • Scarlete Maltona • Life Smelter 	
EXTINGUISH	LAUNCH	DISRUPTION	GL	EP
1	✓	✓	2,600	1.50

HANUMAN Ω



STANDARD	100%	100%	20%	20%	-100%	200%	60	10	60	60	60	60	60	60	60	100	60	60
----------	------	------	-----	-----	-------	------	----	----	----	----	----	----	----	----	----	-----	----	----

STAGGER ESTIMATES	CONDITION	STAGGER POINT	STAGGER DECAY	MAX PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS
	Default	1,000	10	600	50	Stagger Power: all attacks x1.
STAGGER ESTIMATES	CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	DEFENSIVE RESISTANCE	STAGGER MODIFIERS
	Staggered	3s	Unshelled	10s	0	No further staggering. Damage: all attacks x2.

Schemata Preparations

- Windwalker Bracelet arm accessory
- Thorn of Courage or Thorn of Will arm accessory
- Wind-elemental and Curse abilities

Overview

• A Hanuman will usually accompany one or more Vali and prefers to power up its allies with Thunder Eater, which grants Enthunder, Protect, Shell, and Vigilance to its target. After it has done so to all allies, it will recruit them to prepare Charge, which inflicts a large amount of Lightning-based damage if you allow its execution. The easiest way to prevent this is to focus your assault on any Valis first to defeat them before turning your attention to the Hanuman. Wind-imbued area-of-effect abilities such as Aero Blitz and Aerora are ideal for this task. Alternatively, the Hanuman is more susceptible to stagger while charging, so you may opt to interrupt the enemy in this manner.

- Once alone, Hanuman will use Thunder Eater on itself and proceed to use physical attacks against you. Counter its buffs with your ailment spells to maximize your offensive efficiency.
- **Last One Note:** This fight is relatively simple in the absence of any Valis. Furthermore, you are likely to have access to the Aeroga spell when you encounter this Last One, which can easily launch the enemy into the air. If Hanuman Ω is able to use Thunder Eater, the Sparkbane Choker will mitigate any damage from incoming Enthunder-infused attacks.

SUMMARY

Ailments can negate the buffs bestowed by this enemy's Thunder Eater ability. Eliminate any accompanying Valis to prevent Charge. Otherwise, use Wind-elemental attacks.



STANDARD	HP	STRENGTH	MAGIC	KEEP
	35,000	80	400	40
HABITAT • Luxorion Cathedral (Final Day)		ITEM DROP • Fraga • Blizzaga • Runaga • Bronze Mollstone • Scarletite Mollstone		
EXTORTION	LAUNCH	INDISPENS.	GIL	EP
30	✓	✓	180	0.23

SUGRIVA



STANDARD	100%	100%	100%	100%	100%	100%	30	30	30	30	30	30	30	30	100	30	30
----------	------	------	------	------	------	------	----	----	----	----	----	----	----	----	-----	----	----

ELEMENTAL BEAST

CONDITION	STAGGER POINT	STAGGER DECAY	BLK. PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS
Default	600	10	600	50	Stagger Power: all attacks x2.2 (x1.5 during Charge), all Ice- and Fire-induced attacks x0.5 (x1) during Charge.
CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Staggered	15s	Dazed	10s	0	No further staggering. Damage: all attacks x3.



STANDARD	HP	STRENGTH	MAGIC	KEEP
	105,000	240	1,200	60
HABITAT • See Sugriva		ITEM DROP • Coldflame Droplet • Runaga • Gold Mollstone • Scarletite Mollstone • Holy Forgaive		
EXTORTION	LAUNCH	INDISPENS.	GIL	EP
1	✓	✓	3,000	3.30

SUGRIVA Ω



STANDARD	100%	100%	100%	100%	100%	100%	50	50	50	50	50	50	50	50	50	50	100	60	60
----------	------	------	------	------	------	------	----	----	----	----	----	----	----	----	----	----	-----	----	----

ELEMENTAL BEAST

CONDITION	STAGGER POINT	STAGGER DECAY	BLK. PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS
Default	1,000	10	600	50	Stagger Power: all attacks x1, all Ice- and Fire-induced attacks x1.5.
CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Staggered	3s	Unshelled	10s	0	No further staggering. Damage: all attacks x2.

Schemata Preparations

- Firewurm, Watergod, Thunderbird, or Windwalker Bracelet arm accessory
- Thorn of Courage or Thorn of Will arm accessory
- ga elemental spells corresponding to the auto-elemental arm accessory
- Imperil and Curse abilities

Overview

Sugriva is fundamentally identical to Hanuman and has no inherent elemental resistances or weaknesses, although Fire- and Ice-elemental abilities enjoy greater Stagger Power modifiers.

- If you open by inflicting your ailments in rapid succession and then casting Fraga or Blizzaga, you can launch the Sugriva and disrupt it from powering up any Neela or Wendigo allies or performing any Charge attacks. Attack while it is airborne and then launch it again after it lands. This simple procedure enables you to eliminate it from the fight before turning your attention to its minions.
- **Last One Note 1:** Your strategy should be identical to that against a normal Sugriva. Do not hesitate to Overclock in order to make short work of this Last One.
- **Last One Note 2:** Sugriva Ω drops the Coldflame Droplet head accessory, which increases the damage dealt by Fire- and Ice-elemental attacks.

SUMMARY

Use Fraga or Blizzaga to launch the enemy and any accompanying minions after inflicting Imperil to make Sugriva weak to these elements.

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVASES OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

DATA SHEET

STRUCTURE

ABILITIES TABLES

IMPORTANT INFORMATION

ENEMY DIRECTORY

CHAOS BEASTS

FERAL CREATURES

MAN-MADE UNITS

HUMAN

SPECIAL

ABILITIES

CONDITION	ABILITY	TYPE	POWER	VARIATION	CUT	KEEP	EVASD & COUNTER	ADDED EFFECT
Default	Swipe	Physical	1.00	5%	35	60	✓	—
	Stampede	Physical	2.50	5%	65	80	✓	—
	Bite	Physical	1.80	5%	50	65	✓	—
	Tail Hammer	Physical	1.50	5%	50	65	✓	—
	Blaze Burst	Magic, Fire	5.00	5%	45	80	✗	—
Tail Severed	Tail Hammer	Physical	0.50	5%	35	65	✓	—



QUICKSTART

CAST &
CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF
PRAYERS

• BESTIARY

INVENTORY

STRATEGY &
ANALYSISULTIMA
WALKTHROUGH

EXTRAS

INDEX

DATA SHEET
STRUCTUREABILITIES
TABLESIMPORTANT
INFORMATIONENEMY
DIRECTORY

CHAOS BEASTS

• FERAL
CREATURESMAN-MADE
UNITS

HUMAN

SPECIAL

FERAL CREATURES



	HP	STRENGTH	MAGIC	VEEP
BODY	130,000	250	1,100	60
TAIL	25,000	300	300	80
HASTE	ITEM DROP			
<ul style="list-style-type: none"> • Luxorian (Forsaken Graveyard) • Luxorian (Wildlands Highway) 	<ul style="list-style-type: none"> • Stormdragon Down • Aeraag • Aero Blitz • Aeraag • Platinum Malisone 			
EXTENSION	LAUNCH	DISRUPTION	GIL	EXP
30	✓	✓	900	2.00

ZOMOK



	100%	50%	100%	100%	100%	10%	30	30	30	30	30	30	30	30	30	30	30	30	30
BODY	100%	50%	100%	100%	100%	10%	30	30	30	30	30	30	30	30	30	30	30	30	30
TAIL	100%	50%	100%	100%	100%	10%	30	30	30	30	30	30	30	30	30	30	30	30	30

STAGGER DETAILS	CONDITION	STAGGER POINT	STAGGER DECAY	MAX PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS
	Default	400	10	600	100	Stagger Power: physical attacks to the head x1.5 (to the body all, spells x1, Lightning-induced attacks to the head x1.5.
CONDITION	DURATION	AFFORD EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS	
Staggered	6s	Cursed	45s	30%/50%	No further staggering. Damage: all attacks x1.5.	
Staggered with a blow to the head	6s	Dazed	20s	25%/50%	No further staggering. Damage: all attacks x1.5.	

Conditional Changes: The head body part takes 150% damage from physical attacks



	HP	STRENGTH	MAGIC	VEEP
BODY	800,000	625	2,750	70
TAIL	125,000	750	750	70
HASTE	ITEM DROP			
<ul style="list-style-type: none"> • See Zomok • Ultimate Lar (Floor 25) 	<ul style="list-style-type: none"> • Stormsteel Jewel • Aeraag • Platinum Malisone • Orichalc Malisone • Life Smelthwan 			
EXTENSION	LAUNCH	DISRUPTION	GIL	EXP
1	✓	✓	19,000	8.00

ZOMOK Ω



	100%	50%	100%	100%	200%	100%	30	30	30	30	30	30	30	30	30	30	30	30	30
BODY	100%	50%	100%	100%	200%	100%	30	30	30	30	30	30	30	30	30	30	30	30	30
TAIL	100%	50%	100%	100%	100%	100%	30	30	30	30	30	30	30	30	30	30	30	30	30

STAGGER DETAILS	CONDITION	STAGGER POINT	STAGGER DECAY	MAX PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS
	Default	600	20	1,000	125	Stagger Power: physical attacks to the head x1.5 (to the body all, spells x1, Lightning-induced attacks to the head x1.5.
CONDITION	DURATION	AFFORD EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS	
Staggered	6s	Cursed	45s	30%/50%	No further staggering. Damage: all attacks x1.5.	
Staggered with a blow to the head	6s	Dazed	20s	25%/50%	No further staggering. Damage: all attacks x1.5.	

Schemata Preparations

- Thunderbird Bracelet arm accessory
- Lightning-elemental and Imperil abilities
- Brave Thief and Jump auto-abilities

Overview

Zomok begins the battle with a Haste effect and will immediately cast Storm Front, a basic Wind-elemental spell. You can steal the Haste for yourself with the Brave Thief auto-ability (in the early stages of the story, most likely accomplished with a combination of the Battleaxe of the Believer weapon and the Heavy Slash ability).

This creature halves magic damage, so physical damage is preferred here. You can stagger by using Heavy Slash against the head after Bite. If you have access to Jump, it will target the head automatically, making it incredibly effective against this enemy. Zomok's tail can also be severed rather easily during its Tail Pummel attack if you counter with a strong ability such as Heavy Slash in between hits.

Beware Heavenly Storm, which creates a tornado that spirals outward from Zomok toward you over the course of multiple revolutions. The closer you are to the enemy, the more likely you are to be hit multiple times. One advanced tactic is to cast spells one at a time, causing Lightning to jump back constantly and allowing you to remain out of range until the final revolution.

Power Play and Last One Notes

With its Lightning-elemental weakness, Zomok becomes trivial if you have access to Thundaga or the Lightning ability of the Blue Mage. After an application of Imperil, these attacks will launch the dragon into the air and also build the Stagger Wave, rendering it helpless to counter your attacks and negating the threat of its own. Still, be sure to start the battle by stealing Haste, which enables you to maintain this assault more easily.

Zomok Ω does significantly more damage and you should Perfect Guard the opening Storm Front. Nevertheless, the strategy outlined above is the key to a relatively stress-free battle against Zomok Ω, as you should aim to prevent it from taking action as much as possible. Poison also helps.

SUMMARY

Steal Zomok's Haste with Brave Thief. Use Lightning-elemental physical attacks for maximal damage. Thundaga or the Blue Mage's Lightning ability will launch the dragon after Imperil is inflicted.

ABILITIES

CONDITION	ABILITY	TYPE	POWER	VARIATION	CUT	KEEP	EVADE & COUNTER	ADDED EFFECT
Default	Swipe	Physical	1.00	5%	20	60	✓	-
	Stampede	Physical	3.00	5%	65	80	✓	-
	Bite	Physical	1.50	5%	50	60	✓	-
	Tail Pummel	Physical	1.00 x2	5%	50	80	✓	-
	Storm Front	Magic, Wind	1.00	5%	20	65	✓	-
	Heavenly Storm	Magic, Wind	0.25 per hit	5%	45	80	✗	-
Tail Severed	Tail Pummel	Physical	0.50 x2	5%	20	60	✓	-



QUICKSTART

CAST &
CONCEPTS

PRIMER

WALKTHROUGH

MAIN GUESTS

SIDE GUESTS

CARNAS OF
PRAYERS

BESTIARY

INVENTORY

STRATEGY &
ANALYSISULTIMA
WALKTHROUGH

EXTRAS

INDEX

DATA SHEET
STRUCTUREABILITIES
TABLESIMPORTANT
INFORMATIONENEMY
DIRECTORY

CHAOS BEASTS

FERAL
CREATURESMAN-MADE
UNITS

HUMAN

SPECIAL

FERAL CREATURES



	HP	STRENGTH	MAGIC	KEEP
DEFAULT	52,000	400	150	80
UPRIGHT	52,000	500	150	80

HABITAT	ITEM DROP
<ul style="list-style-type: none"> Yusnaan (Lower City) Wildlands (Grasslands, Aryes Climb) All Highways 	<ul style="list-style-type: none"> Snowier Fang Shard Blade Blitz Steelguard Gold Malistone

EXTINCTION	LAUNCH	DISRUPTION	SIL	EP
35	✓	✓	100	2.00

REAYER

	100%	50%	50%	120%	120%	50%	30	30	30	30	30	30	100	30	100	100	100	30
DEFAULT	100%	50%	50%	120%	120%	50% <td>30</td> <td>30</td> <td>30</td> <td>30</td> <td>30</td> <td>30</td> <td>100</td> <td>30</td> <td>100</td> <td>100</td> <td>100</td> <td>30</td>	30	30	30	30	30	30	100	30	100	100	100	30
UPRIGHT	100%	50%	50%	120%	120%	50% <td>80</td> <td>80</td> <td>80</td> <td>80</td> <td>80</td> <td>80</td> <td>100</td> <td>80</td> <td>100</td> <td>100</td> <td>100</td> <td>80</td>	80	80	80	80	80	80	100	80	100	100	100	80

CONDITION	STAGGER POINT	STAGGER DECAY	MAX PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS	
					STAGGER	RESISTANCE
Default	300	5	600	75		Stagger Power: physical attacks, and Lightning- and Ice-imbued attacks x1 to 10 (right after enemy attack), Perfect Guard x8, other attack types x1.
CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS	
Staggered (Four-legged)	12s	-	-	20%	No further staggering. Damage: all attacks x1.2.	
Staggered (Upright)	8s	-	-	20%/40%/60%	Stagger Power: physical attacks x30, other attack types x8. Damage: all attacks x1.5.	
Staggered (Level 2)	3s	Unprotected	10s	0	No further staggering. Damage: all attacks x2.5.	
Staggered by Perfect Guard	3s	Pained	30s	20%	Stagger Power: physical attacks, and Lightning- and Ice-imbued attacks x10, other attack types x8. Damage: all attacks x1.5.	

Conditional Changes: Stagger Point: 500 when in upright position | Stagger Decay: 2 when staggered upright, 100 during Level 2 stagger (upright), 10 when staggered with Perfect Guard (upright)



	HP	STRENGTH	MAGIC	KEEP
DEFAULT	260,000	1,150	375	90
UPRIGHT	260,000	1,375	375	80

HABITAT	ITEM DROP
<ul style="list-style-type: none"> See Reaver Ultimate Lair (Floor 15) 	<ul style="list-style-type: none"> Flesh Render Blitz Platinum Malistone Orichalc Malistone Holy Forgaive

EXTINCTION	LAUNCH	DISRUPTION	SIL	EP
1	✓	✓	15,000	8.00

REAYER Ω

	100%	100%	50%	150%	150%	50%	30	30	30	30	30	30	100	30	100	100	100	30
DEFAULT	100%	100%	50%	150%	150%	50% <td>30</td> <td>30</td> <td>30</td> <td>30</td> <td>30</td> <td>30</td> <td>100</td> <td>30</td> <td>100</td> <td>100</td> <td>100</td> <td>30</td>	30	30	30	30	30	30	100	30	100	100	100	30
UPRIGHT	100%	100%	50%	150%	150%	50% <td>60</td> <td>60</td> <td>60</td> <td>60</td> <td>60</td> <td>60</td> <td>100</td> <td>60</td> <td>100</td> <td>100</td> <td>100</td> <td>60</td>	60	60	60	60	60	60	100	60	100	100	100	60

CONDITION	STAGGER POINT	STAGGER DECAY	MAX PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS	
					STAGGER	RESISTANCE
Default	800	5	600	75		Stagger Power: physical attacks x1 to 3 (right after enemy attack), Lightning- and Ice-imbued attacks x1, Perfect Guard x4, other attack types x1.
CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS	
Staggered (Four-legged)	12s	-	-	20%	No further staggering. Damage: all attacks x1.2.	
Staggered (Upright)	8s	-	-	10%/20%/30%	Stagger Power: physical attacks x30, other attack types x8. Damage: all attacks x1.5.	
Staggered (Level 2)	3s	Unprotected	10s	0	No further staggering. Damage: all attacks x2.5.	
Staggered by Perfect Guard	2s	Pained	15s	20%	Stagger Power: physical attacks, and Lightning- and Ice-imbued attacks x10, other attack types x8. Damage: all attacks x1.5.	

Conditional Changes: Stagger Point: 2 when staggered upright, 100 during Level 2 stagger (upright), 10 when staggered with Perfect Guard (upright)

Schemata Preparations

- Watery Chorus or Electronica garb
- Watergod or Thunderbird Bracelet arm accessory
- Ice- or Lightning-elemental abilities
- Imperil or Curse abilities
- Brave Thief auto-ability

Overview

- The Reaver becomes significantly more dangerous once it loses half of its health, at which point it will stand up and acquire the Regen status. Its physical attacks will also be much stronger.

- You can exploit its weakness to the Ice and Lightning elements by using abilities imbued with these elements. These staggering modifiers are also increased immediately after enemy attacks. Perfect Guards build the Stagger Wave and are crucial in order to mitigate the damage of powerful attacks such as Diving Strike and Sunder performed when the enemy is upright.

- At low levels of development, it is highly advisable to chip away at the Reaver's health until staggering shortly before it stands, at which point you should Overclock and deal as much damage as you can to avoid spending too much time fighting against an upright enemy. Alternatively, you can equip the Ghostly Hood on Passion Rouge (if you have completed the main quest in Yusnaan) to reduce physical damage to negligible levels.

Power Play and Last One Notes

- This battle is much less arduous once you have access to a strong physical-based garb such as Soldier of Peace. Use attacks such as Heavy Slash in conjunction with Curse and employment of offensive arm accessories to deplete the enemy's HP quickly and bypass its upright form completely.

- Once you have access to Blizzaga, Thundaga (or their physical equivalents provided by the Purple Lightning and Blue Mage garb respectively), you can also launch the Reaver constantly with these abilities after inflicting Imperil, effectively disabling it completely.

- Against Reaver Ω, you may opt for the purely physical route, in which case it is recommended to Overclock to make the most of your starting Auto Enfreeze or Auto Entunder effect, and to ensure that you don't allow it to stand up; or the elemental route to launch it if you'd like to avoid spending EP. Be sure to bring along Poison to do some of the work for you.

- The Flesh Render sword found after the battle not only boasts incredible stat boosts, but also offers Auto-Regen – a welcome feature at a relatively early stage of the adventure while fighting battles against common enemies.

SUMMARY

Use Ice- and Lightning-elemental abilities, which also acquire stagger modifier bonuses immediately after the enemy attacks. Perfect Guards are critical to reduce damage sustained and can also stagger.



ABILITIES

CONDITION	ABILITY	TYPE	POWER	VARIATION	CUT	KEEP	EVASD & COUNTER	ADDED EFFECT
Default	Swipe	Physical	1.00	10%	35	65	✓	–
	Heave	Physical	1.50	10%	50	65	✓	–
Upright	Weapon Slash	Physical	1.00	10%	35	65	✓	–
	Fira	Magic, Fire	1.20	3%	35	65	✗	–
	Sunder	Physical	1.50 + 0.50	10%	65	65	✓	–
	Spinning Slice	Physical	0.50 + 2.50	10%	50	80	✓	–
	Diving Strike	Physical	4.00	10%	65	95	✓	–

QUICKSTART

CAST &
CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF
PRAYERS

BESTIARY

INVENTORY

STRATEGY &
ANALYSISULTIMA
WALKTHROUGH

EXTRAS

INDEX

DATA SHEET
STRUCTUREABILITIES
TABLESIMPORTANT
INFORMATIONENEMY
DIRECTORY

CHAOS BEASTS

FERAL
CREATURESMAN-MADE
UNITS

HUMAN

SPECIAL

FERAL CREATURES



	HP	STRENGTH	MAGIC	KEEP
DEFAULT	84,000	240	1,300	90
CARAPACE 75%	84,000	240	1,300	90
CARAPACE 50%	84,000	240	1,300	90
CARAPACE 25%	84,000	240	1,300	90
CARAPACE GONE	84,000	120	400	5

HABITAT	ITEM DROP
<ul style="list-style-type: none"> Yusnaan (Lower City) Dead Dunes Giant's Sandbox, Temple Ruins Yusnaan-Dead Dunes Highway Wildlands-Dead Dunes Highway 	<ul style="list-style-type: none"> Organic Carapace Magguard Polishing Heavy Guard Gold Malstone

EXTINCTION	LAUNCH	DISRUPTION	GL	EP
30	X	X	90	3.00

GURANGATCH

DEFAULT	1%	1%	30%	30%	30%	100%	90	90	90	90	90	90	100	100	0	100	0
CARAPACE 75%	10%	10%	30%	50%	50%	100%	90	90	90	90	90	90	100	100	0	100	0
CARAPACE 50%	30%	30%	70%	70%	70%	100%	50	50	50	50	50	50	100	100	0	100	0
CARAPACE 25%	50%	50%	100%	100%	100%	100%	50	50	50	50	50	50	100	100	0	100	0
CARAPACE GONE	200%	200%	150%	150%	150%	150%	0	0	0	0	0	0	0	0	0	0	0

CONDITION	STAGGER POINT	STAGGER DECAY	MAX PRESERVATION	PRESERVATION TOLERANCE	STAGGER MODIFIERS
Default	800	10	1,000	50	Stagger Power: full carapace, all attacks x1; carapace partly removed, all attacks x1.5; carapace half-removed, all attacks x2; carapace largely removed, all attacks x2; carapace totally removed, no further staggering.

CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Staggered	2s	Dazed	5s	20%/40%/60%	No further staggering. Damage: all attacks x2.

Conditional Changes: Stagger Decay: 0.2 when staggered

Schemata Preparations

- Windwalker Bracelet and Thorn of Courage arm accessories
- Beat Down or Wind-elemental abilities
- Heavy Slash ability
- Imperial and Stow abilities

Overview

- Gurangatch is slow to attack and nothing in its arsenal is especially damaging. The only hindrance is breaking its carapace shell to weaken its defenses.

- Inflict Slow and other ailments to increase the Stagger Power of your abilities and further delay your opponent's actions. Beat Down or Wind-elemental spells are preferred here.

- Switch to your physical damage-dealing Schema when you stagger. The beast will be crippled by a Dazed effect and takes on a weakness to every type of damage. Assuming your Auto Enaero effect is still in play, it should be close to defeat, if not outright extinguished, after a single Heavy Slash.

Power Play and Last One Notes

- Against the Last One, your ailments are hard to land and do not last long, so go straight for the stagger, especially with high-powered abilities such as Jump (see page 291 for advanced setups). Otherwise, flow of battle remains exactly the same.

SUMMARY

Gurangatch is relatively non-threatening and crumbles once staggered. Use Wind-elemental abilities or Beat Down/Jump to achieve this as soon as possible.



	HP	STRENGTH	MAGIC	KEEP
DEFAULT	420,000	600	3,000	90
CARAPACE 75%	420,000	600	3,000	90
CARAPACE 50%	420,000	600	3,000	90
CARAPACE 25%	420,000	600	3,000	90
CARAPACE GONE	420,000	300	1,000	40

HABITAT	ITEM DROP
<ul style="list-style-type: none"> See Gurangatch Ultimate Lair Floor II 	<ul style="list-style-type: none"> Toasty Shell Heavy Guard Prismatic Malstone Orichalc Malstone Life Smeatizer

EXTINCTION	LAUNCH	DISRUPTION	GL	EP
1	X	X	15,000	8.00

GURANGATCH Ω

DEFAULT	1%	1%	30%	30%	30%	100%	90	90	90	90	90	90	100	100	0	100	0
CARAPACE 75%	10%	10%	50%	50%	50%	100%	90	90	90	90	90	90	100	100	0	100	0
CARAPACE 50%	30%	30%	70%	70%	70%	100%	90	90	90	90	90	90	100	100	0	100	0
CARAPACE 25%	50%	50%	100%	100%	100%	100%	90	90	90	90	90	90	100	100	0	100	0
CARAPACE GONE	200%	200%	150%	150%	150%	150%	0	0	0	0	0	0	0	0	0	0	0

CONDITION	STAGGER POINT	STAGGER DECAY	MAX PRESERVATION	PRESERVATION TOLERANCE	STAGGER MODIFIERS
Default	1,000	10	1,000	50	Stagger Power: full carapace, all attacks x1; carapace partly removed, all attacks x1.5; carapace half-removed, all attacks x2; carapace largely removed, all attacks x2; carapace totally removed, no further staggering.

CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Staggered	2s	Dazed	5s	20%/40%/60%	No further staggering. Damage: all attacks x2.

Conditional Changes: Stagger Decay: 0.2 when staggered

ABILITIES

CONDITION	ABILITY	TYPE	POWER	VARIATION	CUT	KEEP	EVASD & COUNTER	ADDED EFFECT
Default	Bite	Physical	1.00	10%	35	90	✓	—
	Plaguebreath	Magic	0.10 x3	10%	30	90	✗	Debrave, Deprotect, Fog: 150/30s each
	Plaguebreath (Ω)	Magic	0.10 x5	10%	30	90	✗	Debrave, Deprotect, Poison, Fog, Daze: 150/30s each
	Boulder Tackle	Physical	5.00	10%	65	90	✓	—
Carapace gone	Regenerate Carapace	Special	—	—	—	100	—	Esuna x8

QUICKSTART

CAST &
CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF
PRAYERS

★ BESTIARY

INVENTORY

STRATEGY &
ANALYSISULTIMA
WALKTHROUGH

EXTRAS

INDEX

DATA SHEET
STRUCTUREABILITIES
TABLESIMPORTANT
INFORMATIONENEMY
DIRECTORY

CHAOS BEASTS

★ FERAL
CREATURESMEAN-MADE
UNITS

HUMAN

SPECIAL



FERAL CREATURES



	HP	STRENGTH	MAGIC	KEEP
STANDARD	240,000	350	350	80
ABILITIES	<ul style="list-style-type: none"> Wildlands (Esente Plains) Loxevion Wildlands Highway Wildlands Great Dunes Highway 			
ITEM DROP	<ul style="list-style-type: none"> Green Monster Moss Magnet Stizore Bizaga Platinum Malistone 			
EXTINCTION	LAUNCH	DISRUPTION	GIL	EP
30	✓	✓	900	2.00

CHOCOBO EATER



STANDARD	100%	100%	50%	100%	100%	30	30	30	30	30	30	30	30	95	30	30	0	30	0
----------	------	------	-----	------	------	----	----	----	----	----	----	----	----	----	----	----	---	----	---

CONDITION	STAGGER POINT	STAGGER DECA	MAX PRESERVATION	PRESERVATION SCORE	STAGGER MODIFIERS
Default	500	20	800	100	Stagger Power: all attacks x1.65 during Chomp.
CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Staggered	10s	Unshelled	20s	30%/80%	Stagger Power: physical attacks on the stomach weak point x5.
Staggered (Level 2)	15s	Broken	Permanent	0	No further staggering.

Conditional Changes: Stagger Decay: 10 when staggered, back to 20 when staggered during stagger | Strength: 600 when Angry | Physical and Magic Damage Modifiers: 150% when staggered

Schemata Preparations

- Electronica or Woodland Walker garb
- Physical resistance accessories
- Lightning- or Wind-elemental abilities
- Imperil and Slow abilities
- Brave Thief and Jump auto-abilities

Overview

• Chocobo Eater hits extremely hard, especially when it powers up, but this battle is much simpler if you've completed the main quest in Yusnaan and acquired the Ghostly Hood. All of its attacks are physical, which means you can shrug off its damage as long as you guard. For the riskier and more technically savvy player, Evade is effective against almost every enemy ability, enabling you to avoid damage completely with good timing.

• Begin the fight by inflicting your ailments and building up the Stagger Wave. A stagger results in an Unshelled effect, increasing the effectiveness of spells, but at lower levels of development, you should aim for a Level 2 stagger (see page 266), which applies a permanent Broken effect that makes it easier for you to trigger additional staggers as the battle wears on.

• As Chocobo Eater is preparing to power up with "Should I Cook Them?", reapply any ailments. When the enemy uses "So Hungry!", it gains Haste, Bravery, Veil, and Protect. For this reason, it is recommended to prepare either Deprotect or Imperil as the most recent ailment before this occurs, as the effect will persist. Between its attacks, steal its Haste and Bravery with Heavy Slash, continue to build your stagger, then switch to your hardest physical attacks to deal damage once your target is staggered. Eventually, the enemy will become "Satisfied", reverting to its normal behavior until a new cycle begins.

• If you are caught without the opportunity to equip the Ghostly Hood, be sure to Perfect Guard against the Chomp attack, which inflicts grievous damage. It is worthwhile to note that all attacks enjoy a large stagger modifier during Chomp, should you feel intrepid enough to attempt an interruption.



	HP	STRENGTH	MAGIC	KEEP
STANDARD	600,000	500	500	70
ABILITIES	<ul style="list-style-type: none"> See Chocobo Eater Ultimate Lair (Floor 2) 			
ITEM DROP	<ul style="list-style-type: none"> Crippling Hood Magnet Platinum Malistone Orichalc Malistone Soul Stealwater 			
EXTINCTION	LAUNCH	DISRUPTION	GIL	EP
1	✓	✓	19,600	8.00

CHOCOBO EATER Ω



STANDARD	100%	100%	50%	100%	100%	30	30	30	30	30	30	30	30	95	30	30	0	30	0
----------	------	------	-----	------	------	----	----	----	----	----	----	----	----	----	----	----	---	----	---

CONDITION	STAGGER POINT	STAGGER DECA	MAX PRESERVATION	PRESERVATION SCORE	STAGGER MODIFIERS
Default	600	20	800	100	Stagger Power: all attacks x1.65 during Chomp.
CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Staggered	10s	Unshelled	15s	30%/80%	Stagger Power: physical attacks on the stomach weak point x5.
Staggered (Level 2)	15s	Broken	Permanent	0	No further staggering.

Conditional Changes: Stagger Decay: 10 when staggered, back to 20 when staggered during stagger | Strength: 1,500 when Angry | Physical and Magic Damage Modifiers: 200% when staggered

• When you have EP to spare or are sufficiently strong, consider equipping the Thorn of Courage and Overclocking with physicals after the initial rounds of ailments and spells.

Power Play and Last One Notes

- Against the immensely strong Chocobo Eater Ω, it is to your advantage to unleash an all-out offensive during a Level 1 stagger and defeat the enemy without ever having to deal with "So Hungry!".
- The Splendid Admiral garb is highly recommended for its Transform Bravery autoability. In addition, you should carry an Enthunder or Enaero Potion in your stock of Recovery Items.

• With efficient aggression, you should be able to induce a stagger in less than thirty seconds (see page 295 for possible setups). Once you stagger, cast Slow and expend all your ATB to trigger Transform Bravery with Splendid Admiral. Throw your Enthunder or Enaero Potion and then Overclock repeatedly. Three Overclocks should be sufficient to down the beast in one concentrated damage burst.

- If these tactics are not feasible for whatever reason, the Ghostly Hood and Warrior Hunter's Mask will keep you alive while you whittle away the enemy's remaining HP.

SUMMARY

Use Lightning- or Wind-elemental spells or Jump to stagger. Trigger a Level 2 stagger to make subsequent staggers easier to achieve. Use Brave Thief to steal the enemy's buffs after "So Hungry!". Consider Overclocking and using buffing Potions in combination with Imperil to power through a Level 1 stagger for a quick end to the fight. Equip the Ghostly Hood as a safety measure.



ABILITIES

CONDITION	ABILITY	TYPE	POWER	VARIATION	CUT	KEEP	EVADE & COUNTER	ADDED EFFECT
Default	Attack (right arm)	Physical	1.00	10%	50	65 (Ω: 75)	✓	-
	Attack (left arm)		1.10					
	Bite	Physical	1.50	10%	65	65 (Ω: 75)	✓	-
	So Hungry!	Special	-	-	60	100	✓	Haste: 500s Bravery: 500s Protect: 500s Veil: 60s Daze (against Lightning): 110/10s
After "So Hungry!"	Suck In	Physical	0	-	20	80	✓	-
	Chomp	Physical	3.00	10%	90	80	✓	-
	Chef's Secret	Physical, Fire, Ice	0.83 x3 + 0.83 x3	10%	60	80	✓	-

FERAL CREATURES



	HP	STRENGTH	MAGIC	KEEP
DEFAULT	280,000	300	100	80
AFTER 1ST STAGGER	380,000	300	100	60

HAZARD	ITEM DROP
<ul style="list-style-type: none"> Dead Dunes (Desert around the Giant's Sandbox, Temple Ruins) Yamnean-Dead Dunes Highway Wildlands-Dead Dunes Highway 	<ul style="list-style-type: none"> Desert Rope Debravaga Dehaliga Ruings Platinum Malistone

EXTENSION	LAUNCH	DISRUPTION	GL	EP
30	✓	✓	980	2.00

EARTH EATER



DEFAULT	10%	10%	50%	50%	10%	50%	100	100	100	100	100	95	100	100	0	100	0
AFTER 1 st STAGGER	100%	10%	100%	100%	10%	100%	50	50	50	50	50	50	50	50	0	100	0

CONDITION	STAGGER POINT	STAGGER DELAY	MAX PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS
Default	800	30	100	50	Stagger Power: all attacks x1, Wind-imbued attacks x1.3, physical attacks during "TV Sealoff Than Whulf" x1.2.

CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
1 st Stagger	2s	--	--	0	Stagger Power: physical attacks and Wind-imbued attacks x2, non-elemental magic attacks x1, Fire-, Ice-, Lightning-imbued magic attacks x0.
Subsequent Staggers	13s	Infected	20s	0	
Staggered (Level 2)	10s	Broken	Permanent	0	No further staggering.

Conditional Changes: When staggered: Stagger Point = 500, Stagger Decay = 10, Max Wave Preservation = 600 | Strength: 650 when Angry | Physical Damage Modifier: 200% when staggered



	HP	STRENGTH	MAGIC	KEEP
DEFAULT	680,000	600	100	70
AFTER 1ST STAGGER	680,000	600	100	70

HAZARD	ITEM DROP
<ul style="list-style-type: none"> See Earth Eater Ultima Lev (Floor 22) 	<ul style="list-style-type: none"> Searing Hood Debravaga Platinum Malistone Orichalc Malistone Holy Forgetite

EXTENSION	LAUNCH	DISRUPTION	GL	EP
1	✓	✓	16,800	8.00

EARTH EATER Ω



DEFAULT	20%	20%	50%	50%	10%	50%	100	100	100	100	100	90	100	100	0	100	0
AFTER 1 st STAGGER	100%	20%	100%	100%	10%	100%	60	60	60	60	60	60	60	60	0	100	0

CONDITION	STAGGER POINT	STAGGER DELAY	MAX PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS
Default	800	20	100	50	Stagger Power: all attacks x1, Wind-imbued attacks x1.3, physical attacks during "TV Sealoff Than Whulf" x1.2.

CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
1 st Stagger	2s	--	--	0	Stagger Power: physical attacks and Wind-imbued attacks x2, non-elemental magic attacks x1, Fire-, Ice-, Lightning-imbued magic attacks x0.
Subsequent Staggers	13s	Infected	20s	0	
Staggered (Level 2)	10s	Broken	Permanent	0	No further staggering.

Conditional Changes: Stagger Point: 500 when staggered | Stagger Delay: 10 when staggered | Max Wave Preservation: 600 when staggered | Strength: 1,300 when Angry | Physical Damage Modifier: 200% when staggered

Schemata Preparations

- Woodland Walker garb
- Physical resistance accessories
- Wind-elemental abilities
- Status ailment resistance accessories
- Imperil, Slow, and Poison abilities
- Brave Thief and Jump auto-abilities

Overview

• Compared to its relative, Chocobo Eater, Earth Eater has vastly superior defenses. Its attacks can be just as powerful as Chocobo Eater's, so the Ghostly Hood is a handy security blanket if your HP totals are low.

• You will need Wind-elemental abilities to stagger efficiently. Furthermore, it is important to trigger a Level 2 stagger (see page 266) at low levels of development. This confers a permanent Broken effect and makes subsequent staggers easier to achieve. Fortunately, there is no significant benefit to fight this enemy early in the game. Later on, setups utilizing Jump become quite effective as well.

• When Earth Eater is staggered for the first time, the resultant Infected status makes it susceptible to ailments such as Poison, which you should prioritize. It also loses its resistance to physical damage.

• The enemy ability "I Don't Feel So Good..." will inflict multiple ailments on you after repeated usages, even if you guard. You can equip the Passion Rouge garb or the Satin Scrunchie head accessory to resist this, though Evade enables you to dodge this attack (as well as "Like I'd Let You Get Away With That!") completely.

• Earth Eater is able to bestow Bravery and Haste upon itself with "I'm Getting Angry!". Triggering Brave Thief is your best response, enabling you to claim its offensive buffs as your own.

• Generally, you should take advantage of every stagger you inflict and go all-out on the offensive. If required, Overclocking and combining Imperil with an Enaero Potion will help to prevent it from powering up and turning the battle into a lengthy slog.

Power Play and Last One Notes

- If you fight Earth Eater Ω after defeating Skata'ne Ω , you should equip the Enlister's Gloves to improve your offense. Your strategy should be similar to that used when facing a normal Earth Eater, with Poison taking on a very important role and more liberal usage of Overclocking encouraged. A Schema with very high Stagger Power, such as one that utilizes Jump, and a well-timed Enaero Potion are highly recommended (see Dragoon and Overclocker Schemata setups, page 291). Remember to trigger Transform Bravery from Splendid Admiral on a timely basis to maximize your damage during stagger. The Warrior Hunter's Mask will enable you to steal any Bravery effect the enemy invokes and the Ghostly Hood is your fallback against the most severe attacks.
- The Sapping Hood dropped by the Last One improves your physical resistance while bestowing any equipped Heavy Slash with Protect Thief.

SUMMARY

Use Wind-elemental abilities or Jump to stagger. Trigger a Level 2 stagger to make subsequent staggers easier to achieve. Poison is useful to deplete the enemy's health after the first stagger. Steal the enemy's buffs with Brave Thief after "I'm Getting Angry!". Consider Overclocking and consuming buffing Potions in combination with Imperil to maximize damage during staggers. Dodge "I Don't Feel So Good..." with Evade and equip the Ghostly Hood as a safety measure.



QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANONS OF PRAYERS

- BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

DATA SHEET

STRUCTURE

ABILITIES

TABLES

IMPORTANT INFORMATION

ENEMY DIRECTORY

CHAOS FEASTS

- FERAL CREATURES

MAN-MADE UNITS

HUMAN

SPECIAL

ABILITIES

CONDITION	ABILITY	TYPE	POWER	VARIATION	CUT	KEEP	EVADE & COUNTER	ADDED EFFECT
Default	Attack (left arm)	Physical	1.00	10%	50	60 (Ω : 70)	✓	-
	Attack (right arm)		1.10					
	Bite	Physical	1.50	10%	65	65 (Ω : 70)	✓	-
	I Don't Feel So Good...	Physical	0.02 x2 + 0.03 x7	2%	10 (Ω : 30)	75 (Ω : 90)	✓	Debrave: 120/20s Defaith: 120/20s Deprotect: 150/500s Poison: 150/30s Pain: 100/10s
			0.80		30			
I'm Getting Angry!	Special	-	-	60	100	✓	Haste: 500s Bravery: 500s Vigilance: 500s Veil: 60s	
After "I'm Getting Angry!"	Suck In	Physical	-	-	50	80 (Ω : 90)	✓	-
	I'll Swallow Them Whole!	Physical	3.00	10%	65	80 (Ω : 90)	✓	-
	Like I'd Let You Get Away With That!	Physical	0.20 x6	2%	65	60 (Ω : 90)	✓	-
2.30			10%					

FERAL CREATURES



	HP	STRENGTH	MAGIC	KEEP
STANDARD	11,000,000	1,300	1,300	95
STAGGERED	11,000,000	1,300	1,300	95
STAGGERED (LEVEL 2)	11,000,000	1,300	1,300	95
STAGGERED (LEVEL 3)	11,000,000	1,300	1,300	95
STAGGERED (LEVEL 4)	11,000,000	1,300	1,300	95

HABITAT	ITEM DROP
• Dead Dunes (Giant's Sandlot)	• Falcon Charm • Disaster • Crystal Malice • Holy Forgetful • Demonic Forgetful

EXTINCTION	LAUNCH	DISRUPTION	GA	EP
1	X	X	50,000	9.00

Overview

• Perhaps the most technically demanding battle in the game, your match against Aeronite is strictly timed. You will have approximately three minutes to stagger from when the battle begins. After you stagger, you'll have another three minutes to reach the next stagger. This continues through to a fourth and final stagger. If this timer ever expires, the enemy will immediately leave the fray. The next time you encounter it, all of its health will have regenerated.

• Our strategy here offers a reliable way to win on a first playthrough. For best results, you should set up your Schemata as shown. Given that you need Equilibrium*, complete your preparations by the end of Day 12, then engage Aeronite early in Day 13 to allow time for the Ultimate Lair. Purchase at least three revival items, as well as an Enaero Potion from Ruffian. Bring along an Ether or two to be safe. Finally, fill out your recovery items with Potions that grant Bravery if you can.

• **Start of Battle:** Aeronite's attacks are powerful and frequent; weaken them with Defaith and Debrave, each of which will require two casts to inflict successfully. Open with Defaith in priority, as Aeronite will always begin with a -ra elemental spell. The enemy's actions will mirror your own. If you use physical attacks, it will use short-range abilities. If you stand at range and cast spells, it will do the same and occasionally use Black Hole to draw you closer. You will rely

AERONITE

	25%	25%	100%	100%	100%	100%	67	67	67	67	100	100	100	100	100	0
STANDARD	25%	25%	100%	100%	100%	100%	67	67	67	67	100	100	100	100	100	0
STAGGERED	50%	50%	100%	100%	100%	100%	67	67	67	67	100	100	100	100	100	0
STAGGERED (LEVEL 2)	75%	75%	100%	100%	100%	100%	67	67	67	67	100	100	100	100	100	0
STAGGERED (LEVEL 3)	100%	100%	100%	100%	100%	100%	67	67	67	67	100	100	100	100	100	0
STAGGERED (LEVEL 4)	500%	500%	100%	100%	100%	100%	60	60	60	60	100	100	100	100	100	0

CONDITION	STAGGER POINT	STAGGER DECAY	SAFETY PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS

CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Staggered (Level 2)	0s	Unprotected, Unshelved	170s	0	Stagger Power: all attacks x1.
Staggered (Level 3)	0s	Unprotected, Unshelved, Broken	170s	0	Stagger Power: all attacks x1.
Staggered (Level 4)	170s	Unprotected, Unshelved, Broken	170s	0	No further staggering.

Conditional Changes: Stagger Point: 1,700 after 1st stagger, 1,800 after 2nd stagger, 2,000 after 3rd stagger

SUGGESTED SCHEMATA

	Splendid Admiral	Soldier of Peace	Equilibrium*
	Chaos's Revenge	Demon Claw	Morgenstern (or Flesh Render)
	Gridanian Sigil or Blasphemy	Noblesse Veronique	Noblesse Veronique
	Preta Hood	Soul of Thamasa	Fighter's Emblem, Wolf's Emblem, or Warrior Hunter's Mask
	Runic Ring	White Strap	Enlister's Gloves
	Imperil	Shadowbind	Defaith
	Guard	Light Slash	Debrave
	Deprotect	Heavy Slash	Attack
	Aerora	Aerora (Wind-Attribute Attacks +10%)	Ruin

* Exploit the Dandyly ATB Recovery auto-ability as often as you can. For example, you can switch very briefly to Equilibrium* between the first and second parts of Magaton Break, or immediately after Hellfire, or between the first and second hits of the enemy's swipe combo. Even the smallest of bonuses to recharging your staggering Schemata will accumulate when invoked repeatedly and help to speed up the battle.

on magic for staggering and physical attacks for damage. A good rule of thumb is to cast your -ra spell once or twice in \mathcal{A} and finish the combo with two finales in \mathcal{B} . Be sure to always switch back to \mathcal{A} to guard when necessary. Generally, you should follow this sequence by using \mathcal{B} to preserve your Stagger Wave with Ruin and refresh both Debrave and Defaith constantly. This approach balances your ATB usage across all three Schemata. Whatever you do, guard against Aeronite's swipes at all costs. Otherwise, you will be knocked all the way out to the edge of the battlefield, wasting precious seconds and Stagger Wave progress. Guarding against both parts of Megaton Break – the initial physical attack and the follow-up Quake – is also a necessity.

- **Level 1 Stagger:** Chaos's Revenge is a huge boon to your offense, as soon as the Stagger Wave pulses red, switch back to \mathcal{A} and unleash a couple of spells to stagger immediately. Once staggered, Aeronite will immediately unleash an abrupt, multi-hit Roar that will miss you if you are far enough out of range (this applies to all further staggers too). Continue to follow the same procedure to reach a second stagger. The enemy will begin to cast -ga elemental spells, as well as Painga and Fogga. During this phase of the fight, Megaton Break will take longer to charge, but is also more powerful.

- **Level 2 Stagger:** Aeronite becomes much stronger now, setting aside Megaton Break in favor of its ultimate move, Hellflare. This is executed relatively quickly and, unless Perfect Guarded, bypasses the effects of the Preta Hood and penetrates your resistances. If you see an incoming Hellflare, immediately cast several Ruins and prepare for a long interruption. Note that you can avoid being launched by Hellflare by guarding with an active Vigilance or with a well-timed item, but your challenge will be to survive the hit so as not to lose the positive effect in either case. Ensuring that Debrave and Defaith are constantly in effect is absolutely vital for survival. Furthermore, its single swipe attack turns into a two-hit combo that first launches you, then knocks you back. This is incredibly disruptive, so you need to guard vigilantly.

- **Level 3 Stagger:** At a distance, Aeronite will occasionally cast the ultimate elemental spells: Flare, Chill, Surge, and Tornado. Otherwise, the enemy's behavior is identical to that exhibited during the previous stagger.

- **Level 4 Stagger:** Aeronite will finally collapse and be unable to respond with Roar. In fact, its only actions in this state are -ga spells. Additionally, it will now take 500% damage from physical and magic attacks! Immediately throw your Enaero Potion and cast Deprotect and Imperil. Trigger Transform Bravery or throw a Bravery Potion and begin your assault in \mathcal{B} . Use combos of one Light Slash followed up by

a perfectly timed Artemis's Arrows for massive damage. Once your ATB runs out, switch to \mathcal{A} and Attack while \mathcal{B} recharges. Repeat this process and maintain all status effects; trigger Transform Bravery again by refreshing Deprotect and Imperil as necessary. Continue to guard against enemy spells and keep your health up so you do not suffer an untimely knockout and lose your Enaero effect. Eventually, you will succeed in depleting the enemy's massive HP pool and claim victory. With superior execution and minimal usage of EP and items, you should be able to obtain a perfect five-star rating with points to spare. If this is not a concern and you are feeling uneasy about the time limit, though, start Overclocking and throwing Ethers.

SUMMARY

Stagger four times with a combination of double-finale -ra spells and Quick Stagger 75% while avoiding interruptions. Maintain Debrave and Defaith at all times until the final stagger, when you should replace them with Deprotect and Imperil. Buff yourself and alternate between two Schemata to deal damage during the final stagger. Overclock if necessary to ensure that you do not run out of time.

ABILITIES

CONDITION	ABILITY	TYPE	POWER	VARIATION	CUT	KEEP	EVASD & COUNTER	ADDED EFFECT
Default	Swipe Attack (Knockback)	Physical	3.00	10%	55	95	✓	–
	Fira	Magic, Fire	1.20	3%	35	95	✗	–
	Blizzara	Magic, Ice	1.20	3%	35	95	✗	–
	Thundara	Magic, Lightning	0.30 x4	3%	35	95	✗	–
	Aerora	Magic, Wind	0.30 x4	3%	35	95	✗	–
	Dragon Breath	Magic, Fire	1.75 x4	10%	50	95	✗	–
	Roar	Physical	0.36 x14 3.00	10%	55	95	✗	–
	Black Hole	Magic	0.1 x4	10%	95	95	✗	–
	Megaton Break (Rush)	Physical	7.00	10%	65	100	✗	–
	Megaton Break (Quake)	Magic	2.00 x4	10%	65	100	✗	–
Level 1 Stagger (One-time)	Roar	Physical	0.32 x11 2.50	10%	55	95	✗	–
Level 1 Stagger	Firaga*	Magic, Fire	3.50	3%	50	95	✗	–
	Blizzaga*	Magic, Ice	3.50	3%	50	95	✗	–
	Thundaga*	Magic, Lightning	0.44 x8	3%	50	95	✗	–
	Aeroga*	Magic, Wind	0.44 x8	3%	50	95	✗	–
	Painga	Magic	0.50	3%	20	95	✗	Pain: 500/15s
	Fogga	Magic	0.50	3%	20	95	✗	Fog: 500/15s
	Megaton Break (Rush)	Physical	10.00	10%	65	100	✗	–
Megaton Break (Quake)	Magic	2.50 x4	10%	65	100	✗	–	
Levels 2 and 3 Staggers (One-time)	Roar	Physical	0.71 x14 4.00	10%	55	95	✗	–
Levels 2 and 3 Staggers	Swipe Attack (Launch)	Physical	3.00	10%	55	95	✓	–
	Flare**	Magic, Fire	20.00	3%	70	95	✗	–
	Chill**	Magic, Ice	20.00	3%	70	95	✗	–
	Surge**	Magic, Lightning	0.10 x1-8 20.00	3%	70	95	✗	–
	Tornado**	Magic, Wind	0.10 x1-8 20.00	3%	70	95	✗	–
	Hellflare	Magic, Special	15.00	10%	80	100	✗	–
	Ruina	Magic	3.00	3%	50	95	✗	–
Level 4 Stagger 178 seconds pass without Stagger or Defeat	Fed Up	Physical	3.00	10%	80	100	✗	Escape

* Also during Level 4 Stagger

** Only during Level 3 Stagger

MAN-MADE UNITS



	HP	STRENGTH	MAGIC	KEEP
STANDARD	5,200	85	0	50
HABITAT	<ul style="list-style-type: none"> Yusnaan Industrial Area 		ITEM DROP	
EXTORTION	LAUNCH	DISRUPTION	GL	EP
30	✓	✓	50	0.08

HOPLITE

STANDARD	1%	5%	10%	20%	30%	40%	50%	60%	70%	80%	90%	100%

STAGGER DETAILS	CONDITION	STAGGER POINT	STAGGER DELAY	MAX PRESERVATION	PRESERVATION DELAY	STAGGER MODIFIERS
	Default	80	5	1,000	75	Stagger Power: all attacks x1.
CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS	
Staggered	0s	-	-	5%/10%	No further staggering. Damage: all attacks x2.	

Schemata Preparations

- Firewyrn or Thunderbird Bracelet arm accessory
- Slow ability

Overview

• This plodding mechanical unit may catch you by surprise with its relatively quick strikes in the field, so be sure to avoid Poor starts against such a weak foe.

• You can easily take advantage of Hoplite's natural elemental weaknesses (Fire and Lightning) with the appropriate arm accessories, or inflict Slow to delay its already sluggish movements while you focus on a different enemy.

• **Last One Note:** Simply exploit Hoplite Ω's elemental weaknesses and it should fall without much delay.



	HP	STRENGTH	MAGIC	KEEP
STANDARD	20,800	340	0	50
HABITAT	<ul style="list-style-type: none"> See Hoplite Ultimate Lair (Floor 1) 		ITEM DROP	
EXTORTION	LAUNCH	DISRUPTION	GL	EP
1	✓	✓	1,800	0.80

HOPLITE Ω

STANDARD	10%	5%	10%	20%	30%	40%	50%	60%	70%	80%	90%	100%

STAGGER DETAILS	CONDITION	STAGGER POINT	STAGGER DELAY	MAX PRESERVATION	PRESERVATION DELAY	STAGGER MODIFIERS
	Default	240	5	1,000	100	Stagger Power: all attacks x1.
CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS	
Staggered	0s	-	-	5%/10%	No further staggering. Damage: all attacks x3.	

SUMMARY

An unremarkable foe, Hoplite is slow to act and has a devastating weakness to the Fire and Lightning elements that should be exploited for a quick victory.

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

DATA SHEET

STRUCTURE

ABILITIES

IMPORTANT INFORMATION

ENEMY DIRECTORY

CHAOS BEASTS

FERAL CREATURES

MAN-MADE UNITS

HUMAN

SPECIAL



	HP	STRENGTH	MAGIC	KEEP
STANDARD	7,800	64	128	10
HABITAT	Yusnaan (City, Patron's Palace)		ITEM DROP	
			<ul style="list-style-type: none"> Clear Ooze Area Sweep Midguard Slowga Mythril Malistone 	
EXTRACTION	LAUNCH	EVOLUTION	GIL	EP
-	✓	✓	180	0.10

FLANITOR



STANDARD	100%	100%	200%	100%	10%	100%	35	35	35	35	35	35	35	35	20	25	35	35	35
----------	------	------	------	------	-----	------	----	----	----	----	----	----	----	----	----	----	----	----	----

STAGGER EFFECTS

CONDITION	STAGGER POINT	STAGGER DECAY	MAX PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS
Default	100	15	1,000	50	Stagger Power: all attacks x0.3; during Rescue, all attacks x100.
CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	RESISTANCE	STAGGER MODIFIERS
Staggered	0s	-	-	0	No further staggering. Damage: all attacks x1.

Schemata Preparations

- Firewyrn Bracelet arm accessory

Overview

- The Flanitor is extremely easy to stagger when attempting its Rescue spell, leading to its quick demise.
- The Velvet Bouncer garb, with its default Blitz ability, is often capable of eliminating an enemy group consisting of a Personal Guard and two Flanitors with only three uses of Blitz targeted at the Personal Guard.

SUMMARY

Stagger to interrupt any attempts by this enemy to use Rescue. Use Fire-elemental abilities for an easy victory.

MAN-MADE UNITS



	HP	STRENGTH	MAGIC	KEEP
DEFAULT	28,500	90	230	90
STAGGERED	28,500	30	30	10

HABIT	ITEM DROP
<ul style="list-style-type: none"> • Luxurion (Warren) 	<ul style="list-style-type: none"> • Motor Coil • Guard • Heavy Guard • N/A&I Guard • Shield Polisher

EXTRACTION	LAUNCH	DISRUPTION	BL	EP
-	X	X	180	0.20

GERTRUDE



CONDITION	15%	30%	100%	50%	120%	50%	30	0	50	30	30	30	100	50	50	0	100	100
DEFAULT	15%	30%	100%	50%	120%	50%	30	0	50	30	30	30	100	50	50	0	100	100
STAGGERED	100%	100%	100%	100%	120%	100%	0	0	0	0	0	0	100	0	0	0	100	0

Schema Preparations

- Thunderbird Bracelet and Thorn of Will arm accessories
- Lightning-elemental abilities

Overview

- This machine attacks with Rush and Energy Blast. Both abilities take a long time to charge; the latter can inflict Curse.
- Gertrude is resistant to physical damage, so employing Lightning-elemental spells to hit its elemental weakness is the best way to deal damage.
- By contrast, the most effective way to stagger this foe is to use physical abilities such as Heavy Slash, Beat Down or Sparkstrike as it is charging its attacks.

SUMMARY

Use physical attacks while it is charging to stagger or Lightning-elemental spells to deal heavy damage.

CONDITION	STAGGER POINT	STAGGER DECAY	MAX PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS
Default	600	10	100	50	Stagger Power: when enemy idle, Lightning-induced attacks x1, non-Lightning-induced techniques x0, when enemy charging, physical attacks x1.

CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Staggered	1s	-	-	0	No further staggering. Damage: all attacks x1.5, Ice-elemental attacks x2.

Conditional Changes: Physical Damage Modifier: 100% when charging and once staggered



	HP	STRENGTH	MAGIC	KEEP
DEFAULT	25,000	300	300	40
STAGGERED	25,000	100	100	10

HABIT	ITEM DROP
<ul style="list-style-type: none"> • Yvanon Lower City, Industrial Area, Patron's Palace 	<ul style="list-style-type: none"> • Ether Coil • Fatal Sweep • Beat Down • Drapelite • Sword Polisher

EXTRACTION	LAUNCH	DISRUPTION	BL	EP
-	X	X	180	0.22

DESDEMONA



CONDITION	100%	100%	120%	50%	120%	50%	30	30	80	60	60	100	100	100	30	100	30	
DEFAULT	100%	100%	120%	50%	120%	50%	30	30	80	60	60	100	100	100	30	100	30	
STAGGERED	150%	150%	150%	100%	150%	50%	0	0	0	0	0	100	0	0	0	30	100	30

Schema Preparations

- Thunderbird Bracelet arm accessory
- Lightning-elemental abilities
- Deprotect and Imperil or Curse abilities

Overview

- This enemy is likely to employ Rush several times in succession. The attack is not especially damaging but will launch you into the air if you don't guard it.
- By guarding effectively against Rush and following up immediately with physical or Lightning-elemental attacks, you can stagger the enemy and put a stop to its frenetic movements. This is also the best way to farm the extremely useful Beat Down ability.
- Another option is to inflict Deprotect and Imperil and simply hack away with physical attacks, ideally with the Thunderbird Bracelet equipped. As long as you sustain the string, you can interrupt Desdemona and prevent it from ever resuming the offensive.

SUMMARY

Inflict Deprotect and Imperil and blast away at Desdemona with Lightning-elemental abilities. To stagger, use physical or Lightning-elemental attacks immediately after Rush.

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

DATA SHEET

STRUCTURE

ABILITIES TABLES

IMPORTANT INFORMATION

ENEMY DIRECTORY

CHAOS BEASTS

FEBAL CREATURES

MAN-MADE UNITS

HUMAN

SPECIAL



	HP	STRENGTH	MAGIC	KEEP
DEFAULT	100,000	500	0	60
STAGGERED	100,000	100	0	60

HABITAT	ITEM DROP
<ul style="list-style-type: none"> Yusnaan (Slaughterhouse during "Yusnaan's Labour" side quest) 	—

EXTINCTION	LADDER	SHORTPATH	GIL	EP
—	X	X	0	0.00

DESMOND

	100%	100%	120%	50%	120%	50%	100	100	100	100	100	100	100	100	100	100
DEFAULT	100%	100%	120%	50%	120%	50%	100	100	100	100	100	100	100	100	100	100
STAGGERED	150%	150%	150%	100%	150%	50%	0	0	0	0	0	0	0	100	0	0

Schemata Preparations

- Splendid Admiral garb or Thorn of Courage arm accessory
- Thunderbird Bracelet arm accessory
- Lightning-elemental abilities

Overview

- Simply a tougher version of the Desdemona that is ailment-proof until staggered, Desmond presents only a mediocre challenge if you have previously become well-practiced in guarding against the Rush attack. It is recommended to take the initiative with a Bravery effect, either through the Transform Bravery auto-ability of the Splendid Admiral garb, if you have access to it, or the Thorn of Courage.

SUMMARY

Stagger by using physical or Lightning attacks immediately after Rush. Staggering also increases damage taken by the enemy.

STAGGER BEHAVIOUR

CONDITION	STAGGER POINT	STAGGER DECAY	MAX PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS
Default	1,000	25	600	25	Stagger Power: physical and Lightning-induced attacks x1 (x5 after Rush), spells x3.

CONDITION	DURATION	AIBO EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Staggered	7s	Unprotected	7s	0	No further staggering.

MAN-MADE UNITS



	HP	STRENGTH	MAGIC	KEEP
DEFAULT	100,000	500	500	60
ARMS DESTROYED	100,000	500	500	60
NAMEKIT		ITEM DROP		
<ul style="list-style-type: none"> Lasexon (Parasen Graveyard) Lasexion-Wildlands Highway 		<ul style="list-style-type: none"> Quality Machine Oil Flamethike Heat Bits Fraga Gold Malisone 		
EXTINCTION	LAUNCH	DISRUPTION	BL	EP
30	✓	✓	960	2.00

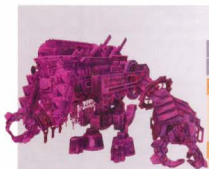
DREADNOUGHT



DEFAULT	50%	50%	50%	100%	100%	100%	70	70	70	70	70	70	70	70	70	70	70
ARMS DESTROYED	200%	200%	50%	150%	100%	100%	30	30	30	30	30	30	30	30	30	30	30

STAGGER DETAILS

CONDITION	STAGGER POINT	STAGGER DELAY	MAX PRESERVATION	PRESERVATION (SCAN)	STAGGER MODIFIERS
Default	400	5	600	40	Stagger Power: non-ice-imbued attacks x0, ice-imbued attacks x1; during Wrecking Ball, ice-imbued attacks x5. Damage: during Wrecking Ball, all attacks x1.5, attacks on extended arms x1.5.
CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Staggered	6s	Unprotected	20s	20%/40%	No further staggering. Damage: all attacks x2.



	HP	STRENGTH	MAGIC	KEEP
DEFAULT	500,000	1,250	1,250	70
ARMS DESTROYED	500,000	1,250	1,250	70
NAMEKIT		ITEM DROP		
<ul style="list-style-type: none"> See Dreadnought Ultimate Lair (Floor 8) 		<ul style="list-style-type: none"> Flameward Bangle Heat Bits Platinum Malisone Orichalc Malisone Soul Smelwater 		
EXTINCTION	LAUNCH	DISRUPTION	BL	EP
1	✓	✓	19,800	8.00

DREADNOUGHT Ω



DEFAULT	50%	50%	50%	100%	100%	100%	70	70	70	70	70	70	70	70	70	70	70
ARMS DESTROYED	200%	200%	50%	150%	100%	100%	30	30	30	30	30	30	30	30	30	30	30

STAGGER DETAILS

CONDITION	STAGGER POINT	STAGGER DELAY	MAX PRESERVATION	PRESERVATION (SCAN)	STAGGER MODIFIERS
Default	600	10	1,000	60	Stagger Power: non-ice-imbued attacks x0, ice-imbued attacks x1; during Wrecking Ball, ice-imbued attacks x5. Damage: during Wrecking Ball, all attacks x1.5, attacks on extended arms x1.5.
CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Staggered	6s	Unprotected	20s	20%/40%	No further staggering. Damage: all attacks x2.

Schemata Preparations

- Fire-resistance accessories
- Watergod Bracelet arm accessory
- Heavy Slash, Evade, and Imperil abilities
- Beat Down or Ice-elemental abilities

Overview

Dreadnought is a ponderous foe, but hits hard when it finally does act. It has innate ailment resistance, so you will require twice the usual dose of spells to inflict your ailments of choice. In addition, it will use Steam Clean to rid itself of ailments and replace them with a Veil effect. Staggering is only possible with Ice-elemental abilities.

- You can easily destroy the enemy's arms by employing a strong attack such as Heavy Slash after a swinging attack. Destroying an arm also temporarily disables the Dreadnought. Once both arms are gone, Dreadnought will try to use Wrecking Ball. Fortunately, all subsequent damage dealt to the enemy quadruples, ailment resistance decreases, and Stagger Power increases dramatically during Wrecking Ball. In addition, it becomes susceptible to launch by Blitzaga or the Purple Lightning garb's Flood once its arms are destroyed.
- Interestingly, the Dreadnought has fairly short range and highly telegraphed abilities. All of its attacks except for Flame Cyclone and Wrecking Ball can be dodged by using the Evade ability, or by simply casting spells to jump backwards at the right time. This makes Evade a very useful ability in this fight, especially when utilized to roll to the side and target Dreadnought's arms.

Power Play and Last One Notes

- At higher levels of development, you can ignore the arms completely and go for the quickest stagger possible. For example, you can alternate between two Schemata equipped with Beat Down or Jump, powered by the Auto Enfrust effect of the Watergod Bracelet. The Heartstealer garb is ideal against this enemy, as you can also make use of its native Evade.
- Against Dreadnought Ω, a similar dual-staggering setup offers the most efficiency. Destroy the arms with Heavy Slash and focus on using Beat Down/Jump relentlessly otherwise. Keep Blitzaga or Flood on hand to launch in case the enemy attempts to use Wrecking Ball. Don't hesitate to Overclock if you want to take advantage of Auto Enfrust early in the battle.

SUMMARY

There are two ways to approach this fight. The first is to relieve the enemy of both arms and then stagger. The second is to ignore the arms and go straight for the stagger. Either way, you should rely heavily on Ice-elemental damage, which can be further enhanced with Imperil.

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

DATA SHEET STRUCTURE

ABILITIES TABLES

IMPORTANT INFORMATION

ENEMY DIRECTORY

CHAOS BEASTS

FERAL CREATURES

MAN-MADE UNITS

HUMAN

SPECIAL



ABILITIES

CONDITION	ABILITY	TYPE	POWER	VARIATION	CUT	KEEP	EVADE & COUNTER	ADDED EFFECT
Default	Attack	Physical	1.00	5%	50	95	✓	—
	Pulverize	Physical	2.50	5%	65	95	✓	—
	Incinerate	Magic, Fire	3.00 x1-x2	5%	30	95	✓	—
	Flame Cyclone	Physical, Fire	0.50	5%	65	90	✗	Deprotect: 30/40s
		Magic, Fire	2.00 x4		30			
	Steam Clean	Special	—	—	—	95	✗	Esuna, Veil: 60s
Arms Destroyed	Wrecking	Physical	0.60	5%	65	95	✓	—
	Ball	Physical, Fire	5.00	5%	65	95	✗	—

MAN-MADE UNITS



	HP	STRENGTH	MAGIC	KEEP
STANDARD	250,000	300	300	60
NUMBERS		ITEM DROP		
<ul style="list-style-type: none"> Wifflenda (Rocky Crag, Temple of the Goddess) Luxonion-Wifflenda Highway Wifflenda-Dead Dunes Highway 		<ul style="list-style-type: none"> AMP Chip Flameparka Icearmor Flameparka Icearmor 		
EXTINCTION	LAUNCH	DISRUPTION	DL	EP
30	✓	✓	ME	2.00

ASTER PROTOFLORIAN

STANDARD	100%	100%	100%	100%	100%	100%	30	30	30	30	30	30	30	30	30	30	30
----------	------	------	------	------	------	------	----	----	----	----	----	----	----	----	----	----	----

CONDITION	STAGGER POINT	STAGGER DELAY	MAX. PRESERVATION	PRESERVATION DELAY	STAGGER MODIFIERS
Default	500	10	600	50	Stagger Power: physical attacks x1, magic attacks x0 (except those exploiting Exoproofing weakness x2).
CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Staggered with Physical Attack	6s	Pained	30s	20%/40%/60%	Stagger Power: physical attacks x3, magic attacks x0. Damage: all attacks x2.
Staggered with Element opposite of Exoproofing	6s	Purched, Expanded, Conductive or Brittle	30s	20%/40%	Stagger Power: physical attacks x2, magic attacks x0. Damage: all attacks x2.
Staggered (Level 2)	3s	Unshelled	30s	20%/40%/60%	No further staggering. Damage: all attacks x3.

Conditional Changes: Stagger Decay: 5 when staggered, 30 during Level 2 stagger | Elemental Damage Modifiers: during Exoproofing, 200% for weak element, 100% for strong element, 50% for the other two elements



	HP	STRENGTH	MAGIC	KEEP
STANDARD	750,000	750	750	70
NUMBERS		ITEM DROP		
<ul style="list-style-type: none"> See Aster Protoflorian Ultimate Lair (Floor 12) 		<ul style="list-style-type: none"> Sparkward Bangla Flameparka Platinum Malistone Orichalc Malistone Soul Smeltwater 		
EXTINCTION	LAUNCH	DISRUPTION	DL	EP
1	✓	✓	19,000	6.00

ASTER PROTOFLORIAN Ω

STANDARD	100%	100%	100%	100%	100%	100%	30	30	30	30	30	30	30	30	30	30	30
----------	------	------	------	------	------	------	----	----	----	----	----	----	----	----	----	----	----

CONDITION	STAGGER POINT	STAGGER DELAY	MAX. PRESERVATION	PRESERVATION DELAY	STAGGER MODIFIERS
Default	600	10	100	50	Stagger Power: physical attacks x1, magic attacks x0 (except those exploiting Exoproofing weakness x2).
CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Staggered with Physical Attack	6s	Pained	30s	20%/40%/60%	Stagger Power: physical attacks x3, magic attacks x0. Damage: all attacks x2.
Staggered with Element opposite of Exoproofing	6s	Purched, Expanded, Conductive or Brittle	30s	20%/40%	Stagger Power: physical attacks x2, magic attacks x0. Damage: all attacks x2.
Staggered (Level 2)	3s	Unshelled	30s	20%/40%/60%	No further staggering. Damage: all attacks x3.

Conditional Changes: Stagger Decay: 5 when staggered, 30 during Level 2 stagger | Elemental Damage Modifiers: during Exoproofing, 200% for weak element, 100% for strong element, 5% for the other two elements

Schemata Preparations

- Two of Ignition, Watery Chorus, Electronica, or Woodland Walker garb
- Beat Down ability
- Deprotect, Deshell, and Imperil abilities
- Brave Thief auto-ability

Overview

Aster Protoflorian will cycle through the four elements with its signature Exoproofing ability, which enables it to absorb damage of the specified element and become weak to the opposite element (Fire versus Ice and Lightning versus Wind).

- Exoproofing also bestows the enemy with a buff that can (and should) be stolen with the Brave Thief auto-ability, accessible at an early stage in the story through a combination of the Bleatleax of the Believer weapon and Heavy Slash. Typically, Exoproofing: Fire casts Bravery, Exoproofing: Ice casts Faith, and Exoproofing: Lightning casts Haste. Exoproofing: Wind casts Regen, which you cannot take for yourself.

- Be on the lookout for Cranial Plant, which can launch you into the air, subjecting you to Bulb Smash if unguarded. Manadrive Missile is also noteworthy for its relatively quick execution.

- When staggered using elemental spells, it will take additional damage from the element that was used to trigger the stagger. Staggering is also possible with high Stagger Power physicals such as Beat Down, which will inflict a Pained effect on the enemy, so be prepared to guard against Manadrive Missile. A Level 2 stagger, only possible with physical attacks, enables launch and the use of an extremely powerful contextual command called Smite.

- At low levels of development, using two of Ignition, Watery Chorus, Electronica, or Woodland Walker is ideal to cover all four elements if you equip two elements to each garb. This ensures that you will be able to hit its Exoproofing weakness no matter what.

Power Play and Last One Notes

- Given that the Aster Protoflorian begins the battle with normal resistances, you may opt to end the battle quickly with an application of Imperil and equipping an auto-elemental accessory and either the Thorn of Courage or Thorn of Will. This works well if you decide to Overclock immediately.

- Against the Last One, the previous strategy makes for a good opening, but you can also use the Transform Bravery auto-ability from the Splendid Admiral garb in lieu of the Thorn of Courage. Reach Level 2 stagger with Beat Down setups to maximize your damage. Poison is also recommended.

SUMMARY

At low levels of development, use all four elements and stagger with spells. Beat Down/Jump should be favored on stronger characters. Be sure to carry Brave Thief to steal any buffs granted by Exoproofing.

ABILITIES

CONDITION	ABILITY	TYPE	POWER	VARIATION	CUT	KEEP	EVADE & COUNTER	ADDED EFFECT
Default	Attack (right arm)	Physical	0.60	10%	35	65	✓	-
	Attack (left arm)		0.40					
	Manadrive Missile	Magic	1.20	10%	45	60	✘*	-
	Exoproofing: Fire	Special	-	-	30	100	-	Enfire: 300s Bravery: 30s
	Exoproofing: Ice	Special	-	-	30	100	-	Enfrost: 300s Faith: 30s
	Exoproofing: Lightning	Special	-	-	30	100	-	Enthunder: 300s Haste: 30s
	Exoproofing: Wind	Special	-	-	30	100	-	Enaero: 300s Regen: 30s
	Spin Jump (hit)	Physical	2.50	10%	65	95	✘	-
	Spin Jump (shockwave)	Magic	0.50	10%	60	95	✘	-
Default (after Exoproofing)	Efflorescence	Physical (and Elemental)	0.40 x4 (0.60 x4)	10%	50	80	✘	-
	Cranial Plant	Physical (and Elemental)	0.60 (0.80)	10%	50	80	✓	-
	Bulb Smash	Physical (and Elemental)	1.50 + 0.20 (1.80 + 0.20)	10%	50/35	95	✘	-

* Evade is effective



QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANYONS OF PRAYERS

* BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

DATA SHEET STRUCTURE

ABILITIES TABLES

IMPORTANT INFORMATION

ENEMY DIRECTORY

CHAOS BEASTS

FERAL CREATURES

* MAN-MADE UNITS

HUMAN

SPECIAL

HUMAN



	HP	STRENGTH	MAGIC	KEP
STANDARD	21,000	120	120	10
ABILITY	<ul style="list-style-type: none"> • Luxerion (City) 		ITEM DROP <ul style="list-style-type: none"> • Branded Metal • Exile • Fatal Sweep • Shield Polisher 	
EXTINCTION	LAUNCH	SUBSCRIPTION	DIL	EP
-	✓	✓	110	0.25

CATHEDRAL SENTRY



STANDARD	100%	100%	100%	100%	100%	100%	66	66	66	66	66	66	66	66	66	66	66
----------	------	------	------	------	------	------	----	----	----	----	----	----	----	----	----	----	----

STAGGER DETAILS	CONDITION	STAGGER POINT	STAGGER DECAY	MAX PRESISTENCE	PRESISTENCE RECD	STAGGER MODIFIERS
	Default	300	10	600	50	Stagger Power: all attacks x1.
STAGGER DETAILS	CONDITION	DURATION	AFFIED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
	Staggered	20s	Confused	20s	100%	No further staggering.

Conditional Changes: Stagger Decay: 1 when staggered

Schemata Preparations

- Thorn of Aggression arm accessory
- Area-of-effect abilities

Overview

- Aside from fixed encounters, Cathedral Sentries in the field remain neutral toward you until deliberately provoked. To pick a fight, simply attack them as you would any other enemy. It takes two hits before they turn hostile; attack a third time to initiate the battle.
- A lone Sentry will immediately summon two reinforcements. Usually, little can be done to prevent this. Multiple Sentries are capable of disrupting you constantly with their gunfire, so equip the Thorn of Aggression for Vigilance and use strong area-of-effect abilities to eliminate them quickly. You can also launch them with abilities such as ga-spells to interrupt them as well.
- Cathedral Sentries have some innate resistance to ailments, but become Confused when staggered, using Panic Potshot to attack each other or even Confused Healing to restore your HP.

SUMMARY

Use the Thorn of Aggression to prevent being interrupted by multiple enemies. Area-of-effect abilities can launch rather easily.





	HP	STRENGTH	MAGIC	KEEP
STANDARD	7,000	100	100	10
HABITAT	Yusnaan (City)		ITEM DROP	
	• Yusanan (City)		• Bronzed Medal • Gunie • Cornaga • Sword Polisher	
EXTINCTOR	LAUNCH	DISRUPTION	SHL	EP
—	✓	✓	110	0.20

PERSONAL GUARD



DEFAULT	100%	100%	100%	100%	100%	100%	88	88	88	88	88	88	88	88	88	88
---------	------	------	------	------	------	------	----	----	----	----	----	----	----	----	----	----

PROGRESS TABLE

CONDITION	STAGGER POINT	STAGGER DECAY	MAX PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS
Default	300	10	600	50	Stagger Power: all attacks x1.

CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Staggered	0s	Confused	20s	100%	No further staggering.

Conditional Changes: Stagger Decay 1 when staggered



	HP	STRENGTH	MAGIC	KEEP
STANDARD	12,000	80	60	5
HABITAT	Luxerion (main quest)		ITEM DROP	
	• Luxerion (main quest)		• Bronzed Medal • Deprotect • Deathel • Socks of the Faithful • Shield Polisher	
EXTINCTOR	LAUNCH	DISRUPTION	SHL	EP
—	✓	✓	110	0.20

FANATIC



DEFAULT	100%	100%	100%	100%	100%	30	30	30	30	30	30	30	30	30	30	30
---------	------	------	------	------	------	----	----	----	----	----	----	----	----	----	----	----

COMBAT EFFECTS

CONDITION	STAGGER POINT	STAGGER DECAY	MAX PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS
Default	400	5	800	75	Stagger Power: when enemy idle, elemental attacks x1, non-elemental attacks x0.5, when enemy active, all attacks x1.5.

CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Staggered	0s	Hindered	30s	20%/40%/80%	Stagger Power: physical attacks x300.
Launched	2s	Unprotected	10s	0	No further staggering. Damage: all attacks x1.5.

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

DATA SHEET

STRUCTURE

ABILITIES

TABLES

IMPORTANT INFORMATION

ENEMY DIRECTORY

CHARS BEAST

FERAL CREATURES

MAN-MADE UNITS

HUMAN

SPECIAL

Schemata Preparations

- Area-of-effect abilities

Overview

After you have completed the main quest in Yusnaan, Personal Guards in the field remain neutral toward you until deliberately provoked. To pick a fight, simply attack them as you would any other enemy. It takes two hits before they turn hostile; attack a third time to initiate the battle.

