

2.7 SOS Vishnu & Quetzalcoatl

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Seasonal Special Effect

“For each type of attribute damage dealt, gain 1 Erosion of the Masses stack.

Erosion of the Masses: Increases final damage by 10% for each stack. Lasts for 2 turns.

Stacks up to 4 times.”

- Twins get a stacking damage buff
- Every other character gets a slight damage buff

Shiva

Boss Mechanic

“1. At the start of battle, Vishnu summons 4 servants. Vishnu and all servants are in the Soul Link state.

Soul Link: Distributes all damage received between all Shadows who share this condition, based on the percentage of their current HP.

2. When Vishnu and its servants take skill damage, they gain Guardian’s Preservation based on the attribute, and that affinity is changed to Resist. This effect lasts for 2 turns.”

- Soul Link is just the usual AOE passive
- The second passive means if you can’t alternate elements, then you’ll have a permanent damage reduction

A1 Twins/Chord/Wind(25,127,942)

Setup

Weapon & Persona

- Ex Machina
 - If you can’t run an Almighty Persona in slot 1 then Starry Compass is better
- Sandalphon
 - Almighty Boost with Ex Machina & Sustain with Signature(Devoted Guard)
 - Can be replaced with Norn or King Frost
- Vishnu
 - Used for AOE def down with Magarudyne. Can be replaced with Norn or Narcissus(maybe even Jatayu)
- Kohryu
 - We’re using a 2turn rotation so the 3rd slot is a stat stick. Kohryu is the best one in this setup if you have it

Thieves & Turn order

- Wonder
- Marian
 - Trust & Prosperity
 - Can probably be replaced with Cherish(Don’t have him, so can’t test it myself)
- Chord
 - 5* Weapon required
 - Trust & Prosperity
- Twins
 - Nativity & Power
 - Sweeper(Fire/Frost + Bless/Curse)
- Wind
 - Resolve & Labor

Rotation

Skills

| Turn | Wonder | Marian | Chord | Twins | Wind |
|------|---------------|--------|-------|-------|----------|
| 1 | Magarudyne | S1 | S2 | Fire | - |
| 2 | Devoted Guard | S3 | S3 | Bless | S1 |
| 3 | Magarudyne | S2 | S1 | Fire | S1 |
| 4 | Devoted Guard | S3 | S2 | Bless | S3 |
| 5 | Magarudyne | S2 | S1 | Fire | S1 if A6 |
| 6 | Devoted Guard | S3 | S3 | Bless | S3 |

Highlights

| Turn | Wonder | Marian | Chord | Twins | Highlight |
|------|--------|--------|-------|-------|------------------|
| 1 | 65 | 82 | 99 | 100 | Chord |
| 2 | 31 | 58 | 85 | 100 | Twin Fire |
| 3 | 17 | 34 | 51 | 68 | - |
| 4 | 89 | 100 | 17 | 34 | Marian or Wonder |
| 5 | 51 | 68 | 85 | 100 | Chord |
| 6 | 31 | 58 | 85 | 100 | Twin Bless |

Notes

- By using Marian S1 turn 1 we get 4 stacks of Four Gods(Kohryu passive) within the first turn. This enables us to trigger the attack boost on turn 2,4 and 6 resulting in 100% uptime after turn 1 of Kohryu is at least OC1
- Chord S3 uses the Twins HL that we won't use ourselves. This enables us in double buffed twins on turn 2 and turn 6
- Try to take advantage of Winds Insight as much as possible to get as many Twin ONE MORE as possible. If you can chain ONE MORE, with Twins doing the last hit, even better

Panther/Chord(3,213,648)

Setup

Weapon & Persona

- Starry Compass
- Koumokuten
 - Just used for his passive
- Vishnu
 - Magarudyne for AOE def down
 - Can be replaced with Norn for example
- Sandalphon
 - Enemies deal A LOT of damage so we need the sustain
 - Just using his Signature(Devoted Guard)
 - Can be replaced with King Frost or Norn for example

