

Changelog:

- 1/15/18: *Removed Fairy Chocolate strat, new Milk Chocolate + recipe strat  
Dupe before Al-Khemi instead of during*
- 1/27/18: *Re-routed the Plainswort quest  
Backup for getting a provision at the first dupe at Ding Dong Well  
Changed some of the shopping menus*

Welcome to Ni No Kuni Any% Easy Mode. Fair warning, this is a pretty difficult run to do, mainly because we finish the game at the lowest level, so expect a lot of frustration when learning the run.

For this guide, because the game shows where to go on the minimap, I'm going to focus more on the stuff we get along the way and ignore the story triggers for the most part.

There are 4 different boss strategies that you will have to master:

- Casting with Oliver
- Casting with Oliver + Familiar or Familiar Dualcast
- Melee with Mitey
- AI Casting

These strategies will be explained in the guide, but just know that every boss fight boils down to one of these 4 strategies or a hybrid

## **Motorville**

*Warning: You can softlock on the cutscene with Phil at the beginning if you skip the cutscene too quickly. There are currently 3 known places where this can happen: here, Miasma Marshes, and Ara Memoriae after turning in the flowers. There will be warnings when you reach these parts as well*

Follow story

At night, go to settings and change Text speed to fastest (and change camera to inverted if you need to)

## **Overworld**

*Note: For the tutorial fight, you can softlock by picking up the scripted green glim before Drippy's dialogue comes up.*

Try to avoid encounters here. If you do get into one, it's faster to kill them for now, but you really want to avoid them.

Go to Ding Dong Dell

Head to Deep Dark Woods

On way to DDW, grab the Springwater near the river

Grab the Well-Worn Sword under the giant rock formation (invisible chest)

Grab the Iced Coffee just past the entrance of Deep Dark Woods (invisible chest near bones)

If you see Minor Byrd, Sleepfowl, or Baatender encounters, try to go further out of the way to avoid them

## **Deep Dark Woods**

Run to Father Oak

Teeny Bopper Fight

- Make sure not to use Cut Loose
- One Fireball on each
- For damage rolls, switch to Mitey and finish off with melee

Starting now, you can cast Gateway to avoid encounters. When you cast Gateway, Drippy will talk to you, which causes both you and all monsters to stop moving for a short period of time. You regain movement faster, so just keep moving forward and stopping monsters with another Gateway.

When you jump on the first rock, open the menu and equip Mitey with the Well-Worn Sword. Do this while jumping so that you save a few frames not having your movement stopped.

At the first junction, go left to find a chest with an Iced Coffee

## ***Guardian of the Woods***

This first boss fight is an Oliver-focused fight

To start off the fight, run backwards and quickly cast a Fireball. This first Fireball is for both damaging and targeting the boss. After this, run up and try to counter the boss. To counter, look at your Attack button and wait for it to turn blue. That's when you need to hit Attack to counter the boss. It's hard at first, but eventually you'll get used to countering bosses. Every boss's attacks have a different timing, so you just need to get a feel for them.

Just spam Fireball until you're out of MP

When you're out of MP, bring out Mitey to melee attack

When the gold glim appears, grab it (both Mitey and Oliver are fine)

If you can't reach the gold glim because it's inside the boss, run up with Oliver and throw Mitey into it

If you happen to get a ton of blue glims and have the MP to spare, can finish off with Fireball instead which might be faster

## **Overworld**

Grab another springwater (same place as earlier)

Go far to the left (east) and grab the Plainswort Flower

You can cast Gateway to skip encounters now, so use that to your advantage

If you get an encounter, just kill the monsters

Run past Ding Dong Dell and grab the Plainswort Flower there

Go to Ding Dong Dell

## **Ding Dong Dell**

Follow story

After going to Swift Solutions, grab the quest from the mother near the stairs

At the inn, check how much money you have after paying

If you have less than 80, you will need to grab a Pie near the Red Herring location

If you have 80-84, then grab the pot outside the inn on the way to the Hootique

Ignore these if you have 85

On way to King Tom after obtaining the new clothes, talk to the cat person for the earring quest

