

# Giant Boss Budget Guide

(Written by Deoxys)



The purpose of this guide is to provide the necessary information to begin farming the Giant Bosses while keeping in mind the potential constraints that players may have. This will be accomplished by explaining the bare minimums that can be expected of a team that will defeat each given boss on PRO (the optimal stage for farming materials/equipment/keys) either in single-player or multiplayer, and how to reach the point of optimal farming as soon as possible. This guide assumes you fall into one of two groups: players who have only farmed their Rayas up to 80 luck and have gotten a max enhanced LB0 of both 'Brilliant Blade 'Regracia' and 'Sacred Crown 'Raaz'', and players who have farmed Nier to MLB and Edram to 120 luck alongside some equipment (fully enhanced) that they can utilize. This guide will also detail which bosses can't be completed with just the mentioned units while also describing the qualities that must be present in a non-featured unit (a 'carry' unit) for the run to be successful.

For players who are looking for more solo-oriented farming, you can get away with a free team of Rayas/Edram/Nier/Fen (who is free if you use your Ultimate Hero of Choice ticket on him) and all free equipment (except Divine Green Staff 'Keion', which can be free from the 4\* equipment ticket you get on Day 1) and this team will clear every PRO boss (except for Gordola, see below). Here is an example team with easy to obtain free equipment that's not bad on each of the units (Ignore the crests, they're not relevant). You can upgrade Rayas/Edram to a better damage-dealer if you have them and Nier to a different healer, but make sure to keep one 120 luck unit on the team for the extra drops.





**Notes:** Boss is shrouded in shadows when you first encounter him and is immune to damage while this is up; it is removed when he is broken. He curses units and his arts will reduce any currently cursed unit's HP to 1.

**Strategy:** Easy Boss, almost any team of decent equipments will defeat him reliably. Status prevention and removal can keep the boss's arts from being too threatening.

**PRO Farming options:**

| Unit                                                                                | Notes                                                                                                                                                                                                                                                   |
|-------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|    | Any 4 luck team composition wanting to be full auto will appreciate having a Nier on the team, as it makes the run safer. Focus on Damage with Nier's equips in this case.                                                                              |
|   | Edram's quick charging Arts, 5* defense slot and 4* support slot make him the best pick for this fight. Sacred Crown 'Raaz' can help your team avoid being cursed, or if the team is mostly light units End Circuit 'Judgement' can be used to cure it. |
|  | This boss is very easy, any luck unit with levelled equipments will have little to no trouble with Oldeus. Rayas with the basic setup will have no issue filling any holes if necessary.                                                                |

**Carry Options:** N/A

**Team Layout:**

|           |           |           |           |
|-----------|-----------|-----------|-----------|
| L         | L         | L         | L         |
| Luck Unit | Luck Unit | Luck Unit | Luck Unit |



**Notes:** Boss will switch between Light and Dark element throughout the fight. At certain points, the boss will put up a shield that has to be taken down before she takes any notable damage; both herself and the shield are extra vulnerable to critical hits

**Strategy:** Easy Boss, just have a form of sustaining if your equipments/units aren't able to pump out the damage faster than she dishes it out. The gacha items 'Magitome 'Log Vida" and 'Terra Conjunction' are MVPs in this fight

**PRO Farming options:**

| Unit                                                                                | Notes                                                                                                                                                                                                                                                                                |
|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|   | While this boss is easy, if there's no critical hit buffing equipment on the team then a source of healing will be needed to outlast the boss. Nier with levelled equipment can provide enough healing, allowing for a 4 luck team composition to still function.                    |
|  | Innate Arts generation aside, Edram works well specifically in this fight due to his 4* support slot, allowing the use of the critical hit chance buffing items for the team. Even without them, he deals consistent damage and even hits for elemental advantage half of the fight. |
|  | As long as a critical hit chance item or a Nier is on the team, any luck unit can fill the remaining slots. This includes Rayas with the basic setup.                                                                                                                                |

**Carry Options:** N/A

**Team Layout:**

|                                                                                     |           |           |           |
|-------------------------------------------------------------------------------------|-----------|-----------|-----------|
|  | L         | L         | L         |
| Crit Item Holder/Nier                                                               | Luck Unit | Luck Unit | Luck Unit |



**Notes:** He is one of the easiest giant bosses, with a very slow charge on his arts and only a short duration burn/faint on his attacks. His damage is very low, and is vulnerable to freeze.

