

Final Fantasy XII Order of Ambrosia Speedrun Routing

This is a work in progress. It also assumes that the reader is familiar with the standard any% speedrun as well as the game in general. There may be errors, omissions and the like, and almost anything can change, blah blah blah, yada yada yada. And if you want diagrams on maps, well that's not about to happen. Go to ff12maps.com like I do and figure that crap out.

Play as normal until after defeating Rogue Tomato and returning to Rabanastre. Once back, stop by the Sandsea on the way to Dalan's to turn in Rogue Tomato and get Thextera before continuing. Although Dustia 1 takes you right by Thextera, it will go faster and easier when in the area for Dustia 2. Garamsythe Waterway and Rabanastre Palace are mostly the same *except* that you should make sure to spawn and kill Razorfin, avoid the Elixir chest and kill a Garchimacera and a Ghost (going for the Mage Masher chest is also actually a good idea – give it to Vaan if you get it) In Nalbina dungeons feel free to grab some of the Knots of Rust as you will eventually want a charged Dark Matter (save the Knots for later, because their damage is based on the user's HP), and avoid the Zodiac Spear chest in the Confiscatory (if not confident you remember which one is the Tourmaline Ring, save first).

In Barheim you can buy Thunder in addition to Blizzard if you want (if you want to use Dark against the Judges, wait), but make sure you kill the Zombie that spawns near the first Battery Mimic. The next deviation isn't until the second Battery Mimic in the switch room; leave that one alive so that it drains power, and also spare the one just before the save crystal. Ideally you will have less than 50% charge (or close to). Chain 40 Skeletons, leaving the Mimic alive, then kill the Battery Mimic and two (or more) more Mimics in the room while getting chests (optional: kill the Battery Mimic before the save crystal now to eliminate undead spawns in the penultimate room). Clear the entire next room except perhaps for that one Suriander that's way out of the way, but the chest by it has good gil, a PD or an Oaken Pole (sells for 650).

Outside in the Estersand run instead to South Bank Villiage, sell loot, buy PD's for Dustia 2 (75+) and teleport to Rabanastre. Thextera can be killed either before or after Dustia 2, but after is likely faster. For Dustia 2 (the additional kills put an added premium on chain level – feel free to wait until you get one [or a flashing number] to start grabbing loot) get Basch and turn in Thextera and get Flowering Cactoid in the Sandsea before or after talking to Balthier. Moogling to Eastgate, go get the hunt, kill the thing and see if you can spawn and kill Ripe Rampager by killing Cactites/Cactoids and checking its spawn location (every time you go through this area until you kill it, you should do so). Turn the hunt in (make sure Dantro tells you what to do with the Cactus Flower) before going to Nalbina and teleporting back to Rabanastre. Continue the storyline, but if Aerieel shows up on the way through Lhusu then whack it (if it shows up while Ba'Gamnan is chasing you it might show up again after the chase ends – I haven't been able to test this), and finally make sure you also buy Shell and Blind on the Leviathan. (NOTE: Aero suicide does not rob you of Ghis's entry)

Once the game puts you in the Westersand, teleport back to Rabanastre, get and do the Wraith hunt (manual Thunder from Vaan, tertiary Foe: Party Leader's Target: Thunder gambtis). Make sure to turn it in (forgetting it is actually bad), then get the next two from the Sandsea and accept Wyvern Lord. Now teleport back to the Westersand. Kill and steal from the first few Alraunes (use the Tertiary gambits again, but with Dark) for their Bestiary entry and more loot. In Nam Yensa, hit the Teleport Crystal along the way and Immobilize Balthier or Fran before heading to Simoon Bluff to kill Wyvern Lord (Immobilize trick to get rid of Bagolies in the area, full health reflected Darks from Vaan/Ashe/Pen), a Bagoly and an Axebeak. Notable chests in Simoon Bluff are the two in the "wide" area before WL (potential Windbreaker and Ether/Reflectga Mote) and a ~60% chance for Foe:Flying gambit at the south end of the northern bluff where WL is. Proceed through Raithwall's Tomb, but in addition to the normal shopping get a second set of Wizard's equipment and Silence, and make sure to touch the TP crystal on the way out.

Back in Rabanastre, stop by the Clan Hall to get the Cluckatrice and Rocktoise hunts (and rewards for bosses killed and clan ranks achieved), then run to the Technick shop to get Traveler and Libra (and Numerology, if you feel like manipulating it for later), and finally get the remaining hunts from the Sandsea and turn in Wyvern Lord. Note that only the Garif Adventurer that spawns in The Greensnake gives you the Garif Bestiary entry, so don't bother killing any others. The run continues largely as normal until after Tiamat (try to make note of the game timer when you finish the fight), except that you should buy Infuse (if you can spare the gil), 6 Golden Amulets (equip them immediately), a couple Gysahl Greens, and don't sell the Cypress Poles. Instead of doing Jellies 1 after getting Lente's Tear, TP to the Estersand. Turn in the Cactus Flower, zone out then back in, reunite the Cactoid family and get the Semclam Shell quest. While gathering the shells outside make a clockwise loop around the area, killing everything but the Cactites; once complete, Greeden should have spawned, so whack it (Cypress Poles) before you turn in the Shells. On the way to the Nebrallim is a good time to complete a couple Bestiary entries, so kill Cockatrices in Sand-swept Naze to spawn Nekhbet (Cypress Poles) and Cactites in Yardang Labyrinth to spawn Ripe Rampager (unless you already killed it). Killing a few extra enemies along the way is a good idea, so long as you don't spend too much time doing so. After you get the Nebrallim head toward Rabanastre, but pause to reflect Aero on the Wild Saurian to get its entry too. TP back to the Estersand, turn in the Nebrallim, then take the boat to the northern shore and go get the Valeblossom Dew (you may as well whack the rocks in the area too). TP back via the crystal in the Mosphoran Highwaste and turn in the Dew. Finally, zone out and back in, get the Barheim key and TP back to Henne for Jellies.