Grab the earrings far to the west of the castle

Talk to the guard

Turn in the earring quest

On way to grabbing the Red Herring, heal the kid

If you had less than 80 gilders at Swift Solutions, grab the Pie in the pot here

Grab Spirit Medium from Horace behind the giant stone slab

Follow story

On way to get enthusiasm, talk to the cat lady who wants the Plainswort Flowers and Springwater and turn in the quest

Follow story

On way to Cawtermaster's, grab the Iced Coffee behind the tree to the right

Talk to the Cawtermaster and then heal the kid inside

On the way back to King Tom, instead of heading east towards the castle, head to the west and heal the kid on the roof

Turn in the quest to the mother for 3 Sweetie Pies

Go to the Hootique

Open the blue chest to the left for a Sandwich

Sell

- All White Bread
- Sandwich
- Leafy Mantle
- Wooden Shield
- Sweetie Pies
- Pie (if you grabbed it)

Buy

- 2 Iced Coffee
- Poison-Be-Gone
- 8 Bumbler Honey (or 7 if you don't have enough)

*The Bumbler Honey will be used to make Milk Chocolate for Mitey later on in the run.*

*Note: You absolutely must make sure that you sell the White Bread first and buy the Poison-Be-Gone after AND you MUST make sure you do these two in the same shopping menu. If you exit the menu before buying the Poison-Be-Gone or buy it before selling the White Bread, you will screw up the duplication glitch*

Follow story

## **Ding Dong Well**

At the very first encounter, we're going to set up the duplication glitch

The glitch is fairly complicated. There's probably a lot we don't know about the glitch, and there's a lot of weird properties associated with it. That said, just follow these instructions and everything should work out fine.

### *First Encounter*

Use the Poison-Be-Gone (this is very important, must completely use up an item for it to work)

[Optional] Get your HP somewhat low (around 50% is good)

Fireball Rabbot then Frog

Kill both with Mitey

If you get unlucky and get a provision (any other item is fine) from the encounter, you must go into the next encounter and use up this new item

Get into another encounter and die

If you did it correctly, you should have double the number of Iced Coffees

The way the glitch works, if you completely use up an item in battle then end the battle via fleeing or killing everything, then the game will incorrectly remember the number of unique items that were in your inventory

If you then proceed to die, the game will glitch the inventory and double the last item you received (the way it's determined is a bit weird, but for the most part it's just the last item that gets added into the inventory)

Now with the coffees doubled, continue on to the end of the dungeon

You can't cast Gateway for avoiding encounters anymore. The only way to avoid encounters is to wait and run as soon as they're turned around. You won't be able to skip encounters 100% of the time. Whether you choose to kill or flee is up to you.

If you get to level 5, you won't need an Iced Coffee for lighting the torches, so there is a benefit to killing monsters (although avoiding them entirely is faster)

### ***Hickory Dock***

Run backwards and start off with a Fireball

You might not be able to counter the first attack. If not, just keep casting and wait for the perfect time to Counter

When he starts casting Tailspin, switch to Lemahl

You'll want to just keep casting Fireball until he's dead

Drink Iced Coffees as needed

### **Ding Dong Dell**

Back in town, collect enthusiasm from the guy walking around

Go to the guy near the Cawtermaster and give him enthusiasm

Go to the cat near Swift Solutions and grab enthusiasm

Give the lady the enthusiasm

Go to Swift Solutions and buy Jumping Jack (first option, very important!)

Go to guy outside inn and get his quest

We're going to go to the river and grab his diary

Jumping Jack was bought for 2 reasons:

- 1) You move about 10% faster while jumping (less important)
- 2) You can skip encounters by constantly jumping and opening the menu while you are in midair

Normally when you open a menu, you and all monsters on screen stop moving for a short amount of time. By opening a menu while you are in midair, your momentum will be preserved so you will continue moving while monsters are frozen. Just keep opening the Spell Menu with Square when jumping when skipping encounters. You can also open the Map with R1 which is faster, but monsters don't stay still for as long so it's useless for the most part.