**Strategy:** Literally any combination of 4 units will work, though if your damage is lacking you may wish for a healing item on the team just to make full auto easier.

**PRO Farming options:**

| Unit                                                                                | Notes                                                                                                                                                                                                                              |
|-------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|    | If Nier is on the team, this fight is free. Even without any team support, she'll get her arts often enough to outheal everything he throws at you.                                                                                |
|   | Any unit with a lick of damage behind their attacks will make most healing irrelevant for this fight, with Edram being the best choice for the fight.                                                                              |
|  | This boss is easy enough that a team of 4 Rayas with simple gear can clear, though if you do run only them you'll want to make sure they have a levelled healing item on them as they can't kill the boss faster than he can arts. |

**Carry Options:** N/A

**Team Layout:**

|                                                                                     |                                                                                     |                                                                                      |                                                                                       |
|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
|  |  |  |  |
| Luck Unit                                                                           | Luck Unit                                                                           | Luck Unit                                                                            | Luck Unit                                                                             |



**Notes:** Boss will temporarily become immune to physical damage at certain intervals of the fight, requiring the boss to be broken to be vulnerable to physical damage again. Can paralyze with arts and can deal decent damage if not healed or mitigated.

**Strategy:** Very easy boss, can be cleared with any combination of 4 luck units given some form of healing (equipment or arts) is on the team. The more Magic damage, the faster the run will go.

**PRO Farming options:**

| Unit                                                                                | Notes                                                                                                                                                                                               |
|-------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|   | Besides being a source of healing for the fight, Nier has a Magic equipment slot and her arts is Magic damage; this makes her a very strong choice for the fight in terms of speed and consistency. |
|  | Edram shines in this fight with his innate arts generation and Magic-based arts damage. A team of 4 Edram would easily clear and likely be the fastest method of clearing with 4 luck units.        |
|  | The fight is super easy; any luck unit can fill empty slots and still succeed. When in doubt, Rayas with basic equipment works just as well in this fight.                                          |

**Carry Options:** N/A

**Team Layout:**

|                                                                                     |                                                                                     |                                                                                      |                                                                                       |
|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
|  |  |  |  |
| Luck Unit                                                                           | Luck Unit                                                                           | Luck Unit                                                                            | Luck Unit                                                                             |



**Notes:** The boss is immune to status conditions, and will burn/blind your units with Shadow Lightning roughly every second arts he uses. Doesn't hit very hard, but the status can be annoying and racks up damage quickly. Can be Fainted.

**Strategy:** Very easy boss, can be cleared with any combination of 4 luck units given sufficient damage is dealt quickly or status is properly managed.

**PRO Farming options:**

| Unit                                                                                | Notes                                                                                                                                                                                                                                                                                                       |
|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|    | While survivability isn't as needed in this fight, never hurts to have that insurance for a full auto experience barring 4x Edram. Nier will want to bring a status-cleansing item like Force Keratos in her healing slot to manage with the burn/poison in case a Raaz doesn't activate at the right time. |
|   | The boss doesn't need a large emphasis on survival to take on reliably, so you can fit in as many DPS as you want realistically. Edram sits at the top choice especially as the boss is dark element and Edram can Raaz to protect against the burn/blind.                                                  |
|  | Rayas works in this fight if you haven't gotten around to farming the other luck units, and a team of 3 Rayas + any form of healing works as long as status is managed.                                                                                                                                     |

**Carry Options:** N/A

**Team Layout:**

|           |           |           |           |
|-----------|-----------|-----------|-----------|
| L         | L         | L         | L         |
| Luck Unit | Luck Unit | Luck Unit | Luck Unit |



**Notes:** This boss is relatively harmless, only having one non-arts attack that is dangerous: he will burrow into the ground and then strike from below, inflicting poison/disease on your units and granting himself a Heal over time buff. This recovery buff will halt while the boss is burned.