The upside of doing all the extra stuff so far is that you should have enough LP for Vaan and Ashe to have Staves 2, Fira and Headsman. After finishing Jellies 1 you should teleport to Bhujerba, instead of back to Eruyt, do and turn in Nidhogg and Rocktoise (reflected Aero from V/A/P for both) and sell loot along the way. Before going back to Henne, TP to Rabanastre to do and turn in the Croakadile hunt (Fira; chocobo is a waste of gil), whack the Wooly Gator

either on the way there or the way back (Cypress Poles) and hit the withered trees you pass. Do a second round of Jellies, then TP to Rabanastre, as it should now be the dry in Giza. Go to the villiage via the area Cluckatrice is in and clear it along the way before accepting and completing the hunt (use Jellies setup but turn off Basch's gambits). Run through the Feywood as normal, but kill the Slaven Warder in Icebound Flow on the way to Bur Omisace (any reflected spell). Once there, buy two Thunder Staves (equip on V/A), and Raise in addition to the normal purchases, but skip the Jackboots (you got a pair from the Cluckatrice hunt); get a set of Thieves' Cuffs instead. (Elder Wyrms are very doable now, but faster and easier later)

On the way to the Stillshrine, get off the chocobo as soon as you hit the area after the blue save crystal. In this area kill the Twintania, as well as the Emperor Aegis and Yeti in the next (Thundara for all). In the Stillshrine kill a Miriam Guardian and Miriam Facer (Aero for both) in the room with the second pedestal. Also toss a PD on a Zombie Warrior and a Ghoul after rotating the first statue (Ghouls spawn in the room with the petrification trap in the middle). Before rotating the second statue, there is a Facer (Aero) and three Balloons (Blizzara or Thundara) – kill them too. Proceed through the Mateus fight (no need to set up Traveler anymore). After getting the Sword of Kings, heal the casters and enter the secret area with (Foe: Nearest -> Thundara) gambits and Storm Staves on the casters, cast Decoy on Basch and use a Float Mote as soon as you hit the point where the stairs double back. Kill Oilings as you go, and keep spawning and killing Oilings (it may take multiple trips) until Matriarch Bomb shows up (Thundara). In the final part of the secret area you will get either a Shell Shield or Dark Matter (50/50 – and both are useful). Then return to Ward of the Sword King (recast Decoy before entering) and clear it entirely (Aero works for everything but the Darkmare takes more from other spells and has return damage). Once it's clear, exit and reenter the area (via the secret passage if you haven't killed Matriarch Bomb yet) to check for Negalmuur. Allow it to spawn a single Ghast before tossing a PD on each of them. The Bergan fight can be done either by using Spellbreaker or setting up Traveler against an enemy in Ward of the Sword King (ideally before Negalmuur). While setting up Traveler is likely to be unwieldy, the Life Crystal is a decent fallback if you're dead set on using it, though you'll have to burn a lot of steps before Bergan.

After Bergan and Bur Omisace shopping, TP to Rabanastre to check the board for the Atomos hunt, then Nalbina to buy Bio, Dispel and Death (and Charge, if you have a lot of extra gil), accept Atomos, and finally head to the Mosphoran Highwaste. In Trail of Sky Flung Stone, whack the boulder that gives you access to Rays of Ashen Light. In Northern Skirts flee until the Humbabas stop following you, give Basch the licenses for WM 4-5 and the casters GM3. Decoy Basch, crit and reflect the casters and approach. Have Basch hit Atomos with Dispel to get rid of shell, then have the casters put him to sleep so you can reflect Bio with no danger (keep Basch away from them while Atomos is awake). Once Atomos is down, enter the Salikawood. During the Salikawood Moogles quest, kill a Pumpkin Head and a Sprinter (Blizzara both), and don't get the last two huts until after you take a quick detour to hit the teleport crystal by King Bomb. Also hit the crystal and check the quest board at the Phon Coast camp – don't buy Ruby Rings, but do get 20+ Remedies.

On the way to Mandies you can manipulate a Diamond Armlet in Garden of Life's Circle (south of the area after the teleport crystal) if you're short of gil or just want to never worry about it. If you get it, you should also do the waterfall puzzle in Sochen Cave Palace and manipulate chests ? and ? when you first enter Falls of Time so that you can grab them with the DA for a guaranteed 28,000 and 30,000 gil.

