

To find a section quickly, press Ctrl-F and type in either the name of the section along with its content number (ie. 1., 2., 3., etc.) OR you can use the codes on the far right. Simply type in the brackets with the code number to get a jump.

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| |~~~~~ 1. Introduction ~~~~~[1000]~| |
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Final Fantasy Tactics Advance is a game produced by Square-Enix to celebrate the partnership between Square and Nintendo for the Nintendo GBA. Although it bears the same name as the original PlayStation version (with 'Advance' tacked on at the end), FFTA is a different game. The only real characteristic that FFTA has in common with FFT is the whole strategic, tactical aspect of the battle.

Like all RPGs, Final Fantasy Tactics is full of complications in which new players might get tangled with. This guide is designed to be both a reference for veteran players, and a strategy guide for those newer players.

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| |~~~~~ 2. FAQ ~~~~~[2000]~| |
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[Q] How long is this game?

[A] This game is really pretty long. The game itself is 300 missions long.

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[Q] I failed a mission which had an item I needed to do another mission! What do I do?!

[A] Don't get all panicky just yet! Most of the time, the game will allow you to redo dispatch missions so you can get that item even though you failed the first time. However, at times, the mission once failed won't appear ever again. Try not to fail too many to avoid this.

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[Q] Why is there no "Controls" section in this FAQ?

[A] I felt it wasn't needed. In it's place, I put my "Basics to Battling" section.

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[Q] What does it mean when it says, "[Insert name] has mastered [Insert Ability]?"

[A] Your member has mastered that particular ability. If you needed an item to use that ability, you can now use that ability whenever you want without the item. I would suggest immediately learning a new

ability after mastering one so you don't waste experience.

[Q] How many missions are there in all? I need help finding them and completing them!

[A] There are 300 missions in all which you can undergo and accomplish. Keep in mind that there are also three or four "Reserve" missions which don't count to your mission count. Don't worry, I'll list them as well as provide strategy to completing them.

[Q] Does it really matter which missions you do first?

[A] You can do the missions in any order you would like. Although sometimes, doing one mission ahead of the other might help you out quite a bit. However, there will always be this one objective that you must complete to advance through the game. Read the walkthrough for more information.

[Q] What does the [Insert number here]+[h] icon in the upper right corner mean?

[A] It's the land unit height. For example, say that a piece of land is 1 unit high. Then it would be 3h. Certain characters can only jump a few units high while others can jump higher. Experiment around with them.

[Q] How do I complete Mission [Insert mission here]?

[A] The walkthrough holds the required missions to advance through the game. Apart from that, you can just read the Missions list for the remaining ones.

[Q] What do the Move, Jump, and Evade stats mean?

[A] Move is the amount of steps your character can take in one turn. Jump is the amount of tiles a character can jump (Read above). And Evade is how evasive the planner is in avoiding attacks and status ailments against.

[Q] What exactly are: Atk., Def., Pow., Res., and Speed stats?

[A] Atk. stands for Weapon Attack; how much damage your character can do with the equipped weapon. Def. stands for Weapon Defense. This stat is how much punishment from another weapon your planner can take. Pow. stands for Magic Power, which is how powerful your character's magic is, and finally, Res. stands for Magic Resistance, which is the same as Weapon Defense except it shows your characters resistance to magic. Speed is obviously, how fast your character is. Faster characters move

first.

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[Q] What is a Totema?

[A] Totemas are the protector of the five crystals. Each one represents each race. During the game, you will be fighting all five to destroy all five crystals. Upon defeating a Totema, you will be able to use its power in battle with 10 JP.

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[Q] There is a way to predict how much damage your attack will inflict and the accuracy of it, somewhere. Right?

[A] This question is kind of stupid as those figures are in plain sight. Right before you initiate a move, the estimated damage and accuracy is shown right above your character's HP count. You can see this for any move, even your enemys'.

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[Q] Can any unit learn an Ultima attack?

[A] The answer to that is no. Only a select few jobs can learn the Ultima attacks. However, while powerful, they are incredibly pricy. AP is 999 and MP cost is a whopping 60!

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[Q] Okay, how do you learn moves like White Wind or Mighty Guard if the enemy monster won't use it on you?

[A] This is one of the many hardships for getting a Blue Mage. If you ever want to see your Blue Mage learn an ability like that, you are going to need a Beastmaster. Tell your Beastmaster to control the monster that holds the ability, and then force the monster to use it on you. For example, to get White Wind, you need your Beastmaster to know the ability, Fairy. Therefore, the Beastmaster can control the Sprite. Force White Wind onto the Blue Mage and there you go. The same goes for all other non-offensive attacks.

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[Q] I don't understand why the Bomb/Grenade doesn't hold the Blowup ability for my Blue Mage. What is up?

[A] For that ability to be available, the controlled Bomb/Grenade must be in critical health. Then, control it, and you will note that the ability magically appeared. However, be aware that there is a 20% chance that this will not occur. Continually control it with your Beastmaster, and you should see it eventually. I have noticed that the chances go up considerably when the Bomb/Grenade is surrounded on three-four sides. If it can't move while in critical health, it will most likely hold the Blowup ability.

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[Q] Can a Blue Mage learn from another Blue Mage?

[A] Although Learning is expected to be used from monsters, you can teach your Blue Mage moves from another Blue Mage.

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[Q] I'm a Blue Mage idiot. How do you learn a move like Roulette if it KO's you instantly?

[A] There is a simple answer to that. Cast Auto-Life on it or simply hold an item like Angel Ring to automatically get an Auto-Life.

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[Q] Can the Thief's ability, Steal: Ability steal any ability?

[A] No, it can only steal an ability that's learned by a job in it's race. For example, say Crout, the (human) Thief decides to steal a Templar's ability. That's impossible as the abilities that a Templar learns cannot be learned by any human job. However, if he uses Steal: Ability on any human, he'll get an ability. There are some exceptions however. Crout can still use Steal: Ability on a White Monk, and get one of two ability, Air Render or Far Fist. Why? Because Air Render and Far Fist are abilities that the human Fighter can learn. Therefore, Crout will master the Fighter A-Ability.

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[Q] Which is better? Turbo MP or Geomancy?

[A] Turbo MP doubles the MP usage, but creates bigger damage and best of all, improves your hit rate. However, Geomancy on the other hand doesn't affect the MP cost, but it does improve Magic Power. I prefer Turbo MP on my units with lots of MP (Illusionist), and Geomancy with more offensive spells (Black Mage).

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[Q] Do the eight skill levels do anything else other than being requisites for certain missions?

[A] Yes, they do one more thing. Upon reaching a certain level for each skill, you will get items. Most of them cannot be bought in the Shop so you will want to get those skill levels up to collect all of them. You will find a full list in the "Your Clan" section.

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[Q] How many Mission Items are there in all?

[A] I would believe there are 122 (more or less). Check the "Your Clans" section for a full list.

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[Q] What's the maximum amount of Mission Items you can carry?

[A] I would believe that figure is 64. Any more, and you will be forced to throw one of them out.

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[Q] When do I get to use Law Cards?

[A] Law Cards become available after completing Mission #6 Antilaws, and rescuing Ezel. From that point, you can visit Ezel's shop in Cadoan and bargain for different Cards.

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[Q] How do I use Law Cards?

[A] When it's one of your unit's turn, press the B Button and the game menu will appear. Select Law Cards and choose the Law Card you want to use.

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[Q] What's the difference between a White Card and a Dark Card.

[A] The White Cards are Law Cards that add a law. They are useful when your enemy is using a move which you really hate. For example, if your opponent constantly Charms you, you might want to add a Charm Law Card so that your opponent can't use Charm anymore without receiving Yellow Cards. Dark Cards are the Antilaws. These work the exact opposite by deleting or "nullifying" The day's Laws. Use these to take out any pesky Laws that you don't like.

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[Q] How many Law Cards and Antilaws can you carry in all?

[A] That number is 24. If you attempt to hold one more, you will be forced to throw one out. Don't let that happen, as you can simply trade away the cards you don't like for useful cards.

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[Q] If an ability requires 999 AP, does that mean it can't be mastered?

[A] I know it might already be an instinct after playing a lot of other games to think that 999 AP means infinite AP, but yes, you can still master them. Even though it does indeed take a while to get that 999 AP, it is possible. You will find that some higher end abilities require that amount.

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[Q] Can a Beastmaster control a Morpher when he is in Morph mode?

[A] Although that would be pretty cool, the answer is no. Even when the Morpher is "morphed," it cannot be controlled by the Beastmaster. They can only control genuine monsters, not imitation.

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[Q] Is it true that prices differ from Shop to Shop?

[A] Yes, that is true. Generally, Shops sell items in which the inhabitant of that town uses, at a cheaper price. For example, Muscadet is a

Viera town. Therefore, all weapons and items that Viera's use are at a cheaper price. Rapiers are a perfect example. At the Baguba Port Shop (Moogles town), items like Guns and Knuckles will be down in price, etc.

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[Q] I threw out [Insert Mission Item here]. Can I get another one?

[A] That depends. If it's an item like Black Thread or something like that, you will have to start over or trade with a friend. Certain mission items can be received again and again but certain items require you to keep them.

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[Q] How do you save in mid-battle?

[A] When it's one of your unit's turn, press the B Button and the game menu will appear. Choose the save option that should be at the bottom and save your game. Keep in mind that once you load up a game file saved in battle, the file will automatically disappear afterwards.

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[Q] What are the possible status ailments or things that appear in bubble above a character?

[A] There are quite a few. Some of them are good while the others are bad. Here's a quickie list;

- Addle (Addles foe to prevent enemy from using abilities.)
- Astra (Automatically nullifies the first negative status ailment against.)
- Auto-Life (Upon receiving Auto-Life, your unit will be revived automatically upon being KOed.)
- Berserk (Unit will attack on its own, but attack power is increased.)
- Blind (Blinds foe to greatly lowers accuracy and increase hit rate on that enemy.)
- Charm (Charms foe to think that enemy is on your side.)
- Confuse (Confuses foe so that enemy will attack the nearest unit no matter of friend or foe.)
- Control (Controls enemy monsters to accept your orders for one turn.)
- Cover (A Paladin's tech. The Paladin will take all the damage for that unit during one turn.)
- Disable (Disables foe to prevent enemy from using "Action.")
- Doom (Dooms foe to automatically KO that unit within three turns.)
- Frog (Turns foe into a Frog. Enemy will not be able to use any abilities and attack power is greatly reduced.)
- Haste (Speeds up unit.)
- Immobilize (Immobilizes foe to prevent enemy from using "Move.")
- Petrify (Petrifies foe and turns enemy into stone. Petrified units count as KOed unless revived by item.)
- Poison (Poisons foe so that enemy is hurt by Poison every turn.)
- Protect (Cast Protect to protect against weapon attacks.)

- Reflect (Cast a Barrier to slingshot back all magic, good or bad, back at caster.)
- Shell (Casts Shell to protect against magic attacks.)
- Silence (Silence a foe so that enemy will not be able to speak and use any magic spells.)
- Sleep (Puts foe to Sleep. Will not wake up until struck.)
- Slow (Slows down unit.)
- Stop (Stops unit completely.)

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[Q] WHAT THE **** HAPPENED TO BAHUMAT?!

[A] Well, it was removed from Final Fantasy Tactics Advance. Yes, I know it was in the regular Tactics for the PS, but this time, Bahumat won't be making its appearance.

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[Q] Are there any secret characters?

[A] Yes, there are quite a few. Check the section with the same name for more information.

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[Q] Is Babus really a Nu Mou? He doesn't look like it.

[A] I have heard this many of a time, and I have one answer, yes. Babus is discussed often because of his non-resemblance to normal Nu Mou. While I just think that this is caused by his obvious well-groomed lifestyle (Just look how shiny he looks!), others think that he was modeled after Mewt's teddy bear. It's a useless bit of trivia, but interesting nonetheless.

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[Q] Are there any cheat codes in Final Fantasy Tactics Advance?

[A] *dies*

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|_|~~~~~ 3. Basics to Battling ~~~~~[3000]~|_|
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The game will provide you a small tutorial at the beginning of the game (even though it's a snowball fight instead of a real battle). This should usually be enough for most people but if you still are confused, here's the basics to battling in my own words.

When you start off, you usually have to place the clan members you want in the fight immediately on the deck. You can only place them on the blue squares flashing and most missions and encounters don't let you exceed six on the field at once. Once you have placed your character, you can change the direction you want them to be facing. Try to be smart when picking your characters. If the law states no swords, then putting eight soldiers on the field won't help you. Also, try to face your clan members towards the enemy.

As you progress through the game, you will learn more and more about where to place your players and in what positions. Most of the time, I would put all Archers and people with ranged attacks in the front along with the main Soldiers and melee members. White Mages usually aren't made to attack enemies so keep them in the rear. It's all about strategy.

The player with the fastest speed (you or the enemy) will move first. To move, you first have to select "Move" from the menu. The pieces of land in blue are currently accessible. You might want to move to attack an enemy or avoid an enemy's attack. If you currently are a melee member, try to get in back of your target or to the sides. It's much easier to hit an enemy if you get them from the back. Same thing with Archers and ranged attacks.

To attack an enemy or just use an ability, use the "Action" icon when you are in range for an attack or an ability. After selecting what you want, there will be a "Do It" or "Cancel" option. If you have second thoughts about using the move you currently are, you can cancel it and go back. Successive hits will gain you experience as well as help you win against your opponent.

You can tell one of your members to "Wait." This means that they won't do anything. You can still select which direction they will face though. If you tell a member to "Wait," they will have their turn earlier next round.

This turn of turns will continue until everyone gets a chance to move or use "Action." Then it will cycle back around. The order will for the most part, never stay the same. People will constantly Wait and they will get earlier positions.

That's really the hang of it really. Be sure to check the laws (do that by pressing B when it's one of your members turn and pressing Law on the main menu). Breaking them will give you either a Yellow Card or a Red Card. Two Yellow Cards equal a Red Card and then you will be sent to prison. Bailing a member will cost you gil however so try not to get caught too much.

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|_|~~~~~ 4. Walkthrough ~~~~~[4000]~|_|
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| |           T H E   S T O R Y           | |
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|   Long before Noah built his ark, the tales
|   tell of an ancient land called Kiltia...
|   a world where swords and sorcery reigned.
|
|   Its learning and power were swept away in
|   the great flood, but one clue to its
|   secrets remained: an ancient book known
|   as the Gran Grimoire, hidden in darkness
|   by the powers that once were.
|
|   It is not certain how many copies of the
|   book still exist, but it is said that
|   whoever should hold one holds the power
|   to change the world.
|
|   Many lived out their days searching the
|   world for surviving copies, but none were
|   ever found.
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|      It was an illusion, they said.  A myth--
|      but one worth dying for.
|
|      Our story begins soon after a young boy
|      named Marche moves to the country town of
|      St. Ivalice.  Marche's family has had a
|      difficult past, and it is all he can do
|      to adjust to country life with the help
|      of his new friends: Mewt, a mature but
|      timid boy who often gets picked on, and
|      Ritz, a stellar student whose strong-
|      willed nature has made her unpopular at
|      school.  They are friends, though they
|      barely know more than each other's names.
|      But one day, the three of them come
|      across an ancient magical book, and St.
|      Ivalice changes forever...
|
O-O~-----~O~O
| |              T H E      S T O R Y      | |
O-O~-----~O~O

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Of course, the walkthrough is meant to be a mission-by-mission walkthrough throughout the length of the entire game. There will be a load of major spoilers throughout the walkthrough obviously so read at your own risk.

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The game starts off immediately in the local school yard. You are Marche (you can change your name later on) and you are a new kid in the town of St. Ivalice. Immediately into the game, a group of kids begin making fun of a boy named Mewt. Marche decides to stand up a bit for him, but instead, the bullies begin teasing over Marche. Luckily, a local named Ritz decides to stand up for the both of them. Type in your name (or leave it at Marche if you'd like). The annoying bully will switch teams as Ritz offers him and the first battle of the game will go underway.

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| Team Activity : Snowball Fight \
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- Difficulty: Very Easy
- Enemies:
 - Nurse
 - D.J. (Guiness)
 - PE Head (Colin)
 - PE Head (Lyle)

This is really just a tutorial rather than a real full-scale battle. First off, Mr. Leslaie, your teacher will offer to teach you a little bit about snowball fights. Ritz will offer to help as well. You should try to pay attention to it the best you can. When the small tutorial is finished, press "No" to continue.

Now the controls are finally given over to you. Experiment a bit moving, and throw snowballs at your leisure (By the way, pay no attention to their job names, they don't make any sense). Don't sweat over this battle. You can't win or lose let alone KOing anyone at all. After the second turn begins(Or until Mewt loses all HP), Mewt will begin to run... The boys see this as a perfect

opportunity to get some more comments in.

[-----]

The bullies will continue to throw snowballs at Mewt and Mewt only. Luckily, Ritz finally moves in to help out the poor kid. The last snowball from Colin will knock a gash in Mewt's forehead and cause it to bleed which Marche will notice immediately. Ritz will get a bit angry and blame the boys for being totally unjustified and for being big, fat meanies. That was really the last straw for those boys and they now begin making fun of Ritz, calling her "whitey-locks" for her white hair (It might just be me but I think girls with white hair are hot). With that last move, Ritz loses it and if not for Mr. Leslaie who had just walked in the nick of time, she would have probably beaten the living crap out of Colin. That sure would have been interesting!

After Mr. Leslaie brings away the three boys (BUSTED!), the scene will shift to an empty playground with Ritz, Mewt, and Marche. Mewt will thank both Marche and Ritz for helping him on the playground and then asks Marche what he's doing after school. Marche will explain that he has to pick up his brother from the hospital and Mewt offers to bring over a special "book" for his two new friends. Marche accepts along with Ritz who also decides to tag along.

The scene will shift once again and some soft, friendly music will play. You will be on the city streets where a pretty hardcore-looking man appears to be apologizing to two officials. Apparently, he must have done something... Ritz will say some pretty mean things about Mewt's dad, obviously unknowing that the man is Mewt's father. There will be some typical "father & son" small talk and then Marche will leave the screen along the Mewt's father. Ritz will explain to Mewt that Marche's family is also a bit dysfunctional. Marche doesn't have a dad.

Scene shift to a boy sitting in a wheelchair. Marche will walk in and greet his brother, Doned. Marche will explain that they had a snowball fight today. Doned asks if they picked on him again and Marche will tell him that he's just not used to sports. Doned makes a wise-crack, saying Marche was never good at sports, and laughs. Soon, Mewt and Ritz will arrive and Mewt brings out his book. Mewt says that he doesn't even know what the title is and they open up the book.

A colorful cinematic will occur. Note the strange creatures that are drawn throughout the book. You will be meeting some of them very soon. Marche will say that he can't read those letters at all. Ritz thinks that the book is in Latin and Mewt will read some incomprehensible letters. Doned will then say that he wishes he could use magic. And then again, Doned tells Marche that maybe if he could use magic, he'd be better at sports. Everyone laughs (Except for Marche of course). Mewt then says that it would be cool if this book were real. Ritz then says that books are usually boring and games are a lot more likeable. Following is a discussion on what game they would love to live. Mewt says he would love Final Fantasy, his favorite. Then, Marche's two friends leave and another cinematic appears.

Suddenly, the local schoolyard turns into a desert and the town street transforms into a busy marketplace with strange creatures. Cut to Marche's room where the two are sleeping. Doned disappears somewhere and Marche floats up and changes clothes. He is then sent to a desert town somewhere...