**Strategy:** As long as a status cleanse/cure is used for the digging attack, any combination of 4 luck units will easily clear this boss. Like before, the more survival is slotted into the team the safer it can be run on auto.

**PRO Farming options:**

| Unit                                                                                | Notes                                                                                                                                                                                                                                                                                     |
|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|   | Force Keratos or Prayer Wine Soma in the healing slot means that Nier can solo cleanse poison and solo-survival this boss. Disease is still a problem, but it's only inflicted once and if the poison's managed won't cause too many problems.                                            |
|  | Any consistent damage-dealing luck unit will work in this slot, as long as they can keep the DPS higher than the boss's auto heal or inflict burn every now and then. Edram/Vicious are probably the better of the DPS units, having a 5* Def slot to hold Raaz for the burrowing attack. |
|  | Even if you only have Rayas for this fight, he can still be useful with Raaz for the burrow attack and his arts buffing the damage of his teammates. Even Nier+3 Rayas works in a pinch.                                                                                                  |

**Carry Options:** N/A

**Team Layout:**

|           |           |           |           |
|-----------|-----------|-----------|-----------|
| L         | L         | L         | L         |
| Luck Unit | Luck Unit | Luck Unit | Luck Unit |



**Notes:** The boss starts off typeless and accrues damage from your units. After a certain time, it will become the element that dealt the most damage to it and become immune to that element as long as he is said element. It will lose his element (and immunity) when broken, repeating the process when the break bar recovers. When it dies, it will do a desperation attack and heavily hit your team before finally dying.

**Strategy:** Varying your team's elements will be necessary to ensure you can continue to damage the boss without having to break the boss. Having a healer helps keep your units near max HP throughout the fight, the only time he does a lot of damage is the death nuke. If everyone isn't over 6-7k HP, you'll need to use a defense equipment to mitigate the damage.

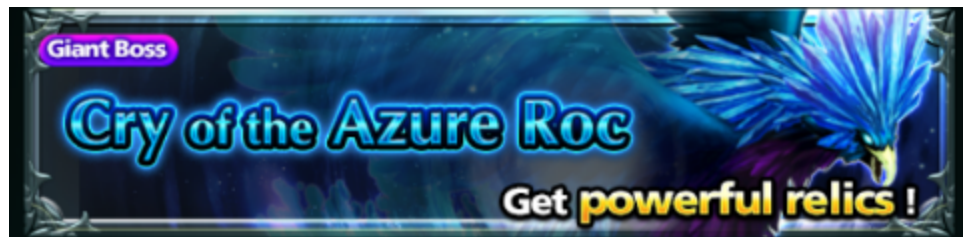
**PRO Farming options:**

| Unit                                                                                | Notes                                                                                                                                                                                                                                                                                                                                                |
|-------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|  | The best luck unit at keeping your health high, also takes advantage of Edram/Rayas being the main luck units you'll see against Machina Core and continues to hit as Dark element.                                                                                                                                                                  |
|  | Once the final nuke is taken care of in the team (enough healing or cheese), fill the rest of the slots with DPS of varying elements (if possible). Edram/Vicious/Ganan/Grad are all amazing choices for this fight. IF you can't provide a different element, still bring the DPS unit over a bad unit as you can just burst him down during break. |
|  | Basic Rayas works, but will be a bit worse due to sharing an element with Edram. The defensive equipment will help with the final nuke survival and the heal slot will keep units topped off, so Rayas isn't useless even with a team of Edram.                                                                                                      |

**Carry Options:** N/A

**Team Layout:**

|                                                                                     |           |           |           |
|-------------------------------------------------------------------------------------|-----------|-----------|-----------|
|  | L         | L         | L         |
| Healer/Nier                                                                         | Luck Unit | Luck Unit | Luck Unit |



**Notes:** This boss attacks without anything extra for the most part, with a random freeze here and there. After a certain time has passed, he'll enter Storm mode like the other Bird Giant Bosses (Auto Regen, Evasion Boost, loses it when broken), and his arts freezes your team and hits hard (likely a OHKO if you get frozen). He's vulnerable to fainting and paralysis.