Grab the diary at the little island in the river  
Return it

Go to Golden Grove

### **Golden Grove**

This is one of the harder dungeons to avoid encounters. Don't be greedy and use the jump trick very liberally. With some practice, you can probably skip all but one encounter fairly consistently (will explain which encounter later)

For the Worker Bumpers, there you pretty much can only skip these by double buffering instead of a single jump buffer. To do that, open the spell menu as soon as you jump and open it again before you land. Essentially the same thing as a regular buffer, but you start it earlier so you have time to do a second buffer before landing.

Continue on with story

There's a blue chest before the area where you hatch the egg. Make sure to grab it for a Hoarfrost Harpoon

Continue with story

There is one encounter that is annoying to skip, and it's the one near the mushrooms you have to cast Quicken Growth on. For this one, if the monster sees you before you get to the mushrooms, then they'll follow you after the cutscene which means a guaranteed encounter more or less.

### ***Gladiataur***

Start the fight with a Frostbite to target  
Counter the first hit

From now on, keep casting Frostbite  
Avoid Savage Swipe by moving out of the way (attack goes in a straight line)  
Defend when you see Everblade  
Drink Iced Coffees as needed

When Gladiataur reaches the phase where he charges at you, defend it (make sure he hits you so that you Drippy can throw the shield at him)  
Bring out Mitey to melee him while he's stunned  
Continue casting Frostbite afterwards

If you see a Gold Glim, make sure to grab it with Oliver and not Mitey

After the fight, continue with the story and head to Al-Mamoon

### **Al-Mamoon**

[Optional] Inside the inn, there is a blue chest with a Strong Coffee (30 MP) in it. If you are too low on Iced Coffees and would like to save a run, you can grab that as backup.

Go to the Hootique

Grab the Sandwich from the chest to the right

Buy

- Poison-Be-Gone
- Curse-Be-Gone
- Sleep-Be-Gone
- Blindness-Be-Gone
- All Iced Coffee you can afford (Having at least 7 is the safest, but it's all up to luck)

The Be-Gone items are for duplicating later as well as the White Bread and Sandwich. Make absolutely sure you do not use these up before the duplication part!

The Blindness-Be-Gone isn't going to be used for duplicating. This is just to prevent the duplication from getting screwed up later.

Go to Rashaad and continue with the story

### **Motorville**

Continue with the story

When you're about to enter Rusty's garage, you can skip the dialogue you get from Drippy by jumping at the right time (visual cue I use is the left edge of the dumpster)

### ***Rusty's Nightmare***

Start the fight by moving backwards and casting Frostbite

For the rest of the fight, just Frostbite and counter

If you see Hard Heart, Defend

Try to time your Iced Coffees so you use them while Frostbite is cooling down

Try to have at least 1 Iced Coffee left over (not a huge deal if you use them all up, but will cost some time)

Bring in Mitey to melee if you're out of MP and coffee

Continue with story

## **Al-Mamoon**

Give Esther the piece of heart  
Grab the Kindness from the old man behind you  
Give Kindness to the kid near the fountain  
Get Enthusiasm from woman near where Esther was  
Give Enthusiasm to the guy near her  
Get Courage from the woman on way out  
Give Courage to the guy standing right outside the inn

Go to Swift Solutions and get Jack-Be-Nimble (makes you move about 40% faster, so encounters will be easier to dodge as well)

## **Overworld**

### *Encounter*

Fireball on Babana monster  
Frostbite on Florets

Head to Temple of Trials

## **Temple of Trials**

Do the tests

### *Test of Wits*

Puzzle 1: Dragon, Dog, Mitey, Bird

Puzzle 3:

Dog     Mitey             Dragon

Bird

Menu

- Equip Hoarfrost Harpoon on Sid
- Change Sid's tricks to just Water Bomb

## **Bashura**

Bashura has a move called Devastation that's hard to defend. Just make sure your HP is never too low.

Strategy is to switch between Oliver for Frostbite and Sid for Water Bomb.

The boss always targets Esther while she's alive, so you can sort of predict where Bashura will face. Just make sure you're always attacking from the front and not from the back.

Use Strong Coffee as needed

If Strong Coffee is the last item in your inventory (assuming you never reorganized your inventory and kept its natural order) then feel free to use them all up, it won't affect the duplication in any way. There is a backup though, so don't worry.