Personal Guards have some innate resistance to ailments and are capable of using various restorative items. Otherwise, they will merely shoot with their guns, which, while disruptive, are not overly harmful.

When accompanied by Fanitors, you can easily eliminate the entire enemy group at once with strong area-of-effect abilities such as Blitz when the machines move to heal the Personal Guard.

SUMMARY

An insignificant enemy, Personal Guards are the most temporary of obstacles even if accompanied by Fanitors.

Schemata Preparations

- Area-of-effect abilities

Overview

This enemy can inflict Deprotect on you and summon reinforcements, but has no special resistances and is easily interrupted. Area-of-effect abilities work well against groups.

The Fanatic can drop Sickle of the Faithful, which carries the Protect Thief auto-ability. You can use this to remove defensive buffs from enemies and apply them to yourself, but in practice, it is overshadowed by the more useful Battleaxe of the Believer and its complementary Brave Thief auto-ability, which works on offensive buffs instead.

A constant fixture in the Den of Shadows once you unlock the map area during chapter 1-5, the Fanatic becomes functionally "extinct" after you complete Luxerion's main quest.

SUMMARY

Fanatics are capable of calling reinforcements, but are otherwise easily dispatched.

SPECIAL



	HP	STRENGTH	MAGIC	KEEP
STANDARD	320,000	300	300	50
ABILITY	<ul style="list-style-type: none"> Leashon (Warren) during the main quest, from Day 1 to Day 2 		ITEM DROP	
	<ul style="list-style-type: none"> Shadow Hunter Tornado Cystal Melstone Holy Forgetful ... 			
EXTINCTION	LAUNCH	DISRUPTION	GL	EP
-	✓	✓	10,000	5.00

NOEL KREISS

STANDARD	100%	100%	100%	100%	100%	50%	60	60	60	60	60	60	60	60	60	60	60	60	60
----------	------	------	------	------	------	-----	----	----	----	----	----	----	----	----	----	----	----	----	----

	CONDITION	STAGGER POINT	STAGGER DECAY	MAX PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS
Default		400	8	800	50	Stagger Power: physical attacks x1, spells x1.
STAGGER DETAILS	CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Physical Stagger	5s	Unshelled	30s	25%/50%	Stagger Power: physical attacks x1 Damage: all attacks x2, elemental attacks x1.	
Magic Stagger	5s	Hindered	30s	25%/50%	Stagger Power: physical attacks x1 Damage: all attacks x2, elemental attacks x1.	
Perfect Guard Stagger	5s	Cursed	60s	20%/40%/50%	Stagger Power: physical attacks x1 Damage: all attacks x2, elemental attacks x1.	
Physical Stagger (Level 2)	3s	Unprotected	20s	25%/50%	No further staggering.	



	HP	STRENGTH	MAGIC	KEEP
STANDARD	80,000	450	450	50
ABILITY	<ul style="list-style-type: none"> Leashon (Warren) during the main quest, from Day 8 onwards 		ITEM DROP	
	<ul style="list-style-type: none"> Endless Paradox Tornado Cystal Melstone Holy Forgetful ... 			
EXTINCTION	LAUNCH	DISRUPTION	GL	EP
-	✓	✓	10,000	5.00

NOEL KREISS+

STANDARD	100%	100%	100%	100%	100%	50%	70	70	70	70	70	70	70	70	70	70	70	70	70
----------	------	------	------	------	------	-----	----	----	----	----	----	----	----	----	----	----	----	----	----

	CONDITION	STAGGER POINT	STAGGER DECAY	MAX PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS
Default		550	10	1,000	75	Stagger Power: physical attacks x1, spells x1, Perfect Guard x1.
STAGGER DETAILS	CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Physical Stagger	5s	Unshelled	30s	25%/50%	Stagger Power: physical attacks x1 Damage: all attacks x2, elemental attacks x1.	
Magic Stagger	5s	Hindered	30s	25%/50%	Stagger Power: physical attacks x1 Damage: all attacks x2, elemental attacks x1.	
Perfect Guard Stagger	5s	Cursed	60s	20%/40%/50%	Stagger Power: physical attacks x1 Damage: all attacks x2, elemental attacks x1.	
Physical Stagger (Level 2)	3s	Unprotected	20s	25%/50%	No further staggering.	

Schemata Preparations

- Wind-resistance accessories
- Lightning-elemental and Imperil abilities

Overview

- Noel presents a good opportunity to practice Perfect Guarding to build the Stagger Wave. Combine this with abilities that target his Lightning-elemental weakness and you should be able to take out a large chunk of his HP with a stagger.
- During an ongoing stagger, try to achieve a Level 2 stagger; this makes Noel susceptible to launch, setting up severe damage from a Smiter finisher.
- Watch out especially for Noel's ailment-inflicting attacks: Imperil Strike, which can inflict the titular ailment and increase the power of his Wind-elemental abilities; Slow Strike in the latter half of the battle, which inflicts not only Slow but also Deprotect and Deshell when successful; and Daze Strike, which leaves you momentarily vulnerable to a strong follow-up.
- When Noel uses ATB Charge, he will gain Vigilance and prepare to perform a longer string of physical attacks. You can actually use this to your advantage by Perfect Guarding the additional hits, building up the Stagger Wave even further.
- Things get more serious after he has lost half of his health. This triggers Blessing of Shadows, which bestows Haste, Shell, and Enaero, as well as more powerful attacks such as Gale Fang and Meteor Javelin.

Power Play and Noel Kreiss+ Notes

- If you bring along a Warrior's Potion or Enthunder Potion, both available from the wandering Wildlands merchant, you can play extremely aggressively after inflicting ailments (including Imperil) and staggering. Overclock to deal large amounts of damage, which can bring the fight to a quick conclusion, especially if you also set up Smiter.
- Aside from a change of wardrobe and slightly improved parameters across the board, Noel Kreiss+ presents exactly the same battle as his default counterpart.

SUMMARY

Target the enemy's Lightning-elemental weakness and take advantage of opportunities to build the Stagger Wave by Perfect Guarding against his slower attacks. Overclocking after using an Enthunder Potion is very effective, especially in conjunction with a Smiter set up by a Level 2 stagger.

ABILITIES

CONDITION	ABILITY	TYPE	POWER	VARIATION	CUT	KEEP	EVASD & COUNTER	ADDED EFFECT
Default	Attack	Physical	0.30, 0.40, or 0.50	5%	35	50	✓	–
	Attack (Finale, 1 hit)	Physical	1.80	5%	50	65	✓	–
	Attack (Finale, 2 hits)	Physical	0.40 + 1.60	5%	50	65	✓	–
	Blitz	Physical	0.80	5%	35	65	✓	–
	Launch	Physical	0.80	5%	65	65	✓	–
	Smite	Physical, Magic	1.80	5%	65	65	✗	–
	Javelin	Physical	1.30	5%	50	50	✓	–
	Imperil Strike	Physical	0.80	5%	50	65	✓	Imperil: 150/90s
	Slow Strike	Physical	1.00	5%	50	65	✓	Deprotect: 120/40s Deshell: 120/40s Slow: 150/20s
	Daze Strike	Physical	0.60	5%	50	65	✓	Daze: 150/40s
	Poison Strike (Noel+)	Physical	0.40 + 0.80	5%	50	65	✓	Poison: 80/40s
	Aero	Magic, Wind	0.80	5%	45	45	✗	–
	Aerora	Magic, Wind	0.40 x4	5%	45	45	✗	–
	Aeroga (Noel+)	Magic, Wind	0.40 x8	5%	45	60	✗	–
	Stormstrike	Physical, Wind	0.80 + 1.20	5%	65	65	✓	–
	ATB Charge	Special	–	–	–	45	–	Vigilance: 10s
	Gale Fang (initial)	Physical, Wind	0.80 + 0.50	5%	50	65	✓	–
	Gale Fang (additional hits)		0.35 x4		35			
	Gale Fang (finale)		1.80		65			
	Blessing of Shadows	Special	–	–	–	95	–	Haste: 30s Shell: 20s Enaero: 60s
Chimes of Darkness (Noel+)	Special	–	–	–	95	–	Haste: 30s Bravery: 20s Shell: 20s Enaero: 60s	
After Blessing of Shadows or Chimes of Darkness	Hurricane Slash	Physical, Wind	1.30 + 1.80	5%	50	65	✓	–
	Meteor Javelin	Physical	0.70 x4	5%	65	95	✗	–
	Big Bang (Noel+)	Physical	1.60	5%	65	95	✗	–

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PHASES

* BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

DATA SHEET

STRUCTURE

ABILITIES TABLES

IMPORTANT INFORMATION

ENEMY DIRECTORY

CHAOS BEASTS

FERAL CREATURES

MAN-MADE UNITS

HUMAN

* SPECIAL

SPECIAL



	HP	STRENGTH	MAGIC	KEEP
DEFAULT	400,000	250	150	50
DEPTH OF DESPAIR	400,000	250	250	50
HABITAT • Nuisance (Patron's Palace during the main quest, from Day 1 to Day 5)		ITEM DROP • Chiroty Hood • Chili • Crystal Malistone • Life Smeatwater		
EXTINCTION	—	LAUNCH	DISRUPTION	EP
—	✓	✓	10,000	5.00

SNOW VILLIERS



DEFAULT	100%	100%	100%	10%	100%	100%	50	50	50	50	50	50	50	50	50	50	50
DEPTH OF DESPAIR	100%	100%	100%	10%	100%	100%	65	65	65	65	65	65	65	65	65	65	65

STAGGER DETAILS	CONDITION	STAGGER POINT	STAGGER DECAY	MAX PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS
	Default (Snow)	400	6	600	80	Stagger Power: all attacks x1, while Snow is using Chaos Charge, all attacks x2, during Riposte, physical attacks x0, magic attacks x2, during Recast, physical attacks x2, magic attacks x0.
CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS	
Staggered while Charging	6s	Parched	30s	25%/50%	No further staggering. Damage: all attacks x2.	
Staggered with Physical Attack	6s	Unshelled	30s	25%/50%	No further staggering. Damage: all attacks x2.	
Staggered with Magic Attack	6s	Unprotected	30s	25%/50%	No further staggering. Damage: all attacks x2.	

Conditional Changes: Stagger Decay: 20 when staggered while charging



	HP	STRENGTH	MAGIC	KEEP
DEFAULT	700,000	320	200	50
DEPTH OF DESPAIR	700,000	420	300	60
HABITAT • Nuisance (Patron's Palace during the main quest, from Day 6 to Day 8)		ITEM DROP • Chiroty Hood • Chili • Crystal Malistone • Life Smeatwater		
EXTINCTION	—	LAUNCH	DISRUPTION	EP
—	✓	✓	10,000	5.00

SNOW VILLIERS+



DEFAULT	100%	100%	100%	10%	100%	100%	55	55	55	55	55	55	55	55	55	55
DEPTH OF DESPAIR	100%	100%	100%	10%	100%	100%	75	75	75	75	75	75	75	75	75	75

STAGGER DETAILS	CONDITION	STAGGER POINT	STAGGER DECAY	MAX PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS
	Default (Snow+)	500	8	750	75	Stagger Power: all attacks x1, while Snow is using Chaos Charge, all attacks x2, during Riposte, physical attacks x0, magic attacks x2, during Recast, physical attacks x2, magic attacks x0.
CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS	
Staggered while Charging	6s	Parched	30s	25%/50%	No further staggering. Damage: all attacks x2.	
Staggered with Physical Attack	6s	Unshelled	30s	25%/50%	No further staggering. Damage: all attacks x2.	
Staggered with Magic Attack	6s	Unprotected	30s	25%/50%	No further staggering. Damage: all attacks x2.	

Conditional Changes: Stagger Decay: 20 when staggered while charging

Schema Preparations

- Physical or Ice-resistance accessories
- Fire-elemental abilities
- Imperil ability

Overview

This fight challenges your ability to react quickly and respond accordingly to enemy attacks. Snow will begin with simple moves such as Blizzard or a basic physical attack (punch or kick). Eventually, he will use Chaos Charge. His vulnerability to stagger will increase, providing encouragement to be aggressive and disrupt him before he can finish charging. If you do not stagger him, he will gain Bravery and Faith, making his attacks much more damaging.

The type of attack you use to stagger triggers an added effect that boosts damage from the opposite type. Therefore, it makes sense to set up one physical Schema and one magic Schema, with one focused on staggering and one on dealing heavy damage after reaching stagger. Your third Schema should be used for defense and inflicting ailments.

A successful Chaos Charge will be followed by three powerful moves: Impact Driver, Brutal Bash, and Chaos Geyser. After these moves, Snow will Cooldown, reverting to his regular behavior.

After losing half of his health, Snow will power up, performing two-hit physical combos as his basic attack. He will also begin to use the powerful multi-hit ability, Sanctify, as well as Cloak of Chaos, which grants Protect and Veil effects.

- Snow is capable of countering your abilities to great effect with Riposte and Recast. You should definitely avoid the damage type associated with these abilities when they are active and opt for the other one instead. In other words, cast spells against Riposte and use physical attacks against Recast.

Power Play and Snow+/Snow++ Notes

- Exploit Snow's Fire-elemental weakness with the appropriate abilities, as well as buffing items such as Warrior's Potions and Entire Potions. If you stagger him before he can complete Chaos Charge, inflict ailments and buff yourself, then Overclock to deal a concentrated burst of damage, it is possible to lower the battle duration drastically.



	HP	STRENGTH	MAGIC	KEEP
DEFAULT	1,000,000	400	250	65
DEPTH OF DESPAIR	1,000,000	500	250	65
HABITAT	<ul style="list-style-type: none"> Yuanone (Patron's Palace during the main quest, from Day 10 onwards) 			
ITEM DROP	<ul style="list-style-type: none"> Ghostly Hood Chai Crystal Maltstone Life Smeatwater 			
EXTRACTION	LAUNCH	DISRUPTION	GL	EP
-	✓	✓	10,000	5.00

SNOW VILLIERS++

DEFAULT	100%	100%	100%	10%	100%	100%	60	80	60	60	60	85	60	60	60	60	60
DEPTH OF DESPAIR	100%	100%	100%	10%	100%	100%	75	75	75	75	75	95	75	75	75	75	75

SUMMARY

Hammer Snow's Fire-elemental weakness. Stagger aggressively when he uses Chaos Charge to prevent Bravery and Faith and watch out for his counterattacks. Heavily specialized Schemata are most efficient in this battle (see page 295).

CONDITION	STAGGER POINT	STAGGER DECAY	MAX PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS
Default (Snow+)	600	10	800	80	Stagger Power: all attacks x1, while Snow is using Chaos Charge, all attacks x2; during Riposte, physical attacks x4, magic attacks x2, during Recast, physical attacks x2, magic attacks x4.
CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Staggered while Charging	6s	Parched	30s	25%/50%	No further staggering. Damage: all attacks x2.
Staggered with Physical Attack	6s	Unshelled	30s	25%/50%	No further staggering. Damage: all attacks x2.
Staggered with Magic Attack	6s	Unprotected	30s	25%/50%	No further staggering. Damage: all attacks x2.

Conditional Changes: Stagger Decay: 30 when staggered while charging

ABILITIES

CONDITION	ABILITY	TYPE	POWER	VARIATION	CUT	KEEP	EVASDE & COUNTER	ADDED EFFECT
Default	Punch (Snow)	Physical	0.60	10%	35	65	✓	-
	Punch (Snow+/Snow++)					80		
	Kick (Snow)	Physical	0.60	10%	35	65	✓	-
	Kick (Snow+/Snow++)					80		
	Blizzard (Snow)	Magic, Ice	0.60	3%	20	75	✗	-
	Blizzaga (Snow+)	Magic, Ice	1.20	3%	35	75	✗	-
	Blizzaga (Snow++)	Magic, Ice	3.50	3%	50	75	✗	-
Chaos Charge	Special	-	-	-	100	-	Bravery & Faith: until Cooldown	
After Chaos Charge	Impact Driver (Snow)	Physical	3.00	10%	60	80	✓	-
	Impact Driver (Snow+/Snow++)					95		
	Brutal Bash (Snow)	Physical	2.00	10%	60	80	✓	-
	Brutal Bash (Snow+/Snow++)					95		
	Fist of Destruction	Physical	0.70	5%	50	80	✓	Snow - Deprotect: 150/40s Snow+ - Deprotect: 180/40s Snow++ - Deprotect: 200/20s Snow+++ - Deprotect: 200/40s Snow+ - Curse: 200/30s
Chaos Geyser	Magic	2.50	10%	45	95	✗*	-	
Countering during Riposte or Recast	Cross-Counter	Physical	3.00	10%	95	95	✓	-
	Counter Drive	Physical	2.50	5%	60	95	✓	-
After Depths of Despair	Sanctify (Snow) (first hit)	Physical	3.00	10%	60	95	✓	-
	Sanctify (Snow) (second hit)							
	Sanctify (Snow) (further hits)	Physical	2.50	10%	60	95	✓	-
	Cloak of Chaos (Snow)	Special	-	-	-	75	-	Protect: 30s Veil: 30s
	Armor of Chaos (Snow++)							
Spirit of Chaos (Snow++)	Special	-	-	-	-	-	-	

* Evade is not effective

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

DATA SHEET

STRUCTURE

ABILITIES TABLES

IMPORTANT INFORMATION

ENEMY DIRECTORY

CHAOS BEASTS

FERAL CREATURES

MAN-MADE UNITS

HUMAN

SPECIAL

- Eventually, Caius will shift to Ravager. In this mode, he will unleash multi-tier elemental spells such as Frostburna and Thunderstorma while simultaneously gathering energy. When he has finished doing so and is "Ready!", he will unleash the highest-tier elemental spells in the game (Flare, Chill, Surge, and Tornado) one after the other. After this, he reverts to Commando.
- Caius has a couple of final tricks up his sleeve. Absolution removes up to three inflicted ailments and bestows Bravery, Faith, and Veil. After he has taken enough damage, he will use Body and Soul, which bestows a whopping five buffs: Protect, Shell, Haste, Bravery, and Faith. These can all be countered with their opposing ailments, although you could certainly steal the offensive ones with Brave Thief, most likely activated with Heavy Slash on a Schema equipped with BATTLEaxe of the Believer.
- After all this, what is the best way to damage him? Fortunately, Caius is susceptible to many standard status ailments, including Imperil, which renders him weak to all elements. The Element spell and various -ga spells you should have acquired en route to this fight are all incredibly useful. In fact, you can interrupt him repeatedly with -ga spells if you inflict Curse.

- Beyond these basic principles, it is important to realize that you essentially have to match him blow for blow in order to stagger. Only physical and elemental attacks contribute to stagger against Commando mode and Ravager mode respectively. If your timing is good, you can stagger in Commando mode (Jump being very effective here) right before he switches to Ravager mode. With the Broken effect in place, stagger again with your element of choice and follow up with massive damage by taking advantage of Parched, Exposed, Conductive, or Brittle.
- To improve your survivability, you should carry magic and elemental resistance, as well as the Defaith ability if you have it. Debrave also helps against Commando mode if you have room for it. If you have completed the main quest in the Dead Deuces beforehand, the Prea Hood accessory can be a lifesaver in this fight.

Power Play Notes

- It should be clear that the least frustrating strategy to use in this fight is a well-prepared Power Play. Bringing along a Warrior's Potion and any sort of elemental Potion is a critical first step. Set up an initial stagger with Jump after inflicting Deprotect and Imperil. Use your buffing Potions and then Overlock twice in succession with your strongest physical attacks. If your stats are high enough, you should be capable of depleting the entirety of Caius's HP all at once. Otherwise, time your stagger toward the end of Commando mode in order to make use of the added effects as previously detailed.

SUMMARY

To stagger, use physical abilities against Caius's Commando mode and elemental abilities against his Ravager mode. Generally, you'll want to pick your moment and go all-out on offense. Overlock to remove a large chunk of his HP. Inflict Imperil and Curse to exploit elemental weaknesses and enable launching by -ga spells. Remove his offensive buffs with Brave Thief and use them to bolster the power of your own attacks.

ABILITIES

CONDITION	ABILITY	TYPE	POWER	VARIATION	CUT	KEEP	EVASD & COUNTER	ADDED EFFECT
Commando Mode	Attack	Physical	0.50	5%	20	95	✓	—
	Attack Finale (launch)	Physical	1.00	10%	40	95	✓	—
	Attack Finale (knockback)	Physical	1.20	10%	40	95	✓	—
	Blast Wave	Physical	1.50	10%	20	95	✗	—
	Blast Wave (spread)	Physical	0.85 x1-x3	5%	20	95	✗	—
	Eye of Bahamut	Physical	0.20 x5	5%	10	95	✗	Deprotect: 120/60s Deshell: 120/60s Imperil: 120/60s Slow: 120/30s
	Inferno	Magic, Fire	3.00	10%	50	100	✗	—
	Pulsar Burst	Magic	0.50 x10	5%	50	100	✗	—
	Graviton	Magic	1.00	10%	20	95	✗	—
	Giga-Graviton	Magic	0.50 + 2.50	10%	40	95	✗	—
	Megaflare	Special	10.71	5%	60	100	✗	—
	Absolution	Special	—	—	—	95	—	Esuna x3 Bravery: 500s Faith: 500s Veil: 30s
Body and Soul	Special	—	—	—	95	—	Heals 25% HP Esuna x3 Haste: 35s Bravery, Faith, Protect, Shell: 500s	
Ravager Mode	Fira	Magic, Fire	0.50	5%	30	95	✗	—
	Blizzara	Magic, Ice	0.50	5%	30	95	✗	—
	Thundera	Magic, Lightning	0.125 x4	3%	30	95	✗	—
	Aerora	Magic, Wind	0.125 x4	3%	30	95	✗	—
	Flamesparka	Magic, Fire, Lightning	0.50 x2	3%	30	95	✗	—
	Icestorma	Magic, Ice, Wind	0.50 x2	3%	30	95	✗	—
	Frostburna	Magic, Fire, Ice	0.50 x2	3%	30	95	✗	—
	Thunderstorma	Magic, Lightning, Wind	0.50 x2	3%	30	95	✗	—
	Firaga	Magic, Fire	2.00	3%	50	95	✗	—
	Blizzaga	Magic, Ice	2.00	3%	50	95	✗	—
	Thunderaga	Magic, Lightning	0.25 x8	3%	50	95	✗	—
	Aeroga	Magic, Wind	0.25 x8	3%	50	95	✗	—
	Flare	Magic, Fire	3.50	10%	60	95	✗	—
	Chill	Magic, Ice	3.50	10%	60	95	✗	—
	Surge	Magic, Lightning	0.05 x1-8	3%	60	95	✗	—
			3.50	10%				
	Tornado	Magic, Wind	0.05 x1-8	3%	60	95	✗	—
			3.50	10%				
			0.10	10%				
	Ultima	Magic	15.00	99%	50	95	✗	—

SPECIAL



	HP	STRENGTH	MAGIC	KEEP
1ST FORM	900,000	300	300	95
2ND FORM	700,000	350	350	95
3RD FORM	900,000	420	420	95
4TH FORM	1,000,000	700	700	95
STAGGERED (4TH FORM)	1,000,000	700	700	95

HABITAT		ITEM DROP	
• Luxeron Cathedral (Final Day)		• Double Deity • Elementals • Crystal Malice • ...	

DEFLECTOR	LAUNCH	DISRUPTION	GIL	EP
-	X	X	0	0.00

BHUNIVELZE



1ST FORM	100%	100%	100%	100%	100%	100%	100	100	60	60	60	100	100	100	100	100	100	100	100
2ND FORM	100%	100%	100%	100%	100%	100%	100	100	60	60	60	100	100	100	100	100	100	100	100
3RD FORM	100%	100%	100%	100%	100%	100%	100	100	60	60	60	100	100	100	100	100	100	100	100
4TH FORM	1%	1%	100%	100%	100%	100%	100	100	100	100	100	100	100	100	100	100	100	100	100
STAGGERED (4TH FORM)	500%	500%	100%	100%	100%	100%	100	100	60	60	60	100	100	100	100	100	100	100	100

STAGGER DETAILS

CONDITION	STAGGER POINT	STAGGER DECAF	MAX PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS
Default (2 nd Form)	800	45	600	50	Stagger Power: all attacks x1.
Default (2 nd Form)	400	45	600	37.5	Stagger Power: all attacks x1; during Spirit phases, attacks imbued with strong element x3, attacks imbued with weak element x1.3, other attacks x1.
Default (Genethlic Hymn)	800	60	600	67.5	Stagger Power: all attacks x1.
Default (2 nd Form)	600	45	600	50	Stagger Power: all attacks x1.
Default (4 th Form)	2,000	60	600	50	Stagger Power: all attacks x1.

CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Staggered (1 st Form)	5s	Unprotected	15s	0	No further staggering.
Staggered (2 nd Form)	5s	Unshelled	15s	0	No further staggering.
Staggered (3 rd Form)	5s	Dazed	15s	0	No further staggering.
Staggered (4 th Form)	80s	Infected	64.5s	0	No further staggering.

Conditional Changes: Elemental Damage Modifiers: during Spirit, 100% for weak element, -100% for strong element, 100% for the other two elements



	HP	STRENGTH	MAGIC	KEEP
1 st FORM	4,000,000	970	970	95
2 nd FORM	4,000,000	970	970	95
3 rd FORM	4,000,000	1,100	1,100	95
4 th FORM	5,000,000	1,750	1,750	95
STAGGERED (4 th FORM)	5,000,000	1,750	1,750	95

HABITAT		ITEM DROP	
• Luxeron Cathedral (New Game+, Day 14)		• Double Deity • Elementals • Crystal Malice	

DEFLECTOR	LAUNCH	DISRUPTION	GIL	EP
-	X	X	0	0.00

BHUNIVELZE+



1 st FORM	100%	100%	100%	100%	100%	100%	100	100	60	60	60	100	100	100	100	100	100	100	100
2 nd FORM	100%	100%	100%	100%	100%	100%	100	100	60	60	60	100	100	100	100	100	100	100	100
3 rd FORM	100%	100%	100%	100%	100%	100%	100	100	60	60	60	100	100	100	100	100	100	100	100
4 th FORM	1%	1%	100%	100%	100%	100%	100	100	100	100	100	100	100	100	100	100	100	100	100
STAGGERED (4 th FORM)	500%	500%	100%	100%	100%	100%	100	100	60	60	60	100	100	100	100	100	100	100	100

STAGGER DETAILS

CONDITION	STAGGER POINT	STAGGER DECAF	MAX PRESERVATION	PRESERVATION DECAY	STAGGER MODIFIERS
Default (1 st , 2 nd and 3 rd Form)	750	45	600	50	Stagger Power: all attacks x1; during Spirit phases, attacks imbued with strong element x3, attacks imbued with weak element x1.3, other attacks x1.
Default (4 th Form)	2,000	60	600	55	All attacks x1.

CONDITION	DURATION	ADDED EFFECT	EFFECT DURATION	ITERATIVE RESISTANCE	STAGGER MODIFIERS
Staggered (1 st , 2 nd and 3 rd Form)	5s	Unprotected, Unshelled	Until next form	0	No further staggering.
Staggered (4 th Form)	120s	Unprotected, Unshelled, Infected	124.5s	0	No further staggering.

Conditional Changes: Elemental Damage Modifiers: during Spirit, 100% for weak element, -100% for strong element, 100% for the other two elements

Overview

• The final battle against Bhunivelze consists of four distinct phases. There is no break between any of them, so your Schemata setup must be well equipped to handle each one. As usual, our specific recommendations focus heavily on offense, and while it may take one or two attempts to become familiar with the enemy's abilities and patterns, you will ultimately be better off mastering the strategic principles behind staggering and dealing damage quickly to avoid the more severe attacks in Bhunivelze's arsenal. This is especially true if you wish to acquire the unique Double Deity weapon, which has a low drop rate. If you are in pursuit of this item, replace the Dawn Gauntlets listed in our suggested Schemata setup with the Beggar's Beads, as there is no gil reward for this battle anyway.

• If you do not have or cannot afford two Demon Claw weapons and Noblesse Veronique shields, use lower-grade versions of these pieces of equipment. Bring along healing (and possibly revival) items to cover your bases, especially if you do not have an Ether. You should fill your EP to maximum by fighting Set enemies in the previous area prior to opening the final door.

• **1st Form:** Bhunivelze will open with Doom, imposing a time limit for the first phase of the battle. He uses basic non-elemental attacks in addition to ailment spells. Though many of his abilities are disruptive, they are not especially dangerous. Use Deprotect and Imperil and exploit the induced elemental weakness with physical attacks. Trigger Transform Bravery to power up your attacks even further. Use your dual Jump setups to stagger. This causes Unprotected, which should enable you to finish off this phase quickly.

• **2nd Form:** After creating a set of roaming mines with Monad Beget, Bhunivelze will focus on using elemental spells, which can be powered up further after using a corresponding Spirit ability that alters his elemental resistances. Refresh Deprotect and Imperil constantly and follow the same strategy until you stagger this form. This produces an Unshelled effect, enabling you to deal more damage with your equipped elemental spells. Alternatively, trigger Transform Bravery if possible and continue to hack away with your physical attacks. Be sure to guard against Wings of Destruction after adding Stagger Preservation with Attack or Light Slash.

• **2nd Form (Genethiac Hymn):** When Bhunivelze begins to charge this attack, shift all your efforts to staggering. At this point, Lightning will have to leap into the air to use physical attacks, so Jump is no longer available and Beat Down becomes less efficient, though still useful. Consider opening with Light Slash and casting spells repeatedly, switching between your Schemata to remain airborne. Staggering results in Falling Star, a strong magic attack, but nevertheless preferable to the non-staggered result, Dancing Mad, which is twice as powerful. If you are sufficiently strong, you can clear the second form without having to deal with Genethiac Hymn; you may consider Overclocking to ensure this.

• **3rd Form:** Bhunivelze's physical-based offense will pose a much greater threat if you do not guard against his weapon attacks, which can launch you into a long combo and disrupt your staggering. As a rule, be patient and guard consistently during your opponent's long strings of attacks, then go all out on the offensive between those phases. Holy Blade bestows Vigilance, Faith, and Bravery over multiple instances. Eventually, Bhunivelze will use his ultimate attack, Hypernova, which locks out your menu. The window to react before its execution is very small, so keep your

health up when you anticipate its arrival. As with the previous form, it is possible to prevent Hypernova from becoming a factor by pressing for a quick victory. This is where Heavy Slash comes into play: you can take advantage of the Dazed effect induced upon staggering this form to deal massive damage with a single blow.

• **4th Form:** This final phase is designed purely to test your staggering skills. Bhunivelze takes very little damage, is immune to ailments if not staggered and attacks regularly. Furthermore, he becomes an aerial target, making Jump non-applicable. Use Light Slash to leap into the air and alternate between your Schemata to cast spells or use Beat Down. Be sure to guard all of its attacks to prevent interruptions and mix in an occasional Light Slash or Attack for Stagger Preservation. Your greatest opportunity to expedite your stagger is during Heartless Angel, which takes a long time to execute and renders Bhunivelze idle until its conclusion. As soon as you see the notification, Overclock and pile on as many hits toward stagger as you can. After Overclock ends, you can repeat the process or continue to cast spells on the ground until the camera zooms in on Lightning, at which point you need to guard to prevent Heartless Angel from reducing your HP to 1. Once you

have successfully staggered, the battle is effectively over. Bhunivelze's susceptibility to damage and ailments increases dramatically and you'll have plenty of time to deplete his health after weakening him with all available status effects.

Bhunivelze+ Notes

- Bhunivelze+ has only two forms, the first of which is a fusion of the first three forms of Bhunivelze with a single HP bar. During this part of the battle, he will switch between any of the forms fluidly, so you need to be very familiar with his attack patterns in order to defeat him efficiently.
- The latter stage of the fight is functionally identical to the fourth and final form of Bhunivelze. The only difference is that he will cast Doom, which you can cancel by staggering him efficiently and quickly.
- The drop rate for Double Deity is significantly higher when fighting Bhunivelze+ (15% chance, as opposed to only 5% against the standard version of Bhunivelze), so if you have yet to acquire this weapon, you should definitely equip the Beggar's Beads to improve your chances.

SUGGESTED SCHEMATA

	 		
	Splendid Admiral	Dragon	Equilibrium+
	Demon Claw	Demon Claw	Ultima Weapon
	Ultima Shield	Noblesse Veronique	Noblesse Veronique
	Silk Scarf or Falcon Charm	Locket Pendant	Fighter's Emblem, Wolf's Emblem, or Warrior Hunter's Mask
	Dawn Gauntlets	Enlister's Gloves	Firewyrn, Watergod, Thunderbird, or Windwalker Bracelet
	Fira, Blizzara, Thundara, or Aerora	 Lancet	Light Slash
	 Guard	Fira, Blizzara, Thundara or Aerora (different from )	Fire, Blizzard, Lightning or Aero (corresponding to )
	Beat Down	Beat Down	 Attack
	Deprotect	Imperil	Heavy Slash

SPECIAL

ABILITIES

CONDITION	ABILITY	TYPE	POWER	VARIATION	CUT	KEEP	EVASD & COUNTER	ADDED EFFECT
1 st Form	Doom	Special	--	--	100	100	X	Doom: 240s, then 120s (Bhunivelze+: 150s, then 75s)
	Weapon Swipe	Physical	4.00	10%	55	100	✓	--
	Weapon Throw	Physical	0.70 x1-x3	10%	55	95	✓	--
			0.10 x1-x3					
	Almagest	Physical	1.71 x1-x7	10%	55	95	X	--
			0.70 x1-x3					
	Ruin	Magic	0.90	10%	35	95	X	--
	Ruings	Magic	3.00	10%	50	95	X	--
	Graviton	Magic	0.90	10%	35	95	X	--
	Giga-Graviton	Magic	0.50 + 2.50	10%	50	95	X	--
	Debrave	Magic	0.50	3%	20	95	X	--
	Defaith	Magic	0.50	3%	20	95	X	--
	Deprotect	Magic	0.50	3%	20	95	X	--
Deshell	Magic	0.50	3%	20	95	X	--	
2 nd Form	Wings of Destruction	Magic	5.00	10%	95	95	X	--
	Monad Beget: Mine Explosion	Magic	10.00	0	100	95	X	--
	Fire	Magic, Fire	0.65	10%	35	95	X	--
			0.65					
	Blizzara	Magic, Ice	0.65	10%	35	95	X	--
	Thundara	Magic, Lightning	0.17 x4	5%	35	95	X	--
	Aerora	Magic, Wind	0.17 x4	5%	35	95	X	--
	Firega	Magic, Fire	2.00	10%	50	95	X	--
	Blizzaga	Magic, Ice	2.00	10%	50	95	X	--
	Thundaga	Magic, Lightning	0.25 x8	5%	50	95	X	--
	Aeroga	Magic, Wind	0.25 x8	5%	50	95	X	--
	Flare	Magic, Fire	20.00	3%	70	95	X	--
			20.00					
	Chill	Magic, Ice	20.00	3%	70	95	X	--
			20.00					
	Surge	Magic, Lightning	0.10 x1-8	10%	70	95	X	--
			20.00					
	Tornado	Magic, Wind	0.10 x1-8	10%	70	95	X	--
			20.00					
	Fire Spirit	Special	--	--	--	100	--	Enfire until next Spirit
Ice Spirit	Special	--	--	--	100	--	Enfrost until next Spirit	
Thunder Spirit	Special	--	--	--	100	--	Enthunder until next Spirit	
Wind Spirit	Special	--	--	--	100	--	Enaero until next Spirit	
Geneithiac Hym: Lightning Bolt	Magic	1.00	10%	35	100	X	--	
Geneithiac Hym: Dancing Mad	Magic	30.00	10%	95	100	X	--	
Geneithiac Hym: Falling Star	Magic	15.00	10%	60	100	--	--	
3 rd Form	Holy Blade	Special	--	--	--	100	--	Adds one effect per usage in this order: Vigilance, Faith, Bravery
	Weapon Throw (first hit)	Physical	0.67	10%	55	95	✓	--
	Weapon Throw (combo)	Physical	0.67 x3	10%	50	95	X	--
			9.27 x3					
	Weapon Spin	Physical	1.89	10%	55	95	✓	--
			1.89					
	Almagest	Physical	1.14 x7	10%	55	95	X	--
	Divine Punishment	Physical, Magic	0.50 + 2.20	10%	55	95	X	--
			0.10					
	Ultima	Magic	20.00	3%	70	95	X	--
20.00								
Hypernova	Magic, Special	16.00	10%	95	100	X	--	
Divine Eflux	Physical	2.00 x1-x3	10%	60	95	X	--	
Elementaga	Magic, all elements	0.10	10%	70	95	X	--	
		20.00						
Disaster	Magic	0.30 x5	3%	20	95	X	Debrave, Defaith, Deprotect, Deshell, Curse: 110/30s each	
Cataclysm	Magic	1.88 x4	10%	60	95	X	--	
Damnatia Memoriae	Physical	0.60 x20-x25	10%	60	100	X	--	
Heartless Angel	Magic	Reduces HP to 1	--	50	100	X	--	
Doom (Bhunivelze+)	Special	--	--	--	100	100	X	Doom: 300s, then 150s

QUICKSTART

CAST &
CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF
PRAYERS

• BESTIARY

INVENTORY

STRATEGY &
ANALYSISULTIMA
WALKTHROUGH

EXTRAS

INDEX

DATA SHEET

STRUCTURE

ABILITIES
TABLESIMPORTANT
INFORMATIONENEMY
DIRECTORY

CHAOS BEASTS

FERAL
CREATURESSEAN-MADE
UNITS

HUMAN

• SPECIAL





QUICKSTART

CAST &
CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF
PRAYERS

BESTIARY

• INVENTORY

STRATEGY &
ANALYSISULTIMA
WALKTHROUGH

EXTRAS

INDEX

A large, intricate, light-colored decorative flourish or scrollwork design is centered on the page, partially overlapping the 'INVENTORY' title and the introductory text. It features elegant, swirling lines and leaf-like motifs.

INVENTORY

Whether you wish to determine how to acquire a piece of equipment, study ability parameters or modifiers, understand an auto-ability's effect, or simply peruse the world's vast selection of shops, this chapter will serve as an invaluable reference tool during your adventures in Nova Chrysalis.



To say that Lightning's wardrobe is diverse, aesthetically or otherwise, would be quite the understatement. Although many of her outfits are functionally similar, each offers unique properties in battle. In this table, you will find all of the dozens of garb available in the game, grouped by general availability.

Here is a brief explanation of the table column headings.

- **Location:** Specifies where in Nova Chrysalis you'll be able to find a garb.
- **Timeline:** A garb might only be acquired once you reach a certain point in the timeline, when they appear in stock at a shop or become available as a reward from a quest.
- **Availability:** Details the manner of acquisition for a particular garb.

- **Buy Price (gil):** The cost of purchasing this garb from a shop, if applicable.
- **Max ATB Bonus:** The amount of ATB this garb adds to your meter.
- **Default ATB:** The percentage of max ATB available at the start of battle for the Schema to which this garb is equipped.
- **Abilities, ATB Cost, and Modifier:** The abilities locked to a particular garb and their corresponding ATB costs and modifiers. These abilities can never be improved or removed, but often carry special properties or auto-abilities. See page 239 for a complete list of garb-only abilities.
- **Auto-Abilities and Description:** Details on the auto-abilities native to a particular garb.

GARB

LOCATION	TIMELINE	NAME	AVAILABILITY	BUY PRICE (GIL)	MAX ATB BONUS	DEFAULT ATB (%)	ABILITIES	ATB COST	MODIFIER	AUTO-ABILITIES	DESCRIPTION
The Ark	Day 1	Equilibrium	Default	--	0	100	Attack Lv 1	10	<50	--	--
		Dark Moon	Default	--	0	50	Attack Lv 1	10	<50	--	--
		Mist Wizard	Gift from Hage	--	0	50	Thunder Lv 1	15	<50	--	--
Lunarion	Day 1	Neptune	Lunarion North Station: Divine Protection Outfitters	1,250	0	100	Attack Lv 2	10	<15	HP+10%, Strength +40	--
		Cold Rebellies	Lunarion South Station: Outfitters Rouge	1,250	0	100	Blizzard Lv 2	15	<50	HP+10%, Magic +40	--
		Gold Hair	Lunarion South Station: Bespoke Outfitters	1,250	0	100	Thunder Lv 2	15	<50	Maximum HP +15%, Magic +40	--
		Providence	Lunarion North Station: Divine Protection Outfitters; Lunarion South Station: Bespoke Outfitters	1,250	0	100	Guard Lv 2	10	<40	Maximum HP +10%, Strength +40	--
		Velvet Bouncer	Elkthor's Quarter: Outfitters Marinette	1,250	0	100	Bite Lv 2	20	<10	Strength +10%, Strength +40	--
Yarman	Day 1	Quiet Guardian	Champion's Quarter: Her's Song Outfitters	1,250	0	100	Heavy Guard Lv 2	15	50%	Physical & Magic Resistance +10%, Strength +40	--
		Pioneers	Augur's Quarter: Arty Outfitters	1,250	0	100	Area Sweep Lv 2	5	<25	Strength +10%, Strength +40	--
Yarman	Day 2	Cyber Jumpcut	Augur's Quarter: Arty Outfitters	1,250	0	100	Distort Lv 2	33	7%	Physical & Magic Resistance +10%, Strength +40	--
		Midnight Mace	Complete "The Fighting Archer" side quest (see page 118)	--	30	100	Fire Lv 3	21	<15	--	--
Yarman	Main Quest	Magi's Dress	Gifted Envoies from all four Chocobos (Gifts in Timeline (see page 118))	--	0	75	MagiGuard Lv 1 Magic Shield Lv 1	15 10	30% <30	Esora Guard	Casts Esora (see ability) that removes one status ailment after guarding continuously for six seconds.
		Ignition	Compus Farm: Expert Outfitters	1,250	0	100	Fire Lv 2	15	<45	Magic +10%, Magic +40	--
		Winery Chrono	Compus Farm: Expert Outfitters	1,250	0	100	Blizzard Lv 2	10	<45	Magic +10%, Magic +40	--
		Woodland Hunter	Compus Farm: Expert Outfitters	1,250	0	100	Thunder Lv 2	15	<45	Magic +10%, Magic +40	--
		Wildland Walker	Compus Farm: Expert Outfitters	1,250	0	100	Aero Lv 2	15	<45	Magic +10%, Magic +40	--
		Hunter of the Wild	Jagd Village: Hunter Outfitters	5,000	30	50	Heavy Steel Lv 3	40	<50	Victor Dash	Restores 2% HP upon debuffing an enemy.
Wildlands	Day 1	Vanguard	Jagd Village: Hunter Outfitters	5,000	30	50	Steel Dash Lv 3	30	<15	Stagger Dash	Restores 5% HP upon staggering an enemy.
		Dragon's Blood	Arise Village: Beweather Outfitters	5,000	0	50	Heavy Steel Lv 3	40	<50	Climatic	Increases damage dealt to enemies when ATB is at 30 or below by 10%.
		Dragonfly in Blue	Arise Village: Beweather Outfitters	5,000	0	100	Light Guard Lv 3	4	30%	Emergald	Increases damage dealt to enemies when ATB is at 70 or above by 15%.
		Passion Rouge	Dead Dunes Station: One Star Outfitters	1,250	0	100	Deposited Lv 2 Death Lv 2	25 25	80% 80%	Status Ailments Resistance +20%, ATB Recovery +10	--
		Dark and Shadow	Dead Dunes Station: One Star Outfitters	1,250	0	100	Guard Lv 2	10	<40	Status Ailments Resistance +20%, ATB Recovery +10	--
Dead Dunes	Day 1	Dangerous Obscure	Ruffian: Bandier: Beer Outfitters	1,250	0	100	Defense Lv 2 Death Lv 2	25 25	80% 80%	Status Ailments Resistance +20%, ATB Recovery +10	--
		Bald Vanguard	Ruffian: Bandier: Beer Outfitters	1,250	0	100	Bite Lv 2	20	<10	Status Ailments Resistance +20%, ATB Recovery +10	--
		Innocence	Lunarion North Station: Divine Protection Outfitters; also Final Day: Fire Outfitters	5,000	30	50	Attack Lv 3	9	<15	Transform Protect	Casts Protect (30 seconds) if you change Schemata with less than 10 ATB.
Lunarion	Day 6	Light Servant	Lunarion South Station: Outfitters Rouge	5,000	30	30	Run Lv 3	9	<15	Transform Shield	Casts Shield (30 seconds) if you change Schemata with less than 10 ATB.
		Splendid Admiral	Elkthor's Quarter: Outfitters Marinette; Champion's Quarter: Her's Song Outfitters	5,000	0	70	Guard Lv 3	9	<40	Transform Bravery	Casts Bravery (30 seconds) if you change Schemata with less than 10 ATB.
Yarman	Day 6	Intender	Elkthor's Quarter: Outfitters Marinette; Champion's Quarter: Her's Song Outfitters	5,000	0	70	Guard Lv 3	9	<40	Transform Faith	Casts Faith (30 seconds) if you change Schemata with less than 10 ATB.
		Unity Racer	Augur's Quarter: Arty Outfitters; also Final Day: Fire Outfitters	5,000	30	50	Bite Lv 3	16	<50	High Voltage	Increases damage dealt to enemies when HP is at 70% or above by 10%.
Wildlands	Day 6	Orion Outlaw	Compus Farm: Expert Outfitters; also Final Day: Fire Outfitters	5,000	30	50	Fire Lv 3 Blizzard Lv 3	21 21	<15 <15	Victor Siphon	Restores 10 ATB upon debuffing an enemy.
		Litvanco	Compus Farm: Expert Outfitters	5,000	30	50	Thunder Lv 2 Aero Lv 3	21 21	<12 <12	Stagger Siphon	Restores 50 ATB upon staggering an enemy.
Dead Dunes	Day 6	Disappearance	Ruffian: Bandier: Beer Outfitters	5,000	30	30	Deposited Lv 2 Death Lv 2	25 25	37% 37%	Subtler Dash	Restores 5.5% HP when you attack an enemy afflicted with status ailments.
		Sand Fox	Ruffian: Bandier: Beer Outfitters; also Final Day: Fire Outfitters	5,000	30	30	Deposited Lv 3 Death Lv 3	25 25	37% 37%	Subtler Siphon	Restores 2 ATB when attacking an enemy afflicted with status ailments.
		Deja Vu	Dead Dunes Station: One Star Outfitters	8,000	30	50	MagiGuard Lv 3	9	30%	Strike Back	Increases damage dealt to enemies when HP is at 30% or below by 20%.

GARB (CONTINUED)

LOCATION	TIMELINE	NAME	AVAILABILITY	BUY PRICE (GIL)	MAX. ATB / BONUS	DEFAULT ATB (%)	ABILITIES	ATB COST	MODIFIER	AUTO-ABILITIES	DESCRIPTION
Rise	Day 2	Hidden Justice	Red Dragon Outfitters, after Windlands Canapa Farm; Exports Outfitters "Peaches & B" Canapa Quest completed	8,000	30	70	Flamepack Lv3	16	+x46	Magic +20	-
		Winching Howl	Red Dragon Outfitters, also Lustran South Station Outfitters Range	8,000	30	70	Icepack Lv3	16	+x46	Magic +20	-
		Shore Mercade	Red Dragon Outfitters, also Yvanon Sultan's Quarter; Outfitters Mainstore "Peaches & B" Canapa Quest completed	10,000	30	50	Flamepack Lv2 Icepack Lv2	20	+x54 +x54	Swart Split	If enemy is weak to an attack take 120% damage or higher, the damage dealt increases by an additional 50%.
Rise	Day 6	Shadow Trooper	Red Dragon Outfitters	10,000	50	30	Beet Down Lv3	30	+x26	Stagger Buster	Increases damage dealt by an attack that staggers an enemy by 50%.
Rise	Day 8	Vigilance	Red Dragon Outfitters	10,000	0	30	Rupee Lv3	40	+x45	Strength & Magic +200	-
Rise	Day 8	Centinel Guard	Red Dragon Outfitters	10,000	50	30	Naikil Sword Lv2	11	30%	ATB Recovery +20	-
The Ark	Day 2	Red Mage	Gift from Hope	--	20	50	Light Shield Lv2 Buster Run Lv2	5	+x50 +x36	Seal of the Red Mage	Strength +6%, Magic +6%
The Ark	Day 4	Black Mage	Gift from Hope	--	30	75	Rage Flare Lv2	15	+x35	Seal of the Black Mage	Magic +10%, Maximum ATB +50
The Ark	Day 4	White Mage	Gift from Hope	--	20	50	Shield Lv2 Quick Run Lv2	15	+x30	Seal of the White Mage	MP +5%, Magic +10%
The Ark	Day 7	Assess Warrior	Gift from Hope	--	20	50	Shield Lv2 Speed Dash Lv2	10	+x75	Seal of the Warrior	HP +5%, Strength +10%
The Ark	Day 9	Heartseeker	Gift from Hope	--	20	50	Leaping Rush Lv2 Punch Lv2	20	+x50 +x30	Seal of the Thief	Stagger Power +5%, ATB Speed +20
The Ark	Day 11	Martial Monk	Gift from Hope	--	20	50	Parry Lv2 Charged Strike Lv2	10	+x15	Seal of the Fighter Whirlwind Kick	Stagger Power +5%, Strength +10%, Transforms Part into Whirlwind Kick
Lustran	Side Quest	Paladin	Complete "The Saint's Door" side quest (see page 111)	--	30	50	Heavy Guard Lv3	11	50%	Seal of the Holy Knight Purging Sword	Magic Resistance +20%, Status Ailment Resistance +20%, increases a Rupee lost amount. Lightning after casting continues for 6 seconds
Lustran	Side Quest	Dark Knight	Complete "To Save the Seafarer" side quest (see page 118)	--	20	50	Defensive Lv3 Aether Lv3	20	+x50 +x30	Seal of the Dark Knight	Strength +5%, Magic Resistance +10%
Lustran	Side Quest	Purple Lightning	Complete "A Rose by Any Other Name" side quest (see page 112)	--	75	50	Flare Lv2 Punch Lv2	40	+x30 +x30	Seal of the Ninja	ATB Speed +5%, Maximum ATB +75
Yvanon	Side Quest	Free Mage	Complete "Free Will" side quest (see page 110)	--	20	50	Lightning Lv3 Wind Dash Lv2	40	+x50	Seal of the Blue Mage	Magic +5%, ATB Speed +15%
Lustran	Side Quest	Dragon	Complete "Death Game" side quest (see page 118)	--	20	50	Lament Lv3	10	+x50	Seal of the Dragon	Stagger Power +5%, Physical Resistance +10%
Windlands	Side Quest	Sacred Knight	Complete "The Seal of Valhalla" side quest (see page 130)	--	20	50	Defensive Strike Lv3	10	+x10	Seal of the Knight Defensive Position	HP +5%, Physical Resistance +20%, Transforms Guard, Light Guard, or Heavy Guard into Guard, Light Guard, or Heavy Guard respectively, increasing effectiveness by 20%
Windlands	Side Quest	Shield of Peace	Complete "The Merchant's Challenge" side quest (see page 129)	--	50	0	Shadowbind Lv2	100	+x30	Seal of the Hunter Artemis Arrow	Strength +10%, Maximum ATB +60, Transforms Heavy Arrow into Artemis's Arrow
Feet Day	Day 13/14	Nightmare	Free Outfitters	200,000	20	50	Stun Strike Lv2	10	+x16	Seal of the Seal	ATB Speed +10%, Status Ailment Resistance +20%
Feet Day	Day 13/14	Champion Gold	Free Outfitters	100,000	50	50	ATB Charge Lv3	4	-75%	HP +150	-
The Ark	Day 13	Equilibrium	Gift from Hope, replace Equilibrium	--	30	100	Attack Lv4	10	+x40	Stamina ATB Recovery	ATB Recovery Lv2 to amplify Stamina
The Ark	Day 13	Dark Mouse	Gift from Hope, replace Dark Mouse	--	30	100	Heavy Dash Lv4	50	+x80	-	-
Deed Dances	Day 11	Wise Wizard	Gift from Hope, replace Wise Wizard	--	30	100	Wisdom Lv4	20	+x40	-	-
Deed Dances	Day 11	Chimera	Gift from Hope	--	50	30	Ultima Lv*	100	+x50	-	-
Lustran	Day 1 (Pond)	Quartz	Lustran South Station; Outfitters Range	100,000	50	50	Guard Lv4	12	80%	Maximum HP +1,000	-
Lustran	Day 1 (Pond)	Sand and Sand	Lustran North Station; Duane Protection Outfitters	100,000	50	50	Guard Lv*	10	57%	-	-
Lustran	Day 1 (Pond)	Crimson Blossom	Reveler's Quarter; Outfitters Mainstore	200,000	50	50	Flare Lv5	40	+x13	-	-
Lustran	Day 1 (Pond)	Violet Twilight	Reveler's Quarter; Outfitters Mainstore	200,000	50	50	Bioage Lv5	40	+x10	-	-
Yvanon	Day 1 (Pond)	Black Rose	Champion's Quarter; Here's Song Outfitters	200,000	50	50	Thunder Lv5	40	+x10	-	-
Yvanon	Day 1 (Pond)	Ivy White	Champion's Quarter; Here's Song Outfitters	200,000	50	50	Aerage Lv5	40	+x10	-	-
Yvanon	Day 2 (Pond)	Black Shield	Single Quarter; Ivy Outfitters	100,000	0	75	Attack Lv2	8	+x40	SP Drainages	Restores 1P power to Storage when 200,000
Windlands	Day 1 (Pond)	Huber School's Seal	Araya Village; Bewilderer Outfitters	100,000	50	50	Attack Lv4	12	+x20	Strength +180	-
Windlands	Day 1 (Pond)	School's Seal	Mirage Village; Mirage's Fine Furnace	200,000	50	50	Atk Lv5	10	+x20	-	-
Deed Dances	Day 1 (Pond)	Sea and Bloom	Deed Dances Station; One Star Outfitters	100,000	0	75	SteinGuard Lv2	4	33%	Regen Revival	Casts Regen for 60 seconds when you are revived from a KO
Rise	Day 3 (Pond)	La Foudre	Rufian; Bancho's Best Outfitters	100,000	30	50	Rain Lv4	12	+x40	Magic +180	-
Rise	Day 3 (Pond)	Adal Lord	Red Dragon Outfitters	500,000	50	0	Sorcery Lv3 Curl Lv3 Flare Lv3 Chill Lv3	84	+x100 +x100 +x100 +x100	-	-
Feet Day	Day 13/14	Little	Free Outfitters	200,000	50	30	Attack Lv5	10	+x40	-	-
--	--	Guardian Corps	Start a playthrough with an FFIX save file on your storage device	--	20	100	--	--	--	--	--
--	--	Knight of Elm	Start a playthrough with an FFXIII-2 save file on your storage device	--	30	100	--	--	--	--	--
--	--	Daughter	Start a playthrough after paying your score of the battle against Zaltys in the game's demo	--	0	100	Rebirthless Assault Lv2	25	+x50	Strength +10%	-
--	--	Ylva Adams	Reveler's Banner Shop; obtain "Eternal Light", Trophy or all Achievements	--	0	50	Heroic Guard Lv1	10	80%	-	-
--	--	GLIDER 1st CLASS	DLC or preorder bonus	--	35	50	Heavy Slash Lv2	40	+x30	Physical & Magic Resistance +10%, Dayer	Transforms Heavy Slash into Dayer when an enemy is staggered
--	--	Midgar's Flower Girl	DLC or preorder bonus	--	35	50	Multipass Lv*	10	37%	-	-
--	--	Spina's Summerer	DLC or preorder bonus	--	0	70	Elements Lv*	40	+x80	-	-
--	--	Sphere Hunter	DLC or preorder bonus	--	0	75	Crushing Waves Lv*	15	+x20	-	-
--	--	Tank Raider	DLC or preorder bonus	--	0	100	Fatal Sweep Lv3	16	+x45	-	-
--	--	Shogun	DLC or preorder bonus	--	0	100	Guard Lv2 Attack Lv2	10 10	+x40 +x175	Critical Regen	-
--	--	Shining Prince	DLC or preorder bonus	--	0	100	Thunder Lv2 Fire Lv2	15	+x30 +x30	Critical Regen	-
--	--	Dark Samurai	DLC or preorder bonus	--	0	100	Guard Lv2 Attack Lv2	10	+x40 +x15	Critical Regen	-
--	--	Ethel Seneal	DLC or preorder bonus	--	0	100	Bite Lv2 Attack Lv2	20	+x210 +x115	Critical Regen	-
--	--	Onioncut	DLC or preorder bonus	--	0	100	Aero Lv2 Blizzard Lv2	15	+x30 +x30	Critical Regen	-
--	--	Art of War	DLC or preorder bonus	--	0	100	Guard Lv2 Attack Lv2	10	+x40 +x15	Critical Regen	-
--	--	Flower of Battle	DLC or preorder bonus	--	0	100	Bite Lv2 Attack Lv2	20	+x210 +x115	Critical Regen	-
--	--	Conqueror	DLC or preorder bonus	--	50	50	Comic Acty Lv*	15	+x20	-	-
--	--	Celestial Body	DLC or preorder bonus	--	20	100	Steel Bili Lv*	15	+x30	-	-
--	--	Moogle Queen	DLC or preorder bonus	--	20	100	Mogpet Lv*	12	+x52	-	-

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

GARB

WEAPONS

SHIELDS

ACCESSORIES

ADORNMENTS

ABILITIES

AUTO-ABILITIES

COMPONENTS

OTHER ITEMS

KEY ITEMS

RECOVERY ITEMS

SHOPS



WEAPONS

Usually the primary source of boosts for the Strength and Magic stats, Lightning's choice of weapon is often accompanied by additional perks that further enhance her performance in battle.

Here is a brief explanation of the Weapons table column headings.

- **Availability:** Details the manner of acquisition for a particular weapon.
- **Sell Price (gil):** The money that you can raise by selling it to a merchant.
- **Base Strength and Base Magic:** The bonuses to these two stats provided by the weapon in its basic form.
- **Auxiliary Effects:** Additional bonuses (or in some cases, handicaps) provided by the weapon. Some of these are boosts to basic parameters such as HP and ATB Speed, but others are much more specific or conditional. See page 250 for a list of auto-ability descriptions if you are unsure of what a particular auxiliary effect confers.

- **Upgrade Tier and Upgrade Component:** Details the component required for each upgrade of a specific tier. You can upgrade your weapons in Forges in a New Game+ playthrough, increasing their stat bonuses and auxiliary effects. See page 278 for a full explanation of the system.
- **Max Strength/Magic/Auxiliary:** The maximum values for Strength, Magic, and any upgradable auxiliary effects for a particular upgrade tier.
- **Increments:** The number of increments required to upgrade an attribute to its maximum for a particular tier.
- **Max Upgrade Number:** The total number of upgrade increments permitted for this weapon.
- **Unavailable Upgrades:** The amount of upgrade increments that cannot be performed because of the limit imposed by the Max Upgrade Number. The lower this value, the closer you can get to the weapon's maximum values in each category.

WEAPONS

CATEGORY	NAME	AVAILABILITY	SELL PRICE (GIL)	BASE STRENGTH	BASE MAGIC	AUXILIARY EFFECTS	UPGRADE TIER	UPGRADE COMPONENT	MAX STRENGTH	INCREMENTS	MAX MAGIC	INCREMENTS	MAX AUXILIARY	INCREMENTS	MAX UPGRADE NUMBER	UNAVAILABLE UPGRADES			
Long Swords	Crimson Bits	Default (Equilibrium)	-	130	130	ATB Speed +5	1	Mighty Material	750	62	750	62	ATB Speed +6	0					
								Sweet Polisher	1,300	22	1,300	22	ATB Speed +10	5	208	21			
								Holy Forgefire	2,500	24	2,500	24	ATB Speed +15	5					
	Liberator	Gift from Hope (Day 2), Lusioner Old Town Forge, Yunnan Champion's Quarter Forge, Willbonds Research Camp Forge, Dead Dunes Puffin Forge (4,300 gil)	3,675	280	280	ATB Speed +5	1	Mighty Material	750	47	750	47	ATB Speed +6	0					
								Sweet Polisher	1,300	22	1,300	22	ATB Speed +10	5	185	31			
								Holy Forgefire	2,500	24	2,500	24	ATB Speed +15	5					
	Svalinn	Yunnan Champion's Quarter Forge, Willbonds Research Camp Forge, Dead Dunes Puffin Forge (7,200 gil)	54,000	480	480	ATB Speed +5	1	Mighty Material	750	27	750	27	ATB Speed +6	0					
								Sweet Polisher	1,300	22	1,300	22	ATB Speed +10	5	125	31			
								Holy Forgefire	2,500	24	2,500	24	ATB Speed +15	5					
	Signs	Lusioner Old Town Forge from Day 10, Final Day Forge (265,000 gil)	270,000	950	950	ATB Speed +10	1	Mighty Material	900	0	900	0	ATB Speed +10	0					
								Sweet Polisher	1,300	14	1,300	14	ATB Speed +10	0	80	21			
								Holy Forgefire	2,500	24	2,500	24	ATB Speed +15	5					
Immortal Order	Lusioner Old Town Forge and Final Day Forge on Hard Mode (860,000 gil)	510,000	1,450	1,450	ATB Speed +10	1	Mighty Material	1,450	0	1,450	0	ATB Speed +10	0						
							Sweet Polisher	1,400	0	1,400	0	ATB Speed +10	0	30	17				
							Holy Forgefire	2,500	21	2,500	21	ATB Speed +15	5						
Scremash	Default (Dark Mused), Yunnan Champion's Quarter Forge (900 gil)	875	170	70	-	-	Sweet Polisher	1,200	29	450	8	-	-	-	165	18			
							Mighty Material	1,000	63	200	23	-	-	-	-	-	-	-	
							Holy Forgefire	2,250	29	1,000	11	-	-	-	-	-	-	-	
Macuahuitl	Yunnan Champion's Quarter Forge (4,300 gil)	3,675	390	145	-	-	Mighty Material	1,000	62	200	16	-	-	-	130	23			
							Sweet Polisher	1,700	29	450	8	-	-	-	-	-	-	-	
							Holy Forgefire	3,250	30	1,000	11	-	-	-	-	-	-	-	
Heavy Blades	Galewind	Yunnan Champion's Quarter Forge (72,000 gil)	54,000	650	240	-	-	Mighty Material	1,000	35	200	6	-	-	-	30	20		
								Sweet Polisher	1,900	29	450	8	-	-	-	-	-	-	-
								Holy Forgefire	3,250	30	1,000	11	-	-	-	-	-	-	-
	Murgeston	Yunnan Champion's Quarter Forge from Day 10, Final Day Forge (265,000 gil)	270,000	1,300	350	-	-	Mighty Material	1,350	0	350	0	-	-	-	-	-		
								Sweet Polisher	1,700	16	450	4	-	-	-	-	-	-	-
								Holy Forgefire	3,250	30	1,000	11	-	-	-	-	-	-	-
	Scurkine	Yunnan Champion's Quarter Forge and Final Day Forge on Hard Mode (860,000 gil)	510,000	2,000	500	-	-	Mighty Material	2,000	0	500	0	-	-	-	-	-		
								Sweet Polisher	2,000	0	500	0	-	-	-	-	-	-	-
								Holy Forgefire	3,250	24	1,000	10	-	-	-	-	-	-	-
	Devil's Daughter	Gift from Hope (Day 1), Willbonds Jugg Village Forge (850 gil)	675	70	170	-	-	Mighty Material	300	23	1,000	92	-	-	-	-	-		
								Sweet Polisher	450	9	1,700	29	-	-	-	-	-	-	-
								Demonic Forgefire	1,000	11	3,200	30	-	-	-	-	-	-	-
Satanic Sister	Willbonds Jugg Village Forge (4,300 gil)	3,675	140	380	-	-	Mighty Material	300	16	1,000	62	-	-	-	-	-			
							Sweet Polisher	490	4	3,700	16	-	-	-	-	-	-	-	
							Demonic Forgefire	1,000	11	3,200	30	-	-	-	-	-	-	-	
Succubus Claw	Willbonds Jugg Village Forge (72,000 gil)	54,000	240	600	-	-	Mighty Material	300	9	1,000	36	-	-	-	-	-			
							Sweet Polisher	450	9	1,700	29	-	-	-	-	-	-	-	
							Demonic Forgefire	1,000	11	3,200	30	-	-	-	-	-	-	-	
Hades' Pride	Willbonds Jugg Village Forge from Day 10, Final Day Forge (350,000 gil)	270,000	290	1,300	-	-	Mighty Material	490	4	3,700	16	-	-	-	-	-			
							Sweet Polisher	490	4	3,700	16	-	-	-	-	-	-	-	
							Demonic Forgefire	1,000	11	3,200	30	-	-	-	-	-	-	-	
Iznanai	Willbonds Jugg Village Forge and Final Day Forge on Hard Mode (860,000 gil)	510,000	500	2,000	-	-	Mighty Material	300	9	2,000	0	-	-	-	-	-			
							Sweet Polisher	550	0	2,000	0	-	-	-	-	-	-	-	
							Demonic Forgefire	1,000	10	3,200	24	-	-	-	-	-	-	-	
Hyperion	Lusioner Old Town Forge from Day 4 (4,000 gil)	3,000	200	200	HP +500	-	Mighty Material	550	20	550	26	HP +1,700	12						
							Sweet Polisher	950	12	900	12	HP +2,000	11	140	16				
							Holy Forgefire	1,500	15	1,500	15	HP +2,000	11						
Asterion	Lusioner Old Town Forge from Day 6 (40,000 gil)	23,700	300	300	HP +100	-	Mighty Material	350	26	950	29	HP +1,700	12						
							Sweet Polisher	850	12	800	12	HP +2,000	11	110	23				
							Holy Forgefire	1,500	15	1,500	15	HP +2,000	11						

WEAPONS (CONTINUED)

CATEGORY	NAME	AVAILABILITY	SELL PRICE (GIL)	BASE STRENGTH	BASE MAGIC	AUXILIARY EFFECTS	UPGRADE TIER	UPGRADE COMPONENT	MAX STRENGTH	INCREMENTS	MAX MAGIC	INCREMENTS	MAX AUXILIARY	INCREMENTS	MAX UPGRADE NUMBER	UNAVAILABLE UPGRADES
Great Swords	Pyroton	Lustoria Old Town Forge from Day 10 (60,000 gil)	60,000	400	400	HP +1,500	1	Mighty Material	500	0	500	0	HP +1,700	0	85	23
								Sword Polisher	500	12	600	12	HP +2,000	0		
								Holy Forgefire	1,500	15	1,500	15	HP +2,000	0		
Duocton	Lustoria Old Town Forge on Hard Mode (100,000 gil)	140,000	600	600	HP +2,000	1	Mighty Material	600	0	600	0	HP +2,300	0	40	26	
							Sword Polisher	600	0	600	0	HP +2,600	0			
							Holy Forgefire	1,800	16	1,800	16	HP +2,600	0			
Eudemon	Lustoria Old Town Forge on Hard Mode (100,000 gil)	110,000	500	600	HP +1,000	1	Mighty Material	500	0	500	0	HP +1,300	0	20	13	
							Sword Polisher	500	14	1,000	14	HP +1,300	0			
							Holy Forgefire	1,500	14	1,500	14	HP +1,300	0			
Kikkakumonji	Yamnan Champion's Quarter Forge from Day 8 (8,000 gil)	6,500	530	0	ATB Speed -15 Hard Hit Lv 1	1	Mighty Material	1,400	87	0	0	ATB Speed -15 Hard Hit Lv 2	0	110	10	
							Sword Polisher	2,200	32	0	0	ATB Speed -10 Hard Hit Lv 2	0			
							Holy Forgefire	4,000	36	0	0	ATB Speed -5 Hard Hit Lv 2	0			
Kensugi	Yamnan Champion's Quarter Forge from Day 8 (8,000 gil)	61,700	600	0	ATB Speed -15 Hard Hit Lv 1	1	Mighty Material	1,400	85	0	0	ATB Speed -15 Hard Hit Lv 2	0	140	13	
							Sword Polisher	2,200	32	0	0	ATB Speed -10 Hard Hit Lv 2	0			
							Holy Forgefire	4,000	36	0	0	ATB Speed -5 Hard Hit Lv 2	0			
Demon Kote	Yamnan Champion's Quarter Forge from Day 10 (220,000 gil)	168,000	1,100	0	ATB Speed -15 Hard Hit Lv 1	1	Mighty Material	2,200	32	0	0	ATB Speed -15 Hard Hit Lv 2	0	110	13	
							Sword Polisher	2,200	32	0	0	ATB Speed -10 Hard Hit Lv 2	0			
							Holy Forgefire	4,000	36	0	0	ATB Speed -5 Hard Hit Lv 2	0			
Masamune	Yamnan Champion's Quarter Forge on Hard Mode, Final Day Forge (450,000 gil)	337,500	1,700	0	ATB Speed -15 Hard Hit Lv 2	1	Mighty Material	1,700	0	0	0	ATB Speed -15 Hard Hit Lv 2	0	70	11	
							Sword Polisher	2,200	20	0	0	ATB Speed -10 Hard Hit Lv 2	0			
							Holy Forgefire	4,000	36	0	0	ATB Speed -5 Hard Hit Lv 2	0			
Reaver's Cloud	Yamnan Champion's Quarter Forge and Final Day Forge on Hard Mode (800,000 gil)	600,000	2,800	0	ATB Speed -15 Hard Hit Lv 2	1	Mighty Material	2,800	0	0	0	ATB Speed -15 Hard Hit Lv 2	0	40	8	
							Sword Polisher	2,200	20	0	0	ATB Speed -10 Hard Hit Lv 2	0			
							Holy Forgefire	4,000	20	0	0	ATB Speed -5 Hard Hit Lv 2	0			
Magician's Wand	Wildlands Jagt Village Forge from Day 18 (120,000 gil)	6,500	0	500	Stagger Power -40% ATB Speed -15 Strong Foe +10%	1	Mighty Material	0	0	1,600	97	ATB Speed -15 Strong Foe +10%	0	170	10	
							Sword Polisher	0	0	2,200	32	Strong Foe +10%	0			
							Demonic Forgefire	0	0	4,000	36	ATB Speed -5 Strong Foe +20%	0			
Automancer's Scepter	Wildlands Jagt Village Forge from Day 18 (95,000 gil)	63,750	0	600	Stagger Power -40% ATB Speed -15 Strong Foe +10%	1	Mighty Material	0	0	1,600	36	ATB Speed -15 Strong Foe +10%	0	140	13	
							Sword Polisher	0	0	2,200	32	Strong Foe +10%	0			
							Demonic Forgefire	0	0	4,000	36	ATB Speed -5 Strong Foe +20%	0			
Necromancer's Cane	Wildlands Jagt Village Forge from Day 10 (220,000 gil)	168,000	0	1,000	ATB Speed -40% ATB Speed -15 Strong Foe +10%	1	Mighty Material	0	0	1,600	35	ATB Speed -15 Strong Foe +10%	0	110	13	
							Sword Polisher	0	0	2,200	32	Strong Foe +10%	0			
							Demonic Forgefire	0	0	4,000	36	ATB Speed -5 Strong Foe +20%	0			
Antler's Staff	Wildlands Jagt Village Forge on Hard Mode, Final Day (450,000 gil)	337,500	0	1,700	Stagger Power -40% ATB Speed -15 Strong Foe +10%	1	Mighty Material	0	0	1,700	0	ATB Speed -15 Strong Foe +10%	0	70	11	
							Sword Polisher	0	0	2,200	20	ATB Speed -10 Strong Foe +10%	0			
							Demonic Forgefire	0	0	4,000	36	ATB Speed -5 Strong Foe +20%	0			
Philosopher's Rod	Wildlands Jagt Village Forge and Final Day on Hard Mode (300,000 gil)	600,000	0	2,800	Stagger Power -40% ATB Speed -15 Strong Foe +10%	1	Mighty Material	0	0	2,800	0	ATB Speed -15 Strong Foe +10%	0	40	8	
							Sword Polisher	0	0	2,800	0	ATB Speed -10 Strong Foe +10%	0			
							Demonic Forgefire	0	0	4,000	26	ATB Speed -5 Strong Foe +20%	0			
Brass Falcon	Wildlands Research Camp Forge from Day 8 (8,000 gil)	5,100	80	150	Bindside ATB Speed +20	1	Mighty Material	190	0	400	25	ATB Speed +20	10	80	7	
							Sword Polisher	300	0	700	12	ATB Speed +10	0			
							Demonic Forgefire	500	0	1,400	15	ATB Speed +40	0			
Celtic Hawk	Wildlands Research Camp Forge from Day 8 (8,000 gil)	48,750	80	225	Bindside ATB Speed +25	1	Mighty Material	190	0	700	12	ATB Speed +10	0	70	12	
							Sword Polisher	300	0	900	12	ATB Speed +40	0			
							Demonic Forgefire	500	0	1,400	15	ATB Speed +10	0			
Vulture	Wildlands Research Camp Forge from Day 10 (120,000 gil)	94,500	130	300	Bindside ATB Speed +30	1	Mighty Material	300	0	400	5	ATB Speed +10	0	50	10	
							Sword Polisher	300	0	700	12	ATB Speed +40	0			
							Demonic Forgefire	500	0	1,400	15	ATB Speed +40	0			
Nightblade	Wildlands Research Camp Forge on Hard Mode (200,000 gil)	221,250	200	800	Bindside ATB Speed +35	1	Mighty Material	200	0	800	0	ATB Speed +20	0	30	6	
							Sword Polisher	300	0	700	4	ATB Speed +40	0			
							Demonic Forgefire	500	0	1,400	15	ATB Speed +40	0			
Vehibair	Wildlands Research Camp Forge on Hard Mode (340,000 gil)	408,000	350	800	Bindside ATB Speed +40	1	Mighty Material	350	0	800	0	ATB Speed +40	0	15	7	
							Sword Polisher	350	0	800	0	ATB Speed +40	0			
							Demonic Forgefire	500	0	1,400	15	ATB Speed +40	0			
Double Sabre	Wildlands Research Camp Forge from Day 8 (8,000 gil)	5,100	100	120	Stagger Power -55% Strength -20%	1	Mighty Material	400	25	300	0	Pracise HP Restore +2%	0	80	12	
							Sword Polisher	500	12	600	12	Pracise HP Restore +2%	0			
							Holy Forgefire	1,400	15	1,100	10	Pracise HP Restore +2%	0			
Black Gentry	Wildlands Research Camp Forge from Day 8 (8,000 gil)	48,750	220	180	Stagger Power -55% Strength -20%	1	Mighty Material	400	19	300	12	Pracise HP Restore +2%	0	80	14	
							Sword Polisher	500	12	600	12	Pracise HP Restore +2%	0			
							Holy Forgefire	1,400	15	1,100	10	Pracise HP Restore +2%	0			
Gully Gemmer	Wildlands Research Camp Forge from Day 10 (120,000 gil)	94,500	350	270	Stagger Power -55% Strength -20%	1	Mighty Material	400	25	300	3	Pracise HP Restore +2%	0	80	12	
							Sword Polisher	500	12	600	12	Pracise HP Restore +2%	0			
							Holy Forgefire	1,400	15	1,100	10	Pracise HP Restore +2%	0			
Thunder Blade	Wildlands Research Camp Forge on Hard Mode (200,000 gil)	221,250	600	400	Stagger Power -65% Strength -30%	1	Mighty Material	700	4	800	6	Pracise HP Restore +2%	0	40	10	
							Sword Polisher	700	4	800	6	Pracise HP Restore +2%	0			
							Holy Forgefire	1,400	15	1,100	10	Pracise HP Restore +2%	0			
Reaver's Bridge	Wildlands Research Camp Forge on Hard Mode (340,000 gil)	408,000	600	700	Stagger Power -65% Strength -30%	1	Mighty Material	600	0	700	0	Pracise HP Restore +2%	0	20	8	
							Sword Polisher	600	0	700	0	Pracise HP Restore +2%	0			
							Holy Forgefire	1,400	10	1,100	8	Pracise HP Restore +2%	0			

- URKSTART
- CAST & CONCEPTS
- PRIMER
- WALKTHROUGH
- MAIN QUESTS
- SIDE QUESTS
- CANVAS OF FRAGERS
- BESTIARY
- INVENTORY
- STRATEGY & ANALYSIS
- ULTIMA WALKTHROUGH
- EXTRAS
- INDEX
- SAIB
- WEAPONS
- SHIELDS
- ACCESSORIES
- ADORNMENTS
- ABILITIES
- AUTO-ABILITIES
- COMPONENTS
- OTHER ITEMS
- KEY ITEMS
- RECOVERY ITEMS
- SHOPS

WEAPONS (CONTINUED)