**Strategy:** The main things the team needs to win is to be able to survive his arts; this can be done by having a healer on the team preventing freeze when he arts. This can be achieved by either using a correct defense equip (Raaz) right as he gets his arts, or using a unit who can prevent freeze (Feena).

**PRO Farming options:**

| Unit                                                                                | Notes                                                                                                                                                                                                                                                            |
|-------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|   | As this boss is relatively difficult without a healer, Nier shines as a luck option. Stick with running the best gear you can on her; focusing on freeze removal isn't practical as the only time it matters you'll likely be OHKO'd anyways.                    |
|  | Edram is both a blessing and a curse in this fight: he has a high paralysis rate and can carry Raaz for blocking the freeze, but he takes extra damage from water enemies. With enough Edrams and manuailling his Defensive equipment, it shouldn't be an issue. |
|  | Rayas can work for this fight if you haven't farmed anyone else yet. Rayas's job will be to prevent the freeze on his arts (using Raaz) and dealing damage throughout the fight.                                                                                 |

**Carry Options:**

|                                                                                     |                                                                                     |                                                                                     |                                                                                      |                                                                                       |
|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
|  |  |  |  |  |
| Healer/Def Slot                                                                     | Paralysis Unit                                                                      | Arts Gen/Healer                                                                     | Faint Unit                                                                           | Breaker                                                                               |

**Team Layout:**

|           |           |           |           |
|-----------|-----------|-----------|-----------|
| L         | L         | L         | L         |
| Luck Unit | Luck Unit | Luck Unit | Luck Unit |



**Notes:** Boss paralyzes often on arts, guarantees critical hit when target is paralyzed. Like all bird Giant Bosses, puts up a Storm status effect that increases evasion and gradually restores HP; this is removed when the boss is broken. Immune to Paralysis/Freeze, vulnerable to Faint.

**Strategy:** Heavy damage the boss while trying to break. If status immunity isn't used, defensive equipments or Fainting may need to be used to defend against his arts.

**PRO farming budget options:**

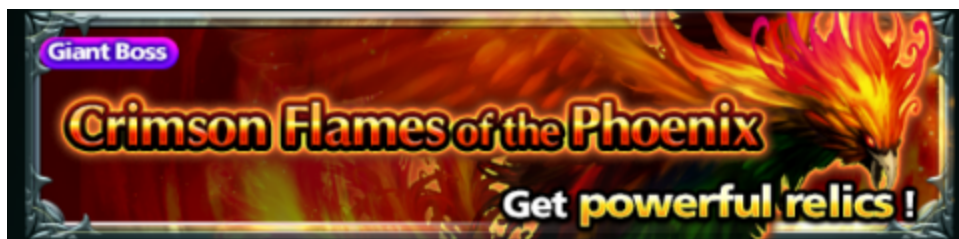
| Unit                                                                                | Notes                                                                                                                                                                                                                                             |
|-------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|    | If the carry unit isn't a healing unit, then a Nier may be necessary to avoid untimely deaths. Most equipment will work with her, with the Dark Relic being particularly useful to avoid random KOs                                               |
|   | While Edram can't pull off his normal paralysis shenanigans, he still boasts a fast arts charge and good slots for tackling the boss. If a Status Negating carry isn't used, you may need to manual 'Raaz' to prevent being one shot by his arts. |
|  | Rayas takes on his normal role of 5* Def slot holder and basic damage while facing this boss, though like Edram may need to manual his defense equipment to ensure survival against his arts.                                                     |

**Carry Options:**

|                                                                                     |                                                                                     |                                                                                     |                                                                                      |                                                                                       |
|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
|  |  |  |  |  |
| Status Negate                                                                       | Breaker                                                                             | Healer/Arts Gen                                                                     | Faint Unit                                                                           | Reliable Fire DPS                                                                     |

**Team Layout:**

|                                                                                     |                                                                                     |           |           |
|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-----------|-----------|
|  |  | L         | L         |
| Carry Unit                                                                          | Healer/Nier                                                                         | Luck Unit | Luck Unit |



**Notes:** Being one of the bird Giant Bosses, this guy hits hard and fast. He will burn your units and himself with his attacks, regenerating his health while burning and hitting your units harder. He has the same storm attack as the other birds, increasing evasion and healing himself until he's broken. Vulnerable to freeze, paralysis, and faint.

