

Wolff's Battle-Tested Guide, v1.0

Last Updated: 8/21/2022

~~Introduction~~

I'll keep this section short. This guide is designed with a uniform starting section (with tips that apply to all four initial battle-tested fights), and then has individual mini-guides for each specific fight. Hopefully it helps you.

~~Useful 4* Passives~~

You're likely going to have "dead" slots in your backline during prog on these bosses, and the best use of them is to slot in characters with useful passives that buff your frontline. Ofc, which passives are best for you depends on the comp and particular boss, so here's a list of them for you to choose from:

~Debuffs (Increased damage taken)~

Laura - 15% EDEF down (3 turns)

Menno - 15% Wind res down (3 turns)

Sigrid - 15% Sword res down (3 turns)

Aslyte - 15% Ice res down (3 turns) if she breaks; front row gets 20% more ice damage

DO NOT PAIR IN SAME ROW AS SOFIA

Pia - 15% Lance res down (skill, not a passive, but her biggest selling point)

~Debuffs (Defensive)~

Miles - 15% PDEF up, Auto taunt at full HP

Helga - 15% ATK down, Auto taunt at full HP

Barrad - 15% ATK up, Lance damage up (when near death)

~Buffs (Offensive)~

Tahir - 20% more sword damage (2 turns after switching)

Wingate - Front row gets 20% more damage to broken targets

Ashlan - 20% increased crit damage, front line always crits (when Ashlan is near death)

~Buffs (Defensive)~

Meena - 10% healing up

Merrit / Camilla / Ramona - Passive regen

Shelby / (Theo) - 50% status resistance (across the board)

Lucetta - Buffs received last 1 turn longer

Mabel - Buffs received last 1 turn longer; Debuffs received last 1 turn shorter

~~Useful Hires~~

All Bosses:

Chatty Old Woman – Shepherd's Rock, ATK/MAG/CRIT +15%, 3 turns

Working Dancer – Sunshade, MAG +10%, 3 turns

Wrinkled Man – Shepherd's Rock, PDEF +20%, 3 turns

Castle Guard – Cragspear, enemy ATK -20%, 3 turns

Stern-Looking Carpenter – Shepherd's Rock, enemy EDEF -15%, 3 turns

Brigand Boss – Cragspear, enemy PDEF -15%, 3 turns

Well-Connected Merchant – Flamesgrace, 50 SP to front line

Battle-Tested Spear:

Avaricious Merchant – Flamesgrace, 3-hit fire

Nimble Carpenter – Shepherd's Rock, 3-hit bow

Marina – Rippletide, 3-hit bow

Battle-Tested Tome:

Ambitious Hunter – Flamesgrace, 3-hit wind

Man Confronting Tyranny – Cragspear, 3-hit wind

Cheerful Acrobat – Shepherd's Rock, 3-hit dagger

Battle-Tested Axe:

Hardworking Cleric – Flamesgrace, 2-hit staff

Battle-Tested Bow:

Former Dancer – Flamesgrace, 2-hit fan

Straight-faced Man – Sunshade, 2-hit fan

Elderly Cleric – Flamesgrace, 2-hit light

~~How Buffs/Debuffs in COTC~~

Way too complicated to stick in this guide. Just follow the links:

<https://meowdb.com/db/octopath-traveler-cotc/the-ultimate-guide-to-buffs-and-debuffs/>

<https://www.youtube.com/watch?v=AUZMWDWJakg>

~~Battle-Tested Enrage Timer~~

Battle-Tested enemies will enrage starting on turn 15. During this enrage, every turn the unit can act, they will hit your entire frontline for 99,999 overkill damage. Your backline will then move to the front and be whopped in the same way the next time the boss can act.

You will get a warning the turn before the enrage starts. If you break the boss on this turn, they will not enrage until after the break has ended. **HINT HINT: ABUSE THIS.**

~~Optimizing Breaks~~

Alright, so a short (but important) section on how to confront endgame content in COTC in general.

If you're reading this, you know the basics. Enemies have a shield, you deal damage they're weak against to damage that shield, and once that shield is broken, they're vulnerable for the rest of that turn and for the entirety of the next turn. Vulnerable enemies also cannot attack, so breaking can also be extremely useful defensively as well. Enemies take way, WAY more damage while vulnerable/broken, so you essentially try to unload as much of your potency/damage in those windows as possible, while you focus on multi-hit attacks (with likely lower potencies) while shield is up.