There's no need to set up Traveler for Cid, but otherwise complete Sochen Cave Palace as normal and be sure to hit the crystal before entering Old Archades. In Old Archades buy three Embroidered Tippetts and one Bowline Sash then proceed as normal until chops.

Start chops with Gentleman Onlooker/Eager Crier as usual, but immediately continue north to Molberry. Again, start as normal with Talented Woman/Akademician, but do Daughter-in-Law/Man from Giza next (SE, then back) before the Look-alikes and popping into the magick shop for Aeroga (and Reflectga if you're rich). Back outside, complete Proud Mother/Tutor, then Avid Traveler/Traveling Gentleman (SE/far W), Reminiscing Lady/Family-minded Girl (near end of last one/near Poor Husband) and finally Poor Husband/Poor Wife before heading south back into Nilbasse. This part is just like normal (Aspiring Starlet/Faded Star, Determined Researcher/Ex-Researcher, and either Worried Husband/Materialistic Woman or Athletic Woman/Avid Reader). Continue to Tsenoble to unlock the option to head to Draklor, then TP to Henne Mines.

Jellies are nearly the fastest way to grind levels at this point, and they have the added benefit of being much more profitable than the alternatives – and right now, money is needed. Do four rounds with Embroidered Tippetts equipped. At some point during the grind, buy Curaga, Raise, Regen, Esuna, Berserk, Float, and Haste. At the end of the grind, set up Traveler on the last bat on the way out then go to Archades and complete Draklor as normal.

Instead of returning to Bur Omisace after beating Cid, go to Eruyt to accept the Vorpall Bunny hunt and buy up to about 50 PD's. Head to Rustling Chapel and crit and Reflect the casters. Blizzara any Coeurls that get in your way, switch to Golden Amulets (not vital) and Decoy Basch before you get the rabbit to pop out. Once you do, Berserk it before it runs away or you will have to run around killing things and reapplying Decoy until you can find it again. Once it's Berserked, Blind it as well before killing it with Bio. Reequip Embroidered Tippetts on the party and clear the area of all foes (Blizzara for Coeurls, Aeroga for everything else). When the area is clear, Dark Skeletons will start spawning. Hit each one with a PD as soon as it pops up (don't set up PD gambits for more than one character, as they will all throw PD's on the same enemy more often than not). At 22+ chain Grave Lord will spawn in the center; toss a PD on it. At this point, leave for the Feywood to kill a Deadly Nightshade and a Mu on the way to Rafflesia. It is also recommended to remove party members temporarily while killing Dark Skeletons to even out their experience a bit and make managing a level 49 Zalera fight easier.

Once you reach the Giruvegan teleport crystal, return to Rabanastre to buy a Nihopalaoa and accept the Orthros, Ring Wyrm and White Mousse hunts, then continue as normal all the way to Shemhazai (use Penelo against Tyrant and Shem instead of Basch – she can underflow Tyrant and NihoRem Shem).

TP to Phon Coast, ask to join the Hunters Club and go kill Thalassinon. The turtle is weak to sleep and wind, so have your Niho user hit it with an Alarm Clock before reflecting Aeroga to kill it. Grab some more curatives if necessary before leaving.

It's about time to get some powerful things, including the Zodiac Spear, but first stop by the Mosphoran Highwaste to activate the Braegh hunt before teleporting to the Salikawood. To kill King Bomb go in with full health and a party of the Niho user and the casters (Faith on them?). Start with NihoRem along with Bio from both casters (Bio kills the small Bombs) before switching Basch in and reflecting Bio to finish it. Then run to just outside the Necrohol, Niho-Rem Braegh and hit it with Blizzaga until it dies (if it tries to invert the Niho user, and they are under Reflect, it will put itself conveniently near death to begin with). After it dies, buff up your main party (Protect, Shell, Vanish, Libra/Float), go get the spear, stopping by the Baknamy Merchant for three Magepower Shishaks and Maximillians (these help greatly in the run for the Zodiac Spear), and Telekinesis on the way. Note that in the second area there is a chest at the corner where you turn right just before entering where the Zodiac Spear is; that chest can contain a Defender (20% if it spawns, 10% overall), so if it's there, grab it (worth manipulating even, if low on gil). After getting the spear, return to the Salikawood crystal.

Go to Jahara next. Accept the Enkelados, Ixtab and Mindflayer hunts, buy Infuse if you haven't already and check your game timer. Killbug spawns in the Switchback if it's between 10 and 39 minutes. It takes about a minute to get to it, so if the time is in that range, go there right away and kill it (Aeroga) along with the nearby Mesmenir and do the ENKELADOS section. Otherwise either do the IXTAB section first, or if Killbug's timeframe just passed, do the next paragraph (Feral Retriever and Trickster) to kill time. Also note that the hunt rewards for Enkelados, Ixtab and Mindflayer are only worth collecting now if you are short on gil.