Marche wakes and wonders where the heck he could possibly be. He looks at the creatures and gets a bit confused. He then walks up a bit and runs into a lizard-like creature (A Bangaa). Unknowing of their proper name, Marche calls them lizards which obviously got them pretty angry. Luckily, a talking stuffed

animal comes and saves the day. The thing (A Moogle) will explain to the Bangaa that Marche just came from the countryside. Marche apologizes and all is well... until the Bangaa challenges Marche to an engagement...

A strange person in armor appears and the Moogle explains that the Bangaa is engaging you.

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| Engage With : Bangaas \  
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Difficulty: Very Easy

Enemies:

White Monk
Warrior

Marche then understands that Engage means fight. The Moogle then delivers a fairly comedic affirmative. The Moogle then explains that the person in armor is a judge and the laws for today are fixed. The Moogle then tells a confused Marche that the law for today bans Items and advises Marche to always check the law. Soon, it'll be your turn...

Remember the Snowball Fight? Well, an engagement is basically the same thing. You are a Soldier right now and you are armed with a Shortsword. Move up to the Bangaa (Go to the side or back for a better chance of hitting) and Fight him. The Moogle (Who's name, you'll find out is Montblanc) is a Black Mage and he'll use his elemental attacks. This is a very easy battle. Just defeat the two Bangaas to win.

Along the battle, you will learn about Judge Points as well. Montblanc will explain that they allow you to do combos with other clan members. (But later, they'll be used for the Totemas...)

[-----]

After the battle, the Bangaa you just KOed will rise again and use a Potion to heal his HP. However, do you remember the law on Items? The judge will immediately notice and runs over to send the Bangaa to prison. Montblanc will then explain to Marche the jail system where the people who break laws go to.

The Moogle will explain that his name is Montblanc if you hadn't already known. Montblanc will ask Marche a few questions and in the end, Marche learns that he really has gotten himself into something weird. Montblanc will bring you to his clan. He then gives you the honor of naming the clan. If you can't come up with any ideas, just use the default, Nutsy. But let me tell you something, if I ever link with you and you have Nutsy as your clan title, I will impale you with a leaking pen (For real). You can easily tell how much I despise it.

And finally, you will appear at the world map where you are to place the Sprohm symbol. Notice all the empty circles. By the end of the game, you would have filled up all of them give or take one. Also, you should now notice that you have a chance to save. I would suggest you do that right now.

Head over to Cyril (If you aren't already there) and go to the Shop. I would suggest upgrading some of your character's armor (not weapons yet. I'm sure you'd rather learn their abilities first) and perhaps give them a few accessories. When that's done, head over to the Pub and read some of the Rumors. They are very helpful so I'd suggest going through them all. When you're done with that, go back and select Missions.

There's only one on the board so select Herb Picking. Read through the mission description if you like and the Pubmaster will explain to you Mission Items, then hit OK and confirm that you want this mission. He'll take 300 Gil as the information cost and that's your first mission. Montblanc will ask you about your mission and Marche will respond. When you are ready, head over to Giza Plains. Be sure to check the law for today before engaging.

[-----]

| Mission : Herb Picking \
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Difficulty: Very Easy

Enemies:

Goblin
Goblin
Goblin
Red Cap
Sprite

Enter the Giza Plains area and Marche and Montblanc will walk in. Immediately, Marche will notice some monsters and note that they will have to clear them out. You are allowed four more clan members (or everyone in your clan obviously) to join the battle. This isn't difficult at all so you can take your time. The Goblins aren't very powerful but the Red Cap can cause some problems. I'd suggest bombarding it with Black Magic from Montblanc. The Sprite should probably be left for last as it doesn't use any abilities and its Fight move does miniscule damage. Once you defeat all enemies, you will have completed your first mission!

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After the mission, Montblanc will ask you what you were supposed to be collecting again. Marche will respond with Muscmaloi and Montblanc will explain that they grow all over the place. Oh well, it was an easy mission and hopefully, it familiarized the battle system a bit.

Get to either Sprohm or Cyril and check the Pub again. There will be quite a few missions for you to play through. Notice the missions at the top. Most of the time, those missions are the ones required to get through the game. The remaining are just optional quests. However, I would strongly suggest you complete the other three missions before disembarking for the mission, Thesis Hunt and gain a few levels.

You might also notice a Mission that doesn't have a sword symbol next to it, but instead, a scroll. This is a dispatch mission and there's no engagement involved. Choosing one of your clanners to dispatch, they will be gone for the days listed and return at the end of that period. You can fail or win it, but all that depends on the clanner you choose to send out. As you progress through the game, you'll learn more about it.

When you think you are ready, buy the mission, Thesis Hunt, and venture over to Lutia Pass. Be sure you brought some Potions (Can be bought at the Shop) along with you.

[-----]

| Mission : Thesis Hunt \
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Difficulty: Medium

Enemies:

Archer
Soldier x2
Thief x2
White Mage

This battle is really a major step up from the previous "Monster Mash" that we just had. Instead of the weakling Goblins, now we are up against a group of pickpockets who have a few tricks up their sleeves.

The two units at the top of the arena are a White Mage and a lvl. 4 Thief. Those two (obviously) cannot be attacked towards the first few rounds because of their position but you should attempt to prioritize them the best you can. The stronger, lvl. 4 Thief know the Reaction ability, Counter which should be something new to you. To avoid that ability, use ranged attacks like Montblanc's Black Magic or your Archer. The Soldiers use Mug often, but other than that, they just attack with sword slashes. While their swords can do quite some damage, don't waste time on them until the end of the battle. Defeat the Archer quickly before it can use any of his annoying, Aim: Arm or Aim: Legs crap. When everyone is taken down, the mission is yours and Dalilei's thesis is back into safe keeping.

[-----]

Afterwards, Montblanc will explain to you the clan wars. The "Clan" option will also be placed in your main menu. Check it out if you want. From this point on, you now have the ability to challenge other clans. They are represented by the other red people on the overworld map. Challenge them by walking into them. This is a great way to gain EXP so take advantage of it and challenge as many as possible. Don't forget about the laws though!

Now head over to Cyril to trigger a small cutscene. The Pubmaster will greet you as always and he'll tell you that there's a lot of clans who want to fight, and basically, tells you to keep your distance. After that you can head over to the Pub where a bunch of missions are available. Read the Rumors first though. Do as many missions as you'd like and engage with a few clans to get the feel of them. When you feel your clan members are at a solid level (Levels 5-6 are good), choose The Cheetahs from the mission menu. Head over to Nubswood.

[-----]

| Mission : The Cheetahs \
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Difficulty: Easy

Enemies:

Thief
White Monk
Fighter
Archer
Black Mage

Marche will step into the Nubswood area and who else does he find other than his old friend, Ritz!... Along with a Viera who calls herself Shara. Also on the playing field is the clan which calls themselves the "Cheetahs." And after a bit of a reunion, the battle begins with you being allied with Ritz and Shara. With them, this engagement is that much easier.

I wouldn't suggest a White Mage for this battle, while you can still bring one in if you are unsure of your clan, there's a very little chance that any of

your units will actually get KOed as long as you know what you're doing. You can only bring in three other clanners so the free space can be useful. You should take out the White Mage first obviously. Then, go for the Archer which can immobilize and disable your units. I know you might want to prioritize the Thief and Fighter, but during this battle, they aren't really any threat. Your second priority should be the White Monk, and the rest is your choice. It's a very easy battle so take your time.

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Shortly after the battle, the three will have a conversation. Ritz tells Marche that she loves this world and never wants to go back. Marche concurs however and then leaves the scene. Place Eluut Sands on the map and venture to the Cyril Pub to trigger a cutscene.

Marche will tell Montblanc that he was sure that Ritz would want to go back so that the both of them could find their way home. Apparently, he was totally wrong.

The next mission is Desert Peril, but before you do that, engage a few clans and do some of the missions. Also, check the shops for some interesting stuff you might want to buy. Now, about your levels. Try to head off to Eluut Sands with the mission Desert Peril, with all your members at lvl. 6-7. You'll need it, believe me.

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| Mission : Desert Peril \  
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Difficulty: Slightly Hard

Enemies:

Cream
Red Panther x2
Antlion
Coeurl

Marche and Montblanc will walk into the area when the two are greeted by a group of monsters. Well, nothing else to do but engage them.

This is a tough battle considering how early in the game it is. You probably don't have any better jobs other than the regular Archer, Soldier, etc. The toughest monsters here are the Panther class. Those are the two Red Panthers and the Coeurl which is a stronger, blue version of the Red Panther. All three have incredible attack power and their defense is really high. If your Archer has learned Aim: Arm, target the Coeurl to disable it for a while. The Cream is a strange creature which is barely affected by physical attack. However, use Fire (As it is weak against fire elemental) from one of your Black Mages to kill it in one shot or critically damage it. With the three Panthers out of the way, this battle will go much quicker. Chip away at the monsters and victory is yours!

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After the battle, Marche will question Montblanc as to why the monsters here are, or simply could go so crazy. Montblanc will respond with the best of his ability. There are many theories and one of them is the theory of crystals. Montblanc will explain to Marche that some think that there are crystals hiding somewhere. Upon ending the conversation, place the Ulei River on the map.

After that, you can head to the Pub for a bunch of new missions. Try the

Dispatches, and level up your clan to 8-9. When all is done, the mission, Twisted Flow, from the mission menu should be your next objective. Head over to Ulei River and begin your engagement.

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| Mission : Twisted Flow \
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Difficulty: Hard

Enemies:

Totema (Famfrit)

Floateye x2

Ahriman x2

Marche will slowly walk into the Ulei River area. After looking around a tiny bit, he concludes that nothing seems to be wrong. However, a strange black warp will appear in the center of the screen. Immediately, Marche is on his guard, but his cautiousness isn't enough to avoid the warp itself which sends Marche to a strange temple-like area...

At first, Marche will be confused. However, he looks ahead and notices something... A crystal! But before he can do anything, a strange voice booms through the air demanding Marche's name. Uttering a nervous whisper, Marche returns the question. A strange creature warps out of the crystal and explains to you that his name is Famfrit, the Totema of the first crystal. Though he looks friendly, he isn't about to let some insecure human get to the crystal which he was charged with defending. Calling upon two Floateyes and two Ahrimans, he wishes to engage.

The objective here is to defeat the boss. In this case, it's the Moogle Totema, Famfrit. If your units are leveled up well enough, this battle will go much quicker. The best thing you can do would be to put Famfrit to sleep and deal with the other monsters first even though your objective is to take out Famfrit. While Famfrit is asleep, you will want Marche or your main attacker to get up to him and give him a nice slash or smack to wake him and get a free hit. Note that one of the Ahriman's knows the ability, Roulette. It gets in a corner and randomly KO's a random unit, on your team or even on his own team. Diligently cut away at Famfrit's health and you should defeat this Totema.

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The first Totema battle is now over with the defeat of Famfrit. Marche immediately wants to know what the crystal is and what role it plays. The crystal is the thread that binds the world. The world that Famfrit, the Moogle Totema, was born to protect. With that, Famfrit gives clues to which race he was born. The white ones, the skilled machinists. With that, Famfrit offers to lend you his power...

Famfrit disappears and the first crystal will crack. Mewt will appear for a moment and another booming voice will tell you that when the threads are destroyed, this world will be dissolved and another will be born. The screen fades to white...

Scene shift to Bervenja Palace. Judgemaster Cid walks in to a troubled Mewt. Cid will ask Mewt what has happened. Mewt resolves on something horrible that has happened a while ago. The kids at the schoolyard were throwing snowballs. A terrible memory but Mewt passes it on quickly. Being the Prince Mewt himself, he asks to strengthen the Laws to justify what has happened. With that, Queen Remedi, Mewt's mother will walk in along with Babus, Mewt's servant. Mewt's request was granted, the Laws are now stronger.

Scene shift to a later point on the Ulei River. The dark warp brings Marche back, confused and dazed. Marche recaps and realizes that he must destroy every crystal if he ever wants to go back home! Justifying his statement, Marche now disembarks to destroy the next crystals. Now, you have the Moogles Totema, Famfrit, which can be used by any Moogles with 10 JP. Along with that, place Cadoan on the map.

Begin by heading off to Cadoan to trigger a cutscene. Some townsfolk will be complaining about the Laws and throwing some knocks at the Queen. A strange Nu Mou will walk in on you and give you a few words about the Laws. The townsfolk will then discuss the new gossip. A person by the name of Ezel Berbier has seemingly found some way around the Laws of Ivalice with "Antilaws." With that, the Nu Mou gives you a few words on Ezel Berbier and takes his leave...

Walk to Cyril or Sprohm and buy some items like Potions and such. Re-equip if you'd like and do any missions. When you are finished, head to Cadoan again to trigger an engagement!

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| Mission : Antilaws \
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Difficulty: Medium

Enemies:

Gladiator
Illusionist
Hunter
Ninja
Fighter
Defender

It seems that shady Nu Mou fellow we met before in Cadoan is now in trouble. Marche isn't too smart here. Oh yes, let's help some random Nu Mou stranger that we only met through chance. Anyhow, Marche, being the ethical fellow he is, decides to help the troubled Nu Mou, whether he's a murderer or simply a innocent bystander. Let's find out.

The battle consists of your clan versus six other enemies. Ezel the Hermetic (Yes, you learn that the Nu Mou fellow is the great Ezel Berbier) will help you out but he won't actually attack. His ability, Azoth, can put all the enemies to sleep. However, since you can't control him, it's hard to tell if Ezel will use it or not. Anyhow, the Illusionist is probably a new unit you haven't yet seen before. Illusionists use Phantasm to throw a spell and damage the entire field without having to manually hit something.

This battle is tough, yes, but if you know who to prioritize, you should be fine. If your clan has low Magic Resistance, the Illusionist should be your main target. If your clan has low Defense, the Fighter and Defender should be taken out immediately. The Hunter and Ninja on the upper rear end of the playing field should be attacked last. Constantly attack and you should be fine. Be sure that Ezel stays alive however!

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Once the enemy forces are defeated, the situation seems to be over with after a quick thanks from Ezel... if only Judgemaster Cid hadn't been summoned because of the ruckus we created over here. A short conversation between Ezel and Cid will occur. Cid asks that Ezel come into his custody, but Ezel declines "respectfully." Cid will attempt an Advanced Law to Petrify Ezel, but that

Berbier fellow has a few tricks up his sleeves. Pulling out an Antilaw, he teleports out... with you following. Cid, being defeated, walks away like nothing happened.

In the Cadoan Pub, Marche queries Ezel on what the heck just happened. As obvious, Ezel's Antilaw stopped Cid's Advanced Law. Marche considers that to be an amazing feat. Berbier states that the Judges and their Laws have crossed the lines... as well as being fun to annoy! As the conversation draws to a close, Ezel tells Marche of his secret Law Card shop. With that, the convo ends.

Now with Mission #6 finished, you have access to the Law Cards and Antilaws. Since you are already at Cadoan, check out Ezel's shop. By now, you should only have the R2 Antilaw which you received as an award for that mission, but as you advance through the game, you will gain more and more. Use them to nullify Laws, or add new ones. If you are ever missing a card you really want, check out Ezel's shop for some trading.

There are a bunch of new Missions hanging out at the Sprohm, Cyril, and Cadoan Pubs. Check them out as you always do, and read any new rumors that appear. Once you feel you are ready for the next story Mission, choose Diamond Rain, ahead head over to Aisenfield for another engagement!

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| Mission : Diamond Rain \
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Difficulty: Slightly Hard

Enemies:

Bomb
Lamia
Ice Flan
Icedrake

Take a look at the enemies list for this mission. Yep, all of them are monsters, and all of them have incredibly valuable abilities for a Blue Mage, or your Morpher. Therefore, you might want to bring in a Beastmaster (Along with a Blue Mage) or a Hunter. However, be aware that this monster battle is no pushover, so make sure you also bring in your best units too.

The enemies are all generic, except for the Ice Flan. As you might already know, the Flan group of monsters only are affected by magical spells. The most effective one would be the Fire elemental, which one of your Black Mage's should already have. The two Icedrakes differ in abilities. One has the Dragoon tech, Ice Breath, and the other holds Mighty Guard. Both Icedrakes have high attack power, so beware.

To start off, you should attack the Lamia, and the Ice Flan with a nice ranged Fire elemental attack. Following up, take out the first Icedrake. The Bomb can be left for last, as it doesn't hold any redeeming qualities. Once you get the Ice Flan and the Icedrakes out of the way, the battle will become another generic monster fight. Easy enough.

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With the monsters defeated, Marche begins to walk around and check out the strange diamond rain. Shortly after the battle, Marche notes that a diamond has fell from the sky, but as soon as he reaches it, it disappears. Strangely enough, maybe the rain does have something to deal with the crystals. But hey, who knows what's going to happen next?

Roda Volcano is the next area you are to place on the map. The local Pubs don't have any new rumors, but a new load of missions appear. Most of them are just dispatches, but be sure you capture a few of the areas. You should already know that the more areas you own, the more benefits you get in the Shops and such. Level your clan up to 10-11, and choose the Hot Awakening mission. With that, head over the Roda Volcano and begin your next mission.

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| Mission : Hot Awakening \
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Difficulty: Medium

Enemies:

Ultima Crystal x8

Marche steps into the Roda Volcano area and starts nagging about the heat. Suddenly, a violent earthquake occurs, and a strange black warp appears in the middle. The first thing Marche notices is that there must be a crystal here! The warp blows off, and swallows you into the abyss...

As the screen fades back in, you should note the difference in the colors. Instead of the gray, dark area that held the last crystal, this one is colorful, and lively. Butterflies even litter the area. Marche notes as well the butterflies, and how different this area is from the last. Luckily, there doesn't seem to be any Totema guarding this crystal, so Marche walks up to the crystal... But suddenly, a number of Ultima Crystals fade in. Looks like it isn't going to be as easy as we expected.

These strange Ultima Crystals are actually the Totema itself. They are very different from the previous Totema, Famfrit, because they are incapable of moving. In fact, they are pretty much inanimate objects made to guard this second crystal. Wait a second, if they can't move, you can use that to your advantage! These Ultima Crystal's only other attack is Logos, an annoying move which not only Charms you, but lowers your Attack and Defense.

There is a very easy way to knock these things out. If you use this strategy, the battle becomes that much easier. The idea is to get up right next to the Ultima Crystals, while out of the range of the others. The Ultima Crystal you are standing next to won't use Logos unless you are at least one tile away. Therefore, it will be forced to use its Fight move, which does weak damage. If at every turn, you use this strategy, you should be able to get out of this battle with all your units intact. Be sure you only send one unit to each Ultima Crystal as if you have two against one, it will use Logos.

Be sure that when you try to take out one Ultima Crystal, you aren't in the range of another. The first one you destroy will be the hardest as there aren't too many areas safe from the Logos of the other ones. Just don't group your units together and you should be fine. The Ultima Crystals are annoying, but they do have that one weakness. Take advantage of it, and you should win this battle with incredible ease.

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When the mission is complete, and the second Totema and crystal destroyed, Marche wonders which race this Totema represents. With a quick guess of Nu Mou, the crystal shatters, and something happens. Yes, Mewt appears again, and demands to know who is trying to wreck his world. With that, the warp brings Marche back out to the Roda Volcano...

Once back, Marche recaps on what the heck just happened. Realizing that he is destroying Mewt's dream by destroying the crystals, he is saddened, not only about his actions, but about his crimes against one of his best friends, Mewt.

You will now receive the Totema command for the Nu Mou, which is a Target All MP hurting attack. Place Koringwood on the map wherever you'd like, and check out the Pub for whatever you'd like. Complete a few more missions, and when all is done, buy the Magic Wood information, and haul yourself over to the Koringwood.