CATEGORY	NAME	AVAILABILITY	SELL PRICE (GIL)	BASE STRENGTH	BASE MAGIC	AUXILIARY EFFECTS	UPGRADE TIER	UPGRADE COMPONENT	MAX STRENGTH	INCREMENTS	MAX MAGIC	INCREMENTS	MAX AUXILIARY	INCREMENTS	MAX UPGRADE NUMBER	UNAVAILABLE UPGRADES
Great Spears	Femme Fatale	Research at the end of main quest chapter 2.3. Dead Dunes Ruffian Forge (4,000 gil)	3,000	90	220	Status: Almighty Damage +50% Status: Almighty Duration +20%	Mighty Material	Sword Finisher	250	16	900	33	Status: Almighty Damage +100 Status: Almighty Duration +30%	5	110	9
							Demonic Forge	400	6	800	12	Status: Almighty Damage +200% Status: Almighty Duration +30%	5	5		
							Mighty Material	750	7	1,800	15	Status: Almighty Damage +100% Status: Almighty Duration +30%	5	5		
	Dahlia's Temptation	Dead Dunes Ruffian Forge from Day 8 (16,000 gil)	33,750	140	330	Status: Almighty Damage +50% Status: Almighty Duration +20%	Mighty Material	Sword Finisher	250	11	950	22	Status: Almighty Damage +100% Status: Almighty Duration +30%	5	80	13
							Demonic Forge	400	6	800	12	Status: Almighty Damage +200% Status: Almighty Duration +30%	5	5		
							Mighty Material	750	7	1,800	15	Status: Almighty Damage +100% Status: Almighty Duration +30%	5	5		
	Cerberus's Dance	Dead Dunes Ruffian Forge from Day 10 (8,000 gil)	68,000	180	440	Status: Almighty Damage +100% Status: Almighty Duration +25%	Mighty Material	Sword Finisher	250	8	930	11	Status: Almighty Damage +100% Status: Almighty Duration +30%	5	75	12
							Demonic Forge	400	6	800	12	Status: Almighty Damage +200% Status: Almighty Duration +30%	5	5		
							Mighty Material	750	7	1,800	15	Status: Almighty Damage +100% Status: Almighty Duration +30%	5	5		
	Salem's Kiss	Dead Dunes Ruffian Forge on Hard Mode (18,000 gil)	147,000	300	700	Status: Almighty Damage +100% Status: Almighty Duration +25%	Mighty Material	Sword Finisher	300	4	900	8	Status: Almighty Damage +100% Status: Almighty Duration +30%	5	50	12
							Demonic Forge	400	6	800	12	Status: Almighty Damage +200% Status: Almighty Duration +30%	5	5		
							Mighty Material	750	7	1,800	15	Status: Almighty Damage +100% Status: Almighty Duration +30%	5	5		
Morgan in Fey	Dead Dunes Ruffian Forge on Hard Mode (420,000 gil)	278,000	460	1,200	Status: Almighty Damage +100% Status: Almighty Duration +25%	Mighty Material	Sword Finisher	400	0	1,050	0	Status: Almighty Damage +200% Status: Almighty Duration +30%	5	30	12	
						Demonic Forge	400	6	800	12	Status: Almighty Damage +200% Status: Almighty Duration +30%	5	5			
						Mighty Material	750	6	1,800	11	Status: Almighty Damage +100% Status: Almighty Duration +30%	5	5			
Swords	Wyvern Lance	Dead Dunes Ruffian Forge (4,000 gil)	3,000	220	100	Jump Dagger Power +15%	Mighty Material	Sword Finisher	550	33	900	23	Dagger Power +10%	4	30	11
							Holy Forge	850	12	900	8	Dagger Power +21%	2			
							Mighty Material	550	22	900	15	Dagger Power +18%	2			
	Sage's Spear	Dead Dunes Ruffian Forge from Day 8 (16,000 gil)	33,750	300	200	Jump Dagger Power +16%	Mighty Material	Sword Finisher	850	12	900	8	Dagger Power +21%	2	70	11
							Holy Forge	1,800	15	900	8	Dagger Power +25%	2			
							Mighty Material	550	11	900	8	Dagger Power +19%	1			
	Demus Claw	Dead Dunes Ruffian Forge from Day 10 (8,000 gil)	68,000	440	200	Jump Dagger Power +18%	Mighty Material	Sword Finisher	850	12	900	8	Dagger Power +21%	2	50	12
							Holy Forge	1,800	15	900	8	Dagger Power +24%	2			
							Mighty Material	750	6	900	6	Dagger Power +20%	0			
	Reah's Horn	Dead Dunes Ruffian Forge on Hard Mode (180,000 gil)	147,000	700	400	Jump Dagger Power +20%	Mighty Material	Sword Finisher	850	6	900	4	Dagger Power +21%	1	30	7
							Holy Forge	1,800	15	900	8	Dagger Power +24%	2			
							Mighty Material	1,200	0	900	0	Dagger Power +20%	0			
Hob's Fang	Dead Dunes Ruffian Forge on Hard Mode (180,000 gil)	315,000	1,500	600	Jump Dagger Power +21%	Mighty Material	Sword Finisher	1,200	11	900	6	Dagger Power +24%	2	15	4	
						Holy Forge	1,800	11	900	6	Dagger Power +24%	2				
						Mighty Material	500	24	900	24	Dagger Power +15%	3				
Treasure & Item Drops	Battalion of the Believer	Treasure Sphynx in Lovers' Water (Den of Sins)	375	260	260	Brave Thief Dagger Power +12%	Mighty Material	Sword Finisher	1,300	20	1,000	20	Dagger Power +18%	3	80	44
							Holy Forge	1,300	14	1,700	14	Dagger Power +20%	2			
							Mighty Material	500	24	900	24	Dagger Power +20%	2			
	Sickle of the Faithful	Item Drop: Tenebris (5% chance)	375	260	260	Protect Thief HP +500	Mighty Material	Sword Finisher	1,000	20	1,000	20	HP +2,200	7	80	57
							Holy Forge	1,700	14	1,700	14	HP +3,000	4			
							Mighty Material	800	24	700	24	HP +1,500	5			
	Death Herald	Item Drop: Andros (8% chance)	1,250	260	260	Revenge Guard HP +100	Sword Finisher	800	6	1,000	12	HP +1,800	3	30	55	
							Demonic Forge	2,000	24	2,200	24	HP +2,000	5			
							Mighty Material	600	2	700	0	HP +1,500	0			
	Executioner's Axe	Item Drop: Set (5% chance)	9,000	900	700	Revenge Guard HP +100	Sword Finisher	800	8	1,000	12	HP +1,800	3	50	24	
							Demonic Forge	2,000	24	2,200	24	HP +2,000	5			
							Mighty Material	600	20	800	20					
Brittle Bone	Item Drop: Skeleton (2% chance)	1,200	400	400	Dejectant Chase	Mighty Material	Sword Finisher	2,000	16	2,000	16			75	45	
						Holy Forge	2,000	16	2,000	16						
						Mighty Material	600	5	800	5						
Breaker	Item Drop: Skeleton (100% chance)	8,000	500	500	Dejectant Chase	Mighty Material	Sword Finisher	1,200	24	1,200	24			80	30	
						Holy Forge	2,000	16	2,000	16						
						Mighty Material	750	27	800	27						
Demer's Mace	Item Drop: Cyclops (5% chance)	1,250	300	320	Hard Hit Lv 1	Mighty Material	Sword Finisher	1,000	10	800	10	Hard Hit Lv 1	2	5	80	29
						Holy Forge	1,800	16	1,200	8	Hard Hit Lv 2	3				
						Mighty Material	750	0	900	3	Hard Hit Lv 2	3				
Destroyer	Item Drop: Cyclops (100% chance)	8,000	700	520	Hard Hit Lv 2	Sword Finisher	1,800	10	800	10	Hard Hit Lv 2	2	45	17		
						Holy Forge	1,800	6	1,200	6	Hard Hit Lv 3	3				
						Mighty Material	800	40	900	40	Auto Regen (15 sec)	5				
Shield Blade	Item Drop: Peeper (8% chance by default, 15% chance if you Perfect (sent a sword attack))	1,250	500	500	Auto Regen (15 sec)	Sword Finisher	1,200	12	1,200	12	Auto Regen (15 sec)	5	80	45		
						Holy Forge	1,800	8	1,000	8	Auto Regen (30 sec)	3				
						Mighty Material	800	0	900	0	Auto Regen (15 sec)	5				
Flesh Render	Item Drop: Roper (100% chance)	8,000	900	800	Auto Regen (15 sec)	Sword Finisher	1,200	12	1,200	12	Auto Regen (15 sec)	5	40	15		
						Holy Forge	1,800	8	1,000	8	Auto Regen (30 sec)	3				
						Mighty Material	750	33	700	33	ATB Speed +5	0				
Luminous Coffer	Complete "Blackbeak's" H' Census quest (see page 148)	10,000	400	420	ATB Speed +5	Sword Finisher	1,400	20	1,400	20	ATB Speed +10	5	150	17		
						Holy Forge	2,500	22	2,500	22	ATB Speed +15	5				
						Mighty Material	1,000	50	300	12						
U'John Blade	Complete "Blackbeak's" I' Census quest (see page 148)	10,000	500	500		Sword Finisher	2,800	40	800	12				130	18	
						Holy Forge	3,200	24	1,000	8						
						Mighty Material	300	12	1,000	30						
Galathea Sword	Complete "Blackbeak's" H' Census quest (see page 148)	10,000	580	500		Sword Finisher	800	12	2,000	40				130	16	
						Demonic Forge	1,600	8	3,200	24						
						Mighty Material	700	20	700	20	Dagger Power +8%	5				
Gepard	Complete "The Lie in Chains" side quest (see page 131)	10,000	500	500	Strength +5% Status: Almighty 50% ATB Speed +5%	Sword Finisher	1,500	16	1,100	16	Dagger Power +8%	0	30	44		
						Demonic Forge	1,800	11	1,800	11	Dagger Power +5%	25				
						Mighty Material	200	2	700	2	Dagger Power +6%	5				
Bladed Lance	Complete "Last One Standing" side quest (see page 136)	10,000	680	600	Jump Dagger Power +10% Overclocking Manual	Sword Finisher	1,500	37	1,500	32	Dagger Power +10%	2	80	28		
						Holy Forge	2,200	14	2,200	14	Dagger Power +20%	2				

WEAPONS (CONTINUED)

CATEGORY	NAME	AVAILABILITY	SELL PRICE (GIL)	BASE STRENGTH	BASE MAGIC	AUXILIARY EFFECTS	UPGRADE TIER	UPGRADE COMPONENT	MAX STRENGTH	INCREMENTS	MAX MAGIC	INCREMENTS	MAX AUXILIARY	INCREMENTS	MAX UPGRADE NUMBER	UNAVAILABLE UPGRADES	
Rss Weapons	Shadow Saber	Item Drop: Near Kross (100% chance)	1,000	270	270	Jump Stagger Power +5%	1	Mighty Material Sword Foraster	800 1,100	30 1,100	800 1,100	30 1,100	Stagger Power +5%	0	110	51	
		Holy Foraster	2,200	22	2,200	22	Stagger Power +10%	0	100	35							
	Endless Paradise	Item Drop: Near Kross (100% chance)	5,000	400	400	Jump Stagger Power +5%	1	Mighty Material Sword Foraster	800 1,100	25 800	800 1,100	25 800	Stagger Power +5%	0	100	35	
		Holy Foraster	2,200	22	2,200	22	Stagger Power +10%	0	100	35							
	Chase's Revenge	Item Drop: Caele Ballad (100% chance)	5,000	600	600	Quick Stagger 15%	1	Sword Foraster Demonic Foraster	1,200 2,200	12 2,200	1,200 2,200	12 2,200	0	100	24		
		Mighty Material	1,000	0	1,500	0	Stagger Power -60%	0	0	0							
	Double Duty	Item Drop: Bhumivata (5% chance, Bhumivata (15% chance)	24,999	1,000	1,500	Strength 50%, Stagger Power -50%, Dwellclobbering Manual	1	Sword Foraster	1,500	0	1,500	0	Stagger Power -60%	0	45	29	
		Demonic Foraster	1,800	16	2,400	16	Stagger Power -60%	0	0	0							
	Special Weapons	Blindfold Sabot	Start a playthrough with a save file of FFXIV in your saving device	10,000	250	250	ATB Speed +15, Arsenal of One	1	Mighty Material Sword Foraster	700 1,200	45 30	700 1,200	45 30	ATB Speed +20	5	165	19
			Demonic Foraster	1,800	12	1,800	12	ATB Speed +30	10	0	0						
Overture		Start a playthrough with a save file of FFXIV in your saving device	10,000	280	280	HP +500, Arsenal of One	1	Mighty Material Sword Foraster	700 1,200	42 30	700 1,200	42 30	HP +500	7	165	19	
		Holy Foraster	1,800	12	1,800	12	HP +500	7	0	0							
Buster Sword		DLC or preorder bonus	10,000	300	-	Stagger Power +12%	1	Mighty Material Sword Foraster	800 2,000	44	-	-	Stagger Power +18%	3	130	6	
		Holy Foraster	3,500	30	-	Stagger Power +20%	2	-	-	-							
Bulwarkhand		DLC or preorder bonus	10,000	300	100	-	1	Mighty Material Sword Foraster	800 2,000	57	200	10	-	-	115	16	
		Demonic Foraster	3,500	30	-	-	-	-	-	-							
Summer's Staff		DLC or preorder bonus	10,000	100	500	Stagger Power -25%	1	Mighty Material Sword Foraster	300 500	4	1,700	57	-	-	120	13	
		Holy Foraster	400	15	300	20	-	-	-	-							
Survivor's Axe	DLC or preorder bonus	10,000	300	150	Sole Survivor / Survival Instinct	1	Mighty Material Sword Foraster	400 800	14	800	10	-	-	80	27		
	Holy Foraster	1,600	16	1,200	12	-	-	-	-								
Thirteen Nights	DLC or preorder bonus	10,000	280	140	Strong Finish, ATB Speed +5	1	Mighty Material Sword Foraster	500 1,000	27	750	21	ATB Speed +5	0	75	38		
	Holy Foraster	2,200	24	1,000	8	ATB Speed +10	5	-	-								
Cloud Walt	DLC or preorder bonus	10,000	280	140	Strong Finish, ATB Speed +5	1	Mighty Material Sword Foraster	500 1,000	27	750	21	ATB Speed +5	0	75	38		
	Holy Foraster	2,200	24	1,000	8	ATB Speed +10	5	-	-								
Crest Grace	DLC or preorder bonus	10,000	280	140	Strong Finish, ATB Speed +5	1	Mighty Material Sword Foraster	500 1,000	27	750	21	ATB Speed +5	0	75	38		
	Holy Foraster	2,200	24	1,000	8	ATB Speed +10	5	-	-								
DLC	Excalibur	DLC or preorder bonus	30,000	280	280	Precision HP Restore +7%	1	Mighty Material Sword Foraster	1,400 2,800	28	1,400	28	Precision HP Restore +1%	5	190	61	
		Demonic Foraster	2,800	28	2,800	28	Precision HP Restore +2%	5	0	0							
	Rising Sun	DLC or preorder bonus	10,000	180	250	Sweet Spot, Stagger Power -20%, ATB Speed +8	1	Mighty Material Sword Foraster	400 700	22	900	25	ATB Speed +5	0	75	38	
		Demonic Foraster	1,300	12	2,000	22	ATB Speed +10	5	0	0							
	Heavenly Fan	DLC or preorder bonus	10,000	180	250	Sweet Spot, Stagger Power -25%, ATB Speed +5	1	Mighty Material Sword Foraster	400 700	22	900	25	ATB Speed +5	0	75	38	
		Demonic Foraster	1,300	12	2,000	22	ATB Speed +10	5	0	0							
	Meg's Staff	DLC or preorder bonus	30,000	80	230	Precision HP Restore (x.1), Stagger Power -25%	1	Mighty Material Sword Foraster	800 4,000	25	2,000	25	Precision HP Restore +1%	5	80	22	
		Demonic Foraster	800	4	2,000	25	Precision HP Restore +2%	5	0	0							
	Jikishinkage	DLC or preorder bonus	10,000	240	200	Multiple Targets +20%, ATB Speed +5	1	Mighty Material Sword Foraster	800 1,600	28	400	20	ATB Speed +5	0	75	40	
		Holy Foraster	1,600	16	1,600	16	ATB Speed +10	5	0	0							
Treasure Hoard	DLC or preorder bonus	10,000	240	200	Multiple Targets +20%, ATB Speed +5	1	Mighty Material Sword Foraster	800 1,600	28	400	20	ATB Speed +5	0	75	40		
	Holy Foraster	1,600	16	1,600	16	ATB Speed +10	5	0	0								
Guard Stick	DLC or preorder bonus	10,000	250	250	Strength 50%, Stagger Power -50%, Guard Defense +20%	1	Mighty Material Sword Foraster	500 1,000	25	500	25	Guard Defense +10%	0	75	55		
	Demonic Foraster	1,500	15	1,500	15	Guard Defense +100%	10	0	0								
Crescent Moon	DLC or preorder bonus	30,000	800	800	Maximum HP 60%, Strength 50%, Stagger Power -75%	1	Mighty Material Sword Foraster	800 3,000	0	800	0	-	-	70	18		
	Holy Foraster	3,000	44	3,000	44	-	-	-	-								
Ultima Weapon	Complete the four Trials in each Scenario on the Final Day (see page 103)	-	2,300	2,300	ATB Speed +15, Arsenal of One	1	-	-	-	-	-	-	-	-	-		

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CARAVAN OF PHANTASIES

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

GARS

WEAPONS

SHIELDS

ACCESSORIES

ADORNMENTS

ABILITIES

AUTO-ABILITIES

COMPONENTS

OTHER ITEMS

KEY ITEMS

RECOVERY ITEMS

SHIPS



Shields carry any or all of three primary bonuses: an increase to HP, an increase to ATB Speed, and a Guard Defense parameter that blocks a certain amount of damage from every enemy attack when you guard. As with weapons, shields can also provide auxiliary effects.

Here is a brief explanation of the table column headings.

- **Availability:** Details the manner of acquisition for a particular shield.
- **Sell Price (gil):** The price you can fetch for this shield if you sell it to a vendor.
- **Base HP, Base ATB Speed, and Base Guard Defense:** The bonuses to these three stats provided by the shield in its basic form.
- **Auxiliary Effects:** Additional bonuses (or in some cases, handicaps) provided by the shield. See 250 for a list of auto-ability descriptions if you are unsure of what a particular auxiliary effect confers.

- **Upgrade Tier and Upgrade Component:** Details the component required for each upgrade of a specific tier. You can upgrade your shields in Forges in a New Game+ playthrough, increasing their stat bonuses and auxiliary effects. See 278 for a full explanation of the system.
- **Max HP/ATB Speed/Guard Defense/Auxiliary:** The maximum values for HP, ATB Speed, Guard Defense, and any upgradable auxiliary effects for a particular upgrade tier.
- **Increments:** The number of increments required to upgrade an attribute to its maximum for a particular tier.
- **Max Upgrade Number:** The total number of upgraded increments permitted for this shield.
- **Unavailable Upgrades:** The amount of upgrades that cannot be performed because of the limit imposed by the Max Upgrade Number. The lower this value, the closer you can get to the shield's maximum values in each category.

SHIELDS

Category	Name	Availability	Sell Price (gil)	Base HP	Base ATB Speed	Base Guard Defense	Auxiliary Effects	Upgrade Tier	Upgrade Component	Max HP	Increments	Max ATB Speed	Increments	Max Guard Defense	Increments	Max Auxiliary	Increments	Max Upgrade Number	Unavailable Upgrades					
Balanced Shields	Night Lotus	Default (Equipable)	--	500	0	50	--	1	Mighty Material	2,000	10	0	0	140	10	--	--	--	80	4				
		Gift from Hope Day 33, Lumenoid Old Town Forge, Wilhelms Research Camp Forge (2,000 gil)	1,900	900	0	70	--	1	Shield Patch	3,000	10	0	0	200	12	--	--	--	--	--				
									Life Smeatwater	6,000	10	0	0	300	12	--	--	--	--	--				
									Mighty Material	2,000	11	0	0	0	140	14	--	--	--	--	--			
									Shield Patch	3,000	10	0	0	200	12	--	--	--	--	70	6			
									Life Smeatwater	6,000	10	0	0	300	12	--	--	--	--	--	--	70	6	
									Mighty Material	2,000	8	0	0	0	140	8	--	--	--	--	--	--	70	6
									Shield Patch	3,000	10	0	0	200	12	--	--	--	--	--	--	55	6	
									Life Smeatwater	6,000	10	0	0	300	12	--	--	--	--	--	--	55	6	
									Mighty Material	2,000	0	0	0	0	150	0	--	--	--	--	--	30	6	
									Shield Patch	3,000	10	0	0	200	10	--	--	--	--	--	--	30	6	
									Life Smeatwater	6,000	10	0	0	300	10	--	--	--	--	--	--	30	6	
Large Shields	Remora	Lumenoid Old Town Forge and Final Day Forge on Hand Made (420,000 gil)	310,000	4,000	0	220	--	1	Mighty Material	4,000	4	0	0	220	0	--	--	--	--	10	3			
									Shield Patch	6,000	4	0	0	330	0	--	--	--	--	--	10	3		
									Life Smeatwater	10,000	4	0	0	440	0	--	--	--	--	--	10	3		
									Mighty Material	2,000	30	-10	0	110	4	Defender Lv 2	5	--	--	100	18			
									Shield Patch	3,000	30	-10	0	160	4	Defender Lv 2	5	--	--	100	18			
									Life Smeatwater	10,000	30	-10	0	210	4	Defender Lv 2	5	--	--	100	18			
									Mighty Material	2,000	40	-15	0	160	4	Defender Lv 2	5	--	--	130	21			
									Shield Patch	3,000	40	-15	0	210	4	Defender Lv 2	5	--	--	130	21			
									Life Smeatwater	10,000	40	-15	0	260	4	Defender Lv 2	5	--	--	130	21			
									Mighty Material	2,000	20	-10	0	60	2	Defender Lv 2	5	--	--	110	22			
									Shield Patch	3,000	20	-10	0	90	2	Defender Lv 2	5	--	--	110	22			
									Life Smeatwater	10,000	20	-10	0	110	4	Defender Lv 2	5	--	--	110	22			
Tactical Shields	Guard of Justice	Lumenoid Old Town Forge from Day 15, Final Day Forge (100,000 gil)	23,000	5,000	-15	30	Defender Lv 1	1	Mighty Material	2,000	10	0	0	140	10	--	--	--	--	70	16			
									Shield Patch	3,000	10	0	0	200	10	--	--	--	--	--	70	16		
									Life Smeatwater	6,000	10	0	0	300	10	--	--	--	--	--	70	16		
									Mighty Material	2,000	30	-10	0	110	4	Defender Lv 2	5	--	--	110	22			
									Shield Patch	3,000	30	-10	0	160	4	Defender Lv 2	5	--	--	110	22			
									Life Smeatwater	10,000	30	-10	0	210	4	Defender Lv 2	5	--	--	110	22			
									Mighty Material	2,000	10	0	0	140	10	--	--	--	--	90	18			
									Shield Patch	3,000	10	0	0	200	10	--	--	--	--	90	18			
									Life Smeatwater	6,000	10	0	0	300	10	--	--	--	--	90	18			
									Mighty Material	2,000	15	0	0	110	2	Defender Lv 3	5	--	--	25	12			
									Shield Patch	3,000	15	0	0	160	2	Defender Lv 3	5	--	--	25	12			
									Life Smeatwater	10,000	15	0	0	210	2	Defender Lv 3	5	--	--	25	12			
Light Shields	Double Cross	Default (Equipable), Noman's Quarter's Quarter Forge, Wilhelms Jagti Village Forge (900 gil)	375	100	10	100	--	1	Mighty Material	1,000	9	10	0	320	10	--	--	--	--	70	9			
									Shield Patch	1,500	9	10	0	430	10	--	--	--	--	70	9			
									Life Smeatwater	2,000	9	10	0	540	10	--	--	--	--	70	9			
									Soft Smeatwater	2,400	4	15	0	400	14	--	--	--	--	80	11			
									Mighty Material	2,000	9	10	0	320	10	--	--	--	--	80	11			
									Shield Patch	1,500	9	10	0	430	10	--	--	--	--	80	11			
									Life Smeatwater	2,000	9	10	0	540	10	--	--	--	--	80	11			
									Soft Smeatwater	2,400	4	15	0	400	14	--	--	--	--	80	11			
									Mighty Material	2,000	9	10	0	320	10	--	--	--	--	80	11			
									Shield Patch	1,500	9	10	0	430	10	--	--	--	--	80	11			
									Life Smeatwater	2,000	9	10	0	540	10	--	--	--	--	80	11			
	Guards	Renegade	Wilhelms Jagti Village Forge, Noman's Quarter's Quarter Forge (20,000 gil)	27,000	500	10	220	--	1	Mighty Material	1,800	9	10	0	320	10	--	--	--	--	40	11		
									Shield Patch	2,400	9	10	0	430	14	--	--	--	--	40	11			
									Life Smeatwater	3,000	9	10	0	540	14	--	--	--	--	40	11			
									Soft Smeatwater	3,600	4	15	0	400	14	--	--	--	--	40	11			
									Mighty Material	2,000	9	10	0	320	10	--	--	--	--	40	11			
									Shield Patch	2,400	9	10	0	430	14	--	--	--	--	40	11			
									Life Smeatwater	3,000	9	10	0	540	14	--	--	--	--	40	11			
									Soft Smeatwater	3,600	4	15	0	400	14	--	--	--	--	40	11			
									Mighty Material	2,000	9	10	0	320	10	--	--	--	--	40	11			
									Shield Patch	2,400	9	10	0	430	14	--	--	--	--	40	11			
									Life Smeatwater	3,000	9	10	0	540	14	--	--	--	--	40	11			
									Soft Smeatwater	3,600	4	15	0	400	14	--	--	--	--	40	11			
Special Shields	Blasphemy	Noman's Quarter's Quarter Forge from Day 18, Final Day Forge (140,000 gil)	123,700	1,000	10	200	--	1	Mighty Material	2,000	10	0	0	140	10	--	--	--	--	30	9			
									Shield Patch	3,000	10	0	0	200	10	--	--	--	--	30	9			
									Life Smeatwater	6,000	10	0	0	300	10	--	--	--	--	30	9			
									Mighty Material	2,000	10	0	0	140	10	--	--	--	--	30	9			
									Shield Patch	3,000	10	0	0	200	10	--	--	--	--	30	9			
									Life Smeatwater	6,000	10	0	0	300	10	--	--	--	--	30	9			
									Mighty Material	2,000	10	0	0	140	10	--	--	--	--	30	9			
									Shield Patch	3,000	10	0	0	200	10	--	--	--	--	30	9			
									Life Smeatwater	6,000	10	0	0	300	10	--	--	--	--	30	9			
									Soft Smeatwater	2,400	4	15	0	400	14	--	--	--	--	30	9			
									Mighty Material	2,000	10	0	0	140	10	--	--	--	--	30	9			
									Shield Patch	3,000	10	0	0	200	10	--	--	--	--	30	9			
								Life Smeatwater	6,000	10	0	0	300	10	--	--	--	--	30	9				
Light Shields	Clearly Shone	Wilhelms Research Camp Forge from Day 14 (20,000 gil)	3,000	1,000	20	--	Guard Efficiency +14%	1	Mighty Material	2,000	9	40	0	320	10	--	Guard Efficiency +18%	5	--	80	5			
									Shield Patch	3,000	9	40	0	430	10	--	Guard Efficiency +18%	5						

SHIELDS (CONTINUED)

CATEGORY	NAME	AVAILABILITY	SELL PRICE (GIL)	BASE HP	BASE ATB SPEED	BASE GUARD DEFENSE	AUXILIARY EFFECTS	UPGRADE TIER	UPGRADE COMPONENT			MAX GUARD DEFENSE			MAX AUXILIARY			MAX UPGRADE NUMBER	UNAVAILABLE UPGRADES
									MAX HP	INCREMENTS	INCREMENTS	MAX GUARD DEFENSE	INCREMENTS	INCREMENTS	MAX GUARD DEFENSE	INCREMENTS			
Mystic Shields	Deer's Tears	Withdrew Jigil Village Forge from Day 8 (8,200 gil)	3,800	-	5	10	Magic +100	Magna Material	-	-	5	0	100	10	Magic +200	20	80	2	
	Jack's Lantern	Withdrew Jigil Village Forge from Day 9 (25,000 gil)	18,300	-	5	80	Magic +100	Magna Material	-	-	5	0	100	8	Magic +200	16	50	1	
	Eve Socks	Withdrew Jigil Village Forge from Day 10 (158,000 gil)	118,200	-	5	10	Magic +200	Magna Material	-	-	5	0	100	8	Magic +200	10	40	8	
	Jailer's Sorrow	Withdrew Jigil Village Forge on Hard Mode, Final Day (226,000 gil)	171,800	-	10	100	Magic +200	Magna Material	-	-	10	0	100	8	Magic +200	4	20	6	
	Cleopatra's Photo	Withdrew Jigil Village Forge and Final Day Forge on Hard Mode (233,000 gil)	247,500	-	12	100	Magic +200	Magna Material	-	-	10	0	100	8	Magic +200	2	15	4	
	Agamemnon's Helm	Dead Dunes Ruffia Forge from Day 8 (3,000 gil)	3,000	2,600	-15	-	Fire Guard +60%	Magna Material	5,000	24	15	0	-	-	Fire Guard +80%	5	100	9	
	Caravan Chair	Dead Dunes Ruffia Forge from Day 15 (24,000 gil)	24,000	5,500	-16	-	Fire Guard +60%	Shield Potiser	8,000	20	15	0	-	-	Fire Guard +80%	5	70	18	
	Crystal Silence	Dead Dunes Ruffia Forge on Hard Mode (280,000 gil)	275,000	9,200	-15	-	Fire Guard +80%	Magna Material	8,200	8	-15	0	-	-	Fire Guard +80%	5	40	9	
	Amethyst Armbars	Dead Dunes Ruffia Forge from Day 8 (15,000 gil)	3,000	2,800	-15	-	Lightning Guard +20%	Shield Potiser	8,000	30	-15	0	-	-	Lightning Guard +40%	5	100	9	
	Emerald Ensemble	Dead Dunes Ruffia Forge from Day 10 (32,000 gil)	24,000	5,500	-15	-	Lightning Guard +20%	Shield Potiser	8,000	25	-10	0	-	-	Lightning Guard +40%	5	70	10	
Dark Discard	Dead Dunes Ruffia Forge on Hard Mode (380,000 gil)	275,000	9,200	-15	-	Lightning Guard +20%	Shield Potiser	8,200	20	-10	0	-	-	Lightning Guard +40%	5	40	9		
Great Shields	Luminous Escutcheon	Complete the "Backroads II" Canvas quest (see page 148)	10,000	2,900	0	110	-	Magna Material	3,900	16	0	0	150	8	-	-	50	11	
	W/In Cold	Complete the "Backroads II" Canvas quest (see page 148)	10,000	3,000	-15	55	-	Shield Potiser	7,000	25	-15	0	80	5	-	-	100	16	
	Ordnance Sugi	Complete the "Backroads II" Canvas quest (see page 148)	10,000	700	10	240	-	Magna Material	1,400	7	10	0	250	10	-	-	45	7	
	Guard's Corp Shield	Start a playthrough with a save file for FFXIII-2 on your storage device	10,000	1,300	15	0	Guard Efficiency +15%	Magna Material	6,000	10	20	0	-	-	Guard Efficiency +15%	5	80	30	
	Gododd's Grace	Start a playthrough with a save file for FFXIII-2 on your storage device	10,000	-	-	100	Strength +100, Magic +100	Shield Potiser	-	-	-	-	200	10	Strength +100, Magic +100	4	50	12	
Special Shields	SOLDIER'S Band	D.C or preorder bonus	10,000	2,900	0	0	-	Magna Material	8,000	70	-	-	-	-	-	-	155	0	
	Flower Bezier	D.C or preorder bonus	10,000	1,500	0	200	Great Crystal	Shield Potiser	5,000	30	-	-	200	20	-	-	50	40	
	Sunflower's Shield	D.C or preorder bonus	10,000	1,500	0	0	Song of Hope, Magic +200	Magna Material	3,000	15	-	-	-	-	Magic +200	0	50	10	
	Guard's Protector	D.C or preorder bonus	10,000	1,500	0	0	Bliz. Axe, Strength +200	Shield Potiser	5,000	20	-	-	-	-	Strength +200	0	50	10	
	Rose Shield	D.C or preorder bonus	10,000	0	0	150	Critical Bonus, Critical Banter+	Magna Material	-	-	-	-	150	0	-	-	70	0	
	Thundercrack	D.C or preorder bonus	10,000	800	10	30	Stones Admires, Resistance +25%	Shield Potiser	3,000	22	10	0	50	4	-	-	70	10	
	Final Border	D.C or preorder bonus	10,000	800	10	30	Recoil Magic, Damage +20%	Magna Material	3,000	22	10	0	50	4	-	-	70	10	
	Highlander	D.C or preorder bonus	10,000	800	10	30	Recoil Physical, Damage +20%	Magna Material	3,000	22	10	0	50	4	-	-	70	10	
	Foaly	D.C or preorder bonus	10,000	800	10	30	Recoil Physical, Damage +25%	Magna Material	3,000	22	10	0	50	4	-	-	70	10	
	Kamiami	D.C or preorder bonus	10,000	800	10	30	Stones Admires, Resistance +25%	Shield Potiser	5,000	20	10	0	100	10	-	-	70	10	
Warning Sign	D.C or preorder bonus	10,000	800	10	30	Recoil Magic, Damage +25%	Magna Material	3,000	22	10	0	50	4	-	-	70	10		
Rosa	D.C or preorder bonus	10,000	800	10	30	Stones Admires, Resistance +25%	Shield Potiser	5,000	20	10	0	100	10	-	-	70	10		
My's Shield	D.C or preorder bonus	30,000	0	30	150	My's Blessing Lv. 1	Magna Material	-	-	-	-	30	5	My's Blessing Lv. 1	5	60	15		
Agio Shield	D.C or preorder bonus	30,000	0	30	150	Agio's HP, Restore 1%	Shield Potiser	-	-	-	-	30	5	Agio's HP, Restore 2%	5	60	15		
Alysa Gate	D.C or preorder bonus	30,000	0	20	80	Maximum HP +6%	Magna Material	-	-	-	-	20	0	Maximum HP +6%	5	40	10		
Ultima Shield	Complete the four Trials in God's Sanctum on the Final Day (see page 102)	-	8,000	20	300	-	Shield Potiser	-	-	-	-	-	-	-	-	-	-		

- QUICKSTART
- CAST & CONCEPTS
- PRIMER
- WALKTHROUGH
- MAIN QUESTS
- SIDE QUESTS
- CANVAS OF PRAYERS
- BESTIARY
- INVENTORY
- STRATEGY & ANALYSIS
- ULTIMA WALKTHROUGH
- EXTRAS
- INDEX
- GARB
- WEAPONS
- SHIELDS
- ACCESSORIES
- ADORNMENTS
- ABILITIES
- AUTO-ABILITIES
- COMPONENTS
- OTHER ITEMS
- KEY ITEMS
- RECOVERY ITEMS
- SHOPS

HEAD ACCESSORIES (CONTINUED)

NAME	DESCRIPTION	AVAILABILITY
Fencer's Earrings	Restores 2 ATB in standby Schemata when you deal physical damage Magic Resistance -100%	Treasure Sphere: Yueshan, Industrial Area (2 EP)
Fencer's Earrings+	Restores 2 ATB in standby Schemata when you deal physical damage Magic Resistance -75%	
Duelist's Earrings	Restores 2 ATB in standby Schemata when you deal physical damage Magic Resistance -50%	
Wick's Rosary	Restores 2 ATB in standby Schemata when you deal magic damage Physical Resistance -100%	
Wick's Rosary+	Restores 2 ATB in standby Schemata when you deal magic damage Physical Resistance -75%	Treasure Sphere: Wildlands, Grasslands (south, on top of wreckage, glide from Arzo Cindé) (2 EP)
Devil's Rosary	Restores 2 ATB in standby Schemata when you deal magic damage Physical Resistance -50%	
Locket Pendant	Increases number of combo frames for physical attacks by 1 Maximum HP -60%	Treasure Sphere: Yueshan, Gladius's Quarter, Remnant of the Lord, Awaiting (8 EP)
Locket Pendant+	Increases number of combo frames for physical attacks by 2 Maximum HP -50%	
Locket Necklace	Increases number of combo frames for physical attacks by 2 Maximum HP -50%	
Soul of Thomas	Increases number of combo frames for magic attacks by 1 Maximum HP -60%	
Soul of Thomas+	Increases number of combo frames for magic attacks by 1 Maximum HP -60%	Treasure Sphere: Wildlands, City of Ruins (north access, gliding required) (8 EP)
Soul of Minus	Increases number of combo frames for magic attacks by 2 Maximum HP -50%	
Swift Ornament	Increases the number of attacks before the combo frame by 1 Stagger Capability -30%	Treasure Sphere: Dead Dunes, Temple Ruins, Floor 4
Swift Ornament+	Increases the number of attacks before the combo frame by 1 Stagger Capability -25%	
Felice Ornament	Increases the number of attacks before the combo frame by 2 Stagger Capability -25%	
Sight's Goggles	The number of attacks in a combo is reduced by 1, but the frames are quicker ATB Speed -30	
Sight's Goggles+	The number of attacks in a combo is reduced by 1, but the frames are quicker ATB Speed -30	Treasure Sphere: Yueshan, Warehouse District
Determined Ties	The number of attacks in a combo is reduced by 2, but the frames are quicker ATB Speed -30	

NAME	DESCRIPTION	AVAILABILITY
Warrior Hunter's Mask	Brave Thief (steal Bravery/Faith/Haste from an enemy) Strength +10%	Item Drop: World (2 EP)
Warrior Hunter's Mask+	Brave Thief (steal Bravery/Faith/Haste from an enemy) Strength +15%	
Face of the Warrior's Remnant	Brave Thief (steal Bravery/Faith/Haste from an enemy) Strength +20%	Item Drop: Schrödinger (2 EP)
Magi Hunter's Mask	Brave Thief (steal Bravery/Faith/Haste from an enemy) Magic +10%	
Magi Hunter's Mask+	Brave Thief (steal Bravery/Faith/Haste from an enemy) Magic +10%	Item Drop: Earth Enter (2 EP)
Face of the Magi's Remnant	Brave Thief (steal Bravery/Faith/Haste from an enemy) Magic +20%	
Sapping Hood	Protect Thief (steal Protect/Shell/Vigilance from an enemy) Recent Physical Damage +15%	Item Drop: Earth Enter (2 EP)
Sapping Hood+	Protect Thief (steal Protect/Shell/Vigilance from an enemy) Recent Physical Damage +18%	
Destructive Headdress	Protect Thief (steal Protect/Shell/Vigilance from an enemy) Recent Physical Damage +20%	Item Drop: Chaos Enter (2 EP)
Crippling Hood	Protect Thief (steal Protect/Shell/Vigilance from an enemy) Recent Magic Damage +15%	
Crippling Hood+	Protect Thief (steal Protect/Shell/Vigilance from an enemy) Recent Magic Damage +18%	Item Drop: Desert Sahagin (2 EP)
Dranged Headdress	Protect Thief (steal Protect/Shell/Vigilance from an enemy) Recent Magic Damage +20%	
Bandit Scarf	Brave Thief (steal Bravery/Faith/Haste from an enemy) ATB Speed +10	Item Drop: Desert Sahagin (2 EP)
Bandit Scarf+	Brave Thief (steal Bravery/Faith/Haste from an enemy) ATB Speed +12	
Sky Pirate's Scarf	Brave Thief (steal Bravery/Faith/Haste from an enemy) ATB Speed +15	Item Drop: Gungahp (2 EP)
Toasty Shawl	Elemental Chaser ATB Recovery +5	
Toasty Shawl+	Elemental Chaser ATB Recovery +7	Item Drop: Moonlight (2 EP)
Fuzzy Wool Shawl	Elemental Chaser ATB Recovery +10	



Arm Accessories

The auto-abilities provided by arm accessories apply to all active Schemata. Arm accessories cannot be upgraded.

ARM ACCESSORIES

NAME	DESCRIPTION	AVAILABILITY
Guard Glove	Increases resistance to physical damage by 1%	Treasure Sphere: Luverion, South Station Plaza (lead end to the north)
Runic Ring	Increases resistance to magic damage by 10%	Treasure Sphere: Luverion, Old Town
Flameproof Bangie	Increases resistance to Fire damage by 25%	Item Drop: Deadthought (2 EP)
Frostward Bangie	Increases resistance to Ice damage by 25%	Item Drop: Nightie (2 EP)
Sparkward Bangie	Increases resistance to Lightning damage by 25%	Item Drop: Actor Profiteurer (2 EP)
Stunward Bangie	Increases resistance to Wind damage by 25%	Item Drop: Gaunt (2 EP)
Giant's Vambrace	Increases resistance to Debuffs by 100%	Treasure Sphere: Yueshan, Highway entrance
Magi's Gloves	Increases resistance to Debuffs by 100%	Treasure Sphere: Yueshan, Revolver's Quarter (back alley)
Metal Armband	Increases resistance to Disrupts by 100%	Treasure Sphere: Dead Dunes, Giant's Sandbox (west)
Serenity Sashet	Increases resistance to Deaths by 100%	Treasure Sphere: Dead Dunes, Grave of the Colossi (west)
Pretty Orb	Increases resistance to Slows by 100%	Treasure Sphere: Dead Dunes, Altona's Sands Shrine of the Sable
Star Bracelet	Increases resistance to Poisons by 100%	Treasure Sphere: Dead Dunes, Revolver's Quarter (west)
Nero Cane	Increases resistance to Impairs by 100%	Treasure Sphere: Dead Dunes, Temple Ruins, Floor 2
Warding Talisman	Increases resistance to Curses by 100%	Treasure Sphere: Dead Dunes, Temple Ruins, Floor 3
Pain Dampener	Increases resistance to Pains by 100%	Treasure Sphere: Dead Dunes, Dry Frostlands Shrine of the Sable
White Dew	Increases resistance to Fog by 100%	Treasure Sphere: Dead Dunes, Temple Ruins, Floor 3
Rainbow Gem	Increases resistance to Debs by 100%	Treasure Sphere: Dead Dunes, Altona's Sands (west)
Firewren Bracelet	Casts Enfee to add five Attributes to attacks for the first 50 seconds of battle	Treasure Sphere: Wildlands, Grasslands (west, gliding required)
Watergod Bracelet	Casts Enfee to add five Attributes to attacks for the first 50 seconds of battle	Treasure Sphere: Wildlands, Swampy Plains (southwest, only accessible from Rocky Crag, gliding required)

NAME	DESCRIPTION	AVAILABILITY
Thunderbolt Bracelet	Casts Thunder to add Lightning attributes to attacks for the first 60 seconds of battle	Treasure Sphere: Wildlands, Grasslands (east, on top of wreckage, gliding required)
Windwalker Bracelet	Casts Enfee to add Wind attributes to attacks for the first 60 seconds of battle	Treasure Sphere: Wildlands, Rocky Crag (north, gliding required)
Tuner of Courage	Triggers Bravery for 30 seconds by reducing HP by 5% at the start of battle	Treasure Sphere: Yueshan, Person's Palace Garden
Thorn of Will	Triggers Faith for 30 seconds by reducing HP by 5% at the start of battle	Treasure Sphere: Yueshan, Augur's Quarter
Thorn of Protection	Triggers Protect for 30 seconds by reducing HP by 5% at the start of battle	Treasure Sphere: Luverion, Warren, Den of Shadows
Thorn of Warding	Triggers Shell for 30 seconds by reducing HP by 5% at the start of battle	Treasure Sphere: Wildlands, Rocky Crag (west, gliding required)
Thorn of Aggression	Triggers Vigilance for 30 seconds and lull by reducing HP by 5% at the start of battle	Treasure Sphere: Yueshan, Revolver's Quarter (Augur's Quarter area)
Thorn of Speed	Triggers Haste for 15 seconds by reducing HP by 5% at the start of battle	Treasure Sphere: Dead Dunes, Temple Ruins, Floor 4
Ferocious Tie	Increases the window to achieve Perfect Times by 1/20th of a second	Item Drop: Aracangji (2 EP)
Teacup Ring	Strengthens defenses by 10% when HP is at 20% or below	Item Drop: Estopducing (2 EP)
Enlighter's Gloves	Increases damage dealt to enemies by 20% when they are below 25%	Item Drop: Skutz He (2 EP)
Sage's Gloves	Increases damage dealt to enemies by 20% when they are beyond 5m	Item Drop: Dryad (2 EP)
Healer's Lure	Increases the restorative effects of recovery items by 25%	Treasure Sphere: Wildlands, Moogle Village (gliding required)
Collector Catalog	Makes enhancement effects of recovery items last 25% longer	Treasure Sphere: Dead Dunes, Temple Ruins, Floor 3
Demon Claw	Sacrifices any gil recovered, but restores 5% of HP at the end of each battle	Treasure Sphere: Dead Dunes, Temple Ruins, Floor 3
Begger's Beads	Sacrifices any gil recovered, but doubles your chances of receiving items at the end of each battle	Treasure Sphere: Wildlands, Potties (gliding required)
Dawn Goggles	Reduces EP used for combat abilities by 20%	Treasure Sphere: Dead Dunes, Temple Ruins, Floor 5
Lucky Dice	Increases a 5% chance to render any incoming attack ineffective	Item Drop: Moonlight (2 EP)

QUICKSTART

CART & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

- INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

GARB

WEAPONS

SHIELDS

- ACCESSORIES

ADORNMENTS

ABILITIES

AUTO-ABILITIES

COMPONENTS

OTHER ITEMS

KEY ITEMS

RECOVERY ITEMS

SHOPS

OTHER ITEMS

KEY ITEMS

RECOVERY ITEMS

SHOPS

OTHER ITEMS

KEY ITEMS

RECOVERY ITEMS

SHOPS

OTHER ITEMS

KEY ITEMS

RECOVERY ITEMS

SHOPS



ADORNMENTS

A purely cosmetic feature, Adornments enable you to customize the appearance of each Schema. They are sold by Outfitters and can be obtained as quest rewards.

ADORNMENT LIST

NAME	AVAILABILITY
Adamantose Shell	"Digging Mysteries" Canvas Quest
Adult Bunny Ears	Yusnaan, Augur's Quarter Outfitters (320 gil)
Aerial Guard's Badge	"Omega Point" Side Quest
Afro	"Shoot for the Sky" Canvas Quest
Afro & Black Chick	"Emergency Treatment" Canvas Quest
Afro & Blue Chick	"A Man for a Chocobo Girl" Canvas Quest
Afro & Purple Chick	"Emergency Treatment" Canvas Quest
Afro & Red Chick	"A Man for a Chocobo Girl" Canvas Quest
Afro & White Chick	"Moogle Gourmand" Canvas Quest
Angelic Glasses	Yusnaan, Augur's Quarter Outfitters (360 gil)
Antler	"Beast Summoner" Canvas Quest
Aqua Ribbon	"A Word of Thanks" Canvas Quest
Balmy Shades	Yusnaan, Glutton's Quarter Outfitters (260 gil)
Bandage	"Heightened Security" Canvas Quest
Behemoth Crest	"A Prayer to a Goddess" Canvas Quest
Black Cat Ears	"Stuck in a Gem" Side Quest
Black Chocobo Chick	"What's in a Brew?" Canvas Quest
Black Chocobo Figurine	"Hunter's Challenge" Canvas Quest
Black Mage's Hood	Achievement Reward after completing the game
Black Tattoo	"Soul Seeds" Side Quest
Black-rimmed Glasses	"Buried Passion" Side Quest
Blue Chocobo Chick	"Hunting the Hunter" Canvas Quest
Blue Chocobo Figurine	"Secret of the Chocoborn!" Canvas Quest
Blue Feather Pin	"Grave of a Bounty Hunter" Canvas Quest
Blue Flower	"Moon Flower" Canvas Quest
Blue Guitar	"Spell for Spell" Canvas Quest
Blue Mage's Chapeau	Achievement Reward after clearing the Ultimate Luv
Blue Newboy Cap	"The Real Client" Canvas Quest
Blue Propeller	"Puppeter's Lament" Canvas Quest
Buster Hat	Luxerion, South Station Outfitters (320 gil)
Box of Aestheticism	Luxerion, South Station Outfitters (250 gil)
Brass Gear	"Like Clockwork" Side Quest
Brave Circlet	Luxerion, Final Day Outfitters (360 gil)
Brigand's Tricorne	"Born from Chaos" Side Quest
Bronze Medal	"Dumping Cook-off" Canvas Quest
Bubbly Party Hat	"Soulful Horn" Canvas Quest
Bushy Mustache	"Rebuilding" Canvas Quest
Business Eyewear	Luxerion, North Station Outfitters (250 gil)
Cactus Figurine	"For My Child" Canvas Quest
Canned PaPa Logo	"Miracle Vintage" Canvas Quest
Canned Sheep Logo	"Fuzzy Search" Side Quest
Carbuncle Figurine	"The Things She's Lost" Side Quest
Carnival Mask	"Adoring Adornments" Side Quest
Cautious Beacon	"A Dangerous Cocktail" Canvas Quest
Cautious Devil Ears	"Death Safari" Side Quest
Celebrity's Charm	"Stay the Machine" Canvas Quest
Ceremonial Headdress	"Fireworks in a Bottle" Side Quest
Chef's Hat	"Family Food" Side Quest
Chocoberet	"Friends Forever" Side Quest
Chocobo Chick	"Chocobo Cheer" Side Quest
Chocobo Feather Pin	"The Right Stuff" Side Quest
Chocobo Figurine	"Friends Forever" Side Quest
Chocobo Girl's Cap	"Key to Her Heart" Canvas Quest
Cie'th Wings	"A Prayer to a Goddess" Canvas Quest
City Shades	Dead Dunes, nearby station Outfitters (280 gil)
Commissioned Pilot's Badge	"Pride and Greed I" Canvas Quest
Cool Glasses	"The Secret Lives of Sheep" Side Quest
Cowboy Hat	"Round 'Em Up" Side Quest
Craftsman's Bread	"A New Application" Canvas Quest
Crest of Etro	"The Grail of Valhalla" Side Quest
Crest of Pulse	"Mythical Badge" Canvas Quest
Crimson Flower	"Sun Flower" Canvas Quest
Crimson Mask	Yusnaan, Augur's Quarter Outfitters (380 gil)
Crown of Light	Yusnaan, Glutton's Quarter Outfitters (420 gil)
Crown of Passion	Yusnaan, Glutton's Quarter Outfitters (420 gil)
Crown of Parity	Yusnaan, Glutton's Quarter Outfitters (420 gil)
Crown of Splendor	"The Fighting Actress" Side Quest
Crown of Youth	"Play It for Me" Side Quest
Crystal Apple	"A Taste of the Past" Side Quest
Crystal Feather	"Trapped" Canvas Quest

NAME	AVAILABILITY
Crystal Heart	"Last Date" Side Quest
Crystal Petal	"Desert Cleanup" Canvas Quest
Crystal Rose	"A Rose by Any Other Name" Side Quest
Crystal Star	"Fading Prayer" Canvas Quest
Crystal Tear	"The Angel's Tears" Side Quest
Cute Bunny Ears	Yusnaan, Augur's Quarter Side Outfitters (320 gil)
Cute Heart	"Revenge is Sweet" Canvas Quest
Cyber Scanners	"The Life of a Machine" Side Quest
Dandy's Mustache	"Supply and Demand" Canvas Quest
Dapper Hat	Dead Dunes, Ruffian Outfitters (350 gil)
Dark Devil Ears	"Death Safari" Side Quest
Dark Knight's Shades	"Pride and Greed II" Canvas Quest
Dazzling Devil Ears	"Death Safari" Side Quest
Delicious Mushroom	"Mercy of a Goddess" Side Quest
Dogtooth Beret	Wildlands, Canopus Farms Outfitters (250 gil)
Dragon Hide Backpack	"Sylkis Secrets" Canvas Quest
Dreamy Shades	Yusnaan, Glutton's Quarter Outfitters (260 gil)
Dull Grudge Knife	"The Avid Reader" Side Quest
Dusk Feather Pin	"Sylkis Secrets" Canvas Quest
Egotist's Banner	Wildlands, Jagd Village Outfitters (250 gil)
Electric Guitar	"Bandits' New Weapon" Canvas Quest
Elegant Shades	Dead Dunes Station Outfitters (280 gil)
Emergency Beacon	"Death Game" Side Quest
Enticing Bunny Ears	Yusnaan, Augur's Quarter Outfitters (320 gil)
Exotic Shades	"Get the Girl" Side Quest
Fairy Tail	Yusnaan, Glutton's Quarter Outfitters (280 gil)
Festive Tree	"Youth Potion" Canvas Quest
Floppy Sun Hat	Luxerion, South Station Outfitters (320 gil)
Flower Pattern	"Wildlands in Danger!" Canvas Quest
Fruity Tail	Wildlands, Arvas Village Outfitters (260 gil)
Furrowed Silk Hat	"Sisters' Things" Side Quest
Forged Crystal	"The Saint's Stone" Side Quest
Frost Tree	"Moon Flower" Canvas Quest
Frosty Glasses	Yusnaan, Augur's Quarter Outfitters (250 gil)
Frying Pan	"Wildlands in Danger!" Canvas Quest
Fuzzy Sheep Figurine	"Fuzzy Search" Quest
Gadot's Black Emblem	"Grave of a Bounty Hunter" Canvas Quest
Gadot's Blue Emblem	"Pride and Greed II" Canvas Quest
Gadot's Red Emblem	"Echoes of a Drum" Canvas Quest
Gentleman's Band	"Heretics' Beasts" Canvas Quest
Girlish Glasses	"A Father's Request" Side Quest
Glam Hat	Yusnaan, Champion's Quarter Outfitters (340 gil)
Gold Anchor	"Digging Mysteries" Canvas Quest
Gold Chocobo Figurine	"Chocobo Chow" Canvas Quest
Gold Medal	"Faster Than Lightning" Side Quest
Gold Padlock	"His Wife's Dream" Side Quest
Gold Windup Key	"Shoot for the Sky" Canvas Quest
Golden Flower	"Chocobo Cheer" Side Quest
Golden Insignia	"The Hunter's Challenge" Side Quest
Golden Mask	Yusnaan, Augur's Quarter Outfitters (380 gil)
Green Glasses	Luxerion, South Station Outfitters (250 gil)
Green Nora Symbol	"Moghan's Plea" Canvas Quest
Green Straw Hat	Luxerion, South Station Outfitters (320 gil)
Guard's Cap	Wildlands, Arvas Village Outfitters (250 gil)
Guardian Corps Badge	"Revenge Has Teeth" Canvas Quest
Halo	"Voices from the Grave" Side Quest
Heart Glasses	"Adoring Candice" Side Quest
Heaven's Banner	Wildlands, Jagd Village Outfitters (250 gil)
Herald's Banner	Yusnaan, Champion's Quarter Outfitters (250 gil)
Hermi's Cap	"Last One Standing" Side Quest
Herringbone Beret	Wildlands, Arvas Village Outfitters (250 gil)
Holy Circlet	Luxerion, Final Day Outfitters (360 gil)
Honored Circlet	Luxerion, Final Day Outfitters (360 gil)
Hotblooded Tricorne	Dead Dunes, Ruffian Outfitters (380 gil)
Imp Tail	Yusnaan, Glutton's Quarter Outfitters (280 gil)
Killer Shades	Dead Dunes, Station Outfitters (280 gil)
Killer Shades	"Enchanted Brush" Canvas Quest
Lady's Brooch	Yusnaan, Champion's Quarter Outfitters (340 gil)
Lady's Silk Hat	"The Girl Who Cried Wolf" Side Quest
Leather Rucksack	"True Colors" Canvas Quest
Lebreau's Black Tattoo	"True Colors" Canvas Quest
Lebreau's Green Tattoo	"True Colors" Canvas Quest

ADORNMENT LIST (CONTINUED)

NAME	AVAILABILITY
Lebreau's Rainbow Tattoo	"Banned Goods" Canvas Quest
Leopard Tail	"Mother and Daughter" Side Quest
Leyak Crest	"Gift of Gratitude" Canvas Quest
Light Bulb	"Spell for Spell" Canvas Quest
Lightning Mask	Wildlands, Mooglee Village Outfitters (300 gil)
Long Gai's Shell	"Biologically Speaking" Canvas Quest
Lord's Banner	Wildlands, Jagd Village Outfitters (250 gil)
Lovely Eyepatch	Dead Dunes, Ruffian Outfitters (320 gil)
Love-struck Party Hat	"A Voice from Below" Canvas Quest
Lucky Clover	"Youth Potion" Canvas Quest
Lunar Circlet	Luxerion, Final Day Outfitters (360 gil)
Maiden's Beret	Wildlands, Aryas Village Outfitters (250 gil)
Mark of Lindzei	"Time Doesn't Heal" Canvas Quest
Masquerade Mask	"A Song for God" Canvas Quest
Medic Guard's Badge	"Gatekeeper's Curiosity" Canvas Quest
Merry Tail	Yusnaan, Glutton's Quarter Outfitters (280 gil)
Millionaire's Mustache	"Suspicious Spheres" Side Quest
Mint Chip Ice Cream	"For My Child" Canvas Quest
Mobile Guard's Badge	"For the Future" Canvas Quest
Mog Figurine	"Peace and Quiet, Kupo" Side Quest
Mog Mask	"Where Are You, Moogle?" Side Quest
Monoculus Mask	"Adonis's Audition" Side Quest
Mooglee Wings	Wildlands, Mooglee Village Outfitters (300 gil)
Moonlight Mask	Yusnaan, Augur's Quarter Outfitters (380 gil)
Nickel Gear	"Tearman's Taboo" Side Quest
Noonblue Butterfly	"Inventive Seamstress" Canvas Quest
NORA Logo	"The Real Client" Canvas Quest
Nymph Wings	"Where Moogles Be" Canvas Quest
Ocean Shades	Yusnaan, Glutton's Quarter Outfitters (260 gil)
Odin's Horn	"To Live in Chaos" Side Quest
Onion Knight's Helm	"Adoring Candice" Side Quest
Orange Bow Tie	"Mythical Badge" Canvas Quest
Orange Newsboy Cap	"Dog, Doctor, and Assistant" Side Quest
Order of Salvation Cap	Luxerion, South Station Outfitters (250 gil)
Painter's Bet	Wildlands, Canopus Farms Outfitters (280 gil)
Passionate Corsage	Luxerion, South Station Outfitters (250 gil)
Perky Corsage	Luxerion, South Station Outfitters (250 gil)
Pink Flower	"Two Together" Canvas Quest
Pink Mooglee Bobble	Wildlands, Mooglee Village Outfitters (300 gil)
Pink Ribbon	"A Word of Thanks" Canvas Quest
Pink Rocksock	"Moogle Gourmand" Canvas Quest
Pink Tattoo	"A Secret Wish" Canvas Quest
Pink-rimmed Glasses	"Land of Our Forebears" Side Quest
Pioneer's Eyepatch	"Skeletons in the Closet" Side Quest
Playboy Shades	Wildlands, Canopus Farms Outfitters (280 gil)
Politician's Beard	"Brain Over Brawn" Canvas Quest
Pro's Beret	"What Rough Beast Slouches" Side Quest
Prophetic Headdress	"What Seekers Seek" Canvas Quest
PSICOM Air Medal	"Flower in the Sands" Canvas Quest
PSICOM Medic Medal	"Pride and Greed I" Canvas Quest
PSICOM Mobile Medal	"Climbing the Ranks II" Canvas Quest
PSICOM Officer Epaulets	"For the Future" Canvas Quest
Pumpkin Head	"Lucky Charm" Canvas Quest
Pure Angel Ears	"Death Safari" Side Quest
Pure Earrings	Luxerion, North Station Outfitters (290 gil)
Pure Pendant	Luxerion, North Station Outfitters (320 gil)
Purple Chocobo Chick	"What's in a Brew?" Canvas Quest
Purple Chocobo Figurine	"Hunter's Challenge" Canvas Quest
Purple Flower	"What's Left Behind" Canvas Quest
Queen's Mask	"Songless Diva" Side Quest
Railworker's Beret	"Where Are You, Holmes?" Side Quest
Railworker's Cap	"Where Are You, Holmes?" Side Quest
Rangda Crest	"Gift of Gratitude" Canvas Quest
Raven Mask	Yusnaan, Augur's Quarter Outfitters (380 gil)
Red Bow Tie	"A Rose by Any Other Name" Side Quest
Red Chocobo Chick	"Hunting the Hunter" Canvas Quest
Red Chocobo Figurine	"Secret of the Chocobore" Canvas Quest
Red Mage's Chapeau	Achievement Reward after defeating Ereshkigal
Red Propeller	"Ultimate Craving" Canvas Quest
Reflective Shades	Yusnaan, Glutton's Quarter Outfitters (260 gil)
Regent's Mustache	"A New Application" Canvas Quest
Replica Pilot's Badge	"Night Patrol" Canvas Quest
Replica PSICOM Emblem	"Heightened Security" Canvas Quest
Replica PSICOM Epaulet	"Climbing the Ranks I" Canvas Quest
Retno Lightning Mask	Wildlands, Mooglee Village Outfitters (300 gil)
Retno Mog Mask	"Where are you, Moogle?" Side Quest
Retno Scales	"Tool of the Trade" Side Quest
Retro Serah Mask	Wildlands, Mooglee Village Outfitters (300 gil)

NAME	AVAILABILITY
Ripe Apple	"A Taste of the Past" Side Quest
Rum Raisin Ice Cream	"Soulful Horn" Canvas Quest
Safari Hat	Wildlands, Canopus Farms Outfitters (280 gil)
Sailor's Tricorne	Dead Dunes, Ruffian Outfitters (380 gil)
Sain's Beard	"What Seekers Seek" Canvas Quest
Salvage Pilot's Badge	"Treasured Ball" Side Quest
Scholar's Beard	"Fresh Fertilizer" Canvas Quest
Scholar's Glasses	"Whither Faith?" Side Quest
Scholar's Mortarboard	"A Testing Proposition" Side Quest
Scholar's Peaked Hat	Dead Dunes, Ruffian Outfitters (350 gil)
Seadog's Beard	"Echoes of a Drum" Canvas Quest
Sentimental Parol	"Time Doesn't Heal" Canvas Quest
Serah Mask	Wildlands, Mooglee Village Outfitters (300 gil)
Servant's Mustache	"Supply and Demand" Canvas Quest
Shadow Tail	Wildlands, Aryas Village Outfitters (260 gil)
Shogun's Mustache	"Brain Over Brawn" Canvas Quest
Shooting Star	"Puppeteer's Lament" Canvas Quest
Silver Chocobo Chick	"Forbidden Tome" Canvas Quest
Silver Chocobo Figurine	"Chocobo Chow" Canvas Quest
Silver Medal	"A Girl's Challenge" Canvas Quest
Silver Padlock	"Secret Machine" Canvas Quest
Silver Windup Key	"Staying Sharp" Canvas Quest
Silvered Insignia	"Dumping Cook-off" Canvas Quest
Single Horn	"Beast Summer" Canvas Quest
Sky Blue NORA Symbol	"Moghan's Plea" Canvas Quest
Sky Blue Silk Hat	"A Treasure for a God" Canvas Quest
Smiley Glasses	Yusnaan, Augur's Quarter Outfitters (350 gil)
Snakeskin Eyepatch	Wildlands, Jagd Village Outfitters (320 gil)
Snakeskin Hat	"Old Rivals" Side Quest
Snowy Spirit Wings	"A Song for God" Canvas Quest
Staff of Judgment	"Pride and Greed III" Canvas Quest
Steamy Glasses	Luxerion, South Station Outfitters (250 gil)
Stormy Motors Logo	"Unfired Firework" Canvas Quest
Straw Hat	Wildlands, Canopus Farms Outfitters (280 gil)
Strawberry Ice Cream	"Enchanted Brush" Canvas Quest
Summery Parasol	"A Secret Wish" Canvas Quest
Summer's Mask	"Free Will" Side Quest
Sunny Butterfly	"Forget Me Not" Canvas Quest
Suspicious Mushroom	"A Final Cure" Side Quest
Sweet Corsage	Luxerion, South Station Outfitters (250 gil)
Thief's Silk Hat	Yusnaan, the Champion's Quarter Outfitters (340 gil)
Thrilling Party Hat	"A Voice from Below" Canvas Quest
Tinkling Bell	"Trapped" Canvas Quest
Tonberry's Lantern	"Dying Wish" Side Quest
Toxic Mushroom	"A Final Cure" Side Quest
Training Pilot's Badge	"Night Patrol" Canvas Quest
Tribal Tattoo	"Banned Goods" Canvas Quest
Tropical Tree	"Fresh Fertilizer" Canvas Quest
Twilight Butterfly	"Forget Me Not" Canvas Quest
Twilight Shades	"Unfired Firework" Canvas Quest
Unicorn Mart Logo	"Digging Mole" Canvas Quest
Untamed Tail	Yusnaan, Glutton's Quarter Outfitters (280 gil)
Urban Shades	"Seeing the Dawn" Canvas Quest
Vacation Hat	Luxerion, South Station Outfitters (320 gil)
Vanguard Headdress	"Fireworks for a Stall" Side Quest
Violet Cat Ears	Yusnaan, Champion's Quarter Outfitters (280 gil)
Wagging Tail	Wildlands, Aryas Village Outfitters (260 gil)
Warm Beret	Wildlands, Aryas Village Outfitters (250 gil)
Warning Beacon	"Heretics' Beasts" Canvas Quest
Water Spirit Wings	"Source of Inspiration" Canvas Quest
Whimsy Shades	Dead Dunes Station Outfitters (280 gil)
White Cat Ears	Yusnaan, Champion's Quarter Outfitters (380 gil)
White Chocobo Chick	"Saving an Angel" Side Quest
White Chocobo Figurine	"Killing Time" Side Quest
White Flower	"Two Together" Canvas Quest
White Guitar	"Pride and Greed III" Canvas Quest
White Mage's Hat	Achievement Reward after defeating Aeronite
Wild Bunn Ears	Yusnaan, Augur's Quarter Outfitters (320 gil)
Wild Shades	Dead Dunes Station Outfitters (280 gil)
Wildcat Ears	Yusnaan, Champion's Quarter Outfitters (280 gil)
Wind-Up Halo	"Ultimate Craving" Canvas Quest
Witch's Pointy Hat	Dead Dunes, Ruffian Outfitters (350 gil)
Yellow Bow Tie	"Miracle Vintage" Canvas Quest
Yellow Propeller	"Bandits' New Weapon" Canvas Quest
Yellow Ribbon	"Matchmaker" Side Quest
Yellow-rimmed Glasses	"The Old Man and the Field" Side Quest
Youthful Parasol	"Digging Mole" Canvas Quest
Zebra-print Eyepatch	Wildlands, Jagd Village Outfitters (320 gil)

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

* INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

BARB

WEAPONS

SHIELDS

ACCESSORIES

* ADORNMENTS

ABILITIES

AUTO-ABILITIES

COMPONENTS

OTHER ITEMS

RECOVERY ITEMS

SHOPS

In Lightning Returns, the core of your battle strategy lies in your selection and execution of customizable abilities. Given that you only have twelve ability slots in total, with some of these occupied by locked garb abilities, it is vital to understand what every ability does to achieve the right balance and maximize your combat potential. All other parts of a Schema should serve to complement and enhance the abilities you choose to bring into battle.

Here is a brief summary of column headings common to tables of all four ability types.

Common Attributes

- Base ATB Cost:** This is the base ATB expenditure associated with the ability. It can be reduced through Level Boosting at Sorcery Shops.
- Level:** This is the rank of the ability (from Lv. 1 to Lv. 5). Higher-level abilities offer improved parameters, command higher prices when sold to merchants, and determine the quality of any accompanying auto-abilities. The "SP" level is used solely for special auto-abilities, which can only be obtained in certain conditions (see below).
- Sell Price:** The amount of gil you can obtain by selling an ability of a specific level at any shop.
- Level Boost Malistone:** The component required to level up the ability.
- Level Boost ATB Reduction:** The decrease in ATB cost after you perform a Level Boost at this level.
- Unlockable Auto-Ability and Unlock Chance:** Every ability has a chance to provide a useful auto-ability effect. These can be innate to abilities won from enemies or unlocked through Synthesis. At a specific level, an ability may carry any of the auto-abilities listed at either its current level or one level lower. The special auto-abilities in the "SP" rows can only appear in very specific conditions. They correspond to Chaos-Infused and Rare auto-abilities (always displayed in this order in the tables). Chaos-Infused auto-abilities can only be found on Level 5 abilities dropped by enemies in Chaos Infusions; Rare auto-abilities can only be synthesized from Level 4+ abilities that carry the same auto-ability. See page 280 for details.
- Dropped By:** A list of enemies that can drop this ability.
- Drop Rank:** A hidden factor within the game that determines both the level of the ability dropped and whether or not it can be dropped at all. Broadly, the higher this value, the later the drop becomes available. See page 246 for a complete explanation of this concept.
- Drop Rate:** The probability that an enemy will relinquish this ability upon defeat.

Physical and Magic Attributes

- Hits:** Certain individual spells inflict multiple hits upon the enemy.
- Base Power:** The lowest possible power modifier per hit of the ability at the current level. Power modifiers are multiplied with the appropriate character parameter (Strength or Magic) to obtain basic damage output.
- Power Increment:** The increase to Base Power for an ability with every iteration of Synthesis at the current level.

- Synthesis to Max Power:** The number of Synthesis increments required for an ability to advance from its Base Power to its Max Power at the current level.
- Max Power:** The value of the ability's power modifier per hit when you have reached its Synthesis limit for that level.
- Variation:** The random factor that is applied to the ability's power modifier during damage calculation. See page 277 for more details.
- Finale Trigger:** The hit number during a string of hits that triggers a special finale – a stronger assault with an extended animation sequence.
- Finale Modifier:** An additional multiplier applied on top of the power modifier for the ability's finale.
- Timing Bonus:** The damage bonus added to this ability if queued with Perfect Timing. See page 275 for more details.
- Stagger Power (Finale) and Stagger Preservation (Finale):** The Stagger Power and Stagger Preservation values attributed to this ability, with parenthetical values applicable to its finale. See page 266 for a complete presentation of the stagger system.
- Cut (Finale) and Keep (Finale):** The values for Cut and Keep attributed to this ability, with parenthetical values applicable to its finale. See page 273 for a complete explanation of these two parameters.
- Aerial:** Whether or not this ability can be performed in midair. If not, an airborne Lightning will always have to land before its execution.

Defensive Abilities

- Resistance:** The Guard Resistance for both physical and magic damage that an ability offers.
- Timing Bonus:** The Guard Resistance bonus if this ability is queued with Perfect Timing.
- Keep:** Lightning's ability to resist enemy interruptions while using this ability. See page 273 for details.

Ailment Abilities

- Duration:** The base length of time for which this ailment will persist on an enemy. The actual duration depends on other factors, including the enemy's ailment resistance and Lightning's Magic. See page 265 for details.
- Accumulation:** A hidden parameter (not shown on this table) that is mitigated by the target's ailment resistance. Once the Accumulation for an ailment reaches 100, it is successfully inflicted. There are only three possible values for Accumulation: 110 for Disaster, 500 for all -ga spells except for Dispelga and 250 for all other spells. See page 264 for a complete explanation of the ailment infliction system.
- Common Attributes:** Attributes not shown in our table as they're common to all ailment spells. They are: Power $\times 0.50$ ($\times 0.75$ for Disaster) scaling off your Magic stat, Variation 3%, no Finale Trigger for basic spells, Finale Trigger 1 for -ga spells, Timing Bonus 20%, Cut 20, and Keep 15. In addition, Ailment spells have no Stagger Power or Stagger Preservation values and cannot be cast while Lightning is airborne.



