

Promathia Missions Guide

Compiled by Sassafras of Valefor

Chapter 1 - Ancient Flames Beckon

Once Chains of Promathia expansion pack is installed, zone into Delkfutt's Tower in Qufim Island to trigger the cut-scene.

1-1 The Rites of Life

After the cut-scene, head to Upper Jeuno (G-10) and talk to Monberaux, for a cut-scene. Receive Mysterious Amulet (key item).

1-2 Below the Arks

Travel to the Grand Duke Palace to learn details of recent events. After talking to people in the palace, Pherimociel, a ducal guard, will trigger a cut-scene with two other ducal guards.

Talk to, Rainhard and High Wind, the two guards guarding the Audience Chamber. No one is allowed inside. They talk of an Alchemist waiting in the Duke's house. Talk to the Alchemist and he will mumble something about Emptyness and Promyvion.

Go to a Shattered Telepoint and examine the shattered telepoint, it will give you the option to enter. You will be transported to the Hall of Transference.

Inside the Hall are two apparatuses. The one on the right does nothing when examined. The one on the left triggered a cut-scene that opens the Cermet Door. You go through the door and are transported to Promyvion. There is a teleporter to send you back to the Hall of Transference. After visiting Promyvion, if you return to the Alchemist in the Duke's House, he tells you what he knows and talks about creating Anima from creatures in Promyvion.

In order to enter a different Promyvion area to the first one you entered you must have either beat the boss empty or have memory erased by returning to the left apparatus, this will allow you to have free choice of which Promyvion area you want to enter again. **Quest – Empty Memories**, once you have conversed with the Alchemist regarding animas, you are free to erase your memory at your own will.

Recollection of Fear	Psychoanima	NM is intimidated for 20-30 seconds
Recollection of Guilt	Terroanima	NM self-kites for 20-30 seconds
Recollection of Pain	Hysteroanima	Prevents TP attacks for 20-30 seconds

In Promyvion-Dem: Wanderers drop Recollection of Pain Weepers drop Recollection of Guilt Seethers drop Recollection of Fear	In Promyvion-Holla: Wanderers drop Recollection of Fear Weepers drop Recollection of Pain Seethers drop Recollection of Guilt	In Promyvion-Mea: Wanderers drop Recollection of Guilt Weepers drop Recollection of Fear Seethers drop Recollection of Pain
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After defeating any one of the three Promyvion bosses this mission is complete.

1-3 The Mothercrystals

After defeating any one of the three Promyvion bosses, you will need to do the other two. It is important to note that you can only attempt one Spire at a time, and must erase your memory from the current Spire, if you wish to try another.

The Events are all very similar up until the last point, your alliance will teleport via the Left Large Apparatus into the Promyvion Dimension and begin to move together as a group towards the Memory Receptacles your rangers are seeing on their Wide Scan. It is at this point that you will be LEVEL RESTRICTED to 30, *Similar to BCNM*. You must engage and kill the **Memory Receptacles**, which will spam AEs and continuously spawn Strays, and send them at you. Once the Memory Receptacle is dead, a portal may open up, allowing your Alliance to progress to the next level of the dimension. If the portal does not appear, simply track the next Memory Receptacle on your floor, and move on. There are four levels, with each getting harder in terms of monster level and AE Attack. On the final floor, locate the Castle looking structure, and enter via a zone-line in front. Once inside, your alliance can split up, and each group will enter into the Web of Recollections (simply inspect it) to engage the final boss. Inside the castle, your level restriction is lifted. Don't bother buffing, as they will all be wiped once you enter into the final bosses lair.

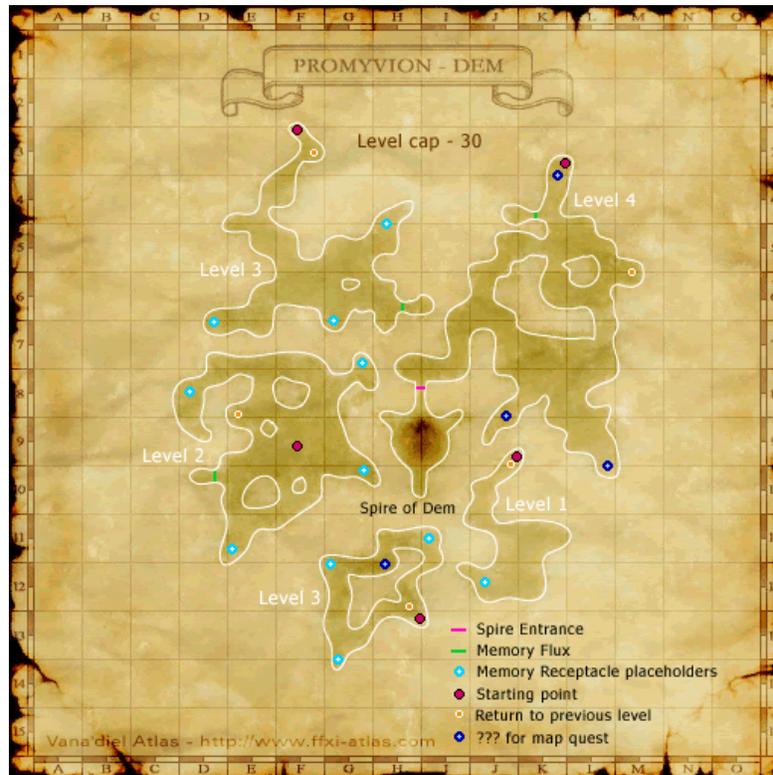
Engaging the Final Bosses -> these are BCNM style fights, extremely hard and requiring finely tuned groups operating very efficiently and using all the best equipment, spells, food and drinks.

Promyvion - Dem - Considered to be the easiest; it is against the big bug. He uses only single target, physical attacks, no AoEs. However, after about 5 minutes of engagement, he spawns Offspring, which hit for a decent amount, but have no HP. Offspring are IMMUNE to Sleep, however you can Bind them to buy yourself more time. Once the boss is dead, all offspring despawn. One RNG weaponskill should take out an offspring.

Promyvion - Holla - NM will use a combination of AoE Sleep, AoE Blind, and AoE Curse. Poison Potions to keep awake, Holy Water and Eye Drops to remedy status effects. Once he gets to 50%, he will use his HP Drain attack, which can get up to 250+ on mages, so watch your agro BLM. Recommend Mighty Strikes at 40%, Eagle Eye Shot at 30%.

Promyvion - Mea - Single Target Throat Slash WS (Drops you to 1/10 of your HP), AE Gravity, AE Medium-High Damage Physical Attack that also has a Knock-Back. Your War/Nin may drop to 10HP from the Throat Slash attack. Suggested strategy: Kite as best you can, RNG and Mages stay way back. Burn 2Hrs as you see necessary, as this fight can go from good, to wipe in seconds.

You will automatically be transported to Lufaise Meadows when you complete your final Promyvion event.



Chapter 2 - The Isle of Forgotten Saints

2-1 An Invitation West

After viewing the cut-scene, rest up, and head west to (F-10). You will cross a ravine via a bridge and will eventually come to Tavnazian Stronghold. If you are below level 50, as they can and will aggro.

Upon entering Tavnazian Stronghold, you will be treated to another cut-scene and will be able to begin the next mission in the chapter.

2-2 The Lost City

Head to second floor and return to where you pick up Elysia's lost hairpin (K-10). Open the Walnut Door and speak to Despachiaire to trigger a cut-scene. He gives you some background on the history of Tavnazian Stronghold.

Return to the circular room with the bridge and go down to the bottom level. Proceed to (I-7) and open the Sewer Entrance doors to receive another cut-scene. During the cut-scene, Justinus will speak of a Minotaur and of a "magic spell that limits the strength of the monsters" that roam in Phomiuna Aqueducts and the same spell limits the strength of anyone who enters. You and your newfound companion, Nag'molada offer to rid the Aqueducts of the Minotaur. When asked if you are ready to accept the challenge, answer yes to finish the cut-scene. From there, you are ready to assemble your party and enter the Aqueducts to find the Minotaur and dispose of it (which is the goal of CoP Mission 2-3).

The Phomiuna Aqueducts are level capped at level 40, so be sure everyone is properly equipped.

2-3 Distant Beliefs

The Minotaur spawns at (J-3) on the second map. Be warned that the Minotaur has a big aggro radius and once it aggroes someone, it will summon the entire PT of the person aggroed to him. **Bring Holy water & Antidotes.** You will not get a cut-scene once the Minotaur is dead. Additionally, your mission log will not update. If you return to Tavnazian Stronghold and speak to Justinus, he will not believe you killed the Minotaur unless he hears from Nag'molada as well.

Make macros to use the items: /item "Holy Water" <me>

Bring a THF along with you and ensure he/she has **Thief Tools** to pick the lock on the Iron Door at (G-8). Otherwise you will have to camp Fomor mobs (shadow versions of the assorted jobs) for a Bronze Key to unlock the door. After passing through the Iron Door, proceed to (C-8) and check the Wooden Stairs. A cut-scene with Nag'molada will occur.

After the cut-scene, climb the ladder and follow the hallway to reach a room with targetable oil lamps. Along the way to the room, you will encounter two Taurus mobs in the hallway. It is important you only pull ONE at a time, as both are IT++ and will decimate your PT. On the other side of the door, you will encounter more Fomor mobs, so have Sneak up before opening the door. Once inside, go around the shelving and hit the '???' to open a hidden door. This leads you to the candle room.

The candle room puzzle is dependant upon the current Vanadiel day.

In candle room (E-8 on second map), press the candles that represent the element of the current Vanadiel day and the element that is weak to the current Vanadiel day (example: Iceday would be Ice candle and Wind candle) to open the hidden door in the center of the passage. The hidden door will only remain open for a short time (10-15 seconds I believe), so be quick. Open one Ornate Gate and then check the second Ornate Gate to get a cut-scene.

2-4 An Eternal Melody

After speaking with Justinus to finish Mission 2-3, head up the ramp and check the Walnut Door at K-7. After the cut-scene, head to Misareaux Coast and check the Dilapidated Gate at I-11. Once the cut-scene is done, head back to Tavnazian Stronghold and go to the circular room with the bridge. A cut-scene will commence and Ancient Vows" should now be in your CoP mission log.