So you might think, "Break enemies as fast as possible without thought and that's the optimal way to deal as much damage as possible". Well mostly yes, but actually no. If you're going to shield break towards the end of a turn, it may actually be optimal to intentionally leave 1-2 shield points left instead and then break the shield the next turn. This will allow your fast multi-hitter to break the shield on the first hit (and get the vulnerable damage the rest of their hits), and then everybody else hits vulnerable damage for the rest of that turn. You THEN also get all of the next turn in the vulnerable state. So while you are breaking slightly less often, your breaks are nearly twice as potent, which generally ends up being a better idea once shields start becoming like 14 (Battle-Tested bosses) or 26 (Muttering Codger) and will take multiple turns to clear even with high hit-count units.

The obvious downside to this is that you leave one more turn for the enemy to attack, which means there are scenarios where you do not want to take this approach, but knowing how to do this strat may very well be the difference between making an enrage timer and not doing so.

~~Battle-Tested Spear~~

Recommended Units (5*):

· Lynette: Because Lynette. More specifically, because she's a fantastic buffer for your entire party (20% ATK/MAG skill and 10% ATK/MAG on switching rows) and comes with a very useful MDEF down option. However, for this fight, Lynette has the ability to do 3-hit fire. You can break shields while also gaining BP. You can choose to either use the BP to buff or do use it to maximize damage under break, and use a 4* (or Primrose) to buff instead. She's going to

be showing up in every recommended 5* unit list in this guide, to the surprise of few of the people who will read this.

- Viola: Because Viola. More specifically, because she's a premier single-target debuffer. 20% ATK/MAG debuff, 20% PDEF/MDEF debuff, 2x omni-shield break (both ST and AoE options). Easy to slot her into any of these comps seamlessly. However, for this fight, Viola's omni-shield break also deals fire damage, meaning she has the option to nuke quite hard during breaks. On this particular fight, you may decide to shuttle off the debuffing job to a hire or a 4* unit, and use her BP towards maximizing her damage instead. Again, she's going to be showing up in every recommended 5* unit list in this guide, to the surprise of few of the people who will read this.

- Primrose: Think Lynette, except without the MDEF down and 10% ATK/MAG on switch but with a 20% ATK/MAG/SPD buffing dance. For this fight, I honestly think Lynette and Primrose are mostly interchangeable, or you can always use both (if you have both). Just remember the cap for buffing is 30%, so you're only getting partial use out of the second dancer.

- Sofia: This recommendation is more a commentary on the current state of the game. Currently, it's really difficult to flesh out good DPS for the weaknesses of these bosses, and having an ultra-specialist like Sofia act as an off-DPS for non-ice is a surprisingly good strategy right now. She comes pre-packaged with 30% damage up, two 15% ice shreds (which stack, so bring them both), and a 15% MDEF debuff. You keep stacking the duration of the 15% MDEF debuff (or 30% MDEF debuff with the proper hire), use the 2-hit ice shred on the turn the shield breaks (only for the first break), and then use max BP 3-hit ice shred on the vulnerable turn. Sofia's low speed is actually a blessing here, as it means she will likely go after the unit that breaks the shield, allowing her to exploit 2 turns of vulnerability instead of just 1. She's going to be showing up in every recommended 5* unit list in this guide, to the surprise of possibly many people who will read this.

- Millard/Theo: Millard (at 5*) will heal your entire frontline to full and generate a BP doing so, and Theo's frontline regen is fantastic. Use one, use both, do as works best for you. Millard also has the option of debuffing ATK, which can be quite useful.

- Scarecrow: Now we start with the fight-specific recommendation for 5*. Scarecrow hits quite hard for this stage of the game and has access to 4-hit AoE bow. Scarecrow has 2 good options for a move during break. With Cedric, he has access to Lacerating Arrow, which will enable Cedric to deal considerably more damage. Without Cedric, he can Double Sturdy Shot, which deals a little bit more damage and is 2-hit instead of 1-hit.