After defeating Bashura, get Boggly-Boo from Solomon.  
Boggly-Boo is needed at Porco Grosso for his Thunderspark.

## **Overworld**

Head for Mount Smoky

On way there, grab the Burning Blade inside the lave (invisible chest)

Go to dungeon

## **Mount Smoky**

This is where we'll be doing our final set of duplications.

If you never used up any items completely since the duplication back at Ding Dong Well, then go ahead and talk to the familiar retreat to get the 3 Great Sage's Secret that we'll be duplicating.

If you want to be safe, go into a battle first and get killed before talking to the familiar retreat guy. This will duplicate any items that have been queued up in the dupes.

If you touched the save totem, leave and come back.

### *Start Duplication Loop*

Go to the first encounter and use up an item

- Make sure all your Tactics are set to "Don't Do Anything"

Flee

Continue and go to the left path at the junction

Try to have the enemy get the upper hand

Die and continue

Repeat the loop for a total of 5 duplications (should have 96 when you're done)

Now we're going to do the Familiar Retreat Glitch

Talk to the familiar retreat guy and spam Square before the text box pops up. There is a 1 frame window where you can open the Spell Menu. Doing so will keep the text on the screen which prevents monsters from spawning (will last until the cutscene trigger).

This trick is really annoying and can take anywhere from 1st try to 20+ tries

Continue to the top of the volcano

When crossing the paths with fire coming out of the wall, feel free to just touch it and move on. The invincibility frames are shorter than the full stream and you take no damage from it. If you can get the timing down, you can sorta figure out when it's optimal to wait it out and when it's optimal to touch the fire.

### ***Moltaan***

*Here we'll be setting up another duplication, so just at any point in this fight use up another item (if you have a Coffee left over, can use that when you need an MP refill)*

The strategy is the same as Bashura, switch between Frostbite Oliver and Water Bomb Sid  
Make sure you change Tactics back to the default

Halfway through the fight, Moltaan will start casting Volcanic Roar. Make sure you dodge/evade this attack! It does a ton of damage.

When you're running low on HP or MP, just use a Great Sage's Secret (we have a ton, so might as well use them as painful as it may seem)

After the fight, leave and head for Al-Mamoon

### **Al-Mamoon**

Go to the Hootique

- Sell all Great Sage's Secrets (we'll actually be duplicating them again, and selling them doesn't cancel the duplication)
- Absolutely do NOT buy any provisions. Doing so will screw up the duplication
- Buy 11 Creamy Milks
- Buy 11 Chocolates

Go to Castaway Cove, but immediately leave afterwards and take an encounter  
Die to get all of your GSS back

## **Castaway Cove**

Get the Alchemy Pot back from Swaine

Buy

- 51 Sandwiches
- 51 Strong Coffee
- 51 Phoenix Feathers
- Roc Feather (Mitey)
- Pig-Iron Pike (Drongo)
- Iron Shield (Mitey)
- Iron Ax (Hurly later)

*Note: The number of Sandwiches, Strong Coffees, and Phoenix Feathers are pretty loose since we have so many GSS.*

## **Al-Khemi**

Change Tactics to default for Oliver, but "Give It Your All" for Esther

For this fight, you'll just be casting Pulse the entire time

Use Strong Coffees as needed

If you need to heal both HP and MP, use a GSS (faster than using 2 items)

Counter attack when you can, but it's not the most important thing in the world for this fight.

Make sure to use Strong Coffees on Esther as needed as well so she keeps attacking with Drongo

When Hubble-Bubble comes up, make sure you Defend it!

- *Note: You can actually skip Hubble Bubble by using an item at the right moment. I'm not sure what the timing is precisely, but here's a clip of Professor\_Palmer pulling it off:*

<https://clips.twitch.tv/GoldenMoistInternPeoplesChamp>

You can fit in one item or one Pulse cast before the timer expires.

Al-Khombo is unavoidable, so make sure you defend that as well. He can hit you with it even if he's all the way on the other side of the arena.

