

Another grind chart??

This is the grind chart to find the fight on the Giant of Bab-il consisting of a single Searcher, which summons MacGiants, by manipulating the encounter seed by fighting easy battles outside of Baron. You will no doubt notice that it is a bit more complex and has a lot more red X's compared to the [companion chart on finding the D.Machin grind](#) because this fight is a fair bit rarer on the Encounter table. As a result, only 60% of seeds will find the MacGiant grind within seven setup fights. I've gone out that far on the chart for completeness's sake - I think that if you can't set up the fight within four encounters (44.5% of seeds), it's probably worth resetting and trying again.

How to use this chart:

Save outside of Baron Castle, and reset the game to reinitialize your seed.

Load your save, open the Custom menu, and set Encounters to On. Begin walking, counting your steps until you find a random encounter. Reference the number of steps you needed to find that fight on this chart to determine your next course of action.

If the square contains a number, that's the number of further encounters you have to fight outside of Baron Castle in order to set up the encounter seed, not counting this first fight. Once you have fought the necessary number of encounters outside of Baron, turn off Encounters, go to the Chest of the Giant of Bab-II, and turn Encounters back on. The next fight you find should be the MacGiant grind fight.

If your square is a red X, then reset and try again.

Complicated step counts:

There are a few step counts where we are unable to pinpoint the grind fight after only one random encounter. In those cases, you will have to find a second (or third) random encounter after defeating the first, counting your steps again (starting from 0), and follow the mini-chart within that square. As an example, if you find a random encounter on step 5, count your steps until you find a second random encounter outside of Baron. If you find your next fight after 6 steps, then you will have to reset. Otherwise, you will need three more fights after that second fight.

Step 23 is the only time where we can use the enemies in the encounter to determine the seed. If the enemy party consists of nothing but Imps, you can head to the Giant right after the battle. If the enemy party includes a SwordRat, you will have to reset.

There are a few more "blind alleys" on this chart compared to the D.Machin chart, where you can only determine if you are on a good seed by the number of steps required to find the second fight. Given the difficulty of finding this fight, I felt I had to be very aggressive in including these situations. About 5.9% of attempts will have you beat the first battle only to then find that the seed is unusable.

Credits:

Once again, all credit should go to Simbu, whose work in extracting and presenting the RNG data made this possible. All questions, issues, and complaints should go to TwistedFlax. (TwistedFlax#8237 on Discord)

MacGiant Manipulation: Baron Edition

	0	1	2	3	4	5	6	7	8	9
0		2	X	1	1: 3 *: 2	6: X *: 3	2	X	24: X *: 1	3
10	2	X	1	X	X	3	X	X	5	84,6: 0 84,3: 3
20	X	3	62: 1 *: X	Imp: 0 Rat: X	5	X	1: 2 *: 3	3	5	
30	5	X		6	97: 0 *: 5	0	19: 0 *: X	0	2	1
40	23,82: 1 23,41: 3			29,5: 0 29,47: 3	X	X	0			
50		1	X				0	X		
60						X		X		
70	2	0	2			X				0
80	0	0			2					
90								0		
100								X		
110										
120							X			
130		1								