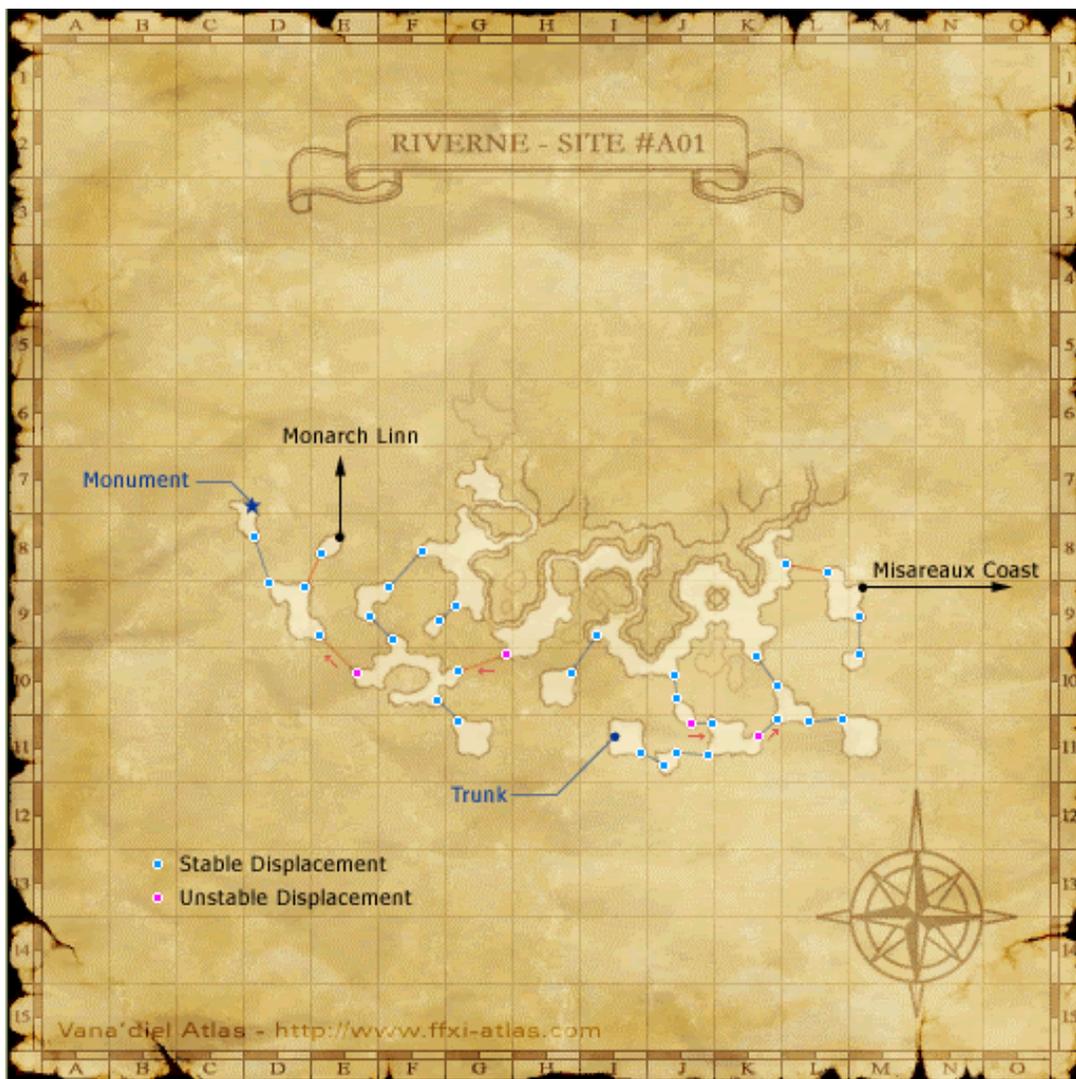
2-5 Ancient Vows

Riverne Site #A01 is a Lv40 cap area, so make to be properly equipped. Only 6 people (one party) can fight the boss at one time.

To begin, head to the Dilapidated Gate in (F-7) of Misareaux Coast to trigger a cut-scene with Priske & Ulmia. Once on the other side of the gate, you will see a "Spatial Displacement." Entering the displacement will warp you into **Riverne Site #A01**. The first time you enter you'll have a cut-scene featuring the three infamous Tarutarus.

To get through Riverne Site #A01, you must go through 4 more spatial displacements until you finally reach the BC area. To get through the second and third displacements, you will need to trade a Dragon Scale (EX) dropped by Firedrake Wyverns (spawn in area between the 1st and 2nd displacement). You will need 2 Dragon Scales to get through the entire Riverne Site #A01.

Entering this displacement will warp you to an uncapped area of "**Monarch Linn**" where you can enter the Lv40 cap Boss BC area. This uncapped area is a good place to go over fighting strategy and make sure all macros are working properly. After entering the Battlefield, you will receive a cut-scene. Defeating the three Mamet-19-Epsilons will end this mission.



The Battle – Mammet-19 x3

This is a battle against 3 identical monsters, **Mammet-19 Epsilon**. They all can do the same stuff, but it's pretty outrageous stuff, and they won't all do the same thing at the same time. Their two most prominent abilities are:

- change their job: can be blm, mnk, and others, probably all
- transmogrify: temporary damage absorption (they heal when you hit with physical attacks)

You will *need* foods, drinks, potions, etc, and lots of them.

The generally accepted strategy is to have two people kite two of them around and around. The other four heal and kill off the third one as fast as they can. Once one is dead it gets much, much easier, and is really just about conserving MP and not messing up. One of the kitters brings theirs in for killing. If you do well and have all 6 alive and only one monster left, it's easy.

Transmogrify is really important to look out for, you can't afford to be giving them HP. Just wait it out, kite around, use magic attacks, during this part. It'll go back to normal pretty soon.

Chapter 3 - A Transient Dream

3-1 The Call of the Wyrmking

- Zone to **Port Bastok** and go near the Air Travel Agency around (F-7) for a cut-scene
- Talk to Cid in **Bastok Metalworks** inside Cid's Lab @ (G-8).

3-2 A Vessel Without a Captain

- Head to Lower Jeuno and enter Neptune's Spire Inn @ (I-7), select the door straight ahead for a cut-scene.
- Go to Rulde Gardens and head towards the Auroral Palace for another cut-scene around (H-7).

3-3 The Road Forks

This part of Mission 3-3 consists of 2 parts, which can be run concurrently: **Emerald Waters** and **Memories of a Maiden**.

3-3.1 Emerald Waters

- Zone into Northern San d'Oria for a cut-scene.

3-3.1a Vicissitudes

- Talk to Arnau in the Cathedral @ (M-6) at the Altar
- Talk to Chasalvige in the Cathedral @ (L-6) inside the Manuscript Room

3-3.1b Descendants of a Line Lost

- Go to Carpenters' Landing (Central Landing - Accessed by ship or through Jugner Forest)
- Go H-10 on the map and talk to Guilloud.
- Malboro NM **Overgrown Ivy** will spawn.
- Defeat the NM and talk to Guilloud again.

3-3.1c Louverance

- Speak with Hinaree within the Count's Manor in Southern San d'Oria @ (B-6).

3-3.2 Memories of a Maiden

- Zone into **Windurst Waters** for a cut-scene.

3-3.2a Comedy of Errors (Part 1)

- Head to the Rhinostery in the southern section of **Windurst Waters** and speak with Ohbiru-Dohbiru @ (J-9).
- In **Windurst Walls** speak with Yoran-Oran within Yoran-Oran's Manor @ (E-5).
- Back in **Windurst Waters** speak with Kyume-Romeh in Timbre Timbers @ (F-10).

3-3.2b Comedy of Errors (Part 2)

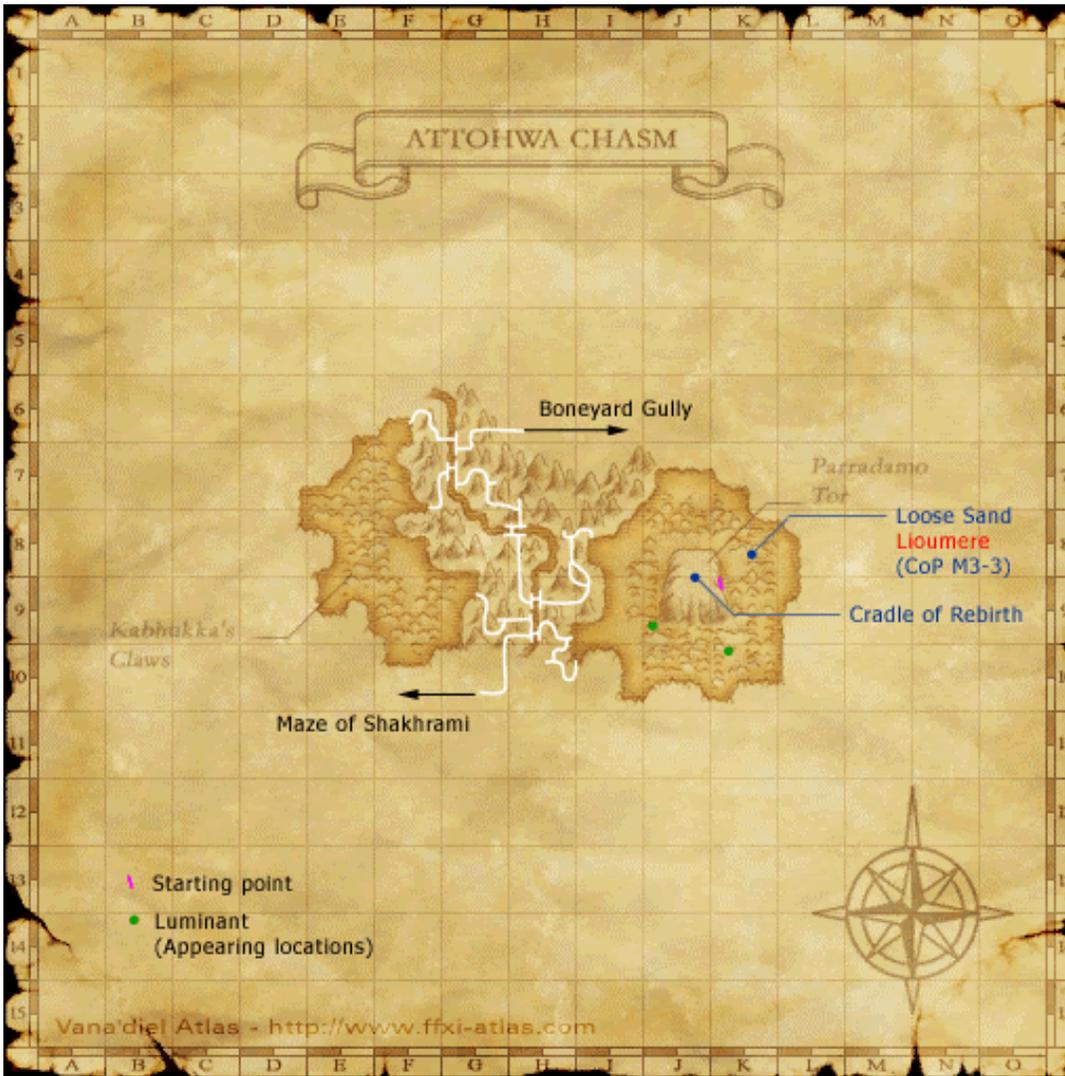
- Head to the south map of **Windurst Waters** and speak with Hanoi-Gomoi @ (E-7) upstairs in the Trader's Home. He asks you to take his **Cracked Mimeo Mirror** (Key Item) to Yoran-Oran.
- Head to **Windurst Walls** and speak with Yoran-Oran @ (E-5) inside Yoran-Oran's Manor. He asks you to go to **Attohwa Chasm** and obtain three Mimeo Feathers so that he can fix the broken mirror.
- If you want a map, obtain **One Good Deed** quest from, Chimpmy-Popmy at Port Windurst Fishing Guild.

*Note: **Attohwa Chasm** is reached via the Tahrongi Canyon entrance to **Maze of Shakrami**. Map on next page.*

- Once inside the **Attohwa Chasm** zone, follow the path and cross the chasm, then continue along the path until you come to an open area. You will need to go North as far as you can, then East to (K-7). There will be an opening in the rocks where you can go South to (K-8), then east again (still at K-8) to find 'Loose Sand'.
- Selecting the 'Loose Sand' will spawn **Lioumere** a NM Antlion that you must defeat in order to obtain a **Mimeo Stone** by selecting the 'Loose Sand' a second time. This stone must be taken to the top of the Tor and traded to the 'Rock of Rebirth' before the stone fades (15 min timer?) in exchange for **Mimeo Feather**, **Second Mimeo Feather**, and **Third Mimeo Feather** (Key Items).

Defeating **Lioumere** requires pulling him away from the 'Loose Sand.' If you attempt to fight him at his spawn point, he will constantly be refilling his HP to full just by turning around. In order to keep him from doing so you must pull him away from his spawn point and have someone to cast Bind and Gravity (this is extremely important).

Now you have to climb the Tor. From the 'Loose Sand' hug the right wall until you are in the open area near the Tor, go straight to the wall and climb up the path you encounter. You will travel in a generally counter-clockwise direction for most of the trip.