After the fight, continue with the story

After Oliver is in his swimming trunks, go talk to the lady on the boat in the pier for the Milk Chocolate recipe

Go into the Alchemy menu and make all the Milk Chocolates you can  
Feed them all to Mitey

- Should end up with +7 Attack on Mitey

## **Al-Mamoon**

Continue on with story

After talking to Cawtermaster about Restraint, buy 11 Adamant Badges and equip on all characters that can use them

Get Restraint from Abull and give to Cowliphah

After doing that, cast Gateway twice to go back and forth (doing this is about 2 seconds faster than running to the entrance)

Leave and head back to Castaway

## ***Swaine's Nightmare***

This is the first Mitey-focused fight. We'll be using both Mitey and Oliver's Pulse

Start off by using Oliver and casting Pulse. Then try and counter the nightmare.

While he's stunned, switch to Lemahl and cast Sharpener.

Switch to Mitey and start attacking

Have Mitey counterattack as well

Essentially for the whole fight we're just going to have a Sharpener Mitey attack and counter non-stop and then switch to Oliver for Pulse casts when needed.

Make sure to Defend when you see Bad Dream

You can (and should) ignore Grudge. Just take the curse and keep the damage up.

## **Castaway Cove**

When you go to the inn for the mayor's retrain, go ahead and grab the Milk Chocolate from the chest if you were really close to +7 and feed it to Mitey later (will do this the same time you equip Swaine)

Get Swaine

Continue with the story

## ***Shadar***

Make sure to defend Bleak Midwinter

Strategy is to attack with Mitey (normally, no Sharpener) when close up and cast Pulse with Oliver when he's out of range

When Shadar casts Pyre on you, stay as Oliver and switch to Mitey as soon as the flame reaches you (will avoid the damage entirely and regain movement)

When Shadar casts Fell Wind, just run behind him and continue attacking

[Optional] Change Esther's Tactics back to the default so she heals more often

Party members aren't too useful here, so they can stay dead

## **Fairygrounds**

Follow story

After getting the drops from Mummy, go down ladder

Grab the Poison Pinch gem (Green Chest, look for an exclamation mark near the ladder)

Menu

- Feed Mitey Poison Pinch Gem
- Metamorph Drongo
- Metamorph Sid
- Equip Burning Blade on Mitey
- Give Sid to Swaine
- [Optional] Change Sid's Tricks to Water Bomb + Healing Tear
- Equip Adamant Badge on Swaine
- Equip Iron Ax on Hurly

For the pieces of art, this is the most efficient order with the most efficient inputs

- Burden (R1, Down 1)
- Spring Lock (Down 4)
- Rejuvenate (Right 1, Down 3)
- Secret Ingredient (Up 3)
- Fireball (R1, Down 2)
- Nature's Tongue (Right 1, Up 3)
- Levitate (Right 1, Up 2)
- Quicken Growth (Right 1, Down 3)
- Broom Broom (Up 1)

*Note: Quicken Growth and Broom Broom might get switched depending on where the kid with the plant is at in his path*

## **Mummy's Tummy**

For every battle, just start off with Sharpener and then Cut Loose  
Go ahead and just attack everything with Mitey  
Heal with Sandwiches and Strong Coffee in between battles as needed

### **AGAINST STINGRAYS**

Make absolutely sure you defend Belly Buster. That move does a ton of damage.

### **BEFORE THE 5TH BATTLE (WHALE)**

Equip Mitey with the Roc Feather.

Kill the Stingrays first in this battle

Re-equip the Burning Blade after the whale

## ***Royal Jelly***

This is another Mitey-focused fight.  
Start off with Sharpener and attack with Mitey.  
Counterattack as much as possible again.

When Mitey's stamina is low, switch to Oliver and have him use Fireball and counter.  
Keep going until Royal Jelly finally gives birth

While Royal Jelly is stunned from giving birth, have Mitey go in and attack it (don't worry about Sharpener, this is more about trying to force a gold glim to spawn than getting as much damage as possible)

Have characters on all-out attack so that they hopefully draw aggro away from you

If a gold glim spawns with the baby jellyfish alive, have Mitey pick it up to one-shot them.  
If a gold glim spawns without baby jellyfish alive, have Oliver (or Hurly) pick it up for some massive damage.