IXTAB: Teleport to Henne Mines and head towards Ixtab and Mindflayer via where you fought Tiamat. Doing Mindflayer first is recommended (Ixtab can Annul, even if it's unlikely), so head there. Kill any enemies that might follow you into the battle (make sure you get at least one Nightmare), Decoy Basch, Reflect the casters, then approach. Dispel with Basch then have the casters Berserk it. Once it's Berserking you can Blind it if you wish, but it isn't necessary because Bio finishes it off quickly. Head back to the switch room and reapply Decoy and Reflect before hitting the switch and heading to Ixtab. Flee up to Ixtab and start the battle by casting the -ara spell of your choice on any bats that have joined the fray before reflecting it on Ixtab. If at this point you have already completed the ENKELADOS section, TP to Rabanastre.

Otherwise, exit the mine normally, grab a chocobo and do the ENKELADOS section.

ENKELADOS: First off, check your timer. The goals here are first to spawn Killbug (if you haven't already, see above) and second to enter a specific area within the correct gameplay minute to find Hybrid Gator (any spell), which spawns in The Switchback from 0 through 14

minutes, Dagan Flats from 15 through 29, Field of Light Winds from 30 through 44 and the Greensnake from 45 through 59. Once you get to the target area, get off the chocobo and kill whichever enemy you went for; if it was Killbug (reflected Aeroga and Z-Spear), proceed to wherever Hybrid Gator is. Also bear in mind that in Dagan Flats or the Switchback are other enemies to kill: in the Switchback is a Mesmenir and in Dagan Flats a Zaghnaal and a Zu (Dagan Flats also puts the Mesmenir on the way to Enkelados) – otherwise they can wait until later. At this point check again for Killbug's spawn and kill it if the timer is in the range (if necessary) before heading to the Shred via the Greensnake and exit and enter the area a few times to (hopefully) spawn Bull Croc. If it isn't there try again until it shows up. Once it's there, take out any Wus along the way to it before putting up Reflect. Kill it with Blizzara, wait for Aeros to show up and do the same to it before finishing off any remaining Wus. Exit and reenter to take care of Enkelados, which is a pushover with Aeroga (Dispel first). This is the last point in the section to find Killbug, so check again if necessary. If somehow you still need to kill a little time, kill any of the remaining enemies in Ozmone that you haven't already (Zaghnaal, Zu, Mesmenir, Viper and Black Chocobo). Once Killbug and the previous list of enemies are all accounted for, head back to Jahara. If you already did the IXTAB section, move on, otherwise TP into Henne.

TP to Bur Omisace for the Feral Retriever hunt (Niho Alarm Clock, Bio – don't crit. casters), as well as Trickster. Take a chocobo there to save a little time. On the way back, if lucky, Trickster will be there, otherwise zone in and out until it shows up. Once it does, Reflect the casters, equip Mirror Mail and Immobilize Monid. Walk into the area and start reflecting Bio; Trickster should show itself quickly once you do. NihoRem it and toss potions on any casters not at full health with Basch. To be safe, once it hits half health, remove the casters and wait for it to wake up - which shouldn't take long - or just hit it and then Niho an Alarm Clock to put it back to sleep. Then bring the casters back in to finish it. (strat needs additional testing) Once it's down, collect the rewards and move on.

Bravery should now be unlocked at the Clan Provisioner in Rabanastre, so go there. Stop by the clan hall first for rewards and the Belito hunt, then go to the Bazaar for Bravery, Faith and Bubble (the spell, not the belt). Next, take a flight to Bhujerba to buy Syphon, then to Balfonheim (buy an Indigo Pendant). In Balfonheim, buy two Defenders, the three Elemental -aga spells and Curaja, make sure you have about 50 Eye Drops and other curatives as appropriate, Ally(negative status), Ally (HP%) and Foe (HP context) gambits, and get new hunts (accept Vyraal while in the bar), but don't get Reddas.

Zalera should be fought at level 49, so it's advisable to grind to level 48 before entering Barheim Passage. The best place is Overlooking Eternity in the Nabreus Deadlands, so TP to the Salikawood. Equip the Defenders and run to the Deadlands TC/Crystalbug, with a quick stop to talk to the Nu Mou by the blue Save Crystal. Get some more Gambit slots for Vaan and Ashe and Libra for at least one of them on the LB. Also get them as many of the following augments as possible (in order of importance): Martyr, Inquisitor, Remedy Lores (especially 1), Focus, Adrenaline. Switch Basch's Self: Smelling Salts gambit to Ally Any: Phoenix Down for later, and set up the following gambits on the others: Ally Any: PD, Ally Any: Eye Drops, Self: Libra (only

on one), Ally HP >50% Curaja, Ally Any: Haste, Ally Any: Bubble, Ally Basch:Berserk (on the one that didn't get Libra), and Foe Lowest HP: Attack (give this one to Basch, too); optionally, add a Bravery gambit, though I'm unsure if this actually makes things faster for the grind. Manually cast Bravery and Shell on everyone, then turn on Gambits, let the rest of the buffs be applied and activate the Crystalbug. Once it's down, switch to Embroidered Toppets, save if you want, and take the hidden path to Overlooking Eternity. Start killing Dead Bones in The Fog Motters (also kill the zombies in the swamp area there), and alternate between Vaan and Ashe having their Curaja gambit active as appropriate to conserve MP. Use Syphon on Basch or Charge if needed to replenish MP. Grind to level 48 (or close to), disable Bubble gambits (and Bravery, if used), switch to Golden Amulets and return to the crystal. Note that other than Dark Crystals (meh) and Eye Drops, you are all but guaranteed to not max out anything you can sell from grinding at Overlooking Eternity; and that's including all later grinding.