Directions for climbing the wall up Parradamo Tor

Please note that all Right and Left turns are from my camera pointing at the wall. Heading generally in a counter-clockwise direction around the Tor:

<p>Hug the Right wall Zigzag up the side, Pass through a gas wall Cross a bone bridge, Continue to impassable gas wall and drop to the ledge below, Continue to the Right Drop off the end of the ledge to the ledge below Continue to an impassable gas wall and drop Take the next ramp to the Right Cross a spine6, Take the next ramp to the Right Pass through a gas wall Drop off the end of the ledge to the ledge below Cross a spine, Continue to an impassable gas wall and drop to the ledge below, Cross a spine</p>	<p>At this point (if I remember correctly) you will switch to heading generally back clockwise around the Tor:</p> <p>Take the next ramp to the Left Take the next ramp to the Right Take the next ramp to the Left Take the next ramp to the Left Cross three Spines Drop off the end of the ledge to the ledge below Pass through a gas wall Continue Left until you reach the top</p>
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Congratulations you should find the 'Rock of Rebirth' just ahead! (I hope so anyway ^^) Sorry if I get you lost since I haven't tested my directions since I followed this path, but in that case you'll just have to figure it out yourself like the rest of us. I suggest scooping out the path before you kill **Lioumere**.

- Now, you must return to Yorán-Orán with the Mimeo Feathers so he can fix the mirror.

3-3.2c Exit Stage Left

- In **Port Windurst** speak with Yujuju who is near the Air Travel Agency @ (M-6).
- Head to the Optistry **Windurst Waters** and speak with Tosuko-poriko @ (G-8).
- Head to **Windurst Walls** and speak with Yoran-Oran within Yoran-Oran's Manor @ (E-5).

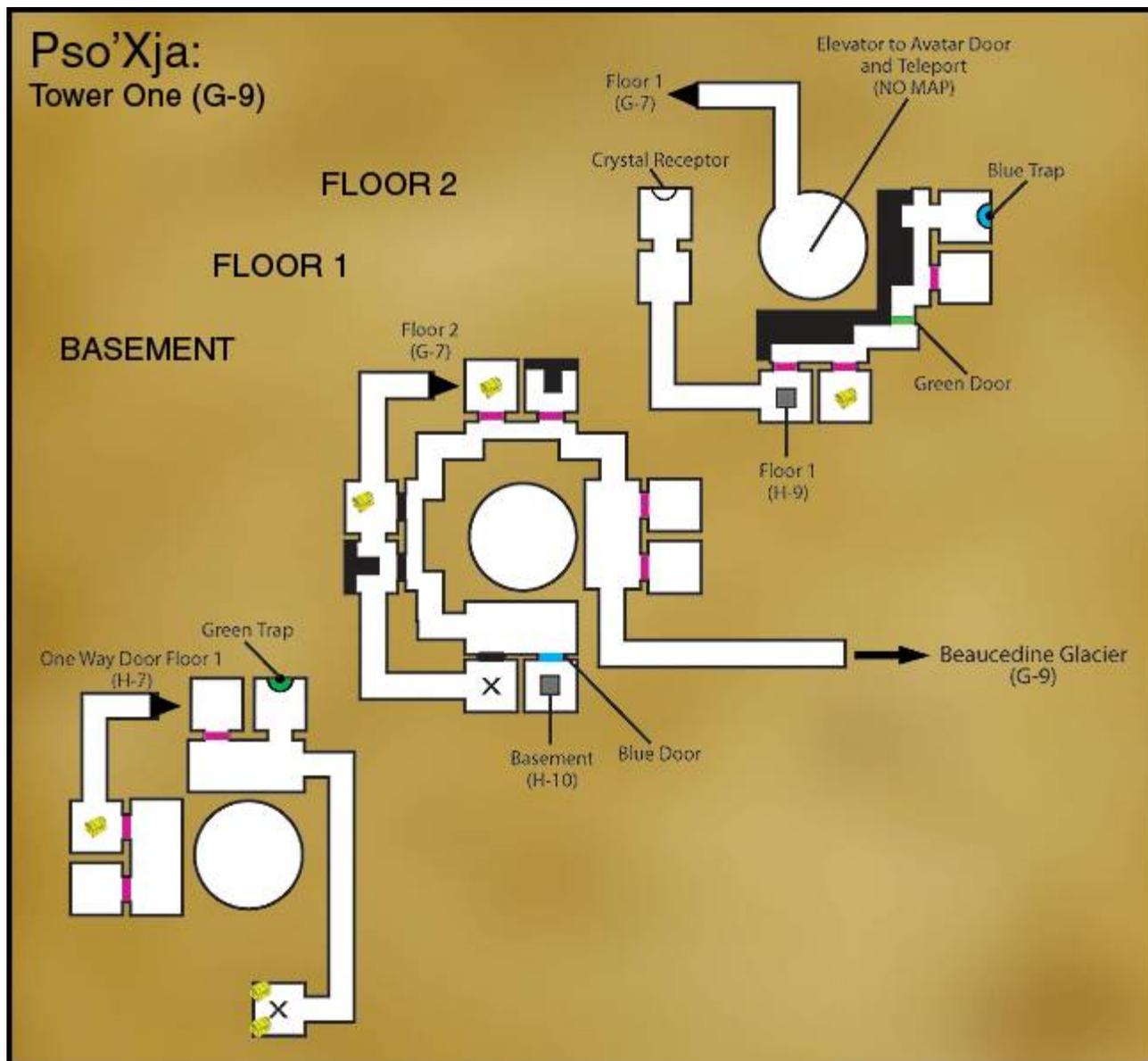
3-4 Tending Aged Wounds

- Talk to Cid in **Bastok Metalworks** inside Cid's Lab @ (G-8).

3-5 Darkness Named

- Zone to Lower Jeuno for a cut-scene.
- Enter Neptune's Spire Inn @ (I-7) in Lower Jeuno, select the door straight ahead for a cut-scene.
- Head to the Infirmary in Upper Jeuno and speak with Monberaux @ (G-10).
- Go back to Neptune's Spire Inn in Lower Jeuno and speak with Ghebi Damomohe behind the counter @ (I-7).

You must now go to **Pso'Xja** to obtain a Gray, Cyan, or Carmine chip. See **A Reputation in Ruins** quest before leaving Jeuno.
Uncapped: Tower Entrance @ (F-7) in **Beaucedine Glacier**.



- From Beaucedine Glacier enter **Pso'Xja** @ (F-7).

Known Chips	Known Droppers
Carmine Chip	Snow Lizard
Cyan Chip	Treasure Chest
Gray Chip	Diremite, Assaulter Diremite

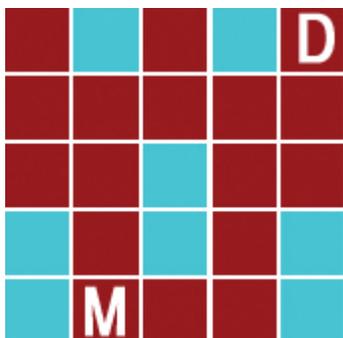
Per **Reputation in Ruins** quest directions, kill the NM pot at **Green Trap** for Green Bracelet Key Item to open **Green Door**, repeat with **Blue Trap** for **Blue Door** access.

Turning your chip into Ghebi Damomohe back at Neptune's Spire in Lower Jeuno gets you the **Pso'Xja Pass** (Key Item) and 500 gil. Upon receiving your **Pso'Xja Pass** you must head back to **Pso'Xja** and make your way to **Shrouded Maw**.

Level 40 cap: Tower Entrance @ (H-8) in Beaucedine Glacier

- From Beaucedine Glacier enter **Pso'Xja** @ (H-8).
- Cast Sneak and Invisible then zone at a Red Wall @ (H-7).
- Cast Sneak then zone at a Purple Wall @ (I-7).
- Then zone at a Red Wall @ (H-7).
- Run and zone at a Purple Wall @ (I-7).
- Take the elevator going down (beware an Ice Elemental may be at the bottom floor, do not cast magic while on the lift).
- From the elevator go north to a Stone Gate. Past the gate is **Shrouded Maw**.

Diabolos is a tough battle since he uses a Nightmare ability that sleeps you and can only be woken by having Cure cast on you. If everyone is slept all is lost. Also, be aware that tiles fall from the battlefield when **Diabolos** 2HRs.



When Diabolos gets to about 40% health, 8 of the 25 tiles will turn light blue for a split second before they disappear completely. Red are safe.

The "D" on the map represents where the tanks and melees should fight Diabolos

The "M" represents where the mages should stand. Avoid sleep & bio from Nightmare.

Title Obtained: Dreambreaker

- Return to Upper Jeuno and speak with Monberaux in the Infirmary @ (G-10).

Title Obtained: Transient Dreamer

Chapter 4 - The Cradles of Children Lost

4-1 Sheltering Doubt

- Zone into **Tavnazian Safehold** for a cut-scene.
- Speak with Despachiaire on the top floor @ (K-10).
- Speak with Justinus on the top floor @ (J-6).
- Go to the Dilapidated Gate @ (I-11) in **Misareaux Coast**.

At this point the Tavnazian Safehold Auction House @ (E-10), which is linked directly to the Jeuno Auction House, and Delivery Services @ (G-11) will activate on the middle floor (same floor as Nomad Moogles).

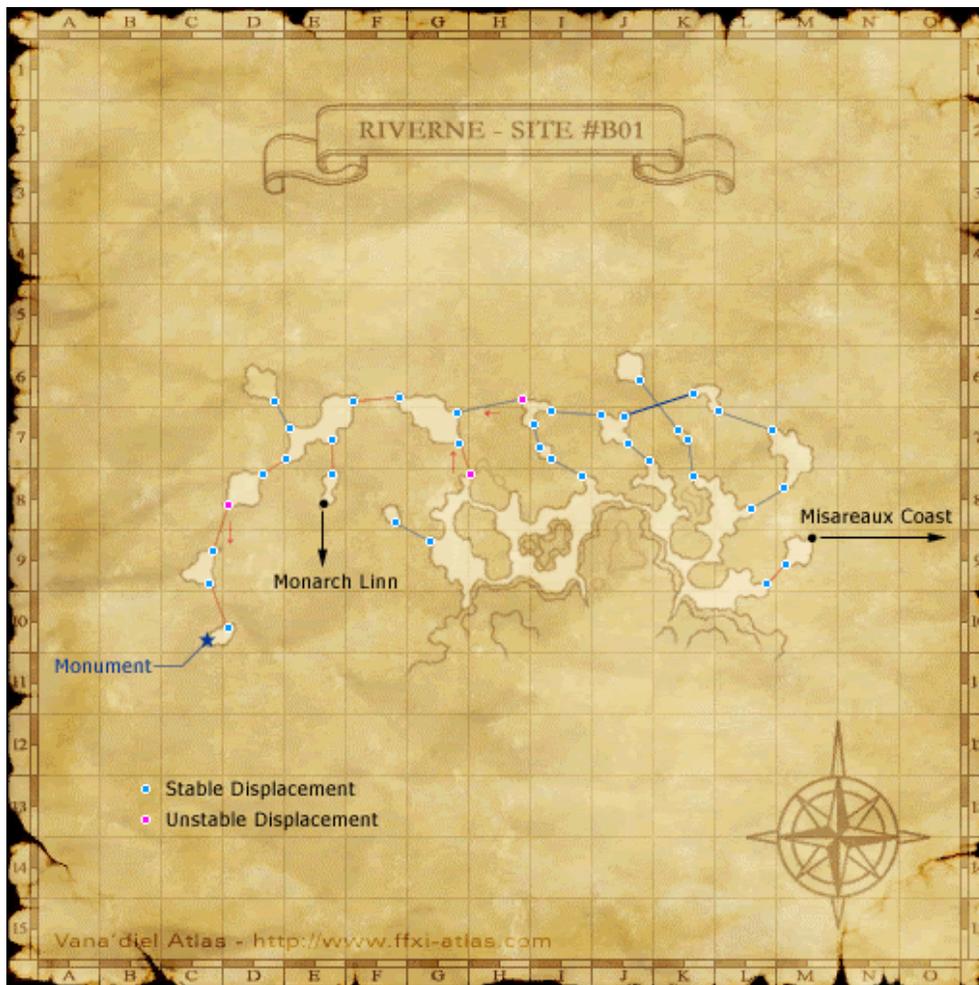
4-2 The Savage

- Go to the Dilapidated Gate @ (F-7) in **Misareaux Coast** for a cut-scene. You will be placed in **Riverne-Site B01**.