If you don't get a gold glim while Royal Jelly was stunned, then run away and repeatedly use Cut Loose with Mitey to kill the babies.  
Have Oliver cast Fireball on Royal Jelly while Cut Loose is on cooldown

If party members die, try to revive them so they can help with damage

This is a long, drawn-out battle so be prepared for the worst

## **Fairyground**

Head back to the ship and set sail for Autumnia

## **Autumnia**

Go to the Cawtermaster's

Buy

- Witch's Thorn (Boggly)
- 2 Soldier's Spear (Drongo and Sid)
- Grunt's Shield (Mitey)
- Soldier's Smock (Drongo)
- Caghoul (Boggly)

After Swaine returns

Menu

- Give Boggly-Boo Thunderspark for his tricks
- Put Lemahl in the reserve
- Give Mitey to Esther
- Have Mitey in center and Boggly at end of Esther's familiars list
- Put Hurly in reserve

Continue on and talk to the guards in front of the castle

Cast Gateway for a shortcut back to entrance of Hamelin

Continue with story

The way to infiltrate the palace is very specific and hard to explain. You'll have to watch a run to see how it's done.

## ***Porco Grosso***

The strategy for this fight is to use Strongo and Boggly on Esther (Esther because she is compatible with Strongo so she'll do more damage)

Just switch back and forth between Strongo and Boggly to cast Thunderspark nonstop

Try to keep Oliver healthy as well, and bring him back to life if he dies

Porco Grosso has a lot of annoying moves, so just defend all of them as needed (especially Gammon Cannon which is a 1-hit KO)

## **Hamelin**

Continue on with the story

Menu

- Metamorph Boggly
- Give Boggly to Swaine
- Give Oliver Mitey and Lemahl

Head for the cave outside Hamelin  
Sharpener and Mitey on the ogre

Continue with story

Head for Tombstone Trail

### **Tombstone Trail**

Menu

- Set Text Speed to slowest
- Equip Mitey with Roc Feather
- Give Mitey to Esther and put Lemahl in reserve

Now we have a new way for dodging encounters

Cast Levitate while the text speed is set to the lowest value and text will slowly appear on screen. While text is appearing, monsters can't interact with you (even if you touch them!) Just cast Levitate whenever a monster sees you and you'll just float on past them

Continue on with story and head for boss (grab nothing extra on the way)

### ***Candelabracadabra***

We're finally going to do the AI Cast Trick

For this fight, we'll be fighting as Oliver casting Arrow of Light.  
Try to counterattack the boss as much as possible

After casting an Arrow of Light, switch over to Esther

Have Esther throw a coffee on Oliver

If Oliver had quite a bit of MP when you switched over to Esther, he is fairly likely to cast an Arrow of Light

If he did not, he should be fairly likely to cast an Arrow of Light after Esther throws coffee on him  
The AI Cast Trick only works if you have no familiars on Oliver

Make sure to Defend all tricks (worst ones are Boo! And Wacko Lanturn)

#### Menu

- Text Speed Fastest
- Equip Oliver with Mornstar
- Change Mitey's Tricks to Poison Pinch
- Give Mitey and Lemahl to Oliver

Leave and head back to Hamelin

#### **Hamelin**

Continue with story

[Optional] Travel to Tombstone Trail and head for the Casino

Buy 5,000 chips and get the Bluster Blade (does almost triple damage on Red Dragon, but it's a bit out of the way so the timing is more or less even to grab, but you get more room for error)

Travel to Castaway Cove

Sail to Skull Mountain

#### **Skull Mountain**

Heal if needed and head for the fight

#### ***Red Dragon***

Start off with Sharpener and immediately have Mitey attack

This will be a very very heavy Mitey-focused fight

Defend Flame Breath by defending as Mitey and switching back to Oliver near the end

After you get the cutscene from Drippy, cast Poison Pinch for a guaranteed poison (417 damage total)

From this point on, you watch the dragon's HP bar.

While Dragon Scales is active, there will be a little shield icon indicating Magic Defense increased.