Physical Abilities

PHYSICAL ABILITIES

NAME	BASE ATB COST	LEVEL	SELL PRICE	BASE POWER	POWER INCREMENT	SYNTHESIS TO MAX POWER	MAX POWER	LEVEL BOOST ATB REDUCTION	UNLOCKABLE AUTO-ABILITY	UNLOCK CHANCE	UNLOCKABLE AUTO-ABILITY	UNLOCK CHANCE	DROPPED BY	DROP RANK	DROP RATE	VARIATION	FINALE TRIGGER	FINALE MODIFIER	TIMING BONUS (FINALE)	STAGGER POWER (FINALE)	STAGGER PRESERVATION (FINALE)	CUT (FINALE)	KEEP (FINALE)	ASUAL
Aerick	1	50	0.50	0.05	5	0.75	Bronze	0	Strength +40	20%	--	--												
	2	130	0.80	0.05	8	1.10	Silver	1	Stagger Duration +3%	18%	--	--												
	3	210	1.10	0.06	9	1.50	Mythril	1	Strength +130	15%	--	--	Serpenspell	0	15%									
	4	290	1.80	0.05	12	2.20	Adamant	1	Stagger Duration +5%	12%	ATB Recovery +5	8%	Rathasa	0	75%	3%	5	4.00	20%	1.50	100.000	40.000	30	Yes
	SP	--	--	--	--	--	--	--	Strength +190	12%	Stagger Duration +7%	5%												
Light Dash	1	50	0.50	0.05	3	0.45	Bronze	0	Strength +30	20%	--	--												
	2	130	0.50	0.06	3	0.65	Silver	1	Strength +40	18%	--	--												
	3	210	0.70	0.06	4	0.90	Mythril	0	Strength +30	15%	--	--	Nihil	0	75%									
	4	290	0.95	0.05	4	1.25	Adamant	1	Strength +30	12%	--	--	Nihil	0	100%	2%	--	20%	0	110	25	20	Yes	
	SP	--	--	--	--	--	--	--	Strength +130	15%	--	--	Stain	0	75%									
Heavy Dash	1	80	2.00	0.20	5	3.00	Silver	3	Strength +40	20%	--	--												
	2	160	3.20	0.20	8	4.40	Gold	3	Stagger Duration +3%	18%	--	--	Analise	0	15%									
	3	240	4.80	0.20	8	6.20	Adamant	3	Strength +130	15%	--	--												
	4	320	8.40	0.20	12	8.80	Scarletite	6	Strength +5%	12%	Maximum ATB +5	8%	Serpenspell	0	15%	3%	1	--	20%	30	300	15	15	Yes
	SP	--	--	--	--	--	--	--	Strength +190	15%	Maximum ATB +10	20%	Serpenspell	0	100%									
Bard Bows	1	80	0.40	0.05	4	0.60	Silver	3	Strength +40	20%	--	--												
	2	160	0.65	0.05	4	0.85	Gold	3	Stagger Duration +3%	18%	--	--												
	3	240	0.90	0.05	8	1.20	Adamant	3	Strength +130	15%	--	--												
	4	320	1.25	0.05	8	1.65	Scarletite	6	Stagger Duration +5%	12%	Maximum ATB +15	25%	Decadence	0	2%	50%	after stagger	30%	50.000	40.000	20.000	20.000	Yes	
	SP	--	--	--	--	--	--	--	Strength +180	15%	Stagger Duration +7%	5%												
Foot	1	50	0.15	0.05	1	0.20	Bronze	0	Strength +40	20%	HP +100	15%												
	2	130	0.25	0.05	2	0.35	Silver	1	Stagger Duration +3%	18%	--	--												
	3	210	0.40	0.05	2	0.50	Mythril	0	Strength +130	15%	ATB Recovery +5	10%	Stain/No	0	15%									
	4	290	0.55	0.05	4	0.75	Adamant	1	Stagger Duration +5%	12%	ATB Recovery +5	5%	Stain/No	0	100%	2%	3	4.00	20%	2.00	100.000	40.000	20.000	Yes
	SP	--	--	--	--	--	--	--	Strength +180	15%	HP +200 / Stagger Duration +7%	5%												
Foot Energy	1	50	0.18	0.05	1	0.23	Bronze	1	Strength +40	20%	--	--												
	2	130	0.28	0.05	2	0.38	Silver	1	Stagger Duration +3%	18%	--	--												
	3	210	0.40	0.05	2	0.51	Mythril	1	Strength +130	15%	--	--												
	4	290	0.58	0.05	4	0.78	Adamant	2	Stagger Duration +5%	12%	Maximum ATB +5	8%	Decadence	0	75%	32.5%	after stagger							
	SP	--	--	--	--	--	--	--	Strength +180	15%	Stagger Duration +7%	5%	Cathedral Serry	0	15%									
Charged Strike	1	50	0.50	0.05	5	0.75	Silver	0	Strength +40	20%	--	--												
	2	130	0.80	0.05	6	1.10	Gold	1	Stagger Duration +3%	18%	--	--												
	3	210	1.10	0.05	6	1.50	Adamant	1	Strength +130	15%	--	--												
	4	290	1.60	0.05	12	2.20	Scarletite	1	Stagger Duration +5%	12%	Maximum ATB +5	8%	Cylops	0	100%	2%	1	--	3%	2	0	35	20	No
	SP	--	--	--	--	--	--	--	Strength +190	15%	ATB Recovery +5	25%												
Blitz	1	80	0.90	0.10	5	1.40	Bronze	7	Strength +40	20%	--	--												
	2	160	1.50	0.10	5	2.00	Silver	1	Strength in Numbers +15%	16%	--	--												
	3	240	2.10	0.10	7	2.80	Mythril	1	Strength +130	15%	--	--												
	4	320	2.90	0.10	10	3.90	Adamant	2	Strength in Numbers +18%	12%	Unburdened Lv2	8%	Reaver	0	22.5%	2%	3	4.50	20%	3	30%	40	25	No
	SP	--	--	--	--	--	--	--	Strength +130	15%	Strength in Numbers +20%	25%	Victor's Rush	20%										
Area Energy	1	50	0.15	0.05	1	0.20	Bronze	0	Strength +40	20%	--	--												
	2	130	0.25	0.05	1	0.30	Silver	1	Unburdened Lv1	18%	Group Defense +15%	12%												
	3	210	0.35	0.05	2	0.45	Mythril	0	Strength +110	15%	--	--												
	4	290	0.50	0.05	4	0.70	Adamant	1	Unburdened Lv2	12%	Group Defense +18%	8%	Reaver	0	75%	2%	3	4.50	20%	3	30	40	25	No
	SP	--	--	--	--	--	--	--	Strength +130	15%	Unburdened Lv2	5%												

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

GARB

WEAPONS

SHIELDS

ACCESSORIES

ADORNMENTS

ABILITIES

AUTO-ABILITIES

COMPONENTS

OTHER ITEMS

KEY ITEMS

RECOVERY ITEMS

SHOPS

PHYSICAL ABILITIES (CONTINUED)

NAME	BASE AB COST	LEVEL	SELL PRICE	BASE POWER	POWER INCREMENT	SYNTHESIS TO MAX POWER	MAX POWER	LEVEL BOOST MAULSTONE	LEVEL BOOST AB REDUCTION	UNLOCKABLE AUTO-ABILITY	UNLOCK CHANGE	UNLOCKABLE AUTO-ABILITY	UNLOCK CHANGE	DROPPED BY	DROP RANK	DROP RATE	VARIATION	FINALE TRIGGER	FINALE INQUIRER	TIMING BONUS (FINALE)	STAGGER POWER (FINALE)	STAGGER PRESERVATION (FINALE)	CUT (FINALE)	KEEP (FINALE)	AERIAL
Flamestrike	1	95	0.40	0.06	4	0.82	Silver	1	Strength +80	20%	--	--	--												
	2	140	0.65	0.06	5	0.90	Gold	1	Fire-Attribute Attacks +12%	18%	--	--	Nexus	0	7.2%										
	3	220	0.85	0.06	6	1.25	Adamant	1	Strength +130	15%	--	--													
	4	300	1.30	0.06	11	1.85	Scarletite	2	Fire-Attribute Attacks +17%	12%	ATB Recovery +5	8%	Zephyr	0			2%	5	+1.50	25% (30%)	19,800	40/120	40	35	Yes
	5	300	1.80	0.06	13	2.50	--	--	Strength +160	10%	--	--	5%	Deathgrip	0						10% (20% after area destroyed)				
SP	--	--	--	--	--	--	--	--	--	Fire-Attribute Attacks +20%	25%	Elemental Chaser	20%												
Aero Blizz	1	90	0.75	0.10	4	1.15	Silver	1	Strength +80	20%	--	--													
	2	170	1.25	0.10	5	1.75	Silver	1	Strength in Numbers +16%	18%	--	--	Nexus	2	7.5%										
	3	250	1.85	0.10	5	2.35	Mythril	1	Strength +110	15%	--	--													
	4	320	2.40	0.10	8	3.25	Adamant	2	Strength in Numbers +19%	12%	Undamaged Lv 2	8%	Deathgrip	0			3%	3	+1.50	20%	19,800	40/120	40	35	No
	5	410	3.35	0.10	11	4.45	--	--	Strength +120	10%	--	--	5%	Deathgrip	0						10% (20% after area destroyed)				
SP	--	--	--	--	--	--	--	--	--	Fire-Attribute Attacks +12%	10%	--													
Flamestrike	1	90	0.40	0.06	4	0.80	Silver	1	Strength +80	20%	--	--													
	2	140	0.65	0.06	5	0.90	Gold	1	Ice-Attribute Attacks +12%	18%	--	--													
	3	220	0.90	0.06	6	1.25	Adamant	1	Strength +130	15%	--	--	Wendigo	0	7.3%										
	4	300	1.30	0.06	11	1.85	Scarletite	2	Ice-Attribute Attacks +17%	12%	ATB Recovery +5	8%	Stellan	0	7.5%		2%	5	+1.50	25% (30%)	19,800	40/120	40	35	Yes
	5	300	1.80	0.06	13	2.50	--	--	Strength +160	10%	--	--	5%												
SP	--	--	--	--	--	--	--	--	--	Ice-Attribute Attacks +20%	25%	Elemental Chaser	20%												
Ice Blizz	1	90	0.75	0.10	4	1.15	Silver	1	Strength +80	20%	--	--													
	2	170	1.25	0.10	5	1.75	Silver	1	Strength in Numbers +16%	18%	--	--	Nexus	2	7.5%										
	3	250	1.85	0.10	5	2.35	Mythril	1	Strength +110	15%	--	--													
	4	320	2.40	0.10	8	3.25	Adamant	2	Strength in Numbers +19%	12%	Undamaged Lv 2	8%	Wendigo	2	7.5%		3%	3	+1.50	20%	19,800	40/120	40	35	No
	5	410	3.35	0.10	11	4.45	--	--	Strength +120	10%	--	--	5%								10% (20% after area destroyed)				
SP	--	--	--	--	--	--	--	--	--	Ice-Attribute Attacks +12%	25%	Elemental Chaser	20%												
Sparkstrike	1	90	0.40	0.06	4	0.80	Silver	1	Strength +80	20%	--	--													
	2	140	0.65	0.06	5	0.90	Gold	1	Lightning-Attribute Attacks +20%	18%	--	--													
	3	220	0.90	0.06	6	1.25	Adamant	1	Strength +130	15%	--	--													
	4	300	1.30	0.06	11	1.85	Scarletite	2	Lightning-Attribute Attacks +17%	12%	ATB Recovery +5	8%	Vex	0	7.5%		2%	5	+1.50	25% (30%)	19,800	40/120	40	35	Yes
	5	300	1.80	0.06	13	2.50	--	--	Strength +160	10%	--	--	5%												
SP	--	--	--	--	--	--	--	--	--	Lightning-Attribute Attacks +20%	25%	Elemental Chaser	20%												
Elemental Blizz	1	90	0.75	0.10	4	1.15	Silver	1	Strength +80	20%	--	--													
	2	170	1.25	0.10	5	1.75	Silver	1	Strength in Numbers +16%	18%	--	--	Nexus	0	22.5%										
	3	250	1.85	0.10	5	2.35	Mythril	1	Strength +110	15%	--	--	Humanoid	0	100%		3%	3	+1.50	20%	19,800	40/120	40	35	No
	4	320	2.40	0.10	8	3.25	Adamant	2	Strength in Numbers +19%	12%	Undamaged Lv 2	8%	Humanoid	0											
	5	410	3.35	0.10	11	4.45	--	--	Strength +120	10%	--	--	5%												
SP	--	--	--	--	--	--	--	--	--	Lightning-Attribute Attacks +12%	25%	Elemental Chaser	20%												
Galactica	1	90	0.40	0.06	4	0.80	Silver	1	Strength +80	20%	--	--													
	2	140	0.65	0.06	5	0.90	Gold	1	Wind-Attribute Attacks +17%	18%	--	--													
	3	220	0.90	0.06	6	1.25	Adamant	1	Strength +130	15%	--	--													
	4	300	1.30	0.06	11	1.85	Scarletite	2	Wind-Attribute Attacks +17%	12%	ATB Recovery +5	8%	Dryad	0	7.5%		2%	5	+1.50	20% (30%)	19,800	40/120	40	35	Yes
	5	300	1.80	0.06	13	2.50	--	--	Strength +160	10%	--	--	5%												
SP	--	--	--	--	--	--	--	--	--	Wind-Attribute Attacks +20%	25%	Elemental Chaser	20%												
Aero Blizz	1	90	0.75	0.10	4	1.15	Silver	1	Strength +80	20%	--	--													
	2	170	1.25	0.10	5	1.75	Silver	1	Strength in Numbers +16%	18%	--	--	Nexus	0	7.5%										
	3	250	1.85	0.10	5	2.35	Mythril	1	Strength +110	15%	--	--													
	4	320	2.40	0.10	8	3.25	Adamant	2	Strength in Numbers +19%	12%	Undamaged Lv 2	8%	Zonk	0			3%	3	+1.50	20%	19,800	40/120	40	35	No
	5	410	3.35	0.10	11	4.45	--	--	Strength +120	10%	--	--	5%												
SP	--	--	--	--	--	--	--	--	--	Wind-Attribute Attacks +12%	25%	Elemental Chaser	20%												

GARB ABILITIES (PHYSICAL)

NAME	LEVEL	APE COST	POWER	VARIATION	FINALE TRIGGER	FINALE MODIFIER	TIMING BONUS (FINALE)	STAGGER POWER (FINALE)	STAGGER PRESERVATION (FINALE)	CUT (FINALE)	KEEP (FINALE)	AERIAL	GARB
Attack	1	10	0.00	2%	5	<2.00	20%	1.00	100,000	40,000	30	Yes	Equilibrium
	1	10	0.70	2%	5	<2.00	20%	1.00	100,000	40,000	30	Yes	Dark Mage
	2	10	1.10	2%	5	<2.00	20%	1.00	100,000	40,000	30	Yes	Storms, Dragon, Dark Sahara, Sahel Savan, Art of War, Flower of Battle
	3	8	1.40	2%	5	<2.00	20%	1.00	100,000	40,000	30	Yes	Innocence, Dark Octid
Light Slash	4	10	2.00	2%	5	<2.00	20%	1.00	100,000	40,000	30	Yes	Equilibrium
	4	12	2.20	2%	5	<2.00	20%	1.00	100,000	40,000	30	Yes	Heater Saurer
	5	10	2.40	2%	5	<2.00	20%	1.00	100,000	40,000	30	Yes	Lily
Heavy Slash	2	5	0.05	2%	--	--	20%	0	110	25	20	Yes	Red Mage
	2	40	4.30	2%	1	--	20%	30	200	55	50	Yes	SOLDIER 1st Class
Bear Down	3	40	5.50	2%	1	--	20%	30	200	55	50	Yes	Hunter of the Wild, Dragon's Blood
	4	60	8.00	2%	1	--	20%	30	200	55	50	Yes	Dark Mage
Pain	3	30	1.00	2%	2	<4.00	20%	60/100	40/100	20,000	20,000	Yes	Vengeance, Shadow Trooper
	2	5	0.30	2%	5	<4.00	20%	2.00	100,000	40,000	20,000	Yes	Marital Monk
Fatal Sweep	3	10	1.40	2%	1	--	20%	10	300	25	30	No	Time Factor
	2	10	1.10	2%	1	--	20%	2	5	30	20	No	Marital Monk
Charged Strike	2	20	2.10	2%	3	<1.50	20%	5	300	40	30	No	Build Vanguard, Velvet Bomber, Sahel Savan, Power of Battle
	3	10	2.50	2%	3	<1.50	20%	5	300	40	30	No	Candy Rover
Area Sweep	2	5	0.20	2%	3	<1.50	20%	3/10	300	40	30	No	Promace
	2	10	0.70	2%	3	<2.00	20%	1.00	30,000	40,000	30	No	Amalgam Hammer
Majic Slash	4	10	0.00	10%	4	<3.00	20%	3/10	10,000	40	30	Yes	Mag's Dress
	3	10	1.00	2%	5	<2.00	20%	1.00	100,000	40,000	30	Yes	Sacred Knight
Sword Strike	2	10	0.50	2%	--	--	20%	0	110	25	20	Yes	Nightmare
	3	10	0.90	2%	4	<2.00	20%	1.00	100,000	40,000	30	Yes	Dragon
Lunging Rank	2	20	0.50	2%	3	<4.20 (150/20)	20%	10/20	50/200	15	30	Yes	Heartstealer
	3	100	0.80	2%	1	--	20%	3	300	60	30	No	Splicer of Peace
Darkness	3	20	1.50	2%	1	--	20%	5	300	40	30	No	Dark Knight
	3	50	0.00	2%	1	--	20%	30	200	60	30	Yes	Dark Knight
Flame	3	40	3.50	2%	1	--	20%	50	40	50	40	Yes	Purple Lightning
	3	40	2.90	2%	1	--	20%	50	40	50	40	Yes	Purple Lightning
Lightning	3	40	0.070x1	2%	1	--	20%	50	40	50	40	Yes	Blue Mage
	3	40	0.410x1x1	2%	1	--	20%	50	40	50	40	Yes	Blue Mage
Relentless Assault	2	20	1.50	2%	5	<5.50	50%/100%	2/10	10,000	40	30	Yes	Sphinx
	4	15	2.00	2%	3	<4.50	20%	3/10	300	40	30	No	Sphinx Hunter
Cosmic Arts	4	10	2.20	2%	3	<1.50	20%/20%	1	5	40,000	30	Yes	Companion
	4	10	1.50	2%	4	<2.00 (500/100)	20%/20%	1.00	100,000	40,000	10,000	Yes	General Bole

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PHASES

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

GARB

WEAPONS

SHIELDS

ACCESSORIES

ADORNMENTS

ABILITIES

AUTO-ABILITIES

COMPONENTS

OTHER ITEMS

KEY ITEMS

RECOVERY ITEMS

SHOPS

MAGIC ABILITIES

NAME	BASE AB COST	HEAT	LEVEL	SELL PRICE	BASE POWER PER HIT	POWER INCREMENT	SYNTHESIS TO MAX POWER	MAX POWER PER HIT	LEVEL BOOST MAINTENANCE	LEVEL BOOST AB% REDUCTION	UNLOCKABLE AUTO-ABILITY	UNLOCK CHANGE	UNLOCKABLE AUTO-ABILITY	UNLOCK CHANGE	ACQUIRED BY	DROPPED RANK	DROPPED RATE	VARIATION	FINALE TRIGGER	FINALE NUMBER	TIMING BONUS	STAGGER POWER (FINALE)	STAGGER FALSKGOLDEN (FINALE)	CUT (FINALE)	KEEP (FINALE)	AERIAL
Bolt	10	1	1	30	0.45	0.25	3	0.75	Bronze	0	Magic +20	20%	--	--	Momonster	5	22.5%	3%	+1.50	20%	1.00	100,000	20	15	Yes	
			2	130	0.75	0.50	5	1.00	Silver	1	Stagger Duration +3%	10%	--	--												
			3	210	1.05	0.75	7	1.40	Mythril	1	Magic +130	10%	--	--												
			4	290	1.45	0.95	11	2.00	Adamant	1	Stagger Duration +5%	12%	ATB Recovery +5	10%												ATB Recovery +5
			5	370	2.00	1.30	15	2.70	--	--	Magic +100	10%	Stagger Duration +7%	15%												Victor's Rush
SP	--	--	--	--	--	--	--	ATB Recovery +15	20%	Victor's Rush	20%	--	--													
Breeze	50	1	1	100	1.50	0.10	5	2.25	Gold	4	--	--	--	--	Momonster	1	22.5%	--	--	--	--	--	--	--	--	
			2	180	2.40	0.15	6	3.30	Gold	4	Magic +110	10%	--	--												
			3	260	3.45	0.20	8	4.65	Adamant	4	Magic +130	10%	--	--												
			4	340	4.65	0.25	9	6.45	Scarletite	8	Magic +150	12%	Maximum ATB +5	0%												--
			5	420	6.00	0.30	11	9.00	--	--	Multiple Targets +20%	10%	--	--												
SP	--	--	--	--	--	--	--	Stagger Duration +10%	20%	Grand Wizard	20%	--	--													
Fire	15	1	1	30	0.40	0.25	4	0.80	Bronze	1	Fire-Attribute Attacks +10%	10%	--	--	Genin	5	7.5%	3%	+1.50	20%	20,000	40(120)	20	15	Yes	
			2	130	0.80	0.35	5	0.90	Silver	1	Fire-Attribute Attacks +12%	10%	--	--												
			3	210	1.35	0.35	7	1.35	Adamant	2	Fire-Attribute Attacks +12%	10%	ATB Recovery +5	0%												--
			4	290	1.90	0.40	11	2.00	--	--	Fire-Attribute Attacks +15%	15%	--	--												
			5	370	2.50	0.45	15	2.85	--	--	Fire-Attribute Attacks +20%	20%	Elemental Chaser	20%												--
SP	--	--	--	--	--	--	--	Elemental Chaser	20%	--	--	--	--													
Fire	25	1	1	80	0.80	0.10	3	0.90	Silver	2	Magic +40	20%	--	--	Zephyr	0	22.5%	--	--	--	--	--	--	--	--	
			2	180	1.00	0.08	7	1.20	Gold	2	Strength in Numbers +3%	10%	--	--												
			3	240	1.40	0.05	10	1.60	Adamant	2	Magic +110	10%	Fire-Attribute Attacks +10%	10%												--
			4	320	1.95	0.10	6	2.55	Scarletite	4	Strength in Numbers +10%	12%	Unburden Lv 2	0%												--
			5	400	2.60	0.10	9	3.50	--	--	Fire-Attribute Attacks +12%	10%	--	--												
SP	--	--	--	--	--	--	--	Magic +200	20%	Strong Finale +10%	20%	--	--													
Frag	40	1	1	100	1.80	0.20	6	2.80	Silver	3	--	--	--	--	Onesra	0	100%	--	--	--	--	--	--	--	--	
			2	180	2.80	0.20	5	3.05	Gold	3	Magic +110	10%	--	--												
			3	260	4.05	0.20	3	3.45	Adamant	3	Fire-Attribute Attacks +10%	10%	--	--												
			4	340	5.40	0.20	10	4.75	Scarletite	6	Magic +150	12%	Maximum ATB +5	0%												--
			5	420	7.00	0.20	12	6.25	--	--	Fire-Attribute Attacks +12%	10%	--	--												
SP	--	--	--	--	--	--	--	Multiple Targets +20%	20%	Grand Wizard	20%	--	--													
Flare	100	1	1	5,000	10.00	1.00	5	15.00	Platinum	5	--	--	--	--	Ooze Belief	3	100%	3%	-	-20%	50	4	70	100	No	
			2	5,000	10.00	1.00	6	22.00	Mythril	5	--	--	--	--												
			3	5,100	23.00	1.00	8	31.00	Onyxite	5	Maximum ATB +5	15%	--	--												
			4	5,240	32.00	1.00	12	44.00	Crystal	5	ATB Recovery +10	12%	--	--												
			5	5,320	45.00	1.00	15	60.00	--	--	Maximum ATB +10	10%	Fire-Attribute Attacks +15%	0%												--
SP	--	--	--	--	--	--	--	Maximum ATB +15	20%	Wargames Signon	20%	--	--													
Blizzard	15	1	1	30	0.40	0.25	4	0.65	Bronze	1	Magic +40	20%	--	--	Genin	5	7.5%	3%	+1.50	20%	20,000	40(120)	20	15	Yes	
			2	130	0.85	0.35	5	0.90	Silver	1	Ice-Attribute Attacks +10%	10%	--	--												
			3	210	1.30	0.30	7	1.30	Mythril	1	Magic +130	10%	--	--												
			4	290	1.75	0.35	10	1.85	Adamant	2	Ice-Attribute Attacks +12%	10%	ATB Recovery +5	0%												--
			5	370	2.30	0.40	13	2.50	--	--	Magic +180	10%	Ice-Attribute Attacks +10%	10%												--
SP	--	--	--	--	--	--	--	Ice-Attribute Attacks +20%	20%	Elemental Chaser	20%	--	--													
Blizzard	25	1	1	80	0.80	0.10	3	0.90	Silver	2	Magic +40	20%	--	--	Mistral	1	7.5%	--	--	--	--	--	--	--	--	
			2	180	1.00	0.05	7	1.35	Gold	2	Strength in Numbers +10%	10%	--	--												
			3	240	1.40	0.05	10	1.80	Adamant	2	Magic +110	10%	Ice-Attribute Attacks +10%	0%												--
			4	320	1.95	0.10	6	2.55	Scarletite	4	Strength in Numbers +10%	12%	Unburden Lv 2	0%												--
			5	400	2.60	0.10	9	3.50	--	--	Ice-Attribute Attacks +12%	10%	--	--												
SP	--	--	--	--	--	--	--	Magic +200	20%	Strong Finale +10%	20%	--	--													

MAGIC ABILITIES (CONTINUED)

NAME	RARE ATB COST	MP	LEVEL	DEEL PRICE	BASE POWER PER HIT	POWER INCREMENT	SYNTHESIS TO MAX POWER	MAX POWER PER HIT	LEVEL BOOST MAJESTY	LEVEL BOOST ATB REDUCTION	UNDOUBBLE AUTO ABILITY	UNLOCK CHANGE	UNDOUBBLE AUTO ABILITY	UNLOCK CHANGE	DROPPED BY	DROP RANK	DROP RATE	VARIATION	FINAL TRIGGER	FINAL MAGGER	TIMING BONUS	STAGGER POWER (FINAL)	STAGGER PRESERVATION (FINAL)	CUT (FINAL)	KEEP (FINAL)	AERIAL		
Mistoga	40	1	1	190	1.85	0.20	5	2.85	Sold	3	--	--	--	--														
			2	190	2.85	0.20	5	3.85	Gold	3	Magic +110	15%	--	--														
			3	260	4.05	0.20	7	5.45	Adamant	3	10-Attribute Attacks +15%	15%	--	--														
			5	420	6.85	0.20	12	10.25	--	--	--	--	10-Attribute Attacks +17%	16%	--													
			SP	--	--	--	--	--	--	--	--	--	Multiple Targets +20%	--	2%	Great Ward	20%											
			1	5,000	10.00	1.00	1	15.00	Platinum	5	--	--	--	--	--													
Cull	100	1	2	5,900	10.00	1.00	6	22.00	Mythril	5	--	--	--	--														
			3	5,160	23.00	1.00	8	31.00	Orichalc	5	Maximum ATB +5	15%	--	--														
			4	5,240	32.00	1.00	12	44.00	Crystal	5	10-Attribute Attacks +10	12%	--	--														
			5	5,320	40.00	1.00	18	60.00	--	--	--	--	Maximum ATB +13	10%	10-Attribute Attacks +15%	8%												
			SP	--	--	--	--	--	--	--	--	--	Maximum ATB +15	25%	Vengeance Sighn	20%												
			1	30	0.40	0.05	4	0.60	Stone	1	Magic +60	30%	--	--	--													
Thunder	15	1	2	130	0.85	0.05	5	0.90	Silver	1	Lightning-Attribute Attacks +25%	18%	--	--														
			3	210	0.80	0.10	7	1.30	Mythril	1	Magic +150	15%	--	--														
			4	260	1.35	0.10	10	1.80	Adamant	2	Lightning-Attribute Attacks +12%	12%	ATB Recovery +5	8%														
			5	370	1.80	0.10	13	2.30	--	--	--	--	Magic +180	10%	ATB Recovery +15%	5%												
			SP	--	--	--	--	--	--	--	--	--	Lightning-Attribute Attacks +30%	--	Elemental Chaser	20%												
			1	80	0.15	0.02	3	0.25	Silver	2	Magic +40	25%	--	--	--													
Thunder	25	4	2	160	0.25	0.02	7	0.30	Gold	2	Strength in Numbers +15%	18%	--	--														
			3	240	0.37	0.02	10	0.47	Adamant	2	Magic +110	15%	Lightning-Attribute Attacks +10%	8%														
			4	320	0.49	0.02	6	0.60	Scarletite	4	Strength in Numbers +8%	12%	Undisburled Lv 2	5%														
			5	400	0.67	0.02	9	0.81	--	--	--	--	Lightning-Attribute Attacks +12%	10%	--	--												
			SP	--	--	--	--	--	--	--	--	--	Magic +260	25%	Strong Focus +15%	20%												
			1	190	0.24	0.02	5	0.34	Sold	3	Magic +110	10%	--	--	--													
Thunder	40	8	7	160	0.38	0.02	5	0.50	Sold	3	Magic +110	10%	--	--														
			3	260	0.62	0.02	7	0.69	Adamant	3	Lightning-Attribute Attacks +12%	15%	--	--														
			4	340	0.76	0.04	10	0.88	Scarletite	6	Magic +50	12%	Maximum ATB +5	8%														
			5	420	1.02	0.04	12	1.34	--	--	--	--	Lightning-Attribute Attacks +12%	10%	--	--												
			SP	--	--	--	--	--	--	--	--	--	Multiple Targets +20%	25%	Great Ward	20%												
			1	5,000	10.00	1.00	5	15.00	Platinum	5	--	--	--	--	--													
Sepe	100	1	2	5,900	10.00	1.00	6	22.00	Mythril	5	--	--	--	--														
			3	5,160	23.00	1.00	8	31.00	Orichalc	5	Maximum ATB +5	15%	--	--														
			4	5,240	32.00	1.00	12	44.00	Crystal	5	ATB Recovery +5	12%	--	--														
			5	5,320	40.00	1.00	18	60.00	--	--	--	--	Maximum ATB +10	10%	Lightning-Attribute Attacks +15%	8%												
			SP	--	--	--	--	--	--	--	--	--	Maximum ATB +15	25%	Vengeance Sighn	20%												
			1	30	0.40	0.05	4	0.60	Stone	1	Magic +60	30%	--	--	--													
Aero	15	1	2	130	0.85	0.05	5	0.90	Silver	1	Wind-Attribute Attacks +25%	18%	--	--														
			3	210	0.80	0.10	7	1.30	Mythril	1	Magic +150	15%	--	--														
			4	260	1.35	0.10	10	1.80	Adamant	2	Lightning-Attribute Attacks +12%	12%	ATB Recovery +5	8%														
			5	370	1.80	0.10	13	2.30	--	--	--	--	Magic +180	10%	Wind-Attribute Attacks +15%	5%												
			SP	--	--	--	--	--	--	--	--	--	Wind-Attribute Attacks +30%	25%	Elemental Chaser	20%												
			1	80	0.15	0.02	3	0.25	Silver	2	Magic +40	25%	--	--	--													
Aero	25	4	2	160	0.25	0.02	7	0.30	Gold	2	Strength in Numbers +15%	18%	--	--														
			3	240	0.37	0.02	10	0.47	Adamant	2	Magic +110	15%	Wind-Attribute Attacks +10%	8%														
			4	320	0.49	0.02	6	0.60	Scarletite	4	Strength in Numbers +8%	12%	Undisburled Lv 2	5%														
			5	400	0.67	0.02	9	0.81	--	--	--	--	Wind-Attribute Attacks +12%	10%	--	--												
			SP	--	--	--	--	--	--	--	--	--	Magic +260	25%	Strong Focus +15%	20%												
			1	190	0.24	0.02	5	0.34	Sold	3	Magic +110	10%	--	--	--													

DROPTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

GARB

WEAPONS

SHIELDS

ACCESSORIES

ADORNMENTS

ABILITIES

AUTO-ABILITIES

COMPONENTS

OTHER ITEMS

KEY ITEMS

RECOVERY ITEMS

SHOPS

MAGIC ABILITIES (CONTINUED)

NAME	BASE AB COST	WETS	LEVEL	SELL PRICE	BASE POWER PER HIT	POWER INCREASE	SYNERGYS TO MAX POWER	MAX POWER PER HIT	LEVEL BOOST MALSTONE	LEVEL BOOST AB'S REDUCTION	UNLOCKABLE AUTO-ABILITY	UNLOCK CHANGE	UNLOCKABLE AUTO-ABILITY	UNLOCK CHANGE	DROPPED BY	CRIP FUNK	DROP RATE	VARIATION	FINALE PRISER	FINALE MODIFIER	TIMING BONUS	STAGGER POWER (FINAL)	STAGGER FALSIBRON (FINAL)	CUT (FINAL)	KEEP (FINAL)	AERIAL	
Amigo	40	5	1	508	5.24	3.02	5	0.94	Gold	2	--	--	--	--													
			2	180	5.36	0.02	5	0.96	Platinum	3	Magic +10	18%	--	--	--												
			3	260	5.52	0.02	7	0.98	Scarletite	3	Wood Archery Attacks +10%	15%	--	--	--	Omnia	8	15%									
			4	340	5.70	0.04	10	0.98	Orchard	8	Magic +10	12%	Maximum AT3 +5	8%		Jama	1	15%	2%	1	--	20%	30	40	50	40	Yes
			5	420	1.02	0.04	12	1.04	--	--	Wood Archery Attacks +12%	18%	--	--	--	Jama Q	0	100%									
SP	--	--	--	--	--	--	--	--	--	Multiple Targets +20%	25%	Grand Ward	20%														
Tornado	100	1	1	5000	10.00	1.00	3	15.00	Platinum	5	--	--	--	--													
			2	5000	10.00	1.00	8	22.50	Mythril	5	--	--	--	--													
			3	6180	22.00	1.00	6	31.00	Orchard	5	--	--	--	15%	--												
			4	5240	32.00	1.00	12	44.00	Crystal	5	AT3 Recovery +10	10%	--	--	--	Real Extra	3	100%									
			5	5320	40.00	1.00	15	60.00	--	--	Wood Archery Attacks +15%	18%	Wood Archery Attacks +15%	8%		Real Extra	3	100%									
SP	--	--	--	--	--	--	--	--	--	Maximum AT3 +15	25%	Worms Signor	20%														
Flamepark	20	2	1	80	5.30	3.02	5	0.96	Silver	1	Magic +8	20%	--	--													
			2	160	5.50	0.03	4	0.82	Gold	1	Magic +10	18%	--	--													
			3	240	5.85	0.03	6	0.82	Adamant	1	Magic +10	18%	--	--													
			4	320	5.86	0.04	9	1.22	Scarletite	2	Magic +10	12%	AT3 Recovery +5	8%		After Production	0	22.5%	2%	4	+150	20%	20	20	15	Yes	
			5	400	1.26	0.04	12	1.74	--	--	Magic +10	18%	--	--	--												
SP	--	--	--	--	--	--	--	--	--	Magic +20	25%	AT3 Recovery +20	20%														
Flameparks	40	5	1	100	5.25	0.02	5	0.95	Gold	3	--	--	--	--													
			2	180	5.37	0.02	7	0.91	Platinum	3	Magic +10	18%	--	--													
			3	260	5.53	0.02	9	0.89	Scarletite	3	Magic +10	18%	--	--													
			4	340	5.71	0.04	7	0.98	Orchard	6	Magic +10	12%	Maximum AT3 +5	8%		After Production	1	22.5%									
			5	420	1.03	0.04	9	1.25	--	--	Multiple Targets +20%	25%	Elemental Chaser	20%		After Production Q	0	100%									
SP	--	--	--	--	--	--	--	--	--	Multiple Targets +20%	25%	Elemental Chaser	20%														
Firestorm	20	2	1	80	5.30	3.02	5	0.96	Silver	1	Magic +8	20%	--	--													
			2	160	5.50	0.03	4	0.82	Gold	1	Magic +10	18%	--	--													
			3	240	5.85	0.03	6	0.82	Adamant	1	Magic +10	18%	--	--													
			4	320	5.86	0.04	9	1.22	Scarletite	2	Magic +10	12%	AT3 Recovery +5	8%		Schrodinger	8	15%									
			5	400	1.26	0.04	12	1.74	--	--	Magic +10	18%	--	--	--	Schrodinger	1	15%	2%	4	+150	20%	20	20	15	Yes	
SP	--	--	--	--	--	--	--	--	--	Magic +20	25%	AT3 Recovery +20	20%														
Firestorms	40	5	1	100	5.25	0.02	5	0.95	Gold	3	--	--	--	--													
			2	180	5.37	0.02	7	0.91	Platinum	3	Magic +10	18%	--	--													
			3	260	5.53	0.02	9	0.89	Scarletite	3	Magic +10	18%	--	--													
			4	340	5.71	0.04	7	0.98	Orchard	6	Magic +10	12%	Maximum AT3 +5	8%		Schrodinger	1	15%									
			5	420	1.03	0.04	9	1.25	--	--	Multiple Targets +20%	25%	Elemental Chaser	20%		Sein	3	7.5%									
SP	--	--	--	--	--	--	--	--	--	Multiple Targets +20%	25%	Elemental Chaser	20%														
Icepark	20	2	1	80	5.30	3.02	5	0.96	Silver	1	Magic +8	20%	--	--													
			2	160	5.50	0.03	4	0.82	Gold	1	Magic +10	18%	--	--													
			3	240	5.85	0.03	6	0.82	Adamant	1	Magic +10	18%	--	--													
			4	320	5.86	0.04	9	1.22	Scarletite	2	Magic +10	12%	AT3 Recovery +5	8%		Schrodinger	2	15%	2%	4	+150	20%	20	20	15	Yes	
			5	400	1.26	0.04	12	1.74	--	--	Magic +10	18%	--	--	--												
SP	--	--	--	--	--	--	--	--	--	Magic +20	25%	AT3 Recovery +20	20%														
Iceparks	40	5	1	100	5.25	0.02	5	0.95	Gold	3	--	--	--	--													
			2	180	5.37	0.02	7	0.91	Platinum	3	Magic +10	18%	--	--													
			3	260	5.53	0.02	9	0.89	Scarletite	3	Magic +10	18%	--	--													
			4	340	5.71	0.04	7	0.98	Orchard	6	Magic +10	12%	Maximum AT3 +5	8%		Schrodinger	1	15%									
			5	420	1.03	0.04	9	1.25	--	--	Multiple Targets +20%	25%	Elemental Chaser	20%													
SP	--	--	--	--	--	--	--	--	--	Multiple Targets +20%	25%	Elemental Chaser	20%														
Icestorm	20	2	1	80	5.30	3.02	5	0.96	Silver	1	Magic +8	20%	--	--													
			2	160	5.50	0.03	4	0.82	Gold	1	Magic +10	18%	--	--													
			3	240	5.85	0.03	6	0.82	Adamant	1	Magic +10	18%	--	--													
			4	320	5.86	0.04	9	1.22	Scarletite	2	Magic +10	12%	AT3 Recovery +5	8%		After Production	0	22.5%	2%	4	+150	20%	20	20	15	Yes	
			5	400	1.26	0.04	12	1.74	--	--	Magic +10	18%	--	--	--												
SP	--	--	--	--	--	--	--	--	--	Magic +20	25%	AT3 Recovery +20	20%														
Icestorms	40	5	1	100	5.25	0.02	5	0.95	Gold	3	--	--	--	--													
			2	180	5.37	0.02	7	0.91	Platinum	3	Magic +10	18%	--	--													
			3	260	5.53	0.02	9	0.89	Scarletite	3	Magic +10	18%	--	--													
			4	340	5.71	0.04	7	0.98	Orchard	6	Magic +10	12%	Maximum AT3 +5	8%		After Production	1	22.5%	2%	4	+150	20%	40	40	20	15	Yes
			5	420	1.03	0.04	9	1.25	--	--	Multiple Targets +20%	25%	Elemental Chaser	20%													
SP	--	--	--	--	--	--	--	--	--	Multiple Targets +20%	25%	Elemental Chaser	20%														
Element	20	4	1	100	5.10	0.02	4	0.99	Gold	1	--	--	--	--													
			2	180	5.20	0.02	5	1.00	Platinum	1	Magic +10	18%	--	--													
			3	260	5.32	0.06	3	0.82	Scarletite	1	Magic +10	18%	--	--													
			4	340	5.44	0.02	9	0.80	Orchard	2	Magic +10	12%	AT3 Recovery +5	8%		Green Q	6	100%									
			5	420	5.62	0.02	12	0.96	--	--	Magic +10	18%	--	--	--	Arangis	2	20%									
SP	--	--	--	--	--	--	--	--	--	Magic +20	25%	Elemental Chaser	20%														

MAGIC ABILITIES (CONTINUED)

NAME	BASE ATB COST	HITS	LEVEL	SKILL PRIDE	BASE POWER PER HIT	POWER INCREMENT	SYNTHESIS TO MAX POWER	MAX POWERS PER HIT	LEVEL BOOST MAINTENANCE	LEVEL BOOST AIR REDUCTION	UNLOCKABLE AUTO-ABILITY	UNLOCK CHANCE	UNLOCKABLE AUTO-ABILITY	UNLOCK CHANCE	DROPPED BY	DROP RANK	DROP RATE	VARIATION	FINALE TRIGGER	FINALE MODIFIER	TIMING BONUS	STAGGER PRESERVATION (FINALE)	STAGGER PRESERVATION (FINALE)	CUT (FINALE)	KEEP (FINALE)	AERIAL
Elements	1	190	4.10	5.02	4	0.98	Gold	5	--	--	--	--	--	--	Arangel	2	10%									
	2	180	5.20	6.02	5	0.90	Platinum	5	--	--	--	--	--	--	Arangel	0	100%	3%	2	+1.50	20%	40	40	20	15	Yes
	3	260	6.30	7.02	5	0.82	Scarletite	5	Magic +50	15%																
	4	340	8.44	8.02	8	0.80	Ochreite	5	Magic +100	12%																
	5	430	8.60	9.02	12	0.86	--	--	Multiple Targets +20%	10%																
Elementals	1	5,000	16.80	1.00	5	15.00	Platinum	6	--	--	--	--	--	--												
	2	5,080	16.80	1.00	8	22.00	Mythril	6	--	--	--	--	--	--												
	3	5,160	23.00	1.00	8	21.00	Ochreite	6	Maximum +70 (+)	15%																
	4	5,240	32.00	1.00	12	44.00	Crystal	12	ATB Recovery +10	12%																
	5	5,320	40.00	1.00	16	60.00	--	--	Maximum +70 (+)	10%																
Magics	1	100	0.55	--	0	0.55	Silver	1	--	--	--	--	--	--												
	2	180	0.65	--	0	0.65	Gold	1	HP +20	18%																
	3	260	0.67	--	0	0.67	Adamant	1	Multiple Targets +15%	15%																
	4	340	0.10	--	0	0.10	Scarletite	2	HP +40	12%																
	5	430	0.13	--	0	0.13	--	--	Multiple Targets +20%	10%																

GARB ABILITIES (MAGIC)

NAME	LEVEL	ATB COST	POWER	VARIATION	FINALE TRIGGER	FINALE MODIFIER	TIMING BONUS (FINALE)	STAGGER POWER (FINALE)	STAGGER PRESERVATION (FINALE)	CUT (FINALE)	KEEP (FINALE)	AERIAL	GARB
Axe	3	6	1.25	3%	5	+1.50	20%	1.00	100/800	26	15	Yes	Local Servant
	4	12	2.40	2%	5	+1.50	20%	1.00	100/800	20	15	Yes	La Foudre
Saijngs	5	10	2.20	3%	5	+1.50	20%	1.00	100/800	20	15	Yes	School's Out
	3	40	4.15	2%	1	--	20%	30	40	35	20	Yes	Vigilance
Fire	2	11	0.85	2%	5	+1.50	20%	20/80	40/120	20	15	Yes	Shining Prince
Fire	3	21	1.85	2%	3	+1.50	20%	40/80	40/120	35	30	Yes	Midnight Masses, Urban Outlaw
Forge	5	40	8.10	2%	1	--	20%	50	40	50	45	Yes	Onion Bloom
Blizzard	2	15	0.95	2%	5	+1.50	20%	20/80	40/120	20	15	Yes	Cool Rebellion, Utsumi
Blizzard	3	21	1.85	2%	3	+1.50	20%	40/80	40/120	26	30	Yes	Urban Outlaw
Blizzard	5	40	8.10	2%	1	--	20%	50	40	50	45	Yes	Violet Knight
Thunder	1	15	0.90	2%	5	+1.50	20%	20/80	40/120	20	15	Yes	Max Wizard
Thunder	2	15	0.90	2%	5	+1.50	20%	20/80	40/120	20	15	Yes	Large Mob, Shining Prince
Thunder	3	21	1.84 (+)	3%	3	+1.50	20%	40/80	40/120	35	30	Yes	Lactone
Thunder	5	40	1.1375 (+)	3%	1	--	20%	50	40	50	45	Yes	Black Rose
Aero	2	15	0.95	2%	5	+1.50	20%	20/80	40/120	20	15	Yes	Utsumi
Aero	3	21	1.84 (+)	2%	3	+1.50	20%	40/80	40/120	26	30	Yes	Lactone
Aero	5	40	1.1375 (+)	2%	1	--	20%	50	40	50	45	Yes	Ice White
Flare	3	84	18.00	2%	1	--	20%	50	0	70	100	No	Astral Lord
Chill	3	84	18.00	2%	1	--	20%	50	0	70	100	No	Astral Lord
Surge	3	84	18.00	2%	1	--	20%	50	0	70	100	No	Astral Lord
Surge	3	84	18.00	2%	1	--	20%	50	0	70	100	No	Astral Lord
Flame	2	16	0.87 (+)	2%	4	+1.50	20%	20	20	20	15	Yes	Dance Molecule
Ice	2	16	0.79 (+)	2%	4	+1.50	20%	20	20	20	15	Yes	Wilder Justice
Ice	2	20	0.67 (+)	2%	5	+1.50	20%	20	20	20	15	Yes	Dance Molecule
Element	4	20	0.63 (+)	2%	4	+1.50	20%	20	20	20	15	Yes	Max Wizard
Element	4	20	0.63 (+)	2%	4	+1.50	20%	20	20	20	15	Yes	Spi's Summoner
Quick Role	2	15	0.80	2%	9	+2.00	20%	1.00	50/250	35	15	Yes	White Mage
Backstab	2	15	0.75	2%	1	--	20%	1	350	40	15	Yes	Red Mage
Fire	2	15	0.80	2%	3	+1.50	20%	20/80	40/120	20	15	Yes	Igniter
Blizzard	2	15	0.80	2%	3	+1.50	20%	20/80	40/120	20	15	Yes	Wetly Onus
Thunder	2	15	0.80	2%	3	+1.50	20%	20/80	40/120	20	15	Yes	Electroise
Aero	2	15	0.80	2%	3	+1.50	20%	20/80	40/120	20	15	Yes	Woodland Walker
Rapid Fire	2	15	0.55	2%	9	+2.00	20%	5/100	10/300	30	15	Yes	Black Mage
Quick Freeze	2	15	0.55	2%	9	+2.00	20%	5/100	10/300	30	15	Yes	Black Mage
Ultima	4	150	30.00	2%	1	--	20%	50	0	70	100	No	Ultimate

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

GARB

WEAPONS

SHIELDS

ACCESSORIES

ADORNMENTS

ABILITIES

AUTO-ABILITIES

COMPONENTS

OTHER ITEMS

KEY ITEMS

RECOVERY ITEMS

SHOPS



Defensive Abilities

DEFENSIVE ABILITIES

NAME	BASE ATB COST	LEVEL	SELL PRICE	RESISTANCE	LEVEL BOOST MAJESTIC	LEVEL BOOST MINOR	LEVEL BOOST ATB REDUCTION	UNLOCKABLE AUTO-ABILITY	UNLOCK DURANCE	UNLOCKABLE AUTO-ABILITY	UNLOCK DURANCE	DROPPED BY	DROP RANK	DROP RATE	TIMING BONUS	KEEP	
Guard	10	1	30	40%	0	0	0	HP +100	30%	HP +100	30%						
		2	130	43%	Silver	1	0	Undaunted Lv 1	30%	Group Defense +16%	10%						
		3	240	46%	Mythril	1	0	Guard Efficiency +20%	30%	ATB Recovery +5	10%	Darknut	0	7.5%	22.5%	100%	70
		4	290	50%	Adamant	2	0	Group Defense +16%	30%	Undaunted Lv 2	10%						
Light Guard	5	5	370	56%	--	--	ATB Recovery +10	20%	Guard Efficiency +30% / HP +120	10%							
		6	10	26%	Bronze	8	0	Maximum ATB +10	40%	Standby ATB Recovery	20%						
		2	130	27%	Silver	1	0	Undaunted Lv 1	30%	Group Defense +16%	10%	Halfway	0	7.5%	100%	70	
		3	210	29%	Mythril	8	0	Guard Efficiency +20%	30%	ATB Recovery +1	10%	Highly	0	7.5%	100%	70	
Heavy Guard	15	4	290	31%	Adamant	1	0	Group Defense +16%	25%	Guard Efficiency +30% / HP +120	10%						
		5	370	35%	--	--	ATB Recovery +10	20%	Guard Efficiency +30% / HP +120	10%							
		1	30	30%	Bronze	1	0	HP +100	30%	HP +100	30%	Overgrowth	1	22.5%			
		2	180	54%	Silver	1	0	Undaunted Lv 1	30%	Group Defense +16%	10%	Overgrowth O	0	100%	100%	70	
Steelguard	5	3	240	38%	Mythril	1	0	Guard Efficiency +20%	30%	ATB Recovery +1	10%	Darknut	0	7.5%	100%	70	
		4	320	39%	Scimitar	1	0	Strength +10	25%	HP +400	10%	Darknut O	0	100%	100%	70	
		1	30	26%	Silver	8	0	Maximum ATB +10	40%	Standby ATB Recovery	20%						
		2	180	28%	Gold	1	0	Strength +10	25%	HP +200	10%	Goblin	0	7.5%	100%	70	
Midguard	10	3	240	31%	Adamant	0	0	Guard Efficiency +20%	30%	ATB Recovery +1	10%	Darknut	0	7.5%	100%	70	
		4	320	35%	Scimitar	2	0	Strength +10	25%	HP +400	10%	Darknut	0	22.5%	100%	70	
		1	30	26%	Silver	1	0	HP +100	30%	HP +100	30%	Overgrowth	1	22.5%			
		2	180	27%	Gold	1	0	Strength +10	25%	HP +200	10%	Flanzer	0	7.5%	100%	70	
NoAI Guard	15	3	240	31%	Scimitar	1	0	HP +500	40%	--	--						
		4	320	35%	Onyx	2	0	HP +200	25%	Guard Efficiency +30%	10%	Darknut	2	10% (30% after stagger)	100%	70	
		1	30	26%	Silver	1	0	HP +100	30%	Standby ATB Recovery	20%						
		2	180	28%	Platinum	1	0	--	--	--	--						
Hemic Guard	20	3	510	64%	Platinum	1	0	--	--	--	--						
		2	590	67%	Mythril	1	0	--	--	--	--						
		4	510	60%	Onyx	1	0	Maximum ATB +5	25%	--	--	Emblem	5	100%	100%	70	
		5	530	63%	Cystal	2	0	Maximum ATB +10	25%	HP +120	10%						
Evade	15	4	530	63%	Scimitar	4	0	Maximum ATB +10	15%	HP +120	10%						
		1	30	0%	Silver	1	0	HP +100	30%	HP +100	30%	Darknut	0	15%	100%	70	
		2	140	2%	Gold	1	0	Strength +10	25%	HP +200	10%	Darknut	0	15%	100%	70	
		3	220	4%	Adamant	2	0	Maximum ATB +5	30%	ATB Recovery +5	10%	Cathedral Sentry	0	15%	100%	70	
Conqueror	30	4	300	15%	Scimitar	4	0	HP +400	25%	Strength +10	10%						
		5	380	16%	--	--	ATB Recovery +10	20%	HP +120	10%							
		3	260	20%	--	--	ATB Recovery +10	20%	Strength +20	10%							
		1	30	0%	--	--	Strength +20	40%	Standby ATB Recovery	20%							
Countergill	30	1	30	0%	Silver	2	0	--	--	--	--						
		2	140	4%	Gold	2	0	HP +200	25%	Magic +20	10%	Darknut	0	22.5%	20%	10	
		3	220	9%	Adamant	2	0	HP +200	25%	ATB Recovery +5	10%	Darknut	0	22.5%	20%	10	
		4	300	15%	Scimitar	4	0	HP +400	25%	Magic +10	10%	Darknut	0	22.5%	20%	10	
ATB Charge	5	3	260	46%	Scimitar	1	0	HP +400	40%	--	--						
		4	300	50%	Onyx	1	0	HP +400	25%	Maximum ATB +10	10%	Darknut	0	22.5%	100%	70	
		5	380	65%	--	--	HP +120	30%	Standby ATB Recovery	20%	Darknut O	0	100%				
		1	30	0%	Silver	2	0	--	--	--	--						

GARB ABILITIES (DEFENSIVE)

NAME	LEVEL	ATB COST	RESISTANCE	TIMING BONUS	KEEP	GARB
Guard	2	10	40%	100%	70	Providence, Dust and Shadow, Amazon Warrior, Dragon, Geth, Semra, Acid of War
Guard	3	8	40%	100%	70	Sacred Admiral, Intruder
Guard	4	12	60%	100%	70	Quaker
Guard	5	10	57%	100%	70	Stone and Sand
Light Guard	3	4	20%	100%	70	Resistance in Heat
Heavy Guard	2	15	60%	100%	70	Over Squares
Heavy Guard	3	11	60%	100%	70	Paladin
Steelguard	3	4	35%	100%	70	Sun and Moon
Steelguard	3	8	30%	100%	70	Digit Yu
Steelguard	4	10	37%	100%	70	Madge's Flower Girl
NoAI Guard	3	11	20%	100%	70	Carved Crusher
Hemic Guard	4	10	20%	100%	70	Pallas Athena
Evade	2	16	4%	100%	70	Heartbreaker
ATB Charge	3	4	-25%	100%	70	Chaospage God
Midguard	5	15	35%	100%	70	Magic's Bless

Ability Drops

In Lightning Returns, the system of ability acquisition from enemies is encapsulated in a single number: the **Drop Rank**. Broadly speaking, the Drop Rank corresponds to specific ranges of days along the progression timeline:

DROP RANKS

RANK	DIFFICULTY	TIMELINE INTERVAL
0	Easy/Normal	Days 1-6
1	Easy/Normal	Days 7-9
2	Easy/Normal	Days 10-14
3	Hard	Days 1-6
4	Hard	Days 7-12
5	Hard	Days 13-14

The rules governing an enemy's drops corresponding to the Drop Rank are as follows:

- For a given Drop Rank, the Timeline Interval is the period during which an enemy will drop the corresponding ability at Level 1 (for example, Attack Lv.1). If the enemy is a Last One, add one to the level of the ability dropped. The ability will not be dropped at all prior to this Timeline Interval, and will be grayed out on an enemy's Libra sheet.

- Every time you reach a new Timeline Interval, all ability drops will level up automatically, up to a maximum of Level 5 (or ★). While the advantages are obvious, the risk is that you might fail to collect enough specimens of an ability at a specific level, preventing you from Synthesizing it to its final increment, and ultimately from reducing its ATB cost via the Level Boost feature. In short, make sure you collect enough samples of key abilities within each Timeline Interval, so that you can eventually Level Boost them fully from Lv. 1 to their maximum Level.

To help you keep track of all abilities you wish to develop to their fullest potential, we provide here a comprehensive overview of all possible ability drops. Simply look up the ability of your choice, and you can instantly identify the Timeline Interval when you can farm the enemies who will relinquish it at the level you require. For instance, if you need a specimen of Attack Lv.2, this table shows you that you can obtain it only on Easy or Normal, from a Gorgonopsid or Rafflesia from Day 7 to Day 9, or from Rafflesia Q from Day 1 to Day 6.

ABILITY DROPS

ABILITY	MODE →	DROP RANK →	EASY/NORMAL				HARD			
			0	1	2	3	4	5		
		TIMELINE →	DAYS 1-6	DAYS 7-9	DAYS 10-14	FINAL DAY	DAYS 1-6	DAYS 7-12	DAY 13	FINAL DAY
Attack	Level 1		Gorgonopsid, Rafflesia							
	Level 2		Rafflesia Q	Gorgonopsid, Rafflesia						
	Level 3			Rafflesia Q	Gorgonopsid, Rafflesia					
	Level 4				Rafflesia Q		Gorgonopsid, Rafflesia			
	Level 5						Rafflesia Q	Gorgonopsid, Rafflesia	Gorgonopsid, Rafflesia	
Light Slash	Level 1		Nihil, Gode							
	Level 2		Nihil Q	Nihil, Gode						
	Level 3			Nihil, Gode						
	Level 4				Nihil, Gode		Nihil, Gode			
	Level 5						Nihil, Gode	Nihil, Nihil Q	Nihil, Nihil Q, Gode	
Heavy Slash	Level 1		Anubis, Gorgonopsid							
	Level 2		Gorgonopsid Q	Anubis, Gorgonopsid						
	Level 3			Gorgonopsid Q						
	Level 4				Anubis, Gorgonopsid	Anubis, Set				
	Level 5						Anubis, Gorgonopsid			
Beat Down	Level 1		Deadmona							
	Level 2			Deadmona						
	Level 3				Deadmona					
	Level 4						Deadmona			
	Level 5							Deadmona	Deadmona	
Punt	Level 1		Skata'ne							
	Level 2		Skata'ne Q	Skata'ne						
	Level 3			Skata'ne Q	Skata'ne					
	Level 4				Skata'ne Q		Skata'ne	Skata'ne Q		
	Level 5						Skata'ne, Skata'ne Q	Skata'ne, Skata'ne Q		
Fatal Sweep	Level 1		Deadmona, Cathedral Sentry							
	Level 2			Deadmona, Cathedral Sentry						
	Level 3				Deadmona, Cathedral Sentry	Cathedral Sentry				
	Level 4						Deadmona, Cathedral Sentry			
	Level 5							Deadmona, Cathedral Sentry	Deadmona, Cathedral Sentry	Cathedral Sentry
Charged Strike	Level 1		Cyclips							
	Level 2		Cyclips Q	Cyclips						
	Level 3			Cyclips Q						
	Level 4				Cyclips	Cyclips Q				
	Level 5						Cyclips Q	Cyclips, Cyclips Q	Cyclips, Cyclips Q	
Blitz	Level 1		Flantor							
	Level 2		Flantor Q	Flantor						
	Level 3			Flantor Q		Set				
	Level 4				Flantor		Flantor			
	Level 5						Flantor	Flantor Q	Flantor, Flantor Q	Set
Area Sweep	Level 1		Flantor							
	Level 2			Flantor						
	Level 3				Flantor					
	Level 4						Flantor			
	Level 5							Flantor	Flantor	
Flamestrike	Level 1		Zalka, Deadbought							
	Level 2			Zalka, Deadbought						
	Level 3			Zalka, Deadbought		Nesta				
	Level 4						Zalka, Deadbought			
	Level 5							Zalka, Deadbought	Zalka, Deadbought	Nesta
Heat Blitz	Level 1		Deadbought							
	Level 2		Deadbought Q	Deadbought						
	Level 3			Deadbought Q						
	Level 4				Deadbought	Deadbought Q				
	Level 5						Deadbought	Deadbought Q	Deadbought	Nesta
Froststrike	Level 1		Morfay							
	Level 2			Morfay						
	Level 3				Morfay					
	Level 4					Wendigo				
	Level 5						Morfay	Morfay	Morfay	Wendigo
Ice Blitz	Level 1									
	Level 4									Wendigo

ABILITY DROPS (CONTINUED)

ABILITY	MODE DROPPING	EASY/NORMAL				HARD			
		0	1	2	3	4	5		
		DAYS 1-6	DAYS 7-9	DAYS 10-13	FINAL DAY	DAYS 1-6	DAYS 7-12	DAY 13	FINAL DAY
Sparkstrike	Level 1	Val	Val						
	Level 2								
	Level 3			Val					
	Level 4					Val			
	Level 5						Val	Val	
Electric Blitz	Level 1	Haruman							
	Level 2		Haruman						
	Level 3			Haruman					
	Level 4					Haruman			
	Level 5						Haruman	Haruman	
Galestrike	Level 1	Dryad							
	Level 2		Dryad						
	Level 3			Dryad					
	Level 4					Dryad			
	Level 5						Dryad	Dryad	
Aero Blitz	Level 1	Zonok							
	Level 2		Zonok						
	Level 3			Zonok					
	Level 4					Zonok			
	Level 5						Zonok	Zonok	
Rain	Level 1	Moneston							
	Level 2	Moneston Q							
	Level 3		Moneston						
	Level 4		Moneston Q						
	Level 5			Moneston		Moneston		Moneston	
Rainga	Level 1	Earth Later	Moneston		Sogvia				
	Level 2		Earth Later						
	Level 3			Moneston		Moneston			
	Level 4			Earth Later		Earth Later			
	Level 5						Earth Later	Moneston	Earth Later
Fire	Level 1	Grenin, Ectopuffing							
	Level 2		Grenin, Ectopuffing						
	Level 3			Grenin, Ectopuffing					
	Level 4					Grenin, Ectopuffing			
	Level 5						Grenin, Ectopuffing	Grenin, Ectopuffing	
Fire	Level 1	Zahys	Ectopuffing						
	Level 2		Zahys	Ectopuffing					
	Level 3			Zahys	Neska				
	Level 4					Ectopuffing			
	Level 5					Zahys	Ectopuffing	Ectopuffing	Neska
Fraga	Level 1	Zahys Q	Zahys, Dreadnought		Sogvia				
	Level 2								
	Level 3		Zahys Q						
	Level 4			Zahys Q	Chimera Q		Zahys, Dreadnought		
	Level 5						Zahys, Dreadnought	Zahys, Zahys Q, Dreadnought	Sogvia
Flare	Level 1								
	Level 2								
	Level 3	Grenin, Mifflin							
	Level 4		Grenin, Mifflin						
	Level 5					Grenin, Mifflin		Grenin, Mifflin	
Blizzard	Level 1								
	Level 2	Chocobo Eater	Mifflin						
	Level 3	Dreadnought	Chocobo Eater	Mifflin					
	Level 4	Mifflin Q		Mifflin		Mifflin			
	Level 5			Mifflin Q		Mifflin	Chocobo Eater, Mifflin Q	Mifflin, Chocobo Eater, Mifflin Q	Wendigo
Blitzaga	Level 1		Chocobo Eater		Sogvia				
	Level 2			Chocobo Eater					
	Level 3					Chocobo Eater			
	Level 4						Chocobo Eater		
	Level 5							Chocobo Eater	Sogvia
Chill	Level 1								
	Level 2								
	Level 3					Slow Wilkers, Slow Wilkers			
	Level 4						Slow Wilkers, Slow Wilkers		
	Level 5							Slow Wilkers, Slow Wilkers	
Thunder	Level 1	Grenin, Val							
	Level 2		Grenin, Val						
	Level 3			Grenin, Val					
	Level 4					Grenin, Val			
	Level 5						Grenin, Val	Grenin, Val	
Thundera	Level 1	Haruman							
	Level 2		Haruman						
	Level 3			Haruman					
	Level 4					Haruman			
	Level 5						Haruman	Haruman	
Thunderga	Level 1								
	Level 2	Schrodinger Q		Haruman					
	Level 3		Schrodinger Q		Chimera				
	Level 4			Schrodinger Q					
	Level 5					Schrodinger Q	Schrodinger Q	Schrodinger Q, Chimera	
Surge	Level 1								
	Level 2								
	Level 3	Grenin, Dryad							
	Level 4		Grenin, Dryad						
	Level 5					Grenin, Dryad		Grenin, Dryad	Grenin, Dryad
Aeroa	Level 1	Gaunt, Zonok	Dryad						
	Level 2	Dryad Q		Dryad					
	Level 3		Gaunt, Zonok	Dryad					
	Level 4		Dryad Q			Dryad			
	Level 5			Dryad Q			Dryad	Gaunt, Dryad, Dryad Q, Zonok	
Aeroga	Level 1								
	Level 2	Zonok Q		Zonok					
	Level 3		Zonok Q		Chimera				
	Level 4			Zonok Q					
	Level 5					Zonok Q	Zonok	Zonok, Zonok Q	Chimera
Tornado	Level 1								
	Level 2								

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

GARB

WEAPONS

SHIELDS

ACCESSORIES

ADORNMENTS

ABILITIES

AUTO-ABILITIES

COMPONENTS

OTHER ITEMS

KEY ITEMS

RECOVERY ITEMS

SHOPS

ABILITY DROPS (CONTINUED)

ABILITY	MODE		EASY/NORMAL				HARD			
	DROPPING RANK	TIMELINE	0	1	2	3	4	5		
			DAYS 1-6	DAYS 7-9	DAYS 10-13	FINAL DAY	DAYS 1-6	DAYS 7-12	DAY 13	FINAL DAY
Flamepark	Level 1		Aster Proctofuran	Aster Proctofuran	Aster Proctofuran					
	Level 2					Aster Proctofuran				
	Level 3						Aster Proctofuran			
	Level 4							Aster Proctofuran		
	Level 5								Aster Proctofuran	
Flameparks	Level 1		Aster Proctofuran Q	Aster Proctofuran	Aster Proctofuran					
	Level 2					Aster Proctofuran				
	Level 3						Aster Proctofuran			
	Level 4							Aster Proctofuran		
	Level 5								Aster Proctofuran	
Firestorm	Level 1		Schrodinger	Erspuuding Schrodinger	Erspuuding Schrodinger					
	Level 2					Erspuuding Schrodinger				
	Level 3						Erspuuding Schrodinger			
	Level 4							Schrodinger Erspuuding		
	Level 5								Schrodinger Erspuuding	
Firestorma	Level 1		Schrodinger	Schrodinger	Schrodinger					
	Level 2					Schrodinger				
	Level 3						Schrodinger			
	Level 4							Schrodinger		
	Level 5								Schrodinger	
Icepark	Level 1		Schrodinger	Schrodinger	Schrodinger					
	Level 2					Schrodinger				
	Level 3						Schrodinger			
	Level 4							Schrodinger		
	Level 5								Schrodinger	
Iceparka	Level 1		Schrodinger	Schrodinger	Schrodinger					
	Level 2					Schrodinger				
	Level 3						Schrodinger			
	Level 4							Schrodinger		
	Level 5								Schrodinger	
Icestorm	Level 1		Aster Proctofuran	Aster Proctofuran	Aster Proctofuran					
	Level 2					Aster Proctofuran				
	Level 3						Aster Proctofuran			
	Level 4							Aster Proctofuran		
	Level 5								Aster Proctofuran	
Icestorma	Level 1		Aster Proctofuran	Aster Proctofuran	Aster Proctofuran					
	Level 2					Aster Proctofuran				
	Level 3						Aster Proctofuran			
	Level 4							Aster Proctofuran		
	Level 5								Aster Proctofuran	
Element	Level 1		Greenin Q			Acargent				
	Level 2						Greenin Q			
	Level 3							Greenin Q		
	Level 4								Acargent	
	Level 5									
Elements	Level 1					Acargent				
	Level 2									
	Level 3									
	Level 4									
	Level 5								Acargent Acargent Q	
Elementage	Level 1									
	Level 2									
	Level 3									
	Level 4									
	Level 5								Acargent Acargent Q	
Magnet	Level 1		Cylops, Chocobo Ester	Cylops, Chocobo Ester	Cylops, Chocobo Ester					
	Level 2									
	Level 3									
	Level 4									
	Level 5								Cylops, Chocobo Ester	
Guard	Level 1		Gertrude	Gertrude	Gertrude					
	Level 2									
	Level 3									
	Level 4									
	Level 5								Gertrude	
Light Guard	Level 1		Rafflesia, Hojate	Rafflesia, Hojate	Rafflesia, Hojate					
	Level 2									
	Level 3									
	Level 4									
	Level 5								Rafflesia, Hojate	
Heavy Guard	Level 1		Gertrude	Surangatch Gertrude	Surangatch Gertrude					
	Level 2									
	Level 3									
	Level 4									
	Level 5								Surangatch Gertrude	
Steelguard	Level 1		Goblin, Reaver	Goblin, Reaver	Goblin, Reaver					
	Level 2									
	Level 3									
	Level 4									
	Level 5								Goblin, Reaver	
Mediguard	Level 1		Surangatch, Florite	Surangatch, Florite	Surangatch, Florite					
	Level 2									
	Level 3									
	Level 4									
	Level 5								Surangatch, Florite	
Null Guard	Level 1		Gertrude	Gertrude	Gertrude					
	Level 2									
	Level 3									
	Level 4									
	Level 5								Gertrude	
Heroic Guard	Level 1									
	Level 2									
	Level 3									
	Level 4									
	Level 5								Erpenkigal	
Evade	Level 1		Skatrina, Cathedral Sentry	Skatrina, Cathedral Sentry	Skatrina, Cathedral Sentry					
	Level 2									
	Level 3									
	Level 4									
	Level 5								Cathedral Sentry	
Counterflow	Level 1		Hopite	Hopite	Hopite					
	Level 2									
	Level 3									
	Level 4									
	Level 5								Hopite Hopite Q	

ABILITY DROPS (CONTINUED)

ABILITY	MODE	EASY/NORMAL					HARD			
		0	1	2	3	4	5			
		DAYS 1-6	DAYS 7-9	DAYS 10-13	FINAL DAY	DAYS 1-6	DAYS 7-12	DAY 13	FINAL DAY	
Counterspell	Level 1	Cactus Cactar	Cactus Cactar	Cactus Cactar						
	Level 2					Cactus Cactar				
	Level 3						Cactus Cactar			
	Level 4							Cactus Cactar		
	Level 5								Cactus Cactar	
ATB Charge	Level 1	Cactus Cactar	Goblin			Goblin				
	Level 2	Cactus Cactar	Cactus Cactar	Goblin		Cactus Cactar	Goblin			
	Level 3	Cactus Cactar	Cactus Cactar	Cactus Cactar		Cactus Cactar	Cactus Cactar	Goblin		
	Level 4					Cactus Cactar	Cactus Cactar	Cactus Cactar	Goblin	
	Level 5								Goblin, Cactus Cactar	
Debrave	Level 1		Desert Sahagin							
	Level 2			Desert Sahagin						
	Level 3					Desert Sahagin				
	Level 4						Desert Sahagin			
	Level 5							Desert Sahagin		
Debravege	Level 1	Earth Eater								
	Level 2	Earth Eater	Earth Eater							
	Level 3	Earth Eater	Earth Eater	Earth Eater						
	Level 4					Earth Eater				
	Level 5					Earth Eater	Earth Eater	Earth Eater	Earth Eater	
Defath	Level 1	Hypnoe								
	Level 2		Hypnoe							
	Level 3			Hypnoe						
	Level 4					Hypnoe				
	Level 5						Hypnoe		Hypnoe	
Defatpha	Level 1	Earth Eater								
	Level 2		Earth Eater							
	Level 3			Earth Eater						
	Level 4					Earth Eater				
	Level 5					Earth Eater	Earth Eater	Earth Eater		
Deprotect	Level 1	Goblin, Desert Sahagin, Trifid, Fanatic								
	Level 2	Trifid	Goblin, Desert Sahagin, Trifid, Fanatic							
	Level 3		Trifid	Goblin, Desert Sahagin, Trifid, Fanatic						
	Level 4			Trifid		Goblin, Desert Sahagin, Trifid, Fanatic				
	Level 5					Trifid	Goblin, Desert Sahagin, Trifid, Fanatic	Goblin, Desert Sahagin, Trifid, Fanatic		
Deprotecte	Level 1					Goblin				
	Level 2						Goblin			
	Level 3							Goblin		
	Level 4								Goblin	
	Level 5									
Deshell	Level 1	Goblin, Gaurt, Trifid, Fanatic								
	Level 2	Gaurt	Goblin, Gaurt, Trifid, Fanatic							
	Level 3		Gaurt	Goblin, Gaurt, Trifid, Fanatic						
	Level 4			Gaurt		Goblin, Gaurt, Trifid, Fanatic				
	Level 5					Gaurt	Goblin, Gaurt, Gaurt	Goblin, Gaurt, Gaurt		
Deshellpa	1					Spirit				
	2						Spirit			
	3							Spirit		
	4	Desert Sahagin	Desert Sahagin							
	5	Desert Sahagin	Desert Sahagin							
Imperil	Level 1	Desert Sahagin	Desert Sahagin							
	Level 2	Desert Sahagin	Desert Sahagin							
	Level 3	Desert Sahagin	Desert Sahagin							
	Level 4	Desert Sahagin	Desert Sahagin			Desert Sahagin				
	Level 5	Desert Sahagin	Desert Sahagin			Desert Sahagin	Desert Sahagin	Desert Sahagin		
Imperilpa	Level 1								Acornpa	
	Level 2									
	Level 3									
	Level 4									
	Level 5									
Slow	Level 1	Skeleton								
	Level 2		Skeleton							
	Level 3		Skeleton							
	Level 4					Skeleton				
	Level 5						Skeleton	Skeleton	Skeleton	
Slawpa	Level 1					Flamer				
	Level 2						Flamer			
	Level 3							Flamer		
	Level 4								Flamer	
	Level 5									
Poison	Level 1	Goblin, Gorgonpaed, Subot								
	Level 2	Goblin, Gorgonpaed, Subot	Goblin, Gorgonpaed, Subot							
	Level 3		Goblin, Gorgonpaed, Subot	Goblin, Gorgonpaed, Subot						
	Level 4			Goblin, Gorgonpaed, Subot		Goblin, Gorgonpaed, Subot				
	Level 5					Subot	Goblin, Goblin	Goblin, Goblin		
Poisonpa	Level 1	Gorgonpaed								
	Level 2	Gorgonpaed	Gorgonpaed							
	Level 3		Gorgonpaed	Gorgonpaed						
	Level 4					Gorgonpaed				
	Level 5						Gorgonpaed	Gorgonpaed	Gorgonpaed	
Curse	Level 1	Skeleton, Personal Guard								
	Level 2	Skeleton	Skeleton, Personal Guard							
	Level 3		Skeleton	Skeleton, Personal Guard						
	Level 4			Skeleton		Skeleton, Personal Guard				
	Level 5					Skeleton	Skeleton, Skeleton	Skeleton, Skeleton	Skeleton, Skeleton	
Cursepa	Level 1	Personal Guard								
	Level 2		Personal Guard							
	Level 3			Personal Guard						
	Level 4					Personal Guard				
	Level 5						Personal Guard	Personal Guard		
Dropt	Level 1	Desert Sahagin								
	Level 2		Desert Sahagin							
	Level 3			Desert Sahagin						
	Level 4					Desert Sahagin				
	Level 5						Desert Sahagin	Desert Sahagin		
Dispelga	Level 1					Darkness				
	Level 2						Darkness			
	Level 3							Darkness		
	Level 4								Darkness	
	Level 5								Darkness	
Disaster	Level 1								Aerotic	
	Level 2								Aerotic	

- QUICKSTART
- COST & CONCEPTS
- PRIMER
- WALKTHROUGH
- MAIN QUESTS
- SIDE QUESTS
- CANVAS OF PRAYERS
- BESTIARY
- INVENTORY
- STRATEGY & ANALYSIS
- ULTIMA WALKTHROUGH
- EXTRAS
- INDEX
- GARB
- WEAPONS
- SHIELDS
- ACCESSORIES
- ADORNMENTS
- ABILITIES
- AUTO-ABILITIES
- COMPONENTS
- OTHER ITEMS
- KEY ITEMS
- RECOVERY ITEMS
- SHOPS

Auto-Abilities

Auto-abilities offer a remarkable variety of effects in combat, many of which can be extremely powerful when employed in the correct situation. In this section, you'll find a complete checklist of all possible auto-abilities in the game.

For accessibility, we have separated auto-abilities into ten distinct categories, broadly classifying them by type of effect:

- **Parameter** type effects offer a basic boost to stats or basic attributes of abilities used in battle.
- **Ability Bonuses** alter specific properties of certain types of abilities.
- **Replacement** auto-abilities are triggered under specific conditions and overwrite the base abilities to which they apply with a different ability.

- **Enhancement** auto-abilities bestow temporary status enhancements on Lighting when certain conditions have been met.
- **Situational** auto-abilities are persistent, but activate only when their accompanying conditions have been met.
- **Siphon and Restore** auto-abilities enable you to restore ATB, HP, or EP while performing specific actions, or when certain conditions have been met.
- **Technical** auto-abilities provide unique bonuses, the utility of which is highly dependent upon the player's strategy and execution.
- **Conservation** auto-abilities improve the efficacy of limited resources (Recovery Items and EP).
- Finally, the two **Reward** auto-abilities each sacrifice a certain type of reward from battle in exchange for a different benefit.