**Strategy:** A reliable team is needed for this fight, one consisting of healing, consistent damage, and either Freeze/Faint/Paralyze to stop his arts or stacking defensive equipments to survive his arts.

**PRO Farming options:**

| Unit                                                                                | Notes                                                                                                                                                                                                                                       |
|-------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|   | Nier is your best option for healing if you want to try and squeeze as much luck on the team as you can. Either two healers will be necessary, or a healer and an Arts Generator will be needed.                                            |
|  | Edram is an ideal choice for damage against this boss, due to the boss's vulnerability to Paralysis, Edram's innate arts gen, and the 5* Def slot just case you fail to paralyze on his arts.<br>Other good damage luck units include Quon, |
|  | If you only have Rayas, you will need to make sure the rest of the team is properly geared to handle the boss, which may require a non-luck carry unit to clear safely.                                                                     |

**Carry Options:**

|                                                                                     |                                                                                     |                                                                                     |                                                                                      |                                                                                       |
|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
|  |  |  |  |  |
| Healer/Def Slot                                                                     | Freeze Unit                                                                         | Arts Gen/Healer                                                                     | Faint Unit                                                                           | Breaker                                                                               |

**Team Layout:**

|                                                                                     |           |           |           |
|-------------------------------------------------------------------------------------|-----------|-----------|-----------|
|  | L         | L         | L         |
| Carry Unit                                                                          | Luck Unit | Luck Unit | Luck Unit |



**Notes:** Has a chance of freezing on regular attacks, has two arts: one is a heavy hit and the other is a long duration attack; both can freeze, the latter more likely to. He will randomly freeze the ground and deal passive damage to you throughout; breaking removes this. Vulnerable to Paralysis and Freeze, but freezing heals him.

**Strategy:** Aerugraxes is surprisingly difficult for a PRO boss, so keeping your health/arts up and managing his arts (Paralyze/faint or manually use Def items) are crucial to winning.

**PRO Farming options:**

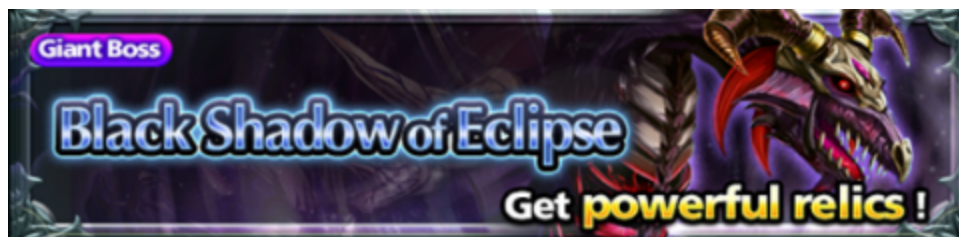
| Unit                                                                                | Notes                                                                                                                                                                                                                                                                        |
|-------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|   | Due to the heavy hitting nature of Aerugraxes, a healer is absolutely necessary if not permanently paralocking him or nuking him. Nier remains the best (and only) luck unit for the job, but will need some arts generation support to do her job if she's the only healer. |
|  | Edram's water weakness shows in this fight, but you can stay alive with smart defense equip usage and paralyzing the boss when he tries to use his arts. High-caliber damage-dealer if you can keep him alive though,                                                        |
|  | Rayas works, but is a below average choice for the fight given the boss's difficulty. Make sure you have all the healing and arts management you need before deciding to bring one along, and make ABSOLUTELY sure your equipment is up to snuff.                            |