Thieves & Turn order

- Wonder
- Marian
 - Trust & Prosperity(Can also use Love for better sustain)
 - Can be replaced with another sustain
- Chord
 - Trust & Prosperity
 - 5* Weapon required
- Ann
 - Acceptance & Strife
- Puppet
 - Faith & Peace
 - Enemies deal insane damage so we need the extra sustain

Rotation

Skills

| Turn | Wonder | Marian | Chord | Ann | Puppet |
|------|---------------|--------|-------|-----|--------|
| 1 | Magarudyne | Gun | S2 | S1 | - |
| 2 | Devoted Guard | S3 | S3 | S3 | S1 |
| 3 | Magarudyne | S2 | S1 | S1 | S1 |
| 4 | Devoted Guard | S3 | S2 | S3 | S1 |
| 5 | Magarudyne | S2 | S1 | S1 | S1 |
| 6 | Devoted Guard | S3 | S3 | S3 | S3 |

Highlights

| Turn | Wonder | Marian | Chord | Ann | Highlight |
|------|--------|--------|-------|-----|----------------------|
| 1 | 65 | 82 | 100 | 27 | Chord |
| 2 | 54 | 81 | 100 | 17 | Ann |
| 3 | 34 | 51 | 68 | 85 | - |
| 4 | 100 | 17 | 34 | 51 | Sandalphon or Marian |
| 5 | 68 | 85 | 100 | 100 | Chord |
| 6 | 27 | 54 | 81 | 100 | Ann |

Notes

- Hit one of the Garuda with Marian turn 1 to get the additional 4% HL charge needed
- If you're able to survive with Wind instead of Puppet you can use Marians regular rotation(S3-S2-S3-S2-S3-S2) and hit the main target with Anns Follow Up after Maragudyne to get the additional 4% HL charge

Panther/Leon(2,243,970)

Setup

Weapon & Persona

- Starry Compass
- Koumokuten
 - Just used for his passive
- Vishnu
 - Magarudyne for AOE def down
 - Can be replaced with Norn for example
- Sandalphon
 - Enemies deal A LOT of damage so we need the sustain
 - Just using his Signature(Devoted Guard)
 - Can be replaced with King Frost or Norn for example

Thieves & Turn order

- Wonder
- Leon
 - Trust & Prosperity
 - 5* Weapon recommended
- Marian
 - Trust & Prosperity(Can also use Love for better sustain)
 - Can be replaced with another sustain
- Ann
 - Acceptance & Strife
- Puppet
 - Faith & Peace
 - Enemies deal insane damage so we need the extra sustain

Rotation

Skills

| Turn | Wonder | Leon | Marian | Ann | Puppet |
|------|---------------|------|--------|-----|--------|
| 1 | Magarudyne | S3 | S3 | S1 | - |
| 2 | Devoted Guard | S2 | S2 | S3 | S1 |
| 3 | Magarudyne | S3 | S3 | S1 | S1 |
| 4 | Devoted Guard | S2 | S2 | S3 | S1 |
| 5 | Magarudyne | S3 | S3 | S1 | S1 |
| 6 | Devoted Guard | S2 | S2 | S3 | S3 |

Highlights

| Turn | Wonder | Leon | Marian | Ann | Highlight |
|------|--------|------|--------|-----|-----------|
| 1 | 25 | 42 | 59 | 76 | - |
| 2 | 97 | 100 | 17 | 34 | Ann |
| 3 | 51 | 68 | 85 | 100 | Marian |
| 4 | 17 | 34 | 51 | 68 | - |
| 5 | 85 | 100 | 17 | 34 | Leon |
| 6 | 51 | 68 | 85 | 100 | Ann |

Notes

Quetzalcoatl

Boss Mechanic

“1. Quetzalcoatl and all Yurlungurs are in the Soul Link state.

Soul Link: Distributes all damage received between all Shadows who share this condition, based on the percentage of their current HP.