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| Mission : Magic Wood \
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Difficulty: Slightly Hard
Enemies:

Archer
Sniper
Time Mage
Black Mage
Thief x2
Summoner

Deep in the Koringwood, a group of illegal lumberjacks are cutting down some magic wood to sell for a lot of Gil elsewhere. Luckily, Marche walks in within the nick of time to quickly stop them. Time to engage.

This time, you are engaging against seven other members, with each being pretty strong in his or her own sense. You are allowed five members including Marche, so the odds are against you this time. However, if you eliminate the biggest threats firsthand, the battle will become much easier. Nevertheless, it is never a bad idea to invest a spot for a White Mage.

The first enemies to move will probably be the two Thieves. They aren't the most dangerous, so if you don't have to attack them, just ignore them for the time being. If you are really paranoid about them stealing something, you can always Blind them. The Sniper is fairly dangerous, but doesn't hold too many abilities. Now, the Archer however, should be defeated as soon as possible to avoid her annoying abilities.

The remaining units are all magic casters, so they can easily be disabled if you can possibly cast some sort of Silence on them. Since Templar's are good at this kind of stuff, try to have one with you. Once the Time Mage, Summoner, and Black Mage are Silenced, they are completely helpless. I'd suggest keeping these three Silenced, while you focus on the others. Leave the magic casters for last.

The main problem here is numbers. However, even though the opponent outnumber you about 5 to 7, you can improvise. Instead of going gun-ho at every enemy unit, use status ailmenting attacks to maybe keep them at bay for a few turns. Use an Archer or Gunner to Blind your enemies, and the battle is automatically yours. If you can use abilities to your advantage, this battle flows much quicker.

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After defeating these weakling tree-robbers, the local ranger thanks you, and leaves. Marche begins to ponder to himself; a magic forest. Maybe it has something to deal with the next crystal. Whatever the case, the battle is over.

Once back at the world map, place the Salikawood symbol on the map.

With the Magic Wood mission complete, you can find a lot of other new ones at the Pub. I'd suggest leveling your clan up to around 11-13 as this next mission is going to be tough. With that, choose the mission; Emerald Keep at the Pub, head to Salikawood for another engagement.

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| Mission : Emerald Keep \
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Difficulty: Slightly Hard

Enemies:

Bishop
Gunner
Alchemist
Templar x2
Runeseeker (Babus

Trotting slowly into the Salika Keep area, Marche begins his search for this "giant emerald crystal." As he rounds the steps, he begins to wonder if this is one of those "crystals." An unknown voice will call to you ahead. The screen shifts and you will realize that Babus is here as well on Mewt's personal orders. Babus will ask of Marche, someone who means the Prince ill.

Marche however, knows who that person is. In an attempt to get his way out of any accusations, Marche immediately tells him not. But his conscience blabbers out his words, speaking that he didn't know this was Mewt's world. With that, Babus realizes all too well. His group prepares for attack, and you should do the same.

With the addition to Marche, the game allows you to bring in five more units for battle. The next rounds of battle will be quite difficult, so make sure that the units you send in are powerful enough to take out Babus along with the rest of his group. (If it is required.) Start the battle, and begin.

Babus the Runeseeker can provide a bunch of problems. His job is unique as you might already have noticed. His abilities are made up of the R-Ability, Counter and some other abilities. Explode is a heavy damage spell similar to the Sage's Giga Flare; Stillness inflicts Stop status; and Quarter is the same as the Time Mage's ability which takes out 1/4 of a particular unit's health.

Along with Babus, which will probably cause you the majority of your problems here, you have two Templars, a Gunner, a Bishop, and an Alchemist. Next to Babus in amount of difficulty would be both of the "Temple Knights." One is armed with Rasp, a MP damaging attack, Cheer which raises Attack statistics, Haste which is self-explanatory, and the R-Ability, Bonecrusher. The other holds Astra which automatically nullifies status ailments, Warcry which lowers Speed, Cheer again; which raises Attack, and the S-Ability, Weapon Atk+.

The Bishop is a rather flexible unit capable of dealing damage, curing his own allies, and casting Dispel to get rid of all status enhancements. How much you prioritize him is going to be your call, but remember that as soon as soon as the Bishop is out, your enemy will not be capable of healing without the help of items. The other magic caster, an Alchemist, is much more offensive. You will want to especially watch out for Flare or Frog.

Lastly, you will find a Moogle Gunner towards the rear. For the most part, his abilities are simple, but Stopshot can become annoying, especially with Concentrate as a S-Ability. You might find that taking out the Gunner will

help an amazing amount. Avoid Stopshot or just Blind him to nullify Concentrate for hopefully, the future majority of the battle.

The objective here is to defeat Babus and none other. Therefore, unless of course you are looking to some experience, I'd suggest you put all your emphasis on him. Then again, if you are sure you can't win this battle without first taking out the other units, by all means, treat this battle as a clan war.

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Once Babus is down and out, he will threaten you about hurting the prince. Now that he knows what you look like, there will be no escape. Running from battle, Babus teleports out leaving Marche to pity himself. Cold. Just cold.

Once Emerald Keep is finished, place the Nargai Cave symbol on the map. Some new missions are just waiting for you to complete so check out the Pub, maybe capturing a few new areas. Whatever the case, once you are satisfied, choose Pale Company out of the listings and head over to Nargai Cave.

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| Mission : Pale Company \  
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Difficulty: Hard  
Enemies:  
    Icedrake  
    Firewyr  
    Thundrake  
    Totema (Adrammelech)
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For this next story mission, Marche enters the Nargai Cave in search of this supposed "ghost." A small orb appears in front of Marche, and his reaction is a bit puzzling. "Funny, here I am looking at a ghost. But I don't feel scared at all." As strange as enigmas can become, the ghost begins to move, and Marche follows. With his guard off, Marche is caught by the warp...

As the screen fades back in, you find yourself in yet another temple holding probably, another crystal. The ghost has disappeared, but suddenly reappears. The crystal is up ahead, and the Totema makes his way out. Absorbing the ghost, the Totema begins to speak of no one but his masters may approach. Confident, Marche prepares himself for a battle. Adrammalech prepares himself too, and brings in his Dragon fiends.

This battle is a major step up from the two other "pushover" Totemas you have fought in the past. If you had thought they were hard, prepare to be obliterated. Bring in five more units (A White Mage or similar would be smart), and begin the battle. Because the enemy Dragons don't have terribly high Speed, you should be able to move first.

Luckily, the Dragons here aren't anything you haven't seen already. The only one which might remotely be a new appearance might be the Thundrake. All three of them have elemental Breath attacks for their respectable type (ie. Firewyr holds Fire Breath; Icedrake holds Ice Breath; Thundrake holds Bolt Breath). This is basically the only A-Abilities those Dragons hold with exception to the Icewyr who can also cast Mighty Guard on his allies. Geomancy ups Magic Power, and Weapon Atk+ ups Weapon Attack obviously.

While the Dragons aren't too tough apart from their Attack power, the Totema himself holds some pretty powerful abilities. Not only is he the coolest

looking Totema, hands down, but his Firestream attack can become devastating. Remember Famfrit's Breath of God? Multiply the damage by two, and give it some Fire elemental bonus damage to create an A-Ability to be reckoned with. Lightspeed is a quick attack nullifying R-Ability, and Howl of Rage lowers surrounding unit's Speed. Finally, Soul Sphere hurts your MP so keep your mages safe.

The best thing to do would definitely be to inflict a few binding status ailments on the initial Dragons. Disable, Immobilize, and Blind all work wonders to keep them off your back. You shouldn't need to be bothered by the Dragons, as all of your forces should be plopped atop Adrammelech. There really isn't too much to explain here, as all you need is a powerful physical strike to take out this Bangaa Totema as quickly as possible.

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As the battle draws to a close, Adrammelech appears before you and is vaporized into three of those "ghosts" you saw previously. Marche walks up and realizes that crystals must be made up of some incredible energy that had created everything... The crystal breaks, and Marche is warped out back to Nargai Cave.

As he makes his way back out, a certain Nu Mou by the name of Babus appears to annoy you again. Quickly suspicious of something, Babus questions you. A thundering voice will echo through the air... Another warp will appear to shimmer, and Mewt appears. The first thing he happens to do is note Babus, but as of now, Mewt is lost. With that, Babus realizes that you are right. He asks what waits of you back home that requires having to pain the prince like that. Marche doesn't have an answer, and Babus leaves...

Once back on the world map, the new Totema command for the Bangaa race will appear. Place the new Baguba Port symbol wherever, and head over there. A cutscene will be triggered with Marche following Montblanc into the local Pub. Montblanc notices a certain Moogle, and learn that this other Moogle is his brother, Nono. Your companion is instantly happy to see him, but Nono is depressed. Some bandits have stolen his airship.

Luckily, Nono knows exactly who these bandits were. However, getting there and coming out alive is a whole different story. Montblanc will now explain to you the Jagds. In those areas, there are no Laws to abide by as the Judges simply stay away from those areas. While this may sound all dandy to you, there is a problem. Without Judges, once your units are KOed, they stay that way.

Place Jagd Dorsa on the map shortly afterwards, and complete a few more missions if you'd like. Once everything is completed, start your first story mission taking place in the Jagds by simply walking into it...

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| Mission : Jagd Hunt \
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Difficulty: Hard

Enemies:

Ninja
Hunter
Antlion
Assassin
Toughskin
Blue Mage

Well, here we are; Jagd Dorsa. You should know already that if anyone gets KOed here and you leave them on the ground, they are dead. With that in mind, prepare yourself for a rather difficult fight against Nono's enemy bandits.

Because of the Jagd threat here, you might want to bring in a White Mage to revive in case your units happen to fall. Pheonix Downs work well too. Make sure that the units you send in have high Defense. Paladins or Defenders are perfect fitting for this description. You will not want to be killed here, especially against this hardcore group...

Your enemies consist of mostly clan units, but a few monsters as well. Right in front of you at the start are a Ninja who holds Metal Veil, Water Veil, and Double Sword which allows him to hold two swords in two hands for a double hit; a Blue Mage with Dragon technique, Mighty Guard, Lamia technique, Night, Coeurl technique, Hastebreak, and the Sprite's healing technique of White Wind. Along with that, the Hunter boasts a solid Attack statistics and holds Sonic Boom, Advice, and Aim: Vitals which inflicts a random status ailment on you.

An Assassin appears to your left. She can become especially deadly with her specialty A-Abilities. Shadowbind Stops a target in its tracks by pinning shadow to the ground, Last Breath is an automatic KO (Not good for a Jagd. Oh boy.), Aphonia is the standard Silence, and Oblivion Addles the target disallowing them to use any A-Abilities. Don't try any arrows at this mean chick unless you want them returned at you.

The Antlion and Toughskin aren't too much of threats, but should still be fought with caution. LV3 Def-less lowers Weapon Defense and Magic Resistance to all units with levels divisible by three. Sandstorm is the standard whirlwind attack which Blinds targets. The Toughskin doesn't have any new techniques. Still holding the original Resonate and Matra Magic, you shouldn't have any trouble with it.

You should try to kill off the Assassin and Ninja right off the bat. The Assassin has terribly effective A-Abilities, and the Ninja can unleash his hurt with Double Sword. Watch out for Last Breath especially, as it automatically KOs, and if that unit isn't revived, it's basically lights out for that member. The Hunter should be prioritized if you want to avoid random status ailments, and the Blue Mage should also be taken out quickly. This battle is tough, so don't fret if you mess up a few times. After all, this is your first Jagd battle.

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Once the battle is finished, Marche suggests heading back to Nono at Baguba Port. Back on the world map, place the next symbol, Kudik Peaks on the map. Walk over the Baguba Port, and a cutscene will commence. Nono will become ecstatic that you had saved his airship.

Marche will offer his reward to help Nono fix his airship, but Nono declines immediately. Convinced, he decides to take it and realizes that he will need a lot of money. Following, he considers turning it into a merchant ship! A pretty good idea for the most part. Back on the world map, you can head to the local Shops to check out Nono's Trade Items tab. Take the items already there. From this point on, by connecting with other GBAs, you can get even more rare items in these slots.

Now take a few more missions and whatnot, and choose The Bounty in the end. Engage.

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| Mission : The Bounty \
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Difficulty: Medium

Enemies:

Sage
Paladin
Fighter
Red Mage
Time Mage
Black Mage

You should know the drill by now. Find the unknown wanderer on the world map. As soon as you enter the battlefield, you will appear before Clan Ox. There's no hostility at first, but one of the grunts notes that this Marche fellow looks incredibly alike to that bounty. But guess what! It's you they are looking for!

Of all the possibilities, you just had to accept this mission to actually help Clan Ox find you. Heh, since we aren't about to let ourselves be turned in, we'll fight our way out. Hopefully, you had brought in a healing unit as this clan isn't your ordinary pushover. Ranged attackers work well too.

Your enemies consist of a Sage, a Paladin, a Fighter, a Red Mage, a Time Mage, and a Black Mage... phew. From past experience, you might expect the Paladin to be the main figure of difficulty here. Although his Attack power is fairly high, he lacks in abilities with only Saint Cross and Drop Weapon. He is also capable of healing, but barely ever uses that ability.

In terms of physical damage, the Fighter might pose a threat. A few standard Fighter abilities as well as a high Weapon Attack, you can't go wrong tackling him out first. In terms of actual damage, the Black Mage easily cuts that mark. His Magic Power lies in the 200s, and his abilities consist of some standard techniques. Much of the time, one of them will be an "-aga" ability. If you are unfamiliar with that suffix, just know it is the most powerful of the elemental spells a Black Mage can throw at you.

Sages normally pose problems, but not this one. Just be thankful this one doesn't hold Giga Flare. Reflex negates all Fight moves as you might already know, so be sure you actually have some other abilities which can damage the Sage. The Red Mage is laughable considering the fact that she doesn't hold Doublecast, and her Magic Power is second-rate. Finally, the Time Mage can pose some threats. You do not want him to cast Quicken on the Fighter right after he damaged your units already. Quick KOs for the enemy.

You will want to Disable the Fighter and Paladin quickly. Following, you can choose to Silence everyone else. It would be smart to bring in a utility unit to do all those status ailments, followed by your physical and magical attackers, followed by a healing unit. If you can set up an attack, you should be fine. However, if you just rush in without any strategy, you probably won't last that long. This isn't a difficult battle considering it is a story battle, so you should be fine.

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Well, at least now we know that the Palace has finally put a bounty on your head. Place Jeraw Sands on the map, and check out the missions at the Pub. There is nothing interesting between this transition, so don't look for too

much. When ready, choose Golden Clock, and head over to Jeraw Sands for another battle.

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| Mission : Golden Clock \
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Difficulty: Medium

Enemies:

Juggler
Alchemist
Time Mage
Gadgeteer

Marche enters the area as he always does and notices Shara coming out from a corner. Ritz also appears right behind you, and the two of you greet. Marche asks Ritz if she know of the bounty on Marche's head; Ritz responds and tells Marche she would never turn him in. They are here instead, for some other business...

Ritz runs up and calls the Golden Clock forgers out. Yep, you guessed it, it's another battle alongside Ritz. Judging from past experience, this battle should be fairly easy considering that you have Ritz and Shara on your side, and not to mention that you are up against only four competitors. Bring in three extra units and start the battle.

Your enemies consist of an Alchemist, a Juggler, a Time Mage, and a Gadgeteer. The Alchemist holds Meteor which rains a large rock on your units for heavy damage, Poison which... well... Poisons of course, and Toad which turns the target into a Frog. Whee...! Alongside, you see a Juggler with Hurl which throws an item, Firebomb which damages and Berserks, and Ball which Confuses.

The Time Mage can become dangerous if you aren't careful. Demi is extremely effective against those with high HP, and Quicken gives a free turn to the unit of choice. Also, Slow and Stop are two annoying status ailments you will want to avoid at all costs unless you like to lose turns.

Finally, the Gadgeteer is as unpredictable as it is effective. Red Spring casts Haste on a random side at the flip of a coin (Just hope that's you), Blue Screw casts Dispel on a random side at another flip of a coin (Just hope that isn't you), and Green Gear Poisons either side (Again, just hope that isn't you). Also, Damage > MP will make striking this Gadgeteer down a trifle difficult.

Without Ritz or Shara, this battle might have caused some problems. But because both of your allies are at such high levels with effective abilities, you should barely even break a sweat. However, just remember that Ritz and Shara can be KOed, and that's when you better do something, or face defeat. You can be a bit laid back here, but don't let your guard down.

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Afterwards, Marche and Ritz will have a short talk. Marche begins by hoping that Ritz and Shara won't get in trouble for helping Marche here. Shara then states that if they came looking for them, they would simply have to turn young Marche in. Bowing his head, Marche guesses that he should be leaving. Depressed, Marche walks away, and Ritz tells him that she might have to join sides with Marche. Now, even more depressed, Marche wanders off.

As Marche leaves, Shara tells Ritz that Marche might be worried about her and

asks why she won't help him. Ritz responds coldly asking why. Shara, a bit surprised at the sudden change of heart, states that if what he says is true, his family is in the other world. Why wouldn't Ritz want to go back to see her friends and family? Ritz's answer is strangely enough, her hair; it's no longer white. With that, we learn about a whole new side of Ritz.

Scene shift to Mewt's room. Mewt is angered at how the palace had not found Marche yet. He asks to know why they hadn't. Nearly throwing a tantrum, Mewt demands that they find him soon. Judgemaster Cid states that he's doing all he can. Following, a search of every town will commence. Mewt asks his father to hurry, or the world will break... and suddenly screams for his mother. He grabs Babus with a fiery anger and shakes him about, continuously screaming for Remedi...

Place Muscadet on the map, and walk over there to trigger a cutscene which involves Ezel. Marche is surprised to see him here, but Ezel has bad news. Judgemaster Cid is now searching thoroughly through every clan looking for this one boy, Marche. It seems that the palace is now more interested in getting Marche rather than Ezel anymore. The situation is continually growing grim every minute. Complete any random side missions, and get your levels up to around 17-18. When that's done, head back to Muscadet, and trigger a mission involving that bounty on your head. Prepare yourself for a long battle.

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| Mission : Scouring Time \
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Difficulty: Slightly Hard

Enemies:

Sage
Gunner
Paladin
Templar x2
Mog Knight x2

As you enter Muscadet, an engagement is about to occur. Marche and Montblanc appear in the area and witness some Judges and officers of the law bringing in random units for questioning. A particular argument between a Moogle and a Judge will appear on-screen. The Moogle will ask why he is to be brought in, and Judge responds with that the human they are looking for has been seen with a Moogle. Unable to take this injustice, Marche runs in...

The first thing he does is exclaim that he is the one Prince Mewt is looking for. While the Judge is a bit disbelieving, he still brings in units to capture this supposed boy. Units begin to move in, and you will note that you are a bit outnumbered. Bring in three extra units with addition to Marche and Montblanc and begin the battle with the odds of 5 vs. 7 stacked against you.

Your enemies consist of some powerful units, but the most dangerous of them all would be the Paladin or the two Templars. If you care to steal anything, you will definitely want the Dragon Mail or Genji Armor. The first enemy unit to move will probably be the enemy Paladin or either Mog Knight, but if you brought in swift units, you should be able to move first for the most part.

The two Templars are dangerous with both of them holding the R-Ability, Bonecrusher. In addition, both Templars can terrorize you with Astra, Warcry, Rasp, Haste, and Lifebreak which can deal incredible damage when you knock off a lot of that Templar's HP. The second most dangerous, the Paladin lacks in numbers of abilities, but don't let that get your guard off. Holy Blade does

incredible damage, and Drop Weapon can become annoying.