Note: From now on you will have to option to enter **Riverne-Site A01** (Lv.40) or **Riverne-Site B01** (Lv.50) when selecting the Spatial Displacement beyond the Dilapidated Gate @ (F-7). Go back to **Tavnazian Safehold** and receive the **Go! Go! Gobmuffin!** Quest so that you can get a map for both Riverne-Sites.

Head west, then take the following distortion portals to reach the island @ (E-8). You will need one **Giant Scale**, which drops off the wyverns inside Riverne A and B. The portal to Monarch Linn is on the island @ (E-8).

Portal	Location	
Spatial Distortion	(M-9)	
Unstable Distortion	(G-8)	Giant Scale Required
Spatial Distortion	(F-6)	
Spatial Distortion	(E-7)	



Before fighting **Ouryu**, complete the **Fly High** quest in order to obtain **Mistmelts** to use when he takes flight. Also, SMN Astral Flow with Aerial Blast x3, and BLM Manafont with Freeze are very useful in this battle. **Ouryu** is earth based and weak to wind.

Title Obtained: Mistmelter

- Return to **Tavnazian Safehold** and speak with Justinus @ J-6 on the top floor.

Title Obtained: Nag'molada's Underling

4-3 The Secrets of Worship

Related Quests: **Paradise, Salvation & Maps**

- Examine the Walnut Door @ (K-7) on the top floor on **Tavnazian Safehold**.
- Next, go to the Iron Gate @ (H-4) in **Misareaux Coast** to enter the **Sacrarium**.
- In order to reach your destination within the **Sacrarium** you must first do some prep work; 2 **Coral Crest Keys** and 1 **Sealion Crest Key** will be required. The **Coral Crest Key** (Rare/Ex) is dropped by Fomors within the **Sacrarium**.
- The **Sealion Crest Key** (Rare/Ex) drops from **Keremet** a NM **Corse** located @ (L-8) in a large room on the second map. Twelve skeletons will link from the hallways leading to the room if they are not defeated before engaging **Keremet**. **Azren Kuba** (BLM) x3 and **Azren Kuguza** (WAR) x3 are located in both hallways; they do not aggro and do not link to each other, plus they only take a few hits to kill. Teratotaurs occupy the room with **Keremet**, so you may either kill them first or carefully pull the NM back to one of the hallways and avoid them.
- Make your way to the door @ (H-7) inside the **Sacrarium**. You will find a Large Keyhole and a Small Keyhole. Passing through this door requires that you first trade one **Coral Crest Key** to the **Small Keyhole**, and second trade the **Sealion Crest Key** to the **Large Keyhole** before the first key breaks. *Note: You have 10 game minutes to complete this. Also, the person trading the **Coral Crest Key** will be unable to move until it breaks.*
- Examine the Wooden Door @ (G-8) for a cut-scene. Use the Lever on the door @ (H-7) to exit that area.

Before continuing you will want to make sure your Fomor Hate is cleared.

- Within each of the six "communion halls" filled with Fomors, you will find a '???' on the desk. One of these will randomly spawn 3 Ghost NM: **Old Professor Mariselle** and **Mariselle's Pupil** x2. Defeat the Professor and his Pupils will disappear. Important to note, please pull the Professor far from his spawn point, giving you time to rest when he & his pupils pop back to the spawn point before coming for you again. Unlike Lioumere, they do not regain HP when popping.
- Examine the '???' again to receive a **Reliquarium Key** (Key Item).
- Return to the door @ (H-7) and perform the opening procedure again using your second **Coral Crest Key**.
- Examine the Wooden Door @ (G-8) for another cut-scene. Exit through the Wooden Gate @ (F-8).

4-4 Slanderous Utterings

- Enter the Walnut Door @ (K-9) on the upper level of **Tavnazian Safehold** and walk to Despachiaire for a cut-scene.
- Go to **Sea Lion's Den** from the bottom floor of the safehold, and select the Iron Gate @ (H-6) for a cut-scene.

Title Granted: The Lost One

Chapter 5 - The Return Home

5-1 The Enduring Tumult of War

- Zone into **Port Bastok** for a cut-scene.

Note: If you wish you may travel to San d'Oria first and speak with Chasalvige @ (L-6) inside the Cathedral Manuscript Room in Southern San d'Oria, and Anoki @ (H-6) inside the Air Travel Agency Departures Entrance in Port San d'Oria .

- Go to **Metalworks** and speak with Cid @ (H-8) inside Cid's Lab.

*Note: If you have completed **The Naming Game** quest the name you chose for Cid's new airship will appear in the cut-scene.*

- Enter **Pso'Xja** from the tower @ (F-7) in Beucedine Glacier for a cut-scene. This is uncapped area. Follow the hallway and cross the room you come to. The Stone Door @ (H-8) will spawn **Nunyunuwi** a NM Golem. After defeating him once, you may enter the Stone Door at anytime without fighting him again. Once through the door cast Sneak, and ride the elevator down. **Promyvion-Vahzl** waits behind the Stone Door @ (G-7).

5-2 Desires of Emptiness (continued on next page)

- 1st Floor: Defeat **Memory Receptacle** to move to the next floor.
- 2nd Floor: Defeat **Memory Receptacle** to move to the next floor.
- 3rd Floor: Defeat **Propagator** Gorger (DEM) type NM at the Memory Flux @ (J-8) to rescue Tenzen.
- Defeat **Memory Receptacle** to move to the next floor.
- 4th Floor: Defeat **Solicitor** Craver (MEA) type NM at the Memory Flux @ (M-6) to rescue Louverance.
- Defeat **Memory Receptacle** to move to the next floor.
- 5th Floor: Defeat **Ponderer** Thinker (HOLLA) type NM at the Memory Flux @ (D-6) to rescue Ulmia.
- Finally, zone into Spire of Vahzl @ (F-8).

Name	Type	Location	Specials	Strategy
Propagator	Gorger	3 rd Floor		
Solicitor	Craver	4 th Floor	Major AoE DMG	Ranged fighting is key
Ponderer	Thinker	5 th Floor	AoE curse/sleep	Bring poison potions & holy water.



Memory Receptacles take you to the next floor, marked in numerical order. Memory Flux sites spawn an individual NM to fight.

This BCNM consists of fighting three NM:

Name	Type	Location	Specials	Strategy
Cumulator	Craver	Middle	Major AoE DMG	blink tank (or many pots) & ranged attacks
Procreator	Gorger	Left		
Agonizer	Thinker	Right		

When the **1st NM** is around 15% HP, **2nd NM** will start moving and someone must kite or bind it while the first is finished quickly. When **2nd NM** is down to 15% HP, **3rd NM** will start moving and must be bound/kited until the second one is killed. Be aware that if damage is inflicted on the NMs that are just sitting in the arena they will aggro, so do not use AoE magic or Astral Flow near the other mobs.

Title Obtained: Frozen Dead Body

For those who have defeated the NM's at the Memory Flux, you may re-enter **Promyvion-Vahzl** at those points at any time. Selecting the Stone Door @ (H-8) in **Pso'Xja** gives the following options:

- Enter
- Warp to the Propagator
- Warp to the Solicitor
- Warp to the Ponderer
- Leave

- After the BCNM go to a tower @ (I-7) in Beaucedine and speak with all three tarus: Potete, Leigon-Maigon, and Torino-Samarino.
- Return to Bastok **Metalworks** and speak with Cid @ (H-8) inside Cid's Lab.

5-3 Three Paths (Past Sins, Pursuit of Paradise & Where Messengers Gather)

- All paths can be run at the simultaneously.

5-3.1 Past Sins

- Speak with Despachiaire on the top floor of **Tavnazian Safehold** @ (K-10).

5-3.1a Southern Legend

- In Windurst Woods head to Vashai's Residence and speak with Perih Vashai @ (K-7).

5-3.1b Partners Without Fame

- Speak with Hanoi-Gomoi in the southern section of Windurst Waters @ (E-7). (OPTIONAL)
- Travel to Purgonorgo Isle via the Manaclipper in **Bibiki Bay** and speak with the '???' Warmachine @ (H-11).

5-3.1c A Century of Hardship

- In Windurst Walls speak with Yoran-Oran within Yoran-Oran's Manor @ (E-5). (OPTIONAL)
- Zone into **Oldton Movalpolos** for a cut-scene.
- Speak with Tarnotik @ (K-10) in **Oldton Movalpolos**. He will teleport you to Mine Shaft #2716 in exchange for a **Snow Lily**.
- 60-cap BCNM with Moblin x4 and Bugbear x1

Mob	Type	Job	Notes
Bugby	Bugbear	WAR/MNK	Uses Mighty Strikes and Counter; immune to sleep
Chekochuk	Moblin	BLM	Immune to sleep
Movamuq	Moblin	WHM	Immune to sleep
Swipostik	Moblin	THF or NIN?	Immune to sleep
Trikotrak	Moblin	RDM	Immune to sleep

Suggested strategy: Kite Bugbear, Kill BLM > WHM > THF > RDM > WAR/MNK

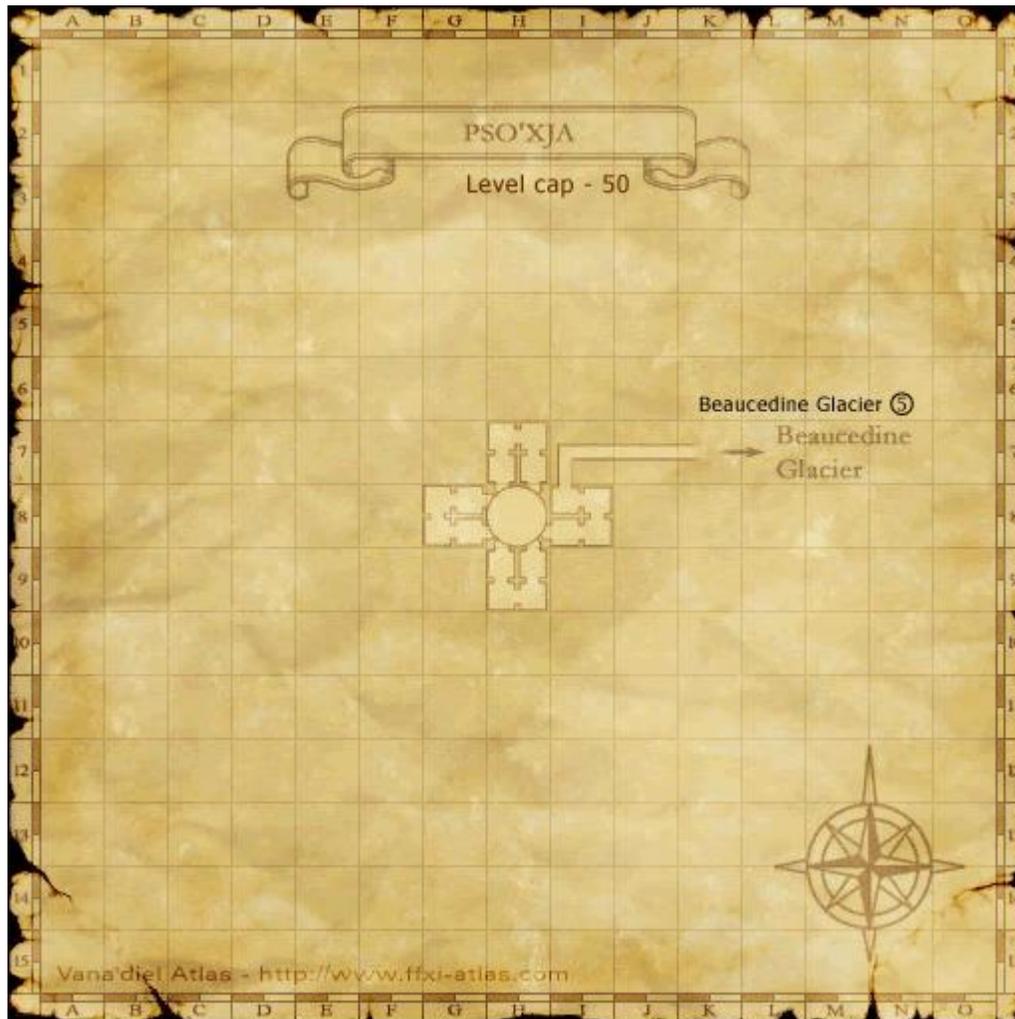
- In Bastok **Metalworks** speak with Cid @ (H-8) inside Cid's Lab.
- Obtain a **Gold Key** from Newtown Movalpolos; confirmed to drop from fireman, packman, lengthman, and yardman. Take the key to Mine Shaft #2716 (**Snow Lily** or Ahriman Tears required) and trade the key to the **Shaft Entrace** for a cut-scene.
- Return to Bastok **Metalworks** and speak with Cid @ (H-8) inside Cid's Lab.