- Gilderoy/Tressa*: I really don't like these options, but since the boss is largely ST damage, these characters allow you to basically obviate most of the need for healing, or allow you to bring ST healing and be okay.

Recommended Units (4*):

- Lucetta: To the shock of next to nobody, my top recommendation is the woman with a 3-hit bow move and good ATK.
- Ashlan: 2-hit bow move that can inflict poison. He also has nice damage-boosting passives in case you want him to sit in the backline in Viola's row or something like that.
- Peredir: Am I seriously recommending Peredir for non-analyze use?! Why yes, I am. Good MAG stat and 2-hit fire. Deal with it.
- Cedric: Off-healing capabilities and a 1-hit fire nuke that debuffs PDEF. You can't really go wrong bringing him along.
- Camilla: Slightly cope option offensively, as her 2-hit is an AoE with slightly lower potencies. However, you CAN stick her in the backline, where she will give a potent regen to her row partner. Moreover, if you properly manage shields and go for 2 turns of hitting vulnerability per break, her row partner can do a 3 BP boosted nuke the first turn and then she can do her 3 BP boosted nuke (Lacerating Arrow) the second turn.
- Barrad*: Look, he's easily the worst guy on this list, but I used him the first time I killed this boss because all of the other recommendations on this list (besides Peredir) were 3.5*. Bad MAG, 1 hit fire, but it's SOMETHING.
- Kurtz/Meena*: If you're struggling to cope with her damage and desperate, here are some options to lower it.
- Miles/Helga/Devin*: If you're struggling to cope with her damage and desperate, here are some tanks to deal with it.
- Madelaine: Do you want to buff MAG by 20%, and you don't have a 5* dancer? Here you go.
- Iris: Think Madelaine, but physical.

Boss Gimmicks:

Weaknesses – Fire, Bow

Shield Strength – 14

If you're starting on BT prog, there's a very good chance you start here. Mainly because she has next to no gimmicks. She mainly focuses on ST and RT attacks, nothing too serious. Worst attack is a strong ST attack that will probably outright kill many 4* and low level 5* unless her ATK is debuffed. When she's low (25-35% HP...-ish), she casts Celerity, making her attack multiple times per turn.

General Strategy:

Definitely the easiest fight by a considerable margin in a vacuum. Debuff her ATK if you need to, heal as necessary. She's heavy on ST/RT attacks, so tanks can work here. I'd recommend timing your shield damage to break her around the time she would cast Celerity to make your life a lot easier.

~~Battle-Tested Tome~~

Recommended Units (5*):

- Lynette: Because Lynette. More specifically, because she's a fantastic buffer for your entire party (20% ATK/MAG skill and 10% ATK/MAG on switching rows) and comes with a very useful MDEF down option. She's going to be showing up in every recommended 5* unit list in this guide, to the surprise of few of the people who will read this.
- Viola: Because Viola. More specifically, because she's a premier single-target debuffer. 20% ATK/MAG debuff, 20% PDEF/MDEF debuff, 2x omni-shield break (both ST and AoE options). Easy to slot her into any of these comps seamlessly. However, for this fight, Viola has another use; battle-tested tome is weak to daggers, so her 3-hit ST dagger will be shockingly useful here. On this particular fight, you may decide to shuttle off the debuffing job to a hire or a 4* unit, and use all of her turns/BP breaking shields and doing maximum damage during vulnerable/broken turns. Again, she's going to be showing up in every recommended 5* unit list in this guide, to the surprise of few of the people who will read this.
- Primrose: Think Lynette, except without the MDEF down and 10% ATK/MAG on switch but with a 20% ATK/MAG/SPD buffing dance. For this fight, I honestly think Lynette and Primrose are mostly interchangeable, or you can always use both (if you have both). Just remember the cap for buffing is 30%, so you're only getting partial use out of the second dancer.
- Sofia: This recommendation is more a commentary on the current state of the game. Currently, it's really difficult to flesh out good DPS for the weaknesses of these bosses, and having an ultra-specialist like Sofia act as an off-DPS for non-ice is a surprisingly good strategy right now. She comes pre-packaged with 30% damage up, two 15% ice shreds (which stack, so bring them both), and a 15% MDEF debuff. You keep stacking the duration of the 15% MDEF debuff (or 30% MDEF debuff with the proper hire), use the 2-hit ice shred on the turn the shield breaks (only for the first break), and then use max BP 3-hit ice shred on the vulnerable turn. Sofia's low speed is actually a blessing here, as it means she will likely go after the unit that breaks the shield, allowing her to exploit 2 turns of vulnerability instead of just 1. She's going to be showing up in every recommended 5* unit list in this guide, to the surprise of possibly many people who will read this.