Also included are two Mog Knights, a Gunner, and a Sage. The Mog Knights are pretty much standard issue and shouldn't provide much problems with only Mog Attack, Mog Guard, Mog Rush, Mog Lance, Mog Shield, and Mog Aid. By now, you should already have many ways to counter-act these kind of abilities. The Sage is almost laughable with only Drain, Aero, and Bio. Finally, the Gunner isn't dangerous as it hasn't learned Concentrate.

At the beginning, begin Disabling and/or Immobilizing the Templar and Bishop immediately. Using status ailments can easily turn the tide of battle with you. Following, you will want to Blind the Gunner. Deal with the opponents as you see fit, but you should try to set up an attack which you know won't fail before you attempt something rash.

But the battle isn't over just yet...

Difficulty: Hard

Enemies:

Avatar x8 (Exodus Fruit)

Runeseeker (Babus)

Afterwards, Judgemaster Cid appears on the scene, and begins to question you. Pretty sure that the boy is the boy, Cid brings him to the prison. There, Babus will run in and confirm that the boy is indeed Marche. Now that they know, Marche demands that Judgemaster Cid let the others go. Cid will ask Marche if he is the one destroying the crystals. Marche confirms, and a seam appears mysteriously. Somehow...

The fourth crystal is weak... But you have no access to your clan as of now. Babus and Cid are also in the area, and they aren't about to let you destroy these crystals in which they had so willingly defended. You guessed it, it's another fight with Runeseeker Babus, and this time, he's even more tough. The only opposition you will receive here is from Babus. The Totema is weak, and it can't attack. Since Cid is a Judgemaster (obviously), he will play as Judge to make sure the Laws are enforced. Babus is no laughing matter however. This battle is a one vs. one... Babus vs. Marche.

Babus's abilities consist of Explode, a deadly Fire elemental move, Stillness, which Stops Marche right in his tracks, and Demi which cuts off half of your HP right off the bat. In addition, Counter and Weapon Def+ makes him even more of an adversary. The key here is to avoid his first move, and follow-up with a heavy damage move which you should have at this point for a physical character as Marche. Holy Blade or Beatdown would work. However, if you don't have access to them, you might have to pick away at Babus's health continuously and use X-Potions constantly. Defeat Babus and the Fruits to win.

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Once all Fruits are destroyed, the crystal flashes, and disappears. Dumbfounded, both Cid and Babus watch as another flash from the past appears. Mewt appears next to his dad, Cid. It's a re-enactment from the opening cutscene between Mewt and his dad. Realizing what a loser he once was, Cid begins to remember, and the gap that was his past life is filled. Saddened, the Judgemaster decides to leave the palace. Babus will plead the reason why, and Cid allows Marche to leave.

Now back on the world map, try to leave Sprohm, and a cutscene will commence. Some locals are gossiping the fact that Cid had finally left the palace. Remedi and Mewt must be in a furious frenzy. Marche stands nearby, and eavesdrops on

the conversation. What impact could this sudden change and ceceding will this have on the palace?

Scene shift to Mewt's room. Judgemaster Cid is doing his best to stay on Mewt's good side. Obviously, he isn't too happy about his father leaving him in the dark like this. Remedi walks in with a new face. She introduces him as Llednar Twem, and states that he will be Cid's new replacement. With an ominous feeling, the screen shifts back to the world map, and you have the ability to place Uladon Bog anywhere you'd like.

Being the fact that you just completed one of the more important missions of Final Fantasy Tactics Advance, a handful of new mission are available at the Pub. Check them out and level all units to about 18. Following, select The Big Find, and head over to Uladon Bog for another battle.

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| Mission : The Big Find \
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Difficulty: Slightly Hard

Enemies:

Thief x2
Bishop x2
Fighter x2

You all know how I start these story battle things right? "As Marche enters the area, he will note... blah blah blah blah." Well, for this battle, Marche won't enter the area at first. Therefore, you won't hear me say that. Instead, the camera brings you to the battlefield and a small conversation between our would be competitors. The Fighters hints something about a kid and late. Perhaps an ambush? A scout Thief walks in and states that their "pot of gold" is here now.

Guess who walks in? Why, if it wouldn't be yours truly, Marche. Seeing as he's just been ambushed by a group of six enemies, Marche doesn't appear too surprised. Just a simple, "Huh?" Anyhow, prepare for another battle. Bring in five extra well-rounded units and prepare yourself for battle once again. You know the drill by now, don't you?

Look at your enemies and you will notice that their line-up is pretty simple with two Fighters, two Thieves, and two Bishops. Provide that you actually care to know what abilities to avoid, I'll tell you that you really want to watch out for Strikeback. Don't make stupid moves when you are already sure that it will miss, and you will probably get a nice thwack in the head for your imbecile move. The same goes for Bonecrusher, but there are a few ways around it.

The opponent's Fighter abilities consist of Rush, Air Render, Far Fist, Wild Swing, Beatdown, and Blitz. If you were wondering if both Fighters hold all those abilities, the answer is luckily, no. They are split up between them. Therefore, if you take out Fighter #1 who has Wild Swing, Far Fist, and Beatdown, you won't have to worry about those moves for the rest of the mission unless Fighter #1 happens to revive magically.

The Thieves can provide some problems. Both of them hold Steal: Weapon, which obviously, steals your weapon. You might want to watch out especially. Even worse, Steal: Ability literally "steals" one of your abilities. Therefore, you might find it smart to Disable or Immobilize the Thieves from afar. Apart from that, you won't see too much damage nor annoyance from them. Just don't let your rare weapons get stolen.

The remaining opposition consists of two Bishops. Lucky for you, they aren't the most powerful magic casters you might find. Water and Aero do mediocre damage, and Holy might be the largest damage dealer even though it doesn't do THAT high of damage either way. Also, Bishops are capable of using Cura in this mission and Judge steals your JP.

Concern yourself with the Thieves at first. Once the chances of getting weapons stolen is at 0% (In short, just KO both Thieves), you can focus on the Fighters which are probably attacking your units like mad at that point. The Bishops won't provide too much problem, so you might want to leave them for last unless you have a masterful plan of your own. Defeat all enemies and win the mission.

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Afterwards, Marche and Montblanc will mope around. Marche wonders how they know he was going to possibly be there. There must be some sort of inner ear which is watching his every move. Suddenly, Marche notes something out of the back of his eye. Was someone just spying on him right there? Only time will tell...

Place Gotor Sands on the map and complete a few more side missions. Level up your party to around 18-19. More missions can be found at the Pub. Be sure that you complete the mission, Exploration, to get Jagd Ahli on the world map. When ready, select Desert Patrol and begin your next mission in the Gotor Sands area.

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| Mission : Desert Patrol \
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Difficulty: Medium

Enemies:

Bishop
Dragoon
Defender
Gladiator
White Monk
Soldier x2

As you enter Gotor Sands for the Desert Patrol mission, Marche notices a certain person... that looks a bit familiar. Walking a bit closer, he realizes that it's Doned. Marche is instantly happy to see his brother, but Doned remains silent, and runs away. Marche follows and to his surprise, sees Doned talking with another group. But even as dumbfounded as he might be, Marche realized that his brother had just turned him in for a bounty. Just what is going on?

The palace still wants your head, and as obvious, this enemy clan has come to challenge you. They were notified of your whereabouts by a certain someone. There's nothing else to do but to fight our way out of this trap. Bring in six units to go against this enemy group and start the battle. Your foe this time is made up of Bangaa and Humans. You will probably notice, that with exception to the Bishop, your enemies are all physical. Try to bring in some magic-casting units that have moderate Weapon Defense like Morphers or Sages to counteract their Weapon Attacks, and work upon their weaker Magic Resistance.

The White Monk in the front has a bunch of techniques up his alley. Whirlwind

damages surrounding units, Air Render is a ranged attack, Earth Render deals damage to ALL units in front of him, and Far Fist deals ranged splash-damage. Luckily, his Weapon Attack is fairly low so don't expect too much from a simple Fight move. Behind him is a Gladiator holding the elemental "Spellblade" techniques which include Fire Sword, Bolt Sword, and Ice Sword. They should be pretty self-explanatory.

Two Soldiers make up the Humans of this enemy group. The one closer to you at the start holds a few standard "Break" attacks including Powerbreak, Mindbreak, and Magicbreak. Provoke Berserks your units so be careful. The other Soldier is less of a threat. Luckily, he only can use Powerbreak, Mindbreak, and Speedbreak. Mug deals damage but steals Gil at the same time. However, that shouldn't be too much of a problem to you.

Right smackdab in the center is the Defender. Although his Weapon Attack and Defense can be intimidating, his abilities are nothing to be afraid of. Tremor pushes back all surrounding units, Drop Weapon drops your units' weapons, and Mow Down damages all surrounding units, but causes the Defender to lose all his Evade for the entire next turn. The Dragoon has even higher Weapon Attack and his abilities can become particularly exasperating. Lancet drains HP, Fire and Bolt Breath are obvious.

The magic-casting unit of this battle is the Bishop in the front. Luckily, he doesn't pose much of a threat compared to the other units. Water is really the only damaging spell he holds. Dispel clears all status enhancements and Break inflicts Petrify on your units. Keep in careful mind that once the Bishop is defeated, your opponent will have no means of healing apart from having to use items.

I always prefer to take out the magic-caster, seeing as once he's down and out, the battle will move much quicker. Therefore, your opponent must rely on physical strength to overcome you. Since for the most part, Weapon Defense is higher than Magic Resistance for this enemy group, magic spells work wonders. Watch out for the Bishop's Return Magic however. As you progress through the battle, it will become easier and easier until you win.

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I bet none of you would have ever expected Marche's own brother to turn on him like that. Nevertheless, Marche fails to really gain any legitimate information out of the Bangaa afterwards. At the world map, place Delia Dunes on a tile. Complete the side missions which present themselves if you'd like, and select the next story mission, Quiet Sands. Be sure to complete the missions: Wyrms Awaken, Ruby Red, and A Dragon's Aid to unlock the Ozmonfield symbol.

Then head over to Delia Dunes for the fifth and final crystal battle.

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| Mission : Quiet Sands \  
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Difficulty: Medium

Enemies:

Templar x2

Titania x2

Biskmatar (Llednar)

The Delia Dunes have stopped barking. Enter the area and Marche will complain about the lack of sound. As he is about to walk out however, a certain Llednar

happens to waltz in. Marche has never seen this monster before so he is a bit confused. With a simple, yet powerful order, Llednar tells Marche to get out of here. Just before Llednar pushes him out, a seam opens...

Yes, here it is. The fifth and final crystal is just up ahead. The Llednar dude is nowhere in sight however. Quietly, Marche disregards him and continues. Just up ahead, to Marche's great dismay, is the strange man again. With another order, Llednar orders you to go no further. With a final blow, Llednar attempts to put Marche in his place...

Suddenly, a commanding voice streaks through the air. Judgemaster Cid has just appeared in the nick of time to stop Llednar and his deadly intentions. With an antilaw, the Judgemaster places a law on Llednar's most powerful attack, Omega. Disabled, Llednar continues to fight, and Marche chooses to stay. Prepare yourself... against Biskmatar Llednar.

While Llednar summons two Templars and two Titanias, you should send in five units of your own. The Templars are both formidable opponents. With heavy Weapon Attack, they can easily chop through your units like a butter knife through butter. If you bring in any Mages, watch out for Silence, and their MP damaging attacks, Soul Sphere and Rasp. Astra is a special status enhancement that automatically nullifies the first status ailment against that unit. Lifebreak deals lost HP in damage, and Warcry lowers Speed of all surrounding units.

The two Titanias aren't as dangerous in terms of Weapon Attack, but LV?D Holy will still pose problems. If the day of month matches your unit's level, prepare for some heavy Holy damage against you. Angel Whisper both heals HP and casts Auto-Life on one of their allies. The last of the units, Llednar himself, is no pushover. He holds incredible Weapon Attack. Even without Omega, he is a major problem.

First off, his lineup of abilities is very deadly. Abyss acts like a Sage's Bio, damaging and Poisoning at the same time. Life Render deals damage and Doms Llednar's targets. Heart Render deals MP damage. Ripcircle acts by damaging all surrounding units. And finally, Furycircle deals damage to all surrounding units as well as knocking them back. However, if you attempt to damage Llednar, you will find that no matter what you use, Llednar cannot be killed.

Therefore, it is impossible to defeat the boss. Luckily, there is a way to win out. Wait out the battle by defeating Llednar's allies, and Cid will eventually banish Llednar with a Red Card. With that freak gone, Marche may continue. To his great dismay however, the Totema itself still awaits.

Difficulty: Hard

Enemies:

Vampire x4

Totema (Mateus)

With Llednar defeated for the time being, the final crystal awaits. As a precaution, Judgemaster Cid asks if Marche would like to leave. Knowing his destiny, Marche rightfully declines. Leading him into the final room, Cid states that the final crystal is here. The Totema appears as expected, the Totema of the Humans. Mateus will suddenly turn into Ritz, then Doned, then Mewt, and then Marche himself. Knowing that this is just a mind-trick, Marche disregards it. The fight will begin.

The four figures will turn into four Vampires. Mateus herself appears in the center. Seeing as this is the toughest of the Totemas, take necessary

precautions with the units you choose to send in. I would strongly suggest a White Mage against the Vampires and very strong physical attackers.

Mateus has summoned four Vampires to help her out. They are very dangerous and can prove quite a bit of exasperation. Although the abilities vary from Vampire to Vampire, you will especially want to watch out for LV? S-Flare which deals damage to all units with the same one's digit as them. Zombify turns your allies into Zombies, and Miasma inflicts damage and possible Poison status.

Mateus herself is quite a difficulty. With HP in the 400s, she obviously won't be too easy to take down. Weapon Attack is actually in 400s as well! With a single strike, she can easily KO weaker units. Spellbind is an ability that damages and Slows. Breath of God is a heavy damage radius attack. Star Cross is the same as the Illusionist ability damaging all units with Holy damage. Thundaga is fairly self-explanatory.

Before actually sending in your units, I would suggest using a White Mage to cast Protect and Shell on them. Therefore, they have a higher chance of surviving Mateus' damaging attacks. If you really want to win, I would suggest bypassing the Vampires altogether. Blind them or Disable them to make them useless and begin going gun-ho at Mateus. There really is no trick. To defeat this Totema, you are going to need to be a bit more diligent. Good luck.

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With Mateus defeated, the crystal will be destroyed. Ecstatic, Marche realizes that the world should now go back the way it was! However, nothing is happening. Marche questions the problem, and Cid states that it was the last of them. Why are we still here? A voice booms through the air stating that this world is still wanted. With that, Queen Remedi appears:

"Even without the world-threads binding
it... As long as this world is wanted,
it will exist."

Marche realizes that Queen Remedi is Mewt's mother... If Mewt is to want this world to exist, the world will stay the way it is. If Mewt continues to want this world to stay, the world will remain the way it is. Marche realizes that he himself also wants this world to stay. With those strong words, she disappears... leaving Marche with a new objective. He has to talk to Mewt!

Back on the world map, haul yourself over to any Pub and listen in on a conversation. It's Audience Day as Montblanc states. People bring gifts to the palace, and can easily make connections. Marche figures out a new plan. To carry it out however, he is going to need the help of Montblanc's brother, Nono. Place the Materiwood symbol on the map.

Complete side missions and level everyone up to 21-23. When ready, select Materite Now! and head over to the Materiwood for the next mission.

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| Mission : Materite Now! \
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Difficulty: Slightly Hard

Enemies:

Sniper
Summoner
Assassin

Red Mage
White Mage
Elementalist

Marche has successfully located a bit of Materite in the Materiwood. As so far, no opposition has been encountered so from here on, it's smooth sailing. However, from his rear, Marche notices a clan of Viera bandits. How could they have known he was here? The streetear of course was Doned. Nothing we can do now but engage.

Six units should be brought in. You might want to work for units that are carrying items making them immune to status ailments; you should especially prioritize instant KO. The Assassin is bound to give you a few problems with that. Shadowbind and Last Breath are the two that you should avoid as best as possible. Shadowbind Stops units right in their tracks and Last Breath deals an instant KO. That is not something you want happening.

The ranged Sniper will also provide a bunch of problems. Aim: Armor, Aim: Weapon, and Aim: Wallet destroys the item that they obviously shoot at. Once a weapon is destroyed, it cannot be used again which makes Aim: Weapon especially annoying if your unit is carrying a rare weapon. If you are going to knock the Sniper into critical HP, be sure that you avoid Doom Archer which deals the lost HP into offensive damage. The move also affects MP. Either KO her within one turn or Disable her one way or another.

The rest of this Viera group consists of magic-casters. The Elementalist, capable of using Spirit Magic, will be a major problem for you. Unless you use a Status law card, prepare to fall to her various "Elemental damage + Status ailment" spells. Shining Air deals Wind damage and Blind at the same time. Evil Gaze deals Dark damage and can Confuse. Heavy Dust is a Earth spell that Immobilizes and finally, Sliprain deals Water elemental damage and Slows targets down.

Behind her, the Red Mage reigns supreme as the Doublecasting maniac. Doublecast allows her to send out two spells in one, single turn. However, you can rid her of that ability by simply stealing her Madu (Rapier). Because she hasn't mastered Doublecast, stealing her weapon will prevent her from using an unmastered ability. Even with Doublecast however, the Red Mage still won't pose much of a threat with Fire, Thunder, Sleep, and Poison. KO her whichever way you choose.

The Viera Summoner is your standard, generic enemy. Remember that Summon spells have a much larger radius of effect than normal spells. All spells will affect units two tiles out horizontally and vertically and one tile diagonally on each corner. If you group your units together, your Summoner will wreak havoc. Make sure she doesn't take the best of you. Madeen, dealing heavy Holy damage, will be very hard to recover from. And finally, the White Mage has four simple yet powerful spells. Curaga cures HP, Esuna heals status, Auto-Life revives to full HP, and Shell protects from harmful magic spells.

The way you choose to tackle this battle is your choice. I always like to take down the Assassin first followed by the White Mage. Without the White Mage, your enemy team is incapable of reviving fallen allies as well as becoming very lacking in the ability to heal. The Assassin should be taken down early just to avoid her dark techniques. As a possible strategy, group all your enemies by the cliff in the northwest corner and push them off for heavy damage and of course, lots of laughs.

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Defeating Doned's plan, Marche calls out to his brother. Appearing from behind, Marche's brother gives him a nice thwack on the head. Instead of anger, Marche is instantly happy to see him. However, Doned did take the Materite from him... with a quick lunge, he chucks it toward making it explode into pieces. Surprised at this treason, Marche demands to know what has gotten into his brother. Doned apparently, has very similar intentions to Ritz. He wants this world to stay too... There's nothing left for him in the other world. The thought of being left with nothing... Doned runs off, and Marche bows his head. Giving a final subtle statement, Marche speaks of one thing Doned has that Marche had always wanted...

Back on the world map, Bervenia Palace will automatically place itself on the world map. More missions can be found at the Pubs, however, stepping into Bervenia Palace will automatically trigger the next mission, Present Day. When you feel ready for the next mission (It's sort of a toughie), step into the capital of Ivalice and engage.

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| Mission : Present Day \
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Difficulty: Slightly Hard

Enemies:

Templar
Alchemist
Mog Knight
Gladiator x2

Despite the "run-in" with Doned, Marche and Montblanc were still able to get Nono to make them a legitimate gift in time for Present Day. At the start, Montblanc will comfort Marche on the fact that the palace won't even recognize him. Walking a bit forward, the two of them enter the palace... Nono's gift, the "Lugaborg" is sure to get them in.

