

Windust Mission 9-2 "Moon Reading" BF

作成中 -Draft

補足があれば、どんどん編集してください。

If you have more information, plz edit this document.

Summary

- Place: Full Moon Fountain
- No Level limit
- 2 part.
- 1st part enemy: 4 Ace Cardians.
 - 1.Ace of Batons - BLM
 - 2.Ace of Coins - RDM
 - 3.Ace of Swords - PLD
 - 4.Ace of Cups - WHM
- 2nd part enemy: Manticore & Wyvern
 - 5.Yail - Manticore
 - Riddle << Erase
 - 6.Tatzlwurm - Wyvern
 - Radiant Breath << Silena
- 2nd part with Ajido-Marujido

Member

- 1.Sumidas BLU/NIN
- 2.Tryon DRG/WHM (DRK/NIN?)
- 3.Tinysalmon RDM/WHM(SJ NIN?)
- 4.Fumii RDM/WHM
- 5.Gumomo BLM/WHM
- 6.Arukaru PLD/WAR

Prepering

- many Hi Potion (everyone)
 - Tryon,Sumidas,Tiny,Arukaru 10+

- Fumii,Gumomo 2-5
- many Hi Ether (everyone)
 - Fumii,Gumomo,Tiny 4-6
 - Sumidas,Tryon,Arukaru 2-5
- Juice(Melon or Yagudo) (everyone)
 - Fumii,Gumomo,Tiny 4-6
 - Sumidas,Tryon,Arukaru 2-5
- Icurus Wing
- Echo Drop
- Poison potion
- Reraise item(2-5 times)
- Flee Shoes(Arukaru have 3)

1st part

■ kill order:

- 1.Batons(BLM)
- 2.Coins(RDM)
- 3.Swords(PLD)
- 4.Healing?
- 5.Cups(WHM)

■ Strategy

- 1.Enter to BF
- 2.RR,Protect,Shell
- 3.Gumomo:Elemental Seal
- 4.Arukaru:Move to mob place, Provoke to Batons
- 5.Gumomo:Sleepga to Cups
- 6.Tiny:Help sleep
- 7.Fumii:Silence to Batons, If regist, no more.
- 8.Tryon,Sumidas,Arukaru:attack to Batons by weapon
- 9.Gumomo:attack by Magic and ready stun and Sleepga again.
- 10.Fumii keep refresh & haste to 1.Fumii, 2.Gumomo, 3.Arukaru
- 11.Tiny keep refresh & haste to 1.Tiny, 2.Sumidas, 3.Tryon
- 12.Fumii ready Dispell and Sleep
- 13.Tiny use Paralyze,Slow,Gravity and Sleep
- 14.Sumidas:ready Head Butt
- 15.Tryon:ready Heal Breath
- 16.Skill Chain:
 - Wheeling Trust(Tryon) > Savage Blade(Sumidas or Arukaru) >> Light
 - Sumidas solo Skill Chain >> Dark
- 17.Don't use 2hr ability
- 18.Save item
- 19.Notice:
 - must kill Batons very fast
 - Batons use AOE Magic
 - Cups use Diaga(if low HP down, not need Erase?)
 - When last mob Cups, Sleep to Cups and Healing, Save TP

2nd part

■ Manticore

1. after CS, start battle soon, because Ajido-Marujido attack to mob and die.
2. Notice: Don't kill Ajido-Marujido. If he die, we lost
3. use 2hr ability ok!
4. Tiny: Stoneskin, Blink
5. Arukaru: pull Manticore.
6. Sumidas, Tryon: attack to Manticore.
7. Tiny: pull Wyvern and kite Wyvern
 - keep Gravity
 - perhaps use Flee
 - Stoneskin and blink
8. Gumomo: attack Manticore by Magic
9. Fumii: help Manticore Battle.
 - Enfeebling Magic, Dispell.
 - keep refresh 1. Fumii 2. Sumidas, 3. Gumomo
 - Haste 1. Tryon, 2. Sumidas
10. Notice:
 1. Fumii, Gumomo keep distance to mob, because Manticore use Riddle (MP down)
 2. During Manticore, don't need Erase to Sumidas, Tryon, Arukaru for Riddle. because mob use again soon.
 3. Fumii, Gumomo check Ajido-Marujido's HP, and cure him
 4. Manticore use AOE Magic.
11. Skill Chain:
 - Wheeling Trust (Tryon) > Savage Blade (Sumidas or Arukaru) >> Light
 - Sumidas solo Skill Chain >> Dark

■ Wyvern

1. Tryon, Sumidas, Arukaru: attack to Wyvern by weapon
2. Gumomo: attack by Magic
3. Fumii keep refresh & haste to 1. Fumii, 2. Gumomo, 3. Arukaru
4. Tiny keep refresh & haste to 1. Tiny, 2. Sumidas, 3. Tryon
5. Fumii ready Dispell and Paralyna, Silena.
6. Tiny use Paralyze, Slow, Gravity and Paralyna, Silena
7. Notice:
 - Wyvern use AOE Paralyze. Tiny, Fumii, Gumomo must keep some distance.
 - Paralyna
 - Tiny > 1. Arukaru, 2. Tryon
 - Fumii > 1. Sumidas
 - Radiant Breath is damage + Silence. Plz Silena soon.

Notice

- If someone die when 1st part early, better exit and retry.

この文章に追加・修正等がある場合は連絡してください。(If you want add or update this text, plz tell.)

更新履歴 (Update History)

- ・ 2009-04-05 Arukaru 初版 (1st edition)