- Scarecrow: Now we get to the fight-specific recommendations. Scarecrow, despite his terrible MAG stat, does have access to a 4-hit wind ability. He is also pretty key to a certain cheese strat for this boss because of that 4-hit wind ability. And if you haven't figured it out yet, that's the only thing he's going to be using all fight, and he's going to be very useful because of it.

- Heathcote: 3-hit dagger user with a strong 1-hit nuke. If you have him, use him.

- Tressa*: I have to put an asterisk here too because, on the cheese strat, Tressa isn't doing TOO much. You'd think about using her to dodge the 3-hit tome attack, but remember that her taunt + sidestep takes 2 turns to set up and on the cheese method, the only time he attacks at all is on turn 1. But hey, she's fast enough that you can guarantee to make her a sacrificial lamb on turn 1 to ensure consistency, if that's the route you want to take. Nonetheless, she does provide decent wind nukes (albeit only 2-hit and not Scarecrow's 4-hit) and her MAG is okay. And if you're doing a longer (non-cheese) version of the fight and you probably seeing the 3-hit tome attack more often, she can be really useful there to basically make it a non-factor. And even during the magic counter phase, she has the option to donate BP to your thieves to allow them to break even harder.

- Millard/Theo*: I put these with a giant asterisk because they're going to be very helpful or actually 100% useless depending on how this fight is approached. If you're using Scarecrow/Fabio to cheese this boss (or have enough wind 4* to do at least 7 points of shield damage per turn), they do literally nothing for you. If you instead are taking the scenic route, you're going to want them. Millard (at 5*) will heal your entire frontline to full and generate a BP doing so, and Theo's frontline regen is fantastic.

Recommended Units (4*):

- Fabio: Personal #1 pick here, in terms of 4*. Good MAG stat and a 3 hit wind ability, and he's fast. Honestly, I don't have anything more to say here, nor do I even need to.

- Noelle: Comes with a 2-hit wind ability, an ability to lower MAG/EDEF by 15%, and an ability to lower wind resistance by 15%. Depending on your comp, you have multiple ways to mix and match her utility. Just a great and flexible wind 4* with a good MAG stat (and who has such a bad SPD stat most snails outpace her).

- Menno: Hello, good sir, would you like a 2-hit wind ability that debuffs SPD, a 20% wind resistance shred, and a frontline heal that comes with a HoT (and can extend Theo's HoT)? If that doesn't satisfy you, how about I throw in a passive that shreds wind resist for the first 3 turns?

- Kurtz: I have a love/hate relationship with Kurtz. He's your budget ATK/MAG debuffer if you don't have Viola, and he has a 1-hit wind nuke that shreds wind resistance by 15%. He's

also quite fast. Just...don't expect him to do much damage with that MAG stat, or really shred shields much at all.

- Cless: Has access to 2-hit dagger and 2 separate PDEF reduction abilities that can stack. If you're going fast enough, you can easily go full wind. If you can't, you're going to seriously want daggers or omni-shield break for the second half of this fight.
- Wingate: Has access to 2-hit dagger and increases break damage of your frontline by 20%. Again, you're going to seriously want daggers or omni-shield break for the second half of this fight, assuming you go slow enough to even let this obnoxious boss set up magic counter.
- Madelaine: Do you want to buff MAG by 20%, and you don't have a 5* dancer? Here you go.
- Iris: Think Madelaine, but physical.

Boss Gimmicks:

Weaknesses – Wind, Dagger
Shield Strength – 14

This boss is annoying, I hate his stupid face. The faster you kill him, the better. I can 6-turn kill this guy (see Cheese Strat under "General Strategy"), but only because I would struggle considerably if I had to kill him slowly. He can do a ST light tome slam that hurts but probably won't kill you, a 3-hit tome attack that will obliterate that unit so hard you forgot you ever pulled them, and a bunch of other stuff I actually never see (and hopefully neither will you). A short while into the fight (turn 4 for me), he will buff his MAG/ATK stat considerably. As you will see shortly, this is a massive blessing in disguise if you approach this fight fast enough, as it becomes a dead turn. If not, he's going to hurt a lot more for the rest of the fight.