In the palace waiting room, Marche begins to complain about the waiting time. Everyone else has already gone. Montblanc responds suggesting that something may be... wrong? If there was some kind of trouble, then the two of them were in deep waters indeed. Behind them, a door opened and a group of palace guards enter. It seems that they've figured out who you are. A tip from a concerned citizen was their lead; the concerned citizen obviously being Doned.

This battle may be a bit problematic because of the tiny size of the arena (Heck, we are fighting in the palace waiting room). Luckily, the opposition has the same problem as well. If you bring in a Summoner, you can probably expect your enemies to be grouped up together. When they do just that, give them a full-powered taste of Madeen or Ifrit. Because of the lack of space, magic units would do very well. However, be sure to not group up your units either or you might be forced to make sacrifices.

Leading the offensive, the Bangaa Templar is nightmarishly strong. He excels at Weapon Attack and Weapon Defense so you might want to Disable him before he gets too far. Because of Bonecrusher which counter-attacks with an added 1.5x to Weapon Attack, avoid close-range attacks. Ability-wise, Astra nullifies the first status ailment against an unit, Warcry lowers Speed of surrounding units, Rasp deals MP damage, and Haste speeds an unit up.

The two Gladiators can be dealt with much quicker, but their Weapon Attack are really high. The elemental "Spellblade" attacks will be sure to pose some problems for your units. The standard Rush, Beatdown, and Blitz abilities make their appearance as well. Do take precautions when using the Fight move at

close range. The Reaction Ability, Strikeback, will nullify the incoming attack at weapon range as well as following up with an attack of their own. With Weapon Attack in the 340s, you will by all means want to avoid that.

The only Moogles here play his role as a Mog Knight. Mog Attack pushes units back one tile while damaging, Mog Lance is a ranged attack, Mog Rush is a generic high-powered and low-accuracy attack, Mog Shield helps defend by casting Protect and Shell on himself, and Mog Aid heals HP. However, although Mog Knights are normally dangerous, the lack of Reaction Ability or Ultima Charge makes this Moogles a bit less threatening. Nonetheless, take necessary precautions and watch it.

The only magic-caster plays an Alchemist jobset. You will want to especially watch out for Death, which will deal an instant KO. However, if you notice that Death has not been mastered yet, know that if the Life Crossier is stolen, the enemy Alchemist will have no access to that move. Use that to your advantage. Other abilities consist of Flare which deals heavy damage, Poison which of course, Poisons, and Toad which inflicts Frog status on an enemy unit.

As stated before, magic-casters or radius-damage attacks work very well in such a small arena. The Templar will most likely play the battle by casting Haste on his allies. The three Bangaas are the ones you want to watch out for. All three have very high Weapon Attack which can be devastating to the magic unit lacking in Weapon Defense. Once those three are out of the way however, the remaining portion of the battle is a cakewalk.

Difficulty: Hard

Enemies:

Biskmatar (Llednar)

With the initial opposition defeated, more guards begin to run in. By now, it seems as if getting through would be impossible. Suddenly, Mewt's Nu Mou servant, Babus, appears. Instead of going against you however, Babus stops the guards right in their tracks. Confused by this sudden change of position, Marche asks Babus why he's helping him. Responding, the Nu Mou states that he wishes to know more about what is going on with these "worlds."

Babus soon warps you to the Prince's throne room. Mewt is pacing along. Babus brings Marche up, and Mewt is instantly angry to see him. Knowing he hasn't got much time, Marche tries to reason with Mewt as quickly as possible. Mewt realizes that even Babus is now against him. Before Mewt could be changed, Remedi warps in to comfort him. However, Mewt is taken away... and Marche is left with nothing...

To add insult to injury, Llednar has been summoned to rid the palace of this presence. Babus agrees to help, but Marche tells him to try to trace where Mewt and the Queen had gone. However, as of now, Marche must engage with Llednar... You should notice that the barrier protecting Llednar from damage is still active. Therefore, the objective is not to win, but to SURVIVE. The amount of turns required is five, but that won't be easy.

The main difficulty with this mission is the fact that Llednar will most likely take the first turn. However, if you leveled up Marche as a Thief or a Ninja, you might prevail and take the first turn. If you aren't faster, then pray that Llednar doesn't use Omega. If he lands that, the battle is already over. Use your turns wisely by running away from Llednar every single turn. In order for Llednar to use Omega, he has to be right next to you.

Therefore, I recommend that for your first turn (if you survived), you run in

the opposite direction. Therefore, Biskmatar Llednar will be forced to use Abyss which Poisons and damages. However, that is easily solved with Potions. Spend five turns running away from Llednar if you want to win. In the end, the Judgemaster will make his presense, and the battle is over...

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Llednar, knowing the danger that Judgemaster Cid poses, instantly warps out. The first question that the Judgemaster asks of Marche is the location of Mewt. Marche then tells Cid what has happened over the course of the last hour. However, Marche has one question of his own. Who is Llednar?

"He's Mewt."

Surprised at this strange answer, Marche is instantly stupefied. Judgemaster Cid further reinforces it by stating that Llednar is basically an aspect of Mewt. Although Mewt himself has never shown such a violent personality, Llednar proves that Mewt, by alls means, is capable. Llednar is like the Totemas; he was designed for the sole purpose to protect Mewt and the crystals that bind the world together...

Cid agrees to help Babus and disembark in search of Mewt. Marche agrees to these terms, and decides that he should talk to Ritz and Doned. He feels that before he attempts to persuade Mewt, he must first persuade his friend and brother. Judgemaster Cid takes his leave, and Marche is left to complete his tasks.

Once the mission is complete and over with, place Tubola Cave on the world map. Many sub-missions are making their first appearance at the Pubs. Whether you choose to deal with them or not, make sure that you select Hidden Vein and continue with your quest. Also, to unlock Jagd Helje, complete Mission #64 Den of Evil.

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| Mission : Hidden Vein \
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Difficulty: Medium

Enemies:

Sage
Juggler
Animist
Blue Mage
Mog Knight
White Monk

Now that we're out mythrill hunting, Doned will be sure to try to interfere again. Marche walks into the Tubola Cave area pretending to be searching for mythrill. A voice splits the area. "Stop! Thief!" Marche is dumbfounded. The enemy group states that Marche is stealing their mythrill. Apparently, Doned has turned him in... again! Surrounded, Marche has no other options but to engage.

When you bring in your units, be sure that you position them so they can take attacks from both sides. With three units on one side and three units on the other, your position is flanked. The first of your opponents to move would most likely be the Moogle Juggler. The Knife that he holds is one of the strongest in this game. You can easily disable his Weapon Attack by simply stealing it. Watch out for Dagger which damages and Disables. Firebomb can be annoying as it Berserks and damages while Smile automatically gives one of

allies the next turn.

The Sage will become a pit of many of your problems. Giga Flare is one of the most powerful magic spells a Nu Mou has to offer. This move is also second to Ultima Blow in terms of damage. If you group your units together, Giga Flare can affect all of them as it is capable of dealing damage to multiple units. The last unit on the east side is a Mog Knight. Mog Guard is used to guard himself. Mog Rush deals heavy damage at the cost of lowered accuracy, Mog Shield automatically nullifies one status ailment, Mog Peek detects hidden items, and Mog Aid heals HP and status.

A Bangaa White Monk leads an offensive to the west. Earth Render can damage all units directly in front of that unit. It can be devastating if you don't watch your unit placement. The White Monk is also capable of reviving fallen allies with Revive. Next on the list is the Moogle Animist. You should avoid Tail Wag, a Charming move, and Friend, a completely wildcard ability with unpredictable results. Finally, the Blue Mage finishes off the set with various Blue Magic techniques. Twister cuts off 1/2 HP right off the bat. Bad Breath will deal multiple status ailments. Roulette KOs a random unit on the field. And White Wind will heal the amount of HP he has remaining.

This battle isn't that tough. The only real problematic units would be the Sage or the Blue Mage. The latter can wreak havoc with Bad Breath and Roulette. However, ban Color Magic with a law card and his abilities go down the drain. Likewise, ban Skills and the Sage is disabled in terms of using his Sagacity Skill. Overall, this story mission is nothing tough. What is soon to come however, will be.

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Once the enemy force is defeated, Marche will call out to Doned. Walking in, Marche's little brother realizes that this was basically a trick to get Doned out of hiding. Still reluctant to go home, Doned refuses to go home. However, Marche states to Doned that he had always had the attention. As a single mother, Marche was always swept to the side while Doned received all that he wanted. Realizing his error, Doned sadly apologizes and agrees to help Marche change back the world...

Now back on the world map, the Deti Plains symbol can be placed anywhere to your liking. Find yourself a Pub to walk into and a cutscene will commence. Doned has agreed to take your side. As of now, he is helping you out with your mission. As they discuss possibilities, a Bangaa walks in with a message to Marche. It's from Judgemaster Cid. Apparently, Babus and Cid have discovered Mewt's location. The Queen and the Prince are both hiding out in Ambervale. With one step done, Cid asks of you to meet him on the Deti Plains.

Once you walk into the Deti Plains area, the next battle will automatically begin. However, before you do that, I'd suggest completing side missions and leveling up your clan to ready yourselves for the next mission and the ultimate final battle which is soon to come.

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| Mission : To Ambervale \
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Difficulty: Medium

Enemies:

Coeurl

Lilith

Thundrake

Jawbreaker
Big Malboro

On our way to the Deti Plains, Marche comes across a group of monsters in his path. What comes next should be drilled in your head by now. Bring in another five units in addition to Marche himself. Before we can find Judgemaster Cid, we are going to have to take care of this monster threat first. Cid hasn't arrived yet so take your time. As a story mission, you can already expect these monsters to be a bit tougher than some normal engagement.

The nearest target, a Coeurl stands valiantly. Blaster is his only technique, but each casting will Petrify an unit. Being a ranged ability, keeping your units away won't always help. Therefore, I'd suggest taking it down before a chance to use it is taken. Even so, its Weapon Attack power is fairly high. Ridding the battlefield of the Coeurl first will make advancing through the arena much easier as there won't be any opposition blocking the front-lower area.

I normally get stuck up at bottom where the waterfall hits the edge of the map. Usually, if you take down the Coeurl, you can avoid any pre-battle traffic jams. However, you might still find that the Jawbreaker attempts to impede your path very often. If any of your units have levels divisible by three or five, watch out for LV3 Def-less and LV5 Death. The latter provides instant death to all units with levels divisible by five and LV3 Def-less lowers the Defense and Resistance of all units with levels divisible by three. Even worse, they both have a 100% chance of hitting if the levels pertain correctly.

By this point, you should be nearing the west side of the arena and beginning to climb the steps up to the higher level. The Big Malboro will be a nuisance with Bad Breath. In short, it is capable of inflicting a large number of status ailments on you with one cast. Soundwave is less of a problem as it only Dispels any status enhancements. Further up, a Lilith reigns supreme. Avoid being caught at distances with Twister. Poison Frog inflicts Poison and Frog status while Kiss inflicts Doom and Charm.

I always prefer to take this battle on in order. The monsters aren't too smart and usually stick to their area. If you take out the monsters as they come, the battle will flow through. Unless you are wearing Galmia Shoes (In which you can just jump up the cliff), you will need to transcend through the path anyway. You should end at the Thundrake. If you have retained most of your units while pushing through, it will fall easily despite holding Bolt Breath and Geomancy.

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Arriving right after the battle, Cid appears. Marche asks Cid if he has met Mewt and the Queen yet. The Judgemaster shakes his head and asks Marche a favor. What he needs is some amber from Siena Gorge. Cid has begun to plot with Ezel. Marche is obviously surprised at the fact that a Judgemaster would go to such lengths as creating an antilaw. Marche agrees to the objective and the two of them part again.

... As they both walk off in separate directions, a certain pink-haired girl appears. What could her intentions possibly be?

Siena Gorge must now be placed on the map. A number of new missions are now available at the Pub. Complete them to whatever extent you'd like. If you step into Siena Gorge, you will automatically engage in battle so make sure you are completely ready. For starters, I'd recommend leveling up all your

units to at least 26-27. When ready, head into Siena Gorge.

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| Mission : Over The Hill \
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Difficulty: Hard

Enemies:

Fencer
Summoner
Assassin
Elementalist
Sniper (Shara)
Red Mage (Ritz)

Our last stop before we head off to Ambervale is Siena Gorge. There, we are to find some amber for Judgemaster Cid to create the antilaw he needs. Entering the Siena Gorge, a pink-haired girl stands valiantly at the top of a large pass. Laughing for a second, Ritz is positioned with her clan. Next to her is Shara. With a sense of confidence, Ritz states that when Marche might be engaging them, it just seems kind of funny.

A surprising turn of events, huh? Ritz had never wanted to go back home, so this battle was sure to come eventually. Marche enters and realizes what is about to commence. For the next engagement, they are no longer acquaintences. Marche is going over that hill. Ritz however, will use all her power to stop that. Knowing that she won't give up now, Marche prepares to engage. Bring in five additional units and the epic battle between Marche and Ritz will begin.

We had never battled Ritz and her clan before, so this might be something new. Ritz's clan consists of Viera only. She does well with a good balance between magic and physical units. You should do the same. At the start of the battle, climb up the hill to meet Clan Ritz at the edge. Try not to move further onto the wooden bridge as traffic jams will be sure to start there. Instead, stay back and let Ritz come to you.

Now that you are in a good position to start your offensive from, begin to build up your units and prepare to attack. The first of Clan Ritz to most likely move would be the Assassin. With 200 points in Speed, she can move pretty fast. Even so, the Ninja Tabi allows her to move 6 tiles which can become pretty threatening. Do not let her get behind you and use Last Breath. Aponia is only dangerous to magic units as it Silences and Rockseal can Petrify units into stone. Oblivion works by Addling a target.

The Fencer has mediocre Weapon Attack for a physical unit. Luckily, she is fairly lacking in abilities. Swallowtail damages surrounding units, Piercethrough works like a Spear-jab by dealing damage to two units directly in front of her, and Nighthawk is a ranged attack. Of the magic-casters, the Summoner will be sure to pose a few problems with her Summon spells. Madeen will deal incredible Holy damage. Also, her castings can deal damage to all units two tiles away and one tile diagonally from the center of damage. Don't group your units together and her spells will be less devastating.

Taking up a particularly problematic position, the Elementalist will be sure to get in your way. Because all of her techniques have status ailments connected (With exception to White Flame), you will not only be struck by magic, but also inflicted with certain status ailments. Fire Whip deals Fire damage and can also Disable an unit. Shining Air will deal Wind damage along with Blinding a target. Heavy Dust deals Earth damage with a chance of Immobilizing. Beware of the Elementalshift as well. Once through, you might be

taking heavy damage because of taking elemental weaknesses that Elementalshift exploited.

Ritz's right-hand man (or in this case, Viera) is apparent as a Sniper. Her Weapon Attack is high enough to prove a difficulty. Even so, her abilities are ones to watch out for. I'd mostly recommend banning Missile attacks altogether (Law Card). However, if that can't possibly apply to you, I'd suggest you take her down fast. Death Sickle will inflict Doom status from far away. Doom Archer deals lost HP in damage against. Aim: Weapon and Aim: Armor will destroy the selected item. The last two should be taken with caution if you are wearing or wielding any valuable weaponry or clothing.

Finally, the boss herself plays a role as a Red Mage. Ritz is no easy matter to overcome. Her Weapon Attack is mediocre, but you will hardly see her actually using Fight moves. As a Red Mage, it is true that Doublecast is apparent. With it, she can cast Fire, Thunder, or Blizzard against you for offensive damage. Magic Pow+ boosts the Magic Power and therefore makes each hit hurt. Be wary of "Sleep + Offensive Magic" combos as well. Being put to Sleep can make a unit vulnerable to spells right off the bat. Simply Silencing her wouldn't work as Ribbon nullifies all status ailments. Not good.

The main objective is defeating Ritz. Being at the front of the group, that objective is easily accomplished if you just feel like rushing through the mission. While you fight however, I'd suggest you Steal some of the items around. Max's Oathbow, SeventhHeaven, and Ritz's Femme Fatale are all very useful items to take. Defeat Ritz to take her down. The pass... is now clear.

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The battle is now over...

As the dust settles, Ritz turns her back on Marche. Unable to stop him... Unable to prevail... With her defeat, you are allowed to pass and continue. Marche leaves the area while Ritz and Shara are left by themselves. Ritz now realizes that Marche has transformed from the new kid back in St. Ivalice.

The final battle is up ahead. When you are ready, head to Ambervale... and prepare for the final fight.

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| Mission : Royal Valley \
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Difficulty: Hard

Enemies:

Ninja
Gunner
Assassin
Alchemist
Illusionist
Biskmatar (Llednar)

Finally, after many obstacles, we find ourselves in the final chapters... Ambervale... the Royal Valley. As Marche is led into the area, he denotes the beauty of this palace. Judgemaster Cid has located Mewt to this position. As the two walk forward, the music stops as they discover Babus lying unconscious on the ground. An unknown voice states the fact that he isn't dead... yet.

Llednar again. As always, he is here for trouble. Not letting you pass, Cid pulls out a special Law Card. With the cast, all Laws protecting Llednar are

nullified. The invincible barrier surrounding Llednar will break. Now vulnerable to attack, the Biskmatar still fights. Bringing in his units, the battle will begin. This time however, you won't be running away from Llednar. Now, you must fight him... and thus, defeat him. You have the option of sending in three units of your choice. Unless you want to take Llednar on singlehandedly, I'd suggest you take advantage of that. A White Mage will be very logical for the incoming fight.

The Biskmatar's group consists of a Ninja, a Gunner, an Assassin, an Alchemist, and an Illusionist. The first three are the main difficulty. The Ninja is capable of using Double Sword. From past experience, you know that two high-powered Katanas against you will generate a lot of hurt. Along with that, watch out for his ranged "Veil" attacks. Fire Veil deals Fire elemental damage and will Confuse an unit. Earth Veil uses Earth elemental damage and can Slow a target. Water Veil deals Water damage and will Silence a target. Finally, Oblivion inflicts Addle status on an enemy which disallows them to use Action Abilities.

The Moogle Gunner is sure to pose some problems. His ability line-up consists of Charmshot, Blindshot, Silenshot, and Stopshot. Luckily, he doesn't have Concentrate so he can easily be counteracted by Blinding him. The nearby Assassin can be particularly dangerous using her Corner techniques. Take caution and watch out for Nightmare and Rockseal. No Last Breath makes her much less dangerous. Even so, her abilities will give you many problems if you aren't careful.

The two magic-casters of this group are an Illusionist and an Alchemist. The latter of the two is capable of instant KO with Death along with heavy damage through Flare. Toad should also be taken with caution as it turns his target into a Frog. The Illusionist is a master of Phantasm Magic. Included are Prominence which deals Fire damage to all units, Tempest which deals Lightning damage to all units, Stardust which rains meteors down on all units, Soil Evidence which deals Earth damage to every unit, and Wild Tornado which initiates Wind damage on all units.

Finally, Biskmatar Llednar plays a role as the boss. Now that he can be hurt, you should no longer run from him. (Remember the Present Day battle?) Wielded are a few useful items. Excalibur is a high-powered Knightsword and Peytral is a rare piece of Armor. Ability-wise, there's nothing stopping Llednar from using Omega now. Heavy damage will most likely KO your units within a single strike. Do your best to avoid that. Life Render will damage and Doom. Don't try to surround him either as Furycircle will just push them all back.

This battle is over once Llednar is defeated. Go gun-ho against him and he'll fall beneath your blade. Without his barrier, he will be vulnerable to defeat. With that, he crumbles and shall live no more...