AUTO-ABILITY CHECKLIST

EFFECT TYPE	AUTO-ABILITY	DESCRIPTION	AVAILABILITY
Parameter	Maximum HP $\times\% \times\%$ or $\times\% \times\%$	Changes maximum HP by the indicated amount	Common
	Strength $\times\% \times\%$ or $\times\% \times\%$	Changes Strength by the indicated amount	Common
	Magic $\times\% \times\%$ or $\times\% \times\%$	Changes Magic by the indicated amount	Common
	Maximum ATB $\times\%$	Increases maximum ATB by the indicated amount	Common
	Initial ATB $\times\%$	Adds $\times\%$ of a Schema's maximum ATB to its initial ATB	Head Accessories: Early Blooming Corage, Early Blooming Corage+, Changing Chapelet
	ATB Recovery $\times\%$	Increases ATB Speed by the indicated amount	Common
	Standby ATB Recovery	ATB Recovery of 25 to standby Schemata	Head Accessories: Pure Effect, All defensive abilities
	Steady ATB Recovery	ATB Recovery of 2 to standby Schemata	Garb: Equilibrium+
	Stagger Power $\times\%$	Changes the Stagger Power of all attacks by $\times\%$	Common
	Stagger Duration $\times\%$	Changes the Stagger Wave Preservation of all attacks by $\times\%$	Adornes: Common (single target non-elemental attacks)
	Stagger Parameter $\times\%$	Changes resistance to damage types, damage element, or element by the indicated amount	Common, though unique for individual abilities; see Accessory List
	Element Resistance $\times\%$	Increases resistance to Fire, Ice, Lightning, and Wind by $\times\%$	Head Accessories: To-Fire Corset, To-Fire Corset+, To-Fire Crown
	Status Ailment Damage $\times\%$	Increases damage dealt by status ailments attacks by $\times\%$	Weapons: Curled Rapiers (Common Accessories), Skeleton's Earrings, Skeleton's Earrings+, Skull (Abilities: Common Accessories)
	Status Ailment Duration $\times\%$	Makes status ailments inflicted upon enemies last $\times\%$ longer	Weapons: Curled Rapiers (Abilities: Common Jewelcraft)
	Parameter	Status Ailment Resistance $\times\%$	Increases resistance to all status ailments by $\times\%$, stacks multiplicatively
Seal of the Fighter		HP +10%, Strength +5%	Garb: Martial Mark
Seal of the Warrior		HP +6%, Strength +10%	Garb: Amazon Warrior
Seal of the Knight		HP +5%, Physical Resistance +10%	Garb: Sacred Knight
Seal of the Holy Knight		Magic Resistance +10%, Status Ailment Resistance +20%	Garb: Paladin
Seal of the Dark Knight		Strength +5%, Magic Resistance +10%	Garb: Dark Knight
Seal of the Dragoon		HP +6%, Strength +10%	Garb: Dragoon
Seal of the Black Mage		Magic +10%, Maximum ATB +30	Garb: Black Mage
Seal of the White Mage		HP +5%, Magic +10%	Garb: White Mage
Seal of the Red Mage		Strength +4%, Magic +4%	Garb: Red Mage
Seal of the Blue Mage		Magic +2%, ATB Speed +15%	Garb: Blue Mage
Seal of the Thief		ATB Speed +5%, Stagger Power +5%	Garb: Heartswaver
Seal of the Ninja		ATB Speed +25, Maximum ATB +25	Garb: Purple Lightning
Seal of the Hunter		Strength +5%, Maximum ATB +30	Garb: Soldier of Peace
Strength +30%		Increases Strength by 30%	Weapons: Double Blades
Stagger Capability $\times\%$	Decreases the Stagger Power of all attacks by $\times\%$	Head Accessories: Swift Ornament, Swift Ornament+, Falcon Ornament	
Defender Lv. 1/2/3	Keep +5/10/15	Shields: Large Shields	
Hard Hitter Lv. 1/2/3	Cut +5/10/15	Weapons: Destroyer, Demon's Mask, Katanas	
Assess of One	Increases Army of One damage by 10% and HP absorption by 100%	Weapons: Shining Silver Overlays	
Assess of One+	Increases Army of One damage by 15% and HP absorption by 100%	Weapons: Citrus Weapon, Starry Solar Overlays	
Element Attribute Attacks $\times\%$	Increases damage of all attacks infused with an element by $\times\%$	Head Accessories: California Tropic, California Tropic+, Infrared, Thunderstorm Drizzle, Thunderstorm Drizzle+, Eye of the Storm Abilities: Common elemental spells	
Fixed Damage $\times\%$	Adds $\times\%$ portion of damage to all attacks	Head Accessories: Warrior's Headband, Warrior's Headband+, Rainbow Ring	
Quickblades	Increases the number of combo frames for physical attacks by 1	Head Accessories: Locket Pendant, Locket Pendant+	
Quickblades+	Increases the number of combo frames for physical attacks by 2	Head Accessories: Locket Necklaces	
Multicasts	Increases the number of combo frames for magic attacks by 1	Head Accessories: Soul of Thomas, Soul of Thomas+	
Multicasts+	Increases the number of combo frames for magic attacks by 2	Head Accessory: Soul of Mirrow	
Combo Break	Increases the number of attacks before the combo frame by 1	Head Accessories: Swift Ornament, Swift Ornament+	
Combo Break+	Increases the number of attacks before the combo frame by 2	Head Accessory: Focus Ornament	
Heavy Weapon	Decreases the number of attacks before the combo frame by 1	Head Accessories: Sight's Docket, Sight's Docket+	
Heavy Weapon+	Decreases the number of attacks before the combo frame by 2	Head Accessory: Determined Tera	
Quick Finale $\times\%$	Increases damage dealt by combo finales by $\times\%$	Weapons: Thirteen Nights, Cool Will, Great Gavel, Bones	
Quick Stagger 75%	Makes stagger possible if current accumulated Stagger Power is greater than 75% of the Stagger Power value	Garb: Dravie Tracer	
ATB Cost +10	Increases ATB costs by 10	Weapon: Chain's Revenge	
ATB Cost +5	Increases ATB costs by 5. Does not work on abilities with an ATB cost of five or less	Head Accessory: Demon Earrings, Demon Earrings+, Owl Earrings	
Guard Efficiency $\times\%$	Increases damage resistance when guarding by $\times\%$	Head Accessories: Sparrow Cap, Sparrow Cap+, Seafoam Hat	
Element Guard $\times\%$	Increases elemental resistance when guarding by $\times\%$	Shields: Guardian's Guard, Light Shields (Abilities: Common Defense)	
Revenge Guard	Unleashes a Blitz attack around lightning after guarding for 0.5 seconds	Shields: Elemental Shields	
Revenge Guard+	Unleashes a Revenge Guard lightning after guarding continuously for 5 seconds	Garb: Headset, Headset+, Excavator's Hat	
Evade Guard	Caets Evade (an ability that removes one status ailment) after guarding continuously for 8 seconds	Garb: Picnic	
Defensive Position	Transforms Guard, Light Guard, or Heavy Guard into Guard, Light Guard, or Heavy Guard respectively, increasing effectiveness by 15%	Garb: Mage's Dress	
Jump	Transforms the finishing move for Dash Down into the powerful Jump ability	Garb: Sacred Knight	
Blindside	Transforms standard single-target physical attacks into the powerful ability Blindside when you attack an enemy at more than 90 degrees from its front	Weapons: Spears	
Depriest Chaser	Transforms standard single-target physical attacks into the Hunter ability against enemies afflicted with Depriest, Curse, or Poison; transforms Run into Depriest Hunter against enemies afflicted with Depriest	Weapons: Swift Reapers	
Elemental Chaser	Transforms a standard single-target physical attack used after a single-elemental attack, Blast, Tap, L, or the Tap spell into a Chaser ability that takes on the same elemental attribute	Weapons: Bonecracker, Bottle Bone (Abilities: Rare Effect): Depriest, Depriest+, Poison, Curse	
Brave Thief	Transforms a standard single-target physical attack used after a single-elemental attack, Blast, Tap, L, or the Tap spell into a Chaser ability that takes on the same elemental attribute	Head Accessories: Tossy Shield, Tossy Shield+, Fuzzy Wolf Shield Abilities: Rare Effect: Elemental attacks, Tap 1 elemental spells, Tap 2 dual-element spells, Element, Element+	

AUTO-ABILITY CHECKLIST (CONTINUED)

EFFECT TYPE	AUTO ABILITY	DESCRIPTION	AVAILABILITY
Replacement	Protect Thief	Transforms Heavy Slash into the feeder ability against enemies with Protect, Shield, or Vigor to remove the effects and transfer them to you for the duration it was supposed to last for them.	Weapon: Scales of the Faithful Head Accessories: Sipping Hood, Sipping Hood, Descriptive Headress, Crisping Hood, Crisping Hood, Damaged headress
	Artemis's Arrows	Transforms an equipped Heavy Slash into the powerful ability Artemis's Arrows	Garb: Soldier of Peace
	Whitehot Kick Slayer	Transforms Heavy Slash into the powerful ability Whitehot Kick	Garb: Marital Mask Sash: SOLDIER 1st Class
	Timed Bravery	Triggers Bravery for the first 30 seconds of battle by reducing HP by 5%	Am Accessory: Thon of Courage
	Timed Faith	Triggers Faith for the first 30 seconds of battle by reducing HP by 5%	Am Accessory: Thon of Will
	Timed Vigor	Triggers Vigor for the first 30 seconds of battle by reducing HP by 5%	Am Accessory: Thon of Speed
	Timed Protect	Triggers Protect for the first 30 seconds of battle by reducing HP by 5%	Am Accessory: Thon of Protection
	Timed Shield	Triggers Shield for the first 30 seconds of battle by reducing HP by 5%	Am Accessory: Thon of Warning
	Timed Vigilance + Vail	Triggers Vigilance and Vail for the first 30 seconds of battle by reducing HP by 5%	Am Accessory: Thon of Aggression
	Auto Enrage (60 sec)	Casts Enrage to add fire attributes to attacks for the first 60 seconds of battle	Am Accessory: Ironhorn Bracer
Enhancement	Auto Enrage (60 sec)	Casts Enrage to add fire attributes to attacks for the first 60 seconds of battle	Am Accessory: Ironhorn Bracer
	Auto Enrage (60 sec)	Casts Enrage to add lightning attributes to attacks for the first 60 seconds of battle	Am Accessory: Thunderbird Bracer
	Auto Enrage (60 sec)	Casts Enrage to add Wind attributes to attacks for the first 60 seconds of battle	Am Accessory: Windwalker Bracer
	Auto Regen (15/30 sec)	Casts Regen for the first 15/30 seconds of battle for which corresponding Schemata are active	Weapons: Sharp Shield, Flash Bender
	Transform Bravery	Casts Bravery (30 seconds) if you change Schemata with less than 10 ATB	Garb: Splendid Ahrak
	Transform Faith	Casts Faith (30 seconds) if you change Schemata with less than 10 ATB	Garb: Miser
	Transform Protect	Casts Protect (30 seconds) if you change Schemata with less than 10 ATB	Garb: Innocence
	Transform Shield	Casts Shield (30 seconds) if you change Schemata with less than 10 ATB	Garb: Level Servant
	Regen Revival	Casts Regen for 60 seconds when you are revived from a KO	Garb: Sun and Moon
	Cometral	Triggers Bravery and Vigilance for 5 seconds when using an ability with an ATB cost of 40 or greater	Abilities (Rune Effect): Heavy Slash, Beat Down, elemental Strikes
Guard Wizard	Triggers Faith and Vigilance for 5 seconds when using an ability with an ATB cost of 40 or greater	Abilities (Rune Effect): Funga, Fraga, Bilocca, Thundaga, Aera	
Critical (Buff) (xx sec)	Critical (Buff) (xx sec)	Casts the indicated buffs when HP is at 30% or below	Garb: Regent, Shogun, Shining Prince, Dark Samsara, Softest Savor, Unzumi, Art of Flavor of Battle (Ablines: Common Schemata)
	Blitz Ace	Triggers Bravery and Faith for 30 seconds after guarding continuously for 10 seconds	Shield: Guardian's Protection
	Song of Prayer	Triggers Protect and Shield for 30 seconds after guarding continuously for 10 seconds	Shield: Summoner's Shield
	Sweet Spot	If enemy is weak to an attack will take 120% damage or higher, the damage dealt increases by an additional 50%	Garb: Danse Macabre
	Clinicalc	Increases damage dealt to enemies when ATB is at 30 or below by 15%	Garb: Dragoon's Blood
	Energyzed	Increases damage dealt to enemies when HP is at 70 or above by 15%	Garb: Rapsoy in Rose
	High Voltage	Increases damage dealt to enemies when HP is at 70% or above by 15%	Garb: Candy Raver
	Strike Back	Increases damage dealt to enemies when HP is at 30% or below by 25%	Garb: DGG V
	Head-to-Head	Increases damage dealt to enemies by 20% when they are within 2.5m	Am Accessory: Endless's Elixirs
	Sniper	Increases damage dealt to enemies by 20% when they are beyond 5m	Am Accessory: Sniper's Gloves
Situational	Strength in Numbers xxx%	Increases damage dealt by xx% when facing 2 or more enemies, does not stack	Abilities: Common (multiple-target)
	Multiple Targets xxx%	Increases damage of multiple target attacks by xx% when facing 2 or more enemies, does not stack	Abilities: Common (multiple-target)
	Critical Barrier	Reduces damage by 15% when HP is at 30% or below	Shield: Red Shield Am Accessory: Tenacious Ring
	Group Defense xxx%	Reduces damage by xx% when facing 2 or more enemies, does not stack	Abilities: Common (multiple-target)
	Unlimited Lv. 1/2/3	Keep +5/+10/+15 when facing 2 or more enemies, does not stack	Abilities: Guard, Light Guard, Heavy Guard, Common (multiple-target)
	Safe Barrier	Increases damage by 15% when HP is at 50% or lower	Weapons: Summoner's Axe
	Survival Instinct	Increases damage by 80% when HP is at 15% or lower	Weapons: Summoner's Axe
	Critical Barrier	Reduces damage by 23% when HP is at 15% or below	Shield: Red Shield
	Substun Sighs	Restores ATB when attacking an enemy afflicted with status ailments	Garb: Sinfist Fox
	Stagger Sighs	Restores 50 ATB upon staggering an enemy	Garb: Customize
Siphon	Vengeance Siphon	Restores ATB equal to (damage taken)/500	Abilities (Rune Effect): Flare, Chk, Snp, Sorada, Esmeralda
	Victor Siphon	Restores 10 ATB upon defeating an enemy	Garb: Urban Outlaw
	Sworn to the Staff	Restores 2 ATB to stamby Schemata when you deal magic damage	Head Accessories: Witch's Healer, Witch's Rooster, Devil's Rooster
	Sworn to the Sword	Restores 2 ATB to stamby Schemata when you deal physical damage	Head Accessories: Fenox's Larragon, Fenox's Larragon, Devil's Larragon
	Cruel Healer	Restores 1% HP when you deal damage with almost pass	Head Accessories: Curved Bard, Curved Bard, Ill Will Bard
	Risky Guard	Restores 1% HP when you guard against enemy attacks	Head Accessories: Angel's Headband, Angel's Headband, Angel's Halo
	Precise HP Restore xxx%	Restores xx% HP when attacking with an enemy afflicted with status ailments	Weapons: Double Blades
	Substun Drain	Restores 0.5% HP when attack on perfect timing with status ailments	Garb: Divergence
	Stagger Drain	Restores 0.5% HP upon staggering an enemy	Garb: Vengeance
	Victor Drain	Restores 0.5% HP upon defeating an enemy	Garb: Hunter of the Wild
Restore	EP Vengeance	Restores EP equal to (damage taken)/1,000,000	Garb: Dark Onch
	Victor's Rush	Restores 0.1 EP upon defeating an enemy	Abilities (Rune Effect): Attack, Light Slash, Charged Strike, Blitz, Rush
	Great Guard	Restores 0.5% HP after guarding continuously for 10 seconds	Shield: Tower Breaker
	Precise EP Restore Lv. 1/2/3	Restores 0.01/0.015/0.02 EP when you attack with perfect timing	Weapons: Mug's Staff
	Mug's Blessing Lv. 1/2/3	Restores 0.01/0.015/0.02 EP with a Perfect Guard	Shield: Mug's Shield
	Defender's HP Restore xxx%	Restores xx% HP with a Perfect Guard	Shield: Aegis Shield
	Chance Reprise	Increases 5% chance to reenter an ongoing attack ineffective	Am Accessory: Lucky Die
	Grace Period	Lengths the window for successful perfect timing by 1/10th of a second	Am Accessory: Ironstone Tie
	Overclocking Manual	Increases Overclock duration by 2 seconds	Weapons: Bladed Lance, Double Delir
	Overclocking Manual	Increases Overclock duration by 5 seconds	Weapons: Bladed Lance, Double Delir
Conservation	Run Efficiency +20%	Increases the restorative effects of recovery items by 20%	Am Accessory: Healer's Lore
	Run Duration +20%	Makes enhancement effects of recovery items last 25% longer	Am Accessory: Collector's Catalog
	EP Conservation	Reduces EP used for combat abilities by 20%	Am Accessory: Dawn Guardians
Reward	Uenoxy Beat	Sacrifices any EP reward after battle, but in return recovers 5% of HP	Am Accessory: Dawn Claw
	Self-Sufficient	Sacrifices any EP reward after battle, but in return doubles your chance of receiving them	Am Accessory: Rugged's Beads

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANONS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

WEAPONS

SHIELDS

ACCESSORIES

ADORNMENTS

ABILITIES

AUTO-ABILITIES

COMPONENTS

OTHER ITEMS

KEY ITEMS

RECOVERY ITEMS

SHOPS

REPLACEMENT AUTO-ABILITIES

NAME	POWER MODIFIER	VARIATION	TIMING BONUS	STAGGER POWER (FINALE)	STAGGER PRESERVATION (FINALE)	CUT (FINALE)	KEEP (FINALE)	APPLIES TO...
Leuch	+0.00	3%	20%	10	0	55	55	Attack, Light Slash, Beat Down, Magic Slash, Defensive Strike, Siren Strike, Lancel, Leaping Rush
Seite	+10.00	3%	20%	10	0	55	50	Heavy Slash
Jump	+1.14	3%	20%	100	100	55	85	Beat Down Frisk
Blieside	+1.20	3%	20%	10	0	40	35	Attack, Light Slash, Beat Down, Magic Slash, Defensive Strike, Siren Strike, Lancel, Leaping Rush
Deproct Chaser	+1.20	3%	20%	1	100	40	25	Attack, Light Slash, Beat Down, Magic Slash, Defensive Strike, Siren Strike, Lancel, Leaping Rush
Elemental Chaser	+1.20	3%	20%	40	100	40	35	Attack, Light Slash, Beat Down, Magic Slash, Defensive Strike, Siren Strike, Lancel, Leaping Rush
Artemis's Arrows	+2.50	50%	30%	30	100	55	55	Heavy Slash
Brave Thief	+1.25	3%	20%	30	200	55	55	Heavy Slash
Protect Thief	+1.25	3%	20%	30	200	55	55	Heavy Slash
Slayer	+1.20	3%	20%	30	200	55	55	Heavy Slash
Whitehot Kick	+1.30	3%	20%	2 (1st)	100 (200)	40 (50)	20 (50)	Flare
Deproct Chaser	+1.10	3%	20%	1	100	35	15	Rain, Quick Run

SORCERY COMPONENT DROPS

Enemy/Source	Nihil ()	Nihil ()	Goblet ()	Skeleton	Great	Greenia ()	Mothite ()	Ruffesia ()	Goldie ()	Skate ()	Etzpafling	Segrine	Heglike ()				
Bronze Malice																	
Drop Rate	1	0	0	1	1	0	0	0	0	1	1	1	0				
Drop Rate	3%	100%	100%	5%	5%	100%	100%	100%	100%	5%	5%	5%	100%				
Drop Mix	1	5	3	1	1	5	5	5	5	1	1	1	5				
Drop Max	2	20	20	2	2	20	20	20	20	2	2	2	20				
Silver Malice																	
Enemy/Source	Andys	Sat	Minotaur	Skeleton ()	Dryad ()	Mothite	Ruffesia	Gerungaid ()	Shayna ()	Solegrace ()	Beast Sahagin ()	Erzpafling ()	Nihil ()				
Drop Rate	1	1	1	0	0	3	3	3	0	0	0	0	0				
Drop Rate	5%	5%	5%	100%	100%	10%	10%	100%	100%	100%	100%	100%	100%				
Drop Mix	1	1	1	5	5	1	1	5	5	5	5	5	5				
Drop Max	2	2	2	20	20	2	2	20	20	20	20	20	20				
Gold Malice																	
Enemy/Source	Moonkirk ()	Great ()	Arcangel	Arcangel	Reverie ()	Segrine ()	Rever	Gerungaid	Breakthrough								
Drop Rate	0	0	1	0	0	0	1	1	1								
Drop Rate	100%	100%	5%	100%	100%	100%	5%	5%	5%	5%	0%	0%	0%				
Drop Mix	5	5	1	5	5	5	1	1	1								
Drop Max	20	20	2	20	20	2	2	2	2	2	2	2	20				
Platinum Malice																	
Enemy/Source	Cyrlaps	Cyrlaps ()	Chimera	Chimera ()	Cocktor ()	Zalpy ()	Zemok	Zemok ()	Rever ()	Gerungaid	Chocobo Eater	Chocobo Eater ()	Earth Eater	Earth Eater ()	Breakthrough ()	Aster Prodigium ()	
Drop Rate	2	0	1	0	0	0	2	0	0	0	0	2	0	1	0	0	0
Drop Rate	5%	100%	5%	100%	100%	100%	100%	100%	100%	100%	5%	100%	5%	100%	100%	100%	100%
Drop Mix	1	5	1	5	5	5	1	5	5	5	1	5	1	5	5	5	5
Drop Max	5	20	5	20	20	20	2	20	20	20	2	20	2	20	20	20	20
Midnight Malice																	
Enemy/Source	Nihil ()	Nihil ()	Goblet ()	Greenia ()	Mothite ()	Ruffesia ()	Goldie ()	Gerungaid	Heglike ()	Flanor							
Drop Rate	3	0	0	2	3	3	3	3	3	3							
Drop Rate	3%	100%	100%	100%	100%	100%	100%	100%	100%	5%							
Drop Mix	1	1	3	5	5	5	5	1	1	5							
Drop Max	2	20	20	20	20	20	20	2	2	20							
Adamant Malice																	
Enemy/Source	Moonkirk ()	Great	Dryad ()	Gerungaid ()	Skate ()	Solegrace ()	Beast Sahagin ()	Erzpafling ()	Tulid	Tulid ()	Himmar						
Drop Rate	3	3	3	3	3	3	3	3	3	3	3						
Drop Rate	5%	5%	100%	100%	100%	100%	100%	100%	5%	100%	10%	10%	10%				
Drop Mix	1	1	5	5	5	5	5	5	1	5	1	5	5				
Drop Max	2	2	20	20	20	20	20	20	2	20	2	20	2				
Scarlet Malice																	
Enemy/Source	Skeleton ()	Skeleton ()	Great ()	Arcangel	Arcangel ()	Cocktor	Cocktor	Segrine	Segrine ()								
Drop Rate	3	3	3	4	3	3	3	3	3	3							
Drop Rate	100%	100%	100%	20%	100%	15%	15%	100%	100%	100%							
Drop Mix	5	5	5	1	5	1	1	3	3	5							
Drop Max	20	20	20	1	20	2	2	20	2	20							
Dark Malice																	
Enemy/Source	Cyrlaps ()	Chimera	Chimera ()	Cocktor ()	Zalpy ()	Zemok ()	Rever ()	Gerungaid	Chocobo Eater ()	Chocobo Eater ()	Breakthrough ()	Aster Prodigium ()					
Drop Rate	3	3	3	3	3	3	3	3	3	3	3	3					
Drop Rate	100%	10%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%					
Drop Mix	5	1	5	5	5	5	5	5	5	5	5	5					
Drop Max	20	2	20	20	20	20	20	20	20	20	20	20					
Cystal Malice																	
Enemy/Source	Greenia	Parahex	Aerovite	Erechthid	Reel Kratos	Reel Kratos	Snow Yellora	Snow Yellora	Snow Yellora	Cast Ruffid	Blasivice	Blasivice					
Drop Rate	3	3	4	4	3	3	3	3	3	3	4	4					
Drop Rate	50%	50%	100%	100%	10%	50%	50%	50%	50%	50%	100%	100%					
Drop Mix	1	1	1	1	1	1	1	1	1	1	5	10					
Drop Max	3	3	3	3	3	3	3	3	3	3	5	10					

* If both arms destroyed

- QUICKSTART
- CAST & CONCEPTS
- PRIMER
- WALKTHROUGH
- MAIN QUESTS
- SIDE QUESTS
- CANVAS OF PRAYERS
- BESTIARY
- INVENTORY
- STRATEGY & ANALYSIS
- ULTIMA WALKTHROUGH
- EXTRAS
- INDEX
- GARB
- WEAPONS
- SHIELDS
- ACCESSORIES
- ADORNMENTS
- ABILITIES
- AUTO ABILITIES
- COMPONENTS
- OTHER ITEMS
- KEY ITEMS
- RECOVERY ITEMS
- SHOPS



OTHER ITEMS

Most of the items in this category are required for the completion of quests, especially collection-based tasks acquired from each Canvas of Prayers.

OTHER ITEMS

NAME	AVAILABILITY / NOTES
Platinum Ore	
Gold Dust	
Crystal Medal	These items often appear directly in the game world as small shinning objects found on the floor, their sole purpose is to be sold in shops.
Silvered Medal	
Bronzed Medal	
Unappraised Item	Found in the Dead Dunes by stealing lizards or skeletal statues inside the Temple Ruins, once appraised, they turn into valuable items (see page 132)
Lizard Tail	Obtained by stealing lizards in the Dead Dunes
Yellowed Skull	Obtained by stealing skeletal statues in the Temple Ruins of the Dead Dunes
Vegetable Seed	Randomly found on the floor in the Wildlands, or sold by a wandering Adventuring Essentials merchant (see page 258)
Gyaahl Greens	Obtained by planting Vegetable Seeds in the Canopus Farms plots (growth time: 6 hours)
Taxtal Greens	Obtained by planting Vegetable Seeds in the Research Camp plots (growth time: 12 hours)
Sylkis Greens	Obtained by planting Vegetable Seeds in the Moogle Village plot (growth time: 24 hours)
Moonsoul Blossom	Grows all over the Grasslands from 06:00 to 17:59
Dayring Blossom	Grows all over the Grasslands from 18:00 to 05:59
Fuzzy Sheep Milk	A reward for the "Fuzzy Search" side quest
Creamy Sheep Milk	A reward for the "Round 'Em Up" side quest
Chocoberry	A fungus that grows throughout the Jagd Woods from 06:00 to 17:59
Luminous Mushroom	A fungus that grows throughout the Jagd Woods from 18:00 to 05:59
Chocobull	Can be created by Carderia in Jagd Village in exchange for Chocoberry x8 and Slag Sweets x5
Animal Potion	A reward for completing the "Dog, Doctor and Assistant" side quest, you can ask Tids at the Research Camp to make additional doses in exchange for: Dayring Blossom x4, Moonsoul Bloom x2, Goopy Goo x5
Mystical Meal	Two units are obtained as rewards on completion of the "The Right Stuff" and "A Taste of the Past" side quests can also be created by Chef Aryan for Vivant Ooze x3 and Moonsoul Bloom x6

NAME	AVAILABILITY / NOTES
Tattered Leather	Item Drop: Gremils
Vibrant Ooze	Item Drop: Mardiles
Niblet Hairball	Item Drop: Niblet
Slag Sweet	Item Drop: Rufflesia
Monster Mince	Item Drop: Valt, Hanuman
Clear Ooze	Item Drop: Flavior
Green Leather	Item Drop: Goblin
Radial Bearing	Item Drop: Hicpille
Goblet Hairball	Item Drop: Goblet
Liquid Glass	Item Drop: Moonstone
Arboreal Spore	Item Drop: Dryad
Dead Man's Teeth	Item Drop: Skeleton
Chipped Fang	Item Drop: Gorgonopsid
Shattered Bone	Item Drop: Skatulae
Goopy Goo	Item Drop: Vhrifd
Put Shard	Item Drop: Schrodinger
Dried Scale	Item Drop: Desert Sahagin
Wonder Gel	Item Drop: Ecotopungus
Poisonous Sting	Item Drop: Anubis
Motor Coil	Item Drop: Gertrude
Ether Coil	Item Drop: Desdemona
Demon Spiciale	Item Drop: Gaunt
Organic Carapace	Item Drop: Gurangatch
Firewynn Scale	Item Drop: Zalyth
Quality Machine Oil	Item Drop: Dreadnought
Sinister Fang	Item Drop: Reaver
Stormdragon Down	Item Drop: Zomok
Grease Monster Moss	Item Drop: Chocobo Eater
Desert Rose	Item Drop: Earth Eater
Single Eye	Item Drop: Cyclops
AMP Chip	Item Drop: Azar Protofission
Chocob Doll	Item Drop: Cactuar

KEY ITEMS

Key Items are unique items, usually required to advance or complete main quests or side quests. Of particular interest, Key Items include Notes that reveal all the Libra information on a specific species of monsters. Acquiring these has one practical benefit: it increases your chances to obtain "rare abilities" – in other words, those featuring an auto-ability – every time you defeat a creature of the species in question.

LIBRA NOTES

NAME	AVAILABILITY
Cathedral Sentry Notes	Treasure Sphere: Luxorion, Warehouse District/Adventuring Essentials: Luxorion, Warren
Patron's Personal Guard Notes	Treasure Sphere: Yusanon, Cactuar Plaza
Fenatic Notes	Treasure Sphere: Luxorion, South Station Plaza
Niblet Notes	Adventuring Essentials: Luxorion, North Station Plaza
Goblet Notes	Adventuring Essentials: Dead Dunes, Giant's Sandbox
Mintflax Notes	Adventuring Essentials: Wildlands, Canopus Farms/Research Camp
Flavorful Notes	Treasure Sphere: Yusanon, Central Avenue
Escapologuing Notes	Adventuring Essentials: Wildlands, Jagd Village
Gremils Notes	Adventuring Essentials: Luxorion, North Station Plaza
Gorgonopsid Notes	Adventuring Essentials: Luxorion, North Station Plaza
Ruffles Notes	Adventuring Essentials: Wildlands, Jagd Village
Ruffles Notes	Adventuring Essentials: Wildlands, Pothae
Goblin Notes	Adventuring Essentials: Yusanon, Reveler's Quarter
Schrodinger Notes	Adventuring Essentials: Yusanon, Reveler's Quarter
Hicpille Notes	Adventuring Essentials: Yusanon, Reveler's Quarter
Moonstone Notes	Adventuring Essentials: Wildlands, Pothae
Skatulae Notes	Adventuring Essentials: Yusanon, Lower City
Cactuar Notes	Adventuring Essentials: Dead Dunes, Giant's Sandbox
Cactuar Notes	Treasure Sphere: Dead Dunes, Dry Floodlands
Volt Notes	Adventuring Essentials: Wildlands, Jagd Village
Hanuman Notes	Adventuring Essentials: Wildlands, Pothae
Nevala Notes	Adventuring Essentials: Luxorion, Final Day
Windigo Notes	Adventuring Essentials: Luxorion, Final Day
Sugriva Notes	Adventuring Essentials: Luxorion, Final Day
Analys Notes	Adventuring Essentials: Yusanon, Lower City

NAME	AVAILABILITY
Set Notes	Adventuring Essentials: Luxorion, Final Day
Gertrude Notes	Adventuring Essentials: Luxorion, North Station
Desdemona Notes	Adventuring Essentials: Luxorion, Lower City
Gaunt Notes	Adventuring Essentials: Luxorion, Warren
Dryad Notes	Adventuring Essentials: Wildlands, Jagd Village
Arcangeli Notes	Adventuring Essentials: Luxorion, Final Day
Skeleton Notes	Adventuring Essentials: Dead Dunes, Giant's Sandbox
Desert Sahagin Notes	Adventuring Essentials: Dead Dunes, Giant's Sandbox
Zalyth Notes	Adventuring Essentials: Yusanon, Reveler's Quarter
Zomok Notes	Adventuring Essentials: Luxorion, Warren
Reaver Notes	Adventuring Essentials: Wildlands, Canopus Farms/Research Camp
Dreadnought Notes	Adventuring Essentials: Luxorion, Warren
Cyclops Notes	Adventuring Essentials: Yusanon, Reveler's Quarter
Chocobo Eater Notes	Adventuring Essentials: Wildlands, Canopus Farms/Research Camp
Earth Eater Notes	Treasure Sphere: Dead Dunes, Grave of the Colossi
Gurangatch Notes	Treasure Sphere: Dead Dunes, Ruffian
Azar Protofission Notes	Adventuring Essentials: Wildlands, Pothae
Chimera Notes	Adventuring Essentials: Luxorion, Final Day
Study of Despair	Given by Neilan when you accept the "What Rough Beast Slouches" side quest
Study of the Depths	Treasure Sphere: Dead Dunes, Giant's Sandbox
Prophecy of the Future	Treasure Sphere: Luxorion, The Residences
Prophecy of Aspiration	Treasure Sphere: Yusanon, Patron's Palace, Floor 5
Prophecy of Rebirth	Treasure Sphere: Wildlands, Temple of the Goddess, Hall of Relicts
Study of the Savage	Treasure Sphere: Dead Dunes, Simple Ruins, Floor 3
Holy Revelations	Treasure Sphere: God's Sanctum, Final Day

RECOVERY ITEMS

You can access Recovery Items from the main menu on the field screen, or from the pause menu during battle. The number of Recovery Item slots you have is limited, although you can gain additional slots by completing certain quests.

RECOVERY ITEMS

NAME	EFFECT	AVAILABILITY	BUY PRICE	SELL PRICE
Potion	Restores 50% of max HP		300	190
Hi-Potion	Restores 75% of max HP		400	240
X-Potion	Restores 100% of max HP		640	320
Remedy	Removes two status ailments, casts Veil, and restores 33% of max HP	Common (see Shops section)	500	290
Mega Remedy	Removes all status ailments, casts Veil, and restores 33% of max HP		990	490
Phoenix Down	Revives Lightning from KO, restores 50% of max HP, and casts Protect, Shell, and Veil		1,280	640
Phoenix Wing	Revives Lightning from KO, fully restores maximum HP, and casts Haste	The Ark (2 EP, Days 8+ or anytime on New Game+); Trade Soul Seeds (first playthrough: 90; New Game+: 60)	–	1,320
Refresher	Fully restores Lightning's maximum HP and ATB	Yusnaan Slaughterhouse; Trade 20 Soul Seeds (New Game+)	–	1,240
Elixir	Fully restores Lightning's maximum HP, ATB, and EP, also casts Bravery, Faith, Protect, Shell, and Haste	Trade Soul Seeds (first playthrough: 100; New Game+: 90)	–	10
Ether	Restores 4 EP	Have Elmer appraise 10 items; Trade Soul Seeds (first playthrough: 60; New Game+: 40); Canas quest reward: "Trapped", "Ultimate Coving", "What's in a brew?", "Desert Cleanup"	–	1,400
Turbo Ether	Restores 8 EP	Have Elmer appraise 50 items; trade 100 Soul Seeds (New Game+)	–	2,600
Protect Potion	Restores 33% of max HP and casts Protect		640	320
Shell Potion	Restores 33% of max HP and casts Shell		640	320
Bravery Potion	Restores 33% of max HP and casts Bravery		640	320
Faith Potion	Restores 33% of max HP and casts Faith	Common (see Shops section)	640	320
Vigilance Potion	Restores 33% of max HP and casts Vigilance		400	240
Veil Potion	Restores 33% of max HP and casts Veil		400	240
Haste Potion	Restores 33% of max HP and casts Haste	Yusnaan Slaughterhouse	–	640
Regen Potion	Restores 33% of max HP and casts Regen	Tobias's General Store (Died Dunes, Fuffran); The Ark (2 EP, Days 6+ or anytime on New Game+)	590	430
Renaize Potion	Restores 33% of max HP and casts Renaize	The Ark (2 EP, Days 6+ or anytime on New Game+)	–	840
Enfire Potion	Restores 33% of max HP and casts Enfire		640	320
Enthunder Potion	Restores 33% of max HP and casts Enthunder		640	320
Enboost Potion	Restores 33% of max HP and casts Enboost	Wildlands Vendors (see Shops section)	640	320
Enaero Potion	Restores 33% of max HP and casts Enaero		640	320
Hero's Potion	Restores 33% of max HP and casts Bravery, Faith, Vigilance, and Haste	The Ark (2 EP, Days 11+); Trade 20 Soul Seeds (first playthrough)	–	1,240
Crusader's Potion	Restores 33% of max HP and casts Protect, Shell, Veil, and Regen	The Ark (2 EP, Days 11+); Trade 40 Soul Seeds (first playthrough)	–	1,240
Warrior's Potion	Restores 33% of max HP and casts Bravery and Faith		840	420
Holy Water	Restores 33% of max HP and casts Protect and Shell	See Shops section; Yusnaan Slaughterhouse; The Ark (1 EP, Days 1-10)	840	420
Nektar			–	0
Nektar Mk II			–	0
Miracle Nektar	See "A Testing Proposition" side quest on page 118	See "A Testing Proposition" side quest on page 118	–	0
Nektar of the Gods			–	0
Nektar of the Gods □	Casts Bravery, Faith, and Regen, and restores 50% of max HP	From Veltro outside the Yusnaan Slaughterhouse after completing the "A Testing Proposition" side quest	1,280	640

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

RESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

GARB

WEAPONS

SHIELDS

ACCESSORIES

ADORNMENTS

ABILITIES

AUTO-ABILITIES

COMPONENTS

OTHER ITEMS

KEY ITEMS

RECOVERY ITEMS



SHOPS

The range of wares offered by each merchant can be expanded when you reach certain milestones, or after you complete certain specific tasks. The tables in the following pages reveal how, where, and for how much you can obtain every item that vendors can sell.



Outfitters

Outfitters are your primary source of garb, though they also sell adornments that enable you to customize Lightning's look.

LUXERION, NORTH STATION: DIVINE PROTECTION OUTFITTERS

AVAILABILITY	TYPE	ARTICLE	PRICE (GIL)
Default	✓	Ascotie	1,250
	✓	Providence	1,250
	✓	Business Eyepiece	250
	✓	Pure Earrings	200
	✓	Pure Pendant	300
From Day 8	✓	Innocence	5,000
On Hard Mode	✓	Stone and Sand	200,000

LUXERION, SOUTH STATION: BESPOKE OUTFITTERS

AVAILABILITY	TYPE	ARTICLE	PRICE (GIL)
Default	✓	Crage Hair	1,250
	✓	Providence	1,250
	✓	Order of Salvation Cap	250
	✓	Boater Hat	300
	✓	Vacation Hat	300
	✓	Green Straw Hat	300
	✓	Froppy Sun Hat	300

LUXERION, SOUTH STATION: OUTFITTERS ROUGE

AVAILABILITY	TYPE	ARTICLE	PRICE (GIL)
Default	✓	Cold Rebellion	1,250
	✓	Boa of Aesthetics	250
	✓	Phonetic Corset	200
	✓	Sweet Corset	250
	✓	Pinky Corset	250
	✓	Steamy Glasses	250
	✓	Green Glasses	250
	✓	Level Servant	5,000
From Day 8 "Roadworks I" Canvas Quest completed	✓	Witching Hour	8,000
On Hard Mode	✓	Duelist	100,000

YUSNAAN, GLUTTON'S QUARTER: OUTFITTERS MARIONETTE

AVAILABILITY	TYPE	ARTICLE	PRICE (GIL)
Default	✓	Velvet Broom	1,250
	✓	Reflective Shades	200
	✓	Balmy Shades	200
	✓	Ocean Shades	200
	✓	Delicate Shades	200
	✓	Corset of Passion	420
	✓	Corset of Purity	420
	✓	Corset of Light	420
	✓	Fairy Tail	200
	✓	Imp Tail	200
	✓	Merry Tail	200
	✓	Licensed Tail	200
From Day 8	✓	Intruder	5,000
"Roadworks II" Canvas Quest completed	✓	Splendid Admiral	5,000
	✓	Dance Macabre	10,000
On Hard Mode	✓	Crimson Bloom	200,000
✓	Violet Tulleage	200,000	

YUSNAAN, CHAMPION'S QUARTER: HERO'S SONG OUTFITTERS

AVAILABILITY	TYPE	ARTICLE	PRICE (GIL)	
Default	✓	Quiet Guardian	1,250	
	✓	Glam Hat	340	
	✓	Ther's Silk Hat	340	
	✓	Lady's Silk Hat	340	
	✓	White Cat Ears	200	
	✓	Violet Cat Ears	200	
	✓	Wildcat Ears	200	
	✓	Herald's Banner	250	
	From Day 8	✓	Intruder	5,000
	✓	Splendid Admiral	5,000	
On Hard Mode	✓	Black Rose	200,000	
✓	Icy White	200,000		

YUSNAAN, AUGUR'S QUARTER: ARTY OUTFITTERS

AVAILABILITY	TYPE	ARTICLE	PRICE (GIL)
Default	✓	Cyber Jumpsuit	1,250
	✓	Princess	1,250
	✓	Raven Mask	300
	✓	Golden Mask	300
	✓	Moonlight Mask	300
	✓	Crimson Mask	300
	✓	Cute Bunny Ears	320
	✓	Adult Bunny Ears	320
	✓	Enticing Bunny Ears	320
	✓	Wild Bunny Ears	320
	✓	Smoily Glasses	300
	✓	Froxy Glasses	300
	✓	Angelic Glasses	300
From Day 8	✓	Candy Rover	5,000
On Hard Mode	✓	Dark Orchid	100,000

WILDLANDS, CANOPUS FARMS: EXPERT OUTFITTERS

AVAILABILITY	TYPE	ARTICLE	PRICE (GIL)	
Default	✓	Ignition	1,250	
	✓	Honey Choux	1,250	
	✓	Electronics	1,250	
	✓	Woodland Walker	1,250	
	✓	Playboy Shades	200	
	✓	Straw Hat	200	
	✓	Safari Hat	200	
	✓	Painter's Beret	200	
	✓	Dogwood Beret	250	
	✓	Urban Outlaw	5,000	
	From Day 8	✓	Lucklime	5,000
	"Roadworks I" Canvas Quest completed	✓	Hidden Justice	8,000

WILDLANDS, ARYAS VILLAGE: BELLWEATHER OUTFITTERS

AVAILABILITY	TYPE	ARTICLE	PRICE (GIL)	
Default	✓	Responsibility in Rose	5,000	
	✓	Dragon's Blood	5,000	
	✓	Milieu's Beret	250	
	✓	Quartz Cap	250	
	✓	Warm Beret	250	
	✓	Herringbone Beret	250	
	✓	Fluffy Hat	200	
	✓	Shadow Tail	200	
	✓	Whisper Tail	200	
	✓	Whisper Tail	200	
	✓	Yellow Starfish	100,000	
	On Hard Mode	✓	Yellow Starfish	100,000

WILDLANDS, JAGD VILLAGE: HUNTER OUTFITTERS

AVAILABILITY	TYPE	ARTICLE	PRICE (GIL)
Default	✓	Vengeance	5,000
	✓	Hunter of the Wild	5,000
	✓	Zebra-print Eyepatch	320
	✓	Skunkskin Eyepatch	320
	✓	Hound's Banner	250
	✓	Egypt's Banner	250
✓	Lord's Banner	250	

WILDLANDS, MOOGLE VILLAGE: MOGNAY'S FINE FANCIES

AVAILABILITY	TYPE	ARTICLE	PRICE (GIL)
Default	✓	Pink Moogle Bubble	300
	✓	Moogle Wings	300
	✓	Sarah Mask	300
	✓	Patro Sarah Mask	300
	✓	Lightning Mask	300
	✓	Patro Lightning Mask	300
On Hard Mode	✓	Scholar's Out	200,000

DEAD DUNES STATION: ONE STAR OUTFITTERS

AVAILABILITY	TYPE	ARTICLE	PRICE (GIL)	
Default	✓	Precision Rouge	1,250	
	✓	Dust and Shadow	1,250	
	✓	Elegant Shades	200	
	✓	City Shades	200	
	✓	Wild Shades	200	
	✓	Whimsy Shades	200	
	✓	Killer Shades	200	
	From Day 8	✓	Dea Vu	5,000
	On Hard Mode	✓	Sun and Bloom	100,000

DEAD DUNES, RUFFIAN: BANDIT'S BEST OUTFITTERS

AVAILABILITY	TYPE	ARTICLE	PRICE (GIL)	
Default	✓	Bold Vanguard	1,250	
	✓	Dangerous Blossom	1,250	
	✓	Lovely Eyepatch	320	
	✓	Sabot's Income	300	
	✓	Horridous Income	300	
	✓	Wild's Pointy Hat	300	
	✓	Scholar's Padded Hat	300	
	✓	Drupper Hat	250	
	From Day 8	✓	Phenacene	5,000
	On Hard Mode	✓	Sand Fox	5,000
✓	La Foulna	100,000		

LUXERION, FINAL DAY: FINE OUTFITTERS

AVAILABILITY	TYPE	ARTICLE	PRICE (GIL)	
Default	✓	Sweetness	5,000	
	✓	Candy Rover	5,000	
	✓	Sand Fox	5,000	
	✓	Urban Outlaw	5,000	
	✓	Changeling Gold	100,000	
	✓	Nightmare	200,000	
	✓	Lunar Crescent	300	
	✓	Honored Crescent	300	
	✓	Bare Crescent	300	
	✓	Irmy Crescent	300	
	On Hard Mode	✓	Lulu	200,000



Forges sell weapons and shields, which you can use to improve your stats and specialize your Schemata. On New Game+, they also offer a completely new service, enabling you to upgrade your equipment. See page 278 for details.

LUXERION, OLD TOWN:
MIGHTY GRANDVILLE FORGE

AVAILABILITY	TYPE	ARTICLE	PRICE (GIL)
From Day 1 to Day 5	Default	Phyxian	500
		Salvation	72,000
		Juno Scepter	2,000
From Day 6	Default	Hesperides	36,000
		Dame de Lac	18,000
		Hypocrite	4,000
From Day 1 to Day 9	Default	Acheron	48,000
		Liberator	4,900
		Pentagon	2,800
From Day 10	Default	Sigma	350,000
		Pugnator	88,000
		Megastia	185,000
On Hard Mode	Default	Guard of Avalon	185,000
		Immortal Order	880,000
		Desecrat	198,000
		Envyment	420,000
		Nemesis	420,000
		King's Pledge	420,000

YUSNAAN, CHAMPION'S QUARTER:
BLACK ANVIL FORGE

AVAILABILITY	TYPE	ARTICLE	PRICE (GIL)
From Day 1 to Day 5	Default	Liberator	4,900
		Salvation	72,000
		Screamaxe	9,900
From Day 1 to Day 9	Default	Double Cross	500
		Miscellaneous	4,400
		Infidel	2,800
From Day 1 to Day 9	Default	Renegade	36,000
		Godsdag	72,000
		Waldförner	9,000
From Day 6	Default	Kuzunagi	80,000
		Dragon Gauntlet	5,300
		Chimn Gauntlet	28,000
From Day 10	Default	Morganters	360,000
		Demon Knife	220,000
		Bishopry	185,000
On Hard Mode	Default	Yule Gauntlet	185,000
		Sacrosanct	880,000
		Masamune	420,000
		Heaven's Cloud	800,000
		Decide	420,000
		Apollon Gauntlet	330,000
		Echidna Gauntlet	330,000

WILDLANDS, JAGD VILLAGE: THE HUNTERS' FORGE

AVAILABILITY	TYPE	ARTICLE	PRICE (GIL)
From Day 1 to Day 5	Default	Dew's Dagger	500
		Double Cross	500
		Infidel	2,800
From Day 1 to Day 9	Default	Renegade	36,000
		Sacrosanct	4,400
		Sacrosanct Case	72,000
From Day 6	Default	Magnan's Wand	3,300
		Antromancer's Scepter	65,000
		Devil's Tail	3,200
		Isen's Lament	28,000

WILDLANDS, RESEARCH CAMP:
NEW WORLDS LAB AND FORGE

AVAILABILITY	TYPE	ARTICLE	PRICE (GIL)
From Day 1 to Day 5	Default	Juno Scepter	2,800
		Hesperides	36,000
		Liberator	4,800
From Day 1 to Day 9	Default	Salvation	72,000
		Brava Falcon	6,800
		Callus Hawk	65,000
From Day 6	Default	Double Saber	8,600
		Black Garry	6,000
		Ghentry Bloom	4,000
From Day 10	Default	Il Rame Della Rosa	42,000
		Wulfen	120,000
		Godly Gambrel	120,000
On Hard Mode	Default	Nicholas Venetico	180,000
		Nightingale	540,000
		Verdant	540,000
		Tower Blade	298,000
		Heaven's Blade	540,000
		Great Lab Staff	250,000
		Les Fleurs de Mai	530,000

DEAD DUNES, RUFFIAN:
LADY LUCK FORGE

AVAILABILITY	TYPE	ARTICLE	PRICE (GIL)
From Day 1 to Day 7	Default	Liberator	4,900
		Salvation	72,000
		Phyxian	500
From Day 1 to Day 9	Default	Femme Fatale	4,000
		Wynnen Lancel	4,000
		Pentagon	2,800
From Day 10	Default	Game du Lac	36,000
		Deliah's Temptation	45,000
		Seaga's Ocarina	65,000
From Day 6	Default	Aquamare Waltz	4,000
		Amethyst Anthem	4,000
		Carmina Cantata	88,000
From Day 10	Default	Carminal Choir	32,000
		Emerald Ensemble	32,000
		Salome's Kiss	198,000
On Hard Mode	Default	Morgan le Fay	420,000
		Ranah's Moon	198,000
		Halter Fang	420,000
		Crystal Silence	300,000
		Dark Discard	300,000

LUXERION, FINAL DAY:
THE FORGE AND SMELT

AVAILABILITY	TYPE	ARTICLE	PRICE (GIL)
Default	Default	Salvation	72,000
		Sigma	360,000
		Morganters	360,000
		Hades' Pride	380,000
		Masamune	420,000
		Asteria's Staff	360,000
		Hesperides	36,000
		Megastia	185,000
		Guard of Avalon	185,000
		Biography	185,000
		Apollon Gauntlet	228,000
		Julia's Sorrow	228,000
		Immortal Order	880,000
		Sacrosanct	880,000
		Isarien	880,000
On Hard Mode	Default	Heaven's Cloud	800,000
		Philosopher's Rod	800,000
		Nemesis	420,000
		Knight's Pledge	420,000
		Decide	420,000
		Echidna Gauntlet	330,000
		Chieftain's Praise	330,000

GOD'S SANCTUM, FINAL DAY:
MOOGLE SUPPLY DEPOT

AVAILABILITY	TYPE	ARTICLE	PRICE (GIL)
Default	Default	Salvation	72,000
		Sigma	360,000
		Morganters	360,000
		Hades' Pride	380,000
		Masamune	420,000
		Asteria's Staff	360,000
		Hesperides	36,000
		Megastia	185,000
		Guard of Avalon	185,000
		Biography	185,000
		Apollon Gauntlet	228,000
		Julia's Sorrow	228,000
		Immortal Order	880,000
		Sacrosanct	880,000
		Isarien	880,000
On Hard Mode	Default	Heaven's Cloud	800,000
		Philosopher's Rod	800,000
		Nemesis	420,000
		Knight's Pledge	420,000
		Decide	420,000
		Echidna Gauntlet	330,000
		Chieftain's Praise	330,000

Rare Merchant

A rare wandering merchant plies his trade in all four major regions. He will sell you valuable wares, but only if you can find him. To trigger his appearance, you must first reach Day 3 and have visited at least one Outfitters shop. Then, the game will run a spawn check every hour, using a probability cycle of 25%, then 50%, then 75%, and finally 100%. In other words, he is guaranteed to appear at least once every four hours. However he can appear on any continent, and in one of five places on each continent (see poster maps). Therefore, even if you look for him during an hour when he is guaranteed to spawn, there is only a 5% chance that he will appear at any one location. To minimize frustration, you should plan ahead and keep the necessary amount of gil in your wallet to make as many purchases from him as possible whenever you run into him.

RARE WANDERING MERCHANT:
RED DRAGON OUTFITTERS

AVAILABILITY	TYPE	ARTICLE	PRICE (GIL)
Default (from Day 3)	Default	Helden Justice	8,000
		Witching Hour	8,000
		Dame Macabre	10,000
From Day 5	Default	Shadow Trooper	15,000
		Lightning's Shields	3,200
		Vigilance	15,000
From Day 9	Default	Carnaval Crusher	15,000
		Astral Lord	500,000

RARE WANDERING MERCHANT: POSSIBLE LOCATIONS

CONTINENT	LOCATION	CONTINENT	LOCATION
Luxerion	North Station Plaza	Wildlands	Jagdi Village
	Old Town		Albino Village entrance
	Acidia		Grasslands (near the southernmost wreckage)
Yusnaan	Pilgrim's Caseway (south end)	Dead Dunes	Ermita Place
	Water		On the shore northwest of Araya Village
	Gutter's Quarter (southwest)		Giant's Sandbox, Giant's Head
Yusnaan	Water the Gulliver Station	Dead Dunes	Grave of the Colossus (near the arch to the southwest)
	Pilgrim's Quarter (back alley)		Grave of the Colossus (path leading to Purfist)
	Pilgrim's Quarter		Dry Floodlands (east end where a Pilgrim's Cross is found)
Yusnaan	Apollon's Quarter (near the Palace entrance)	Dead Dunes	Atton's Sands (walk look-out tower)



Sorcery Shops

Sorcery Shops enable you to strengthen your abilities via both Synthesis (to combine abilities of the same type and rank) and, later in the story, Level Boost (to level up maxed abilities with Malistone components). See page 280 for details. The cost of each Synthesis service is fixed, and depends on the level of the abilities that you fuse or level up.

SORCERY SHOP LIST

NAME	LOCATION
Spellbound Synthesis	Luxerion, Old Town
The Philosopher's Stone	Yusnaan, Champion's Quarter
Warrior's Alchemy	Wildlands, Jaggl Village
Advanced Laboratories	Wildlands, Research Camp
Oasis Magic	Dead Dunes, Ruffian
Final Secret Synthesis	Luxerion, Final Day
Moogle Supply Depot	God's Sanctum, Final Day

SYNTHESIS COSTS

ABILITY	PRICE (GIL)
Lx1	100
Lx2	200
Lx3	400
Lx4	600
Lx5	700

LEVEL BOOST COSTS

ABILITY	PRICE (GIL)
Lx1	1,000
Lx2	1,500
Lx3	2,000
Lx4	2,500



Inns

Resting at an Inn enables you to rent a room for 500 gil until an hour of your choosing, restoring all of your HP. Restaurants offer a cheaper and less time-consuming healing alternative, so it makes sense to use Inns only later in the story, once you have completed most quests and need to skip to a specific time of day to continue an outstanding task.

INNS

REGION	LOCATION
Luxerion	North Station Plaza Near South Station Old Town

REGION	LOCATION
Yusnaan	Glutton's Quarter Rowler's Quarter

REGION	LOCATION
Wildlands	Camelus Farms Pottan
Dead Dunes	Ruffian



Restaurants

Restaurants sell food that immediately restores Lightning's health at the moment of purchase. The amount of HP healed depends only on the price of the dish you buy, irrespective of what Restaurant you visit.

FOOD HEALING FACTOR

DISH PRICE (GIL)	HP HEALED
170	33%
300	67%
400	100%

RESTAURANT LIST

NAME	LOCATION
Beverage Shop	Luxerion, Restaurant District
Breezy Diner	Luxerion, Restaurant District
Greaser	Luxerion, South Station Plaza
The Veggie Parlor	Yusnaan, Glutton's Quarter
The Banquet of the Lord	Yusnaan, Glutton's Quarter
The Meat Grill	Yusnaan, Glutton's Quarter
Fishy Flavors	Yusnaan, Glutton's Quarter
Sandy's Diner	Yusnaan, Glutton's Quarter
Remorse Cafe	Yusnaan, Glutton's Quarter
Stand 'n' Sip	Yusnaan, Glutton's Quarter

NAME	LOCATION
Water	Yusnaan, Augur's Quarter
Madam	Yusnaan, Augur's Quarter
Sweets Shop	Yusnaan, Augur's Quarter
Tavern Owner	Yusnaan, Champion's Quarter
Shop Owner	Yusnaan, Rowler's Quarter
Universal Chef	Yusnaan, Industrial Area
Village Eatery	Wildlands, Catagque Farm
Farm Fresh Foods	Wildlands, Anas Village
Burkapp	Dead Dunes, Ruffian



General Stores

General Stores sell recovery items that you can use to heal or revive Lightning, apply status enhancements and cure status ailments. Note that any items marked as available starting from Day 6 or 11 will be available from Day 1 on New Game+.

LUXERION, NORTH STATION: GALD'S GOOD POTIONS

AVAILABILITY	TYPE	ARTICLE	PRICE (GIL)
	<input type="checkbox"/>	Remedy	500
	<input type="checkbox"/>	Phoenix Down	1,200
Default	<input type="checkbox"/>	Protect Potion	640
	<input type="checkbox"/>	Shell Potion	640
From Day 1 to Day 5	<input type="checkbox"/>	Potion	360
From Day 6	<input type="checkbox"/>	Mega Remedy	900
From Day 6	<input type="checkbox"/>	Hi-Potion	400
From Day 11	<input type="checkbox"/>	X-Potion	640

LUXERION, WARREN: LUMA'S GENERAL STORE

AVAILABILITY	TYPE	ARTICLE	PRICE (GIL)
	<input type="checkbox"/>	Phoenix Down	1,200
	<input type="checkbox"/>	Wall Potion	400
	<input type="checkbox"/>	Holy Water	640
From Day 1 to Day 5	<input type="checkbox"/>	Potion	360
From Day 6	<input type="checkbox"/>	Hi-Potion	400
From Day 11	<input type="checkbox"/>	X-Potion	640

YUSNAAN, CHAMPION'S QUARTER: VELNO'S ALCHEMIC PRODUCTS

AVAILABILITY	TYPE	ARTICLE	PRICE (GIL)
	<input type="checkbox"/>	Remedy	500
	<input type="checkbox"/>	Phoenix Down	1,200
Default	<input type="checkbox"/>	Faith Potion	640
	<input type="checkbox"/>	Vigilance Potion*	400
From Day 1 to Day 5	<input type="checkbox"/>	Potion	360
From Day 6	<input type="checkbox"/>	Hi-Potion	400
From Day 6	<input type="checkbox"/>	Mega Remedy	900
From Day 11	<input type="checkbox"/>	X-Potion	640
From Day 11	<input type="checkbox"/>	Nectar of the Gods (2 quest completed)	1,000
From Day 11	<input type="checkbox"/>	Breathery Potion	640

* No longer available after you complete the "A Testing Proposition" side quest.

LUXERION, SOUTH STATION: SOUTH CORNER GENERAL STORE

AVAILABILITY	TYPE	ARTICLE	PRICE (GIL)
	<input type="checkbox"/>	Remedy	500
	<input type="checkbox"/>	Phoenix Down	1,200
Default	<input type="checkbox"/>	Protect Potion	640
	<input type="checkbox"/>	Shell Potion	640
From Day 1 to Day 5	<input type="checkbox"/>	Potion	360
From Day 6	<input type="checkbox"/>	Hi-Potion	400
From Day 6	<input type="checkbox"/>	Mega Remedy	900
From Day 11	<input type="checkbox"/>	X-Potion	640

YUSNAAN, GLUTTON'S QUARTER: GENERAL STORE DELIGHTS

AVAILABILITY	TYPE	ARTICLE	PRICE (GIL)
	<input type="checkbox"/>	Remedy	500
	<input type="checkbox"/>	Phoenix Down	1,200
Default	<input type="checkbox"/>	Breathery Potion	640
	<input type="checkbox"/>	Vigilance Potion	400
From Day 1 to Day 5	<input type="checkbox"/>	Potion	360
From Day 6	<input type="checkbox"/>	Hi-Potion	400
From Day 6	<input type="checkbox"/>	Mega Remedy	900
From Day 11	<input type="checkbox"/>	X-Potion	640

YUSNAAN, AUGUR'S QUARTER: NIX AND STYRIA GENERAL STORE

AVAILABILITY	TYPE	ARTICLE	PRICE (GIL)
	<input type="checkbox"/>	Phoenix Down	1,200
Default	<input type="checkbox"/>	Breathery Potion	640
From Day 1 to Day 5	<input type="checkbox"/>	Potion	360
From Day 6	<input type="checkbox"/>	Hi-Potion	400
From Day 6	<input type="checkbox"/>	Mega Remedy	900
From Day 11	<input type="checkbox"/>	X-Potion	640

YUSNAAN, CARGO STATION:
GOLDMINE GOODS*

AVAILABILITY	TYPE	ARTICLE	PRICE (GIL)
	A	Remedy	580
	B	Phoenix Down	1,280
Default	C	Beverly Potion	640
	D	Faith Potion	640
	E	Warrior's Potion	640
From Day 1 to Day 5	F	Potion	360
From Day 6	G	Hi-Potion	480
	H	Mega Remedy	960
From Day 11	I	X-Potion	640

* This merchant is only available from 18:00 to 03:00.

YUSNAAN, PATRON'S PALACE:
PALACE GUARD SUPPLIES

AVAILABILITY	TYPE	ARTICLE	PRICE (GIL)
Default	A	Phoenix Down	1,280
From Day 1 to Day 5	B	Potion	360
From Day 6	C	Hi-Potion	480
From Day 11	D	X-Potion	640

WILDLANDS, CANOPUS FARMS:
DAWSON POTION VENDOR

AVAILABILITY	TYPE	ARTICLE	PRICE (GIL)
	A	Remedy	580
	B	Phoenix Down	1,280
Default	C	Shell Potion	640
	D	Enfire Potion	640
	E	Enthunder Potion	640
From Day 1 to Day 5	F	Potion	360
From Day 6	G	Hi-Potion	480
	H	Mega Remedy	960
From Day 11	I	X-Potion	640

WILDLANDS, POLTAE:
MITTY'S DISPENSARY

AVAILABILITY	TYPE	ARTICLE	PRICE (GIL)
	A	Remedy	580
	B	Phoenix Down	1,280
Default	C	Faith Potion	640
	D	Enfire Potion	640
	E	Ensnare Potion	640
From Day 1 to Day 5	F	Potion	360
From Day 6	G	Hi-Potion	480
	H	Mega Remedy	960
From Day 11	I	X-Potion	640

Adventuring Essentials

Adventuring Essential merchants are specialized in selling Notes offering Libra information on monsters. On a New Game+ playthrough, they also sell low-rank components (see page 252).

LUXERION, NORTH STATION:
MOCK'S SURVIVAL STUFF

ARTICLE	PRICE (GIL)
Night Notes	120
Grassies Notes	120
Geopengrass Notes	120
Gertrude Notes	120

YUSNAAN, THE REVELER'S QUARTER:
STINKY'S BEST RESOURCES

ARTICLE	PRICE (GIL)
Hapline Notes	120
Schwendler Notes	180
Cyclops Notes	360
Zeltya Notes	180

YUSNAAN, LOWER CITY:
SOLDIER'S PIT RESOURCES*

ARTICLE	PRICE (GIL)
Amulet Notes	180
Skull no Notes	180
Beastman Notes	120

* This merchant is only available from 18:00 to 03:00.

WILDLANDS-POP GENERAL STORE 1*

AVAILABILITY	TYPE	ARTICLE	PRICE (GIL)
	A	Enfire Potion	640
	B	Enthunder Potion	640
Default	C	Vigilance Potion	480
	D	Warrior's Potion	640
From Day 1 to Day 5	E	Potion	360
From Day 6	F	Hi-Potion	480
From Day 11	G	X-Potion	640

* Location: To the northeast of Anay Village (07:00-11:00). Crossroads west of Canopus Farms (12:00-17:00). Anay Village (18:00-23:00).

WILDLANDS-POP GENERAL STORE 2*

AVAILABILITY	TYPE	ARTICLE	PRICE (GIL)
	A	Enfire Potion	640
	B	Ensnare Potion	640
Default	C	Vigilance Potion	480
	D	Holy Water	640
From Day 1 to Day 5	E	Potion	360
From Day 6	F	Hi-Potion	480
From Day 11	G	X-Potion	640

* Location: Canopus Farms (08:00-12:00), Jagd Village (09:30-23:00).

DEAD DUNES STATION:
PEACH DREAMS GENERAL STORE

AVAILABILITY	TYPE	ARTICLE	PRICE (GIL)
	A	Remedy	580
	B	Phoenix Down	1,280
Default	C	Protect Potion	640
	D	Wall Potion	480
From Day 1 to Day 5	E	Holy Water	640
From Day 6	F	Hi-Potion	480
From Day 11	G	X-Potion	640

DEAD DUNES, RUFFIAN:
TOBIAS'S GENERAL STORE

AVAILABILITY	TYPE	ARTICLE	PRICE (GIL)
	A	Remedy	580
	B	Phoenix Down	1,280
From Day 1 to Day 5	C	Potion	360
From Day 6	D	Hi-Potion	480
	E	Wall Potion	640
Reawoke's II	F	Regen Potion	960
Completed	G	Ensnare Potion	640
From Day 11, "Reawoke's II"	H	Mega Remedy	960
Canopus quest completed	I	Mega Remedy	960

DEAD DUNES, DRY FLOODLANDS:
TOBIAS'S BRANCH STORE

AVAILABILITY	TYPE	ARTICLE	PRICE (GIL)
	A	Remedy	580
Default	B	Wall Potion	480
From Day 1 to Day 5	C	Potion	360
From Day 6	D	Hi-Potion	480
From Day 11	E	X-Potion	640

DEAD DUNES, GIANT'S SANDBOX:
TOBIAS'S BRANCH STORE

AVAILABILITY	TYPE	ARTICLE	PRICE (GIL)
	A	Remedy	580
Default	B	Wall Potion	480
From Day 1 to Day 5	C	Potion	360
From Day 6	D	Hi-Potion	480
From Day 11	E	X-Potion	640

LUXERION, FINAL DAY:
PLOD'S POTENT POTIONS

AVAILABILITY	TYPE	ARTICLE	PRICE (GIL)
	A	Hi-Potion	480
	B	X-Potion	640
Default	C	Phoenix Down	1,280
	D	Warrior's Potion	640
	E	Holy Water	640

GOD'S SANCTUM, FINAL DAY:
MOOGLE SUPPLY DEPOT

AVAILABILITY	TYPE	ARTICLE	PRICE (GIL)
	A	Hi-Potion	480
	B	X-Potion	640
Default	C	Remedy	580
	D	Mega Remedy	960
	E	Phoenix Down	1,280

LUXERION, FINAL DAY:
A TO ZED RESOURCES

ARTICLE	PRICE (GIL)
Sea Notes	180
Arcanepop Notes	180
Chimera Notes	360
Nesla Notes	120
Wendigo Notes	120
Sigra Notes	120

LUXERION, THE WARREN:
LENA ADVENTURER'S EXCHANGE

ARTICLE	PRICE (GIL)
Cathedral Sentry Notes	120
Ghost Notes	180
Dreadnought Notes	360
Zanoh Notes	360

DEAD DUNES, GIANT'S SANDBOX:
RAMON'S ESSENTIALS

ARTICLE	PRICE (GIL)
Goblin Notes	120
Desert Sabagin Notes	120
Skeleton Notes	120
Courser Notes	180

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

GARB

WEAPONS

SHIELDS

ACCESSORIES

ADORNMENTS

ABILITIES

AUTO-ABILITIES

COMPONENTS

OTHER ITEMS

KEY ITEMS

RECOVERY ITEMS

SHOPS



QUICKSTART

CAST &
CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF
PRAYERS

BESTIARY

INVENTORY

STRATEGY &
ANALYSISULTIMA
WALKTHROUGH

EXTRAS

INDEX

STRATEGY & ANALYSIS

This chapter is designed to demystify the fundamental mechanics that underpin the Lightning Returns experience, with a specific focus on details that the game itself does not reveal. The insights and explanations that we provide are the product of many weeks of research and exhaustive experimentation, not to mention data mined from the countless documents provided by the development team.

During the early stages of a first playthrough, the concepts that we discuss here will seem arcane, or even incomprehensible. Though there is much in this chapter that will benefit a first-time player, it is ultimately designed with subsequent playthroughs in mind, particularly those on Hard Mode. We have attempted to make it as accessible as possible, but we should warn you that we generally presume a fair level of practical experience.

This is not, in short, a light read. When you are ready to understand how Lightning Returns truly works, however, we would wager with confidence that this chapter will have the answers you seek – and, what's more, resolve numerous questions that you might never have thought to ask.



MOTIVATION

The very heart of *Lightning Returns* is its multilayered and nuanced battle system. While the two previous installments in the *Final Fantasy XIII* series were defined by their high level of automation for all party members during combat, you have no such luxury here: Lightning is under your direct control at all times.

Even though it is certainly possible to “brute force” your way through the main story events, your performance in the more advanced challenges is likely to be unimpressive without a solid grasp of the game’s mechanics, careful consideration of your character setup, and a willingness to retry and experiment to adjust your strategy. If you feel at all daunted by the effort that such an approach would naturally entail, worry not: your understanding and ability can and will improve if you take the time to digest the treasure trove of information available in this chapter, and put it into practice.

While it is easy to understand basic concepts such as damage potential and interruptions, how these concepts are governed by

behind-the-scenes parameters is not as obvious, leading to questions such as: “Why am I dealing less damage now than a minute ago?” or “Why can I interrupt the enemy under these circumstances but not others?”, which are both likely occurrences. In this chapter, we provide clear and thorough answers to all such pertinent doubts and inquiries, enabling you to make complete sense of what is happening on-screen at all times.

We have broken down all notable systems and present them here in a natural order. At the conclusion of our analysis, we offer a selection of effective “roles” for Lightning that you can use as blueprints for your Schemata, as well as several examples suited to specific scenarios and play styles. Paired with your knowledge of in-depth mechanics, these sections should fuel your imagination if you wish to develop interesting and ruthlessly efficient strategies of your own.

And now, follow us down the rabbit hole...

SCHEMA PARAMETERS

The following sets of parameters determine Lightning's prowess as a combatant. Everything else builds on top of this foundation. Enemies possess many of these parameters, although some are not applied in exactly the same way. Enemy attribute details are listed in the Bestiary, though you will also encounter additional facts on this subject later in this chapter.

Basic Parameters

- **HP** is the numerical representation of Lightning's health and the amount of damage she can sustain before being knocked out. This is subject to a cap of 50,000 unless you activate the New Game+ Limit Break Settings, which enable you to raise it to 99,999 but essentially violate the "rules" governing the legitimacy of Battle Scores. The minimum value is 100. In battle, your HP is automatically adjusted when you change Schemata in order to maintain the same percentage of max HP for each Schema.
- **Strength** and **Magic** govern Lightning's ability to deal physical and magic damage respectively. These values are capped at 5,000, but can be boosted to 9,999 in accordance with the same conditions as HP. The minimum value for each is 5.
- **Maximum ATB** establishes a pool of stamina for every Schema that enables Lightning to perform actions. This is primarily dependent upon your choice of garb, but can be augmented further with auto-abilities. This value is capped at 200.
- **ATB Speed** is a vitally important parameter that determines the speed at which a Schema's ATB gauge regenerates while Lightning is not performing an ability. This value, capped at 200, is the percentage of the standard idle recovery rate of 2 ATB per second on an active Schema. In other words, an ATB Speed of 150 equates to 3 ATB recovered per second (2 x 150%). Recovery rates triple for your two standby Schemata.
- **Keep** is a parameter that determines Lightning's ability to maintain her stance against disruptive effects. This value is 10 while she is idle, which is easily overcome by the vast majority of enemy attacks.
- **Innate Resistances** are defensive properties that affect the amount of damage Lightning takes from enemy attacks and her susceptibility to status ailments. By default, she has no special bonuses, taking 100% damage from every damage type and element, and sporting no resistance against ailments. This parameter can only be improved by auto-abilities conferred by equipment.

Ability Parameters

These are tied to abilities and all factor in various combat subsystems. Ability parameters can be dependent upon basic parameters or completely independent.

COMMON

- **ATB Cost:** The amount of ATB points required to perform an ability. Stronger abilities within the same category of effect have higher ATB costs. These values can be reduced through the Synthesis and Level Boost services available at Sorcery Shops.
 - **Keep:** Maintenance of stance against the disruptive effects of enemy attacks. Rather than acting as a modifier, the Keep associated with an ability overwrites the default Keep of 10. Keep values of abilities range from 15 to 100.
 - **Priority:** A hidden parameter that allows for the interruption of an ability currently being executed by one of a higher priority. There are four possible priority assignments for all abilities: 10, 5, 2, and 1. EP abilities and recovery items have a priority of 10, all defensive abilities have a priority of 5, the finale of Punt or Whirlwind Kick has a priority of 2, and all other abilities have a priority of 1.
- #### DEFENSIVE ABILITIES
- **Stagger Power:** The measure of contribution of an ability to an enemy's Stagger Wave. A stagger is triggered when accumulated Stagger Power reaches or exceeds the Stagger Point. As with Damage Power, many ability finales enjoy a bonus to Stagger Power.
 - **Stagger Preservation (Stagger Time):** The measure of how an ability maintains the Stagger Wave, temporarily preventing the wave from being reduced. See the section on Stagger for a complete explanation (page 266).
- #### AILMENT ABILITIES
- **Guard Resistance:** A form of resistance that is invoked only while guarding. Effectively, it is a multiplier acquired by subtracting the effect from 100%. For example, a Level 3 Guard with 46% Guard Resistance will apply a multiplier of 0.54 to reduce the damage of incoming attacks. Note that Special-type enemy attacks ignore this parameter unless you are able to execute a Perfect Guard.

PHYSICAL AND MAGIC ABILITIES

- **Damage Power and Variation:** The multipliers for the applicable power stat (Strength or Magic) for abilities that deal damage to the enemy, and the random variation factor applied to these multipliers. These are highly customizable through Sorcery. Ability finales are subject to additional modifiers to the Damage Power value.
- **Cut:** Disruptive capability of an ability. Cut is measured directly against the target's Keep. Base Cut values of abilities range from 20 to 100.
- **Magic Effect Time:** The base duration of an inflicted ailment. Modifiers include the Magic stat and auto-ability bonuses. Measured against enemy resistance. See the section on status effects overleaf for more details.

QUICKSTART

CAST &
CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF
PRAYERS

BESTIARY

INVENTORY

STRATEGY &
ANALYSISULTIMA
WALKTHROUGH

EXTRAS

INDEX

MOTIVATION

SCHEMA
PARAMETERS

STATUS EFFECTS

STAGGER

BATTLE SCENE

COMBAT EP
ABILITIESADVANCED
MECHANICSEQUIPMENT
MODIFICATION

SORCERY

INVENTORY
ASSESSMENTQUICK
SUMMARYRULES &
SPECIALIZATIONSCHEMATA
SETUPSPROGRESSION
EFFICIENCY

STATUS EFFECTS

Many status effects, both positive and negative, confer modifiers to established parameters. These effects are the same for both Lightning and her opponents.

In Lightning Returns, your selection and maintenance of status effects cannot be indiscriminate, as they are universally limited to five at a time, irrespective

of whether they are enhancements or ailments. Therefore, the order in which status effects are applied, displayed on-screen from left to right, is crucial. This concept applies to the enemy as well. It is especially important to prioritize your ailments carefully if one or more of an opponent's five slots are taken up by stagger effects or other hexagonal (non-removable) statuses.

Enhancements and Ailments

Status enhancements are generally available only through recovery items or by triggering specific conditions. In addition, powerful offensive enhancements such as Bravery and Faith are often quite ephemeral. This encourages you to use them during time windows where you have a high potential to inflict significant damage, such as during staggers, in order to maximize their effectiveness.

Lightning can inflict status ailments on the enemy with ailment spells, as well as much rarer attacks with added effects. All ailment spells have the following parameters: x0.50 Damage Power (x0.75 for Disaster) scaling off your

Magic stat, 3% variation, 20 Cut, 15 Keep, no Stagger Power, and no Stagger Preservation. Enemies have their own values for these parameters and in some cases are capable of special abilities that inflict multiple ailments at once.

Many enhancements and ailments stand diametrically opposed to one another. You can remove an enemy's enhancement simply by casting the opposing ailment; the two effects cannot coexist. It is important to note, though, that enhancements and their analogous ailments often do not have exactly the same opposing modifiers. Shown in the following table are all opposable enhancements and ailments, as well as their specific parameter modifiers.

OPPOSING EFFECTS

Icon	Enhancement	Effect	Icon	Opposing Ailment	Effect
	Bravery	Strength x1.5		Debrave	Strength x0.33
	Faith	Magic x1.5		Defaith	Magic x0.33
	Protect	Physical damage taken -33%		Deprotect	Physical damage taken +33%
	Shell	Magic damage taken -33%		Deshell	Magic damage taken +33%
	Haste	ATB Speed +100		Slow	ATB Speed -50
	Vigilance	Keep +25		Curse	Keep -15
	Regen	Heals 0.4% max HP per second		Poison	Drains 0.5% max HP per second

Other enhancements and ailments are detailed below. Note that Lightning does not have access to Pain or Fog, which can only be inflicted on the enemy through specific stagger conditions.

OTHER EFFECTS

Icon	Effect	Type	Description
	Veil	Enhancement	Ailment resistance +90%; stacks multiplicatively with other modifiers
	Enfire	Enhancement	
	Enfrost	Enhancement	imbues non-elemental attacks (including ailment spells) with the corresponding element, strengthens elemental attacks of this element by 30% for spells and 60% for physical -strikes and Blitzes; automatically removed if target's susceptibility to the element is 70% or lower
	Enthunder	Enhancement	
	Enaero	Enhancement	
	Reraise	Enhancement	Revives Lightning automatically with 18% HP when she suffers a KO
	Imperil	Ailment	Elemental damage taken +50%
	Daze	Ailment	incapable of action; can be removed before its natural expiration by being attacked, but the damage taken from that attack is doubled
	Dispel	Ailment	incurs loss of status enhancements; the Magic Effect Time parameter of the Dispel ability determines how many status enhancements are removed from the target
	Pain	Ailment	Cannot use physical abilities, including the Counterblow defensive ability
	Fog	Ailment	Cannot use magic abilities, including the Counterspell defensive ability and all ailment spells

Status Ailment Infliction

While status enhancements are applied unconditionally, the successful infliction of ailments is dependent upon a formula that incorporates both the Accumulation parameter of an ailment-carrying ability (500 for all -ga spells except for Dispelga and 250 for all other spells) and the innate resistance to a particular ailment:

$$\text{Current Accumulation} + \text{Accumulation Parameter} \times (100\% - \text{Ailment Resistance})$$

The ailment will "stick" once Total Accumulation reaches 100. Therefore, when Lightning uses a basic ailment spell, with an Accumulation parameter of 250, it will stick after only one cast against any enemy resistance value up to 60. The more powerful -ga variants, with an Accumulation parameter of 500, can immediately penetrate any enemy resistance value up to 80. Otherwise, you must make multiple attempts before you are successful. An ailment attempt by the enemy, even if it shares the same ability name, is subject to its own Accumulation parameter, as can be seen in the Bestiary ability tables. A resistance of 100 confers immunity to a particular ailment. These factors are subject to additional hidden modifiers.

Accumulation experiences decay equal to 3 points per second. This means that your attempts to stick an ailment against a particularly resilient foe must be swift and persistent.

Ailment resistance can be increased by the Veil status enhancement, equipment-based auto-abilities, or Guard-type defensive abilities. Multiple modifiers stack multiplicatively. For example, Lightning's innate resistance of 0% to all ailments increases to 33% if she dons the Passion Rouge garb. If she invokes Veil, her resistance increases by 90% of her remaining susceptibility, or (90% x 67% =) 60.3%, equivalent to a total resistance of 93.3%. Using guard abilities increases this by another

50% of her remaining susceptibility, bringing her final resistance to a very stout 96.65%.

The extremely rare and powerful Heroic Guard deserves a special highlight, as it renders you effectively immune to all ailments as long as you guard (technically +99% resistance). There are also various arm accessories that offer full protection from one particular ailment, making them attractive options when you need to contend with one employed by a specific enemy.

Once an ailment is inflicted, the Total Accumulation value resets to zero. You may re-stick the ailment as a way to extend its duration.

Effect Duration

ENHANCEMENT DURATION

The duration of each enhancement is fixed based on its source. If you refresh a specific enhancement before an initial application expires, the duration of the refreshment is added onto the remaining duration of the initial application. The Collector Catalog improves effect durations for recovery items by 25%. Consult the following table for a complete summary.

ENHANCEMENT DURATION OVERVIEW

Enhancement Source	Conferred Effects	Conditions/Duration
Splendid Admiral, Intruder, Innocence, or Loyal Servant garb	Bravery, Faith, Protect, or Shell	30 seconds when switching Schemata with less than 10 ATB
Shard Blade and Flash Render weapons	Regen	15 seconds (luggable to 30) after first use of corresponding Schemata
Thorn arm accessories	Bravery, Faith, Haste, Protect, Shell, or Vigilance + Veil	First 30 seconds of battle (15 for Haste)
Elemental Bracket arm accessories	Endre, Enfrst, Enthunder, or Enaero	First 60 seconds of battle
Critical auto-abilities corresponding to ailment abilities	Bravery, Faith, Vigilance, Haste, Protect, Shell, Veil, or Regen	30 or 60 seconds when HP is less than 30% of max
Brave Thief auto-ability	Bravery, Faith, or Haste	Transfers an enemy enhancement to Lightning with Heavy Slash for the duration remaining from when it was first applied
Protect Thief auto-ability	Bravery, Faith, or Vigilance	
Committal auto-ability	Bravery + Vigilance	
Grand Wizard auto-ability	Faith + Vigilance	5 seconds when using an ability costing 40+ ATB
Remedy	Veil	
Phoenix Down	Protect + Shell + Veil	
Phoenix Wing	Haste	
Bravery, Faith, or Haste Potion	Bravery, Faith, or Haste	30 seconds
Warrior's Potion	Bravery + Shell	
Holy Water	Protect + Shell	
Maga Remedy	Veil	
Hero's Potion	Bravery + Faith + Vigilance + Haste	60 seconds
Elixir	Bravery + Faith + Protect + Shell + Haste	
Regen or Reraise Potion	Regen or Reraise	150 seconds
Cousader's Potion	Protect + Shell + Veil + Regen	180 seconds
Protect, Shell, Vigilance, Veil, Endre, Enfrst, Enthunder, or Enaero Potion	Protect, Shell, Vigilance, Veil, Endre, Enfrst, Enthunder, or Enaero	300 seconds
Nektar of the Gods Ω	Bravery + Faith + Regen	30 seconds Bravery and Faith, 15 seconds Regen

AILMENT DURATION

Ailment duration is determined by the following formula:

$$\text{Duration} = (\text{Magic Effect Time} + \text{Magic}/100) \times (100\% - \text{Ailment Resistance})$$

As you can see, the progressive increase of Lightning's Magic stat will improve the duration of all ailments significantly. Faith has no effect on this bonus and enemies do not receive this bonus at all.

Stagger Added Effects

These are available only when an enemy is staggered, and stack with similarly effective ailments (e.g. Unprotected with Deprotect, which induces a massive increase in physical damage taken). Pained and Foggy are essentially the sole method with which Lightning can inflict the corresponding ailments and are

applicable only to specific enemies. Stagger effect durations, again specific to enemy and stagger type, are fixed. The modifiers conferred by all unique stagger effects are shown in the following table.

STAGGER EFFECTS

Icon	Effect	Description
	Unprotected	Physical damage taken +50%
	Unshelled	Magic damage taken +50%
	Parched	Fire damage taken +75%
	Exposed	Ice damage taken +75%
	Conductive	Lightning damage taken +75%
	Brittle	Wind damage taken +75%
	Broken	Stagger Power for all incoming attacks +50%

Icon	Effect	Description
	Infected	Ailment resistance -50%, stacks multiplicatively with other modifiers
	Hindered	Enemy movement speed -30%
	Confused	Enemies may attack each other or help Lightning
	Cursed	Keep -25 (this value is different from that of the regular Curse ailment)
	Dazed	Incapable of action; can be removed before its natural expiration by being attacked, but the damage taken from that attack is doubled
	Pained	Cannot use physical abilities
	Foggy	Cannot use magic abilities

With that, we have covered the entire spectrum of status effects. Our wrap-up discussion of stagger effects transitions naturally into an in-depth look at perhaps the most critical system in the game...

STAGGER

To play Lightning Returns at the highest level, a thorough command of the stagger system is an absolute necessity. Against the toughest enemies, the most pertinent question in developing a battle strategy is essentially: "How can I stagger most efficiently?" After reading this section, you should be well on your way to the answer.

Terminology references in this section are strongly linked to the Stagger Details tables found in the Bestiary chapter. We explain here all of the information presented in those tables, enabling you to make complete and holistic assessments of every enemy when consulting that chapter.

Multiple Staggers & Stagger Levels

Multiple Staggers: Many enemies can be staggered in different ways, leading to different stagger effects. The specific stagger induced depends on the conditions that were fulfilled to achieve it. The large dragons Zaltys and Zomok are good examples, each vulnerable to a standard stagger, and a secondary stagger that can only be triggered by a blow to the head.