5-3.2 The Pursuit of Paradise

- Travel to the '???' located @ (G-6) in La Theine Plateau for a cut-scene. (Carbuncle '???' for SMN)

5-3.2a Spiral

- Enter the Lv. 50 capped area of **Pso'Xja** from the tower @ (J-8) in **Beaucedine Glacier**. You will travel through a series of 16 Stone Doors, which usually trigger a trap that spawns a **Gargoyle**. Upon defeating the **Gargoyle**, the Stone Door will open for about 30 seconds, move quickly to the next room. Beware that cryptonberries, pots, and other aggro mobs may be found on the other side of the door. This took ~1-2 hours. **Untested theory- Thieves Tools reduce chance of Gargoyle spawn.**



- After passing through all 16 doors you will come upon an elevator. Be sure to cast sneak/invis before riding down.
- Visit the Carbuncle Avatar Gate below for a cut-scene.
- Recast invis if elementals are not present and run to the east, then north to find the exit. If elementals are present, you might ride the elevator back up to recast invis before running for the exit (or use powders), due to goblins and snolls that lurk nearby.

5-3.2b Branded

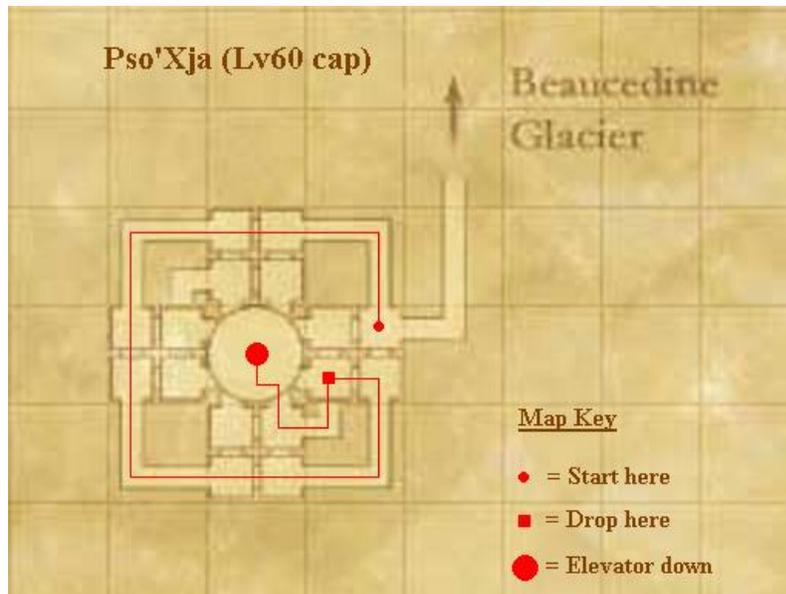
- Return to Upper Jeuno and speak with Monberaux @ (G-10) in the Infirmary. He'll give **Envelope from Monberaux** (Key Item).

5-3.2c Pride and Honor

- In Rulude Gardens speak with Pherimociel @ (G-6) inside the Guard Post.
- Return to Monberaux in Upper Jeuno @ (G-10) inside the Infirmary.
- Head to **Batallia Downs** and examine the '???' located just outside the city gates on the south side @ (K-9) for a cut-scene. Examine the '???' again to find the **Delkfutt recognition device** (Key Item).
- Travel to Delkfutt's Tower and examine the Cermet Door @ (H-5) on the first floor to spawn a doll NM: **Disaster Idol** (can cast level 3 -ga magic). Upon defeating **Disaster Idol** examine the Cermet Door again for a cut-scene.

5-3.2d And the Compass Guides

- Enter the Lv. 60 capped area of **Pso'Xja** from the tower @ (H-10) in **Beaucedine Glacier** for a cut-scene.
- In order to reach the Fenrir Avatar Gate you must travel in a counter-clockwise direction around the outside of this area while keeping sneak/invis up at all times. The many one-way doors in this area combined with having no map make this quite difficult to figure out. Your goal is to reach the SW room @ (I-8) and drop down the hole, then pass through doorways to the south, then west, and last north to reach the elevator. Just like in the 50 cap tower be sure to cast sneak/invis before riding it down. Visit the Fenrir Avatar Gate below for a cut-scene. Then recast invis (watch for elementals) and run to the east, then north to find the exit.



- Return to Bastok **Metalworks** and speak with Cid @ (H-8) inside Cid's Lab to complete Tenzen's Path.

Title Obtained: Tenzen's Ally

5-3.3 Where Messengers Gather

- Speak with Hinaree inside the Count's Manor @ (B-6) in Southern San d'Oria.

5-3.3a Entanglement

- Zone to Port San d'Oria for a cutscene.
- Speak with Chasalvige inside the San d'Orian Cathedral Manuscript Room @ (L-6) in Northern San d'Oria.

5-3.3b Head Wind

- Head to the Rhinostery in the southern section of Windurst Waters and speak with Kerutoto @ (J-9).
- In Windurst Walls speak with Yoran-Oran within Yoran-Oran's Manor @ (E-5).
- Travel to **Attohwa Chasm** and enter **Boneyard Gully** @ (G-6). Use the Dark Miasma found inside to enter the BCNM and fight the Mithran trackers.

This BCNM consists of fighting three NM:

	Name	Type	Location	Notes
1.	Shikaree Z	DRG	Middle	has a wyvern
2.	Shikaree Y	DRK?	Right	
3.	Shikaree X	BST	Left	summons a pet rabbit (re-summoned if killed)

Note that the trackers generate TP very quickly and can skillchain with each other. A **Blackened Muddy Siredon** will stop their TP gain for 30 seconds, which may help. Although, when we did this BCNM it went so fast. If you have a summoner in the party, use the avatar that corresponds to the day you are fighting and use astral flow on the trackers. Fenrir worked marvelously!

Title: Delta Enforcer

5-3.3c Flames for the Dead

- Head to **Uleguerand Range** and travel part way up the mountain to an open area around (J-10). Go north and drop down a hole @ (J-9), then find your way to the **Bearclaw Pinnacle** zone.



- Enter the **Snoll Tzar** BCNM by examining the **Wind Pillar**. You have a total of 45 seconds to defeat the **Snoll Tzar** before he explodes. The time can be extended for 15 seconds by using **Shu'Meyo Salt** on him, but the person using the salt is unable to do anything for the several seconds it takes to use the item.

Salt does not stack, wait for first to wear before tossing another. "Snoll Tzar shakes off the salt."

Title Obtained: True Companion of Louverance

- Go to Bastok **Metalworks** and speak with Cid @ (H-8) inside Cid's Lab.

Title Obtained: Treader of and Icy Past

Chapter 6 – Echos of Time

6-1 For Whom the Verse is Sung

- In RuLude Gardens speak with Pherimociel @ (G-6) inside the Guard Post.
- In Upper Jeuno go to the **Door: Marble Bridge** @ (F-7) for a cut-scene.
- Zone to RuLude Gardens for the final cut-scene.

6-2 A Place to Return

- Go to Rulude Gardens and head towards the Auroral Palace for another cut-scene around (H-7).
- Examine the Dilapidated Gate of Misareaux Coast (I-11). Three detector type mobs will spawn.

Warder Aglaia
Warder Euphrosyne
Warder Thalia

- Once they are defeated, examine the Dilapidated Gate again for the final cut-scene.

6-3 More Questions than Answers

- In RuLude Gardens speak with Pherimociel @ (G-6) inside the Guard Post.
- Examine the [Door:Audience Chamber] in the Auroral Palace.
- Travel to Selbina, speak with Mathilde at (H-9).

6-4 One to be Feared

- Go to Bastok **Metalworks** and speak with Cid @ (H-8) inside Cid's Lab.
- Travel to **Tavnazian Safehold**, head toward Sealion's Den for a cut-scene.
- Examine the Iron Gate at H-6 for a cut-scene and go to BCNM entrance.

Three Part BCNM: **Mammet-22 Zeta** x5 > **Omega** > **Ultima**

- Mammet-22 Zeta x5 (Yellow Liquid). After defeating Mammets, HP & MP fully restored!
- Omega (CCB Polymer from **Chips** quest with Cid). After defeating Omega, HP & MP fully restored!

Special			Effect	Counter
Guided Missile	Frontal AoE	DMG		
Hyper Pulse	AoE	DMG	Bind	Erase
Pile Pitch	Single Target	DMG	To 10% HP Clears hate Additional Effect: Stun	
Eon Efflux	AoE	No DMG	Paralyze	Remedy Paralyna
Discharger	Self Buff	No DMG	Magic Barrier Shock Spikes	Dispel
Target Analysis	AoE	No DMG	Stat Drain	
Rear Laser	AoE	No DMG	Petrify Additional Effect: Stun	Stona Erase

- Ultima (CCB Polymer)

Special			Effect	Counter
Cryojet	Frontal AoE	DMG	Paralyze	Remedy Paralyna
Smoke Discharger	Frontal AoE	DMG	Petrify	Stona
Turbo Fan		DMG	Silence	Echo Drops Silena
Nuclear Waste			Random Status Ailments	Remedy Erase
Hydro Canon		DMG	Poison	Antidote Poisana
Flame Thrower		DMG	Virus	Remedy Viruna
Wire Cutter	Single Target	DMG	Additional Effect: Paralyze	Remedy Paralyna
Antimatter	Single Target	DMG		
Equalizer	AoE	DMG	Additional Effect: Paralyze	Remedy Paralyna
Target Analysis	AoE	No DMG	Stat Drain	
Chemical Bomb	Single Target	No DMG	Slow Carnage Elegy	Erase
Particle Shield	Self Buff	No DMG	Defense Up	Dispel

Before each battle, examine the Airship Door for a cut-scene and to start the battle. This is a 6 person, 60 cap, 45 minute BCNM. You will most likely use ~4 **CCB Polymers** during this battle; 2 for each **Omega** and **Ultima** at ~20% HP remaining.

- After the battle, there is a cut-scene, which begins Chapter 7.

Title granted upon defeating **Omega**: Omega Ostracizer

Title granted upon defeating **Ultima**: Ultima Undertaker (Note: Title will be overwritten with "Branded by Lightning" after the BCNM cut-scene immediately. To see the title, pay 1400g to Aligi-Kufangi @ (H-9) on the main floor of **Tavnazian Safehold**.)