At ~40-50% HP (**this is important, remember this rough threshold**), he will set up a magic counter. If you cast magic on this jerk while that counter is up, he will probably kill your entire frontline with a 3-hit AoE. Yes, all 4 of them. What this means for most of you at this point in the game is that you will not be able to do magic damage to him for the rest of the fight. Oh yes, and because bosses typically cast first after a break, if you cross this threshold during the break, he WILL start the turn by activating this counter and that counter WILL be active that turn, meaning if you input commands that do magic commands because you see he doesn't have the counter up, and you're not familiar with this gimmick, you probably just lost the fight.

You might be asking yourself – wait, doesn't this bastard have only two weaknesses, and isn't one of them wind? If he starts countering magic at half health, doesn't that mean that (effectively) his only weakness is daggers while the counter is up? Yes. The answer is yes.

General Strategy:

There are roughly 2 ways to deal with this fight: The fast (cheese) way and the hard way.

Cheesy-Cheesy Lemon Squeezy:

You know how this guy activates magic counter after about half health? What if he, you know, didn't? What if you went full wind synergy and never let him do that? This strategy is basically an all-in one; you craft a frontline that can shred 7 shield points in a turn and then break him hard and fast. On turn 1, he can either do the 1-hit slight slam or the 3-hit nuke; if he does the latter, you may have to reset depending on how your comp is set up. Luckily, it is possible to do the fight fast enough that turn 1 is the only time he ever gets to attack or do anything meaningful. This strat basically requires some knowledge of the fundamentals of the game and a relatively high level.

Turn 1: I set up the EDEF down hire + EDEF down (or you can use an alternative EDEF shred), then I use Scarecrow + Fabio's moves to deal 7 points of shield damage and Kurtz to debuff wind (or an alternative).

Turn 2: 7 more shield damage to break the guy, set up a buffing hire and have my buffer bolster my frontline. Get that 30% MAG active!

Turn 3: This is the tricky turn. You want to do just enough damage such that you will cross the 50% threshold the same turn that you break the boss again. DO NOT OVERSHOOT. This will probably require a tiny bit of trial and error to optimize.

Turn 4: Looks a lot like Turn 1. Refresh the EDEF down debuff, break 7 points of shield.

Turn 5: There are 2 routes you can do. The faster, safer way; (or the slightly slower and more dangerous way if you can't meet the DPS check for the faster way). I will list them both, with the (slower way being listed in parentheses).

On this turn, deal 7 (6) points of shield damage to the boss and get ready to do the last burst of damage. Make sure to cross the 50% HP threshold on this turn (wait until Turn 6 to cross the 50% HP threshold).

(Turn 6): If you're going the slower route, this is the turn where you're going to break the shield. This essentially allows you to do nearly 2 full turns under vulnerability. Unload as much damage as you can after the break.

Turn 6 (7): The boss is fully broken, he will cast magic counter first thing next turn. KILL HIM THIS TURN. If you don't, you're going to have to crawl across the finish line with physical attacks.

Slow Strategy:

Not much to say about this strategy comparatively. Daggers are good all fight, wind is good until around 50%, when the magic counter comes up. Never use wind during the magic counter. Boss will buff his ATK/MAG a couple turns into the fight. Bring healers, expect a long fight that will drain your soul. Please do yourself a favor and cheese this fight if you can.