**Carry Options:** *Note: If only 1 carry is being used, manually using arts/equipment is necessary.*

|                                                                                     |                                                                                     |                                                                                     |                                                                                      |                                                                                       |
|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
|  |  |  |  |  |
| Healer/Def Slot                                                                     | Paralysis Unit                                                                      | Arts Gen/Healer                                                                     | Breaker                                                                              | Arts Gen                                                                              |

**Team Layout:**

|                                                                                     |                                                                                     |           |           |
|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-----------|-----------|
|  |  | L         | L         |
| Carry Unit (Fen ideal)                                                              | Healer/Nier                                                                         | Luck Unit | Luck Unit |



**Notes:** After a few moments in the fight, will target a unit. Once he has a target, will fly into the air and soon remove the unit from the fight, draining their arts and max HP for 20s or until broken/fainted. Arts hits decently hard but nothing too breaking. Vulnerable to faint, immune to other status.

**Strategy:** There will need to be some form of carry to the team: If reliable faint methods aren't employed, then there needs to be a decent level of break or damage on the team to keep the deathbeat from ruining runs. Defense equips to tank the arts or faint to stop it.

**PRO Farming options:**

| Unit                                                                                | Notes                                                                                                                                                                                                                                     |
|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|   | Nier easily heals more than the boss can damage given there's any sort of support on the team, so only one is needed more often than not. Regular equipment works, maybe use equipment with more hitstun on them to delay his deathbeat.  |
|  | High Light damage, Defensive slot, and decent survivability makes Edram a good pick for this fight; he will need assistance from a carry to clear reliably, however. Arguably the best pick for this boss alongside Vicious and Sophie.   |
|  | Rayas works fine for this fight given an adequate carry is used. Focus on defending the needed arts, and dealing damage overall. Focus on using the healing equip to keep anyone who gets deathbeaten from dying with their lower HP cap. |

**Carry Options:**

|                                                                                     |                                                                                     |                                                                                     |                                                                                      |                                                                                       |
|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
|  |  |  |  |  |
| High DPS Unit                                                                       | Faint Unit                                                                          | Arts Gen/Healer                                                                     | Breaker                                                                              | Arts Gen                                                                              |

**Team Layout:**

|                                                                                     |                                                                                     |           |           |
|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-----------|-----------|
|  |  | L         | L         |
| Carry Unit                                                                          | Healer/Nier                                                                         | Luck Unit | Luck Unit |



**Notes:** Starts the fight by halving your unit's current HP and burning them and himself. Attacks faster when burning, and burns on arts. Has desperation arts 'Vulkan Knuckle' which will very likely wipe you if it goes off. Vulnerable to freeze, paralysis, and faint.

**Strategy:** The easiest course of action is to freeze Ifrit right at the beginning of the fight (to cure his self-burn) and when he tries to arts (he hits hard and reapplies burn). Otherwise, you'll need to kill him VERY quickly while trying to stay alive and stop his arts with paralysis.

**PRO Farming options:**

| Unit                                                                                | Notes                                                                                                                                                                                                                                             |
|-------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|   | Nier continues to be the best option for a luck-based healing unit if you so desire to go that route. She can also hold any kind of Freezing weapon, so if you aren't using a freezer unit you can try to cure the boss's burn that way.          |
|  | Edram's constant source of arts makes him good for damage racing the boss, While he will need help staying alive, he is one method of trying to beat the boss before 'Vulkan Knuckle' is unleashed.                                               |
|  | Rayas is not that great in this fight, sadly. Besides using Raaz to soften the blow of Loggis Rage, or holding a freezing equipment like Relic 'Cylentum' he's just average damage in a damage race. Avoid using in a full-luck team if possible. |

**Carry Options:**

|                                                                                     |                                                                                     |                                                                                     |                                                                                      |                                                                                       |
|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
|  |  |  |  |  |
| Healer/Def Slot                                                                     | Freeze Unit                                                                         | Arts Gen/Healer                                                                     | Faint Unit                                                                           | Paralysis                                                                             |

**Team Layout:**

|                                                                                     |                                                                                     |           |           |
|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-----------|-----------|
|  |  | L         | L         |
| Carry Unit                                                                          | Healer/Nier                                                                         | Luck Unit | Luck Unit |



**Notes:** Hits moderately hard for a Giant Boss, has a counter mechanic (Heavenly Water Stance) where if hit during the attack, the boss will counterattack with high damage. Increased weakness to Earth damage and more vulnerable than normal to paralysis, susceptible to faint.