Now within reasonable distance of level 49, it's time for Barheim. TP to the Estersand and accept the Bloodwing hunt, then enter Barheim and run to the teleport crystal there to activate it for later. Ithuno and Minibug are rare games that appear in nearby areas 20% of the time. Use the zoning trick to help make sure Ithuno spawns in the left area as you go deeper, and once it does kill it – also grab the chests in the area and kill other enemies for XP, LP and the bestiary. Stealing a Deathbringer is entirely optional, but if you do, note that Zalera is immune to all damage from it. On the other path, it's much easier to tell if Minibug has spawned because if it has, there will be a red enemy dot on the minimap in the dead end to your right as you enter. Once Minibug has spawned, use a Float Mote to avoid the traps on the way and kill it, along with the other mimics near it. The last rare game before Bloodwing and Zalera is Ishteen, and it can spawn in either the same area as Minibug, or the next area, the Zeviah Span. The latter area is longer, and Ishteen's spawn is a random chance based on time elapsed (100% at nearly 6 minutes... ugh), so once there go ahead and explore the area, killing everything and looting all the chests until it spawns. If you're lucky it will show up sometime before you hit the end of the Zeviah Span, but if not, wait near the zone boundary until it does so you can kill it. In the next area, use Embroidered Toppets until you hit level 49, except for when fighting Bloodwing, when you should use Golden Amulets. Go around fighting things and getting chests in the next area to make sure you hit level 49 before Zalera. Midway through the area, Bloodwing will show up. If you're careful about your pace, there's a good chance you'll fight it alone. Regardless, when it shows up, manually Reflect everyone (leave Maximillian on Basch), switch the casters to Glacial Staves and reflect manually casted Blizzagas to make Mordecai sad... er, kill the mark. Afterward, re-equip Defenders, switch to Embroidered Toppets if necessary and continue killing things and grabbing chests on the way to the save crystal in the next area, making sure that you are level 49 and have a buffer of at least 15,000 experience until level 50.

Before touching the save crystal and saving, make sure Vaan and Ashe have at least Remedy Lore 1, give them more Gambit licenses, and add Ally Any: Smelling Salts and Remedy (or Esuna if you're low on Remedies) gambits after their Eye Drops gambits. Manually cast Shell, Bravery and Bubble on everyone (let the gambits handle any other buffs) and hit the crystal. Continue into the Zalera fight. Ideally Basch will focus on Zalera and remain alive the whole

fight; the others (who can't damage Zalera in its defensive stance) will keep buffs up and kill the Dead Bones that show up and maybe even contribute a little damage on the big guy. Zalera is likely to KO at least one character with Kill, so switch leaders as necessary; gambits should keep the fight going, but how many PD's you end up using is essentially luck. The only status effects Zalera can hit you with are also handled by the gambits.

After Zalera goes down, turn off the Remedy/Esuna gambits, because otherwise you'll be wasting a bunch of them (or time, with Esuna) in the next few fights. Orthros and White Mousse are both on the way back out through Garamsythe Waterway. Both are vulnerable to Sleep and Fire magick, if you want a safe fight, but it's faster to leave your gambits as they are, recast Shell before Orthros and just beat them down. Orthros shows up in the room where you fought the Flans if you have an all-girl party (a great opportunity to NihoRem for Disease and Blind before switching back to the main party – enter the fight with gambits off so you can switch while Orthros is asleep from the Remedy), and White Mousse drops in at the very beginning of the next area. On the way out, kill a Garchimacera and a Ghost if you didn't on your first trip. Once out in Lowtown, make sure you wait for the Contrite Thief to spawn so you can claim your reward (Horakhty's Flame and the Blackened Fragment you get immediately after are both vital – do NOT sell Horakhty's Flame). Head to Dalan's place to speak with the old man and the Nu Mou to start the amulet fragment sidequest, then head down the alley to the east and talk to Filo before exiting to Southgate.

Now what to do? Finishing the amulet fragment sidequest and clearing out Garamsythe are of course priorities, but there are other things best gotten out of the way now, and a couple of them are dependent on the game timer.

- This is an excellent time to finish off the Giza Plains, especially because you're right there and can see whether it's the rains or the dry. Note that the rains and dry last for an hour and two hours respectively, and their cycle starts when you beat Tiamat, so if you noted the game time of your Tiamat kill, your planning should be easier. The seeq near the teleport crystal also offers imprecise hints as to the weather in Giza. Ideally you should do the Rains first, not only because it doesn't last as long, but also because you have to turn in the Gil Snapper hunt for an essential item during the Dry.
- In order to spawn the rare game Cultsworn Lich in the Tomb of Raithwall you need to leave an enemy alive temporarily, and another that requires a chain; Reddas would need to be KOed or he'd ruin your strategy for either of them. There also happens to be another rare mob on the opposite side of the tomb, Zombie Lord, which only spawns when the minutes on the game timer are between zero and 29.