Chapter 7 – In the Light of the Crystal

7-1 Chains and Bonds

- Chapter 7 starts automatically after 6-4.
- Obtain **Ducal Guard's Ring**.
- Zone into **Tavnazian Safehold** for a cut-scene.
- Zone into **Sealion's Den** from the bottom floor of **Tavnazian Safehold** for a cut-scene.
- Exit **Sealion's Den** and select the **Sewer Entrance** to the **Phomiuna Aqueducts @ (I-7)** for a cut-scene.
- Go to the Walnut Door (Prishe's Room) @ (K-7) on the top floor of **Tavnazian Safehold** for a cut-scene.

7-2 Flames in the Darkness

- Go to the **Dilapidated Gate @ (F-7)** in **Misareaux Coast**.
- Speak with Sueleen @ (H-6) in **Sealion's Den**.
- Go to Rulude Gardens and head towards the Auroral Palace for another cut-scene around (H-7).
- In Upper Jeuno go to the **Door: Marble Bridge @ (F-7)** for a cut-scene.

Title Granted: Esha'ntarl's Comrade in Arms

7-3 Fire in the Eyes of Men

- Travel to **Oldton Movalpolos** and speak with Tarnotik @ (K-10) in Oldton Movalpolos. He will teleport you to Mine Shaft #2716 in exchange for a **Snow Lily** (or Ahriman Tears if you have completed the necessary portion of **Return to the Depths** Quest).
- Go to the **Shaft Entrance** for a cut-scene.
- In Bastok **Metalworks** speak with Cid @ (H-8) inside Cid's Lab.

Title Granted: Prishe's Buddy

- **Wait 1 or more game days** and speak with Cid again for another cut-scene.

7-4 Calm Before the Storm

Travel to Carpenters' Landing

- Zone into the South Landing section of **Carpenters' Landing** from (J-8) in Jugner. A '???' @ (I-9) near water will spawn **Cryptonberry Executor** (NIN), who will call three **Cryptonberry Assassins** (SMN, BLM & THF). Beware the NIN uses Mijin Gakure, which may do 1600+ damage to some characters. Cryptonberries are resistant to Sleep.
- Examine the '???' after defeating all four NMs for a cut-scene.

Travel to Bibiki Bay

- Travel to a '???' in a cave @ (F-6) in **Bibiki Bay** (not Purgonorgo Isle) and fight **Dalham** (MNK) a NM Kraken. Hundred Fists is a bit of a challenge for 3x 75's. Two, quick re-pop Efts in the room (tough to 75) so avoid AoE or clear them.
- Examine the '???' after he is defeated for a cut-scene.

Travel to Misareaux Coast

- Examine a **Storage Compartment @ (E-7)** in **Misareaux Coast** to spawn **Boggelmann** a NM Bugard.
- Examine the '???' after defeating him for a cut-scene and the **Vessel of light** (Key Item).
- Return to Bastok **Metalworks** to speak with Cid for a cut-scene and **Letters from Ulmia and Prishe** (Key Item).
- Go to **Sealion's Den** and speak with Sueleen @ (H-6) for a cut-scene.

7-5 The Warrior's Path

- Enter the BCNM by targeting the **Iron Gate** in **Sealion's Den**.

Buff, build TP, eat food, etc. before entering. You cannot preview the cut-scene and run away. Victory or death is the only way out.

This BCNM is a 30-minute long, uncapped, battle against the Samurai Tenzen and the three Chains of Promathia Tarutaru: **Cherukiki**, **Makki-Chebukki**, and **Kukki-Chebukki**.

First off, **Cherukiki** (WHM), **Makki-Chebukki** (RNG), and **Kukki-Chebukki** (BLM) are impervious to physical damage and are resistant to all forms of magic; however, they can be somewhat distracted. In truth, these three bratty Tarutarus make this BCNM much harder than it actually needs to be (it's already moderately difficult). Nothing's worse than getting **Tenzen** down right where you want him and having **Cherukiki** cast an ill timed Cure IV or Cure V.

The tarutaru will Paralyze your tank, Silence your mages and your Avatars, while they cast Protect, Haste, and Shell on Tenzen. They have ranged attacks that do substantial damage to your mages (around 100 per hit) and cast -aga spells on your entire party.

Tenzen is a whole other set of problems. Like many other NMs in FFXI, **Tenzen** can use his two-hour ability (**Meikyo Shisui**) more than once. Although he's never been known to use it more than twice, it doesn't matter. If he uses the 2hr for the second time, your entire party is finished.

Special			
Oisoya	Single Target	DMG	Goes through Perfect Dodge Very high damage (1669HP)
Cosmic Elucidation Skill Chain	AoE	DMG	Weaponskills: Ametsu: Torimai Ametsu: Haaikusa Ametsu: Tsukikage

Tenzen can create a devastating Lv.4 Skillchain with himself called **Cosmic Elucidation**. Even if some of your party members happen to survive his **Cosmic Elucidation**, they will be ejected from the BCNM because they "were overwhelmed by Cosmic Elucidation."

It seems if you rush **Tenzen** at the beginning of the BCNM and drop his HP to below 50% before he has used **Meikyo Shisui**, then he will use Cosmic Elucidation on his first **Meikyo Shisui**.

If you take it slow, then he will usually use **Meikyo Shisui** twice, finishing with **Cosmic Elucidation** on his second attempt. Interestingly, before his HP drops below 50%, you can successfully disrupt his first **Meikyo Shisui**. However, there is no (known) way that you can disrupt his second **Meikyo Shisui**. When he goes for the win with **Cosmic Elucidation**, there is nothing you can do to stop him.

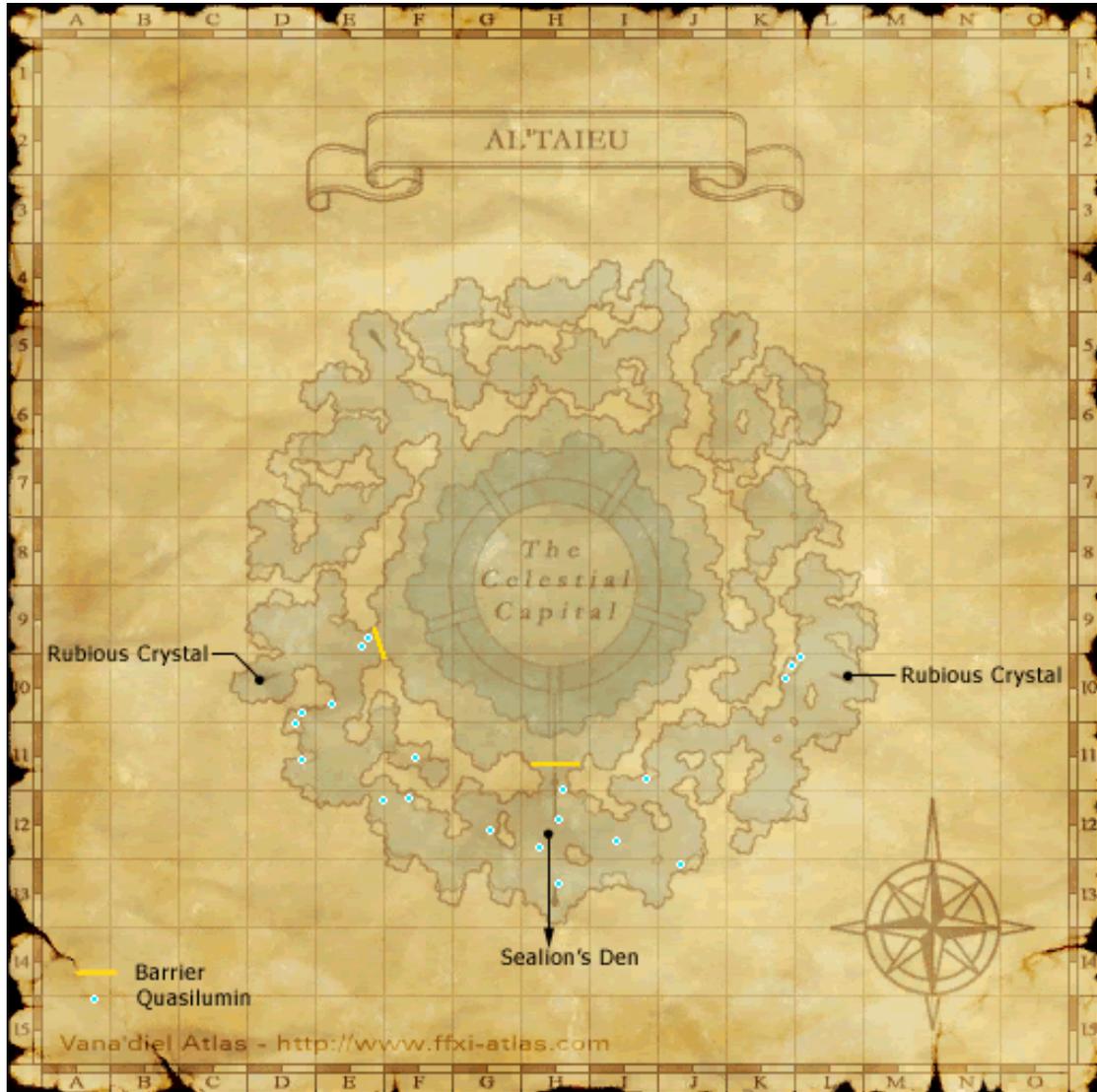
To add insult to injury, **Tenzen** will eat a Shogun Riceball around 75% or 50% HP. This food effect, which greatly enhances his defense, cannot be dispelled. Your normal melee attacks will be decreased by more than half. Weaponskills that did around 700 damage will do around 350-400.

Given the above, it's best to do your physical, melee damage to him at the start of the BCNM and save your magical attacks for after.

Supposedly, at 20% HP Tenzen admits defeat.

Chapter 8 – Emptiness Bleeds

8-1 Garden of Antiquity

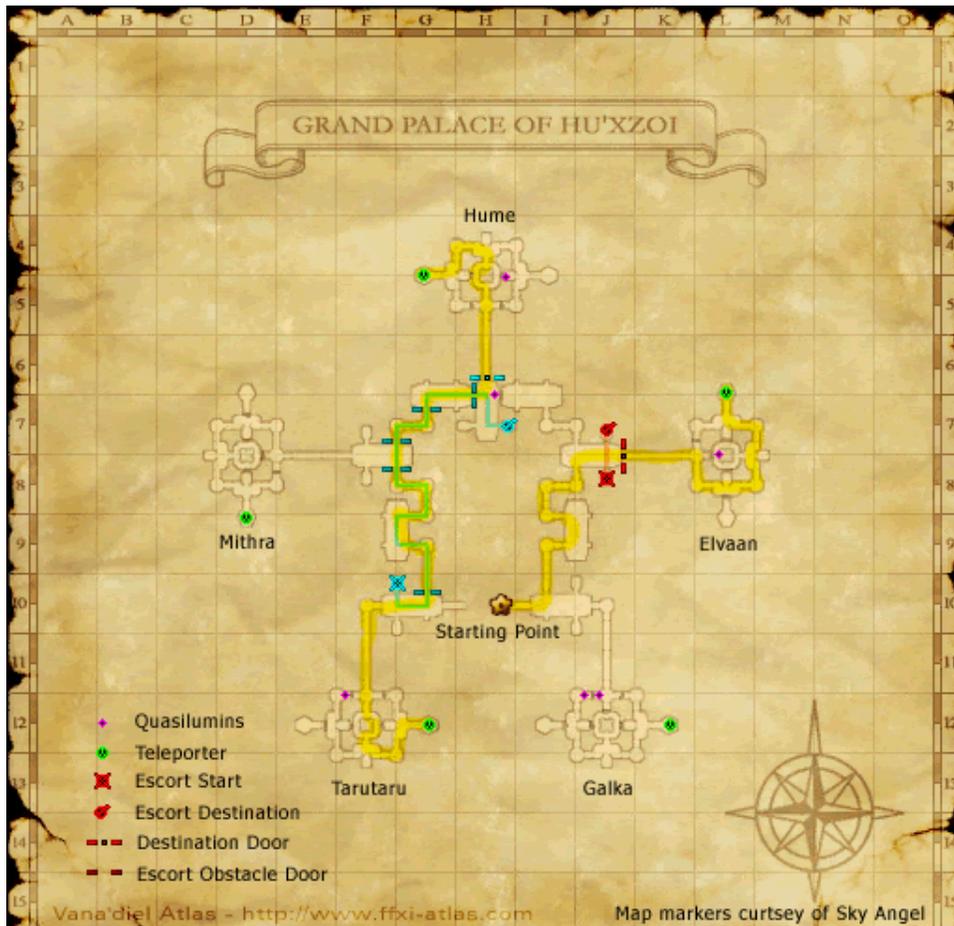


- Head southeast to the **Crystalline Field** @ (H-11) for your first cut-scene.
- Travel to the 3 towers located at (D-10), (H-13), & (L-10) and click the **Rubious Crystal** to spawn three **Ru'aern**.