**Strategy:** Stack the team with earth damage and ensure you have enough paralysis and healing to survive her attacks. If decent luck units and equips are used, this can be done on full auto very easily.

**PRO Farming options:**

| Unit                                                                                | Notes                                                                                                                                                                                                                                                          |
|-------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|   | While Nier needs to be wary of the boss's random fainting, she still remains the best (and only) option for a healing luck unit, and the best free healing for this fight. If the carry is a strong earth                                                      |
|  | Edram is a premier Paralysis spammer against this boss who is very prone to it, but is also likely to just be destroyed by any arts or counterattack the boss throws at him. 2-3 Edram who alternate their arts can just overwhelm the boss.                   |
|  | Rayas is average for this fight, being able to use a defensive equipment against the boss's arts and doing moderate damage. He can't solo damage the boss without support, but if the rest of the team isn't lacking Rayas can still be included if necessary. |

**Carry Options:** *Note: Only really necessary if wanting to full auto the boss*

|                                                                                     |                                                                                     |                                                                                     |                                                                                      |                                                                                       |
|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
|  |  |  |  |  |
| Healer/Def Slot                                                                     | Paralysis Unit                                                                      | Arts Gen/Healer                                                                     | Breaker                                                                              | Arts Gen                                                                              |

**Team Layout:**

|                                                                                     |                                                                                     |           |           |
|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-----------|-----------|
|  |  | L         | L         |
| Carry Unit/Edram                                                                    | Healer/Nier                                                                         | Luck Unit | Luck Unit |



**Notes:** Boss is immune to damage until he is broken, and will still unleash basic attacks while broken (which can faint). Targets a unit throughout the fight, they'll take extra damage. Will reduce your team's maximum health throughout fight with 'End of Hell'. 'True Nightmare Stance' will take the targeted unit and faint them; if their arts fills they will one-shot the unit with 'True Nightmare', which can be cancelled by dealing a certain amount of damage. Can be fainted.

**Strategy:** Keep your health high with a healer, try to break the boss as often as possible. Deal constant damage to the boss and you'll be fine. Even a proper team can lose if the wrong unit gets 'True Nightmare' while he's immune to damage; some luck is required.

**PRO Farming options:**

| Unit                                                                                | Notes                                                                                                                                                                                                                                                                    |
|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|   | Nier is enough healing on the team regardless of the carry, Multiple Nier can make the run safer in case one gets one-shot, but overall the run will be slower.                                                                                                          |
|  | Edram's perfectly fine for this fight for the normal reasons. Multiple Edrams are fine if needed, but the boss still requires three breaks to kill regardless of damage output, so having a unit with a higher break value may be more valuable (Ganan, Vicious, Sophie) |
|  | Rayas works fine for this fight; despite the convoluted mechanics and the luck factor, PRO Ragsherum Phantom is an easier Giant Boss.                                                                                                                                    |

**Carry Options:** *Note: Not necessary if good luck units are utilized*

|                                                                                     |                                                                                     |                                                                                     |                                                                                      |                                                                                       |
|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
|  |  |  |  |  |
| High DPS Unit                                                                       | Faint Unit                                                                          | Arts Gen/Healer                                                                     | Breaker                                                                              | Arts Gen                                                                              |

**Team Layout:**

|                                                                                     |                                                                                     |           |           |
|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-----------|-----------|
|  |  | L         | L         |
| Carry/Good Luck Unit                                                                | Healer/Nier                                                                         | Luck Unit | Luck Unit |



**Notes:** Immune to damage unless critical hit while burned. Can drain arts from your units and fill his own gauge. Inflicts a strong poison that is more dangerous than his attacks. Vulnerable to burn, can be paralyzed/fainted. HEALS IF HIT BY WATER DAMAGE.