Begin Open-Ended Section

Because the order of these tasks is fluid, the next few paragraphs can be done in almost any order.

Giza Plains (Rains): Welcome to a deluge of RNG... Head to Crystal Glade, which is the small area in the south, by going clockwise. You will pass a withered tree in Gizas North Bank, and a turtle nearby; the turtle is unique, so whack them both. Storm Elementals are common as well, and you'll want to kill them. Also, there is a chance that Rain Dancer will spawn in Gizas South Bank, so on your way through check out all the areas by the water and hopefully you can add it to your bestiary right away (you'll probably one-shot it). Accept the Gil Snapper hunt, whack the withered tree (it should be the last one), head over to the driftwood bridge you've made, examine it and cross it. Bansat will let you know when the turtle finally decides to appear, so zone in and out until he stops you to say it's there. If you try Reflect strats, you'll have to take out or immobilize Bansat and heal your casters at some point because of the turtle's damage reflect, but it's faster to just bash it. Cast Shell, Haste and Bravery on everyone and Berserk on the Zodiac Spear user, dispel and NihoRem (without Disease, it gets really tough at low health) Gil Snapper and go to work. Be ready to toss a Remedy or two if it disables somebody (if it hits your whole party, curse the RNG and flee around until it wears off – or just far enough for somebody from the backup party to heal it). Kill another of the turtles in the area, then head back to Crystal Glade to get the note telling you to get your reward during the Dry and continue on through Starfall Field to Toam Hills. In order to spawn the Mardu Entite in Toam Hills, the weather must be heavy rain; in other words not just rain, but thunder all over the background, which is annoyingly uncommon. Zone in and out until you get the right weather. Once you do, buff up with Shell and Bubble in addition to Haste and head through the area. Unless you missed out on Rain Dancer earlier, the Entite is the only enemy you'll have to kill in the area (unless you somehow managed to NOT kill a Gigantoad by now, either here or in Garamsythe earlier). If you somehow got unlucky enough that Rain Dancer hasn't shown up, you can also check for it in Warrior's Wash to the north. Once all this is done, head back to Rabanastre. There's a very good chance that when you look back at the plains it will be the Dry.

Giza Plains (Dry): Not much to do here. Head to Nomad Village to turn in Gil Snapper (you did do the Rains section first, right?) to get the Phobos Glaze, which is necessary for the Canopic Jar. Now head to Starfall Field in the southwest, kill the Werewolves and check just east of them to see if Nazarnir spawned. If it didn't, zone between Starfall Field and Crystal Glade until it does. Once it does, beat it down and run back to Rabanastre. This is also a good time to grab the guaranteed 50,000 gil chest in Gizas South Bank if you have a Diamond Armlet (rng pos: ?).

Raithwall's Tomb: If you don't teleport in at a time perfectly conducive to spawning Zombie Lord, you can kill some time by killing the other two rares left in the tomb, not to mention the first Demon Wall, assuming you didn't kill it the first time (just whack it). Zombie Lord is in Northfall Passage, which you should enter from the lower entrance. It can spawn in one of several locations, so head through the area until you see it, making sure to kill at least one Zombie Mage along the way. Once it shows up it should go down fast; the worst it can do is Cloying Breath. In the central area (Royal Passage), you will want to do two things: chain bats to spawn Barmuu, and kill a Tallow at a time that doesn't interfere with your chaining (just before you enter or just after you exit either Northfall or Southfall Passage is probably ideal). I recommend

turning gambits off (at least the attacking ones) so you can be sure that you kill only what you want to kill. Barmuu doesn't even have 10,000 health, so you can probably guess how much of a fight it puts up... Finally, in Southfall Passage, run through killing at least one Skull Warrior, Lesser Chimera and Ragoh, but be ready! As soon as a Lich appears (it's the only ghosly enemy in the area, fortunately) quickly go into your menu, turn off gambits and equip swap so that you don't immediately kill it. Use normal attacks with elemental staves to reduce it to under half health (not the Sword of Kings because it can combo) and flee as soon as the blow lands so that you don't automatically keep hitting it. Hopefully it will Divide right away, but sometimes it will take some time. The new Lich has a 20% chance of being Cultsworn Lich. Either way, turn on your gambits and kill them both, because the first Lich only divides once, and the second one never will. Fortunately there are several different Liches in the area. Keep trying until you get it, resetting the area if necessary (the teleportation pedestals can speed this process up significantly). Once you're done with everything, use the central pedestal in Royal Passage to get back to the Teleport Crystal faster.

Nalbina: Head through the town accepting hunts and turning in Atomos; buy Charge as well, if you didn't get it earlier. Jajim Bazaar has Burrogh (Atomos) and Popol (Deathscythe), West Ward has Morgen (Roblon) and Barrong (Goliath) and Zammadria in the Aerodrome gives you your first Rank VII hunt (Carrot). Depending on how you arrived, either Teleport to your next destination or fly to either Rabanastre or Bhujerba.