~~Battle-Tested Axe~~

Recommended Units (5*):

- Lynette: Because Lynette. More specifically, because she's a fantastic buffer for your entire party (20% ATK/MAG skill and 10% ATK/MAG on switching rows) and comes with a very useful MDEF down option. She's going to be showing up in every recommended 5* unit list in this guide, to the surprise of few of the people who will read this.
- Viola: Because Viola. More specifically, because she's a premier single-target debuffer. 20% ATK/MAG debuff, 20% PDEF/MDEF debuff, 2x omni-shield break (both ST and AoE options). Easy to slot her into any of these comps seamlessly. Again, she's going to be showing up in every recommended 5* unit list in this guide, to the surprise of few of the people who will read this.
- Primrose: Primrose's ability to deal good dark damage shines here. Use her 3-hit dark ability (which shreds dark resistance, btw) to break shields. You have a choice of either using her BP on her nukes or to allow her to buff; I strongly recommend the former for this fight. For the buffing side, think Lynette, except without the MDEF down and 10% ATK/MAG on switch but with a 20% ATK/MAG/SPD buffing dance.
- Sofia: This recommendation is more a commentary on the current state of the game. Currently, it's really difficult to flesh out good DPS for the weaknesses of these bosses, and having an ultra-specialist like Sofia act as an off-DPS for non-ice is a surprisingly good strategy right now. She comes pre-packaged with 30% damage up, two 15% ice shreds (which stack, so bring them both), and a 15% MDEF debuff. You keep stacking the duration of the 15% MDEF debuff (or 30% MDEF debuff with the proper hire), use the 2-hit ice shred on the turn the shield breaks (only for the first break), and then use max BP 3-hit ice shred on the vulnerable turn. Sofia's low speed is actually a blessing here, as it means she will likely go after the unit that breaks the shield, allowing her to exploit 2 turns of vulnerability instead of just 1. She's going to be showing up in every recommended 5* unit list in this guide, to the surprise of possibly many people who will read this.
- Heathcote: This fight doesn't have great 4* options. As such, an omni-shield breaker is particularly useful here.
- Millard: Actually, he kind of shines here. Has access to a 1-hit staff nuke that debuffs ATK. Moreover, he has the option to heal your entire frontline to full and generate a BP doing

so. As the axe boss damage is probably the hardest to deal with of the 4 initial BT fights, this is a fairly appealing package.

- Theo: Theo's frontline regen is fantastic. This boss has a strong AoE that bleeds, so Theo can counter it quite well.

- Fiore*: Fun fact, Fiore has a 1-hit dark nuke and bad MAG. Sadly, that's still enough to make it on to this list.

Recommended Units (4*):

- Wingate: If you don't have the right 5*, I sure hope this guy is 4* for you. 2 hit dark damage and the ability to buff break damage on the frontline, which you can use to buff Rodion/Ashlan/Cedric to maybe do damage that doesn't make you completely hate yourself.

- Heinz: 2-hit dark and good MAG. Comes with passives that buff his own damage. I really don't find him overly impressive, but 4* options for this fight are hard to come by. QUITE hard to come by.

- Madelaine: 3-hit staff and the ability to buff MAG by 20% for the entire frontline. Please note that her staff damage is actually awful and you would unironically be better off using a non-weakness 5* with a strong nuke during breaks.

- Cedric: If you wanted to bring him out for nuking during breaks, it wouldn't be great, but I'm serious when I say the 4* offensive options for this fight are awful, so he wins by comparison.

- Rodion/Ashlan: Did you know that Rodion and Ashlan had a 1-hit dark nuke? I forgot too until I made this guide.

- Kurtz/Meena: If you're struggling to cope with his damage, here are some options to lower it. Kurtz + Millard is an especially potent combination that I like to use.

- Iris: Do you want to buff ATK by 20%, and you don't have a 5* dancer? Here you go.

- Narr: Do you remember when he came out on the Heathcote banner? Neither did the developers for Global, so don't worry.

Boss Gimmicks:

Weaknesses – Dark, Staff

Shield Strength – 14

The real gimmick of this fight is finding people who can actually deal dark and staff damage, lol. Besides that, he hits pretty damn hard in ST and AoE, and it's just a matter of not dying.

General Strategy:

I really wish I had more to say here, but most of the strategy was written in the 4* and 5* recommendations. Basically stack ATK debuffs to keep his damage down and look to get as much AoE healing as possible. Break shield as much as you can, and just accept that you might have to use 1-hit units. Timing shield breaks to ensure nearly 2 turns of vulnerability every break will likely be crucial to your first attempt, unless you have the right 5*.