When Dragon Scales is active, he's immune to poison

Otherwise, he has about a 30% chance to be hit with poison, so you should take the chance

When Mitey's stamina is low, have Oliver cast Arrow of Light

#### Menu

- Give Mitey to Esther
- Put Lemahl in reserve

Continue with story

#### ***Denny's Nightmare***

This is another AI Cast with Oliver fight

Start off with Arrow of Light and counterattack whenever possible  
Make sure to Defend his Oil Spill attack

When AI Casting, have Esther use Cheer or throw Coffees/GSS

Continue with story

When going to find the stone tablet, Travel to Castaway Cove before calling Tengri  
Travel back to Skull Mountain  
After talking to Khublai, Travel to Skull Mountain again and fly to Yule

#### **Yule**

Do everything here from talking to the guy at the inn to meeting the mayor

Before meeting the mayor, go to the peddle

#### Sel

- All Sandwiches
- All Strong Coffee

#### Buy

- 71 Cappuccinos
- 71 Pixie Dews
- Blazing Blade (Mitey)
- Ice Shard (Boggly)
- Tundra Shield (Mitey)
- Aurora Cloak (Boggly)
- 2 Sasquatch Pelt (Drongo and Sid)

Talk to Mayor

Travel to Castaway Cove (Cerboreas is faster at a higher level)

Fly to Vault of Tears

### **Vault of Tears**

Go through dungeon

Grab the Stormscale from the Green Chest in the drained room

Menu

- Give Mitey to Oliver
- Replace Poison Pinch with Warcry
- Equip Strongo with the Stormscales
- Boggly should learn Fling Flame

### ***Aapep***

This is a Mitey-focused fight

Cast Warcry with Mitey and keep attacking

Make sure to Defend Death Rattle

When Mitey needs to recover, use Arrow of Light with Oliver

After the fight, Travel to Fairyground

Call Tengri and fly to the ship

Ride the ship south and loop to the top of the map

Go to the ghost ship

### ***Jetsam***

This is a quick fight, just All-Out Attack and have Mitey Warcy attack

### ***Cap'n Crossbones***

Again, this fight is Mitey-focused to start off with Warcry and attack

Make sure to defend Hammock Hack and Plunder

Keep attacking as Mitey and Arrow of Light with Oliver on the side

Make sure to keep the party healthy for this fight

Travel back to Yule

Fly to Glittering Grotto

### **Glittering Grotto**

Menu

- Text Speed Slowest

Go straight to end of the dungeon

### ***Cerboreas***

Mitey-focused fight

Have Mitey Sharpener and attack as usual

Oliver should use Arrow of Light on the side when Mitey is recovering

When you see Howling Blizzard, defend

Sometimes Howling Blizzard will break through your defenses (usually as Oliver, not so much as Mitey)

This is a long battle, so be prepared for that

Travel to Hamelin

### **Hamelin**

Talk to Marcassin and then talk to the spirit

Travel to Tombstone Trail and then fly to Perdida

### **Perdida**

Buy

- Greatsword (Mitey)
- 2 Deadeye Spear (Strongo and Sid)
- 4 Shining Scales (Oliver and Marcassin)
- 2 Magic Cloak (Strongo and Sid)

## Menu

- Equip Oliver with 2 Shining Scales
- Move Mitey to Swaine
- Put Boggly in reserve

Continue with story and prepare for Khulan's Nightmare

## **Khulan's Nightmare**

This is another AI Cast fight

Again, Oliver will use Arrow of Light and you will AI Cast by switching to Esther who will Cheer and use coffee on Oliver

Make sure to defend Cruel Rain

Continue with story

Go to Al-Mamoon for the Holy Wood

Go to Ding Dong Well to have the wood carved

After talking to the rat, Gateway to fight Philip's Nightmare

## ***Philip's Nightmare***

AI Cast with Oliver

Note: Arrow of Light is now the 3rd to last spell, so be careful about that

When the boss has Ill Will up, be very careful not to take too much damage, he hits really hard  
Same AI casting strategy as usual

Return to Ding Dong Dell and finish up this portion of the Clarion quest

Travel to Hamelin to finish the Clarion

Travel to Perdida and head for the Miasma Marshes

## **Miasma Marshes**

***WARNING: DO NOT SKIP THE CUTSCENES ENTERING MIASMA MARSHES TOO FAST OR YOU MIGHT SOFTLOCK***

Set Text Speed to Slowest

Head towards boss

### ***Vileheart***

AI Cast with Arrow of Light

Defend Vile Breath

When you see Viledriver, run up to him and Defend to get the chance thing (don't do it for the first one though, doesn't work the first time)