Bhujerba: Run straight to the Staras Residence to accept the Antlion hunt and get the first key to head deeper into the mines. This is your last good chance to spawn and kill Aerieel, so if you haven't killed it yet, do so on your way through Oltam Span. Also make sure you kill a Skull Defender, either along with Aerieel or heading north along Shunia Twinspan's eastern bridge (so far the only one you have access to). There are three enemies you will want to be sure to kill on the way to Antlion. Headlesses and Dullahans will be plentiful along the way and go down fast. Gazer, however is far more annoying. To spawn it, you must spend seven (ugh...) minutes in Site 2, Site 3 or Shunia Twinspan. Site 2 has the most stuff to do, so farm some LP as you run through it the first time and stop just shy of the zone line to Site 3. And wait. Once Gazer finally shows, head to Antlion, killing enemies along the way, and ignoring the two gates you can open because you will never need them. You can touch the Teleport Crystal and save if you wish to be safe. Antlion shouldn't start cannibalizing the Killer Mantises around it until it notices you, so take the opportunity to buff up before heading in (Haste, Bubble, Berserk on the Z-Spear user, maybe even Protect and Shell if you want to be extra safe). Equip the two Defender wielders with Cherry Staves at the start of the fight and have them cast Aeroga so as to take out as many of the Mantises as possible (Battle Mode: Wait can be helpful here). Chances are at most one will be left, which is fine. Then switch them back to Defenders and let your gambits finish the fight, which shouldn't last long. After the scene with the kids, head back to the Teleport Crystal and TP to your next destination.

Rabanastre: Moogling to Westgate if you aren't there already. Since we're going to be running around Rabanastre anyway, we may as well get the Windvane sidequest started as well, so talk

to Rimzat in addition to getting the Sluice Gate Key from Sorbet. Next, head into the Southern Plaza and speak with Cotze and the Curious Woman, take the nearest Moogling to Bazaar and speak to a specific Merchant (a Bangaa just past the Clan Provisioner on your right). If you still need to buy spells, Gysahl Greens or something from the Provisioner, do so, but only buy a Bubble Belt if you have a significant amount of cash (100,000+ should be safe). Moogling to the Sandsea next and head into Yugri's Magicks to speak to the Sotted Imperial (and buy spells, if you wish) before heading into Lowtown. If you want the note for the sluice puzzle you can stop by the home to grab it, but it isn't necessary. Near the home, however, you should speak to both Northon (he's squatting just south of Milha) and Kytes. At this point you should either head into Garamsythe to finish it or talk to Filo again and get the Grimy Fragment from the Sotted Imperial in Yugri's magicks before teleporting or flying to your next destination.

Garamsythe: Make note of the time you enter, because in order to spawn the Drowned rare mob in a bit, you will need to spend at least five minutes in the area before it will spawn, and it's best to kill it before you kill Cuchulainn because of its spawn mechanics. Start by hitting the No.3 Waterway Control and heading into No. 10 Channel's lower area to wait in the westernmost bit until Gavial shows up (make sure you have Bubble up to prevent disease). You can take advantage of the few seconds' wait to reflect your party and use your support characters to reflect a non-wind magic of your choice, but doing so is not worth it unless you also turn off their Curaja gambits and use items. Bashing it is easy enough anyway, though unfortunately there is no way around the fact that its defense goes up at low health. Go from there into No. 3 Cloaca Spur (but not by the northeasternmost way) and head towards the in the south of the area, killing any Gespensts along the way so that your whole party doesn't end up afflicted with Doom. Once you've flipped the switch, return to Central Waterway Control and open gates no. 10 and 3. Next up, to kill more time, is the puzzle for the fragment: hit (in order) 11, 4, 11, 3 and 4. After the fragment drops down, open gate 3, close gates 4 and 11 again, collect the fragment, and head into No. 4 Cloaca Spur. Hit the switch here, clear the area of all foes and chests because you'll probably do so before Drowned spawns anyway. Since you should have already spent at least 5 minutes in Garamsythe before entering the area, you won't have to wait more than three minutes for Drowned to spawn. Once it does, whack it down and return to Central yet again to open gate 11 and close 3. And finally it's time to bag the esper... Have gambits active for Haste, Bubble and Shell, Berserk your Zodiac Spear user, reactivate your Remedy/Esuna gambit (an Antidote gambit can save Remedies if you don't use Esuna) and make sure both support characters have their Curaja gambits active (ideally you should set one to a lower HP threshold than the other). Open the fight with Dispel and let your gambits do the work. Try to keep an eye on when you have both support characters healing but don't need it and queue up an attack with the one in the lead when this happens. The Foobars shouldn't cause too much trouble, and Cuchulainn will likely be more of an annoyance than a threat with this gambit setup. Once it's down, you never have to come back here again!

Rabanastre Continued: If you just exited Garamsythe Waterway, talk to Filo again (otherwise you already did so) and get the Grimy Fragment from the Sotted Imperial in Yugri's Magicks. Once you have it, return to Dalan's and give the fragments to the Nu Mou.

End Open-Ended Section

Once all the above is done, Teleport to Balfonheim to finally get Reddas. While there, restock on curatives, buy some more precise gambits as desired (specifics?), an Opal Ring, and perhaps get some of the more advanced magicks available. You may as well also sell the Phobos Glaze, Deimos Clay and Horakhty's Flame to unlock the Canopic Jar in the Bazaar; just make sure you sell all three at the same time, of course.