~~Battle-Tested Bow~~

Recommended Units (5*):

- Lynette: Because Lynette. More specifically, because she's a fantastic buffer for your entire party (20% ATK/MAG skill and 10% ATK/MAG on switching rows). However, for this fight, Lynette has the ability to do 3-hit fan that debuffs MDEF. You can break shields while also gaining BP. You can choose to either use the BP to buff or do use it to maximize damage under break, and use a 4* (or Primrose) to buff instead. She's going to be showing up in every recommended 5* unit list in this guide, to the surprise of few of the people who will read this.
- Viola: Because Viola. More specifically, because she's a premier single-target debuffer. 20% ATK/MAG debuff, 20% PDEF/MDEF debuff, 2x omni-shield break (both ST and AoE options). Easy to slot her into any of these comps seamlessly. Again, she's going to be showing up in every recommended 5* unit list in this guide, to the surprise of few of the people who will read this.
- Primrose: Primrose has a 4-hit fan ability. You know it, you love it. You have a choice of either using her BP on her nukes or to allow her to buff; I strongly recommend the latter for this fight unless your damage options absolutely suck, which is a distinct possibility. For the buffing side, think Lynette, except without the MDEF down and 10% ATK/MAG on switch but with a 20% ATK/MAG/SPD buffing dance.
- Sofia: This recommendation is more a commentary on the current state of the game. Currently, it's really difficult to flesh out good DPS for the weaknesses of these bosses, and having an ultra-specialist like Sofia act as an off-DPS for non-ice is a surprisingly good strategy right now. She comes pre-packaged with 30% damage up, two 15% ice shreds (which stack, so bring them both), and a 15% MDEF debuff. You keep stacking the duration of the 15% MDEF debuff (or 30% MDEF debuff with the proper hire), use the 2-hit ice shred on the turn the shield breaks (only for the first break), and then use max BP 3-hit ice shred on the vulnerable turn. Sofia's low speed is actually a blessing here, as it means she will likely go after the unit that breaks the shield, allowing her to exploit 2 turns of vulnerability instead of just 1. She's going to

be showing up in every recommended 5* unit list in this guide, to the surprise of possibly many people who will read this.

- Heathcote: This fight only has bad 4* options. As such, an omni-shield breaker is particularly useful here.
- Millard: Meet your light nuke and your healer. He has the option to heal your entire frontline to full and generate a BP doing so.
- Theo: Theo's frontline regen is fantastic. This boss has a strong AoE that bleeds, so Theo can counter it quite well.

Recommended Units (4*):

- Iris: 3-hit fan and the ability to buff ATK. Since light options are terrible for 4*, which means you're probably going to be fanning an elderly man to death, being able to buff ATK isn't a bad idea.
- Meena: 2-hit fan attacker with the ability to buff party defense if necessary and a light "nuke". And by a light nuke, I also mean it deals really light damage.
- Fabio: 2-hit fan attacker. This is too short, I need to write more. No wait, there is nothing more.
- Merrit: Ability to regen partner while in backline while having a 1-hit light nuke.
- Mabel: She has a glorified "Attack" command that debuffs EDEF, in case you're bringing any light users (mostly Millard).
- Miles: He can tank through his passive and has access to a 1-hit light attack.
- Pia*: Can you smell it? It smells like desperation.
- Madelaine: Do you want to buff MAG by 20%, and you don't have a 5* dancer? Here you go.

Boss Gimmicks:

*Weaknesses – Fan, Light
Shield Strength – 14*

Much like the axe fight, the real gimmick of this fight is finding people who can actually deal light and fan damage. Somehow this fight makes axe dude look generous. Doesn't hit as hard as

axe dude in general, but Fulgor can paralyze you and I've seen it kill people from 100% if both bolts hit the same character. Paralyze is obnoxious here for the same reason it is in Pokémon. Nothing quite like struggling with a 15 turn limit and then having your characters not act during break.

General Strategy:

I really wish I had more to say here, but most of the strategy was written in the 4* and 5* recommendations. Basically stack ATK/MAG debuffs to keep his damage down and look to get as much healing as possible. Break shield as much as you can, and just accept that you might have to use 1-hit units. Timing shield breaks to ensure nearly 2 turns of vulnerability every break will likely be crucial to your first attempt, unless you have the right 5*. Essentially the same general strategy as axe guy, but with less damage and more difficulty meeting the DPS check.