Stagger Levels: In addition to this, certain foes can be staggered consecutively by triggering a stagger while already staggered. In such cases, the first stagger is considered a Level 1 stagger. A Level 2 (and higher, if applicable) stagger is achievable only by staggering when the enemy is currently in a staggered state of the previous level. The most prominent enemy for which this is relevant is Aeronite, perhaps the toughest opponent in the game, who has four stagger levels and is essentially impossible to defeat unless you trigger all of them.

Reaching the Stagger Point

To achieve any sort of stagger for an enemy, you must accrue **Stagger Power** by performing abilities (see the Inventory chapter to check the Stagger Power of each ability) until you reach a hidden **Stagger Point** (revealed in the Bestiary chapter for each enemy type).

The "Quick Stagger 75%" auto-ability, unique to the weapon Chaos's Revenge, lowers this threshold to three-fourths of its default value. This is the only possible way to change the Stagger Point. On the other hand, the Stagger Power of your attacks can be bolstered significantly by auto-abilities, as well as the Broken stagger effect, which is very useful to achieve higher Stagger Levels. Enemies also confer bonuses or penalties to Stagger Power for attacks of a specific type, as detailed in the Bestiary's Stagger Details tables ("Stagger Modifiers" column). Based on these modifiers, enemies can be immune to the Stagger Power of certain attacks, rendering them completely ineffective for this purpose. If multiple Stagger Power modifiers apply to an attack, only the highest one takes effect.

The actual ability that causes a stagger enjoys an additional bonus of dealing triple damage to the enemy. The auto-ability of the Shadow Trooper garb boosts the base damage of that attack by an additional 50%. Generally, this makes it preferable to stagger with very powerful abilities that carry high Damage Power parameters, such as a Beat Down finale (or better yet, Jump), Heavy Slash, or a strong spell.

Stagger Preservation (Stagger Time)

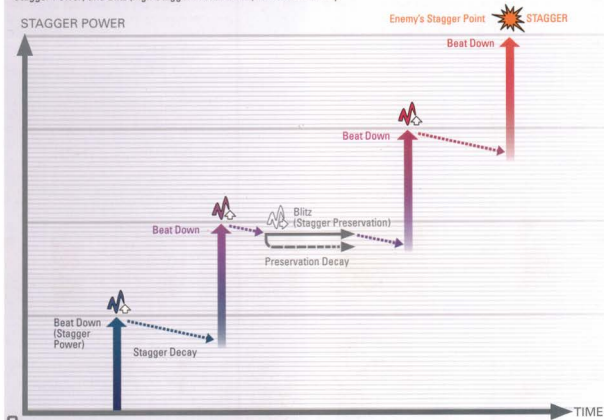
Unfortunately, you cannot simply build Stagger Power whenever you feel like it and still hope to achieve stagger reliably. The hidden stagger counter that measures the accumulated Stagger Power (in other words, the amplitude of the Stagger Wave) is persistently updated in accordance with the inherent **Stagger Decay** value of the target (see the Bestiary to find out the value of each monster type). This is the sum of Stagger Power that is lost per second.

To stymie reductions to accumulated Stagger Power, a secondary counter must be brought into play. This is the phenomenon of Stagger Preservation, sometimes denoted in-game as Stagger Time, which temporarily disables Stagger Decay and maintains your Stagger Wave for you when you face inconveniences such as ATB depletion or disruptive enemy attacks. Each enemy has a limit to the amount of **Stagger Preservation** you can build up: this is called **Max Preservation** in our Bestiary. For good measure, Stagger Preservation will *also* dissipate after a certain amount of time, as determined by the enemy's **Preservation Decay** value (the amount of Stagger Preservation points lost per second).



Summary of Stagger Parameters

In short, to reach a Stagger Point and cause a stagger, you must build Stagger Power at a rate that outpaces the enemy's Stagger Decay. Often, it is necessary to use abilities with high Stagger Preservation to steady the Stagger Power you've accumulated. You can essentially maintain Stagger Preservation indefinitely, but the frequency with which you must add to the counter depends on the enemy's Max Preservation and Preservation Decay values. Our diagram below presents a visual summary of these concepts that should help you to make sense of how everything we've discussed comes into play. We use the examples of the Beat Down (high Stagger Power) and Blitz (high Stagger Preservation) abilities for clarity.

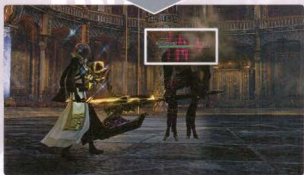


The Stagger Wave

All of these hidden factors are represented visually in battle by the Stagger Wave.

MAIN WAVE = OVERALL STAGGER COUNTER

The **color** and **amplitude** of the main Stagger Wave are indicative of the overall stagger counter, in other words your current accumulated Stagger Power, and therefore how close you are to the Stagger Point. As you begin to build Stagger Power, the wave will be blue. Its amplitude will increase as you use appropriate abilities to maintain the assault. Once you have reached 70% of the Stagger Point, it will turn red.



MAIN WAVE SPEED = PRESERVATION

The **speed** of the Stagger Wave gives you information on the maintenance of Stagger Power.

- When the wave pulses rapidly, Stagger Decay is in effect: the Stagger Power that you accrued so far is gradually reduced with every second that passes by.
- If you add Stagger Preservation to prevent it (for example with the Blitz ability), the wave will slow down visibly. As soon as Stagger Preservation runs out, the wave will speed up again as Stagger Decay reactivates.

SUPERIMPOSED YELLOW WAVE = STAGGERING EFFICIENCY

Finally, the **amplitude** of briefly superimposed yellow waves tells you how effectively each attack contributes to the main wave.

- This depends on the ability's innate Stagger Power. For example, the waveform resulting from a usage of Attack (low Stagger Power) is generally much less impressive compared to that of Beat Down (high Stagger Power).
- However the amplitude of the yellow wave also depends on the Stagger Modifiers specific to your current target. For example, the Thunder spell has a limited default Stagger Power value, and yet it will trigger a yellow wave with high amplitude against the Minifan enemy, whose Stagger Modifier is x10 for Lightning-elemental attacks.



Low-amplitude yellow wave = low staggering efficiency of the ability used.



High-amplitude yellow wave = high staggering efficiency of the ability used.

PRACTICAL EXAMPLE

Here is an example of a battle sequence that correlates the abilities you use with what you see on-screen and the number crunching taking place behind the scenes. Let's assume you fight Niblet Ω (Stagger Point = 600, Stagger Decay = 10, Max Preservation value = 600, Preservation Decay = 150, Stagger Modifier x1 for all attacks – see page 156).

PRACTICAL CASE STUDY

#	Event	Parameter Involved	Notes	On-screen Result
1	Use two 2-hit Beat Down combos	Stagger Power = $(50 + 100) \times 2$	The hidden stagger counter is now at 300, halfway to reaching the Stagger Point.	Four sharp yellow waves atop a fast-pulsing blue wave.
2	Do nothing for 5 seconds	Stagger Decay = -10×5	The Stagger Decay factor means that the hidden stagger counter is depleted by 10 points per second, so 50 in total (down from 300 to 250).	The blue wave pulses at a fast pace and shrinks slowly.
3	Use Blitz twice	Stagger Preservation = 300×2	Preservation means that the Stagger Decay factor is temporarily halted, and the hidden stagger counter remains at 250; you reach the Max Preservation value of 600 – your opponent having a Preservation Decay of 150, you have four seconds (600/150) before Stagger Preservation expires.	The blue wave pulses slowly and isn't depleted at all for four seconds.
4	Use the 2-hit Beat Down combo on two further occasions	Stagger Power = $(50 + 100) \times 2$	The hidden stagger counter is now at 550 (250 from #1 + 300 from #4).	Sharp yellow waves atop a fast-pulsing red wave.
5	Use one more 2-hit Beat Down combo	Stagger Power = $50 + 100$	The hidden stagger counter is now at 700 (550 + 150), beyond the Stagger Point value.	Your enemy is staggered.

Ability Stagger Grades

Naturally, the analysis would not be complete without an explanation of the Stagger Power and Stagger Preservation grades that characterize every physical and magic ability. In the game, these take the form of letters, from E to A, with a dashed line (–) corresponding to zero.

These grades give you a rough sense of how good attacks are at boosting or maintaining the wave. Here, we reveal the actual numbers comprising the threshold values assigned to each grade:

STAGGER GRADE VALUES

Grade	Stagger Power	Stagger Preservation
E	1-3	1-40
D	4-14	41-99
C	15-20	100-199
B	21-49	200-299
A	50+	300+

The special properties of finales (the final blow in a combo) are not taken into account here. Therefore, these grades are less effective at characterizing abilities that can be strung together in a combo. Finales typically offer a substantial boost to Power or Preservation or both, so while the prolonged recovery resulting from performing them may initially seem unattractive, the benefits usually outweigh this disadvantage.

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

* STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

MOTIVATION

SCHEMA PARAMETERS

STATUS EFFECTS

* STAGGER

BATTLE SCORE

COMBAT EP ABILITIES

ADVANCED MECHANICS

EQUIPMENT MODIFICATION

SORCERY

INVENTORY ASSESSMENT

QUICK SUMMARY

ROLES & SPECIALIZATION

SCHEMATA SETUPS

PROGRESSION EFFICIENCY

BATTLE SCORE

This section demystifies the calculations of the Battle Score awarded after the adventure's most significant encounters. If you only need a very broad and simple explanation of the system, skip to the summary at the end.

Here are the threshold values corresponding to the minimum Battle Scores required to obtain all possible star ratings. These values are tripled on Hard Mode.



BATTLE SCORE THRESHOLDS

Category	Score Threshold	Rating
	1 (minimum)	-
Bronze	5,000	☆☆☆☆☆
	10,000	★★★★★
	15,000	★★★★☆
	20,000	★★★★☆
	25,000	★★★★☆
Silver	30,000	★★★★☆
	36,000	★★★★☆
	42,000	★★★★☆
	48,000	★★★★☆
	54,000	★★★★☆
Gold	60,000	★★★★☆
	70,000	★★★★☆
	80,000	★★★★☆
	90,000	★★★★☆
	100,000	★★★★☆

The actual calculation is performed as a two-step process, first through the determination of a **Basic Score**, which is then adjusted based on the Battle Time to obtain your **Battle Score**.

The formula for a Basic Score is:

$$100,000 + (2,000 + (1,500 \times (\text{HPc} + \text{EPc} + \text{Ic}) \times \text{Mc})) \times \text{Rank}$$

- **HPc (HP Coefficient):** The fraction of max HP remaining at the end of battle (maximum value of 1)
- **EPc (EP Coefficient):** 1 - (amount of EP consumed x 0.2)
- **Ic (Item Coefficient):** 1 - (number of recovery items consumed x 0.2)
- **Mc (Mode Coefficient):** 1 for Easy/Normal, 3 for Hard
- **Rank:** A hidden value that functions as a general evaluation of that enemy's strength

Only battles against Last Ones and bosses are scored. The complete list of Rank values is as follows:

ENEMY RANKS

Rank	Opponent(s)
1	Niblet Ω
2	Gremlin Ω, Gorgonopsid Ω
3	Goblin Ω
4	Rafflesia Ω
5	Goblin Ω, Skata'ne Ω, Hoplite Ω
6	Gaunt Ω, Cactuar Ω, Desert Sahagin Ω, Zaltys (Prologue)
9	Skeleton Ω
10	Meonekton Ω, Dryad Ω, Arcangeli Ω, Minifan Ω, Schrodinger Ω, Ectopudding Ω, Triffid Ω, Hanuman Ω, Sugriva Ω
12	Noel Kreiss, Snow Villiers
15	Grendel
16	Reaver Ω
17	Parandus
18	Earth Eater Ω, Snow Villiers+, Caius Ballad
21	Gurangatch Ω
22	Chocobo Eater Ω
25	Cyclops Ω, Zaltys Ω, Zomok Ω, Dreadnought Ω, Aster Protoforian Ω, Noel Kreiss+, Snow Villiers++
28	Chimera Ω
32	Ereshkigal
43	Aeronite, Bhunivelze, Bhunivelze+

The formula for the final Battle Score is:

$$\text{Battle Score} = \text{Basic Score} - (\text{Battle Time} \times \text{Reduction})$$

Battle Time is in seconds. Reduction is based on Enemy Rank:

- 500 if enemy rank < 15
- 300 if enemy rank = 15-29
- 150 if enemy rank > 29

On Hard Mode, your final score is tripled after this calculation in correspondence to the increased star rating thresholds.

Summary

- You are expected to take significantly less time with enemies of lower Rank if you wish to achieve the maximum rating corresponding to a Battle Score of 100,000 or higher.
- You are expected to take even less time if you use EP abilities or recovery items. If you rely too heavily on them, you will be penalized significantly in the final calculation. Stocking your inventory with the most efficient recovery items, and thus minimizing the number of times that you use them, is clearly a smart move.
- If you are significantly below max HP, it is worth your while to top up your health with a recovery item right before the end of the battle.
- The highest achievable Battle Scores must strike a balance between pushing for a swift and merciless victory and exercising caution to avoid excessive consumption of resources.

COMBAT EP ABILITIES

Overclock



At a cost of 2 EP, you can press **L2** / **R1** to trigger Overclock during battle **01**. This initiates the Overclock meter, which drains automatically and rather rapidly.

- By default, the meter consists of 30,000 points and depletes at a rate of 1,000 points per second. The Overclocking Manual and Overclocking Manual+ auto-abilities increase the starting value of the meter by 2,000 and 5,000 points respectively.
- Time slows to 10% of normal for all enemies and enemy-related parameter effects, including movement speed, animation speeds of abilities, and enhancement or ailment duration (meaning that you can maintain a short ailment for a much longer period relative to Lightning).
- Time does not slow for Lightning, which means that her enhancement and ailment durations are unaffected.
- All of Lightning's abilities are executed more quickly and have faster recovery. Abilities consume the Overclock meter according to the formula $ATB\ Cost \times 160\ points$, which results in a maximum of 187.5 ATB with the default 30,000 point total (although in reality you have less than this amount due to the persistent depletion rate). The Maximum ATB parameter of your current Schema has no effect on this. However, you can use any ability as long as you still have points remaining. This means you can bring the meter all the way down to a tiny fraction, then finish the Overclock with a powerful ability such as Heavy Slash. The time dilation effect will not cease until the execution of the final ability.
- Lightning's ATB will be refilled across all Schemata after Overclock ends.
- Overclocking has no effect on Battle Time.

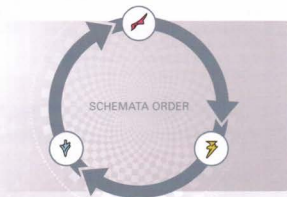
As should be evident, Overclocking provides great benefits to you both offensively and defensively. It's effective as a way to facilitate brute force victories against otherwise tough opponents. Ideally, though, you should aspire to use it with surgical precision as a part of more calculated strategies in order to conserve EP for other functions.

Army of One

Pressing **L2** / **R1** again during Overclock unleashes Lightning's ultimate attack, Army of One **02** (**CS**), for the cost of one additional EP. This ability is extremely powerful, but factors in the basic parameters of all three active Schemata in its damage calculation. It is also a Special-type attack, meaning that it ignores resistances.



The ability will always cycle through your Schemata in the same order, starting with the Schema that initially triggered the ability.



There are four distinct phases:

- **Phase 1:** 8 hits (4 physical, 4 magic) in starting Schema
- **Phase 2:** 16 hits (8 physical, 8 magic) in Schema 2
- **Phase 3:** 24 hits (12 physical, 12 magic) plus a physical launcher in Schema 3
- **Phase 4:** Physical finale in starting Schema

Each of the 50 hits has a Damage Power of $\times 0.50$ (except for the finale, which is $\times 20.00$), Variation of 3%, a Cut of 95, and heals Lightning for 10% of damage inflicted (except for the finale).

Using Army of One ends your Overclock, no matter how much of the meter remains. Therefore, unless you foresee a preemptive conclusion to the battle, the only sensible time to use Army of One is when your Overclock meter is almost completely empty.

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

MOTIVATION

SCHEMA PARAMETERS

STATUS EFFECTS

STAGGER

BATTLE SCORE

COMBAT EP ABILITIES

ADVANCED MECHANICS

EQUIPMENT MODIFICATION

SORCERY

INVENTORY ASSESSMENT

QUICK SUMMARY

ROLES & SPECIALIZATION

SCHEMATA SETUPS

PROGRESSION EFFICIENCY

Restorative Abilities

As your inventory improves and you gain access to ever more powerful recovery items, the utility of restorative EP abilities diminishes rapidly. On Normal and Hard Modes, Cura and Arise are simply not worth the EP cost (not to mention the resulting penalty to your Battle Score) when a single recovery item will suffice. Esunada is comparable but still inferior to a Mega Remedy, which confers an additional Veil effect. These abilities should be regarded as no more than a last resort.

Arise is worth highlighting for its unique mechanics. Though it has an advertised cost of 3 EP, it is capable of revival whenever you have any amount of EP remaining, even if it is an infinitesimal fraction of the meter and not immediately visually apparent. The amount of HP it restores is directly proportional (as a percentage) to how much EP is remaining, with the benchmark of 3 EP corresponding to a full revival, and the minimum being 1 HP.

Quake & Decoy

These two abilities offer unique effects but are of limited practical use.

- **Quake** costs 2 EP. It is a Special-type attack that deals one hit at a fixed damage of 9,999 (02). It has a Cut value of 55, can launch the target and, most significantly, adds a whopping 1,000 points of Stagger Wave Preservation.
- **Decoy** costs 1 EP. It summons a Moogle doll into the battle to draw enemy attacks (03). The decoy has 5,000 base HP, no special resistances, immunity to launch or disruption effects, and lasts until it is destroyed.



ADVANCED MECHANICS AND TECHNIQUES

Charge/Drain Abilities

We summarize the parameters governing all “charge” or “drain” abilities (ones that incur a persistent change to ATB if you hold down the input button after the initial ATB cost) in the table below.

CHARGE/DRAIN ABILITY PARAMETERS

Abilities	Charge/Drain Effect
Light Guard, Light Guard+	-1 ATB per second
Guard, Guard+	-3 ATB per second
Heavy Guard, Heavy Guard+	-5 ATB per second
NuAll Guard	-5 ATB per second; Guard Resistance against elemental attacks +75% (multiplicative)
Heroic Guard	-60 ATB per second
Steelguard	-2 ATB per second; Guard Resistance +9% per hit taken (multiplicative)
Mediguard, Mediguard+	-10 ATB per second (-7 for Mediguard+); heals 1.8% HP per second (1.2% HP for Mediguard+)
ATB Charge	+20 ATB per second (animation and effect persist for one second after releasing input)
Charged Strike	-15 ATB per second; +100% damage per 0.5 seconds, up to a maximum of 3,200%

These ATB expenditure values translate to Overclock meter points in the same way as previously detailed. This makes ATB Charge a rather ineffective ability when Overclocking.

Cut and Keep

Interruption and maintenance, corresponding to the parameters Cut and Keep, are vitally important in this game.

Compared to Final Fantasy XIII and XIII-2, when you had three characters to sustain offensive momentum instead of one, it's much more important to avoid interruptions in Lightning Returns. Cut values also tend to be higher across the board and enemy Keep values rarely change after staggering (as they did in previous titles). Therefore, you must plan and react accordingly or run the risk of stalling your offensive. In the worst cases, a serious mistake could lead to a significant setback, such as the complete dissipation of a Stagger Wave, or being launched during an enemy combo. This is why diligent guarding and, with certain aggressive opponents, the Vigilance effect are so important.

Interestingly, recovery items and EP abilities can be considered as emergency options to avoid interruptions, as they boast Keep values of 90 and 100 respectively. Obviously, you should not use them solely for this purpose, but a well-timed buffing Potion, for example, can help you maintain your stance during a strong enemy attack and prime you for a devastating counteroffensive.

DISRUPTIONS

Disruptions against susceptible targets occur only when damage is taken and Cut exceeds Keep. The specific disruptive effect observed depends on the ability used by the attacker.

- **Launch (01)** is common to certain physical abilities and numerous strong spells. Many abilities can also juggle to keep a target airborne after launch, even if they themselves do not have a launch property.
- **Knockback (02)** is a near-universal property for all abilities. Grounded targets experience a friction modifier that halves the distance an attack pushes them back, but if an attack has both launch and knockback, the target will be thrown away.
- **Knockdown (03)** drives the target into the ground. Jump and Smite are examples of abilities that carry this effect.
- **Pull** draws a target closer to a specific area, usually to set up a much stronger attack.

GOLDEN DAMAGE NUMBERS

Aside from modifiers to Cut and Keep via status effects or auto-abilities, there is a hidden threshold related to damage susceptibility that frequently enables you to take advantage of elemental weaknesses and induce interruptions. If you pay attention to damage number displays on-screen, they actually change size and can turn golden (04) when net damage multipliers exceed 200%, in which case the Cut value of that attack doubles. In practice, this means that on occasion, you can inflict either Deprotect or Deshell in conjunction with Imperil on an enemy, doubling the Cut of all of your elemental attacks, and therefore interrupting your target more often.

As an illustration, suppose you begin a battle against Desdemona (100% physical susceptibility, 120% Lightning-elemental susceptibility) with an Auto Enthunder effect. If you inflict both Deprotect (+33% physical damage) and Imperil (+50% elemental damage), the resultant susceptibility to Lightning-elemental physical attacks becomes $133\% \times 170\% = 226\%$. Using Attack will now produce golden damage numbers and interrupt Desdemona due to the doubling of the Cut value.



QUICKSTART

CAST &
CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF
PRAYERS

BESTIARY

INVENTORY

STRATEGY &
ANALYSISULTIMA
WALKTHROUGH

EXTRAS

INDEX

MOTIVATION

SCHEMA
PARAMETERS

STATUS EFFECTS

STAGGER

BATTLE SCORE

COMBAT EP
ABILITIESADVANCED
MECHANICSEQUIPMENT
MODIFICATION

SORCERY

INVENTORY
ASSESSMENTQUICK
SUMMARYROLES &
SPECIALIZATIONSCHEMATA
SETUPSPROGRESSION
EFFICIENCY

Positional Control

DAMAGE BONUSES

The battlefield is defined dimensionally in terms of meters. Certain effects in battle are dependent upon Lightning's position relative to the enemy.

- **Positional Bonus/Blindside:** If your angle to an enemy's frontal plane is 90 degrees or greater (which is considered as being "behind" the enemy – 05), you'll obtain an additive 20% bonus to damage. If you have a Swift Rapier equipped, regular physical attacks will also transform into the Blindside replacement ability, which provides an additional x1.2 modifier to the first attack of a combo.
- **Hand-to-Hand:** A feature of the Enlister's Gloves, this provides a bonus to damage when the enemy is within 2.5 meters. All physical attacks except for Artemis's Arrows have a maximum range of less than this value, so this will virtually always be triggered if you use physical attacks. You can also certainly cast spells up close, although doing so pushes Lightning backward.
- **Sniper:** A feature of the Sniper's Gloves, this provides a bonus to damage when the enemy is beyond 5 meters. This is actually very easy to trigger if you use Lightning's actions as a general indicator of distance. The backstep that she performs at the beginning of a normal spell chain will push her back roughly 2.5 meters (06). We refer to this action as "first-casting". If you first-cast twice in rapid succession, you will be far away enough to obtain this bonus, regardless of how close you were to the enemy. Note that the backstep is not the same as the backflip she performs when casting a finale.

MOVEMENT AND EVASION

You can move around freely in battle with **L**, but this is generally not recommended. If you want to close the distance between you and the enemy, simply using a physical ability is overwhelmingly preferable to approaching manually. Lightning's walking speed is 1.8 meters per second. By comparison, when you use a physical ability, she performs a dash at a speed of close to 20 meters per second.

There are certain abilities that enable you to move around much more efficiently. Perhaps the best example is Evade, which results in a backflip if invoked neutrally, but turns into a dodge-roll in any direction if you simultaneously tilt **L** forward or sideways (07). This is by far the best way to invoke a positional bonus. Another (less effective) option is Fatal Sweep, which enables you to slide in any cardinal direction while simultaneously performing a modest attack with high Stagger Preservation. These actions are also obviously effective evasive maneuvers. To time them properly, you need a substantial amount of technical precision that comes with repeated encounters and familiarity with enemy attacks.

Perhaps the most valuable evasive tool against large enemies with limited mobility (which characterizes the three strongest foes in the game: Aeronite, Ereshkigal, and Bhunivelze) is to "first-cast" repeatedly to the edge of the battlefield, placing as much distance as possible between Lightning and the enemy. This enables you to evade many powerful abilities with fixed ranges, such as Aeronite's Roar and fourth-tier elemental spells, as well as Ereshkigal's Grand Impulse.



Action Input and Animations

ANIMATION PHASES

Broadly speaking, the animation of every attack Lightning performs can be split into four phases.

- **Initiation:** Examples of this include the “first-cast” backstep or the longer first swing of a weapon at the start of a combo.
- **Execution:** This is the key phase during which the action and effect of the ability is applied.
- **Combo Window:** An interval during which additional actions can be chained to the current one. If successful, the queued action occurs with no initiation phase. Note that this window does not exist for finales, unless a head accessory that enables multiple finales is equipped.
- **Recovery:** New action chains, beginning with a new initiation phase, are permitted after the expiration of the combo window and/or an additional cooldown period.

With this in mind, you can develop a better feel for the animation sequence of every ability and execute them with greater precision to achieve expert-level outcomes. For example, you can quickly cast Slow three times, hesitating for the briefest of moments between inputs to repeatedly invoke the first-cast backstep, “zoning” you out of Ereshkigal’s Grand Impulse just in time while simultaneously inflicting the ailment.

PERFECT TIMING & PERFECT GUARD

Perfect Timing is the art of linking offensive abilities in a combo by pressing the corresponding buttons with a precise tempo: either exactly as the previous physical attack strikes or as the prior spell is unleashed. The Perfect Timing intervals are very, very short windows during the execution phase: 1/15 second for Punt/Whirlwind Kick, 1/6 second for finales, Feeders, and Slayer, and 1/10 second for all other attacks.

The Perfect Guard intervals for defensive abilities generally correspond to the 1/6 second before the “impact” animation of an enemy attack, such as the arrival of a projectile or shockwave (08). If your Perfect Guarding technique is well established, you can equip a weaker guard ability such as Light Guard against multiple-hit attacks such as Aeroga, and Perfect Guard repeatedly for the (perfect) timing bonus. This is more effective

than invoking persistent ATB depletion with a single continual usage of a stronger ability such as Heavy Guard, which may confer lower Guard Resistance against each hit despite lower overall ATB expenditure.

The Forsaken Tie arm accessory, with its Grace Period auto-ability, adds 1/12 second to these values. Relatively speaking, this is a sizable bonus, but the sum total is still quite small. If you wish to make the most of every action, you’ll undoubtedly need to acquaint yourself with these input windows over the course of many hours of practice.



FINALES

Finales often have special modifiers that offset their substantial animation recovery and combo termination effect (see our ability tables from page 236 onwards), making them very effective.

Nevertheless, you may occasionally wish to alternate between multiple abilities of the same type to avoid finales to maximize the number of actions within a certain timeframe, for example Fire and Fira. This proves especially true when you Overclock and finales become much less efficient, even with increased animation speeds. The meter’s persistent depletion means that you would do better to perform actions with as little recovery as possible. For example, a Light Slash that costs 5 ATB consumes only 800 Overclock points, which is much less than the seconds’ worth of meter time you would lose to recovery after performing a Heavy Slash.



QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

MOTIVATION

SCHEMA PARAMETERS

STATUS EFFECTS

STAGGER

BATTLE SCORE

COMBAT EP ABILITIES

ADVANCED MECHANICS

EQUIPMENT MODIFICATION

SORCERY

INVENTORY ASSESSMENT

QUICK SUMMARY

ROLES & SPECIALIZATION

SCHEMATA SETUPS

PROGRESSION EFFICIENCY



as you can “guard cancel” out of an attack in response to an incoming enemy action that you know would otherwise disrupt you.

AERIALS

To perform sustained attacks in midair, use a physical ability that has aerial properties (see page 237, “Aerial” column) and combo with any other aerial ability after that. Midair finales will always result in Lightning’s return to the ground as a recovery animation. Note that multiple successive midair finales are not possible, even with an auto-ability such as Quickhitter.

This is particularly relevant against the likes of Ereshkigal and Bhuniveize’s final form. Every time you perform a finale, you will waste precious seconds returning to the ground, and jumping again to resume your midair assault. However, if you keep using aerial abilities (especially spells), constantly switching Schemata and unleashing strings of non-finale attacks, you can remain aloft for extended periods of time, and therefore secure a maximum damage output (C).



ABILITY PRIORITY AND CANCELING

As previously described in the Schema Parameters section, all abilities have a hidden Priority parameter that leads certain actions to override others. This enables you to cancel an initiated ability at any animation phase with one of a higher priority – an extremely useful defensive tool,

By extension, you can apply this concept in a capacity that improves your general efficiency. Specifically, using a cheap Light Guard to eliminate the prolonged cooldown after a finale or landing is a great way to sustain the momentum of an offensive, as long as you have the ATB and ability slots to spare for this tactic.

You can also do this with recovery items; pause the game and queue an item during a finale or landing to “item cancel” the recovery period. Obviously, this should only be performed with calculated timing so the item effects are utilized to their fullest potential.

BUFFERING

Unlike with Paradigms in Final Fantasy XIII and XIII-2, you cannot buffer abilities into a Schema switch and hope to enjoy the effects of that second Schema. For example, you equip the Ghostly Hood, bringing your Magic down to its minimum value. If you cast a slow-moving projectile such as Blizzarda and then switch to your strongest Magic Schema, the Blizzarda retains all the parameters of your first Schema, meaning the spell will still deal pitiful damage and consume ATB from the first Schema. In fact, the game considers your first Schema the active one until the ability’s animation phase is complete, meaning the second Schema is still considered to be on standby; you can confirm this by observing the increased ATB recovery rate until the conclusion of the current action.

Therefore, buffering is strictly a defensive maneuver in Lightning Returns. The only parameters that can be buffered are the HP and resistances of the second Schema, as these have no relation to your current ability execution. The most useful application is with the Locket Pendant or Soul of Thamasa and their respective upgrades. These head accessories carry auto-abilities that allow for two or three consecutive finales, making them extremely powerful. In exchange, they confer a significant penalty to your maximum HP. In the face of an enemy attack, however, you can bypass imminent danger during execution of a second or third finale by quickly switching to another Schema and absorbing the hit with more HP (and hopefully greater damage resistance as well). This is particularly effective in combination with Jump, which also has an extremely high Keep value, guaranteeing that you will not be disrupted during most enemy attacks either.

Damage Calculation

There are ten different factors at play during the calculation. Each one is detailed after the presentation of the formula:

- $A \times B \times C \times (1 + D + E + F) \times G \times H = \text{Calculated Damage}$
- $\text{Calculated Damage} + I = \text{Adjusted Damage}$
- $\text{Adjusted Damage} \times J = \text{Final Damage}$

A) Damage Type Parameter: Strength or Magic as applicable to the ability used. Quake, 1000 Needles, and Ereshkigal's Meteor are the only abilities in the game for which this factor is irrelevant.

B) Damage Power x (1 - Variation): The multiplier of the ability used, subject to the ability's inherent Variation, which is the maximum percentage of random decrease to the power. A Damage Power of 1.00 with Variation of 3% means that the final value of this factor can be anything between 0.97 and 1.00.

C) Effect Modifier: A multiplicatively stacking value that takes on the following values for the effects shown below.

- Bravery/Faith on the attacker: x1.5
- Debrave/Defaith on the attacker: x0.33
- Target is Dazed: x2
- Attack staggers the enemy: x3

D) Technical Modifier: The sum of Perfect Timing or Positional Bonuses applicable to the ability used.

E) Attribute Modifier: The sum of all attribute bonuses conferred by auto-abilities to a specific ability – in other words, auto-abilities of the category "Ability Bonus" (see page 250 for details).

F) Situational Modifier: The sum of all situational bonuses conferred by auto-abilities based on current battle conditions – in other words, auto-abilities of the category "Situational" (see page 250 for details).

G) Damage Susceptibility: This is the net modifier applied based on the attack's type and element and the target's susceptibility. If more than one type/element applies, then the susceptibilities are multiplied together. If there are Stagger Modifiers in play, then these are also multiplied on top.

H) Guard Resistance: A Lightning-only factor that reduces incoming damage from enemies. This is equal to 1 minus the percentage value (which can be improved by Guard Efficiency and Elemental Guard auto-abilities). Special-type abilities such as Aeronite's Hellfire ignore this factor completely, except when you Perfect Guard.

I) Adjustment: A basic addition or subtraction from Calculated Damage. There are only two possible values: a reduction from the Guard Defense parameter of a shield or an addition from the Fixed Damage auto-ability effect. If Adjusted Damage is not a positive number, then the target takes no damage and "GUARD" will be displayed.

J) Damage Threshold Check: If Adjusted Damage exceeds a certain threshold, then it is the Final Damage. If it does not, then the Final Damage is 1. This check is performed only against Cactair and Last One enemies, with the following applicable threshold values:

DAMAGE THRESHOLD VALUES

Opponent(s)	Damage Threshold
Dreadnought Ω (both arms destroyed)	100
Niblet Ω, Goliot Ω, Grenlin Ω, Miniflan Ω, Rafflesia Ω, Goblin Ω, Hopite Ω	500
Dreadnought Ω (default), all other Last Ones	1,000
Cactair	65,535

Here is a sample calculation to show you just how severely all these factors can stack. The action sequence: Lightning has a modest 2,000 Strength and uses Jump with a Perfect Timing bonus to stagger an enemy.

PRACTICAL CASE STUDY

Factor	Contribution	Value
A	Raw Strength + base Bladed Lance	1,320 + 680 = 2,000
B	Maxed Level 3 Beat Down with Jump; assume no Variation loss	$x 1.20 \times 4.67$ (finale) $\times 1.14$ (Jump) = 6.39
C	Bravery on Lightning; enemy is Dazed; attack staggers	$x 1.5 \times 2 \times 3 = 9$
1+D+E+F	Ability Timing Bonus + Entire/Coldflame Droplet + Enlister's Gloves	$x (1+0.20+0.20+0.20) = x 1.6$
G	Enemy has 50% physical susceptibility and 200% Fire susceptibility; Deprotect inflicted; Imperil inflicted	$x (0.50+0.33) \times (2.00+0.50) = x 2.075$
H, I, and J	None	$H = x 1, I = 0, \text{bypass } J$

Final Damage = Calculated Damage = 2,000 x 6.39 x 9 x 1.6 x 2.075 = 381,866

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

MOTIVATION

SCHEMA PARAMETERS

STATUS EFFECTS

STAGGER

BATTLE SCORE

COMBAT EP ABILITIES

ADVANCED MECHANICS

EQUIPMENT MODIFICATION

SORCERY

INVENTORY ASSESSMENT

QUICK SUMMARY

ROLES & SPECIALIZATION

SCHEMATA SETUPS

PROGRESSION EFFICIENCY

EQUIPMENT MODIFICATION



Upgrading is available only on New Game+ playthroughs, making this section essentially irrelevant on a first playthrough. By understanding its principles, however, you will be able to plan ahead and make the right decisions from the beginning. Upgrading equipment is one of the quickest ways to secure a marked improvement in Lightning's combat prowess.

Upgrading

This section analyzes the mechanics and strategic aspects involved in the process of upgrading equipment. You should use it in conjunction with the tables that begin on page 226 to fully understand the system.

UPGRADING BASICS

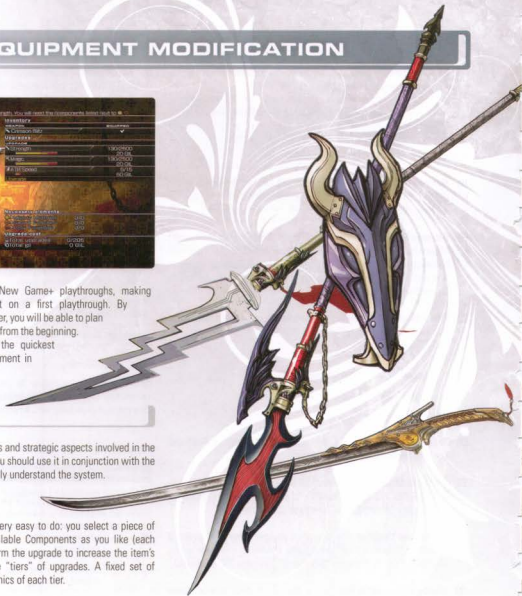
Upgrading a weapon or shield is very easy to do: you select a piece of equipment, dump in as many available Components as you like (each granting one increment), and perform the upgrade to increase the item's parameter boosts. There are three "tiers" of upgrades. A fixed set of factors governs the upgrade mechanics of each tier.

UPGRADE OVERVIEW

Per Upgrade		Tier 1 	Tier 2 	Tier 3
Costs	Gil fee	20	50	100
	Component consumed: weapons	Mighty Material	Sword Polisher	Holy Forgefire or Demonic Forgefire
	Component consumed: shields	Mighty Material	Shield Polisher	Life Smelwater or Soul Smelwater
Benefits	Strength/Magic increment	+10	+25	+50
	HP increment	+100	+100	+200
	Stagger Power increment	+1%	+1%	+1%
	ATB Speed increment	+1	+1	+1
	Guard Defense increment	+5	+5	+5
	Guard Resistance increment	+1%	+1%	+1%
	Auto-Abilities at Max	0-1 level	0-1 level	1 level

The improvements of all parameters are incremental: for every upgrade you perform, a parameter is immediately increased by an increment.

The improvement of auto-abilities only occurs when you perform all of the upgrades in at least one tier. Some increase by one level per tier (for example "Status Ailment Damage +xx%"); others have a single enhanced version ("Arsenal of One" becomes "Arsenal of One+"), which they reach with the fulfillment of all possible upgrades to that auxiliary effect.



UPGRADING STRATEGY

Every weapon or shield that can be purchased at shops belongs to a category (such as "Long Swords"), though this is not immediately apparent in the game. All pieces of equipment within a category have the same upgradable effects, and are subject to the same maximum values. On the other hand, they each have their own unique amount of possible upgrade increments.

This is the most important point to remember. For weapons and shields that you can buy, the limiting factor between selections within a category is not the maximum effect (once maxed at Tier 3, all Katanas have the same Strength, for example), but rather the total number of upgrades you can perform. Buying a more powerful base weapon enables you to start farther along the bonus gradient, but it won't necessarily get you farther in the end.

The key number in assessing the upgrade potential of weapons and shields within categories, then, is the number of Unavailable Upgrades, which we have included in our tables in the Inventory chapter (see page 250). This determines how close every fully upgraded weapon and shield can come to achieving this unattainable ideal. Surprisingly, the most cost-effective choices in every purchasable category turn out to be the cheapest weapon or shield. Often, the most expensive variants have marginally higher potential, but require an enormous initial investment of gil to purchase. Intermediate variants are universally inferior in this regard, and once you begin upgrading in earnest, to should feel free to sell off anything in this range.

UPGRADE PRIORITIZATION

Since there is always at least one parameter that you have to sacrifice for a piece of equipment (that is, one that you cannot max because of the upgrade limitation), you have to think carefully about how to prioritize the upgrades you perform.

As a rule, it is recommended that you always upgrade in priority the item's key parameter (for example, Strength for a weapon wielded by a physical damage-dealer) and every auxiliary effect to maximum. Auxiliary upgrades tend to be fewer in number and provide bonuses that are much harder to acquire otherwise, so favoring them makes sense. The only exception to this is the Stagger Power penalty on Gagnrad and Double Deity. These

weapons are clearly not designed for staggering and to spend up to 25 upgrades on this parameter would be a complete waste.

Finally, it is worth noting that Tier 3 Components can only be dropped by enemies, while Tier 1 and Tier 2 Components can be painlessly purchased from Adventuring Essentials merchants, as long as you have the cash. If you're committed to performing many upgrades, you'll need to learn how to farm for Tier 3 Components efficiently (see page 237).

Downgrading

If you wish to revise your upgrades to a weapon or shield, or retire it altogether, you can use the downgrade feature to salvage a portion of the Components from your initial investment. The amount you receive follows a simple rule: for every upgrade you wish to undo, the game runs a check at fixed percentages for every Component spent. These percentages are 70%, 80%, and 90% for Components of Tier 1, 2, and 3 respectively. So while you should choose the base for your upgrades wisely, the refunds make downgrading fairly practical, especially with the relatively impressive retention rate for valuable Tier 3 Components.

Upgrading Accessories

When you open treasure spheres or defeat Last Ones during a New Game+ session where the reward is a head accessory of a type that you already have from a prior playthrough, you do not obtain a duplicate item. Instead, the head accessory in your possession automatically evolves into a more advanced version, as shown in the table on page 232 of the Inventory chapter. Each head accessory has two possible upgrades, and some of the third-tier incarnations are extremely potent. Once you have the final upgrade of a head accessory, any further acquisition will grant you a substitute gil reward.

Arm accessories cannot be upgraded, and nor can you have more than one of each type. You will instead obtain gil or different items (usually nominal sums and low-value abilities respectively) as replacement rewards.

- QUICKSTART
- CAST & CONCEPTS
- PRIMER
- WALKTHROUGH
- MAIN QUESTS
- SIDE QUESTS
- CANVAS OF PRAYERS
- BESTIARY
- INVENTORY
- ★ STRATEGY & ANALYSIS
- ULTIMA WALKTHROUGH
- EXTRAS
- INDEX
- MOTIVATION
- SCHEMA PARAMETERS
- STATUS EFFECTS
- STAGGER
- BATTLE SCORE
- COMBAT EP ABILITIES
- ADVANCED MECHANICS
- ★ EQUIPMENT MODIFICATION
- SORCERY
- INVENTORY ASSESSMENT
- GUIDE SUMMARY
- RULES & SPECIALIZATION
- SCHEMATA SETUP 5
- PROGRESSION EFFICIENCY

The means by which you improve the power and efficiency of your abilities, Sorcery is a potent, but expensive and time-consuming process. It is in your long-term interest to familiarize yourself with this system and plan ahead to avoid unnecessary frustration and tedium later on.

We assume in this section that you have a passing familiarity with the abilities tables in the Inventory chapter (see page 236), as all major concepts discussed forthwith are inextricably linked to the information listed there.

The Sorcery system is limited in scope during a first playthrough, and on subsequent New Game+ playthroughs on Easy or Normal. To attain the maximum ability ranks, you must be playing on Hard Mode.

Synthesis & Level Boost Basics

- Synthesis:** All abilities span five levels' worth of parameter boosts. For physical and all (but one) magic abilities, you can synthesize two copies of the same ability at the same level to increase the Damage Power of one of them (the "consumed" ability being permanently lost). You can keep doing this until you reach a level maximum – the ability is then marked with an icon (📌), after which no further power increase at this level is possible. The Magnet spell, all defensive abilities, and alment abilities do not have improvable modifiers per level and will always be marked with 📌.

- Level Boost:** These "maxed" abilities are ready for advancement to the next level via the Level Boost feature, which is either unlocked on Day 6 of your first playthrough, or earlier if you acquire your first Malistone from a Last One. To perform Level Boosts, you always need an appropriate Malistone Component. For a complete table of Component requirements to Level Boost every ability, see page 252. Leveling up your abilities improves their basic parameters, reduces their ATB costs, and (if applicable) enables you to perform more synthesis to increase power values until you reach another cap (📌). The maximum level for all abilities is 5, and reaching the final synthesis increment at Level 5 changes the ability to Level ★.

Sorcery isn't free. The prices are straightforward and static (see page 236), which may initially seem convenient, but as you venture into Hard Mode, these costs will quickly pile up, forcing you to farm for substantial amounts of gil and prioritize enhancements for your most important abilities.

Synthesis Rules

There are multiple factors that come into play whenever you synthesize two abilities together.

ATB COST

If two abilities have different ATB costs, the synthesis result retains the lower cost. This simple rule will prove incredibly beneficial, as ATB costs can be significantly reduced for powerful abilities such as Heavy Slash, Beat Down, or -ga spells.

AUTO-ABILITIES

Whenever you synthesize two "normal" abilities together with no existing auto-abilities, there is a chance that the result will spawn an auto-ability on its own. Every ability has a selection of available auto-abilities at each level, as shown in our tables from page 237 onwards. In reality, the auto-ability you get can be one from either its current or previous level.

There are two special types of auto-abilities: Chaos-Infused and Rare, both noted in the "SP" rows in our ability tables, and displayed in this order:

- Chaos-Infused auto-abilities** can only be found on Level 5 abilities dropped by enemies in Chaos Infusions.
- Rare auto-abilities** can only be synthesized from Level 4+ abilities that carry the same auto-ability, and "overwrite" it.

As you might imagine, these auto-abilities are extremely powerful and occasionally unique as well. Fully stacking your ability set with numerous Chaos-Infused or Rare effects will undoubtedly take hours upon hours of gameplay, but provides an incredible cumulative boost to your combat performance.

If you synthesize an ability that carries an auto-ability with one that does not, the existing auto-ability will always be inherited. If you synthesize two abilities with auto-abilities, the ability you select first will retain its effect; the other auto-ability disappears. Thus, you cannot synthesize new auto-abilities if you use abilities that already have auto-abilities. Rare effects are the only exception, as they supersede these rules and can be synthesized anytime, as long as you are at Level 4 or 5.



QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

MOTIVATION

SCHEMA PARAMETERS

STATUS EFFECTS

STADGER

BATTLE SCORE

COMBAT EP ABILITIES

ADVANCED MECHANICS

EQUIPMENT MODIFICATION

SORCERY

INVENTORY ASSESSMENT

QUICK SUMMARY

ROLES & SPECIALIZATION

SCHEMATA

SETUPS

PROGRESSION EFFICIENCY

Power Increment Bonus Chance

Every time you synthesize two abilities with upgradable Damage Power values together, the resulting ability is superior (by at least one increment) to the higher power modifier of the two abilities that were fused. Therefore, when you begin any Synthesis session in a Sorcery Shop, make sure to always include your most powerful ability in each operation. This minimizes the number of increments you need to reach maximum power.

There is a chance to invoke more than one incremental increase every time you synthesize. These are very rare events, but on occasion, you may luck out and essentially reap the benefits of multiple synthesis events for the cost of one. This concept is governed by the following calculation: the chance for n increment bonuses on an ability at a particular level after the first guaranteed power increment is its Bonus Chance value raised to the $(n+1)^{\text{th}}$ power.

For example, the Bonus Chance value for a Level 1 Attack is 30%, or 0.3. With each synthesis at this level, you are guaranteed an initial power increment of 0.05. Then, there is a $(0.3)^{1+1} = 9\%$ chance that you will receive 1 additional increment of 0.05, for a 0.10 total increase in Damage Power. This quickly decreases to a 0.27% chance

for a second bonus increment (0.15 total power increase), and so on. Therefore, it is unreasonable to expect increment bonuses to occur with any regularity.

BONUS CHANCES

Abilities	Chance				
	Lv.1	Lv.2	Lv.3	Lv.4	Lv.5
Attack, Heavy Slash, Charged Strike, Blitz, Rain, Ruings, Fraga, Blizzaga, Thundaga, Aeroqa	30%				35%
Flamesparka, Firestorma, Icesparka, Icestoma			30%		
Beat Down, all elemental physical abilities, Fire, Blizzant, Thunder, Aero, Element, Elementa	24%				29%
Flamespark, Firestorm, Icespark, Icestom	20%	25%	26%	23%	
Light Slash, Fra, Blizzara, Thundara, Aeroqa	18%				23%
Punt, Fatal Sweep, Area Sweep	12%				17%
Flare, Chill, Surge, Tornado, Elementaga	11%				16%

Ability Planning and Management

If you simply wish to complete the game once, then the Sorcery system, while useful, is not wholly necessary; it is perfectly viable to get by with whatever abilities are dropped by enemies, while synthesizing occasionally to obtain a power boost or an auto-ability. Upon graduation to Hard Mode, though, developing a robust and diverse array of optimized abilities is vital if you want to take on the game's most daunting challenges.

MINIMIZING ATB COSTS

You will need to farm large quantities of physical and magic abilities at all levels to be able to accumulate all possible reductions to ATB costs. For example, Heavy Slash has a total of 46 power increments spread across five levels; that means you have to synthesize many, many times (46, or a little less if you're lucky with Bonus Chances) to obtain an optimal version of this ability – and that's if you can stand to have only one!

- **Physical and Magic Abilities:** On Easy and Normal Modes, your mentality should be quantity over quality. This minimizes any need to complete further non-Hard playthroughs to obtain additional lower-level copies of your favorite abilities. Once you begin a Hard playthrough, you can simply Level Boost your cheap Level 3 abilities to Level 4 and synthesize them with new drops to retain your ATB cost reduction. If you find that you simply do not have the time or patience to do this for all abilities, prioritize the most expensive ones you wish to employ. Lowering the cost of Attack from 10 to 7 doesn't make as much of a difference as doing the same for Heavy Slash from 50 to 35.

- **Defensive and Ailment Abilities:** These two categories present much less of a headache, as there are no power increments to worry about. A single copy is all you need to reach the final level.

INVENTORY SPACE

You can only carry up to 400 abilities at once. While this may sound like a lot, you'll likely find yourself approaching the neighborhood of this limit near the end of a first playthrough unless you are especially persistent and meticulous in selling or synthesizing your spoils.

- **Physical and Magic Abilities:** You should allot a large part of your inventory space to these, as they require many synthesis increments within a level before they can be Level Boosted.

- **Defensive and Ailment Abilities:** In general, feel free to sell off any low-level defensive and ailment abilities that you do not need to save up inventory space. One trick is to deliberately keep only the defensive and ailment abilities that do not have an auto-ability, and sell those that do. This way, you can Level Boost them, and then synthesize them to trigger the appearance of more powerful auto-abilities than those available at low levels.

Synthesizing or Level Boosting abilities just to sell them is counterproductive. Sell prices are poor for all abilities except for the rarest ones, which you should never want to give up anyway. A few are only obtainable once per playthrough on Hard Mode.

HIGH-LEVEL SYNTHESIS

Once you have begun Hard Mode, bring a stash of minimal-cost Lv.3 abilities with you from your prior playthrough, repeating the same process to bring these abilities to Lv.5/★ via Synthesis and Level Boost should pose no difficulty. You will thus end up with abilities offering both maximum parameters, and minimum ATB costs. However, these abilities will still carry low-level auto-abilities acquired during the process of making them. All you need, therefore, is to synthesize them one last time with equivalent abilities carrying the best auto-abilities.



There are three possible ways to approach this:

- Lv.4 & Lv.5 Auto-Abilities:** These are the easiest to get – they're found on Lv.4 and Lv.5 abilities, dropped by enemies on Hard Mode. Consult our Ability Drops section and table on page 246 to identify the timeline days when each enemy type drops abilities at the level you're looking for. These auto-abilities are usually efficient and straightforward, but their potential is not always comparable to that of the Rare and Chaos-Infused variants.
- Rare Auto-Abilities:** These can appear during any Synthesis of Lv.4, Lv.5 or Lv ★ abilities that carry the same auto-ability. When they do appear, they supersede the existing auto-ability. Rare auto-abilities are extremely powerful and can make a massive difference in highly specialized setups.
- Chaos-Infused Auto-Abilities:** These can only be obtained on Lv.5 abilities dropped by enemies in Chaos Infusions, which makes them very rare as well. Indeed, aside from exceptions such as the "Death Game" side quest (see page 119) and fights along the highways, Chaos Infusions are limited in availability. If you are insistent upon obtaining as many of these auto-abilities as possible, consider saving before clearing every Chaos Infusion and reloading if the result is not to your liking. Naturally, don't neglect to equip the Beggar's Beads accessory to double your chances. You should also aim to fill out the target's Libra information. A Bestiary entry with full Libra (designated by a check mark in the menu) confers a 20% increase to the chance that a dropped ability from that enemy will also carry an auto-ability.

When you finally strike good fortune, you can then synthesize your desired result with the retained minimal-cost copy of the ability to complete the process and obtain an "ultimate" version of the ability.

It goes without saying that you should save before conducting any important Synthesis sequence. If you run out of abilities to synthesize without obtaining a Rare auto-ability, simply reload and try again.

Summary

Sorcery Shops enable you to create a "perfect" version of each ability. These combine the low ATB costs of abilities synthesized and Level Boosted from the ground up, with the best auto-abilities available only on high-level abilities.

SORCERY STEPS

Step	Description	Details
#1	Fully synthesizing and Level Boosting an ability from Lv.1 to Lv ★ to reduce its ATB cost	<p>This requires you to:</p> <ul style="list-style-type: none"> • Farm multiple copies of the ability at each level (see page 246 for a complete flowchart). • Synthesize these copies until you reach the level's cap (★). • Level up the maxed ability via Level Boost. • Repeat this until you reach the final increment of Level 5.
#2	Obtaining a high-level auto-ability	<p>There are three possible methods:</p> <ul style="list-style-type: none"> • Lv.4 & Lv.5 auto-abilities are easy to obtain as drops or via Synthesis, but they are not the most powerful ones. • Rare auto-abilities can appear during any Synthesis of Lv.4, Lv.5 or Lv ★ abilities that carry the same auto-ability; they are extremely useful. • Chaos-Infused auto-abilities can only be obtained on Lv.5 abilities dropped by enemies in Chaos Infusions, which makes them rare – but well worth the effort.
#3	Synthesizing the product of the above steps	<ul style="list-style-type: none"> • Simply synthesize the ability featuring the high-level auto-ability (from step #2) with your retained minimal-cost copy of the ability (step #1).

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAXES

BESTIARY

INVENTORY

★ STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

MOTIVATION

SCHEMA PARAMETERS

STATUS EFFECTS

STAGGER

BATTLE SCORE

COMBAT EP ABILITIES

ADVANCED MECHANICS

EQUIPMENT MODIFICATION

★ SORCERY

INVENTORY ASSESSMENT

QUICK SUMMARY

ROLES & SPECIALIZATION

SCHEMATA SETUPS

PROGRESSION EFFICIENCY



INVENTORY ASSESSMENT

To help you wade through the plethora of options for setting up your Schemata and developing a battle strategy, we now proceed to highlight the most effective and interesting selections in every inventory category.

Garb

Early in your adventure, locked abilities on garb are often easily superior to any customizable counterparts in your inventory, but as you steadily make more judicious use of Sorcery, you'll eventually outclass most locked abilities. After this transition occurs, ATB-related parameters, open ability slots, and auto-abilities become more important in determining garb value. Refer to our table on page 224 for details on garb parameters and availability conditions.

EARLY-GAME

- **Velvet Bouncer:** This snappy outfit, available in Yusnaan, is the premier physical-oriented garb during the early days of the adventure, with the useful Blitz ability and a great natural boost to Strength.
- **Ignition, Watery Chorus, Electronica, and Woodland Walker:** These elemental-focused garments are of high priority upon reaching Canopus Farms in the Wildlands and should be favored over the more defensive options available in Luxerion. Since exploiting natural weaknesses is so important in the game, it's vital that you are always able to access any of the four elements.
- **Passion Rouge:** Perhaps the single most useful starter garb, this ensemble, available just outside the Dead Dunes Station, comes prepackaged with the almost universally applicable Deprotect and Deshell ailments spells and some very useful auto-abilities. Combine this with the Femme Fatale rapier that you receive during the main quest in Yusnaan for a pure and powerful Saboteur setup.

MID-GAME

- **Soldier of Peace:** A garb that we would categorize as one of the most notable in the entire game, it possesses not one but two unique abilities. Shadowbind is the only way to inflict the Daze ailment aside from stagger effects, while Artemis's Arrows is effectively a faster, supercharged Heavy Slash with tremendous knockback, although it cannot be used in midair. Complete the "The Hunter's Challenge" side quest (see page 125) as soon as possible to get your hands on this outfit.
- **Purple Lightning and Blue Mage:** These are very useful against Zaltys and Zomok respectively. The area-of-effect physical skills can trigger the huge stagger modifier against the heads of these enemies, enabling you to almost instantly stagger them with Flood or Lightning. Purple Lightning also offers enormous boosts to both Maximum ATB and ATB Speed.
- **Paladin and Sacred Knight:** Top-notch defensive garb.
- **Hunter of the Wild:** A good physical-oriented garb to use against groups of weaker foes, the Victor Drain auto-ability will heal you with every defeated enemy.
- **Vengeance and Shadow Trooper:** With their innate Beat Down abilities, you can pair one of these outfits with a Spear and begin to experiment with the staggering power of Jump.
- **Déjà Vu:** A powerful outfit for skilled, efficient players when employed in combination with Critical auto-abilities.
- **Danse Macabre:** A garb designed to target elemental weaknesses. Use it in combination with Imperil to trigger Sweet Spot as often as possible.
- **L'automne:** An effective garb for staggering, with an ideally complementary auto-ability, Stagger Siphon. While the power modifier of its spells will eventually be eclipsed by those of your own abilities, the ATB costs are optimized at Level 3, giving this outfit significant lasting power.

- **Splendid Admiral and Intruder:** These two outfits should be purchased immediately when they become available. They enable you to trigger Bravery and Faith whenever you want for a large boost to your offensive power. By using their innate Garb abilities – or even better, Heroic Guard – you can drain your remaining ATB rapidly to accomplish this as and when required.
- **Cyber Jumpsuit and Quiet Guardian:** These two seemingly insignificant early-day garments, when paired with either Preta Hood and Ring Runic or Ghostly Hood and Guard Ring, give you 100% resistance to magic or physical attacks respectively. This can essentially make you immune to damage against the magic-oriented Ereshkigal and Aeronite (as long as you Perfect Guard Hellflare and stagger it from a distance), as well several physical-oriented large-scale enemies (Chocobo Eater, Earth Eater, Cyclops, Zaltys, Zomok, Reaver, and their Ω versions).

LATE-GAME

- **Equilibrium+:** With its unique ability that doubles the ATB recovery of standby schemata, the upgraded version of Lightning's default garb is one of the best support-based options in the game.
- **Heartstealer and Dragon:** These are the only two outfits to confer a bonus to Stagger Power. Therefore, you should obviously pair them with a Spear and either Beat Down or -ra elemental spells to maximize their potential.
- **Martial Monk:** This garb offers tremendous potential with Whirlwind Kick, which is to Punt as Artemis's Arrows is to Heavy Slash. Whirlwind Kick can launch even with its normal hits to set up an aerial knockdown finale and, if your execution is precise enough, its tremendous Perfect Timing bonus of 300% effectively quadruples your damage!
- **Nightmare:** Siren Slash, an attack with the animation properties of Light Slash, is a very interesting ability that inflicts a high-Accumulation ailment (one randomly of Deprotect, Deshell, or Imperil) on the enemy. The ailments have very low base duration, but you can essentially use one ability slot for three ailments by attacking repeatedly. Consider equipping a high-Magic weapon and inflicting the ailments of your choice just before an Overclock.

OTHERS

- **Dark Orchid:** The EP Vengeance auto-ability, while seemingly unimpressive and wholly inefficient as a reliable method to restore EP, does have a niche use. It enables you to revive endlessly as long as you heal (for example with Mediguard) and take one hit before getting knocked out again. The infinitesimal amount of EP that is restored is enough to permit an Arise that leaves you with 1 HP.
- **Ultimatus, Astral Lord, and Pallas Athena:** These come equipped with Ultima, top-tier elemental spells, and Heroic Guard respectively, but are little more than novelties as you optimize your abilities.
- **Guardian Corps and Knight of Etro:** If you have maintained save files from Final Fantasy XIII and XIII-2, you'll be rewarded with these themed costumes, which also happen to be blank slates with no innate abilities or special properties, giving you full flexibility in terms of Schema customization.
- **Miqo'te Dress:** The dual-type damage property of Magic Slash makes it a deadly secret weapon against Aeronite, Ereshkigal, and Bhunivelze's final form. After you fully stagger these enemies and induce massive weaknesses to both physical and magic damage, this unique ability will enjoy huge bonus multipliers.

GARB ABILITIES

In the following table, we summarize the special properties or effects of garb-exclusive abilities.

Ability	Type	Garb	Notes
Speed Slash	Physical	Amazon Warrior	Fast animations; quick recovery
Quick Ruin	Magic	White Mage	
Rapid Fire		Black Mage	
Quick Freeze			
Magic Slash	Physical and Magic	Miqo'te Dress	Dual properties; can stack multiple status effects with Bravery, Faith, Deprotect, and Deshell
Siren Strike	Physical	Nightmare	Added effect of one randomly selected from Deprotect, Deshell, or Imperil: 500/2s
Lancet	Physical	Dragoon	Restores 1% HP per hit (2% per hit during finale)
Leaping Rush	Physical	Heartstealer	Finale has knockdown
Shadowbind	Physical	Soldier of Peace	Added effect of Daze: 250/5s
Darkness	Physical	Dark Knight	-5% HP per use
Ashura			-5% HP per hit per use
Flame and Flood	Physical	Purple Lightning	Lightning will approach the enemy as with a physical ability, but the subsequent animation and ability's launch property are identical to those of a -ga spell
Lightning and Wind Slash		Blue Mage	
Relentless Assault	Physical	Siegfried	First hit can launch; finale has knockdown
Buster Ruin	Magic	Red Mage	Unleashes a hovering, slow-moving Ruin blast



QUICKSTART

CAST &
CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF
PRISERS

BESTIARY

INVENTORY

STRATEGY &
ANALYSISULTIMA
WALKTHROUGH

EXTRAS

INDEX

MOTIVATION

SCHEMA
PARAMETERS

STATUS EFFECTS

STAGGER

BATTLE SCORE

COMBAT EP
ABILITIESADVANCED
MECHANICSEQUIPMENT
MODIFICATION

SORCERY

INVENTORY
ASSESSMENTQUICK
SUMMARYROLES &
SPECIALIZATIONSCHEMATA
SETUPSPROGRESSION
EFFICIENCY

Weapons

The parameter bonuses conferred by different weapons offer an easy way to distinguish one category from another. From these, we can extract a few progression-based tips:

- If you are diligent about improving your combat skills, we'd recommend not purchasing any weapons for most of your first playthrough, except for the cheapest variants in each category if you wish to experiment. You can acquire several respectable all-purpose weapons such as Death Herald, Chaos's Revenge, and the three weapons rewarded for opening the highway routes. Better yet, obtain weapon drops from Skeleton, Cyclops, and Reaver as well as their Last One variants. With these weapons, in addition to the aforementioned quest rewards, you can easily complete all tasks without spending much gil at Forges – though you may wish to invest in a Morgenstern for a high bonus to Strength in preparation for Aeronite and Ereshkigal.
- When you begin your first New Game+ playthrough, consider purchasing enough Mighty Materials and Sword Polishers to upgrade the Ul'dahn Blade and Gridanian Sword to their maximum Tier 2 bonuses of 2,000 Strength and Magic respectively. This is a great way to jump-start your new adventure and should compel you to sell off any mid-range weapons you may have purchased on Easy or Normal that are rendered obsolete as a result (such as the Morgenstern).



- Double Blades are particularly noteworthy, as the Strength -50% penalty that applies to every weapon of this type may have drawn your curiosity. In fact, these weapons strike twice when you use certain physical abilities, which compensates for the penalty. Specifically, all aerial abilities (which are single-target attacks) except for Punt invoke this double-hit property. Although the corresponding Strength boosts conferred by Double Blades are smaller than those of other physical-oriented weapons, this becomes less of an issue as you approach the 5,000 cap. In fact, Double Blades are capable of the highest damage output against single enemies, as they can bypass the cap thanks to the Strength penalty. If equipping a Double Blade results in 2,500+ Strength, you have essentially "cheated" the system, for the double-hit property results in a Strength modifier that is greater than 5,000.
- Double Blades purchasable from shops are also a great way to minimize the penalty to your Battle Score in tougher battles; you can forego healing of any kind if you master Perfect Timing with Precise HP Restore 3%.
- When equipped with a Staff, Lightning will use it to cast spells instead of her usual animation, during which she casts with hand motions. This is a significantly faster execution and further justifies the usage of this weapon type to maximize Magic-based damage.



Shields

As your combat proficiency grows, the HP bonus conferred by shields becomes largely insignificant, leaving ATB Speed and Guard Defense as the only relevant primary parameters. Naturally, shields that focus on one or both of these attributes become much more important.

- **Light Shields** offer the highest ATB Speed bonuses by far and should be a mainstay on all offensive Schemata. The Guard Efficiency bonus they provide is multiplicative and is therefore unlikely to offer you much additional protection in a defensive stance.
- **Tactical Shields** are the best defensive option once you've grown accustomed to Perfect Guarding strong attacks with a standard guard ability. Interestingly, the Gridanian Sigil, which is a free reward if you complete the "Roadworks II" Canvas quest (see page 149), offers the same maximum Guard Defense and lowest number of unavailable upgrades as the best and most expensive Tactical Shield, Deicide. This makes the Gridanian Sigil easily the best overall selection in this category.
- **Gauntlets and Mystic Shields** have some secondary appeal on Hard Mode, when you can upgrade their Strength or Magic boosts to a maximum value of +500. This becomes less interesting when you reach the 5,000 cap solely through Lightning's innate Strength/Magic attributes and her upgraded weapons.
- Finally, the only reasonable application for **Large Shields** is not the large boost to HP but rather the Defender auto-ability. When upgraded to Level 3, Defender's +15 bonus to Keep can prove to be quite effective. Unfortunately, Large Shields also carry an ATB Speed penalty, which you have to offset with auto-abilities.



Accessories

The benefits of head accessories and arm accessories are self-explanatory once you familiarize yourself with the auto-abilities they provide. In this short section, we highlight noteworthy items or combinations of great value.

- **Locket Pendant and Soul of Thamasa:** These head accessories (and their upgrades) reduce the Schema's HP but allow for multiple finales. They should factor heavily into any strategy aiming to achieve the fastest Battle Times or highest Battle Scores.
- **Devil Earrings:** Powerful abilities with high but optimized ATB costs (such as Heavy Slash) benefit tremendously from this head accessory once you have fully upgraded the Demon Earrings. Avoid pairing it with low-ATB abilities.
- **Sparrow Comb:** Optimally suited to cheapen the ATB cost of non-damage-dealing tasks, this accessory complements a Schema heavily focused on inflicting ailments and defensive capabilities.
- **Angel's Headband:** The ability to heal while guarding makes this an attractive option on a Schema wielding a tactical shield and strong guard abilities.
- **Elemental Jewels and Bangles:** This combination of head and arm accessories can render you immune to a specific element, thanks to the additive stacking of these bonuses. While notable, this overly defensive setup should not be relied upon for efficiency.
- **Highwind Charm:** In its ultimate form, the Falcon Charm provides a ludicrous boost to ATB Speed that can easily offset any related penalties introduced by other parts of a Schema.

- QUICKSTART
- CAST & CONCEPTS
- PRIMER
- WALKTHROUGH
- MAIN QUESTS
- SIDE QUESTS
- CANVAS OF PRAYERS
- BESTIARY
- INVENTORY
- STRATEGY & ANALYSIS
- ULTIMA WALKTHROUGH
- EXTRAS
- INDEX
- MOTIVATION
- SCHEMA PARAMETERS
- STATUS EFFECTS
- STAGGER
- BATTLE SCORE
- COMBAT EP ABILITIES
- ADVANCED MECHANICS
- EQUIPMENT MODIFICATION
- SORCERY
- INVENTORY ASSESSMENT
- QUICK SUMMARY
- ROLES & SPECIALIZATION
- SCHEMATA SETUPS
- PROGRESSION EFFICIENCY



Abilities

While we have presented all aspects of abilities in the Inventory chapter (and in exhaustive detail), there are still words to be said about different types of abilities in general, not to mention the options you have within each single category.

Note that ATB management becomes pivotal at high-level play. You should not only be constantly executing abilities, but also ensuring that your standby Schemata are not idling for any prolonged period with full ATB, for this means you are not exploiting the potential maximum power of your Schemata.

DAMAGE-DEALING

- The rule of thumb is that the lower an ability's ATB cost, the more efficient its damage output per ATB is. In addition, as your parameters approach their maximum values, you may "lose" damage with high-cost abilities such as Heavy Slash if your modifiers stack to the point where calculated damage exceeds 999,999 but, obviously, is capped. In reality, however, you cannot always simply use low-cost abilities to maximize damage due to the transience of effects such as status enhancements and staggers. Overclocking only partially resolves this issue.
- Given the range of modifiers, resistances, and inducible effects applicable to the game's major enemies, physical attacks are heavily favored as the damage type of choice. Magic is more useful only in certain specific instances, such as against Zalty.

STAGGERING

- Broadly speaking, spells are easier to employ for the purposes of staggering, but adept players can and should make use of Jump (especially multiple Jumps triggered with the Locket Pendant), enabling you to focus solely on Strength and design a Schema that is capable of contributing significant damage even after staggering. The first tier of elemental physical attacks (-strike attacks) also tend to be more effective in terms of staggering than the first tier of elemental spells.

- If you do choose to use elemental spells, the second tier ("-ra" spells) is the most cost-efficient of the mono-elemental type. Subtle characteristics of the four elements set them apart from one another when there is no difference in susceptibility. For one thing, spells taking the form of projectiles travel at different speeds for different elements. From slowest to fastest, the order is: Ice, Fire, Wind, and Lightning, the last of which is not really a projectile at all but rather an immediate impact. This makes Lightning and Wind perhaps the most distinct elements; their invocation tends to be the fastest and they also have multi-hit properties at the -ra and -ga levels. Wind may feature most prominently throughout the game, dominating the majority of enemies inhabiting the Dead Dunes, including the ever-imposing Earth Eater. No other element can claim to be as broadly effective.

- Multi-elemental spells (those consisting of two or four standard spells, such as Firestorm or Elementa) are the most potent magic attacks in terms of staggering, as their Stagger Power is applied two to four times per spell. The Elementa spell is particularly useful in this regard.

PHYSICAL AND MAGIC ABILITIES

Two brief points highlighting specific physical and magic abilities:

- **Beat Down** is perhaps the one physical ability whose potential (in combination with a Spear to trigger Jump) may not seem apparently evident on a first playthrough. It is worth making time at appropriate intervals along the timeline to minimize the ATB cost of this ability by farming Desdemona regularly. Farming is actually relatively painless if you have the right setup; the ability is a guaranteed drop with the Beggar's Beads equipped if you stagger each opponent during the battle.
- The **Committal** and **Grand Wizard** auto-abilities are extremely powerful but present an interesting dilemma, requiring you to use abilities that cost 40 or more ATB, but enabling you to trigger Vigilance and either Bravery or Faith as often as you want. This is the only case in which it makes sense not to minimize ATB costs for a particular ability that may benefit greatly from this trigger.

DEFENSIVE ABILITIES

- Each standard **Guard** ability can be useful in specific circumstances. As a general rule of thumb, Heavy Guard is beneficial early on in the game as it offers a strong defense. Later on, once you master the art of Perfect Guarding, low-ATB cost abilities become more cost-effective. Heroic Guard is a special case, as it offers several unique benefits and strategic options.
- Though handy early in the game to heal, albeit very slowly, **Medigard** becomes enormously inefficient once better options are available.
- **Evade** has interesting applications, making it possible to avoid damage completely against enemies that favor physical attacks. In such encounters, a heavily evasive style is quite effective if you are adept at perfectly timing Evade, which actually rewards you with a regain of 20 ATB! This technique is particularly useful against long multi-hit attacks such as Chocobo Eater's "Chef's Secret".
- While mostly novelties, **Counterblow**, **Counterspell**, and the attack triggered by the **Revenge Guard** auto-ability can occasionally be very useful. These abilities sport a non-trivial Stagger Power value of 30 (Counterblow and Counterspell also have 40 Preservation) and can invoke large stagger modifiers in specific situations corresponding to enemy actions, such as when Zaltys and Zomok perform bite attacks, exposing their heads to reprisals.

Recovery Items

- The value of elemental Potions should not be understated. There are really no other ways to sustain these effects for the duration that these recovery items offer by default: against elemental weaknesses, the boon to your offense is massive. When the time comes to face Aeronite and Ereshkigal, you should always have one of these handy to retain the possibility of incurring a massive damage boost by inflicting Imperil and using the item at the right time.

AILMENTS

- As we have stressed, **Deprotect**, **Deshell** and **Imperil** warrant automatic consideration in any Schemata set for their almost universal effectiveness. Their defensive analogs, **Debrave** and **Defaith**, are useful if you find yourself underprepared against a strong enemy, but lose their value once your parameters are sufficiently high and your strategy thoroughly optimized.
- **Poison** becomes more powerful as you Level Boost to improve its base duration, thus reducing the frequency with which you have to refresh it. The persistent depletion of an enemy's health is a great supplementary tool to have in designing your offense. **Curse** helps against enemies that are prone to interruptions after infliction. **Slow** can be a welcome addition to reduce the frequency of enemy attacks, though this isn't as important once your ability to guard (and, even better, Perfect Guard) is high enough.
- The **Disaster** spell inflicts the following five ailments, each with Accumulation and base Magic Effect Time of 110/20s: Debrave, Defaith, Deprotect, Deshell, and Curse. It has limited practical usage given the low Accumulation values, high ATB cost, and the fact that you cannot obtain it until you achieve victory over Aeronite on Hard Mode.

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVASS OF PROXIES

SECTARY

INVENTORY

★ STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

MOTIVATION

SCHEMA PARAMETERS

STATUS EFFECTS

STAGGER

BATTLE SCORE

COMBAT EP ABILITIES

ADVANCED MECHANICS

EQUIPMENT MODIFICATION

SORCERY

★ INVENTORY ASSESSMENT

QUICK SUMMARY

ROLES & SPECIALIZATION

SCHEMATA SETUPS

PROFESSION EFFICIENCY

- To a lesser extent, this also applies to Vigilance Potions. Invoking this enhancement for five whole minutes can essentially make you uninterrupted.
- If your primary concern is Battle Score, then generally it's much better to avoid using Curaga or any recovery items at all to restore HP, relying instead on auto-abilities and tufts of Phoenix Down to revive yourself if you do fall in battle. See page 270 if you need a refresher on how Battle Scores are calculated.

QUICK SUMMARY

Even a cursory reading of all previous sections in this chapter should reveal how pivotal the numerous modifiers and parameters used in Lightning Returns are. Simply attacking an enemy, even with powerful abilities, might enable you to defeat the weakest foes in the game, but it won't get you much farther than that.

Of course, this doesn't mean that you have to make complicated calculations to ensure that you take all factors into account and process them in real time whenever you face a monster. All you need is to acquire an instinctive understanding of the tools at your disposal, and how you can make use of them efficiently in any given situation.

As a (simplified, but useful nonetheless) synthesis of all the in-depth mechanics described so far, here is a breakdown of what your priorities should be at the beginning of all but the most uneventful battles:

- **Inflicting Ailments:** An all-important step to weaken your opponents and ensure a decent damage output for Lightning. Deprotect, Deshell and Imperil are spells that you should be casting in almost every encounter, all leading to substantial damage modifiers in your favor.
- **Staggering:** Breaking your target's defense should be your goal in all battles, barring those against insignificant foes. Staggering has multiple beneficial effects for you, from additional damage modifiers to stagger effects hampering the enemy. Occasionally, you may also wish to delay infliction of ailments against enemies that are especially resilient until they have been staggered.

- **Dealing Damage:** Once your target is staggered and ripe for a beating, it is time for you to unleash your most powerful abilities, which will benefit from the various modifiers you have triggered so far (which you can further amplify by buffing Lightning with status enhancements just prior to the damage-dealing phase).

Of course, this is a theoretical description of the ideal battle flow. In practice, it must be adaptive in response to many factors that work against you: Stagger Decay, ATB depletion, defensive duties against enemy attacks, the transience of status effects, and so forth. In addition, there are many tasks that you have to complete outside battles to fully optimize Lightning's potential. This includes securing the best garb, improving abilities via Sorcery, and upgrading weapons and shields in Forges (a feature exclusive to New Game+ playthroughs).

Nevertheless, the three above priorities are the cornerstone of the battle system in Lightning Returns. Base your strategies on them and you are almost guaranteed to attain maximum efficiency in every single enemy encounter. The best way to do this is to specialize your three active Schemata accordingly – with each Schema dedicated to specific tasks within its respective "jurisdiction".

Indeed, by deliberately creating Schemata whose parameters are enhanced specifically with a predefined "role" in mind, you can tremendously optimize your overall effectiveness – which leads us neatly to...



ROLES & CHARACTER SPECIALIZATION

If you've read the previous sections in this chapter, you now know how the multiple factors and modifiers used in the game play a major part in your battle efficiency. The best way to take this into account in actual practice is to define specific "roles" for your Schemata, specializing them for very specific duties, and then enhancing only those parameters or abilities required for the tasks they will be employed for. An obvious example is that there is no point whatsoever in increasing the Magic stat of a Schema that focuses on dealing physical damage.

This section offers you a selection of possible role setups, each category beginning with a Schema that you can start building at a very early stage in the game, on Day 1 or 2. If you have played either of the previous Final Fantasy XIII titles, you should immediately recognize some of the terms we use. Of course, you should feel totally free to use our suggestions as a launching pad for devising your own Schema designs.