**Strategy:** This boss HAS to have a specific type of carry brought along, otherwise he's impossible. Once suitable units have been brought to burn+crit reliably, it's just a matter of keeping them alive and speeding up the process. Paralysis is also nice to stun him easily.

**PRO Farming options:**

| Unit                                                                                | Notes                                                                                                                                                                                                                                                                                                                                                                         |
|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|   | Luck unit and healing, Nier can support her team nicely in this fight. Her healing will be overkill for the boss with an arts generator given status is managed; running 'Force Keratos' on her will help make that less of an issue.                                                                                                                                         |
|  | Besides having a 4* support slot for holding 'Magitome Log Vida' or 'Terra Conjunction' and a 5* def item to tank his arts, Edram's not that great of a pick here due to no innate crit chance. Edram can bring Relic 'Petraska' to help with burning if a high-crit carry is used. Grad, if you've farmed him, will 100% crit on his arts and is a better supporting choice. |
|  | Rayas is in the exact same boat as Edram, except he can't even bring Log Vida for support. If you're stuck with Rayas, you're better off just seeking a carry on Awk for souls or waiting till you farm Nier/Grad for farming Pro.                                                                                                                                            |

**Carry Options:** (\* means this unit cannot solo carry the team, \*\* must be run together)

|                                                                                     |                                                                                     |                                                                                     |                                                                                      |                                                                                       |
|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
|  |  |  |  |  |
| <b>Burn+Crit Unit</b>                                                               | <b>Burn Unit**</b>                                                                  | <b>Crit Unit**</b>                                                                  | <b>Paralysis Unit*</b>                                                               | <b>Arts Gen*</b>                                                                      |

**Team Layout:**

|                                                                                     |                                                                                     |                                                                                      |                                                                                       |
|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
|  |  |  |  |
| <b>Carry Unit</b>                                                                   | <b>Arts Gen/Healer</b>                                                              | <b>Healer/Nier</b>                                                                   | <b>Luck Unit/2nd Carry</b>                                                            |



**Notes:** High chance of poisoning on his 'bomb' normal attack. Will pull out his hammer after a while, will hit MUCH harder while holding it and can faint on hit. Hammer has separate break bar, will disappear entirely once it's depleted. Can be Paralyzed/Fainted.

**Strategy:** The trick is poison management and healing off his hammer's damage. High break can make only the poison a nuisance, while status negation can make surviving the hammer the main trick. Paralysis will help with survival if necessary, and earth units in general can just shrug off most damage.

**PRO Farming options:**

| Unit                                                                                | Notes                                                                                                                                                                                                                                                                                          |
|-------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|   | Once poison is taken care of, Nier does fine as a healer in this fight, but not well enough to do it by herself (she'll want either arts gen support or a second healer). Force Keratos if there is no status negate carry, any healing item works otherwise.                                  |
|  | Edram faces the same struggles he does with other water Bosses: while he does a lot of damage, he'll take a lot of damage as well. If Nier can keep up with her healing, Edram will do fine; otherwise, look for other damage-dealing luck units like Grad, Vicious, or Quon.                  |
|  | Rayas is surprisingly not bad in this fight: his Raaz will help take care of poison for a portion of the fight (if manuailling, use it when he starts hammering), and can use his healing item to help top off a teammate if they get low. Still not the best pick, but a nice pick regardless |

**Carry Options:**

|                                                                                     |                                                                                     |                                                                                     |                                                                                      |                                                                                       |
|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
|  |  |  |  |  |
| Status Negate                                                                       | Paralysis Unit                                                                      | Arts Gen/Healer                                                                     | Breaker                                                                              | Arts Gen                                                                              |

**Team Layout:**

|                                                                                     |                                                                                     |           |           |
|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-----------|-----------|
|  |  | L         | L         |
| Carry Unit                                                                          | Healer/Nier                                                                         | Luck Unit | Luck Unit |