Difficulty: Hard

Enemies:

Battle Queen (Queen Remedi)

Dephs x2 (Famfrit/Adrammelech)

It turns out that Babus was really just knocked out. Marche succeeds in waking him up luckily. The first thing he asks is where the Prince is. We still hadn't gone inside yet so we couldn't have completed our task yet. Babus cannot fight anymore. He stays behind while both Marche and Cid venture inside the chapel. Once inside, the two of them meet Remedi. With that, she reinforces the fact that this world is still an illusion. At the same time, Marche demands to know where Mewt is. The Queen then states that even Marche isn't ready to let this world go. Being the moral person he is, Marche

admits to liking this world. However, it isn't real. Mewt's voice booms through the air. Suddenly, he appears in the hand of the statue ahead. Mewt still doesn't want to leave...

Now Queen Remedi is obligated to use any means necessary in order to extract Marche from this area. With that, she transforms into Battle Queen mode and summons two Dephs, her own creatures of incredible power. Prepare to fight Battle Queen Remedi and her two creations, a resurrection of Famfrit and Adrammelech. They still have their own tricks up their sleeve. If you ever want to go back, you must defeat the Queen.

Famfrit on the right is basically a more powerful version of the first Totema we had battled. However, you will note that his level and stats have gone up considerably. If you thought he was difficult before, now he will be a nightmare. Breath of God is still in his ability line-up. Still capable of using that destructive casting, expect heavy damage. Lightspeed works a lot like Greased Bolt or Faster by delivering an attack that bypasses R-Abilities. Presense deals damage and knocks a target back one tile. You should already be aware of what Demi does. Cutting off 1/2 an unit's HP will hurt.

In addition to that monster, Adrammelech of the Bangaas will aid Remedi and your destruction. Lightspeed is the same move that Famfrit. Firestream is a high-powered Fire attack that deals damage to all units standing directly in front of him. Howl of Rage is basically Warcry as it lowers the Speed of surrounding units. Watch out for his heavy Weapon Attack. A strike from that will send most units into critical HP.

The Battle Queen herself is no laughing matter. She currently holds the highest Weapon Attack out of both her Dephs heathens. However, she is currently incapable of using any abilities. Therefore, if you can just avoid her bite, then you should be fine. Defeat the two Totema clones and then focus on Remedi. Don't allow her to touch you however, as a hit from her would take most units down. Defeat Remedi and complete the battle...

Is it over...?

Difficulty: Very Hard

Enemies:

Deph x2 (Mateus)

Li-grim (Remedi)

Queen Remedi has been defeated... or not. Mewt appears once again and Marche takes this chance in a vain attempt to talk to him. Mewt's beginning to break down finally. While Remedi is weakened, Marche does his best and tries to coax with him. The Queen gets up again and walks over to Mewt. "I am the wish-gatherer. I am the world-maker." No longer is she Queen Remedi. Now she is the pure essence that binds this world together. Defeat her... and the wishes shall be undone... With that, the Li-Grim brings in two more Dephs. This time, they are Mateus, the Human Totema. The epic battle we had all been waiting for shall begin in the next few seconds. This really is the end.

Bring in five units and let the final battle begin. Before we go over Li-Grim, you might want to know what the two Dephs Remedi has summoned are capable of. The last Totema battle was difficult. Now, you are up against two Mateuses. Spellbind deals Dark damage and can Slow a target. Breath of God is a new and improved version of Famfrit's original signature move. Along with that, both Mateuses have mastered Star Cross which deals Holy damage to all enemy units and Thundaga, the Black Magic spell.

Li-Grim herself is a difficulty. Lucky for you, her Weapon Attack has gone

Type: Engagement
Info Cost: 300 Gil
Location: Giza Plain
Appears at: Any Pub at beginning of game. Only mission available.
Reward/s: 600 Gil, Lutia Pass placement
Req. Items: -
Req. Skills: -
Req. Jobs: -
Available for: -

Difficulty: Very Easy
Enemies: Goblin x3
Red Cap
Sprite

This mission is impossible to avoid. At the beginning of the game, it will be the only mission on the board. Luckily, it isn't hard...

Enter the Giza Plains area and Marche and Montblanc will walk in. Immediately, Marche will notice some monsters and note that they will have to clear them out. You are allowed four more clan members (or everyone in your clan obviously) to join the battle. This isn't difficult at all so you can take your time. The Goblins aren't very powerful but the Red Cap can cause some problems. I'd suggest bombarding it with Black Magic from Montblanc. The Sprite should probably be left for last as it doesn't use any abilities and its Fight move does miniscule damage. Once you defeat all enemies, you will have won your first battle.

#2 Thesis Hunt ~

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I search for my master the late Dr. Dalilei's thesis. It was taken from me by bandits as I crossed the Lutia Pass.

~ Dr. Coleman, Geologist

Type: Engagement
Info Cost: 900 Gil
Location: Lutia Pass
Appears at: After placement of the Lutia Pass symbol.
Reward/s: 4000 Gil, x1 Random Item
Req. Items: -
Req. Skills: -
Req. Jobs: -
Available for: -

Difficulty: Medium
Enemies: Archer
Soldier x2
Thief x2
White Mage

This battle is really a major step up from the previous "Monster Mash" that we just had. Instead of the weakling Goblins, now we are up against a group of pickpockets who have a few tricks up their sleeves.

The two units at the top of the arena are a White Mage and a lvl. 4 Thief. Those two (obviously) cannot be attacked towards the first few rounds because of their position but you should attempt to prioritize them the best you can. The stronger, lvl. 4 Thief

Reaction ability, Counter that should be something new to you. To avoid that ability, use ranged attacks like Montblanc's Black Magic or your Archer. The Soldiers use Mug often, but other than that, they just attack with sword slashes. While their swords can do some damage, don't waste time on them until the end of the battle. Defeat the Archer quickly before it can use any of his annoying, Aim: Arm or Aim: Legs crap. When everyone is taken down, the mission is yours and Dalilei's thesis is back into safekeeping.

#3 The Cheetahs ~

=====

There's a price on the heads of the band of conmen calling themselves the "Cheetahs." Word is they were seen in Nubswood!

~ Bratt, Steetear

Type: Engagement

Info Cost: 1200 Gil

Location: Nubswood

Appears at: After placement of the Nubswood symbol.

Reward/s: 6000 Gil, x2 Random Items

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Easy

Enemies: Thief

White Monk

Fighter

Archer

Black Mage

Marche will step into the Nubswood area and whom else does he find other than his old friend, Ritz!... Along with a Viera who calls herself Shara. Also on the playing field is the clan which calls themselves the "Cheetahs." And after a bit of a reunion, the battle begins with you being allied with Ritz and Shara. With that, this engagement is that much easier.

I wouldn't suggest a White Mage for this battle, while you can still bring one in if you are unsure of your clan, there's a very little chance that any of your units will actually get KOed as long as you know what you're doing. You can only bring in three other clanners so the free space can be useful. You should take out the White Mage first obviously. Then, go for the Archer which can immobilize and disable your units. I know you might want to prioritize the Thief and Fighter, but during this battle, they aren't really any threat. Your second priority should be the White Monk, and the rest is your choice. It's a very easy battle so take your time.

#4 Desert Peril ~

=====

There's been a rash of attacks by crazed monsters in the Eluut Sands area recently. Will pay for research & removal.

~ Eluut Civilian Militia

Type: Engagement

Info Cost: 1000 Gil

Location: Eluut Sands

Appears at: After placement of the Eluut Sands symbol.

Reward/s: 7000 Gil, x1 Random Item
Req. Items: -
Req. Skills: -
Req. Jobs: -
Available for: -

Difficulty: Slightly Hard
Enemies: Cream
Red Panther x2
Antlion
Coeurl

Marche and Montblanc will walk into the area when the two are greeted by a group of monsters. Well, nothing else to do but engage them.

This is a tough battle considering how early in the game it is. You probably don't have any better jobs other than the regular Archer, Soldier, etc. The toughest monsters here are the Panther class. Those are the two Red Panthers and the Coeurl which is a stronger, blue version of the Red Panther. All three have incredible attack power and their defense are really high. If your Archer has learned Aim: Arm, target the Coeurl to disable it for a while. The Cream is a strange creature which is barely affected by physical attack. However, use Fire (As it is weak against fire elemental) from one of your Black Mages to kill it in one shot or critically damage it. With the three Panthers out of the way, this battle will go much quicker.

#5 Twisted Flow ~

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I've seen the Ulei River bending and warping most strangely, but no one else can see anything! Please find out the truth.

~ Jura, Time Mage Adept

Type: Engagement
Info Cost: 1000 Gil
Location: Ulei River
Appears at: After placement of the Ulei River symbol.
Reward/s: 8000 Gil, x2 Random Items
Req. Items: -
Req. Skills: -
Req. Jobs: -
Available for: -

Difficulty: Hard
Enemies: Totema (Famfrit)
Floateye x2
Ahriman x2

Marche will slowly walk into the Ulei River area. After looking around a tiny bit, he concludes that nothing seems to be wrong. However, a strange black warp will appear in the center of the screen. Immediately, Marche is on his guard, but his cautiousness isn't enough to avoid the warp itself which sends Marche to a strange temple-like area...

At first, Marche will be confused. However, he looks ahead and notices something... A crystal! But before he can do anything, a strange voice booms through the air demanding Marche's name. Uttering

a nervous whisper, Marche returns the question. A strange creature warps out of the crystal and explains to you that his name is Famfrit, the Totema of the first crystal. Though he looks friendly, he isn't about to let some insecure human get to the crystal which he was charged with defending. Calling upon two Floateyes and two Ahrimans, he wishes to engage.

The objective here is to defeat the boss. In this case, it's the Moogle Totema, Famfrit. If your units are leveled up well enough, this battle will go much quicker. The best thing you can do would be to put Famfrit to sleep and deal with the other monsters first even though your objective is to take out Famfrit. While Famfrit is asleep, you will want Marche or your main attacker to get up to him and give him a nice slash or smack to wake him and get a free hit. Note that one of the Ahriman's knows the ability, Roulette. It gets in a corner and randomly KOs a random unit, on your team or even on his own team. Diligently cut away at Famfrit's health and you should defeat this Totema.

#6 Antilaws ~

=====

An alchemist named "Ezel" claims he's found a way to nullify laws! Looking for information about him and his "antilaws."

* Numerous Requests

Type: Engagement

Info Cost: N/A

Location: Cadoan

Appears at: After placement of the Cadoan symbol.

Reward/s: 9000 Gil, R2 Antilaw, 2x Random Items

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Medium

Enemies: Gladiator

Illusionist

Hunter

Ninja

Fighter

Defender

It seems that shady Nu Mou fellow we met before in Cadoan is now in trouble. Marche isn't too smart here. Oh yes, let's help some random Nu Mou stranger that we only met through chance. Anyhow, Marche, being the ethical fellow he is, decides to help the troubled Nu Mou, whether he's a murderer or simply a innocent bystander. Let's find out.

The battle consists of your clan versus six other enemies. Ezel the Hermetic (Yes, you learn that the Nu Mou fellow is the great Ezel Berbier) will help you out but he won't actually attack. His ability, Azoth, can put all the enemies to sleep. However, since you can't control him, it's hard to tell if Ezel will use it or not. Anyhow, the Illusionist is probably a new unit you haven't yet seen before. Illusionists use Phantasm to throw a spell and damage the entire field without having to manually hit something.

This battle is tough, yes, but if you know who to prioritize, you

should be fine. If your clan has low Magic Resistance, the Illusionist should be your main target. If your clan has low Defense, the Fighter and Defender should be taken out immediately. The Hunter and Ninja on the upper rear end of the playing field should be attacked last. Constantly attack and you should be fine. Be sure that Ezel stays alive however!

#7 Diamond Rain ~

=====

Word is, diamonds are falling in the rain in Aisenfield. If it's true, we'll be rich!

~ Geyna, Streetear

Type: Engagement

Info Cost: 1400 Gil

Location: Aisenfield

Appears at: After placement of the Aisenfield symbol.

Reward/s: 10600 Gil, 2x Random Items, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Slightly Hard

Enemies: Bomb

Lamia

Ice Flan

Icedrake

Take a look at the enemies list for this mission. Yep, all of them are monsters, and all of them have incredibly valuable abilities for a Blue Mage, or your Morpher. Therefore, you might want to bring in a Beastmaster (Along with a Blue Mage) or a Hunter. However, be aware that this monster battle is no pushover, so make sure you also bring in your best units too.

The enemies are all generic, except for the Ice Flan. As you might already know, the Flan group of monsters only are affected by magical spells. The most effective one would be the Fire elemental, which one of your Black Mage's should already have. The two Icedrakes differ in abilities. One has the Dragoon tech, Ice Breath, and the other holds Mighty Guard. Both Icedrakes have high attack power, so beware.

To start off, you should attack the Lamia, and the Ice Flan with a nice ranged Fire elemental attack. Following up, take out the first Icedrake. The Bomb can be left for last, as it doesn't hold any redeeming qualities. Once you get the Ice Flan and the Icedrakes out of the way, the battle will become another generic monster fight. Easy enough.

#8 Hot Awakening ~

=====

The Roda Volcano has been active lately. The Royal Mage Academy wants to hire researchers. No experience needed, must like heat.

~ Ramda, Geology Labs

Type: Engagement

Info Cost: 1600 Gil

Location: Roda Volcano

Appears at: After placement of the Roda Volcano symbol.

Reward/s: 11400 Gil, 1x Random Item, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Medium

Enemies: Ultima Crystal x8

Marche steps into the Roda Volcano area and starts nagging about the heat. Suddenly, a violent earthquake occurs, and a strange black warp appears in the middle. The first thing Marche notices is that there must be a crystal here! The warp blows off, and swallows you into the abyss...

As the screen fades back in, you should note the difference in the colors. Instead of the gray, dark area that held the last crystal, this one is colorful, and lively. Butterflies even litter the area. Marche notes as well the butterflies, and how different this area is from the last. Luckily, there doesn't seem to be any Totema guarding this crystal, so Marche walks up to it... Suddenly, a number of Ultima Crystals fade in. Looks like it isn't going to be as easy as we expected.

These strange Ultima Crystals are actually the Totema itself. They are very different from the previous Totema, Famfrit because they are incapable of moving. In fact, they are pretty much inanimate objects made to guard this second crystal. Wait a second, if they can't move, you can use that to your advantage! These Ultima Crystal's only other attack is Logos, an annoying move which not only Charms you, but lowers your Attack and Defense.

There is a very easy way to knock these things out. If you use this strategy, the battle becomes that much easier. The idea is to get up right next to the Ultima Crystals, while out of the range of the others. The Ultima Crystal you are standing next to won't use Logos unless you are at least one tile away. Therefore, it will be forced to use its Fight move, which does weak damage. If at every turn, you use this strategy, you should be able to get out of this battle with all your units intact. Be sure you only send one unit to each Ultima Crystal as if you have two against one, it will use Logos.

Be sure that when you try to take out one Ultima Crystal, you aren't in the range of another. The first one you destroy will be the hardest as there aren't too many areas safe from the Logos of the other ones. Just don't group your units together and you should be fine. The Ultima Crystals are annoying, but they do have that one weakness. Take advantage of it, and you should win this battle with incredible ease.

#9 Magic Wood ~

=====

Trespassers have been cutting down trees in the Koringwood for their magical properties. They must be stopped!

~ Guillaume, Ranger Captain

Type: Engagement

Info Cost: 1600 Gil

Location: Koringwood

Appears at: After placement of the Koringwood symbol.
Reward/s: 12600 Gil, 2x Random Items, 2x Random Cards
Req. Items: -
Req. Skills: -
Req. Jobs: -
Available for: -

Difficulty: Slightly Hard

Enemies: Archer
Sniper
Time Mage
Black Mage
Thief x2
Summoner

Deep in the Koringwood, a group of illegal lumberjacks are cutting down some magic wood to sell for a lot of Gil elsewhere. Luckily, Marche walks in within the nick of time to quickly stop them. Time to engage.

This time, you are engaging against seven other members, with each being pretty strong in his or her own sense. You are allowed five members including Marche, so the odds are against you this time. However, if you eliminate the biggest threats firsthand, the battle will become much easier. Nevertheless, it is never a bad idea to invest a spot for a White Mage.

The first enemies to move will probably be the two Thieves. They aren't the most dangerous, so if you don't have to attack them, just ignore them for the time being. If you are really paranoid about them stealing something, you can always Blind them. The Sniper is fairly dangerous, but doesn't hold too many abilities. Now, the Archer however, should be defeated as soon as possible to avoid her abilities.

The remaining units are all magic casters, so they can easily be disabled if you can possibly cast some sort of Silence on them. Since Templar's are good at this kind of stuff, try to have one with you. Once the Time Mage, Summoner, and Black Mage are Silenced, they are completely helpless. I'd suggest keeping these three Silenced, while you focus on the others. Leave the magic casters for last.

The main problem here is numbers. However, even though the opponent outnumbered you about 5 to 7, you can improvise. Instead of going gun-ho at every enemy unit, use status ailmenting attacks to maybe keep them at bay for a few turns. Use an Archer or Gunner to Blind your enemies, and the battle is automatically yours. If you can use abilities to your advantage, this battle flows much quicker.

#10 Emerald Keep ~

=====

The Royal Mage Academy has given up their search for the giant emerald crystal of Salika Keep. Treasure hunters, now's your chance!
~ Levey, Search Team Member

Type: Engagement

Info Cost: 1800 Gil

Location: Salikawood

Appears at: After placement of the Salikawood symbol.
Reward/s: 13600 Gil, 2x Random Items, 2x Random Cards

Req. Items: -
Req. Skills: -
Req. Jobs: -
Available for: -

Difficulty: Slightly Hard

Enemies: Bishop
Gunner
Alchemist
Templar x2
Runeseeker (Babus)

Trotting slowly into the Salika Keep area, Marche begins his search for this "giant emerald crystal." As he rounds the steps, he begins to wonder if this is one of those "crystals." An unknown voice will call to you ahead. The screen shifts and you will realize that Babus is here as well on Mewt's personal orders. Babus will ask of Marche, someone who means the Prince ill.

Marche however, knows who that person is. In an attempt to get his way out of any accusations, Marche immediately tells him not. But his conscience blabbers out his words, speaking that he didn't know this was Mewt's world. With that, Babus realizes all too well. His group prepares for attack, and you should do the same.

With the addition to Marche, the game allows you to bring in five more units for battle. The next rounds of battle will be quite difficult, so make sure that the units you send in are powerful enough to take out Babus along with the rest of his group. (If it is required.) Start the battle, and begin.

Babus the Runeseeker can provide a bunch of problems. His job is unique as you might already have noticed. His abilities are made up of the R-Ability, Counter and some other abilities. Explode is a heavy damage spell similar to the Sage's Giga Flare; Stillness inflicts Stop status; and Quarter is the same as the Time Mage's ability which takes out 1/4 of a particular unit's health.

Along with Babus, which will probably cause you the majority of your problems here, you have two Templars, a Gunner, a Bishop, and an Alchemist. Next to Babus in amount of difficulty would be both of the "Temple Knights." One is armed with Rasp, a MP damaging attack, Cheer which raises Attack statistics, Haste which is self-explanatory, and the R-Ability, Bonecrusher. The other holds Astra which automatically nullifies status ailments, Warcry which lowers Speed, Cheer again; which raises Attack, and the S-Ability, Weapon Atk+.

The Bishop is a rather flexible unit capable of dealing damage, curing his own allies, and casting Dispel to get rid of all status enhancements. How much you prioritize him is going to be your call, but remember that as soon as soon as the Bishop is out, your enemy will not be capable of healing without the help of items. The other magic caster, an Alchemist, is much more offensive. You will want to especially watch out for Flare or Frog.