Staggering Roles

RAVAGER

Slots	Schema Setup	Notes
	Electronica (or any other of the four elemental outfits from Canopus Farms)	<ul style="list-style-type: none"> You can start using this staple setup very early in the game. All low-tier elemental spells can be obtained easily from Grimira. Your priority is then to obtain the -ra version of each elemental spell for their superior staggering potential.
	Any weapon with strong Magic	
	Any Light Shield or Mystic Shield	<ul style="list-style-type: none"> With all four elements in your arsenal, you can exploit any and all enemy weaknesses.
	Magician's Token or Imp's Crest	
	Sniper's Gloves	
	Fire	
	Blizzard	
	Thunder+	
	Aero	

SMART BOMB

Slots	Schema Setup	Notes
	L'autonne	<ul style="list-style-type: none"> Very effective for general use once you have access to the prescribed garb, this Schema enables you to alternate between elemental spells if you wish to avoid finalies and also inflict important secondary ailments as you are building toward stagger.
	Chaos's Revenge or any weapon with a bonus to Stagger Power	
	Any Light Shield	<ul style="list-style-type: none"> In the event that an opponent is resistant to both Lightning and Wind, as is the case with the Chimera, you can swap in the Urban Outlaw garb, which is the functional equivalent for Fire and Ice, though its Victor Siphon auto-ability is not particularly useful.
	Silk Scarf or Soul of Thamasa/Minwu	
	Sniper's Gloves	
	Thundera	
	Slow or Poison	
	Impet	
	Aero	

DRAGON

Slots	Schema Setup	Notes
	Dragon or Heartstealer	<ul style="list-style-type: none"> The key aspect of this setup is the combination of the Jump auto-ability with the Locket Pendant/Necklace, which enables double/triple Jump.
	Any weapon with the Jump auto-ability	
	Any Light Shield	<ul style="list-style-type: none"> The sheer Stagger Power of repeated Jumps, combined with the increased stagger capability of Dragon or Heartstealer, makes this the ultimate staggering setup. With superior reaction speed and timing, you can use Evade as an effective spacing tool against enemy physical attacks, avoiding damage to your low-HP setup.
	Locket Necklace (or Locket Pendant)	
	Any	
	Lancet or Leaping Rush	
	Evade (Heartstealer)	
	Elemental physical attack	
	Beat Down	

MALEVOLENCE

Slots	Schema Setup	Notes
	Dragon	<ul style="list-style-type: none"> Synthesize the rare Grand Wizard auto-ability on your -ga spell and do not reduce the ATB cost of Elements (a single drop from Acacipolis Ω suffices). The Falcon Charm or its upgraded variants will help to recover quickly from large ATB expenditures.
	Bladed Lance (max Magic)	
	Any Light Shield or Mystic Shield	<ul style="list-style-type: none"> After staggering, you can inflict Impet and begin employing the optimized -ga spell to use this as a secondary damage Schema. This has the additional benefit of obviating the need for an ailment slot on another schema. Try pairing this with the Elementalist, Tetra-Elementalist, or Elemental Wizard setups.
	Falcon Charm	
	Sniper's Gloves	
	Lancet	
	Any-ga spell (with Grand Wizard)	
	Elementa	
	Impet (or any other important ailment)	

OVERCLOCKER RAVAGER

Slots	Schema Setup	Notes
	Heartstealer	<ul style="list-style-type: none"> Your Strength and the damage you deal are irrelevant here; all that matters is that you can obtain hits with high Stagger Power during Overclock.
	Bladed Lance	
	Any Light Shield	<ul style="list-style-type: none"> The Bladed Lance offers multiple advantages to this Schema: extra Stagger Power, the Jump ability, and additional Overclock time.
	Locket Necklace (or Locket Pendant)	
	Any	
	Leaping Rush	
	Evade	
	Beat Down	
	Elemental-strike attack	

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

* STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

MOTIVATION

SCHEMA PARAMETERS

STATUS EFFECTS

STABILITY

BATTLE SCORE

COMBAT ABILITIES

ADVANCED MECHANICS

EQUIPMENT MODIFICATION

SORCERY

INVENTORY ASSESSMENT

* QUICK SUMMARY

* ROLES & SPECIALIZATION

SCHEMA SETUPS

PROGRESSION EFFICIENCY

Damage-Dealing Roles

COMMANDO

Slots	Schema Setup	Notes
	Velvet Bouncer	• You can use this setup in the early game to deal heavy damage. Prioritize equipment that offers bonuses to Strength for optimal results.
	Any weapon with high Strength	
	Any Light Shield or Gauntlet	• Do not underestimate the efficiency of physical elemental attacks, especially after inflicting Imperil.
	Fighter's Emblem or Wolf's Emblem	• Later, when you acquire the Warrior Hunter's Mask or Bandit Scarf, you can steal offensive buffs from your enemies with Heavy Slash.
	Any	
	Blitz	
	Attack	
	Heavy Slash	
	Elemental physical attack	

MONK

Slots	Schema Setup	Notes
	Martial Monk	• This setup makes use of the low ATB cost of Punt to trigger multiple Whirlwind Kick finishes, with the added benefit of potentially interrupting or launching your target. If you master the art of Perfect Timing, this is a very potent Schema.
	Any Katana (Hard Hitter)	
	Any Light Shield	
	Locket Necklace (or Locket Pendant)	
	Enlister's Gloves	
	Blitz (high-level)	
	Blitz	
	Punt	
	Charged Strike	

SLASH & BURN

Slots	Schema Setup	Notes
	Shadow Trooper	• This physical hybrid Commando/Reaver setup will enable you to stagger with the Jump ability, thus enjoying a massive x1.5 damage modifier thanks to Shadow Trooper.
	Bladed Lance (maxed Strength)	
	Any Light Shield	• Once the enemy is staggered, use your elemental physical attack to cause damage after an application of Deprotect and Imperil with another Schema Elemental Chaser as a strike ability is particularly potent.
	Locket Necklace (or Locket Pendant)	• Consider synthesizing the Committal auto-ability on your customizable Beat Down and retaining its base ATB cost of 40. This provides valuable buffs for any alternate physical Schemata in your repertoire.
	Enlister's Gloves	
	Beat Down	
	Attack	
	Beat Down (high-level)	
	Elemental physical attack	

TETRA-ELEMENTALIST

Slots	Schema Setup	Notes
	Dance Macabre	• The Soul of Thamasa/Minwu enables you to perform multiple finishes in a row, each enhanced by the Strong Finale effect from both the Staff and a rare synthesized auto-ability on the -ra spell.
	Any Staff (Strong Finale)	
	Any Light Shield or Mystic Shield	• The Element or Elementa spell enables you to hit your target with all elements simultaneously. If Imperil is applied, most enemies will become weak to at least one element, and at worst resistant to one or two, which is still effective.
	Soul of Thamasa/Minwu	
	Sniper's Gloves	• With a maxed Magic stat, this setup can deal tremendous damage.
	Flamespark	
	Any -ra elemental spell	
	Element or Elementa	
	Icestorm	

ARTEMIS

Slots	Schema Setup	Notes
	Soldier of Peace	• This setup is all about raw Strength power, Artemis's Arrows being one of the most potent attacks in the game.
	Any Katana (Hard Hitter)	
	Any Light Shield or Gauntlet	• Ideally, you need your Maximum ATB to be at 200. This enables you to launch Shadowbind (to cause Daze) and Artemis's Arrows for optimal damage consecutively, especially if you are lucky enough to synthesize the Committal auto-ability on Heavy Slash.
	Demon Earrings, Warrior Hunter's Mask or Falcon Charm	
	Enlister's Gloves	
	Shadowbind	
	ATB Charge	
	Heavy Slash	
	Elemental physical attack	

OVERCLOCKER COMMANDO

Slots	Schema Setup	Notes
	Velvet Bouncer	• This setup specializes in dealing damage during Overclock. The Strength penalty from the Double Blade is counterbalanced by the fact that it deals two hits.
	Any Double Blade (ideally Double Deth)	
	Any Light Shield	• You can chain multiple hits at a very fast pace during Overclock, alternating between attacks to avoid finishes.
	Fighter's Emblem or Wolf's Emblem	• To further augment your damage output, synthesize the Elemental Chaser auto-ability on your -strike ability for usage against an elemental weakness.
	Enlister's Gloves	
	Blitz	
	Attack	
	Light Slash	
	Elemental -strike attack	

ELEMENTALIST

Slots	Schema Setup	Notes
	Dance Macabre	• Having access to both physical and magic elemental attacks means that you remain efficient whatever the resistances of your enemies. This is why you should try to boost your Strength and Magic equally.
	Any balanced weapon	
	Any Light Shield	• Dance Macabre's Sweet Spot makes your elemental attacks even more effective, especially after an application of Deprotect, Deshell and Imperil.
	Goldflame Droplet or Thunderstorm Droplet	• Your elemental -strike should carry the rare Elemental Chaser auto-ability. This results in large damage bonuses when you continually alternate your -strike with Attack or Light Slash.
	Elemental Bracelet	
	Flamespark	
	Elemental strike corresponding to Droplet accessory	
	Attack or Light Slash	
	Icestorm	

FIRE WIZARD

Slots	Schema Setup	Notes
	Shadow Trooper	• This highly advanced mage seeks to deal grievous Fire damage in conjunction with a Reaver. Soon after the Stagger Wave runs red, switch to this Schema and unleash Flare for a guaranteed damage multiplier with a staggering blow. Be sure to inflict Deshell and Imperil, and perhaps add some Stagger Preservation beforehand.
	Chaos's Revenge (maxed Magic)	
	Any Light Shield or Mystic Shield	• Fire and Flare should each carry a Fire-Attribute Attacks +x% auto-ability. Fraga is used for its Grand Wizard rare auto-ability, further boosting the power of Flare.
	Goldflame Droplet (or icy Inferno)	
	Sniper's Gloves or Firewynn Bracelet	• You can set up an analog of this Schema for any of the other three elements. Note that Flare, Chill, Surge, and Tornado increase in power as your HP decreases.
	Beat Down	
	Fire	
	Fraga	
	Flare	

Defensive & Support Roles

SABOTEUR

Slots	Schema Setup	Notes
	Passion Rouge	• This staple Schema can be created very early in the game after a quick visit to the Dead Dunes to acquire Passion Rouge.
	Femme Fatale	
	Any Tactical Shield	• The Schema is in charge of both defense and inflicting ailments to the enemies. The addition of an elemental spell enables you to make it an "off" Ravager too, enabling you to maintain a consistent assault when there is no great need to guard or re-apply defaults.
	Magician's Token or Imp's Crest	
	Any	• Prioritize boosts to your ATB Speed and Magic stat (which will increase the duration of ailments).
	Deprotect	
	Guard	
	Elemental spell	
	Deshell	

SENTINEL

Slots	Schema Setup	Notes
	Sacred Knight	• Use Light Guard against weak attacks, and a stronger guard against powerful attacks. All will contribute to healing thanks to the Angel's Headband.
	Chao's Revenge	
	Gridanian Sigi	• Equipping Chao's Revenge enables you to stagger with Defensive Strike when you've reached 75% of the enemy's Stagger Point.
	Angel's Headband	
	Lucky Dice	• Having an ailment spell helps to complement a Saboteur Schema.
	Light Guard	
	Heavy Guard or Heroic Guard	
	Defensive Strike	
	An ailment spell	

MAINTAINER

Slots	Schema Setup	Notes
	Equilibrium	• Equipping the Sparrow Comb means that your abilities cost less in terms of ATB, but that the damage you deal is limited. However, this does not matter, as this is chiefly a defensive setup meant to maintain the Stagger Wave while you wait for the ATB gauges of standly Schemata to refill.
	Any weapon with the Jump auto-ability	
	Gridanian Sigi	
	Sparrow Comb	
	Tenacious Ring	
	Blitz	
	Heroic Guard or Heavy Guard	
	Attack	
	Beat Down	

SYNERGIST

Slots	Schema Setup	Notes
	Splendid Admiral or Intruder	• In this variant of the Saboteur, Lightning can trigger Bravery or Faith by emptying her ATB gauge and changing Schemata. This can be accomplished efficiently by guarding repeatedly to deplete the entire bar.
	Any Rapier	
	Gridanian Sigi	• This setup can also help as an "off" Ravager with an elemental spell, enhanced by Imperil.
	Warrior's Plume	
	Tenacious Ring	• If you opt for Heroic Guard instead, this enables you to refresh your buff almost instantly by emptying your ATB, while providing very strong defense.
	Deprotect or Deshell	
	Guard	
	Elemental spell or Heroic Guard	
	Imperil	

MATADOR

Slots	Schema Setup	Notes
	Paladin	• This advanced version of the basic Saboteur role utilizes the Paladin garb, which gives you access to a three free slots, offering you a lot of flexibility.
	Any Cursed Rapier	
	Gridanian Sigi	• With this Schema, inflict powerful key ailments against your targets, tank all enemy attacks, and contribute Stagger Power in all other situations.
	Cursed Band or Warrior's Plume	
	Tenacious Ring	
	-to elemental spell	
	Heavy Guard	
	Imperil or Slow	
	Deprotect, Deshell, or Poison	

SURVIVOR

Slots	Schema Setup	Notes
	Dark Orchid	• A risky setup that enables you to revive endlessly as long as you heal with Mediguard and take one hit before getting knocked out again. The infinitesimal amount of EP that is restored is enough to permit an Arise that leaves you with 1 HP, and thus to repeat the cycle endlessly.
	Any Cursed Rapier	
	Gridanian Sigi	
	Warrior's Plume or Cursed Band	
	Tenacious Ring	
	Heavy Guard or Heroic Guard	
	Mediguard	
	Attack	
	Imperil or Deprotect	

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

RESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

MOTIVATION

SCHEMA PARAMETERS

STATUS EFFECTS

STAGGER

BATTLE SCORE

COMBAT EP ABILITIES

ADVANCED MECHANICS

EQUIPMENT MODIFICATION

SORCERY

INVENTORY ASSESSMENT

QUICK SUMMARY

ROLES & SPECIALIZATION

SCHEMATA SETUPS

PROGRESSION EFFICIENCY

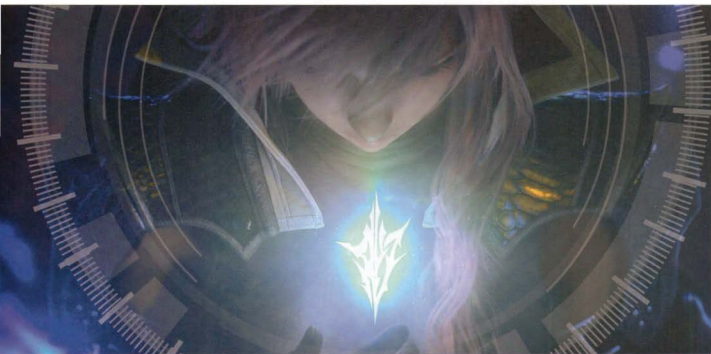
Other Roles

CRITICAL HITTER

Slots	Schema Setup	Notes
	Dejà Vu	<ul style="list-style-type: none"> This setup is very useful to expedite the completion of trivial fights on New Game+ playthroughs.
	Any Heavy Blade	
	Any Light Shield	<ul style="list-style-type: none"> The ailment spells need to carry the Critical Bravery and Deprotect Chaser auto-abilities. By deliberately remaining at low health, you will thus enjoy very significant bonuses to the damage you deal.
	Demon Earrings or Warrior Hunter's Mask	
	Tenacious Ring	<ul style="list-style-type: none"> The rest of your equipment should focus on increasing Strength and ATB Speed.
	Deprotect	
	Mediguard	
	Attack, Light Slash, or Heavy Slash	
	Poison	

TORTOISE

Slots	Schema Setup	Notes
	Quiet Guardian	<ul style="list-style-type: none"> By stacking defensive accessories with the Quiet Guardian (or Cyber Jumpsuit) garb, you can reach a summed total of 100% in either physical or magic resistance, making this the ultimate form of damage prevention against enemies that specialize in only one damage type (such as Chocobo Eater and Earth Eater). An upgraded Large Shield helps to prevent interruptions.
	Any Swift Rapier or Chaos's Revenge	
	Any Large Shield	<ul style="list-style-type: none"> You can use Chaos's Revenge for quick staggers or delegate other supporting tasks to this Schema when guarding is not necessary.
	Ghostly Hood or Preta Hood	
	Guard Glove or Runic Ring	
	Impervious	
	Heavy Guard	
	Heavy Slash (with Comittal) or a -ga elemental spell (with Grand Wizard)	
	Deprotect or Deshell	



SAPPER

Slots	Schema Setup	Notes
	Soldier of Peace	<ul style="list-style-type: none"> This novelty setup is used to defeat robust enemies (especially Last One) that are susceptible to both Poison and Daze (this includes Zaltys Ω, Zomok Ω and Aster Protoflorian Ω).
	Any balanced weapon	
	Any Light Shield	<ul style="list-style-type: none"> By alternating Poison and Shadowbind to refresh both ailments, you can completely neutralize the target until its HP is fully depleted. Use ATB Charge during any down time and finish off the enemy with a calculated Artemis's Arrows.
	Silk Scarf or Falcon Charm	
	Enlister's Gloves	
	Shadowbind	
	ATB Charge	
	Heavy Slash	
	Poison	

GUERRILLA

Slots	Schema Setup	Notes
	Nightmare	<ul style="list-style-type: none"> This Schema can inflict one of three key ailments (chosen at random) with Siren Slash, Deprotect, Deshell, or Impervious. These are short-lived but have high Accumulation, making them useful against enemies with stout ailment resistance. Though the ailments have a short duration, you can make the most of them if infliction is followed immediately with an Overclock.
	Bladed Lance (max Magic)	
	Any Mystic Shield	<ul style="list-style-type: none"> With extreme flexibility, you can customize the remaining three ability slots in any way you choose.
	Falcon Charm or Sparrow Comb	
	Any	<ul style="list-style-type: none"> One option for a secondary role is to use a Malevolence template (see the corresponding entry in Staggering Roles) with a base-ATB-cost Elementa to trigger Grand Wizard. Another good choice is to provide low-cost Stagger Power and Preservation in combination with the Sparrow Comb.
	Beat Down or Heavy Guard	
	Either Elementa and any -ga spell (with Falcon Charm) or Ruin and any elemental -ra spell (with Sparrow Comb)	
	Siren Strike	





SCHEMATA SETUPS

Even the best role taken individually is worth very little if you don't have two complementary Schemata to accompany it. Composing balanced sets of three Schemata is key to obtaining the best results. This section offers suggestions of setups that can prove reliable and efficient at various points in the timeline, or in specific situations.

All-Around Schemata

The following Schemata combinations are one-size-fits-all setups. They can see you safely through most quests and dungeons, requiring only very minor adjustments when you change regions. If you use elemental attacks, for example, favor Wind-imbued abilities in the Dead Dunes, Fire-imbued abilities in the Jagd Woods, Lightning-imbued abilities in Luxerion's Forsaken Graveyard... and so forth. These undemanding tweaks aside, you won't ever need to entirely rearrange your Schemata until you face one of the adventure's strongest bosses.





ALL-AROUND SCHEMATA SETUPS

Stage	 			Notes
Early-Game	Saboteur	Ravager	Commando	This setup can be created very early in the game, during the night of Day 1 or on Day 2 at the latest. Open battles with the Saboteur, then stagger the weakened target with your Ravager and finish it off with the Commando.
Mid-Game	Matador	Smart Bomb or Dragon	Artemis	This combination is broadly identical to the Early-Game one, though each Schema proves much more efficient in its specialized role.
Late-Game	Matador	Dragon	Tetra-Elementalist	In this configuration, your main damage-dealer is a magic-oriented Schema.
	Synergist	Dragon	Artemis	With this setup, make sure your Synergist has the Splendid Admiral garb and Deprotect. Triggering Bravery will then benefit the other two Schemata.
	Synergist	Smart Bomb	Tetra-Elementalist	Here, make sure your Synergist has the Intruder garb and both Imperil and Deathell. Triggering Faith will then benefit the other two Schemata.

Specialized Schemata

The advanced Schemata suggestions that follow are more technically demanding, requiring good judgment to maximize their higher potential, and are typically suited for very specific situations.

SPECIALIZED SCHEMATA SETUPS

	 			Notes
Maintainer	Dragon	Monk		A straightforward but efficient combination, especially if you've mastered perfectly timing Whitewind Kick.
Sentinel or Tortoise	Overclocker Ravager	Artemis		An effective setup against very strong opponents. Use Overclock to stagger, then deal damage with your Artemis Schema. If your Artemis Schema has the Committal auto-ability, this will trigger Bravery after Shadowbind, enabling you to cause massive damage with a follow-up Artemis's Arrow.
Survivor	Dragon	Critical Hitter		This advanced configuration has its Schemata combined to facilitate a unique strategy. The idea is to deliberately remain in low-health status to trigger the damage bonuses from the Critical Hitter Schema. This puts you at risk, but the Survivor Schema enables you to revive for free whenever you fall. The Dragon is naturally here to stagger, and thus increase the Critical Hitter's damage output.
Synergist	Elementalist	Elementalist		With two Elementalists (consider the Purple Lightning or Miqo'he Dress garb for the second one), each specialized in the opposing elements of the other, you can exploit elemental weaknesses very efficiently. This can prove handy in the Wildlands or the Ultimate Lair, where you encounter varied enemy types, each with its own unique weaknesses and resistances.
Synergist	Slash & Burn	Monk or Overclocker Commando		Having access to Bravery at any time makes this physical-oriented setup extremely powerful. An Overclocker's Precise HP Restore auto-ability is ideal for score maximization.
Synergist	Malevolence	Elementalist or Tetra-Elementalist		An ideal set of Schemata to deliver severe elemental damage. You can use Splendid Admiral to buff a physical Elementalist or Intruder to support a magic-oriented damage dealer. The Grand Wizard auto-ability will also enable your Malevolence Schema to contribute significantly.
Guerrilla	Dragon	Overclocker Commando		Stagger with your Dragon, inflict the relevant ailments with Nightmare's Siren Strike, then immediately Overclock to "freeze" them while you deal damage with your Commando.

In this final section, we discuss how you can make optimal usage of your real and in-game time with a selection of advanced tips, tricks and techniques.

Field Efficiency

ATB/SPRINT METER

The Maximum ATB of your default Schema also determines the size of the field ATB meter. This is evident if you tally the meter segments, each of which corresponds to 5 ATB. As you traverse the main areas in Luxerion or Yusnaan, where encounter rates tend to be low, it makes sense to default to a Schema with the highest possible Maximum ATB. Some combination of the Purple Lightning garb, the Silver Barrette head accessory or its upgraded forms, and inactive abilities with Maximum ATB bonuses is ideally suited for this purpose.

For your reference, the depletion rate of the meter while sprinting is 12 ATB per second and its normal recovery rate is 40 ATB per second. If you exhaust the meter entirely, it regenerates at the slower rate of 25 ATB per second, as indicated by a red color.

CHRONOSTASIS & TELEPORT

Chronostasis freezes the game clock for 75 seconds of real-time, corresponding to 30 in-game minutes. Therefore, if you can regain 2 EP every in-game hour, you will theoretically be able to chain Chronostasis infinitely.

Liberal use of Teleport before the end of each day at 06:00 is strongly encouraged, as long as you have the necessary EP. By Teleporting shortly before you are beamed up to the Ark, you can make additional headway toward your next destination and then choose to return to your previous location instead of a Warp Device location.

ENEMY ENCOUNTERS

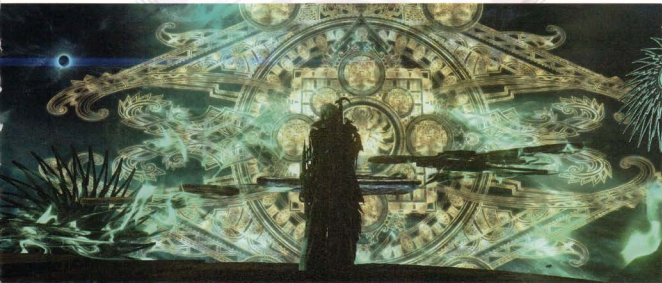
Enemies have specific hitboxes corresponding to their field attack animations, so if you fail to attack them, just making contact doesn't guarantee an encounter. You can often run or jump right past enemies while touching them if you want to avoid a fight.

Note that despite what may seem to be contradictory visual evidence, all weapons have the same speed and range in the field when you attempt to initiate enemy encounters.

MANIPULATING CHAOS INFUSIONS

If you want a specific Chaos-Infused auto-ability on a particular ability, you need to spawn the enemy holding that ability and then lure it into a Chaos Infusion if it does not naturally spawn within a recurring Chaos Infusion. This is naturally much easier if you first hunt some or all other enemies native to that area to extinction, thereby increasing the chances of a specific enemy spawn. Inversely, you can also take advantage of the high encounter rate within a Chaos Infusion to spawn enemies rapidly, lure them outside to fight, and repeat the process ad infinitum without expending the Chaos Infusion.





Farming Abilities, Accessories and Components

Though we have thoroughly detailed the spectrum of enemy ability and Component drops in the Inventory chapter, here are some useful tips to ease the potential tedium of collecting these items.

UNLIMITED ENEMIES

- **Meonekton:** While not conveniently available, as it appears only during the two hours before the end of each day, the Meonekton is essentially impossible to render extinct except through the Ultimate Lair, as there is simply no way to reach the 65,535 extinction number with the time given to you in any single playthrough.
- **Anubys:** Perhaps the single most prevalent enemy in the entire game, you can initiate boundless successive Anubys encounters through the "Death Game" side quest. This makes Silver Malistones and copies of Heavy Slash easy to obtain.
- **Set:** Exclusive to the final dungeon, Set is incapable of extinction. Given that you have no time limit on the Final Day, you can farm Set to your heart's desire. This actually has two important ramifications:

1. Set and Reaver are the only sources for Blitz. On Easy or Normal Mode, you can farm Set for Level 3 Blitz. This means that you do not need to do the same for the Reaver, making it safe for you to farm the behemoth to extinction as early as Day 7. Doing so (and defeating Reaver Ω) grants you early access to the Flesh Render, easily a top-tier weapon for a first playthrough.
2. Set conveniently drops Demonic Forgefire items on Hard Mode. Although the drop rate is only 10%, you can equip the Beggar's Beads and spend as much time as you need on the Final Day to upgrade any and all weapons requiring this Component until you are satisfied.

VERY RARE DROPS

- **Elementaga, Heroic Guard, and Disaster** can only be acquired once per playthrough as guaranteed drops from the three superbosses (Bhunivelze, Ereshkigal, and Aeronite respectively). Thankfully, you won't have to farm the latter two to optimize their ATB costs, though if you wish to synthesize auto-abilities on them, you'll need two Hard playthroughs, the necessary Components, and a lot of luck and patience...
- **Flare, Chill, Surge, and Tornado** can be obtained once per Easy or Normal playthrough by completing the trials in the final dungeon and twice per Hard playthrough, when they are also dropped by the main quest bosses.

- **Ice Blitz, Element, and Elementa** are available as regular drops only from Final Day enemies. It may therefore take you many playthroughs to fully optimize their ATB costs.
- **Crystal Malistones** can only be acquired from bosses on Hard Mode. They are guaranteed for the three primary bosses. To increase the likelihood of drops from main quest bosses, equip the Beggar's Beads.

SPECIAL FARMING SCHEMATA

- **Weak Ravager:** This is useful to farm abilities such as Beat Down from Desdemona and other weak enemies who are liable to suffer defeat before you can stagger normally. To deliberately stifle your damage output before staggering, equip a spear to increase your Stagger Power and the Ghostly Hood, Preta Hood, or Sparrow Comb to reduce your stats.
- **Beggar:** Create a basic sub-schema for the sole purpose of equipping the Beggar's Beads. Swap this in and out as desired while spawning any specific enemy you're hunting. This minimizes loss of gil when fighting other enemies and doesn't waste your good inventory on a part-time Schema. Of course, you'll essentially have to be able to complete fights efficiently with only two optimized Schemata if you opt for this approach.

FARMING HEAD ACCESSORIES

- Prior to a full Hard Mode playthrough, you can optionally start a New Game+ and make a whistle-stop tour of all four regions to acquire key head accessories found in treasure spheres to obtain automatic upgrades. After doing this, you can start your "true" playthrough via the Crystal of Atonement on the Ark, knowing that you only need obtain the corresponding head accessories once more to receive their maximum third-tier incarnations.
- The amount of effort you put into this optional preparation is purely at your discretion. Obtaining a second Locket Pendant from Yusuana in order to then pick up a third and unlock the mighty Locket Necklace a little later? That's clearly a worthwhile investment of your time. Taking the time to open every last relevant treasure sphere, including those in the depths of the Temple Ruins? Less so.
- Combine this tip with our "Farming Bosses" advice (see overleaf) to be doubly efficient.

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

MOTIVATION

SCHEMA PARAMETERS

STATUS EFFECTS

STAGGER

BATTLE SCORE

COMBAT EP ABILITIES

ADVANCED MECHANICS

EQUIPMENT MODIFICATION

SORCERY

INVENTORY ASSESSMENT

QUICK SUMMARY

ROLES & SPECIALIZATION

SCHEMATA SETUPS

PROGRESSION EFFICIENCY

FARMING BOSSES

On Hard Mode, main quest bosses drop top-tier Components in high quantities. By rushing straight to them and restarting new playthroughs via the Crystal of Atonement, you can actually defeat some of them repeatedly in very little time.

- **Noel:** You can reach Noel very quickly. Complete chapters 1-1 and 1-2 on the evening of Day 1, then sleep at the North Station inn until 00:00 on Day 2. Sprint to the phone booth without bothering with the codes, enter any four digits, then fight the Dreadnought that appears to open the gate. You can then run to the Graveyard monument, and finally to Noel in the Warren in mere minutes. Defeating him rewards you with the rare Tornado spell, 30 guaranteed Holy Forgefire items, and one to three guaranteed Crystal Malistones if you equip the Beggar's Beads.

- **Caius:** Assuming you have extra Chocobo healing items from a previous playthrough (which should be the case if you follow our recommendations in the Walkthrough and three Quests chapters), saving and healing the Chocobo takes only a few minutes. You can then head straight to the Temple of the Goddess and defeat Caius to obtain the rare Flare spell, 30 guaranteed Demonic Forgefire items, and one to three guaranteed Crystal Malistones if you equip the Beggar's Beads.

The other bosses cannot be reached as easily, but that isn't to say that you can't make "minimum requirement" playthroughs, completing main quest chapters only. Yusnaan and the Dead Dunes take less time than you might imagine if you avoid enemy encounters where possible.

Farming EP

The easiest way to farm EP, most commonly to freeze time continuously with Chronostasis or recharge a Teleport, is to pick fights against large-scale enemies or, less commonly, enemies in Chaos Infusions.

While some large-scale enemies are less difficult than others, you should familiarize yourself with efficient strategies (and accompanying Schemata setups) to defeat any species with relative ease, so as not to shy away from them when it would benefit you greatly to restock your EP. This is particularly useful when you must use Chronostasis continually in the middle of a time-sensitive task.

On the other hand, EP is plentiful if all you are doing is fighting large-scale enemies on the connecting highways between continents or progressing through the Ultimate Lair, in which many of the Last Ones surrender large quantities of EP when defeated. Under these circumstances, feel free to spend EP to expedite your fights. In the Ultimate Lair, Overclocking efficiently can actually help you to save many precious minutes, as time does not stop for battles.

Once you activate the "Death Game" side quest (see page 119), it presents a natural opportunity to refill your EP whenever you like while in Yusnaan. This makes it very convenient to freeze time and complete all outstanding tasks during a visit.





Farming Gil

With prioritization of the most generally useful garb, acquisition of weapons for free from side quests or enemies, and good battle strategy, gil is actually a very minor issue on a first playthrough, especially if you take the time to defeat all Last Ones. As you move on to Hard Mode and start collecting all garb, however, purchasing expensive weapons from shops, and perfecting your abilities through Sorcery, gil rapidly becomes a resource in short supply.

Outside combat, you can slowly accumulate cash by continuing to complete side quests (which you should be doing anyway for the slow but steady improvement of your parameters), opening all treasure spheres after you have already collected the one-time rewards from them, and selling off unnecessary items in your inventory. Of course, this is unbearably slow by itself, so you should fight to fill your coffers.

The "Death Game" side quest presents a mindless but slow method to farm gil infinitely. With endless enemy spawns (defaulting to Anubys when Niblet and Gremlin are rendered extinct) and Chaos Infusions, you'll never run out of EP, so simply maintain Chronostasis for as long as you want. Unfortunately, Anubys offers only a paltry payout when defeated, even once you sell off its item drops. There are vastly superior methods once your skill as a combatant improves.

LARGE-SCALE ENEMIES

Gil drops from enemies improve dramatically on Hard Mode. Within a single playthrough, the only ways to increase the amount of gil from battle are Chaos Infusions or progression along the timeline. These considerations constitute a perfect example of how the game will reward you for braving its tougher challenges.

If gil is all you care about on a Hard playthrough, unlock the connecting highways, then wait until Day 13. At this point, simply traverse the roads and defeat large-scale enemies, each of which surrenders 5,800 gil. If you catch one in a Chaos Infusion, this increases to 7,840 – not a bad haul.

Eventually, you'll start spawning large-scale Last Ones, who will drop 117,600 gil apiece under these circumstances. Better yet, lure one into a Chaos Infusion and vanquish it for a cool 156,800 gil.

CACTUARS

The most lucrative gil drops by far come from Cactuars, both regular and Last One variants, though they can be difficult to spawn if you don't know where to look, and obviously represent a much more limited resource than the entirety of the large-scale enemy population. The easiest way to encounter these enemies is to hunt for them in the Oasis Lighthouse area. The fleet-footed Cactuars spawn frequently there and can be cornered with relative ease in its close confines. Each Cactuar that you defeat on Day 13 on Hard Mode will net you 30,000 gil, and this sum increases to 120,000 gil for the Last One. You can maximize your return from Cactuar Ω by fighting it within a Chaos Infusion, specifically the recurring one between Atomos's Sands and Grave of the Colossi (see page 313 for details); this will reward you with a whopping 160,000 gil for what can be a relatively easy battle.

MEONEKTONS

Though far less profitable than Cactuars, Meonektons can serve as a solid (and functionally boundless) source of additional gil during the closing days of the adventure. Once you reach the stage when you can swat these Chaos Beasts in battles measured in seconds, it's possible to generate a respectable sum of gil by farming them prior to dawn every morning. Each fallen Meonekton will yield 5,040 gil by default on Day 13 on Hard Mode.

Though you can obviously encounter Meonektons throughout the four regions (and hunt them while multitasking), the connecting highways are a prime location to farm them, as they offer the advantage of regular Chaos Infusions that you can use to boost your gains or simply increase the spawn rate. As a secondary benefit, Meonektons drop the Ruin ability, so this is also a convenient way to collect this spell and potentially acquire the Chaos-Infused auto-ability "ATB Recovery +15" on a Hard playthrough.

QUICKSTART

CAST &
CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVASES OF
PRAYERS

BESTIARY

INVENTORY

STRATEGY &
ANALYSISULTIMA
WALKTHROUGH

EXTRAS

INDEX

MOTIVATION

SCHEMA
PARAMETERS

STATUS EFFECTS

STAGER

BATTLE SCORE

COMBAT EP
ABILITIESADVANCED
MECHANICSEQUIPMENT
MODIFICATION

SORCERY

INVENTORY
ASSESSMENTQUICK
SUMMARY

ROLES & SPECIALIZATION

SCHEMATA
SETUPSPROGRESSION
EFFICIENCY



ULTIMA WALKTHROUGH

This chapter offers a compact, highly refined path through Lightning Returns that employs efficient multitasking and far-sighted strategic preparations to avoid all unnecessary grinding, farming, or backtracking.

Important! This chapter makes the following assumptions of you as both reader and player:

- **One Playthrough Complete:** This walkthrough is not designed to be used for an initial playthrough. You will need to demonstrate a high degree of precision and understanding of advanced concepts to follow our suggested progression. This precludes any time spent on exploration, experimentation, and leisure that would (and, indeed, should) be characteristic of your first exposure to the game. In addition, this walkthrough makes no attempt to avoid spoilers or provide all-encompassing coverage of collectibles or more general activities. If you are starting Lightning Returns for the first time, turn away now and flip back to our standard Walkthrough chapter on page 54.

- **Location and Main Quest Familiarity:** You should be capable of plotting the quickest path between successive destinations and take the time to obtain all treasure spheres along the way, unless otherwise noted. You can use the map poster as a reference, but being very familiar with each region's layout is indispensable. We will also assume that you do not need any assistance with the general flow of main quests.

- **Collection Efficiency:** You are expected to gather any plants in the Wildlands and Lizard Tails in the Dead Dunes that you encounter whenever the opportunity arises. You should also grow and collect as many Greens as you can during your travels in the Wildlands. Any and all extra samples that you accumulate will enable you to instantly heal the Chocobo on subsequent playthroughs.

- **Combat Skill:** EP is at a premium in our "fast-track" approach to quests, so you will almost invariably restrict your expenditure to Chronostasis and Teleport only – at least for the first four days. While we will sometimes offer specific recommendations, it is essential that you have a very good understanding of all equipment and abilities, and their many applications, having studied the Inventory and Strategy & Analysis chapters to an extensive degree.

The **Ultima Walkthrough** is designed to help you to complete all main quests and the vast majority of all side quests in 72 in-game hours (21:00 on Day 1 to 21:00 on Day 4). Quests from the Canvas of Prayers do not contribute to your Eradia total and are best combined with farming for abilities or gil, so they can be completed at your leisure across all remaining days. This walkthrough is applicable to both new and subsequent playthroughs.

- **New Game+:** With your developed stats and a comprehensive inventory, our instructions will enable you to complete all main and side quests on a full playthrough in as little time as possible. This leaves you with several in-game days where you are free to focus on long-term

goals. This can be especially pertinent if you want to have a free hand to optimize your preparations toward the game's ultimate challenges, such as defeating Aeronite on Hard and squaring off against Bhunivelze+.

- **New Game:** There are two major reasons to take this route on a fresh playthrough. The first is if you simply want to complete a "clean" run through the game on Easy or Normal Mode to build a solid inventory for a later Hard playthrough via New Game+. The second is if you wish to experience a stern test of your prowess that forces you to optimize time management skills and combat strategies.

Our recommended progression is heavily front-loaded – a deliberate choice to give you full flexibility and discretion as to how you prepare Lightning for late-game challenges and farming opportunities. Before you begin using the flowchart, there are a few things that you should bear in mind:

- In the early days of a New Game+, conduct regular battles against Anubys and Meonekton enemies during the intervals in which they replace all other enemy spawns in exterior areas. Each Anubys provides substantial EP recovery, while Meonektons are a steady source of gil, presenting much easier fights than large-scale enemies and enabling you to ignore any inclination toward the eradication of Cactuars, which you should save for the end of a playthrough. In addition, restock your Potions frequently in case you need emergency healing.

- By taking advantage of recurring Chaos Infusions and required fights for quest items, you can plan ahead and budget your usage of Chronostasis. This is most important during the first three days. We have factored these calculations into our recommendations, but you can buy more time by completing additional fights along the way. Our time windows, while strict for a New Game on Normal difficulty, are much more generous on New Game+, when you'll have plenty of EP.

- If you decide to fight the Noel+, Snow+ or Snow++ boss variants, this naturally means that you will need to delay the completion of certain Luxerion and/or Yusnaan side quests that are only unlocked on completion of the regional main quests.

- Save often! The importance of saving constantly (and in multiple slots) cannot be overstated. In the unfortunate event that you make a miscalculated jump while traversing the Wildlands, or run from North Station to South Station in Luxerion and hop on the monorail, only to realize that you missed a stop in the Warren, you'll be able to easily rectify the situation without losing valuable in-game time or significant progress. Maintaining a very recent save also enables you to retry if, for example, you wish to spawn specific enemies or obtain certain drops within a certain timeframe, but suffer a bout of bad luck.

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

MAIN AND SIDE QUEST FLOWCHART

Flowchart

ULTIMA WALKTHROUGH FLOWCHART

Day	Time Window	Location	Main Quest	Side Quest	Collectibles	Notes
0		Patron's Palace	0-1			New Game only. After the introduction, skip all fights on the way to Zaltys. Fill your inventory with free Potions.
1	21:00 to 01:00	Luxerion: North Station and Old Town	1-1 1-2	Complete: Whither Faith; Where Are You, Holmes?	Quest Item: Quill Pen Treasures: Fighter's Emblem, Runic Ring, Sparkstrike Lv.2	Purchase Nocturne, but leave the Shaolong Gul Shell for now. While waiting for midnight, pick up medals or complete fights for extra gil.
1	01:00 to 02:15	Luxerion: South Station		Complete: Soul Seeds; Born from Chaos (NG+) Progress: Born from Chaos (NG); Stuck in a Gem	Quest Items: Niblet Hairball x2, Violet Amulet, Proof of Courage Treasures: Magician's Token, Twist Headband, Guard Glove, Guard Lv.2	Use Chronostasis before entering the first Chaos Infusion by Baird. Make a short detour on your way to South Station to talk to Gem, making sure you catch the 02:15 train to the Wildlands.
1	02:30 to 03:15	Wildlands Station		Progress: Dog, Doctor, and Assistant	Quest Items: Moonsoul Bloom x2, Goopy Goo x5	Run straight to Canopus Farms, purchase Ignition and Woodland Walker, then use Chronostasis and save. On your way back to the station, fight five Trifids; you'll likely be able to afford another Chronostasis if necessary. Pick up at least two Moonsoul Blooms along the way. After all this, be sure to catch the 03:15 train to the Dead Dunes.
1	03:30 to 06:00	Dead Dunes	5-6 4-1 4-2	Complete: Last One Standing (NG+); Adonis's Audition; Tool of the Trade Progress: Old Rivals	Quest Items: Key to the Sand Gate, Bhakti's Oil x3, Loupe Treasures: Star Bracelet, Cactair Notes, Silver Barrette (4 EPI) (NG+), Angel's Headband, Rainbow Gem, Spiritual Veil, Corsair Scarf, Serenity Sachet, Earth Eater Notes, Galestrike Lv.2, Debrave Lv.2, Defaith Lv.2, Gurangatch Notes, Metal Armband, Study of the Depths, Pilgrim's Crux x4	Buy Passion Rouge. Activate all Cactuar Statues in the desert in a clockwise loop, with a stop in Ruffian in a clockwise loop, with a stop in Ruffian to recruit Fang. Obtain an Imperil from Desert Sahagin (use Chronostasis before 04:00). Defeat Cactair with Ignition and Woodland Walker. Use Woodland Walker and Galestrike to vanquish Gurangatch during main quest 4-2. Fight Meonektons, slashing all lizards along the way. Once you reach the Giant's Sandbox, collect Study of the Depths and the Pilgrim's Crux on the beach. Finally, run all the way northeast to enter the Temple Ruins and activate the Chamber of Dusk Cactuar Statue.
2	06:00 to 06:30	Wildlands: Canopus Farms, City of Ruins	3-1		Quest Items: Vibrant Ooze x6 Treasure: Imp's Crest	Return to Canopus Farms. Purchase Watery Chorus and Electronica. Fight six Miniflans. Use Chronostasis three times during this sequence to maximize usage of EP rewards from Chocobo Eater (use Debrave and Imperil against it) and the Chaos Infusion between Canopus Farms and City of Ruins.
2	06:30 to 07:30	Wildlands: The Grasslands, Canopus Farms		Complete: The Right Stuff; Saving An Angel	Quest Items: Mystical Meal, Gysahl Greens, Fuzzy Sheep Milk, Chocobull	Run to the entrance to Jagd Woods to complete "The Right Stuff", then return to Canopus Farms. Once the Chocobo is back on its feet, buy an Enthunder Potion for the later battle against Noel.
2	07:30 to 10:30	Wildlands: Jagd Woods, Jagd Village, Canopus Farms		Complete: A Father's Request Progress: A Final Cure, Chocobo Chaser: The Hunter's Challenge, A Taste of the Past	Quest Items: Dayring Blossom x4, Forest Fertilizer x4, Slug Sweet x6, Chocoborel x12	Use Chronostasis once. Collect two Forest Fertilizers on your way to the Wanderman, then hand one of them to him. Collect one more Forest Fertilizer on the way to Jagd Village and initiate "The Hunter's Challenge" before 08:00. Buy Vengeance and Hunter of the Wild and initiate "A Final Cure" and "Chocobo Chaser". Drop down north of the village for the fourth Forest Fertilizer. Fight Rafflesia for Slug Sweets and collect Chocoborels on the way to the Yeuil's Flower in Jagd Woods. Return to Canopus Farms, purchase a handful of additional Vegetable Seeds from the merchant, and start planting Gysahl Greens.
2	10:30 to 12:00	Wildlands: Aryas Climb, Aryas Village, The Grasslands, Wildlands Station, Rocky Crag	3-2	Complete: Fuzzy Search Progress: Mother and Daughter	Quest Item: Aryas Apple Treasures: Witch's Rosary (2 EPI), Firewyrw Bracelet	Use Chronostasis twice. Head to Aryas Village. Optionally purchase a Warrior's Potion from the General Store just before entering Aryas Climb. After completing "Fuzzy Search", give the Chocobo the Fuzzy Sheep Milk. Eat the Yeuil's Flower near Aryas Village to restore the Chocobo's gliding ability. Grab the nearby Aryas Apple, then head north to collect the Witch's Rosary. This may leave you with less than 1 EP on a New Game. Acquire the Firewyrw Bracelet, then make a detour to Wildlands Station to initiate "Mother and Daughter". Head into Rocky Crag before noon to complete a battle within the Chaos Infusion.
2	12:00 to 15:00	Wildlands: Rocky Crag, Eremita Plains, Wildlands Station	5-2	Complete: Omega Point, Mother and Daughter Progress: Dog, Doctor, and Assistant, The Old Man and the Field	Quest Items: Old-Fashioned Photo Frame, Monster Mince x3, AMP Chip x1, Green Leather x5, Rocky Crag Moie x5 Treasures: Mage's Turban, Watergod Bracelet, Blizzara Lv.2	Defeat 3 Valis and an Aster Protoforian. Complete a battle in the Chaos Infusion on the path between Rocky Crag and Eremita Plains. Be sure to talk to Tilda again after advancing "Dog, Doctor, and Assistant". Eat the Yeuil's Flower found on the Eremita Plains and fight five Goblines while completing "Omega Point" and initiating main quest 5-1. Finally, check in with Brelia at the Wildlands Station.

ULTIMA WALKTHROUGH FLOWCHART (CONTINUED)

Day	Time Window	Location	Main Quest	Side Quest	Collectibles	Notes
2	15:00 to 18:00	Wildlands: Aryas Village, Canopus Farms	-	Complete: A Taste of the Past; Round 'Em Up; Dog, Doctor, and Assistant	Quest Items: Beloved's Gift, Key to the Green Gate, Creamy Sheep Milk, Aryas Apple x2 Treasures: Flamebane Choker, Fira Lv2	Use Chronostasis once. Head all the way back to Aryas Village and collect all treasures south of Aryas Village, then complete "A Taste of the Past" and "Round 'Em Up". Give your Chocobo the Creamy Sheep Milk. Return to Canopus Farms, harvest your Orysan Sheeps, and speak to Thirteen. Fight Anubys battles if necessary to get your EP total back up to 5, or defeat a single Reaver during the next step.
2	18:00 to 19:00	Wildlands: The Grasslands, Research Camp	-	Progress: The Old Man and the Field, Matchmaker	Quest Items: Moonsool Bloom x4 Treasure: Thunderbird Bracelet	Use Chronostasis twice. Make a loop around the Grasslands to pick up four Moonsool Blooms and the Thunderbird Bracelet. You should return to the Research Camp by 18:30 to plant seeds for Tantal Greens. Talk to Tilda and hand over the required items to progress "Matchmaker".
2	19:00 to 22:30	Wildlands: Rocky Crag, Moogleg Village, Jagd Woods, Jagd Village	-	Complete: Peace and Quiet, Kupo, Where Are You, Moogleg?, A Final Cure, Chocobo Chaser, The Hunter's Challenge	Quest Items: Luminous Mushroom x4, Crimm Mushroom, Rocky Crag Mole, Moogleg Dust Treasures: Windwalker Bracelet, Thorn of Warding, Sparkbane Choker, Healer's Lore	Use Chronostasis twice as you return to Rocky Crag via the western path from the Eremitic Plains, picking up the Windwalker Bracelet along the way. Plant a crop of Sylkis Greens at Moogleg Village after obtaining the Moogleg Fragment. After completing "Where Are You, Moogleg?" (stopping at Jagd Village to fulfill several quests), head to the north of Jagd Woods where there is a Chaos Infusion. Fight a battle there to reach 3 EP, then continue to Rocky Crag to pick up the Thorn of Warding and the last Rocky Crag Mole. Teleport away to Luxerion: South Station.
2	22:30 to 23:30	Luxerion: South Station, North Station	5-3 5-4	Progress: Treasured Ball	Quest Item: Rubber Ball	Complete "Key to Her Heart" at the Canvas of Prayers. Give Baird the Moogleg Fragment. Acquire three of the four code numbers before departing for Yusanan.
2	23:45 to 01:00	Yusanan Station, The Slaughterhouse	5-5	Progress: A Testing Proposition; Free Will	Treasures: Promised Necklace, Blitz Lv2, Dispel Lv2, Wolf's Emblem, Patron's Personal Guard Notes, Flanitor Notes	Purchase Velvet Bouncer and speak to the Diviners, then head for the Slaughterhouse to talk to Velino and obtain the Fragment of Courage. Fight three battles: fight the patrols along the way. Obtain the Mediguard ability from a Flanitor and use Chronostasis once after the Slaughterhouse battle to ensure that you make the 01:00 train back to Luxerion.
2	01:15 to 03:00	Luxerion: North Station, The Warren, Forsaken Graveyard, The Warren	1-3 1-4	Complete: The Thing She's Lost, Stuck in a Gem	Quest Items: Starlit Spice, Shadong Gul Shell Treasures: Stormbane Choker, Zirconia Brooch, Promised Necklace, Thundara Lv2	Purchase the Shadong Gul Shell. Pick up the Green Carbuncle Doll. Purchase Starlit Spice from Rubric. Complete both listed side quests on your way to the graveyard. If you wish to fight Noel+, stop here and continue this sequence at a later date, though this will delay the availability point of many quests. You should ideally fight Noel+ on the same playthrough as either Snow+ or Snow++.
2	03:00 to 04:00	Luxerion: The Warren	1-5	-	Treasures: Thorn of Protection, Battleaxe of the Believer	Fight Fanatics for Deprotect and Deseal if you still do not have them, or optionally for potential Sickle of the Faithful drops on your way to Noel. The EP gained from these fights can be used to maintain Chronostasis.
2	04:00 to 06:00	Luxerion: The Cathedral, Clock Tower, Commercial District, Warehouse District, The Warren	-	Complete: Born from Chaos (NG); The Saint's Stone Progress: Get the Girl, Voices from the Grave; The Avid Reader	Quest Items: Crystal Shard, Thunderclap Cap, Lackley's Ring	Use Chronostasis to complete all these tasks. Talk to Lackley on your way out of the Warren. Head to the Cathedral via the Pilgrim's Causeway (where there is a Chaos Infusion) to initiate "The Saint's Stone", then speak to the sentry nearby to trigger "Voices from the Grave". After 05:00, you can also initiate "The Avid Reader" here. Make your way to the Warehouse District to obtain the Crystal Shard and Thunderclap Cap. Speak to Milka, then Reddick. Return to the Cathedral to complete "The Saint's Stone". At any point, be sure to fight a Moonlektion and deliberately sustain status ailments to use the Nektar.
3	06:00 to 10:00	Wildlands: Research Camp, Crash Site, City of Ruins, Rocky Crag, Poltae, Jagd Village	5-1	Complete: The Old Man and the Field; Mercy of a Goddess; Killing Time Progress: The Grail of Valhalla	Quest Item: Etra's Forbidden Tome Treasures: Soul of Thamasa (6 EPI), Beggar's Beads, Aerora Lv2	Return from the Crash Site to the Research Camp after 06:30 to harvest your Tantal Greens. Head to the City of Ruins to pick up the Soul of Thamasa, then eat the Yul's Flower there to complete the healing of your Chocobo. Fight in the Chaos Infusions south of the City of Ruins on your way to Canopus Farms and then at Rocky Crag on your way to Poltae. Complete "Mercy of a Goddess" before entering the temple by backtracking to Cardesia after accepting the side quest; use Chronostasis once as you return to Poltae. Purchase an Enfroist or Enero Potion to use against Caius, talk to Professor Latham, and head for the temple.

QUICKSTART

QUEST & CONCEPTS

FARMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

FLOWCHART

DAY 13

NEW GAME+

ULTIMA WALKTHROUGH FLOWCHART (CONTINUED)

Day	Time Window	Location	Main Quest	Side Quest	Collectibles	Notes
3	10:00 to 12:00	Wildlands: Poltae, Temple of the Goddess	3-3	Progress: The Grail of Valhalla	Treasures: Ruinga Lv.2, Fraga Lv.2, Blizaga Lv.2, Thundaga Lv.2, Aeroga Lv.2, Elementa Lv.2, Tri-Point Coronet, Element Lv.2	The next four deadlines are more or less mandatory, so use Chronostasis as often as you can inside the temple. Be sure to examine both plaques. Save often as you traverse the War Cage in case you fall to a lower level by accident. Reach Caius by noon; use your elemental Potion after Pulsar Bomb and refill to 7+ EP at the conclusion of the fight.
3	12:00 to 13:30	Wildlands: Poltae, Arysas Village, Research Camp, Wildlands Station, Canopus Farms		Complete: The Grail of Valhalla; Matchmaker; Land of Our Forebears; To Live in Chaos		Use Chronostasis once. Complete "The Grail of Valhalla", then teleport to Arysas Village. Talk to Dr. Sheep to wrap up "Matchmaker", then approach Chef Arysas. Teleport to the Research Camp to speak to the Stubborn Old Man, then ride straight to Wildlands Station and speak to Brelia. Purchase an Enthunder Potion from the merchant outside Canopus Farms; set up a strategy based on Lightning-elemental abilities to complete "To Live in Chaos". Speak to Sarala afterward, then return to Arysas Village to complete "Land of Our Forebears". Teleport to Luxurion North Station.
3	13:30 to 15:00	Luxurion		Complete: Treasured Ball, Faster than Lightning; Suspicious Spheres; Dying Wish Progress: The Girl Who Cried Wolf; Like Clockwork; Buried Passion; Voices from the Grave	Quest Items: Mandragora Root, Spectral Elixir	You'll need near-perfect execution during this sequence. Answer the phone in the plaza, then talk to both Amena and the nearby resident. Run to Blythe and speak to her to initiate "Dying Wish", then continue on to Virgil. Open the first suspicious sphere and speak to the nearby resident. Run to the second sphere at South Station. Descend the stairs around the corner to Talbot. Run east to talk to the last resident, then purchase the Mandragora Root. Complete a battle in the Chaos Infusion on your way to the last suspicious sphere, then use Chronostasis by 14:45. Acquire the Spectral Elixir from the Chocobo Emporium. Now return to the Residences and save your game. Talk to Lamont and make sure the destination is North Station. Report to Virgil, then talk to Armand. Finally, give Blythe the Spectral Elixir. Now hurry to catch up to Lamont; you may have time to examine the four clocks at North Station. Finish the race in time to make the 15:00 train to Yusaan.
3	15:15 to 18:00	Yusaan		Complete: Family Food; Play It for Me; Songless Diva; Stolen Things Progress: The Girl Reader; Get the Girl; A Testing Proposition	Quest Items: Civet Musk, Refrain, Chorus, Ranulph's Journal, Coda, Steak a la Civet Treasures: Maga's Gloves, Thorn of Aggression	Fight all Personal Guard/Fanitor groups in the main city. This allows for two uses of Chronostasis. Defeat the Schrodinger for the Civet Musk. Head to the Reveler's Quarter and talk to Morris. Pick up the Refrain to the east, then talk to Olga and Berdy. Interact with Pickett. Head west to speak to the Knowledgeable Tourist, then purchase the ticket from the Tour Guide. Head to the Slaughterhouse to update Vello's quest and pick up the Chorus for "Play It for Me". Head up to the Glutton's Quarter and initiate "Family Food". Go to the Banquet of the Lord and talk to the Maitre D', then Gordon Gourmet, and finally Erine. Visit all the restaurants and pick up the Coda from the musical treasure sphere, then return to Gordon Gourmet. Make one final round-trip to Seedy's. Complete the Gremlin fight in the Lower City. Speak to Gregory on Central Avenue, then turn in the collected parts of the score to Morris. Return to Berdy, upon completing this quest, you'll respawn another enemy patrol. This fight enables you to use Chronostasis once more. Interact with Pickett again, then return to Gregory. Finally, run toward the Industrial Area to make your 18:00 deadline.
3	18:00 to 22:00	Yusaan	2-1	Complete: Fireworks in a Bottle; Fireworks for a Steal Progress: Free Will	Quest Items: Desert Flame, Oath of the Merchant's Guild, Fireworks x13 Treasures: Soldier's Tie, Sight's Ciclet, Demon Earrings, Corundum Pin, Thorn of Will	Skip the Fencer's Earnings for now. Pick up the Desert Flame along the way through the Underground Route. Get the Boss's Note from the August's Quarter; then talk to all Chocobo Girls and complete the two Fireworks-related quests. Finish any patrol groups that respawn for additional EP.
3	22:00 to 23:30	Yusaan	2-2	Complete: The Fighting Actress; Death Safari Progress: Death Game	Quest Items: Jade Hair Comb, Bronze Pocket Watch, Niblet-Defeater Emblem x30, Death Game Ticket Treasures: Giant's Vambrace, Fencer's Earnings (2 EP), Lockset Pendant (6 EP)	Begin using Chronostasis and complete "Death Safari" on a return trip to the Industrial Area, pick up the Fencer's Earnings and both quest items. Initiate "Death Game" to refill your EP as is necessary. Acquire Midnight Mauve by 23:00, then refill your EP again with "Death Game" while maintaining Chronostasis. Get the Lockset Pendant from the treasure sphere on the awning just above the Terrace Cafe and board the 23:30 train to Luxurion.
3	23:45 to 02:00	Luxurion		Complete: Voices from the Grave; A Rose by Any Other Name; Get the Girl; The Girl Who Cried Wolf Progress: Like Clockwork	Quest Item: Phantom Rose	Again, you'll need to chart a flawless path. Check all four clocks at the station if you haven't already, then two more on your way to answer the phone at the eastern entrance to the graveyard. Head to the Commercial District, then detour south to check the eighth clock in the Warehouse District. Circle back up to the Residences and talk to the ghost of Mylia in the graveyard. Fight a battle in the Chaos Infusion on the way to answering the phone at South Station and use Chronostasis. Talk to the ghost of Zandra at the Clock Tower. Go through the Pilgrim's Causeway for another Chaos Infusion battle. Use Chronostasis and check the last clock near Old Town. Enter the Warren to speak to Lackley, Louise, and Alnick. Find the ghost of Carla at the North Station Plaza and head to the graveyard to speak to Sella. Now hurry to catch the 02:00 train back to Yusaan.

ULTIMA WALKTHROUGH FLOWCHART (CONTINUED)

Day	Time Window	Location	Main Quest	Side Quest	Collectibles	Notes
3	02:15 to 03:15	Yusnaan: The Patron's Palace	2-3	Complete: Adorning Adornments	Treasures: Thorn of Courage, Flamestrike Lv.2, Heavy Guard Lv.2, Frostbane Choker, Prophecy of Aspiration	If you wish to defeat a later version of Snow, simply skip this step. Otherwise, run straight to Candice; you'll have enough adornments now to complete her quest. As soon as you enter the Palace, spawn a Cyclops in the Chaos Infusion. Maintain Chronostasis throughout the entire dungeon by fighting battles in Chaos Infusions. As with Caius, you should make sure to refill your EP to 7+ after defeating Snow. Teleport to the Dead Dunes.
3	03:15 to 04:15	Dead Dunes: Temple Ruins	4-3	Progress: A Testing Proposition	Treasures: Guard's Cowl, Nacre Cameo, White Strap, Warding Talisman, Slow Lv.2, Dshell Lv.2	Warp to the Temple Ruins. Fight a Globot as you progress and allow it to hit you with Beich so you can use Nektar Mk. II. Defeat the stationary Earth Eater on your way to the Sacred Gate Cactuar Stone. Optionally warp to Grave of the Colossi and fight a battle in the Chaos Infusion for an extra point of EP. Teleport back to Yusnaan.
3	04:15 to 06:00	Yusnaan: The Slaughterhouse; Wildlands: Aryan Village	-	Complete: The Secret Lives of Sheep Progress: A Testing Proposition	Quest Item: Mystery Egg	Update Velno to obtain the Mirakle Nektar, then teleport to Aryan Village. Your last task of the day will be to finish off the only remaining Wildlands side quest. At the same time, you can use your Mirakle Nektar in any battle with a Meonekton.
4	06:00 to 07:30	Dead Dunes: The Grave of the Colossi	-	Progress: Old Rivals; His Wife's Dream	Quest Items: Arithmometer, Bandit's Bloodseal, Tablet Treasure: Silk Scarf (4 EP)	Open any previously neglected treasure spheres around Ruffan. Warp to Grave of the Colossi. Pick up the Arithmometer and Silk Scarf, as well as the Tablet from the shrine, then warp back to the Temple Ruins to continue the main quest.
4	07:30 to 15:00	Dead Dunes: Temple Ruins, North Gate, Ruffan	4-4 4-5	Complete: Old Rivals; His Wife's Dream; The Life of a Machine Progress: Skeletons in the Closet; What Rough Beast Slouches	Quest Items: Tablet x2, Golden Scarab Treasures: Deprotect Lv.2, Pilgrim's Crux x10, Study of the Savage, Pain Dampener, Pretty Dtb, Collector Catalog, Demon Claw, Cursed Band, Slain Scrunchie, Thorn of Speed, Poison Lv.2, Sparrow Comb, Study of Despair, Swift Ornament, Dawn Gauntlets (6 EP)	Now you can complete the last main quest and pick up all remaining treasures at your own pace. This flowchart assumes that you will arrive at Yusnaan by 15:00 using whatever means you choose, but feel free to do anything else before then that is not related to side quests. Consider stopping after 4-4 and leaving 4-5 for later if you want to keep Fang by your side in the Dead Dunes, or if you wish to fight Parandus instead of Grondel.
4	15:00 to 17:00	Yusnaan	-	Progress: Last Date; Adorning Candice; Free Will; Friends Forever	Quest Items: Desert Flame x3, Gift Glasses, Power Booster	Use Chronostasis (and "Death Game" to refill EP) at your discretion to complete this sequence. Speak to Lennet and agree to the date. Purchase the Gift Glasses in the Champion's Quarter. Talk to the Diviners, then hand over your sole Desert Flame to the Elegant Gentleman before acquiring another from the boxes behind him. Speak to Primrose, then retrace your steps to Yusnaan Station, talking to four chocobo chicks along the way. Buy two Desert Flames from the Gem Merchant and catch the 17:00 train back to Luxerion.
4	17:15 to 19:00	Luxerion	-	Complete: Like Clockwork; The Avid Reader Progress: Buried Passion; The Angel's Tears; To Save the Sinless (if Ranulph's Journal was read)		Make a quick loop to check in with Armenia, Armand, Luka, and Ranulph, and return to North Station in time for the 19:00 train.
4	19:15 to 21:00	Yusnaan	-	Complete: Last Date; Adorning Candice; Friends Forever; Tanbam's Taboo; A Testing Proposition Progress: Free Will	Quest Items: Statue Fragment x5, Lapis Lazuli	Meet Lennet at Banquet of the Lord for your date. Visit the Diviners with Desert Flames in hand. Speak to Tomesno and give him the Gift Glasses. Round up the remaining two Chocobo Chicks inside the Augur's Quarter and Hero's Garden and return to Primrose. Head to the Slaughterhouse and check in with Velno to obtain Nektar of the Gods, then use it in the battle against Desmond for "Tanbam's Taboo". Finally, report to Velno one last time.

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF TRAVELS

RESTAURY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

+

FLOWCHART

DAY 13

NEW GAME+

Outstanding Tasks

At this point, your only unfinished business, aside from the Canvas of Prayers quests, should be the following:

- Luxerion:** You'll need three more days to complete "The Angel's Tears". Ideally, you should drop in between 16:00 and 19:00, when both Armand and Luka are available. You'll need to speak to Armand once more to finish "Buried Passion". "To Save the Sinless" requires that you return for a chat on another day; after Armand provides you with the necessary information, find Reddick in the Warren after midnight. You can finish the quest the same night by reporting to Ranulph after 05:00.
- Wildlands:** None. All main quests and side quests have been completed.
- Dead Dunes:** On a New Game, the Silver Barrette at the Oasis Lighthouse may remain uncollected, and "Last One Standing" cannot be completed. "Skeletons in the Closet" is easy to wrap up by roaming the Shrines of the Tablet; on a New Game, you may wish to finish this side quest very early on to acquire the Bonecracker sword as soon as possible. Finally, "What Rough Beast Slouches" should be delayed until you are fully prepared to confront Aeronite.

Farming Gil and Abilities

Day 13 offers you the best chance in the timeline to acquire substantial sums of gil thanks to generous modifiers. Cactuars constitute the most time-efficient way to accrue income. They spawn very frequently at the Oasis Lighthouse – don't forget to pick up the Silver Barrette on a New Game if you've neglected to do so. Large-scale enemies (and their Last Ones) and Meonektons also contribute significantly. See page 299 for details.

The table below lists the most useful common abilities (as opposed to the uncommon ones, such as Ice Blitz, Element and Elemental, all of which can only be obtained on the Final Day), as well as the number of copies required at each level to guarantee one optimized copy via Sorcery in terms of ATB Cost and modifier. The "Noteworthy Auto-Abilities" column highlights the best possible auto-abilities you can synthesize with your low-ATB cost specimens. Though the Rare ones require a degree of planning (to have multiple specimens of an ability carrying the same auto-ability) and luck at Sorcery Shops, Chaos-Infused specimens are easier to come by when you defeat the relevant enemies while inside the boundaries of a Chaos Infusion. You are still at the mercy of good fortune, but the appearance rates tend to be higher than those governing the provision of Rare auto-abilities.

Here are a few tips that will help you to be as efficient as possible while trying to secure abilities featuring Chaos-Infused auto-abilities:

- If the Chaos-Infused auto-ability you're looking for is dropped by a large-scale enemy, make sure you hunt it on the connecting highways, where random Chaos Infusions appear regularly, increasing your chances of success.
- Consider making a quick trip to the Ultimate Lair early in the morning to drive certain species that you have no interest in to extinction by defeating the related Last Ones. This will make it far easier to encounter monsters that you wish to hunt inside Chaos Infusions.
- Methodically go through all available recurring Chaos Infusions depending on the time of day, and exploit every random Chaos Infusion that spawns close to you to lure relevant monsters inside. You can find the complete list of all Chaos Infusions on page 313 of the Extras chapter.

COMMON ABILITIES: OVERVIEW

Ability	Number Required					Dropped By ...	Noteworthy Auto-Abilities
	Lv.1	Lv.2	Lv.3	Lv.4	Lv.5		
Attack	0	7	9	13	16	Gorgonopsid (Dead Dunes), Rafflesia (Jagd Woods)	Strength +180 (Lv.5)
Light Slash	0	4	5	7	8	Niblet (common), Goblin (Eremitic Plains)	Maximum ATB +15 (Chaos-Infused)
Beat Down	5	5	7	9	12	Desdemona (Industrial Area) (stagger)	Committal (Rare)
Heavy Slash	6	7	9	13	16	Gorgonopsid (Dead Dunes), Anubys (exterior areas from 16:00 to 18:00)	Committal (Rare)
Punt	0	3	3	5	5	Skata'ne (Lower City and Patron's Palace)	ATB Recovery +15 (Chaos-Infused)
Blitz	6	6	8	11	15	Reaver (Grasslands)	Stagger Duration +10% (Chaos-Infused)
Flamestrike	5	6	7	12	14	Zaihts (Patron's Palace), Dreadnought (Forsaken Graveyard)	Fire-Attribute Attacks +20% (Chaos-Infused) or Elemental Chaser (Rare)
Froststrike	5	6	7	12	14	Miniflan (Grasslands)	Ice-Attribute Attacks +20% (Chaos-Infused) or Elemental Chaser (Rare)
Sparkstrike	5	6	7	12	14	Vali (Wildlands)	Lightning-Attribute Attacks +20% (Chaos-Infused) or Elemental Chaser (Rare)
Galestrike	5	6	7	12	14	Dryad (Jagd Woods and Rocky Crag)	Wind-Attribute Attacks +20% (Chaos-Infused) or Elemental Chaser (Rare)
Heat Blitz	5	6	6	9	12	Dreadnought (Forsaken Graveyard)	Strength +250 (Chaos-Infused) or Committal (Rare)
Electric Blitz	5	6	6	9	12	Hanuman (Wildlands)	Strength +250 (Chaos-Infused) or Committal (Rare)
Aero Blitz	5	6	6	9	12	Zomek (Forsaken Graveyard)	Strength +250 (Chaos-Infused) or Committal (Rare)
Ruin	0	6	8	12	14	Meonekton (exterior areas from 04:00 to 06:00)	ATB Recovery +15 (Chaos-Infused)
Rainga	6	7	7	9	12	Meonekton (exterior areas from 04:00 to 06:00), Earth Eater (Dead Dunes)	Grand Wizard (Rare)
Fire	5	6	8	11	14	Gremlin (common), Ectopudding (Eremitic Plains and Temple of the Goddess)	Fire-Attribute Attacks +20% (Chaos-Infused) or Elemental Chaser (Rare)
Fira	4	8	11	7	10	Zaihts (Patron's Palace), Ectopudding (Eremitic Plains and Temple of the Goddess)	Magic +250 (Chaos-Infused) or Strong Finale (Rare)
Firaga	6	6	8	11	13	Zaihts (Patron's Palace), Dreadnought (Forsaken Graveyard), Sugriva (God's Sanctum)	Fire-Attribute Attacks +20% (Lv.5) or Grand Wizard (Rare)
Blizzard	5	6	8	11	14	Gremlin (common), Miniflan (Grasslands)	Ice-Attribute Attacks +20% (Chaos-Infused) or Elemental Chaser (Rare)
Blizzara	4	8	11	7	10	Miniflan (Grasslands), Chocobo Eater (Eremitic Plains)	Magic +250 (Chaos-Infused) or Strong Finale (Rare)
Blizzaga	6	6	8	11	13	Chocobo Eater (Eremitic Plains)	Ice-Attribute Attacks +20% (Lv.5) or Grand Wizard (Rare)
Thunder	5	6	8	11	14	Gremlin (common), Vali (Wildlands)	Lightning-Attribute Attacks +20% (Chaos-Infused) or Elemental Chaser (Rare)
Thundara	4	8	11	7	10	Hanuman (Wildlands)	Magic +250 (Chaos-Infused) or Strong Finale (Rare)
Thundaga	6	6	8	11	13	Hanuman (Wildlands)	Lightning-Attribute Attacks +20% (Lv.5) or Grand Wizard (Rare)
Aero	5	6	8	11	14	Gremlin (common), Dryad (Jagd Woods and Rocky Crag)	Wind-Attribute Attacks +20% (Chaos-Infused) or Elemental Chaser (Rare)

COMMON ABILITIES: OVERVIEW (CONTINUED)

Ability	Number Required				Dropped By...	Noteworthy Auto-Abilities
	Lv.1	Lv.2	Lv.3	Lv.4		
Aerora	4	8	11	7	10	Gaunt and Zomok (Forsaken Graveyard) Magic +250 (Chaos-Infused) or Strong Finale (Rare)
Aeroga	6	6	8	11	13	Zomok (Forsaken Graveyard) Wind-Attribute Attacks +20% (Lv.5) or Grand Wizard (Rare)
Flamespark	6	5	7	10	13	Magic +250 (Chaos-Infused) or ATB Recovery +20 (Rare)
Flamesparka	6	8	9	8	9	Aster Protoforian (Rocky Crag) Multiple Targets +30% (Chaos-Infused) or Elemental Chaser (Rare)
Firestorm	6	5	7	10	13	Schrodinger (Warehouse Area), Ectopudding (Eremitic Plains) Magic +250 (Chaos-Infused) or ATB Recovery +20 (Rare)
Firestorma	6	8	9	8	9	Schrodinger (Warehouse Area), Goblin (Eremitic Plains) Multiple Targets +30% (Chaos-Infused) or Elemental Chaser (Rare)
Icespark	6	5	7	10	13	Magic +250 (Chaos-Infused) or ATB Recovery +20 (Rare)
Icesparka	6	8	9	8	9	Schrodinger (Warehouse Area) Multiple Targets +30% (Chaos-Infused) or Elemental Chaser (Rare)
Icestorm	6	5	7	10	13	Magic +250 (Chaos-Infused) or ATB Recovery +20 (Rare)
Icestorma	6	8	9	8	9	Aster Protoforian (Rocky Crag) Multiple Targets +30% (Chaos-Infused) or Elemental Chaser (Rare)
Magnet	1	1	1	1	1	Cyclops (Patron's Palace), Chocobo Eater (Eremitic Plains) Multiple Targets +30% (Chaos-Infused) or ATB Recovery +20 (Rare)
Guard	1	1	1	1	1	Gertrude (Warren) (stagger)
Light Guard	0	1	1	1	1	Rafflesia (Jagd Woods), Hoplite (Industrial Area)
Heavy Guard	1	1	1	1	1	Gertrude (Warren) (stagger), Gurangatch (Dead Dunes)
ATB Charge	0	1	1	1	1	Goblin (Eremitic Plains), Cactuar (Dead Dunes)
Debrave	1	1	1	1	1	Desert Sahagin (Dead Dunes) Critical Protect + Regen (Chaos-Infused) or ATB Recovery +20 (Rare)
Defaith	1	1	1	1	1	Rafflesia (Jagd Woods), Hoplite (Industrial Area) Critical Shell + Regen (Chaos-Infused) or ATB Recovery +20 (Rare)
Deprotect	1	1	1	1	1	Desert Sahagin and Goblot (Dead Dunes), Triffid (Jagd Woods) Critical Bravery + Regen (Chaos-Infused) or Deprotect Chaser (Rare)
Deshell	1	1	1	1	1	Goblot (Dead Dunes), Triffid (Jagd Woods), Gaunt (Forsaken Graveyard) Critical Faith + Regen (Chaos-Infused) or Disprotect Chaser (Rare)
Imperil	1	1	1	1	1	Desert Sahagin (Dead Dunes) Critical Faith + Regen (Chaos-Infused) or Deprotect Chaser (Rare)
Slow	1	1	1	1	1	Skeleton (Temple Ruins) Critical Haste + Vigilance (Chaos-Infused) or ATB Recovery +20 (Rare)
Poison	1	1	1	1	1	Goblot and Gorgonopsid (Dead Dunes) Critical Bravery + Regen (Chaos-Infused) or Deprotect Chaser (Rare)
Curse	1	1	1	1	1	Skeleton (Temple Ruins), Personal Guard (Yusnaan) Critical Haste + Vigilance (Chaos-Infused) or Deprotect Chaser (Rare)

The Ultimate Lair

You can find advice on the Ultimate Lair on page 65 of the Walkthrough chapter. How you clear this dungeon mostly depends on the objectives of your current playthrough. The standard approach is to defeat all the Last Ones to obtain their valuable drops, and ultimately defeat Ereshkigal. However, you can also make a quick visit in the morning of Day 13 to dispatch specific targets and render their corresponding species extinct in the outside world. This then makes it much easier to farm other monsters that drop abilities (and, more specifically, auto-abilities) that you actively need.

ULTIMATE LAIR FLOORS

Floor	Last One/Item	Bestiary Page
#1	Hoplite Ω	202
#2	Niblier Ω	156
#3	Zaltys Ω	188
#4	Gaunt Ω	161
#5	Gremlin Ω	172
#6	Dreadnought Ω	206
#7	Gorgonopsid Ω	180
#8	Goblot Ω	157
#9	Gurangatch Ω	194
#10	Ectopudding Ω	184
#11	Miniflan Ω	173
#12	Aster Protoforian Ω	208
#13	Schrodinger Ω	182
#14	Goblin Ω	175
#15	Reaver Ω	192
#16	Meonekton Ω	159
#17	Cactuar Ω	179

Floor	Last One/Item	Bestiary Page
#18	Triffid Ω	185
#19	Cyclops Ω	164
#20	Skeleton Ω	160
#21	Desert Sahagin Ω	183
#22	Earth Eater Ω	198
#23	Skatane Ω	181
#24	Hanuman Ω	186
#25	Zomok Ω	190
#26	Dryad Ω	162
#27	Rafflesia Ω	174
#28	Chocobo Eater Ω	196
#29	X-Potion	-
#30	Refresher	-
#31	Phoenix Down	-
#32	Ether	-
#33	Ereshkigal	170

QUICKSTART

LAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CARDS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMATE WALKTHROUGH

EXTRAS

INDEX

FLOWCHART

DAY 13

NEW GAME+

The New Game+ feature enables you to undertake partial or complete playthroughs to boost your stats and abilities. Repeat playthroughs can provide access to sizable attribute bonuses and are minimally challenging on Easy or Normal. However, you can only make the most of these playthroughs by playing on Hard, where bosses will reward you with Tier 3 components, both for upgrading equipment and Level Boosting abilities. As head accessories have to be upgraded twice to reach their final form, and because Snow has three forms, it will take two New Game+ playthroughs to optimize important head accessories and complete the entire Bestiary. A partial playthrough in-between two full playthroughs can therefore be a very effective solution, as summarized by the following sequence:

- 1. New Game Playthrough:** Your first complete playthrough on Normal.
- 2. New Game+ Partial Playthrough:** A short session on Normal (or, for the best rewards, Hard) to boost your stats with easily completed side quests, secure the second level of all the best head accessories, and defeat Snow+.
- 3. New Game+ Complete Playthrough:** A complete playthrough on Hard, which enables you to acquire the final level of all the best head accessories, fully upgrade your equipment and abilities, purchase the Hard-exclusive garb, and fight all alternative boss forms on later days (Noel+, Snow++, Parandus, Bhunivelze+).

The following paragraphs describe the required steps for maximum efficiency on the New Game+ Partial Playthrough mentioned above, though you should feel free to stop at any time and use the Crystal of Atonement on the Ark to start all over again if you want to further develop your attributes and inventory.