D-10 : Ru'aern (DRK, RNG, RDM)
H-13 : Ru'aern (SAM, WAR, WHM)
L-10 : Ru'aern (MNK, PLD, BLM)

*They're basically immune to Lullaby, but can be slept with BLM Sleepga. Elemental Seal + Sleep(ga) II is advised.
You might want to fight a few of the local Ul'aerns and Om'aerns to learn what they're capable of before spawning the NMs.*

- Upon defeating the **Ru'aern** at each tower, click the **Rubious Crystal** in each tower again for a cut-scene.
- Go back to the **Crystalline Field** @ (H-11) for another cut-scene and to pass through the gate.
- Click the **Gate of the Gods** @ (H-8) for a cut-scene and to get your Tavnazian Ring!
- The east **Particle Gate** @ (H-8) in Grand Palace of Hu'Xzoi will give one more cut-scene.



8-2 A Fate Decided

This time-consuming mission is to go through Hu'Xzoi to a Cermet Portal, while avoiding enemies and escorting Quasilumins.

- Examine the Particle Gate (H-8) in **Grand Palace of Hu'Xzoi**, for a cut-scene.
- Head to (J-8).
- Quasilumin (NPC) appears when you examine the Cermet Alcove.
- Cermet Portal opens, which takes you to J-7.
- Move Quasilumin and go ahead through a road. -> It is started again when attacked by an enemy.
- I headed L-6, go to 2nd Map by warp
- Because Quasilumin appears when I examine Cermet Alcove of M-7, I take you to I-8.
- Cermet Portal of J-8 opens when I arrive. (Cermet Portal in the way opens at the time of the Quasilumin passage automatically.)
- Because Quasilumin appears when I examine Cermet Alcove of J-10, I take you to G-10.
- Cermet Portal of F-10 opens when I arrive.
- I headed G-12, go to 1st Map by warp.
- Because Quasilumin appears when I examine Cermet Alcove of F-10, I take you to H-7.
- After arrival, Cermet Portal at (H-6) opens when you talk to Quasilumin.
- Head to (G-4), go to 2nd Map by warp.
- Examine Cermet Portal at (H-8) to spawn NM Ix'ghrah:
 - Perfect Dodge / Waterga III / Ghrah Special Attack / human form
 - Chainspell Sleepga – bring Poison Potions
- Examine the Cermet Portal again for a cut-scene.
- Unless you want to walk all the way back to the one-way door, you can now Escape to get out.

Aern	Non-aggro	
Euvhis	True sight (open); Link (closed)	Not shape-shifters
Ghrah	Non-aggro (ball); True Sound	Shape-shifter - spider/bird
Zdeis	Large eye: True Sight, small eye: blind	Usually stationary spinning
???	Trap which warps you out	Don't click unless you want out

A few warnings:

When you get around to the southwest part of the upper floor, you'll find a portal leading east, that asks for confirmation before going through. DO NOT go through it. This leads back to the lobby and is one-way if you go through it you lose all your progress.

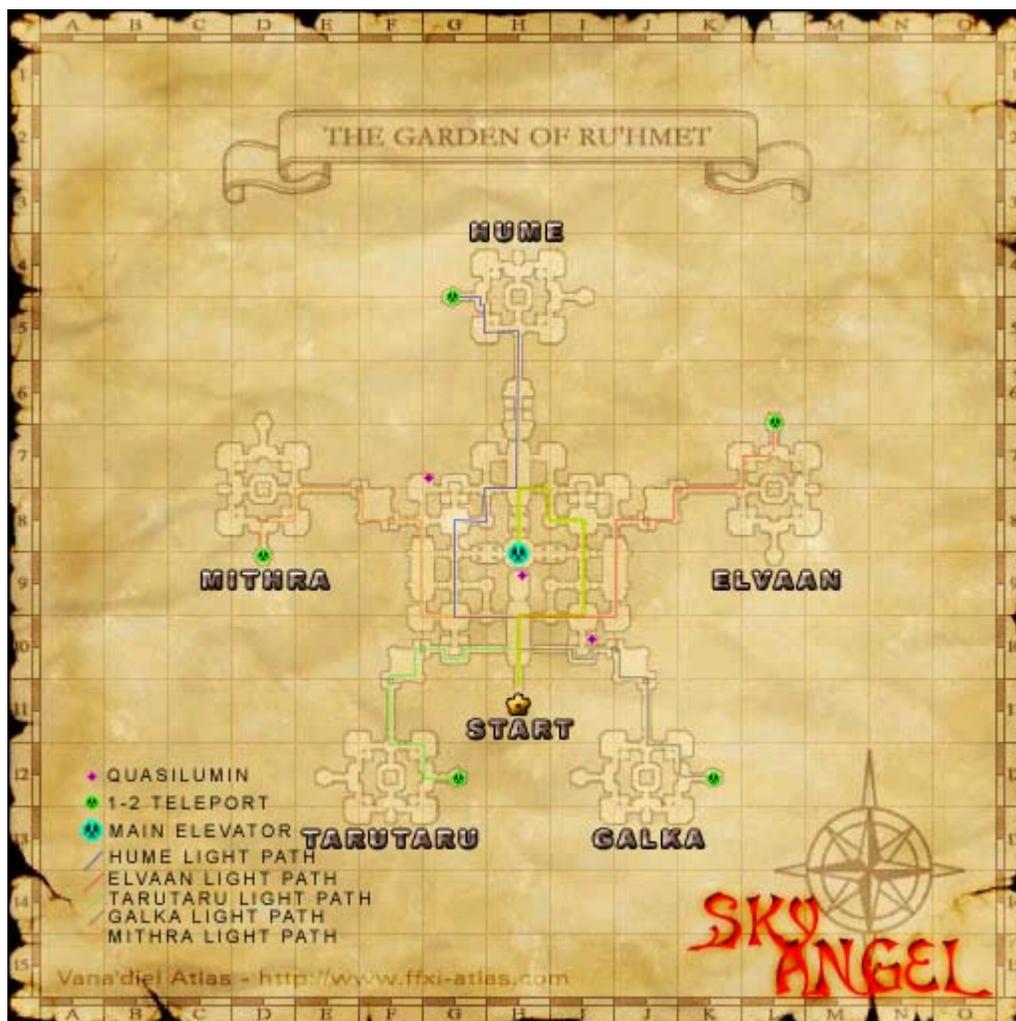
8-3 When Angels Fall (Thanks to SkyAngel of Cerberus)

- Open Gate of the Gods (H-8) in **Grand Palace of Hu'Xzoi**.
- Zone into The Garden of Ru'Hmet for a cut-scene and obtain the Mysterious Amulet.
- Get your missing light, get the Brand of Dawn & Brand of Twilight, and fight a BC...

You've been granted access to the Garden of Ru'Hmet. You must search the five towers in this area to regain the light you lost at the start of 8-1. Which light you lost, depends on your race (Mithra lost the light of Dem, for example), there's one tower for each race. There aren't any required battles for this portion, so if you're skilled at avoiding those rotating eyes it's possible to solo this part.

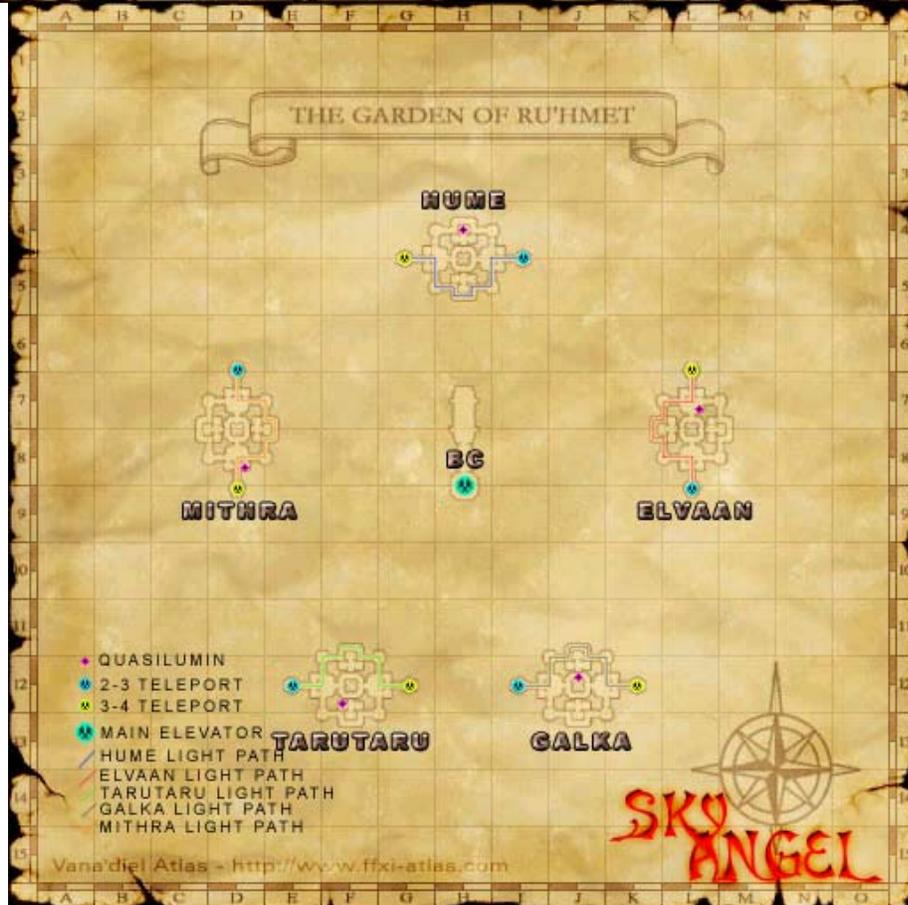
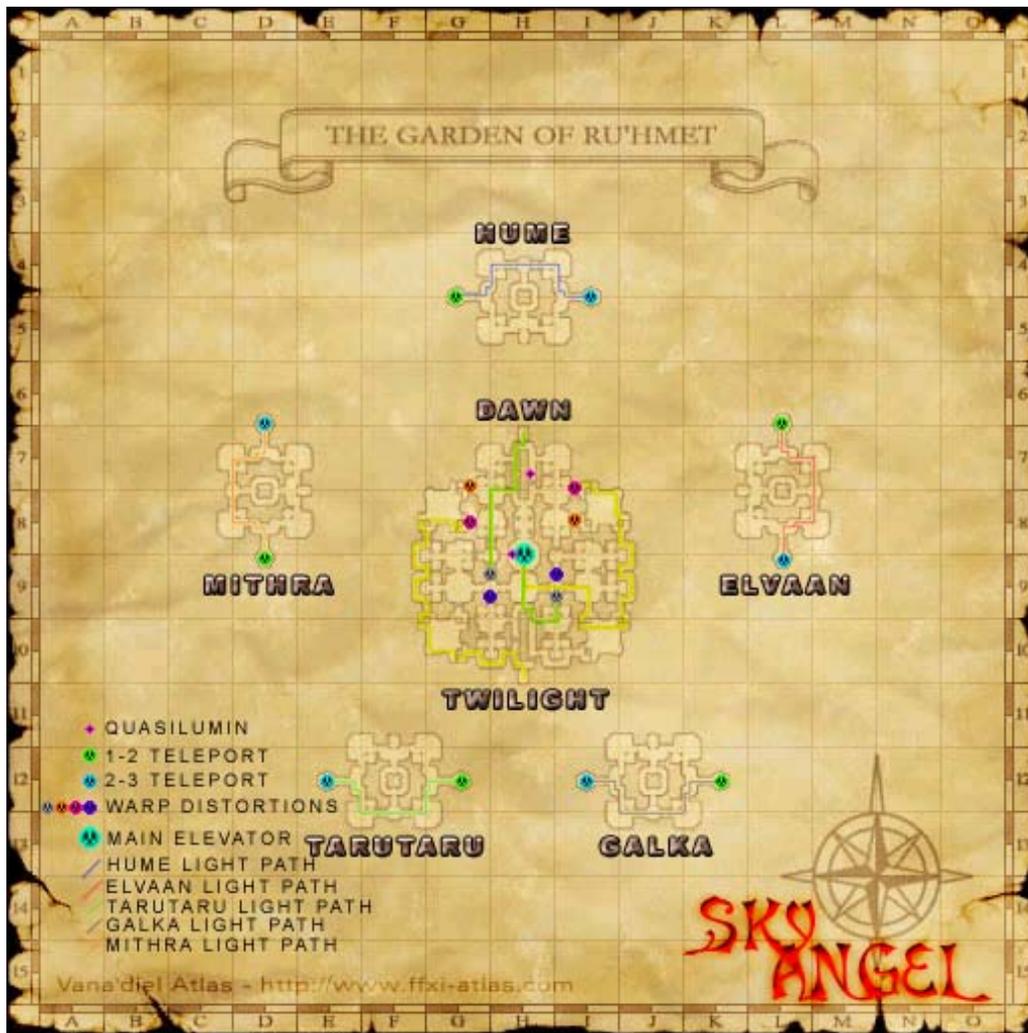
For a Map, chat with the NPCs along the way - there are 10 total Quasilumin in Ru'Hmet.