Lastly, you will find a Moogle Gunner towards the rear. For the most part, his abilities are simple, but Stopshot can become annoying, especially with Concentrate as a S-Ability. You might find that taking out the Gunner will help an amazing amount. Avoid Stopshot

or just Blind him to nullify Concentrate for hopefully, the future majority of the battle.

The objective here is to defeat Babus and none other. Therefore, unless of course you are looking to some experience, I'd suggest you put all your emphasis on him. Then again, if you are sure you can't win this battle without first taking out the other units, by all means, treat this battle as a clan war.

#11 Pale Company ~

=====

A spirit or ghost was seen going into Nargai Cave, and is making low moaning noises. We can't sleep. Please investigate.

~ Nargai Area Residents

Type: Engagement

Info Cost: 1900 Gil

Location: Nargai Cave

Appears at: After placement of the Nargai Cave symbol.

Reward/s: 15000 Gil, 2x Random Items, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Hard

Enemies: Icedrake

Firewyrn

Thundrake

Totema (Adrammelech)

For this next story mission, Marche enters the Nargai Cave in search of this supposed "ghost." A small orb appears in front of Marche, and his reaction is a bit puzzling. "Funny, here I am looking at a ghost. But I don't feel scared at all." As strange as enigmas can become, the ghost begins to move, and Marche follows. With his guard off, the warp catches Marche...

As the screen fades back in, you find yourself in yet another temple holding probably, another crystal. The ghost has disappeared, but suddenly reappears. The crystal is up ahead, and the Totema makes his way out. Absorbing the ghost, the Totema begins to speak of no one but his masters may approach. Confident, Marche prepares himself for a battle. Adrammalech prepares himself too, and brings in his Dragon fiends.

This battle is a major step up from the two other "pushover" Totemas you have fought in the past. If you had thought they were hard, prepare to be obliterated. Bring in five more units (A White Mage or similar would be smart), and begin the battle. Because the enemy Dragons don't have terribly high Speed, you should be able to move first.

Luckily, the Dragons here aren't anything you haven't seen already. The only one which might remotely be a new appearance might be the Thundrake. All three of them have elemental Breath attacks for their respectable type (i.e. Firewyrn holds Fire Breath; Icedrake holds Ice Breath; Thundrake holds Bolt Breath). This is basically the only A-Abilities those Dragons hold with exception to the Icewyrn who can also cast Mighty Guard on his allies. Geomancy ups Magic Power, and

Weapon Atk+ ups Weapon Attack obviously.

While the Dragons aren't too tough apart from their Attack power, the Totema himself holds some pretty powerful abilities. Not only is he the coolest looking Totema, hands down, but his Firestream attack can become devastating. Remember Famfrit's Breath of God? Multiply the damage by two, and give it some Fire elemental bonus damage to create an A-Ability to be reckoned with. Lightspeed is a quick attack nullifying R-Ability, and Howl of Rage lowers surrounding units Speed. Finally, Soul Sphere hurts your MP so keep your mages safe.

The best thing to do would definitely be to inflict a few binding status ailments on the initial Dragons. Disable, Immobilize, and Blind all work wonders to keep them off your back. You shouldn't need to be bothered by the Dragons, as all of your forces should be plopped atop Adrammelech. There really isn't too much to explain here, as all you need is a powerful physical strike to take out this Bangaa Totema as quickly as possible.

#12 Jagd Hunt ~

=====

On my brand-new airship's maiden flight, she was damaged in a hit-and-run! The criminal is in Jagd Dorsa, kupo! Get him!

~ Nono, Machinist Apprentice

Type: Engagement

Info Cost: N/A

Location: Jagd Dorsa

Appears at: After placement of the Jagd Dorsa symbol.

Reward/s: 16000 Gil, 2x Random Item, 1x Random Card

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Hard

Enemies: Ninja

Hunter

Antlion

Assassin

Toughskin

Blue Mage

Well, here we are; Jagd Dorsa. You should know already that if anyone gets KOed here and you leave them on the ground, they are dead. With that in mind, prepare yourself for a rather difficult fight against Nono's enemy bandits.

Because of the Jagd threat here, you might want to bring in a White Mage to revive in case your units happen to fall. Phoenix Downs work well too. Make sure that the units you send in have high Defense. Paladins or Defenders are perfect fitting for this description. You will not want to be killed here, especially against this hardcore group...

Your enemies consist of mostly clan units, but a few monsters as well. Right in front of you at the start are a Ninja who holds Metal Veil, Water Veil, and Double Sword which allows him to hold two swords in two hands for a double hit; a Blue Mage with Dragon technique, Mighty Guard, Lamia technique, Night, Coeurl technique,

Hastebreak, and the Sprite's healing technique of White Wind. Along with that, the Hunter boasts a solid Attack statistics and holds Sonic Boom, Advice, and Aim: Vitals which inflicts a random status ailment on you.

An Assassin appears to your left. She can become especially deadly with her specialty A-Abilities. Shadowbind Stops a target in its tracks by pinning shadow to the ground, Last Breath is an automatic KO (Not good for a Jagd. Oh boy.), Aponia is the standard Silence, and Oblivion Addles the target disallowing them to use any A-Abilities. Don't try any arrows at this mean chick unless you want them returned at you.

The Antlion and Toughskin aren't too much of threats, but should still be fought with caution. LV3 Def-less lowers Weapon Defense and Magic Resistance to all units with levels divisible by three. Sandstorm is the standard whirlwind attack which Blinds targets. The Rockbeast doesn't have any new techniques. Still holding the original Resonate and Matra Magic, you shouldn't have any trouble with it.

You should try to kill off the Assassin and Ninja right off the bat. The Assassin has terribly effective A-Abilities, and the Ninja can unleash his hurt with Double Sword. Watch out for Last Breath especially, as it automatically KOs, and if that unit isn't revived, it's basically lights out for that member. The Hunter should be prioritized if you want to avoid random status ailments, and the Blue Mage should also be taken out quickly. This battle is tough, so don't fret if you mess up a few times. After all, this is your first Jagd battle.

#13 The Bounty ~

=====

Looking for information about that bounty the palace is offering. Give us a shout if you see us. We're around.

~ Clan Ox

Type: Encounter

Info Cost: 2900 Gil

Location: N/A

Appears at: After placement of the Kudik Peaks symbol.

Reward/s: 17200 Gil, 2x Random Items, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Medium

Enemies: Sage
Paladin
Fighter
Red Mage
Time Mage
Black Mage

You should know the drill by now. Find the unknown wanderer on the world map. As soon as you enter the battlefield, you will appear before Clan Ox. There's no hostility at first, but one of the grunts notes that this Marche fellow looks incredibly alike to that bounty. But guess what! It's you they are looking for!

Of all the possibilities, you just had to accept this mission to actually help Clan Ox find you. Heh, since we aren't about to let ourselves be turned in, we'll fight our way out. Hopefully, you had brought in a healing unit as this clan isn't your ordinary pushover. Ranged attackers work well too.

Your enemies consist of a Sage, a Paladin, a Fighter, a Red Mage, a Time Mage, and a Black Mage... phew. From past experience, you might expect the Paladin to be the main figure of difficulty here. Although his Attack power is fairly high, he lacks in abilities with only Saint Cross and Drop Weapon. He is also capable of healing, but barely ever uses that ability.

In terms of physical damage, the Fighter might pose a threat. A few standard Fighter abilities as well as a high Weapon Attack, you can't go wrong tackling him out first. In terms of actual damage, the Black Mage easily cuts that mark. His Magic Power lies in the 200s, and his abilities consist of some standard techniques. Much of the time, one of them will be an "-aga" ability. If you are unfamiliar with that suffix, just know it is the most powerful of the elemental spells a Black Mage can throw at you.

Sages normally pose problems, but not this one. Just be thankful this one doesn't hold Giga Flare. Reflex negates all Fight moves as you might already know, so be sure you actually have some other abilities which can damage the Sage. The Red Mage is laughable considering the fact that she doesn't hold Doublecast, and her Magic Power is second-rate. Finally, the Time Mage can pose some threats. You do not want him to cast Quicken on the Fighter right after he damaged your units already. Quick KOs for the enemy.

You will want to Disable the Fighter and Paladin quickly. Following, you can choose to Silence everyone else. It would be smart to bring in a utility unit to do all those status ailments, followed by your physical and magical attackers, followed by a healing unit. If you can set up an attack, you should be fine. However, if you just rush in without any strategy, you probably won't last that long. This isn't a difficult battle considering it is a story battle, so you should be fine.

#14 Golden Clock ~

=====

Someone has been selling phoney copies of our "Golden Sandclock (tm)" in the Jeraw Sands area. Please investigate.

~ Belta Clockworks Co.

Type: Engagement

Info Cost: 2200 Gil

Location: Jeraw Sands

Appears at: After placement of the Jeraw Sands symbol.

Reward/s: 18000 Gil, 1x Random Item, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Medium

Enemies: Juggler

Alchemist

Time Mage
Gadgeteer

Marche enters the area as he always does and notices Shara coming out from a corner. Ritz also appears right behind you, and the two of you greet. Marche asks Ritz if she know of the bounty on Marche's head; Ritz responds and tells Marche she would never turn him in. They are here instead, for some other business...

Ritz runs up and calls the Golden Clock forgers out. Yep, you guessed it, it's another battle alongside Ritz. Judging from past experience, this battle should be fairly easy considering that you have Ritz and Shara on your side, not to mention that you are up against only four competitors. Bring in three extra units and start the battle.

Your enemies consist of an Alchemist, a Juggler, a Time Mage, and a Gadgeteer. The Alchemist holds Meteor which rains a large rock on your units for heavy damage, Poison which... well... Poisons of course, and Toad which turns the target into a Frog. Whee...! Alongside, you see a Juggler with Hurl which throws an item, Firebomb which damages and Berserks, and Ball which Confuses.

The Time Mage can become dangerous if you aren't careful. Demi is extremely effective against those with high HP, and Quicken gives a free turn to the unit of choice. Also, Slow and Stop are two annoying status ailments you will want to avoid at all costs unless you like to lose turns.

Finally, the Gadgeteer is as unpredictable as it is effective. Red Spring casts Haste on a random side at the flip of a coin (Just hope that's you), Blue Screw casts Dispel on a random side at another flip of a coin (Just hope that isn't you), and Green Gear Poisons either side (Again, just hope that isn't you). Also, Damage > MP will make striking this Gadgeteer down a trifle difficult.

Without Ritz or Shara, this battle might have caused some problems. But because both of your allies are at such high levels with effective abilities, you should barely even break a sweat. However, just remember that Ritz and Shara can be KOed, and that's when you better do something, or face defeat. You can be a bit laid back here, but don't let your guard down.

#15 Scouring Time ~

=====

By order of Her Majesty Queen Remedi we will be searching each town for the boy wanted by the palace.

~ Bervernia Palace and Judges

Type: Engagement

Info Cost: N/A

Location: Muscadet

Appears at: After placement of the Muscadet symbol.

Reward/s: 19600 Gil, 2x Random Items, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Slightly Hard

Enemies: Sage
Gunner
Paladin
Templar x2
Mog Knight x2

As you enter Muscadet, an engagement is about to occur. Marche and Montblanc appear in the area and witness some Judges and officers of the law bringing in random units for questioning. A particular argument between a Moogles and a Judge will appear on-screen. The Moogles will ask why he is to be brought in, and Judge responds with that the human they are looking for has been seen with a Moogles. Unable to take this injustice, Marche runs in...

The first thing he does is exclaim that he is the one Prince Mewt is looking for. While the Judge is a bit disbelieving, he still brings in units to capture this supposed boy. Units begin to move in, and you will note that you are a bit outnumbered. Bring in three extra units with addition to Marche and Montblanc and begin the battle with the odds of 5 vs. 7 stacked against you.

Your enemies consist of some powerful units, but the most dangerous of them all would be the Paladin or the two Templars. If you care to steal anything, you will definitely want the Dragon Mail or Genji Armor. The first enemy unit to move will probably be the enemy Paladin or either Mog Knight, but if you brought in swift units, you should be able to move first for the most part.

The two Templars are dangerous with both of them holding the R-Ability, Bonecrusher. In addition, both Templars can terrorize you with Astra, Warcry, Rasp, Haste, and Lifebreak which can deal incredible damage when you knock off a lot of that Templar's HP. The second most dangerous, the Paladin lacks in numbers of abilities, but don't let that get your guard off. Holy Blade does incredible damage, and Drop Weapon can become annoying.

Also included are two Mog Knights, a Gunner, and a Sage. The Mog Knights are pretty much standard issue and shouldn't provide much problems with only Mog Attack, Mog Guard, Mog Rush, Mog Lance, Mog Shield, and Mog Aid. By now, you should already have many ways to counter-act these kind of abilities. The Sage is almost laughable with only Drain, Aero, and Bio. Finally, the Gunner isn't dangerous as it hasn't learned Concentrate.

At the beginning, begin Disabling and/or Immobilizing the Templar and Bishop immediately. Using status ailments can easily turn the tide of battle with you. Following, you will want to Blind the Gunner. Deal with the opponents as you see fit, but you should try to set up an attack which you know won't fail before you attempt something rash.

But the battle isn't over just yet...

Difficulty: Hard

Enemies: Avatar x8 (Exodus Fruit)
Runeseeker (Babus)

Afterwards, Judgemaster Cid appears on the scene, and begins to question you. Pretty sure that the boy is the boy, Cid brings him

to the prison. There, Babus will run in and confirm that the boy is indeed Marche. Now that they know, Marche demands that Judgemaster Cid let the others go. Cid will ask Marche if he is the one destroying the crystals. Marche confirms, and a seam appears mysteriously. Somehow...

The fourth crystal is weak... But you have no access to your clan as of now. Babus and Cid are also in the area, and they aren't about to let you destroy these crystals in which they had so willingly defended. You guessed it, it's another fight with Runeseeker Babus, and this time, he's even tougher. The only opposition you will receive here is from Babus. The Totema is weak, and it can't attack. Since Cid is a Judgemaster (obviously), he will play as Judge to make sure the Laws are enforced. Babus is no laughing matter however. This battle is a one vs. one... Babus vs. Marche.

Babus's abilities consist of Explode, a deadly Fire elemental move, Stillness, which Stops Marche right in his tracks, and Demi which cuts off half of your HP right off the bat. In addition, Counter and Weapon Def+ makes him even more of an adversary. The key here is to avoid his first move, and follow-up with a heavy damage move which you should have at this point for a physical character as Marche. Holy Blade or Beatdown would work. However, if you don't have access to them, you might have to pick away at Babus's health continuously and use X-Potions constantly. Defeat Babus and the Fruits to win.

#16 The Big Find ~

=====

Even after the historical finds in the Uladon Bog, the Royal Mage Academy says there might be more lying hidden out there...

~ Azare, Streetear

Type: Engagement

Info Cost: 3000 Gil

Location: Uladon Bog

Appears at: After placement of the Uladon Bog symbol.

Reward/s: 20400 Gil, 2x Random Item, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Slightly Hard

Enemies: Thief x2

Bishop x2

Fighter x2

You all know how I start these story battle things right? "As Marche enters the area, he will note... blah blah blah blah." Well, for this battle, Marche won't enter the area at first. Therefore, you won't hear me say that. Instead, the camera brings you to the battlefield and a small conversation between our would be competitors. The Fighters hints something about a kid and late. Perhaps an ambush? A scout Thief walks in and states that their "pot of gold" is here now.

Guess who walks in? Why, if it wouldn't be yours truly, Marche. Seeing as he's just been ambushed by a group of six enemies, Marche doesn't appear too surprised. Just a simple, "Huh?" Anyhow, prepare

for another battle. Bring in five extra well-rounded units and prepare yourself for battle once again. You know the drill by now, don't you?

Look at your enemies and you will notice that their line-up is pretty simple with two Fighters, two Thieves, and two Bishops. Provide that you actually care to know what abilities to avoid, I'll tell you that you really want to watch out for Strikeback. Don't make stupid moves when you are already sure that it will miss, and you will probably get a nice thwack in the head for your imbecile move. The same goes for Bonecrusher, but there are a few ways around it.

The opponent's Fighter abilities consist of Rush, Air Render, Far Fist, Wild Swing, Beatdown, and Blitz. If you were wondering if both Fighters hold all those abilities, the answer is luckily, no. They are split up between them. Therefore, if you take out Fighter #1 who has Wild Swing, Far Fist, and Beatdown, you won't have to worry about those moves for the rest of the mission unless Fighter #1 happens to revive magically.

The Thieves can provide some problems. Both of them hold Steal: Weapon, which obviously, steals your weapon. You might want to watch out especially. Even worse, Steal: Ability literally "steals" one of your abilities. Therefore, you might find it smart to Disable or Immobilize the Thieves from afar. Apart from that, you won't see too much damage nor annoyance from them. Just don't let your rare weapons get stolen.

The remaining opposition consists of two Bishops. Lucky for you, they aren't the most powerful magic casters you might find. Water and Aero do mediocre damage, and Holy might be the largest damage dealer even though it doesn't do THAT high of damage either way. Also, Bishops are capable of using Cura in this mission and Judge steals your JP.

Concern yourself with the Thieves at first. Once the chances of getting weapons stolen is at 0% (In short, just KO both Thieves), you can focus on the Fighters which are probably attacking your units like mad at that point. The Bishops won't provide too much problem, so you might want to leave them for last unless you have a masterful plan of your own. Defeat all enemies and win the mission.

#17 Desert Patrol ~

=====

The famed Mirage of Gotor is drawing big crowds, and big crowds draw thieves and pickpockets. Please help us patrol!

~ Ivalice Tourism Board

Type: Engagement

Info Cost: 2500 Gil

Location: Gotor Sands

Appears at: After placement of the Gotor Sands symbol.

Reward/s: 21400 Gil, 2x Random Items, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Medium
Enemies: Bishop
 Dragoon
 Defender
 Gladiator
 White Monk
 Soldier x2

As you enter Gotor Sands for the Desert Patrol mission, Marche notices a certain person... that looks a bit familiar. Walking a bit closer, he realizes that it's Doned. Marche is instantly happy to see his brother, but Doned remains silent, and runs away. Marche follows and to his surprise, sees Doned talking with another group. But even as dumbfounded as he might be, Marche realized that his brother had just turned him in for a bounty. Just what is going on?

The palace still wants your head, and as obvious, this enemy clan has come to challenge you. They were notified of your whereabouts by a certain someone. There's nothing else to do but to fight our way out of this trap. Bring in six units to go against this enemy group and start the battle. Your foe this time is made up of Bangaa and Humans. You will probably notice, that with exception to the Bishop, your enemies are all physical. Try to bring in some magic casting units that have moderate Weapon Defense like Morphers or Sages to counteract their Weapon Attacks, and work upon their weaker Magic Resistance.

The White Monk in the front has a bunch of techniques up his alley. Whirlwind damages surrounding units, Air Render is a ranged attack, Earth Render deals damage to ALL units in front of him, and Far Fist deals ranged splash-damage. Luckily, his Weapon Attack is fairly low so don't expect too much from a simple Fight move. Behind him is a Gladiator holding the elemental "Spellblade" techniques which include Fire Sword, Bolt Sword, and Ice Sword. They should be pretty self-explanatory.

Two Soldiers make up the Humans of this enemy group. The one closer to you at the start holds a few standard "Break" attacks including Powerbreak, Mindbreak, and Magicbreak. Provoke Berserks your units so be careful. The other Soldier is less of a threat. Luckily, he only can use Powerbreak, Mindbreak, and Speedbreak. Mug deals damage but steals Gil at the same time. However, that shouldn't be too much of a problem to you.