### **Vileheart 2**

For the 2nd Vileheart fight, just AI Cast Mornstar

He can eat up your Mornstars with cutscene attacks, so be wary of that

Travel to Miasma Marshes again and head to Shadar's Castle

### **Nevermore**

Head towards the end

Grab the chest with the Radiant Blade in it (blue chest near the 3rd switch)

Prepare for Shadar

### ***Shadar***

AI Cast Mornstar for all 3 phases (and really the rest of the game)

1st Phase:

Bleak Midwinter and Evenstar are spells to watch out for

2nd Phase:

Onslaught is the only bad move, but it's very fast

3rd Phase:

Despair always aims for the right side of the screen

Blast From Beyond aims for the left side

World's End is bad, defend that

Hell's Circles can eat up a Mornstar with the cutscene

Continue with the story

## **Iron Wyvern**

Menu

- Switch Marcassin and Swaine
- Give Marcassin 2 Shining Scales
- Give Marcassin's familiar to Esther
- Equip familiar with Radiant Blade + Adamant Badge
- Equip familiar with Plasma Ball
- Remove all other familiars

Continue with story

## **Ding Dong Dell**

Use the familiar retreat glitch and head towards King Tom

### ***King Tom***

This is easily the most annoying out of the 3 fights

The first phase is just AI Cast Mornstar, nothing too special

Second phase is extremely annoying to deal with because of Itchy Scratchy

King Tom always opens with a Cat Slap in phase 2 so defend that right away

He casts Itchy Scratchy so often you only have time to safely cast one Mornstar at a time unless you successfully counter

Also watch out for Cat Slap which he randomly does at times

This fight is more so a test of patience, so take it slow if you have to and do only one action between each Itchy Scratchy cast

After the fight, do the familiar retreat glitch on the Iron Wyvern, but instead of closing the spell menu afterwards, cast Travel and go to Hamelin

Wait for the loading screen to appear before cancelling out of the familiar retreat menu

This version of the familiar retreat glitch makes it so you have no menu access until you either touch a save totem or reach the area you originally activated the glitch

We'll be using this glitch to skip all encounters here in Hamelin

### ***Porco Loco***

For Loco, you just want to keep your distance

When you see Pork Scrappings, go far away because it deals a ton of damage, but its range is limited

## **Iron Wyvern**

Touch the save totem and Travel to Al-Mamoon

## ***Queen Lowlah***

Queen Lowlah will either go really well or absolutely horribly

In Phase 2, she has a move called Flying Cow that you have to defend

Sometimes she'll go an entire fight without ever using Flying Cow, and sometimes she'll use it 5 times in a row for no reason whatsoever, so it's a huge dice roll

Beyond that, nothing too important to mention here

After finishing all 3 bosses, Travel to Mt. Smoky and fly to Ara Memoriae

## **Ara Memoriae**

Run all the way to the end and put the flowers in

WARNING: THERE IS ANOTHER SOFTLOCK HERE, SO DON'T SKIP CUTSCENES TOO FAST

Now head for the White Witch's castle

## **Final Dungeon**

Follow the path

## ***Gallus***

For Gallus, his blue aura move is the worst one of them all, but it can be cancelled by casting Ward at the right moment. If you don't trust yourself to time it, just Defend, not a huge deal

Al Cast your way to victory

## Menu

- Remove Stormscale from Strongo and give it to Marcassin
- Give Astra to Marcassin

## ***Cassiopeia***

Final boss rush time, and as usual it's AI Cast tricking Mornstars

### Phase 1:

Every trick should be defended (except Nightshade)

### Phase 2:

Defend Annihilation and Wrathful Rush

### Phase 3:

Whenever there are satellites out, have Marcassin spam nonstop Thunderstorms

Make sure party is kept health

- Marcassin at full health can survive a Chaos undefended
- Esther's Adamant Badge can save her from Chaos
- Oliver is the only one who needs to Defend to survive

After Zodiarchy is down, you have officially beaten Ni No Kuni! Congratulations!