Teleport to Phon Coast to get new hunts, the Site 11 key and buy Cleanse and Ruby Rings. (Caima Hills for Archaeosaur, Silver Lobo; Vaddu Strand for Pyrolisk and Mandragora, then kill all Piranhas in area; gysahl greens chocobo in Caima Hills, take chocobo path to Pora Pora Sands, kill all Piranhas in Reseta Strand to get to 10, go to Mauleia Strand; run to southwest of area for Apsara and Iguion, check for Bangaa Pirate; zone between Mauleia and Cape Tialan to spawn Skullash [and Bangaa Pirates if needed], kill and return to Hunters' Camp via Hakawea Shore)

Lhusu finish

Archades pt. 2 (may be moved): TP to Archades and immediately take the taxi to Nilbasse. Pop in the weapons shop to accept the Darksteel hunt and get the final two chops in the area from Senior Researcher/Failed Researcher and either Worried Husband/Materialistic Woman or Athletic Woman/Avid Reader, then head north to Molberry. Start with Ardent Woman/Ardent Man (near magick shop/near mummer), then head into the technick shop to accept the Overlord hunt and buy Stamp and Shades of Black. Finish the Molberry chops with Would-be Judge/Judge's Wife and stop by the magic shop to talk to the Nu Mou and buy all remaining available spells, then head east to Trant. On the way to Old Archades, get the chop from Boutiquere/Moneyed Gentleman (dead ahead/right of path to OA). Accept the Lindwyrn fight from Fermon and get the medallion from the rich dude and his poor love, then return to Trant. Start with the Music Appreciator/Lutenist chop (near Moneyed Gentleman/near southern exit to Molberry), and continue with Smitten Man/Smitten Woman (nearby/SE), Historian/Perceptive Man (a bit N/by Lutenist) and finally Farce-Goer/Girl on an Errand (up stairs/SE), then head to the last area: Rienna. There, the order is: Tarot Reader/Happy Novelist (both nearby), Lucky Man/Romantic Lady (nearby/a bit SE), Greenseller/Vegetable Seller (E/along the lane to the west), Good Brother/Waiting Woman (nearby/back towards aerodrome), Tour Leader/Bhujerban Lady (nearby/a touch W), Lazy Profiteer/Researcher's Wife (nearby/far W) and finally Philosopher of Cuisine/Dangerous Chef (nearby/near E exit to Trant). Head through Trant to the magick shop in Molberry, grabbing the final chop from Builder/Artisan Architect along the way. Talk to the nu mou again, then head to Tsenoble and visit the two areas up the elevator before teleporting to the next destination.

Saving this in case I want to use some of what I wrote: [Nabreus Deadlands: For the Main party, the it's the same as the last time, except that now you can manually Syphon MP off Basch

rather than going into the menu to switch healing gambits from one support character to the other if the healer runs low on MP. Because of this, now is a good time to steal Golden Skullcaps, should you be so inclined. By setting up a gambit on the party leader to steal from the nearest enemy and manipulating their position, you can steal quite efficiently, and even without Thieves' Cuffs (you want Tippetts on, obviously) should only take 2-3 trips to get 3 Golden Skullcaps. Stealing slows down the grind a little bit, of course, but not all that much; plus you'll steal a fair number of Blood-darkened Bones, which fetch a good price. Grind them until level (TBD). For the backup party, you should give Balthier the Zodiac Spear because you'll need the highest level reserve's MP for healing and buffs. Get all three the licenses for Embroidered Tippetts, Heavy Armor 9, their weapons, three mist charges, Protect, Shell, Bravery, Haste, Berserk and Bubble, plus Curaja and Syphon for Fran and the other. Then go nuts on augments, getting Channelings, HP buffs, Battle Lores, MP replenishers, Adrenaline/Focus/Last Stand, Swiftesses, Spellbound, Magick Lores (Balthier can skip these), Libra for one of them, and all the gambit slots you can get. Then set up Ally: Any gambits for PD's, Haste, Bubble, Protect, Shell, and Bravery, Ally: Balthier Berserk, Ally HP<x%: Curaja (just after PD's, and not on Balthier) and finally Foe: Lowest HP: Attack. Then let them buff up, touch the crystal again to restore MP and get grinding. Syphon will be downright necessary until Fran and Balthier hit level 20 or so, at which point you can also turn off the Protect and Shell gambits if you wish. The backup party should hit an average level of (TBD). Finally, before you leave, make sure to bring in your main party in The Fog Mutters and drop one of them below 20% to spawn Velelu. It shouldn't pose much trouble, but as with all rares it's best to switch everyone to Golden Amulets before you finish it. (edit in nu mou stuff and rares in salikawood)]

Notes for stuff I haven't written up yet

Time-based rares (Split Infinity FAQ#/Gamefaqs rare map#):

31/16. Biding Mantis: Golmore Jungle (The Needlebrake) 30-59

47/24. Juggernaut: The Feywood (White Magick's Embrace) 0-10

53/27. Grey Molter: Mosphoran Highwaste (Empyrean Way) 10-20

60/70. Zombie Lord: The Tomb of Raithwall (Northfall Passage) 0-29