Day 1

- Complete main quest chapters 1-1 and 1-2.
- Collect the Fighter's Emblem+, Twist Headband+ and Magician's Token+.
- Complete "Born From Chaos" and "Soul Seeds".
- Travel to the Dead Dunes and head to the Oasis Lighthouse where you can obtain the reward for "Last One Standing", and retrieve accessory upgrades from the nearby treasure spheres: Angel's Headband+ and Silver Barrette+.
- You can then sleep until 06:00.

Day 2, Morning, The Wildlands

- Heal the Chocobo and complete main quest chapters 3-1 to 3-3.
- You can complete several side quests parallel to the main quest: "A Father's Request", "The Hunter's Challenge", "The Grail of Valhalla", and "To Live in Chaos".
- Open a few important treasure spheres on your way to: Imp's Crest+, Tri-Point Coronet+, Witch's Rosary+ and, most important of all, Soul of Thamasa+.

Day 2, Afternoon/Evening, Yusnaan

- Complete main quest chapter 2-1.
- Collect a few important accessory upgrades: Locket Pendant+, Demon Earrings+, Fencer's Earrings+, Sight's Circle+, Promised Necklace+, and Wolf's Emblem+.
- You can also complete the "Adoring Adornments" side quest.

Day 2, Night, Luxerion/Yusnaan

- Brute-force your way to Noel after midnight without looking for the pass codes and complete the local main quest.
- Return to Yusnaan to complete main quest chapters 2-2 and 2-3 if you feel like it; consider delaying the moment when you tackle Snow to encounter his Snow+ form if you want to fight all variations.
- On partial playthroughs focused solely on power-leveling, and your run after this sequence and use the Crystal of Atonement on the Ark at the end of the day.

Day 6, Yusnaan

- To complete your Bestiary, you can instead loiter extensively beyond Day 2 by sleeping at inns for the better part of the next four days to reach Snow+, then use the Crystal of Atonement on the Ark after defeating him.

Optional

- You can push the playthrough farther if you're interested. If you simply wish to farm enemies exclusive to the Final Day, quickly finish the main quests and sleep at inns to advance to Day 13 without completing any other side quests. This will not unlock the extra day and enables you to quickly obtain valuable upgrades to the Samurai's Comb, Warrior's Plume, Coldflame Droplet, and Thunderstorm Droplet.
- If you prefer, you can alternatively follow the entire walkthrough to defeat Aeronite and reach the Ultimate Lair, focusing on high-value side quests and making sure you eliminate Aeronite, Ereshkigal and all Last Ones to obtain their precious item drops.

Monsters with Limited Availability

Certain enemy types can be hard to encounter, even in their natural habitat, outside certain specific time windows. The following table highlights all such special conditions. Use this information whenever you need to farm one of the species concerned. Any creature not listed here can be found commonly on any day and at any time (Anubys and Meonekon spawning hours excepted, of course).

SPECIAL MONSTER FARMING CONDITIONS

Enemy	Best Farming Opportunity
Anubys	16:00 to 18:00 (all exterior areas)
Meonekon	04:00 to 06:00 (all exterior areas)
Skeleton	Shrines of the Tablet (any time)
Miniflan	06:00 to 16:00
Rafflesia	06:00 to 16:00
Cactuar	06:00 to 16:00 (Oasis Lighthouse) 04:00 to 06:00 (Giant's Sandbox)
Desert Sahagin	18:00 to 04:00
Ectopudding	From Day 7, 06:00 to 16:00
Triffid	18:00 to 04:00
Reaver	18:00 to 04:00
Gurangatch	06:00 to 16:00
Chocobo Eater	From Day 7, 18:00 to 04:00
Flanitor	06:00 to 16:00
Gertrude	00:00 to 06:00
Desdemona	06:00 to 16:00
Aster Protoflorian	18:00 to 04:00
Fanatic	During chapter 1-5

Rare Equipment

If you aspire to have a complete inventory, you should note that certain articles can be especially difficult to obtain:

- Sickle of the Faithful:** Though by no means essential, this weapon has the Protect Thief auto-ability; a potentially useful tactical addition to your armory at a very early stage in the game. You can obtain it by fighting Fanatics in the Den of Shadows prior to the battle with Noel. Its default 5% drop rate is rather low, so you should ideally equip the Beggar's Beads beforehand.
- Double Deity:** This powerful double-bladed weapon is dropped by Bhunivelze. For optimal results, defeat the Bhunivelze+ version (Day 14, New Game+) with the Beggar's Beads equipped. This will increase your chances to obtain the weapon to 30% per encounter.
- Rare Merchant Wares:** In the event that you haven't been lucky and struggle to encounter the "Red Dragon Outfitters" wandering merchant, you can track him down methodically to obtain his exclusive wares. You must have reached Day 3 and visited at least one Outfitters shop, and will need access to all possible spawn locations at once, including the Warren and Moogle Village.



An efficient solution is to be in the Wildlands when the clock strikes 02:00, then freeze time with Chronostasis and visit all 20 possible spawn locations one after another (refer to the map poster for visual guidance). The reason you should be in the Wildlands is that at the beginning of every hour, the merchant spawn resets to a continent different from the one where Lightning is present (unless he has already spawned there, in which case he remains there until the next spawn check on a different continent).

Consider starting your hunt in Yusnaan, as all five spawn points are relatively close to each other. Luxerion is the next easiest choice, being smaller than the other two destinations. Continue your search in the Dead Dunes, as the Cactuar Statues enable you to warp around the desert easily. If you are unlucky and the merchant was already in the Wildlands, feel free to burn EP and Teleport if you run out of patience.

RARE WANDERING MERCHANT: POSSIBLE LOCATIONS

Continent	Location	Continent	Location
Luxerion	North Station Plaza	Wildlands	Jagd Village
	Old Town		Moogle Village entrance
	Arcade		Grasslands (near the southernmost wreckage)
	Pilgrim's Causeway (south end)		Eremite Plains
	Warren		On the slope southwest of Aryas Village
Yusnaan	Glutton's Quarter (southwest)	Dead Dunes	Giant's Sandbox, Giant's Head
	Near the Cactuar Statue		Grave of the Colossi (near the arch to the southeast)
	Reveler's Quarter (back alley)		Grave of the Colossi (path leading to Ruffian)
	Pleasure Alley		Dry Floodlands (dead end where a Pilgrim's Crus is found)
	Augur's Quarter (near the Palace entrance)		Atomos's Sands (west look-out tower)

RARE WANDERING MERCHANT: UNIQUE WARES

Type	Article	Availability	Price (gil)
	Shadow Trooper	Default (from Day 3)	15,000
	Lightning's Shades		3,200
	Vigilance	From Day 6	15,000
	Carnaval Crusher	From Day 9	15,000
	Astral Lord	On Hard Mode	500,000

QUICKSTART

CAST &
CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF
PRAYERS

BESTIARY

INVENTORY

STRATEGY &
ANALYSIS★ ULTIMA
WALKTHROUGH

EXTRAS

INDEX

FLOWCHART

DAY 13

★ NEW GAME+





QUICKSTART

CAST &
CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF
PRAYERS

BESTIARY

INVENTORY

STRATEGY &
ANALYSISULTIMA
WALKTHROUGH

• EXTRAS

INDEX

EXTRAS

This short but fact-filled chapter is dedicated to unlockable and secret features, ranging from Trophies & Achievements to New Game+ and special events that occur in Nova Chrysalis – as well as a healthy helping of fun trivia and miscellany. We cannot guarantee that it could pass muster in a spoiler detection litmus test, but we can assure you that it does not willfully or lazily reveal major plot details.

TROPHIES & ACHIEVEMENTS

Though it will take time and effort to unlock all accomplishments in Lightning Returns, its array of Trophies and Achievements mostly focus on feats and activities that many players will quite naturally undertake during the course of two full playthroughs – with the majority available on a first journey through the main storyline.

STORY MILESTONES

ICON	NAME		TROPHY	UNLOCK CONDITION
	The Savior's Descent	15	Bronze	Complete the Prologue chapter.
	The Hope of a Promise	15	Bronze	Complete the Luxerion main quest. See page 71.
	Hope at the Edge of Despair	15	Bronze	Complete the Yusnaan main quest. See page 75.
	An Appetite for Chaos	15	Bronze	Complete the Wildlands main quest. See page 81.
	The Mystery of the Holy Clavis	15	Bronze	Complete the Dead Dunes main quest. See page 93.
	A Father, A Son, and a Chocobo	15	Bronze	Complete the secondary Wildlands main quest. See page 91.
	A Legend from Times Past	90	Gold	Complete the Final Day. See page 100. Unlocks the Black Mage Hood adornment.

GAMEPLAY MILESTONES

ICON	NAME		TROPHY	UNLOCK CONDITION
	Deliverer of Salvation	15	Bronze	Complete five side quests.
	Angel of Salvation	30	Silver	Complete 25 side quests.
	Perfect Passenger	15	Bronze	Complete all Monorail journeys between regions.
	Perfect Timing	15	Bronze	Perform a Perfect Guard for the first time.
	Hero of Might	15	Bronze	Defeat 100 enemies.
	Hero of Glory	15	Bronze	Defeat 300 enemies.
	Hero of Legend	30	Silver	Defeat 500 enemies; all but the most combat-averse players will pass this number late in a first playthrough (and possibly as early as midway through the story).
	Miracle of Light	10	Bronze	Use a total of 50 EP on EP abilities.
	Seeing Stars	15	Bronze	Stagger 50 enemies.
	A Helping Hand	15	Bronze	Complete 25 Canvas of Prayers quests.
	Novice Stylist	10	Bronze	Customize your first Schema.
	Expert Stylist	15	Bronze	Collect 30 outfits (garb).
	Novice Synthesist	10	Bronze	Synthesize abilities for the first time at a Sorcery Shop.
	Expert Synthesist	15	Bronze	Use Synthesis 30 times.
	Novice Artist	10	Bronze	Change the color of a garb via the option at the Customize Schemata menu.

NOTEWORTHY ACCOMPLISHMENTS

ICON	NAME		TROPHY	UNLOCK CONDITION
	The Chocobo's Savior	15	Bronze	Restore your Chocobo to its third (and final) healing level. See page 83.
	Queen of the Arena	15	Bronze	Win 10 battles in Yusnaan's Slaughterhouse.
	Lizard Lariat	15	Bronze	Slash 30 lizards in the Dead Dunes.
	Globetrotter	15	Bronze	Unlock all highways linking the four regions by completing the three Roadworks Canvas of Prayers quests available from Day 9. See page 143.
	Seed Collector	30	Silver	Collect a total of 50 Soul Seeds during a single playthrough.
	Harbinger of Death	15	Bronze	Defeat your first Last One.
	Goddess of Death	30	Silver	Defeat 10 Last Ones.
	Unearthly Apothecary	30	Silver	Obtain an Elixir by selling 100 total Soul Seeds to the four traders during a first playthrough, or 80 in a New Game+ playthrough.
	Fatal Impact	30	Silver	Inflct 99,999 damage or more with a single attack. This isn't something that you need hunt for; it should occur naturally late in your first playthrough. A Jump attack that staggers a weak enemy or a Garungatch may enable you to unlock this at a much earlier stage.
	Beyond Thirteen	30	Silver	Unlock the "extra day" by completing a sufficient number of side quests; see page 65 for details.
	Monster Bane	90	Gold	Both of these accomplishments pop after you defeat the final boss of the Ultimate Lair. See page 65. They also unlock the Red Mage's Chapeau and Blue Mage's Chapeau adornments.
	Holy Garb of Destruction	90	Gold	Defeat the Aeronite in the Dead Dunes; see page 135. Unlocks the White Mage's Hat adornment.
	Desert Dragonslayer	90	Gold	Defeat the Aeronite in the Dead Dunes; see page 135. Unlocks the White Mage's Hat adornment.
	Crimson Rebirth	15	Bronze	Complete the Four Trials on the Final Day and obtain a special weapon as a reward. See page 103.

NEW GAME+ MILESTONES

ICON	NAME		TROPHY	UNLOCK CONDITION
	Novice Swordsmith	10	Bronze	These accomplishments apply to upgrades features unlocked on a New Game+ playthrough: weapons (Swordsmith), shields and gauntlets (Shieldsmith) and head accessories (Craftsman). The Novice accomplishment in each instance will pop when you perform the first relevant upgrade; the Expert accomplishments are awarded after 30 upgrades in each category.
	Expert Swordsmith	15	Bronze	
	Novice Shieldsmith	10	Bronze	
	Expert Shieldsmith	15	Bronze	
	Novice Craftsman	10	Bronze	
	Expert Craftsman	15	Bronze	
	Eternal Light	-	Platinum	PS3 only: Obtained when you unlock all other Trophies. However, its associated in-game reward (the Pallas Athena garb – see page 224) is also available for Xbox 360 players after they unlock all Achievements.

CHAOS INFUSIONS

Chaos Infusion Modifiers

Whenever you fight an enemy inside a Chaos Infusion, there are multiple modifiers applied to make the battle more difficult – but also more rewarding.

CHAOS INFUSION MODIFIERS

PARAMETER	ADJUSTMENT
EP recovery	+1
Item drop rate	x2
Gil rewards	x3
Enemy HP	x1.5
Enemy Strength & Magic	x1.5
Enemy Keep	+20
Duration of ailments inflicted by enemy	x1.5
Duration of ailments inflicted on enemy	x0.5

You can also acquire auto-abilities of one level higher than usual while in Chaos Infusions. Enemies that might normally drop an ability at Level 3 with any accompanying auto-abilities at a maximum Level 3, for example, will still drop a Level 3 ability, but with potential accompanying auto-abilities at up to Level 4. This is the mechanic that allows you to acquire the powerful “Chaos-Infused” auto-abilities (which could also be considered as “Level 6” auto-abilities) from Level 5 abilities obtained in Chaos Infusions. See page 280 for details.

Random Chaos Infusions

These can spawn randomly near Lightning as she traverses specific areas. They last for 30-60 minutes of in-game time and disappear automatically when you complete a battle within their confines, if you leave the boundaries of that defined area, or if you enter a safe zone in which combat is not possible.

RANDOM CHAOS INFUSIONS

LOCATION	TIME	PROBABILITY	AREAS
Luxerion	03:00-18:00	Low	Forsaken Graveyard
	18:00-03:00	High	
The Wildlands	06:00-17:50	Low	The Grasslands, Eremitic Plains (valleys)
	17:50-18:00	High	
	18:00-02:50	Medium	
	02:50-03:00	High	
	03:00-06:00	Medium	
All Highways	24 hours	High	Along the lengths of all roads

Recurring Chaos Infusions

Chaos Infusions occur in the following areas within fixed hours. Once you have dispelled one by defeating a monster inside, you have to wait until the next day before it reappears.

RECURRING CHAOS INFUSIONS

LOCATION	TIME	AREAS
Luxerion	06:00-00:00	North-South Corridor
	00:00-06:00	Arcade
	00:00-06:00	Pilgrim's Causeway
Yusnaan	06:00-12:00	Lower City waterfront
	00:00-06:00	Palace Garden
The Wildlands	06:00-00:00	The Grasslands, between Canopus Farms and City of Ruins
	12:00-00:00	Northern path, between Jagd Woods and Rocky Crag
	12:00-00:00	Path between Rocky Crag and Eremitic Plains
The Dead Dunes	00:00-12:00	Rocky Crag
	06:00-18:00	Between the Giant's Sandbox and the Dry Floodlands
	12:00-00:00	Between Atome's Sands and the Grave of the Colossi
	18:00-06:00	Between the Giant's Sandbox and the Grave of the Colossi

Event Chaos Infusions

These are unique to storyline and quest events.

- **Prologue:** Battle against Zaltys. This is a visual effect only; no modifiers of any kind apply to the encounter.
- **Main Quest, Chapter 2-3:** Chaos Infusions appear with a very high frequency in the Patron's Palace.
- **“Death Game” Side Quest:** Permanent effect in the Warehouse District as long as the quest is active. The visual effect will disappear and reappear after every battle. See page 119 for details.
- **“To Live in Chaos” Side Quest:** Blanketing Canopus Farms. You must defeat the Chocobo Eater within the village in order to complete the quest.
- **Final Day:** A visual effect outside the Luxerion Cathedral. You cannot access this area.

THE SLAUGHTERHOUSE

The Slaughterhouse is open every day from 19:00 to 03:00. Though a handful of quests lead you to fight scripted battles in the arena, you can also choose to fight there voluntarily. The prizes you can obtain include certain valuable recovery items awarded when you dispatch large-scale enemies.

The opponent you face and the corresponding reward change every two hours. Once you complete the local main quest, two new sets of opponents and rewards appear (A or B), with the one you have access to chosen randomly every day. You can fight as many times as you want to obtain prizes repeatedly, though each battle advances the clock by ten minutes.

PRE-MAIN QUEST COMPLETION SCHEDULE

TIME WINDOW	OPPONENT	REWARD
19:00-21:00	Garangatch	Holy Water
21:00-23:00	Reaver	Haste Potion
23:00-01:00	Gremlin x5	Bronzed Medal
01:00-03:00	Skata'ne	Silvered Medal

POST-MAIN QUEST COMPLETION SCHEDULE A

TIME WINDOW	OPPONENT	REWARD
19:00-21:00	Garangatch	Holy Water
21:00-23:00	Zaltys	Refresher
23:00-01:00	Skata'ne	Silvered Medal
01:00-03:00	Personal Guard	Fireworks

POST-MAIN QUEST COMPLETION SCHEDULE B

TIME WINDOW	OPPONENT	REWARD
19:00-21:00	Reaver	Haste Potion
21:00-23:00	Cyclops	Warrior's Potion
23:00-01:00	Anubys	Silvered Medal
01:00-03:00	Fanatic	Fireworks

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

TROPHIES & ACHIEVEMENTS

CHAOS INFUSIONS

SLAUGHTERHOUSE

NEW GAME+

SOUL SEEDS

LIZARDS

RANDOM COLLECTIBLES

EASTER EGGS

NEW GAME+

Completing the story for the first time unlocks the New Game+ game mode and the Hard difficulty level. New Game+ is also available when you hit the Game Over screen and via the Crystal of Atonement: a feature that appears next to the Door of Creation if you fail to defeat Bhunivelze on your first playthrough, and on the Ark on all subsequent playthroughs.

Starting a New Game+ returns you to the Ark on Day 1 with all monster populations and quests reset, but there are a number of benefits to doing so:

- Lightning's abilities and inventory (with the exception of most Key Items) remain intact, enabling you to further enhance her stats and equipment.
- Any head accessory that you obtain again (from treasure spheres or defeated Last Ones) is automatically upgraded, with its effects amplified. You can secure two upgrades in total, which makes items such as the Locket Pendant (which turns into Locket Necklace in its final form) and the Demon Earrings (which evolve into Devil Earrings) extremely powerful; see page 232 for details. Arm accessories cannot be improved; treasure spheres that once contained an arm accessory that you already have will instead contain a nominal sum of money (usually 1,500 gil).

- Forges offer you a completely new service, whereby you can upgrade your weapons and shields by consuming Components. Many of these have enormous potential for development, even surpassing the stats of the Ultima Weapon and Ultima Shield.

- If you play on Hard Mode, monsters drop abilities of higher levels and all types of Components. This enables you to achieve a whole new level of potential ability and equipment upgrades. With these, Lightning's potential combat prowess (especially in terms of raw damage output) can far exceed her capabilities on lower difficulties... though this is entirely necessary, as her enemies are also far stronger.

- Hope's first gift to Lightning on Day 1 of a New Game+ playthrough is the Proof of Overcoming Limits – a special feature unlock. By default, Lightning can reach a maximum of 50,000 HP, 5,000 Strength and 5,000 Magic. If you activate the new option in the settings menu, you can raise the stat limits to 99,999 HP, 9,999 Strength and 9,999 Magic. However, as the damage cap remains fixed at 999,999 HP, this isn't quite as useful as you might first imagine. It also disables your ability to submit your battle scores (awarded for all Last Ones and notable bosses) to the Outerverld.

New Game+ Quest Rewards

All quests are reset when you begin a New Game+, which means that you can complete them again. The rewards you obtain are lower than during your initial playthrough, but still add up and make a profound contribution to Lightning's development. The following tables list the stat boost and gil rewards offered for all quests during a New Game+ playthrough, as well as the complete list of gifts you can receive from Hope.

SIDE QUEST REWARDS

	QUEST	REWARDS			
		♥	♣	♠	⚔
LUXERION	Whither Faith	40	3	3	1,200
	Where Are You, Holmes?	10	1	-	450
	The Thing She's Lost	10	-	1	140
	Soul Seeds	20	-	4	600
	Born from Chaos	80	12	6	3,000
	Stuck in a Gem	40	2	6	2,400
	Dying Wish	40	6	2	-
	Suspicious Spheres	20	4	-	450
	Faster Than Lightning	10	4	-	889
	Treasured Ball	10	2	-	150
	Buried Passion	40	6	2	2,000
	Like Clockwork	40	2	6	1,800
	Get the Girl	40	2	6	2,250
	The Saint's Stone	20	-	4	750
	The Avid Reader	20	3	3	1,350
	The Girl Who Cried Wolf	20	-	4	750
	Voices from the Grave	20	4	-	600
	A Rose by Any Other Name	80	4	10	5,200
	The Angel's Tears	40	2	6	3,600
	To Save the Sinless	80	10	4	6,800
Family Food	40	6	3	2,300	
Free Will	80	4	8	6,800	
YUSHAAN	A Testing Proposition	60	4	10	5,300
	Play It for Me	40	6	2	2,300
	Songless Diva	40	4	4	2,100
	Stolen Things	20	-	4	600
	Adoring Adornments	80	4	8	7,500
	Fireworks in a Bottle	20	-	4	450
	Fireworks for a Steal	40	6	2	2,000
	The Fighting Actress	40	5	5	2,300
	Death Safari	40	6	3	1,800
	Death Game	60	10	4	5,700
	Last Date	20	-	4	750
	Friends Forever	40	3	6	2,700
Adoring Candice	40	6	3	2,100	
Tanbam's Taboo	80	10	4	6,300	

SIDE QUEST REWARDS (CONTINUED)

	QUEST	REWARDS			
		♥	♣	♠	⚔
THE WILDLANDS	Peace and Quiet, Kupo**	20	2	2	999
	Where Are You, Mooglee?	40	2	6	2,000
	Fuzzy Search	20	4	-	600
	Saving an Angel	40	5	5	1,800
	A Father's Request	40	2	6	1,200
	The Old Man and the Field	20	4	-	750
	The Right Stuff	20	4	-	450
	The Hunter's Challenge	40	6	2	1,800
	Choccho Cheer	20	-	4	450
	A Final Cure	40	-	8	2,400
	Mother and Daughter	40	3	6	1,800
	Dog, Doctor, and Assistant	20	-	4	750
	A Taste of the Past	40	2	6	1,800
	Omega Point	40	2	6	2,400
	Mercy of a Goddess	40	8	-	2,400
	Round 'em Up	40	6	2	1,800
	Matchmaker	40	6	3	2,400
	The Grail of Valhalla	80	6	10	5,700
	Killing Time	20	2	2	150
	Land of Our Forebears	80	10	4	5,200
To Live in Chaos	80	12	4	6,300	
The Secret Lives of Sheep	80	4	10	4,800	
Tool of the Trade	20	2	2	600	
Old Rivals	20	4	-	750	
Adonis's Audition	50	4	6	2,300	
His Wife's Dream	40	4	2	1,950	
The Life of a Machine	20	2	4	-	
Last One Standing	100	10	8	18,000	
What Rough Beast Slouches	90	6	10	12,300	
Skeletons in the Closet	60	6	6	6,750	

MAIN QUEST REWARDS

CHAPTER	REWARDS			
	♥	♣	♠	⚔
1-5 (Luxerion)	96	10	10	10
2-3 (Yusnaan)	120	17	-	-
3-3 (Wildlands)*	72	2	19	19
4-5 (Dead Dunes)	192	5	5	5
5-1 (Wildlands)**	-	14	14	14

* Special one-time reward: Maximum EP +1

** Special one-time reward: Recovery Item Capacity +1

CANVAS OF PRAYERS QUEST REWARDS

	QUEST	REWARDS			
		♥	♣	♠	♣
LUXERION	Revenge Is Sweet	5	1	-	120
	Gift of Gratitude	5	-	1	180
	Inventive Seamstress	5	-	1	300
	Trapped	15	-	3	2,700
	A Song for God	5	-	1	270
	Slay the Machine	5	1	-	230
	Mythical Badge	5	1	-	3,000
	Grave of a Bounty Hunter	10	2	-	1,200
	Puppeteer's Lament	10	-	2	1,050
	Revenge Has Teeth	10	2	-	750
	Enchanted Brush	15	-	3	2,100
	Night Patrol	15	3	-	1,800
	Heretics' Beasts	15	3	-	1,950
	Secret Machine	5	1	-	230
	Soulfar Horn	10	-	2	600
A Dangerous Cocktail	5	1	-	300	
Time Doesn't Heal	10	-	2	1,200	
A Man for a Chocobo Girl	5	1	-	600	
Unfired Firework	10	2	-	1,350	
Rebuilding	5	-	1	750	
Source of Inspiration	5	-	1	270	
True Colors	10	-	1	900	
Beast Summoner	10	-	2	900	
Youth Potion	10	2	-	1,050	
Spell for Spell	15	-	3	2,000	
What Seekers Seek	15	3	-	1,800	
Ultimate Craving	15	3	-	2,300	
YUSMAN	Sun Flower	5	1	-	280
	Moon Flower	5	-	1	600
	Forget Me Not	5	1	-	180
	Chocobo Chow	5	1	-	750
	Digging Mole	5	1	-	1,200
	Moogan's Plea	5	1	-	450
	Moogoo Gourmand	10	-	2	1,300
	Emergency Treatment	10	2	-	1,500
	Fresh Fertilizer	5	1	-	300
	Secret of the Chocoborel	10	-	2	900
	Wildlands in Danger!	5	1	-	450
	A Word of Thanks	5	-	1	360
	For the Future	10	-	2	1,050
	Hunter's Challenge	10	2	-	1,200
	Echoes of a Drum	5	1	-	270
A Voice from Below	5	-	1	300	
Two Together	5	-	1	1,125	
Dumping Cook-off	10	2	-	900	
A Secret Wish	10	-	2	1,050	
Sylkis Secrets	5	-	1	1,350	
Hunting the Hunter	15	-	3	1,950	
Gatekeeper's Curiosity	5	-	1	180	
What's in a Brew?	10	-	3	2,300	
Brain Over Brawn	10	-	2	980	
A Prayer to a Goddess	15	3	-	2,400	
Flower in the Sands	10	2	-	1,050	
Biologically Speaking	5	-	1	300	
Banned Goods	5	-	1	360	
Desert Cleanup	15	3	-	2,300	
Lucky Charm	5	-	1	600	
A New Application	10	-	2	2,300	
Supply and Demand	5	-	1	1,200	
Pride and Greed I	10	2	-	450	
For My Child	10	-	2	750	
Climbing the Ranks I	5	1	-	300	
Climbing the Ranks II	10	-	2	750	
Miracle Vintage	10	2	-	900	
Heightened Security	10	-	2	1,050	
The Real Client	10	2	-	380	
Bandits' New Weapon	15	3	-	1,950	
Pride and Greed II	10	2	-	750	
Pride and Greed III	15	3	-	2,250	
A Treasure for a God	5	1	-	900	

CANVAS OF PRAYERS QUEST REWARDS (CONT.)

	QUEST	REWARDS			
		♥	♣	♠	♣
GLOBAL	Shoot for the Sky	10	2	-	2,000
	Where Moogles Be	10	2	-	1,500
	Fading Prayer	5	-	1	1,200
	Seeing the Dawn	5	-	1	1,050
	Key to Her Heart	5	1	-	1,500
	Staying Sharp	5	-	1	1,200
	Digging Mysteries	10	-	2	2,100
	A Girl's Challenge	5	-	1	900
	What's Left Behind	5	-	1	1,200
	Forbidden Tome	10	-	2	1,800
	Roadworks I	5	-	1	1,200
	Roadworks II	10	2	-	1,800
Roadworks III	10	-	2	1,800	

HOPE'S GIFTS

PLATTHROUGH	DAY	GIFT
#1 (New Game)	1	Mist Wizard Devil's Daughter Prythwen Blizzard Lv 1 Light Guard Lv 1
	2	Red Mage Liberator Juno Sospita
	3	EP Ability: Arise
	4	Black Mage White Mage
	5	EP Ability: Esumada
	6	Bronze Malistone
	7	Amazon Warrior
	8	EP Ability: Army of One
	9	Heartstealer
	10	EP Ability: Decry
	11	Martial Monk
	12	EP Ability: Duake Equilibrium+
	13	Dark Muse+ Mist Wizard+
	14	Silver Malistone (x5)
#2 (New Game+)	1	Proof of Overcoming Limits
	2	Mighty Material (x10)
	3	Gold Malistone (x5)
	4	Mighty Material (x15)
	5	Platinum Malistone (x5)
	6	Sword Polisher (x5)
	7	Shield Polisher (x5)
	8	Silver Malistone (x10)
	9	Gold Malistone (x10)
	10	Platinum Malistone (x10)
	11	Sword Polisher (x10)
	12	Shield Polisher (x10)
	13	Mythril Malistone (x5)
	14	Adamant Malistone (x3)
#3 and further (New Game+)	2	4,000 gil
	3	4,000 gil
	4	4,000 gil
	5	4,000 gil
	6	4,000 gil
	7	7,000 gil
	8	7,000 gil
	9	7,000 gil
	10	10,000 gil
	11	10,000 gil
	12	10,000 gil
	13	50,000 gil
	14	100,000 gil

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN GUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

TROPHIES & ACHIEVEMENTS

CHAOS INFUSIONS

SLAUGHTER HOUSE

NEW GAME+

SOUL SEEDS

LIZARDS

RANDOM COLLECTIBLES

EASTER EGGS

SOUL SEEDS

In addition to a monetary payment, there are secret rewards that you can obtain from Soul Seed traders when you reach specific Soul Seed milestones.

The following table lists all rewards you can receive once per playthrough, with the corresponding number of Soul Seeds required. These are all valuable recovery items. If you manage to secure an Elixir, you will unlock the "Unearthly Apothecary" Trophy/Achievement.

SOUL SEED REWARDS

MILESTONE	NEW GAME	NEW GAME+
20	Hero's Potion	Refresher
40	Crusader's Potion	Ether
60	Ether	Phoenix Wing
80	Phoenix Wing	Elixir
100	Elixir	Turbo Ether

LIZARDS

If you struggle to collect a sufficient number of Lizard Tails to satisfy the corresponding Canvas of Prayers quest requirements, the accompanying map will be useful. There are five specific areas in the Dead Dunes where you are guaranteed to find at least five lizards. Using the Cactus Statues to warp from one spot to another, you can slash over two dozen lizards per trip in total, making this a very effective solution. The creatures will respawn after 12 hours.

SPAWN SPOT POPULATION

SPOT	GUARANTEED LIZARDS	RANDOM LIZARDS
	5	0-2
	5	0-3



Every lizard that you slash has a 60% chance to drop a Lizard Tail, and 40% chance to drop an Unappraised Item.

RANDOM COLLECTIBLES

As you travel through the four regions of Nova Chrysalis, small shining objects regularly appear directly on the ground. There are always five such items to be found on your current map. Any additional collectible that appears (such as a Soul Seed) makes the oldest of the previous five items disappear. The nature of the item you obtain when you examine the shining object depends on your current location... and luck, as revealed by the following table. Any area that is not listed in the table does not feature random collectibles at all.

RANDOM COLLECTIBLES: OVERVIEW

	AREA	ITEM	CHANCE
LUXEMION	Commercial District, Arcade, Warehouse District, South Station, Cathedral, Pilgrim's Causeway	Bronzed Medal	60%
		Silvered Medal	30%
		Crystal Medal	10%
	Warren	Bronzed Medal	60%
		Silvered Medal	30%
		Crystal Medal	7%
		Gold Dust	3%
	Forsaken Graveyard	Bronzed Medal	30%
		Silvered Medal	60%
		Crystal Medal	8%
	Pilgrim's Passage	Platinum Ore	2%
		Bronzed Medal	30%
Silvered Medal		60%	
Old Town	Crystal Medal	10%	
	Bronzed Medal	60%	
	Silvered Medal	30%	
YUSUMANN	Glutton's Quarter, Reveler's Quarter, Champion's Quarter, Lower City	Crystal Medal	8%
		Gold Dust	2%
		Bronzed Medal	60%
	Warehouse District, Industrial Area, Cargo Station	Silvered Medal	30%
		Crystal Medal	7%
		Gold Dust	3%
		Bronzed Medal	60%
	Augur's Quarter, Palace Garden	Silvered Medal	30%
		Crystal Medal	60%
		Platinum Ore	2%

RANDOM COLLECTIBLES: OVERVIEW (CONT.)

	AREA	ITEM	CHANCE	
THE WILDLANDS	Jagd Woods, Eremita Plains	Bronzed Medal	60%	
		Silvered Medal	30%	
		Crystal Medal	10%	
	Grasslands, Anyas Climb	Bronzed Medal	15%	
		Silvered Medal	10%	
		Crystal Medal	5%	
		Vegetable Seed	70%	
	City of Ruins	Bronzed Medal	30%	
		Silvered Medal	60%	
		Crystal Medal	7%	
	Rocky Crag	Gold Dust	3%	
		Bronzed Medal	60%	
Silvered Medal		30%		
Moogle Village	Crystal Medal	7%		
	Gold Dust	3%		
	Bronzed Medal	30%		
Giant's Sandbox, Grave of the Colossi	Silvered Medal	60%		
	Crystal Medal	7%		
	Platinum Ore	3%		
	Unappraised Item	15%		
THE DEAD DUNES	Atomos's Sands	Bronzed Medal	50%	
		Silvered Medal	25%	
		Crystal Medal	10%	
	Dry Floodlands	Unappraised Item	20%	
		Bronzed Medal	40%	
N/A	Highways	Silvered Medal	30%	
		Crystal Medal	15%	
		Gold Dust	3%	
	N/A	Highways	Platinum Ore	2%
			Bronzed Medal	50%
			Silvered Medal	30%

EASTER EGGS & TRIVIA



Noel: Once you have completed main quest chapter 1-5, you can encounter Noel walking through the streets of Luxerion (01). The conditions governing his appearance are as follows:

NOEL'S APPEARANCE CONDITIONS

CONDITION	NOEL'S WHEREABOUTS
Cross the ticket barrier in North Station	Walking from North Station toward the city (21:00-00:00)
Cross the ticket barrier in South Station	Walking from South Station towards the Warehouse District (16:00-19:00)
Walk by the stairs in Pilgrim's Passage	Close to the Clock Tower (03:00-06:00)

Snow: You can also interact with Snow after the end of main quest chapter 3-3. When you complete the chapter, he will stay in the same room for the rest of the day. On the following days, he can be encountered in the Augur's Quarter from 12:00 to 18:00 (02).

Zanford's Hints: Zanford, the quest giver for "Last One Standing", offers indications on how far you are from completing his mission when you speak to him:

ZANFORD'S HINTS

LAST ONES DEFEATED	ZANFORD'S COMMENTS
0-10%	"The strength of the Last Ones is beyond imagining. They possess the power of all that came before them." "Some of the rarer species only appear in specific places or times. They will be particularly difficult to cull down to one." "Live through this life countless times... I wonder why those words popped into my head?" "The Last Ones inherit all their species' memories, across time and space... I think it'd be nice if that were true."
10-30%	"Oh? Looks like you've had some luck with the Last Ones? But you're only just beginning. Don't give up."
30-50%	"You're really working your way through those Last Ones! I knew I was right about picking you."
60-90%	"Well, look at you! You've defeated that many Last Ones already? Are you sure you're even human?"
90%+	"You're nearly there. One last shove and you will have defeated all of the Last Ones. It is a feat beyond any normal human."

Destructible Crates: Every time you break a destructible crate, you have a 10% chance to obtain a medal (or similar item). The crates that you smash reappear after five hours.

The High Priestess: You can witness the High Priestess's preaching in Luxerion's cathedral twice a day, during the following time windows: from 10:00 to 13:00 and 18:00 to 21:00.

Lightning's Poses: If you leave your controller inactive for several seconds, Lightning will strike a pose (03) – usually to establish her growing boredom. The exact idle animation she adopts depends on the garb she is currently wearing, though there are also several conditions linked to the environment that can occasionally lead to special poses.

IDLE POSES

POSE	GARB/CONDITION
Bored #1	Equilibrium, Vengeance, Vigilance, Innocence, Ultimatus, Divergence, Providence, Guardian Corps, Knight of Etro
Bored #2	Dark Muse, Heiter Skelter, Electronica, Witching Hour, Candy Raver, Woodland Walker, Sand Fox
Bored #3	L'ange Noir, Cyber Jumpsuit, Passion Rouge, L'automme, Martial Monk, Duelist, Black Mage
Bored #4	Dust and Shadow, White Mage, Blue Mage, Sun and Bloom, Stone and Sand, Hunter of the Wild, Soldier of Peace
Bored #5	Midnight Masque, Black Rose, Crimson Bloom, Ivy White, Dark Orchid, Champagne Gold, Violet Twilight
Bored #6	Splendid Admiral, Quiet Guardian, Loyal Servant, Bold Vanguard, Velvet Bouncer, Cold Rebellion, Red Mage
Bored #7	Nocturne, Paladin, Déjà Vu, Danse Macabre, School's Out, Lilitu, La Fouldre
Bored #8	Heartstealer, Primavera, Urban Outlaw, Dangerous Blossom, Hidden Justice, Ignition, Intruder
Bored #9	Mist Wizard, Watery Chorus, Purple Lightning, Carnival Crusher, Rhapsody in Rose, Nightmare, Amazon Warrior
Bored #10	Dragon, Dark Knight, Dragon's Blood, Sacred Knight, Shadow Trooper, Astral Lord, Pallas Athena, Siegfried
Bored #11	Migo'ta Dress
Bored #12	Spira's Summoner
Bored #13	Sphere Hunter
Bored #14	Midgar's Flower Girl
Bored #15	SOLDIER 1st Class
Bored #16	Shogun, Shining Prince, Dark Samurai, Sohei Savior, Utsumemi, Art of War, Flower of Battle
Bored #17	Tomb Raider
Bored #18	Cosmocrator
Bored #19	Mooglee Queen
Dazzled	In the Dead Dunes, 05:00-09:00
Hot	In the Dead Dunes, 09:00-18:00
Cold	In the Dead Dunes or in the Wildlands, 18:00-05:00
Dizzy	Make Lightning spin (without walking or running) by rotating the movement stick

QUICKSTART

CAST & CONCEPTS

PRIMER

WALKTHROUGH

MAIN QUESTS

SIDE QUESTS

CANVAS OF PRAYERS

BESTIARY

INVENTORY

STRATEGY & ANALYSIS

ULTIMA WALKTHROUGH

EXTRAS

INDEX

TROPHIES & ACHIEVEMENTS

CHADS INFUSIONS

SLAUGHTER HOUSE

NEW GAME+

SOUL SEEDS

LIZARDS

RANDOM COLLECTIBLES

EASTER EGGS

INDEX

If you are looking for specific information, this alphabetical listing is just what you need. To avoid any potential spoilers, note that all entries that link to the Extras chapter are written in red.

KEY WORD	PAGE	KEY WORD	PAGE	KEY WORD	PAGE	KEY WORD	PAGE
0-1	88	A		B		C	
1-1	70	Abric	112	Blindside	250, 251	Chocobo Emporium	108
1-2	71	AMP Chip	254	Blitz	237	Chocobo Girl's Phone No.	140
1-3	71	Amplitude	267	Blitz Ace	281	Chocobo Healing	83
1-4	72	An Evil Savior	70	Blizzaga	241	Chocoborel	128, 254
1-5	73	Animal Potion	254	Blizzara	240	Chocobull	254
2-1	74	Animations	275	Blizzard	240	Civet Musk	114
2-1	74	Anubys	158	Blizzard+	243	Clear Ooze	254
2-2	77	Araby Notes	254	Blythe	108	Climactic	251
2-3	79	Arboreal Spore	254	Born from Chaos	108	Climbing the Ranks I	147
3-1	80	Arcangeli	163	Brain Over Brawn	145	Climbing the Ranks II	147
3-2	82	Arcangeli Q	163	Brave Thief	250, 251	Clock	25
3-3	84	Arcangeli Notes	254	Bravery	264	Clocks ("Like Clockwork")	110
4-1	82	Area Sweep	237	Bravery Potion	255	Collectibles	28
4-2	83	Areniah	111	Brella	126	Combat (Introduction)	36
4-3	94	Arena	36	Brittle	265	Combat Arena	36
4-4	96	Arise	272	Broken	265	Combat Flow	37
4-5	99	Arithmometer	133	Broken Gyroscope	148	Combo Crush +0x%	250
5-1	90	Ark	44	Bronze Malistone	253	Commands	27
5-2	91	Arm Accessories	31, 232, 287	Bronze Pocket Watch	140	Committal	251
5-3	91	Armand	110	Bronzed Medal	254	Components	252
5-4	91	Armenia	110	Buffering	278	Conductive	265
5-5	91	Army of One	271	Bufs	41	Confused	265
5-6	91	Arsenal of One	250	Buried Passion	110	Connelia	131
A Dangerous Cocktail	148	Artemis's Arrows	251	Cactair	178	Cosmic Arts	239
A Different Snow	68	Aryas Apple	127	Cactar Notes	254	Countertop	244
A Father's Request	124	Ashura	239	Cactar	179	Counterspell	244
A Final Cure	126	Aspiring Bandit	93	Cactuar Q	179	Crashing Waves	239
A Girl's Challenge	149	Aster Protofforian	208	Cactuar Notes	254	Creamy Sheep Milk	254
A Man for a Chocobo Girl	140	Aster Protofforian Q	208	Cactuar Doll	254	Crimm Muthroom	126
A New Application	146	Aster Protofforian Notes	254	Cairis Ballad (Character)	18	Critical Barrier	251
A Prayer to a Goddess	145	ATB	30	Cairis Ballad (Enemy)	216	Critical Barrier+	251
A Rose by Any Other Name	112	ATB Charge	244	Canceling Abilities	276	Cross Blitz	239
A Secret Wish	144	ATB Cost	34	Candice	117	Cruel Healer	251
A Solitary Patron	79	ATB Gauge	26	Canvas of Prayers (Chapter)	138	Crusader's Potion	255
A Song for God	138	ATB Speed/Recovery	34, 263	Canvas of Prayers (Dead Dunes)	145	Crystal Malistone	253
A Taste of the Past	127	Attack	237	Canvas of Prayers (Global)	145	Crystal Metal	254
A Testing Proposition	116	Attributes	34	Canvas of Prayers (Introduction)	22	Crystal Shard	111
A Treasure for a God	148	Auto-Abilities	32, 250	Canvas of Prayers (Luxerion)	138	Curaga	272
A Voice from Below	144	Bacchus's Brew	119	Canvas of Prayers (Wildlands)	142	Curse	245, 264
A Word of Thanks	143	Baird	107	Canvas of Prayers (Yusnaan)	140	Cursed	265
Abilities	31, 32, 236, 298	Balanced Shields	230	Canvas of Prayers (Yusnaan)	140	Cursed Rapier	228
Abilities (Farming)	306	Bandit's Bloodsoul	149	Cardesia	126	Cursega	245
Ability Drops	246	Bandit's New Weapon	147	Cathedral Sentry	210	Cut (and Keep)	263, 273
Accessories	31, 232, 267	Bandits of the Desert	92	Cathedral Sentry Notes	254	Cyclops	164
Achievements	312	Banned Goods	146	Chance Reprise	251	Cyclops Q	164
Action Gauge	25	Battle Arena	36	Chaos Infusions	45, 313	Cyclops Notes	254
Adamant Malistone	253	Battle Score	270	Chaos-Infused Auto-Abilities	280	Damage Calculation	277
Added Effects	205	Battle Screen	26	Character Progression	34	Damage Types	40
Adonia's Auditorium	133	Battle's Bounty	91	Character Specialization	35, 291	Darkness	239
Adorning Adornments	117	Battlefield	36	Charge Abilities	272	Data Collection Point	128
Adoring Candice	121	Beast Summoner	141	Charged Strike	237	Day 1	56
Adornments	234	Boat Down	237	Chief Anyas	131	Day 2	57
Adventuring Essentials	259	Beloved's Gift	148	Chief Moogles	123	Day 3	58
Aerials	276	Berdy	117	Children of Ebro	14	Day 4	60
Aero	241	Bestiary (Chapter)	150	Chill	241	Day 5	61
Aero+	243	Bewitched Blades	226	Chimera	166	Day 6	62
Aero Blitz	238	Beyond the Sandstorm	91	Chimera Q	166	Day 7	63
Aeroga	242	Bhakti	134	Chimera Notes	254	Day 8	64
Aeronite	200	Bhakti's Oil	134	Chipped Fang	254	Day 9	64
Aeronite (Habitat)	136	Bhunivelze (Character)	12	Chocobo Cheer	125	Day 10	64
Aerona	241	Bhunivelze (Enemy)	218	Chocobo Chick	120	Day 11	64
Allment Abilities	245	Bhunivelze+ (Enemy)	218	Chocobo Chow	142	Day 12	65
Alchemist Velno	116	Biggs	119	Chocobo Eater	196	Day 13	65
		Biologically Speaking	146	Chocobo Eater Q	196	Day 14	65
				Chocobo Eater Notes	254	Daying Blessom	129, 254

KEY WORD	PAGE
Daze	264
Dazed	265
Dead Dunes (Introduction)	52
Dead Dunes Canvas of Prayers	146
Dead Dunes Side Quests	132
Dead Man's Teeth	254
Death	40
Death Game	119
Death Safari	119
Dehydration	42
Debrave	245, 264
Debravega	245
Debuffs	42
Decoy	272
Default	245, 264
Defaultings	245
Default ATB	34
Defender	250
Defender's HP Restore	251
Defensive Abilities	244
Defensive Position	250
Defensive Strike	239
Demon Spicule	254
Demonic Forgefire	252
Deprotect	245, 264
Deprotect Chaser	250, 251
Deprotoga	245
Desdemona	204
Desdemona Notes	254
Desert Cleanup	146
Desert Flame	115
Desert Rose	254
Desert Sahagin	183
EP Sahagin Ω	183
Desert Sahagin Notes	254
Deshell	245, 264
Deshelga	245
Desmond	205
Difficulty Mode	24
Digging Mole	142
Digging Mysteries	149
Disaster	245
Dispel	245, 264
Dispelga	245
Diviner	115
Dog, Doctor, and Assistant	127
Doice	107
Double Blades	227
Downgrading	278
Dr. Gysahl	124
Dr. Sheep	123, 129
Drain Abilities	272
Dreadnought	206
Dreadnought Ω	206
Dreadnought Notes	254
Dried Scale	254
Drop Rank	246
Dropped Items	246
Drops	246
Drunk Pyrotechnician	118
Dryad	162
Dryad Ω	162
Dryad Notes	254
Dumping Cook-off	144
Dying Wish	108
Earth Eater	196

KEY WORD	PAGE
Earth Eater Ω	196
Earth Eater Notes	254
Easter Eggs	318
Easy Mode	24
Echoes of a Drum	143
Ectopudding	184
Ectopudding Ω	184
Ectopudding Notes	254
Electric Blitz	238
Element (Spell)	242
Elementa	243
Elementaga	243
Elemental Chaser	250, 251
Elemental Shields	231
Elements	40
Elixir	255
Elmer	132
Emergency Treatment	143
Enaero	264
Enaero Potion	255
Enchanted Brush	136
Enemy Abilities	154
Enemy Directory	195
Enemy Drops	246
Enemy Encounters	30
Enemy Intel	152
Energized	251
Enfire	264
Enfire Potion	256
Enfrost	264
Enfrost Potion	256
Enthunder	264
Enthunder Potion	255
EP (Farming)	298
EP Abilities	46
EP Conservation	251
EP Meter	25
EP Vengeance	251
Equipment Modification	278
Eradia	13, 65
Freshkigai	170
Esuna Guard	250
Esunada	272
Ether	255
Ether Coil	254
Eto	19
Eto's Forbidden Tome	149
Evade	244
Evasion	274
Exploration	27
Exposed	265
Extra Day	65, 100
Extras (Chapter)	310
Fading Prayer	148
Faith	264
Faith Potion	255
Fai'Cie	19
Family Food	114
Fanatic	211
Fanatic Notes	254
Fang	16
Farming	297
Faster Than Lightning	109
Fatal Sweep	237
Father and Son	90
Final Day	65, 100

KEY WORD	PAGE
Finale	279
Find the Code	71
Fira	240
Firaga	240
Fire	240
Fire+	243
Firestorm	242
Firestorma	242
Fireworks for a Steel	118
Fireworks in a Bottle	118
Firewyrn Scale	254
Flame	239
Flamespark	242
Flamesparka	242
Flamestrike	238
Flanitor	203
Flanitor Notes	254
Flare	240
Flood	239
Flower in the Sands	146
Fog	264
Foggy	265
Follow the Chocobo Chick	91
For My Child	146
For the Future	143
Forbidden Tome	149
Forest Fertilizer	124
Forges	257
Forget Me Not	142
Frames	275
Free Will	115
Fresh Fertilizer	143
Friends Forever	120
Froststrike	238
Funicula	118
Fuzzy Search	123
Fuzzy Sheep Milk	254
Galestrike	238
Game Over	40
Game Structure	22
Garb	31, 224, 264
Garb Abilities (Aliment)	245
Garb Abilities (Defensive)	244
Garb Abilities (Magic)	243
Garb Abilities (Physical)	239
Garments	224
Gatekeeper's Curiosity	145
Gaunt	161
Gaunt Ω	161
Gaunt Notes	254
Gauntlets	230
Gem	108
General Stores	258
Gertrude	204
Gertrude Notes	254
Get the Girl	111
Ghost	112
Gift of Gratitude	139
Gil (Farming)	299, 309
Global Canvas of Prayers Quests	148
Goblin	175
Goblin Ω	175
Goblin Notes	254
Goblot	157
Goblot Ω	157

KEY WORD	PAGE
Goblot Notes	254
Goblot Hairball	254
Gold Dust	254
Gold Mailstone	253
Golden Damage	273
Golden Scarab	149
Goopy Goo	254
Gordon Gourmet	114
Gorgonopid	180
Gorgonopid Ω	180
Gorgonopid Notes	254
Grace Period	251
Grand Wizard	251
Grave of a Bounty Hunter	139
Great Gospel	251
Great Swords	226
Green Carbuncle Doll	107
Green Leather	254
Green Monster Moss	254
Grogory	117
Grenlin	172
Grenlin Ω	172
Grenlin Notes	254
Grendel	188
Gumpy Old Man	131
Guard	244
Guard Defense	34
Guard Efficiency	250
Guard Resistance	263
Guarangath	194
Guarangath Ω	194
Guarangath Notes	254
Gysahl Greens	254
Hand-to-Hand	263
Hanuman	186
Hanuman Ω	186
Hanuman Notes	254
Hard Hitte	250
Hard Mode	24
Haste	264
Haste Potion	255
Head Accessories	31, 232, 287
Healing	39
Healing an Angel	82
Heat Blitz	238
Heavy Blades	226
Heavy Guard	244
Heavy Slash	237
Heavy Weapon	250
Heightened Security	147
Hectics' Beasts	139
Heroic Guard	244
Hero's Potion	255
High Voltage	265
Hindered	251
Hi-Potion	256
His Wife's Dream	133
Holmes	109
Holy Forgefire	252
Holy Revelations	254
Holy Water	256
Hope Extheim	14
Hopeless	202
Hoplite Ω	202
Hoplite Notes	254

KEY WORD	PAGE	KEY WORD	PAGE	KEY WORD	PAGE	KEY WORD	PAGE
HP	34, 203	Luxerion Side Quests	106	Nolan	135	Prologue	88
HP Gauge	25	Magic	34, 283	Normal Mode	24	Proof of Courage	149
Hunter Chief	125	Magic Abilities	240	Nostalgic Score	116	Proof of Legendary Title	139
Hunter Hopeful	125	Magic Effect Time	263	Nova Chrysalis	13, 46	Proof of Unlocking the Green Gate	149
Hunter in Light and Shadow	73	Magic Resistance	34	NPC	28	Proof of Unlocking the Light Gate	149
Hunter's Challenge	143	Magic Slash	239	NullAll Guard	244	Proof of Aspiration	254
Hunting the Hunter	144	Magnet	243	Oath of the Merchants Guild	149	Prophecy of Rebirth	254
Ice Blitz	238	Main Quests (Chapter)	86	Orba Dia Vanille	17	Prophecy of the Future	254
Icepark	242	Malistone	253	Orba Yun Fang	16	Protect	284
Iceparka	242	Man With No Name	111	Officer	112	Protect Potion	255
Icestorm	242	Mandragera Root	108	Old Rivals	133	Protect Thief	251
Icestorma	242	Map	27	Old-Fashioned Photo Frame	148	Pulse	19
Imperil	245, 284	Matchmaker	129	Olga	117	Punt	237
Imperiga	245	Max Preservation	286	Omega Point	128	Puppeteer's Lament	139
In the Shadow of the Heretics	71	Maximum ATB	34	On-Screen Display	25	Quake	272
Infected	265	Medals	317	Oracle Drive	19	Quality Machine Oil	254
Initiating Battles	30	Medguard	39, 244	Order of Salvation	14	Quests	22
Iris	39, 258	Mega Remedy	255	Organic Carapace	254	Quick Freeze	243
Inventive Seamstress	138	Meonekton	159	Orichalc Malistone	253	Quick Stagger 75%	250
Inventory (Chapter)	222	Meonekton Q	159	OSD	25	Quickshot	250
Item Duration +25%	251	Meonekton Notes	254	Other Items	254	Quill Pen	110
Item Efficacy +25%	251	Mercy of a Goddess	128	Outerworld	45	Radial Bearing	254
Items	29	Mighty Material	252	Outfits	224	Rafflesia	174
Jade Hair Comb	140	Millie	129	Outfitters	256	Rafflesia Ω	174
Jamus	135	Miniflan	173	Overclock	271	Rafflesia Notes	254
Jump	250, 251	Miniflan Q	173	Overclocking Manual	251	Ramon	133
Katanas	227	Miniflan Notes	254	Paddra Nsu-Yeul	18	Ranphu	111
Keep	263, 273	Mini-Map	27	Pain	284	Rapid Fire	243
Key Items	254	Miracle Vintage	147	Pained	265	Rare Auto-Abilities	280
Key to Her Heart	148	Miracle Nectar	255	Parameters	263	Rare Merchant	257
Key to the Green Gate	149	Mirka	111	Parandus	168	Reaver	192
Key to the Sand Gate	149	Mogella	123	Parched	285	Reaver Ω	192
Killing Time	130	Moggel	123	Patches	124	Reaver Notes	254
Knockback	273	Moghan's Plea	142	Patron's Personal Guard Notes	254	Rebuilding	140
Knockdown	273	Mog's Blessing	251	Peace and Quiet, Guero	123	Recovery Items	255, 289
L'Cie	19	Monster Mince	254	Perfect Guard	39, 275	Red Carbuncle Doll	107
Lackey	111	Monsters	43, 150	Perfect Timing	39, 275	Redtick	111
Lamont	109	Moogle Dust	148	Personal Guard	211	Refresher	255
Lancet	239	Moogle Gourmand	142	Phantom Rose	112	Regen	39, 284
Land of Our Forebears	131	Moon Flower	142	Phoenix Down	255	Regen Potion	255
Lapis Lazuli	148	Moomool Bloom	129, 254	Phoenix Wing	255	Regen Revival	251
Last Date	120	Mother and Daughter	126	Physical Abilities	237	Relentless Assault	239
Last One Standing	134	Motor Coil	254	Physical Resistance	34	Remedy	255
Launch	251	Movement	274	Pickett	117	Replacement Auto-Abilities	251
Launch (Disruption)	273	Multicast	250	Pilgrim's Cruz	133	Reraise	284
Leaping Rush	239	Murals of the Gods	96	Plaque	130	Reraise Potion	255
Lenet	120	Mushroom	126	Platinum Malistone	253	Research Leader	128
Level Boost	280	Music Satchel	117	Platinum Ore	254	Resident	112
Libra	43, 152	Musical Treasure Sphere	116	Play It for Me	116	Restaurants	39, 258
Life Smeltwater	252	Mystic Shields	231	Points of Interactivity	28	Revenge Guard	250
Light Guard	244	Mystical Meal	254	Poison	245, 254	Revenge Has Teeth	139
Light Shields	230	Mythical Badge	139	Poisonga	245	Revenge Is Sweet	138
Light Slash	237	Mythril Malistone	253	Poisonous Sting	254	Risky Guard	251
Lightning (Ability)	239	Nadia	125	Pot Shard	254	Rites for a Goddess	72
Lightning (Character)	12	Neela	177	Potion	255	Roadworks I	149
Like Clockwork	110	Neela Notes	254	Power Booster	249	Roadworks II	149
Lindai	19	Nektar	116, 255	Power Increments	281	Roadworks III	149
Liquid Glass	254	Nektar Mix II	255	Power Levelling	296	Rocky Crag Mole	127, 129
Lizard Tail	254	Nektar of the Gods	255	Power Tips	296	Roles	35, 291
Lizards	317	Nektar of the Gods Ω	255	Precise EP Restore	251	Roman	108
Long Shields	230	New Game+	40, 308	Precise HP Restore	251	Round 'Em Up	129
Long Swords	226	Niblet	156	Preservation Decay	256	Rubber Ball	109
Louise	112	Niblet Ω	156	Pride and Greed I	145	Rubio	108
Loupe	132	Niblet Notes	254	Pride and Greed II	147	Ruin	240
Lucky Charm	146	Niblet Notes	254	Pride and Greed III	148	Ruinga	240
Luka	113	Niblet Hairball	254	Primer (Chapter)	20	Ruinga Guard	250
Lumina	15	Night Patrol	139	Priority	263	Saboteur Drain	251
Luminous Mushroom	126, 254	Noel Kreiss (Character)	16	Professor Lathom	130	Saboteur Siphon	251
Luxerion (Introduction)	46	Noel Kreiss (Enemy)	212	Progression Efficiency	296	Sarla	131
Luxerion Canvas of Prayers	138						

KEY WORD	PAGE
Saving an Angel	124
Savior	14
Sazh Katzroy	17
Scarletee Malistone	253
Schema Parameters	283
Schema Specialization	291
Schema/Schemata	24, 31, 263, 295
Schemata Setups	295
Schrodinger	192
Schrodinger Ω	192
Schrodinger Notes	254
Secret Machine	140
Secret of the Chocoborel	143
Seedy's Owner	114
Seeing the Dawn	148
Seila	111
Selecting Targets	37
Self-Sufficient	251
Serah Farron	15
Set	158
Set Notes	254
Shadowbind	239
Shaolong Gai Shell	108
Shattered Bone	254
Shell	264
Shell Potion	255
Shield Polisher	252
Shields	31, 230, 297
Shoot for the Sky	148
Shops	29, 256
Side Quests (Chapter)	104
Side Quests (Dead Dunes)	132
Side Quests (Luxerion)	106
Side Quests (Widlands)	132
Side Quests (Yusnaan)	114
Silver Malistone	253
Silvered Medal	254
Single Eye	254
Simister Fang	254
Siren Strike	239
Skata'ne	181
Skata'ne Ω	181
Skata'ne Notes	254
Skeleton	180
Skeleton Ω	180
Skeleton Notes	254
Skeletons in the Closet	135
Slaughterhouse	313
Slay the Machine	138
Slayer	251
Slow	245, 264
Slowsa	245
Slug Sweet	254
Smite	251
Sniper	251
Snow Villiers (Character)	15
Snow Villiers (Enemy)	214
Snow Villiers+ (Enemy)	214
Snow Villiers++ (Enemy)	215
Solandra	108
Sole Survivor	251
Song of Prayer	251
Songless Diva	117
Sorcery	280
Sorcery Shops	258
Soul of the Black Mage	250
Soul of the Blue Mage	250
Soul of the Dark Knight	250

KEY WORD	PAGE
Soul of the Dragon	250
Soul of the Fighter	250
Soul of the Holy Knight	250
Soul of the Hunter	250
Soul of the Knight	250
Soul of the Ninja	250
Soul of the Red Mage	250
Soul of the Thief	250
Soul of the Warrior	250
Soul of the White Mage	250
Soul Seeds	107, 316
Soul Smelwater	252
Soulful Horn	140
Source of Inspiration	141
Sparkstrike	238
Spears	228
Specialization	35, 291
Speech Bubble	28
Speed Slash	239
Spell for Spell	141
Stagger	38, 286
Stagger Booster	250
Stagger Decay	266
Stagger Drain	251
Stagger Duration	250
Stagger Effects	265
Stagger Grades	288
Stagger Level	266
Stagger Point	266
Stagger Power	34, 296
Stagger Preservation	34, 266
Stagger Siphon	251
Stagger Time	34, 266
Stagger Wave	267
Standby ATB Recovery+	250
Star Icon	28
Statue Fragment	140
Status Aliments	42, 264
Status Effect Duration	265
Status Effects	41, 264
Status Enhancements	41, 264
Staves	227
Staying Sharp	149
Steelguard	244
Stolen Things	117
Stormdragon Down	254
Strategy & Analysis (Chapter)	280
Strength	34, 283
Strike Back	251
Strong Finale	250
Stuck in a Gem	108
Study of Despair	254
Study of the Depths	254
Study of the Savage	254
Sugriva	197
Sugriva Ω	197
Sugriva Notes	254
Sun Flower	142
Supply and Demand	146
Surge	241
Survival Instinct	251
Suspicious Gatekeeper	119
Suspicious Spheres	109
Sweet Spot	251
Swift Rapier	227
Sword Polisher	252
Swords	226, 296
Sworn to the Staff	251
Sworn to the Sword	251
Sylkis Greens	254

KEY WORD	PAGE
Sylkis Secrets	144
Synthesis	33, 280
Tactical Shields	230
Talbot	109
Taleb	128
Tarbam's Taboo	121
Tantal Greens	254
Target Selection	37
Tattered Leather	254
The Angel of Valhalla	80
The Angel's Tears	113
The Avid Reader	111
The Fighting Actress	119
The Girl Who Cried Wolf	112
The Grail of Valhalla	130
The Great Break-In	74
The Holy Clavis	99
The Hunter's Challenge	125
The Legend of the Savior	77
The Life of a Machine	134
The Old Man and the Field	124
The Real Client	147
The Right Stuff	125
The Saint's Stone	111
The Secret Lives of Sheep	131
The Thing She's Lost	107
Thirteen	127
Thorton	107
Thundaga	241
Thundara	241
Thunder	241
Thunder+	243
Thunderclap Cap	108
Tilda	127
Time	23
Time Doesn't Heal	140
Tribed Brave	251
Tribed Faith	251
Tribed Hesta	251
Tribed Protect	251
Tribed Shell	251
Tribed Vigilance + Veil	251
To Live in Chaos	131
To Save the Sinless	113
Tobias	133
Tomesso	121
Tool of the Trade	132
Tornado	242
Transform Bravery	251
Transform Faith	251
Transform Protect	251
Transform Shell	251
Trapped	138
Treasured Ball	109
Trifid	185
Trifid Ω	185
Trifid Notes	254
Trophies	312
True Colors	141
Turbo Ether	255
Two Together	144
Ultima	243
Ultima Walkthrough (Chapter)	300
Ultimate Craving	141
Ultimate Lair	65, 306
Unappraised Item	254
Unhaunted	251
Uneasy Rest	251
Unfired Firework	140
Unprotected	265

KEY WORD	PAGE
Unshelled	265
Upgrading Equipment	278
Valhalla	19
Vali	176
Vali Notes	254
Vanille	17
Vegetable Seed	254
Veil	264
Veil Potion	265
Vello	116
Vengeance Siphon	251
Vibrant Ooze	254
Victor Drain	251
Victor Siphon	251
Victor's Rush	251
Vigilance	264
Vigilance Potion	255
Violet Amulet	149
Virgil	109
Voices from the Grave	112
Walkthrough (Chapter)	54
Wandering Man	124
Wandering Merchant	257
Warrior's Potion	255
Weapon (Introduction)	31
Weapons	226, 286
Wedge	119
Wendigo	177
Wendigo Notes	254
What Rough Beast Slouches	135
What Seekers Seek	141
What Soul Seed Traders Want	91
What's in a Brew?	145
What's Left Behind	149
Where Are You, Holmes?	107
Where Are You, Moogle?	123
Where Chaos Sleeps	84
Where Moogle Be	148
Where the Clavis Lies	94
Whirlwind Kick	251
Whither Faith	106
Widlands (Introduction)	50
Widlands Canvas of Prayers	142
Widlands in Danger!	143
Widlands Side Quests	132
Wind Slash	239
Wishes on a Canvas	91
Wonder Gel	254
X-Potion	255
Yellowed Skull	254
Yeul	18
Yeul's Flower	125
Youth Potion	141
Yusnaan (Introduction)	48
Yusnaan Canvas of Prayers	140
Yusnaan Side Quests	114
Z	188
Zaltys	188
Zaltys Ω	188
Zaltys Notes	254
Zanford	134
Zomok	190
Zomok Ω	190
Zomok Notes	254

CREDITS

The Complete Official Guide to Lightning Returns: Final Fantasy XIII is a Piggyback Interactive Limited production.

Sincere thanks to all of the LIGHTNING RETURNS: FINAL FANTASY XIII Development and Marketing team (SQUARE ENIX JAPAN) for creating a game that offers so much depth, so many layers, and such a perfectly balanced and nuanced battle system. It was a joy and honor to write this guide. Your active participation and personal input were greatly appreciated.

PIGGYBACK

Publishers:	Louie Beatty, Vincent Pargney
Project Managers:	Matthias Loges, Carsten Ostermann
Editorial Director:	Mathieu Daujam
Authors:	James Price, Tony Gao
Map & Screenshot Editor:	Nicolas Decarf
Support:	Markus Bösebeck, Hirofumi Yamada
Logistics:	Kristin Rütger
Art Directors:	Jeanette Killmann, Martin C. Schneider (Glorienschein)
Designers:	Christian Schmal, Christian Runkel, David Loos
Preprint:	Uli Banse, Dietmar Bornann, Katharina Börner, Tino Bordusa, Nicole Hannowsky, Ilse Hüttner, Alexander Jaremenko, Anke Mattke, Stefan Polaschke, Petra Reidath, Arwed Scibba, Torsten Wedemeier, Katja Wolf (AlsterWerk)

ENGLISH VERSION

Sub-Editing:	Maura Sutton
--------------	--------------

FRENCH VERSION

Editors:	Mathieu Daujam, Claude-Olivier Eliçabe
----------	--

GERMAN VERSION

Editor:	Klaus-Dieter Hartwig
Sub-Editing:	Dagny Hildebrandt

ITALIAN VERSION

Editor:	Synthesis Global Solutions SA
Localisation Managers:	Emanuele Scichilone, Marco Auletta

SPANISH VERSION

Editor:	Synthesis Iberia SL
Localisation Manager:	Gus Diaz

Important:

Piggyback Interactive Limited has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

Australian warranty statement:

This product comes with guarantees that cannot be excluded under the Australian Consumer Law. You are entitled to a replacement or refund for a major failure and for compensation for any other reasonably foreseeable loss or damage. You are also entitled to have the goods repaired or replaced if the goods fail to be of acceptable quality and the failure does not amount to a major failure. This product comes with a 1 year warranty from date of purchase. Defects in the product must have appeared within 1 year, from date of purchase in order to claim the warranty. All warranty claims must be facilitated back through the retailer of purchase, in accordance with the retailer's returns policies and procedures. Any cost incurred, as a result of returning the product to the retailer of purchase - are the full responsibility of the consumer. AU wholesale distributor: Bluemouth Interactive Pty Ltd, Suite 1502, 9 Yarra Street, South Yarra, Victoria, 3141. (+613 9646 4011) Email: support@bluemouth.com.au

SQUARE ENIX EUROPE

Senior Brand Manager:	Adrian Amese
VP Licensing Worldwide:	Janet Swallow
VP Brand:	Larry Sparks
Production Director:	Seb Ohsan Berthelsen
Senior Manager – Localisation and Project Management:	Yuko Tomizawa
Localisation Producer:	Alex Moresby
QA Manager:	André Woitczyk
Senior QA Leads:	Shailesh Iyer, Kevin Balon, Efram Borroni, Hoi-Yee Leung, Alberto Barajas

SQUARE ENIX, INC.

General Counsel and Senior Director of Business & Legal Affairs:	Steve Ross
Localization & QA Director:	Yutaka Sano
Senior QA Coordinator:	Bryan D. Chen
Official Guide Quality Assurance Team:	Tim Blake, Tina Chang, Tom Lundeborg
Vice President of Sales & Marketing:	Michael Sherlock
Senior Director of Sales:	Ron Kurtz
Director of Channel Marketing:	Mike Silbowitz
Associate Director Product Marketing:	Amrzt Lay
Associate Manager Product Marketing:	Mathew Kishimoto
Special Thanks to:	Frank Adler, Beatriz Esteban Agusti, Marion Daujam, Simone Dorn, Oliver Dorn, Simone Fuller, Tobias Giesener, Anskje Kirschner, Angela Kosik, Zoe Wiltshire

© 2014 Piggyback Interactive Limited. All rights reserved. Piggyback is a registered trademark of Piggyback Interactive Limited.

The Piggyback® logo is a trademark of Piggyback Interactive Limited.

© 2013, 2014 SQUARE ENIX CO., LTD. All Rights Reserved. CHARACTER DESIGN: TETSUYA NOMIURA

LIGHTNING RETURNS, FINAL FANTASY, SQUARE ENIX and the SQUARE ENIX logo are registered trademarks or trademarks of Square Enix Holdings Co., Ltd.

All other trademarks are the property of their respective owners.

Printed in the United States of America.

978-0-804162-85-2

978-0-804162-86-9



ENLIGHTENING

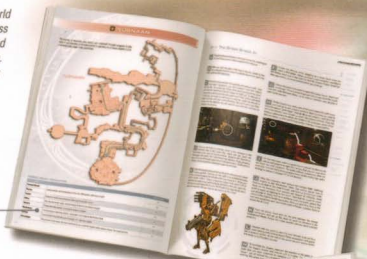
"With so many things to be accomplished and uncovered in a game world teeming with opportunities, this book will be a teacher with boundless patience, a savior when things seem bleak, and a wise friend always on hand to offer the advice you need. It is encyclopedic, yet unfailingly accessible. Our longtime partner, Piggyback, has accomplished miracles in creating this authoritative (and beautiful!) companion tome."

Motomu Toriyama

Director, Lightning Returns: Final Fantasy XIII

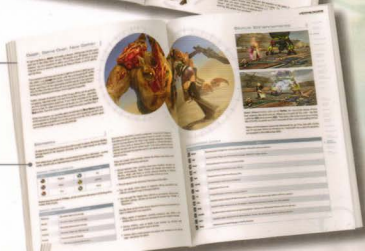
VISUAL WALKTHROUGHS

All main quests and side quests covered, with annotated maps offering immediate solutions.



ALL SECRETS AND UNLOCKABLES

Special rewards, hidden dungeons, New Game+ bonuses, Trophies and Achievements – all at your fingertips!



CLASSIC PIGGYBACK EXPERTISE

The game's most complex (and hidden!) systems laid bare in an approachable yet comprehensive Strategy & Analysis chapter.

THE ABSOLUTE REFERENCE

All-encompassing Bestiary and Inventory chapters, with all details on every last monster and item.



INCLUDES A 2-SIDED MAP POSTER COVERING THE ENTIRE GAME WORLD!



100% COMPLETE

Main quests, side quests and optional challenges – all streamlined for 100% completion.



SQUARE ENIX

ISBN 978-0-804-16285-2

U.S. \$24.99 CAN. \$27.99



© 2014 Piggyback Interactive Limited. All rights reserved. Piggyback is a registered trademark of Piggyback Interactive Limited.

The Piggyback® logo is a trademark of Piggyback Interactive Limited.

© 2013, 2014 SQUARE ENIX CO., LTD. All Rights Reserved. CHARACTER DESIGN: TETSUYA NOMURA

LIGHTNING RETURNS, FINAL FANTASY SQUARE ENIX and the SQUARE ENIX logo are registered trademarks or trademarks of Square Enix Holdings Co., Ltd.

All other trademarks are the property of their respective owners. Printed in the United States of America.

This two-sided poster features the main map of each of the four regions of Nova Chrysalis. These maps show the position of all shops and amenities, as well as all collectibles available by default.

To avoid potential confusions, quest items that only appear when a specific condition is met are represented on dedicated maps in the guide's Side Quests chapter.

The maps of the interior areas (Patron's Palace, Temple of the Goddess, Temple Ruins) can be found in the Main Quests chapter (see page 68, 84 and 94 respectively).

GENERAL LEGEND		GENERAL LEGEND	
ICON	MEANING	ICON	MEANING
	Monorail Station		Society Shop
	Canvas of Prayers		Treasure Sphere
	Inn		Timed Gate
	Restaurant		Canvas of Prayers Item
	Outfitters		Recurring Chaos Infusion Site
	Rare Wandering Merchant, Potential Spawn Point		Area Transition
	Forge		Cactuar Statues
	General Store		

THE WILDLANDS

WILDLANDS TREASURE SPHERES		WILDLANDS SIDE QUEST ITEMS	
ICON	MEANING	ICON	MEANING
	Broken Gyroscopic		Chocobone / Luminous Mushroom
	Windwalker Bracelet		Crimen Mushroom
	Watergod Bracelet		Drying Blossom / Moonsoal Bloom
	Old-Fashioned Photo Frame		Yaul's Flower
	Blizzara Lv2		Forest Fertilizer
	Thorn of Warding		Rocky Crag Mole
	Beggar's Beads		Anyas Apple
	Aurora Lv2		
	Sparkstone Checker	WILDLANDS CANVAS OF PRAYERS ITEMS	
	Healer's Lore	ICON	MEANING
	Moogle Dust		Eto's Forbidden Tome
	Mage's Turban		Proof of Unlocking the Green Gate
	Thunderbird Bracelet		
	Soul of Thamasa (8 EP)		
	Ino's Crest		
	Fireworm Bracelet		
	Witch's Rosary (2 EP)		
	Flamebane Checker		
	Beloved's Gift		
	Fira Lv2		
	Key to the Green Gate		



THE DEAD DUNES

DEAD DUNES TREASURE SPHERES		DEAD DUNES SIDE QUEST ITEMS	
ICON	MEANING	ICON	MEANING
	Rainbow Gem		Pilgrim's Cross
	Spiritual Veil		Bhaki's Oil
	Angel's Headband		
	Silver Baretto (4 EP)	DEAD DUNES CANVAS OF PRAYERS ITEMS	
	Guragatch Notes	ICON	MEANING
	Serenity Satchel		Key to the Sand Gate
	Earth Eater Nuts		Bhandi's Bloodseal
	Corsair Scarf		
	Silk Scarf (4 EP)		
	Cactuar Notes		
	Galatrin Lv2		
	Defaith Lv2		
	Twbrown Lv2		
	Star Bracelet		
	Metal Armband		
	Study of the Depths		

This poster features the main area map for each of the four regions of Nova Chrysalia. These maps show the position of all shops and amenities in addition to all "fixed" collectibles.

To avoid potential confusion, quest items that only appear once a specific condition has been met are represented on dedicated maps in the guide's Side Quests chapter.

Detailed maps of key interior areas (Patron's Palace, Temple of the Goddess, Temple Ruins) can be found in the Main Quests chapter (see page 68, 84 and 94 respectively).

GENERAL LEGEND

ICON	MEANING	ICON	MEANING
	Monorail Station		Sorcery Shop
	Canvas of Prayers		Treasure Sphere
	Inn		Timed Gate
	Restaurant		Side Quest Item
	Outfitters		Canvas of Prayers Item
	Rare Wandering Merchant: Potential Spawn Point		Recurring Chaos Infusion Site
	Forge		Area Transition
	General Store		

LUXERION

LUXERION TREASURE SPHERES

ICON	MEANING
	Zirconia Brooch
	Starmine Choker
	Fighter's Emblem
	Thorn of Protection
	Battleaxe of the Believer
	Prophecy of the Future
	Magician's Token
	Twist Headband
	Cathedral Sentry Notes
	Sparkstrike Lv.2
	Runic Ring
	Thundara Lv.2
	Fanatic Notes
	Guard Lv.2
	Violet Amulet
	Guard Glove

LUXERION SIDE QUEST ITEMS

ICON	MEANING
	Red Carbuncle Doll
	Shaocong Gai Shell
	Green Carbuncle Doll
	Quail Pen
	Thunderclap Cap
	Rubber Ball
	Mandranga Root
	Clock

LUXERION CANVAS OF PRAYERS ITEMS

ICON	MEANING
	Proof of Unlocking the Light Gate
	Proof of Courage

YUSNAAN

YUSNAAN TREASURE SPHERES

ICON	MEANING
	Giant's Vambrace
	Fencer's Earrings (2 EP)
	Soldier's Tie
	Nostalgic Score: Coda
	Promised Necklace
	Blitz Lv.2
	Locket Pendant (6 EP)
	Wolf's Emblem
	Flanitor Notes
	Sight's Circlet
	Dispel Lv.2
	Nostalgic Score: Chorus
	Patron's Personal Guard Notes
	Gaith of the Merchants Guild
	Nostalgic Score: Refrain
	Mage's Gloves
	Lapis Lazuli (19:00-04:00)
	Thorn of Aggression
	Demon Earrings
	Thorn of Will
	Conundrum Pin

YUSNAAN CANVAS OF PRAYERS ITEMS

ICON	MEANING
	Bronze Pocket Watch
	Power Booster
	Jade Hair Comb
	Bandit's Bloodseal
	Chocobo Girl's Phone No.
	Statue Fragment