- One is straight in from the entrance on the main floor.
- Anther is up in a window that you take a certain path to reach
- One is in view near the mithra and hume towers, but going down the ramp to reach it may aggro the open 'Euvhis.
- One on each of the five race's towers. These are difficult to reach because three of them will be behind doors guarded by two non-spinning zdeis. Be fast or a good sleeper, or put re-raise up and sacrifice yourself.
- Two remaining NPCs are on the second floor in the center of the map, which is accessible using the main elevator. One is at the elevator landing; the other is near the Brand of Dawn.



Climbing the towers for your missing light.

- On the first and second floors of the towers, the corner rooms will have little cubbyholes with a fast spinning pot ('zdei) inside; the large, ornate 'eye' is True Sight, the small eye is blind. If you get aggro, make a beeline for the teleporter or sleep/bind the mobs along your way. You can also just use flee.
- The third floor is very easy for the most part, as you have slow spinning pots at the corners, which are easy to sneak past. Just watch out for the paladin-shaped Ghrah balls. This is the same floor with the Quasilumin. I think one or two floors will have a fast spinning pot in a cubbyhole blocking your progress to the fourth floor, so be sneaky, fast or sleep them.
- The fourth and final floor has no mobs. Examine the Ebon panel twice; nce for a cut-scene, second to apply your mysterious amulet to get your light back (if you're at your race's tower anyways.)
- Warp or escape, as getting down the tower will be harder than it was to get up (pots then will be spinning backwards to you)



Accessing the Central Elevator, getting your Brands

After you have your light, you need to get two "brands." To get to the area of where they are you must pass by 4 angry rotating eye things and a trap door. If these eyes aggro you the door closes. You have 3 options here: First, you can sneak your way past the eyes (on these, both the large and small eye can see you, plus they all rotate at different speeds). Your second option is to just kill them, but it takes at least a full party of 75s you'll need to sleep them. The third, and most popular option is to put up re-raise, aggro the eyes and die right next to the locked door. Once the pots drift back to their starting positions, re-raise, and go through.

The Descend button doesn't work, so the only way to go is UP. You're now on the second floor. Note you can go North or South. North is the Brand of Dawn; south is the Brand of Twilight.

Brand of Twilight

Going straight south leads you to two blocks of rubble, both of which block the path to the door. If you attempted simply go around in the rooms next to you, you'll be stopped by even more rubble. Please use the path marked on the maps. It takes you North and around the map, into a distortion which takes you to the other side, then down the other side of the map southbound and around to your destination. Just watch for Ghrah's along the path.

Brand of Dawn

Take the path on the updated map. You actually only have to dodge one group of ghrah balls to reach it the Brand.

Once everyone has their light back and both brands you can enter the BCNM. This battle is uncapped, plus it's in the same zone (like the dragon for the NPC quest) so you can TP-up on monsters downstairs before you enter.

The BC

In this battle, you face 4 Blue Zdei , two small Blm and two big Rdm types.

The exit is on the far side from where you enter. From the entrance, the RDM pots will be closest, the BLM are in the back.

In theory you want to seal + sleepga the pots, unload on one of the Blm pots and kill it ASAP. BLM pots constantly use powerful spells, like -aga III and level IV and ancient magic.

Continue to sleep and beat down the second Blm pot. If you're in trouble at this point you need to be in (or run to) a "safe" area around the edge/near the exit and wipe. Might be a good idea to fight at the exit.

Once the Rdm eyes reset position you can raise, use sleeping potions to TP up, heal and finish them off.

RDM pots take longer to kill and have TP moves where they lack magic. They will likely Dispelga you.

I hate to say "you need job X," and you don't absolutely need a Blm here, but holy crap it sure helps a lot in this case. We had one team lose only because they ran out of time (and last pot was under 10% too) before we got Blm help.

Kill the 1st Blm pot with everything you've got, and continue on to the second. If you kill them both before you wipe, you shouldn't lose. ES Sleepga II is best here, with ES Sleepga and ES Sleep II after that. As stated above, you can safely die along the wall at either end, the South (blm pot) end is better because if they're dead you can be anywhere near the Exit/South side to reraise safely. Also note that pots don't aggro across the left-right centerline. Don't forget bar-spells and watch out for having your reraise dispelled (and this is a fight where everyone will want to use a reraise item before going in).

I've been told that double-Mnk 2hr with Blm help does actually make this BCNM easy. No first hand knowledge though.

Aside from powerful magics, some of their TP moves include core meltdown (powerful aoe damage), core cooling (gives self ice spikes and some other buff..) Moves that paralyze, silence, and petrify you, and other nasties. RDMs seem to use these more than the BLM.

It is VERY hard to sleep them and keep them slept. Kill as fast and efficiently as you can -- everyone must use reraise items and more than likely will have to wipe and reraise and heal to full multiple times (in 30 minutes) to finish the job.

- After you finish you're dropped in a new area, touch the glowing wall for a cut-scene.
- Exit out to Al'Taieu for another neat cut-scene.

8-4 Dawn

After the 8-3 battle and the two cut-scenes (the latter is really the start of this, as it reveals the final boss powering up for the apocalypse), you simply head to the bottom of the main elevator and into a new zone, which has the final BCNM entrance.

There's a cut-scene at the entrance to the BCNM, and after you watch that you can touch the area for the BCNM entry choice "Dawn."

Bring some ethers and hi-potions.

1) Part 1 of this fight is easy, don't waste any 2hrs on it. You have just enough time to full rest before the NPC starts the second part.

2) You have two NPC allies, a flying one and a non-flying one. If the flying one dies, you lose. You can cast raise on the non-flier. In fact, it is recommended that you not even heal the non-flier, just raise 1 it when they die.

3) You can let the non-flying NPC ally tank most of the time, also, the NPCs do most of the killing too. The important thing is you don't want the flying NPC ally to tank – he's out of your healing range. Smn pet can also tank most of this battle, or so I read. Astral for the attack ability isn't worth it.

4) Boss has heinous, crazy abilities - Quiescence - AoE Silence that cannot be removed (I think you can spam echos 25% chance maybe?) and lasts 2 minutes, and Oblivion - AoE "you have no job abilities at all (no WS neither)" that lasts 1 minute. Also, it has "no magic damage" and "no physical damage" abilities - they don't last too long

5) When Quiescence hits, kite it around the outside (the arena is quite large) and regen mp. We actually kited it for most of the battle to avoid Meteor and reduce the number of smacks taken. Mages will need to run if they get hate during Oblivion.

6) While it does do some aoe damage attacks, they aren't huge. We had hi potions on all three melees so we could heal ourselves and not waste whm MP.

We ran out of MP with the boss at 10% or so, people started dying but a couple of WS, a big hit from an NPC and good old fashioned Thf meeleing took it down. Icarus wings are nice for the finish here.

Ring. Can I have it?

Once you win, I'm sure you'll want those uber rings.

The required steps to get your ring are detailed here: **My Three Rings**

My Three Rings

After defeating CoP 8-4: **Dawn**, you may do an additional side quest for some rings.

- After the 8-4 BCNM, you must wait until the next Japanese day (midnight JST).
- Travel to Southern San d'Orian and visit **Hinaree** in Count Caffaule's Manor (B-6)
- Next, travel to **Uleguerand Range** for a cut-scene.
- Return to Southern San d'Orian and head to Count Caffaule's Manor again. There is another cut-scene right before the door.
- Travel to **Oldton Movalpolos**. You will receive a cut-scene when you zone.
- Talk to **Cid** (H-8) in Bastok's **Metalworks**.
- Talk to **Chipmy-Popmy** (C-8) in **Port Windurst**.
- Travel to **Mhaura** town and you'll receive a cut-scene upon zone.
- Head to **Bibiki Bay** and take the Manaclipper to Purgonorgo Isle.
- Talk to **??? Warmachine** at (H-11). You'll receive a random **colored drop** after a short cut-scene.
- Head to Ru'Lude Gardens and you'll get a cut-scene on the way to the door of the **Grand Duke's Palace** (H-6).
- Now, head to the **Marble Bridge Eatery** (F-7). Examine the door to get a short cut-scene.
- Examine the door again and Zuber will offer you one of three spectacular rings. Sadly, Steal and Mug don't work on him. You can only pick one. But, here are your choices:

Rajas Ring (Rare/Ex) (Ring) All Races STR +2~5 DEX +2~5 Store TP+5 Subtle Blow +5 Lv.30 All Jobs	Sattva Ring (Rare/Ex) (Ring) All Races HP +15~30 VIT +2~5 AGI +2~5 Enmity+3 Lv.30 All Jobs	Tamas Ring (Rare/Ex) (Ring) All Races MP +15~30 INT +2~5 MND +2~5 Enmity -3 Lv.30 All Jobs
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- The **Raja Ring** is best for those of the Attacker class. The **Sattva Ring** is more for the Shield class. The **Tamas Ring** is hands down the best ring for any of the Magic/Mage jobs.
- The "~" on the rings means it's variable.
- To finish this mini-quest, travel to the **Tavnazian Safehold** and examine the **Walnut Door** to Prishe's Room (K-7).
- After the cut-scene, head out to **Lufaise Meadows**. Head to the **Blueblade Fell** (J-6) for a final, beautiful cut-scene (and song)! Enjoy ^^