2. All Shadows take 20% increased damage from ranged attacks.”

- Can basically be ignored because it's just a passive effect

Haru/Chord(26,086,315)

Setup

Weapon & Persona

- Starry Compass
 - Depending on your Reforge level Ex Machina might be better
- Surt
 - Just needs his Signature skill(Marakunda)
- Dionysus
 - Only needs Rebellion(or Tarukaja if your Haru has high enough crit rate)
- Shiva
 - Just needs his Signature skill Dance of Destruction(“DoD”)
 - If you don't have Shiva replace him with another buffer/debuffer(Dominion/Vishnu/Norn for example)

Thieves & Turn order

- SMoko
 - Harmony & Victory
 - Integrity & Pleasure works as well
- Wonder
 - Can swap order with SMoko, because we stall one HL turn anyways
- Chord
 - Trust & Prosperity
 - 5* Weapon needed
- Haru
 - Wisdom & Pleasure
- Futaba
 - Resolve & Labor
 - Can replace with Wind if you don't have Futaba or are using her in fight 1

Rotation

Skills

| Turn | SMoko | Wonder | Chord | Haru | Futaba |
|------|-------|--------------------|-------|------|--------|
| 1 | S3 | Marakunda | S2 | S1 | - |
| 2 | S2 | Rebellion/Tarukaja | S1 | S3 | S1 |
| 3 | S3 | DoD | S3 | Gun | S3 |
| 4 | S2 | Marakunda | S2 | S1 | - |
| 5 | S3 | Rebellion/Tarukaja | S1 | S3 | S1 |
| 6 | S2 | DoD | S3 | Gun | S3 |

Highlights

| Turn | SMoko | Wonder | Chord | Haru | Highlight |
|------|-------|--------|-------|------|-----------|
| 1 | 65 | 86 | 100 | 27 | Chord |
| 2 | 58 | 85 | 100 | 17 | Haru |
| 3 | 38 | 59 | 80 | 97 | - |
| 4 | 100 | 100 | 17 | 34 | Dionysus |
| 5 | 55 | 76 | 93 | 100 | Chord |
| 6 | 27 | 54 | 85 | 100 | Haru |

Notes

- Using SMoko S3->S2 instead of S2->S3 to get an additional 4% HL Charge on the first turn
- If you're using Wind then use this rotation: -/S1/S3/S1(if A6)/S1/S6

Haru/Leon(24,331,501)

Setup

Weapon & Persona

- Starry Compass
 - Depending on your Reforge level Ex Machina might be better
- Surt
 - Just needs his Signature skill(Marakunda)
- Dionysus
 - Only needs Rebellion(or Tarukaja if your Haru has high enough crit rate)
- Shiva
 - Just needs his Signature skill Dance of Destruction("DoD")
 - If you don't have Shiva replace him with another buffer/debuffer(Dominion/Vishnu/Norn for example)

Thieves & Turn order

- Leon
 - Trust & Prosperity
 - 5* Weapon recommended
- Wonder
- SMoko
 - Harmony & Victory
 - Integrity & Pleasure works as well
- Haru
 - Wisdom & Pleasure
- Futaba
 - Resolve & Labor
 - Can replace with Wind if you don't have Futaba or are using her in fight 1

Rotation

Skills

| Turn | Leon | Wonder | SMoko | Haru | Futaba |
|------|------|--------------------|-------|------|--------|
| 1 | S3 | Marakunda | S2 | S1 | - |
| 2 | S2 | Rebellion/Tarukaja | S3 | S3 | S1 |
| 3 | S3 | DoD | S2 | Gun | S3 |
| 4 | S2 | Marakunda | S3 | S1 | - |
| 5 | S3 | Rebellion/Tarukaja | S2 | S3 | S1 |
| 6 | S2 | DoD | S3 | Gun | S3 |

Highlights

| Turn | Leon | Wonder | SMoko | Haru | Highlight |
|------|------|--------|-------|------|-----------|
| 1 | 25 | 42 | 59 | 76 | - |
| 2 | 97 | 100 | 17 | 37 | Haru |
| 3 | 59 | 76 | 97 | 100 | Shiva |
| 4 | 17 | 34 | 51 | 72 | - |
| 5 | 93 | 100 | 17 | 34 | Dionysus |
| 6 | 55 | 72 | 93 | 100 | Haru |

Notes

- Ideally your Haru gets hit on odd turns, so your Leon shield gets her below 60% hp
- If you're using Wind then use this rotation: -/S1/S3/S1(if A6)/S1/S6