Right smack-dab in the center is the Defender. Although his Weapon Attack and Defense can be intimidating, his abilities are nothing to be afraid of. Tremor pushes back all surrounding units, Drop Weapon drops your units' weapons, and Mow Down damages all surrounding units, but causes the Defender to lose all his Evade for the entire next turn. The Dragoon has even higher Weapon Attack and his abilities can become particularly exasperating. Lancet drains HP, Fire and Bolt Breath are obvious.

The magic-casting unit of this battle is the Bishop in the front. Luckily, he doesn't pose much of a threat compared to the other units. Water is really the only damaging spell he holds. Dispel clears all status enhancements and Break inflicts Petrify on your units. Keep in careful mind that once the Bishop is defeated, your opponent will have no means of healing apart from having to use

items.

I always prefer to take out the magic-caster, seeing as once he's down and out, the battle will move much quicker. Therefore, your opponent must rely on physical strength to overcome you. Since for the most part, Weapon Defense is higher than Magic Resistance for this enemy group, magic spells work wonders. Watch out for the Bishop's Return Magic however. As you progress through the battle, it will become easier and easier until you win.

#18 Quiet Sands ~

=====

The famed "Barking Sands" in the Delia Dunes have stopped barking, and tour cancellations are rising. Please investigate.

~ Acamel Tours Office

Type: Engagement

Info Cost: 4000 Gil

Location: Delia Dunes

Appears at: After placement of the Delia Dunes symbol.

Reward/s: 22600 Gil, 1x Random Item, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Medium

Enemies: Templar x2

Titania x2

Biskmatar (Llednar)

The Delia Dunes have stopped barking. Enter the area and Marche will complain about the lack of sound. As he is about to walk out however, a certain Llednar happens to waltz in. Marche has never seen this monster before so he is a bit confused. With a simple, yet powerful order, Llednar tells Marche to get out of here. Just before Llednar pushes him out, a seam opens...

Yes, here it is. The fifth and final crystal is just up ahead. The Llednar dude is nowhere in sight however. Quietly, Marche disregards him and continues. Just up ahead, to Marche's great dismay, is the strange man again. With another order, Llednar orders you to go no further. With a final blow, Llednar attempts to put Marche in his place...

Suddenly, a commanding voice streaks through the air. Judgemaster Cid has just appeared in the nick of time to stop Llednar and his deadly intentions. With an antilaw, the Judgemaster places a law on Llednar's most powerful attack, Omega. Disabled, Llednar continues to fight, and Marche chooses to stay. Prepare yourself... against Biskmatar Llednar.

While Llednar summons two Templars and two Titanias, you should send in five units of your own. The Templars are both formidable opponents. With heavy Weapon Attack, they can easily chop through your units like a butter knife through butter. If you bring in any Mages, watch out for Silence, and their MP damaging attacks, Soul Sphere and Rasp. Astra is a special status enhancement that automatically nullifies the first status ailment against that unit. Lifebreak deals lost HP in damage, and Warcry lowers Speed of all

surrounding units.

The two Titanias aren't as dangerous in terms of Weapon Attack, but LV?D Holy will still pose problems. If the day of month matches your unit's level, prepare for some heavy Holy damage against you. Angel Whisper both heals HP and casts Auto-Life on one of their allies. The last of the units, Llednar himself, is no pushover. He holds incredible Weapon Attack. Even without Omega, he is a major problem.

First off, his lineup of abilities is very deadly. Abyss acts like a Sage's Bio, damaging and Poisoning at the same time. Life Render deals damage and Doooms Llednar's targets. Heart Render deals MP damage. Ripcircle acts by damaging all surrounding units. And finally, Furycircle deals damage to all surrounding units as well as knocking them back. However, if you attempt to damage Llednar, you will find that no matter what you use, Llednar cannot be killed.

Therefore, it is impossible to defeat the boss. Luckily, there is a way to win out. Wait out the battle by defeating Llednar's allies, and Cid will eventually banish Llednar with a Red Card. With that freak gone, Marche may continue. To his great dismay however, the Totema itself still awaits.

Difficulty: Hard

Enemies: Vampire x4
Totema (Mateus)

With Llednar defeated for the time being, the final crystal awaits. As a precaution, Judgemaster Cid asks if Marche would like to leave. Knowing his destiny, Marche rightfully declines. Leading him into the final room, Cid states that the final crystal is here. The Totema appears as expected, the Totema of the Humans. Mateus will suddenly turn into Ritz, then Doned, then Mewt, and then Marche himself. Knowing that this is just a mind-trick, Marche disregards it. The fight will begin.

The four figures will turn into four Vampires. Mateus herself appears in the center. Seeing as this is the toughest of the Totemas, take necessary precautions with the units you choose to send in. I would strongly suggest a White Mage against the Vampires and very strong physical attackers.

Mateus has summoned four Vampires to help her out. They are very dangerous and can prove quite a bit of exasperation. Although the abilities vary from Vampire to Vampire, you will especially want to watch out for LV? S-Flare which deals damage to all units with the same one's digit as them. Zombify turns your allies into Zombies, and Miasma inflicts damage and possible Poison status.

Mateus herself is quite a difficulty. With HP in the 400s, she obviously won't be too easy to take down. Weapon Attack is actually in 400s as well! With a single strike, she can easily KO weaker units. Spellbind is an ability that damages and Slows. Breath of God is a heavy damage radius attack. Star Cross is the same as the Illusionist ability damaging all units with Holy damage. Thundaga is fairly self-explanatory.

Before actually sending in your units, I would suggest using a White Mage to cast Protect and Shell on them. Therefore, they have a higher chance of surviving Mateus' damaging attacks. If you really

want to win, I would suggest bypassing the Vampires altogether. Blind them or Disable them to make them useless and begin going gun-ho at Mateus. There really is no trick. To defeat this Totema, you are going to need to be a bit more diligent. Good luck.

#19 Materite Now! ~

=====

Materite is getting hard to find with Audience Day near. I need some for my experiments! Search the Materiwood -- ore will do.

~ Pallas, Alchemist

Type: Engagement

Info Cost: 2700 Gil

Location: Materiwood

Appears at: After placement of the Materiwood symbol.

Reward/s: 23400 Gil, 2x Random Items, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Slightly Hard

Enemies: Sniper

Summoner

Assassin

Red Mage

White Mage

Elementalist

Marche has successfully located a bit of Materite in the Materiwood. As so far, no opposition has been encountered so from here on, it's smooth sailing. However, from his rear, Marche notices a clan of Viera bandits. How could they have known he was here? The streetear of course was Doned. Nothing we can do now but engage.

Six units should be brought in. You might want to work for units that are carrying items making them immune to status ailments; you should especially prioritize instant KO. The Assassin is bound to give you a few problems with that. Shadowbind and Last Breath are the two that you should avoid as best as possible. Shadowbind Stops units right in their tracks and Last Breath deals an instant KO. That is not something you want happening.

The ranged Sniper will also provide a bunch of problems. Aim: Armor, Aim: Weapon, and Aim: Wallet destroys the item that they obviously shoot at. Once a weapon is destroyed, it cannot be used again which makes Aim: Weapon especially annoying if your unit is carrying a rare weapon. If you are going to knock the Sniper into critical HP, be sure that you avoid Doom Archer which deals the lost HP into offensive damage. The move also affects MP. Either KO her within one turn or Disable her one way or another.

The rest of this Viera group consists of magic-casters. The Elementalist, capable of using Spirit Magic, will be a major problem for you. Unless you use a Status law card, prepare to fall to her various "Elemental damage + Status ailment" spells. Shining Air deals Wind damage and Blind at the same time. Evil Gaze deals Dark damage and can Confuse. Heavy Dust is a Earth spell that Immobilizes and finally, Sliprain deals Water elemental damage and Slows targets down.

Behind her, the Red Mage reigns supreme as the Doublecasting maniac. Doublecast allows her to send out two spells in one, single turn. However, you can rid her of that ability by simply stealing her Madu (Rapier). Because she hasn't mastered Doublecast, stealing her weapon will prevent her from using an unmastered ability. Even with Doublecast however, the Red Mage still won't pose much of a threat with Fire, Thunder, Sleep, and Poison. KO her whichever way you choose.

The Viera Summoner is your standard, generic enemy. Remember that Summon spells have a much larger radius of effect than normal spells. All spells will affect units two tiles out horizontally and vertically and one tile diagonally on each corner. If you group your units together, your Summoner will wreak havoc. Make sure she doesn't take the best of you. Madeen, dealing heavy Holy damage, will be very hard to recover from. And finally, the White Mage has four simple yet powerful spells. Curaga cures HP, Esuna heals status, Auto-Life revives to full HP, and Shell protects from harmful magic spells.

The way you choose to tackle this battle is your choice. I always like to take down the Assassin first followed by the White Mage. Without the White Mage, your enemy team is incapable of reviving fallen allies as well as becoming very lacking in the ability to heal. The Assassin should be taken down early just to avoid her annoying techniques. As a possible strategy, group all your enemies by the cliff in the northwest corner and push them off for heavy damage and of course, lots of laughs.

#20 Present Day ~

=====

Security at the palace is tight as ever with the public audiences today. Come pay your respects to the prince and queen.

~ Bervenia Spokesman

Type: Engagement

Info Cost: N/A

Location: Bervenia Palace

Appears at: After placement of the Bervenia Palace symbol.

Reward/s: 25000 Gil, 2x Random Items, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Slightly Hard

Enemies: Templar

Alchemist

Mog Knight

Gladiator x2

Despite the "run-in" with Doned, Marche and Montblanc were still able to get Nono to make them a legitimate gift in time for Present Day. At the start, Montblanc will comfort Marche on the fact that the palace won't even recognize him. Walking a bit forward, the two of them enter the palace... Nono's gift, the "Lugaborg" is sure to get them in.

In the palace waiting room, Marche begins to complain about the

waiting time. Everyone else has already gone. Montblanc responds suggesting that something may be... wrong? If there was some kind of trouble, then the two of them were in deep waters indeed. Behind them, a door opened and a group of palace guards enter. It seems that they've figured out who you are. A tip from a concerned citizen was their lead; the concerned citizen obviously being Doned.

This battle may be a bit problematic because of the tiny size of the arena (Heck, we are fighting in the palace waiting room). Luckily, the opposition has the same problem as well. If you bring in a Summoner, you can probably expect your enemies to be grouped up together. When they do just that, give them a full-powered taste of magic. Because of the lack of space, magic units would do very well. However, be sure to not group up your units either or you might be forced to make sacrifices.

Leading the offensive, the Bangaa Templar is nightmarishly strong. He excels at Weapon Attack and Weapon Defense so you might want to Disable him before he gets too far. Because of Bonecrusher which counter-attacks with an added 1.5x to Weapon Attack, avoid close-range attacks. Ability-wise, Astra nullifies the first status ailment against an unit, Warcry lowers Speed of surrounding units, Rasp deals MP damage, and Haste speeds an unit up.

The two Gladiators can be dealt with much quicker, but their Weapon Attack are really high. The elemental "Spellblade" attacks will be sure to pose some problems for your units. The standard Rush, Beatdown, and Blitz abilities make their appearance as well. Do take precautions when using the Fight move at close range. The Reaction Ability, Strikeback, will nullify the incoming attack at weapon range as well as following up with an attack of their own. With Weapon Attack in the 340s, you will by all means want to avoid that.

The only Moogle here plays his role as a Mog Knight. Mog Attack pushes units back one tile while damaging, Mog Lance is a ranged attack, Mog Rush is a generic high-powered and low-accuracy attack, Mog Shield helps defend by casting Protect and Shell on himself, and Mog Aid heals HP. However, although Mog Knights are normally dangerous, the lack of Reaction Ability or Ultima Charge makes this Moogle a bit less threatening. Nonetheless, take necessary precautions and watch it.

The only magic-caster plays an Alchemist job set. You will want to especially watch out for Death, which will deal an instant KO. However, if you notice that Death has not been mastered yet, know that if the Life Crosier is stolen, the enemy Alchemist will have no access to that move. Use that to your advantage. Other abilities consist of Flare which deals heavy damage, Poison which of course, Poisons, and Toad which inflicts Frog status on an enemy unit.

As stated before, magic-casters or radius-damage attacks work very well in such a small arena. The Templar will most likely play the battle by casting Haste on his allies. The three Bangaas are the ones you want to watch out for. All three have very high Weapon Attack which can be devastating to the magic unit lacking in Weapon Defense. Once those three are out of the way however, the remaining portion of the battle is a cakewalk.

Difficulty: Hard

Enemies: Biskmatar (Llednar)

With the initial opposition defeated, more guards begin to run in. By now, it seems as if getting through would be impossible. Suddenly, Mewt's Nu Mou servant, Babus, appears. Instead of going against you however, Babus Stops the guards right in their tracks. Confused by this sudden change of position, Marche asks Babus why he's helping him. Responding, the Nu Mou states that he wishes to know more about what is going on with these "worlds."

Babus soon warps you to the Prince's throne room. Mewt is pacing along. Babus brings Marche up, and Mewt is instantly angry to see him. Knowing he hasn't got much time, Marche tries to reason with Mewt as quickly as possible. Mewt realizes that even Babus is now against him. Before Mewt could be changed, Remedi warps in to comfort him. However, Mewt is taken away... and Marche is left with nothing...

To add insult to injury, Llednar has been summoned to rid the palace of this presence. Babus agrees to help, but Marche tells him to try to trace where Mewt and the Queen had gone. However, as of now, Marche must engage with Llednar... You should notice that the barrier protecting Llednar from damage is still active. Therefore, the objective is not to win, but to SURVIVE. The amount of turns required is five, but that won't be easy.

The main difficulty with this mission is the fact that Llednar will most likely take the first turn. However, if you leveled up Marche as a Thief or a Ninja, you might prevail and take the first turn. If you aren't faster, then pray that Llednar doesn't use Omega. If he lands that, the battle is already over. Use your turns wisely by running away from Llednar every single turn. In order for Llednar to use Omega, he has to be right next to you.

Therefore, I recommend that for your first turn (If you survived), you run in the opposite direction. Therefore, Biskmatar Llednar will be forced to use Abyss which Poisons and damages. However, that is easily solved with Potions. Spend five turns running away from Llednar if you want to win. In the end, the Judgemaster will make his presence, and the battle is over...

#21 Hidden Vein ~

=====

Most say the Tubola Cave mines were depleted during the 1st Mythrill Rush, but my grandfather's will says otherwise. Please check!

~ Cruu, Mine Foreman

Type: Engagement

Info Cost: 2800 Gil

Location: Tubola Cave

Appears at: After placement of the Tubola Cave symbol.

Reward/s: 26200 Gil, 1x Random Item, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Medium

Enemies: Sage

Juggler

Animist
Blue Mage
Mog Knight
White Monk

Now that we're out mythril hunting, Doned will be sure to try to interfere again. Marche walks into the Tubola Cave area pretending to be searching for mythril. A voice splits the area. "Stop! Thief!" Marche is dumbfounded. The enemy group states that Marche is stealing their mythril. Apparently, Doned has turned him in... again! Surrounded, Marche has no other options but to engage.

When you bring in your units, be sure that you position them so they can take attacks from both sides. With three units on one side and three units on the other, your position is flanked. The first of your opponents to move would most likely be the Moogle Juggler. The Knife that he holds is one of the strongest in this game. You can easily disable his Weapon Attack by simply stealing it. Watch out for Dagger which damages and Disables. Firebomb can be annoying as it Berserks and damages while Smile automatically gives one of allies the next turn.

The Sage will become a pit of many of your problems. Giga Flare is one of the most powerful magic spells a Nu Mou has to offer. This move is also second to Ultima Blow in terms of damage. If you group your units together, Giga Flare can affect all of them as it is capable of dealing damage to multiple units. The last unit on the east side is a Mog Knight. Mog Guard is used to guard himself. Mog Rush deals heavy damage at the cost of lowered accuracy, Mog Shield automatically nullifies one status ailment, Mog Peek detects hidden items, and Mog Aid heals HP and status.

A Bangaa White Monk leads an offensive to the west. Earth Render can damage all units directly in front of that unit. It can be devastating if you don't watch your unit placement. The White Monk is also capable of reviving fallen allies with Revive. Next on the list is the Moogle Animist. You should avoid Tail Wag, a Charming move, and Friend, a completely wildcard ability with unpredictable results. Finally, the Blue Mage finishes off the set with various Blue Magic techniques. Twister cuts off 1/2 HP right off the bat. Bad Breath will deal multiple status ailments. Roulette KO's a random unit on the field. And White Wind will heal the amount of HP he has remaining.

This battle isn't that tough. The only real problematic units would be the Sage or the Blue Mage. The latter can wreak havoc with Bad Breath and Roulette. However, ban Color Magic with a law card and his abilities go down the drain. Likewise, ban Skills and the Sage is disabled in terms of using his Sagacity Skill. Overall, this story mission is nothing tough. What is soon to come however, will be.

#22 To Ambervale ~

=====

Mewt and Remedi have gone to the Ambervale. Before you follow, come to the Deti Plains, I have a request to ask of you.

~ Judgemaster Cid

Type: Engagement
Info Cost: N/A

Location: Deti Plains

Appears at: After placement of the Deti Plains symbol.

Reward/s: 27000 Gil, 2x Random Items, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Medium

Enemies: Coeurl

Lilith

Thundrake

Jawbreaker

Big Malboro

On our way to the Deti Plains, Marche comes across a group of monsters in his path. What comes next should be drilled in your head by now. Bring in another five units in addition to Marche himself. Before we can find Judgemaster Cid, we are going to have to take care of this monster threat first. Cid hasn't arrived yet so take your time. As a story mission, you can already expect these monsters to be a bit tougher than some normal engagement.

The nearest target, a Coeurl stands valiantly. Blaster is his only technique, but each casting will Petrify an unit. Being a ranged ability, keeping your units away won't always help. Therefore, I'd suggest taking it down before a chance to use it is taken. Even so, its Weapon Attack power is fairly high. Ridding the battlefield of the Coeurl first will make advancing through the arena much easier as there won't be any opposition blocking the front-lower area.

I normally get stuck up at bottom where the waterfall hits the edge of the map. Usually, if you take down the Coeurl, you can avoid any pre-battle traffic jams. However, you might still find that the Jawbreaker attempts to impede your path very often. If any of your units have levels divisible by three or five, watch out for LV3 Def-less and LV5 Death. The latter provides instant death to all units with levels divisible by five and LV3 Def-less lowers the Defense and Resistance of all units with levels divisible by three. Even worse, they both have a 100% chance of hitting if the levels pertain correctly.

By this point, you should be nearing the west side of the arena and beginning to climb the steps up to the higher level. The Big Malboro will be a nuisance with Bad Breath. In short, it is capable of inflicting a large number of status ailments on you with one cast. Soundwave is less of a problem as it only Dispels any status enhancements. Further up, a Lilith reigns supreme. Avoid being caught at distances with Twister. Poison Frog inflicts Poison and Frog status while Kiss inflicts Doom and Charm.

I always prefer to take this battle on in order. The monsters aren't too smart and usually stick to their area. If you take out the monsters as they come, the battle will flow through. Unless you are wearing Galmia Shoes (In which you can just jump up the cliff), you will need to transcend through the path anyway. You should end at the Thundrake. If you have retained most of your units while pushing through, it will fall easily despite holding Bolt Breath and Geomancy.

#23 Over The Hill ~

=====

I want you to find me some amber in the Siena Gorge. Amber contains the power of the sun, essential in making the antilaw I need.

~ Judgemaster Cid

Type: Engagement

Info Cost: N/A

Location: Siena Gorge

Appears at: After placement of the Siena Gorge symbol.

Reward/s: 28600 Gil, 2x Random Items, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Hard

Enemies: Fencer

Summoner

Assassin

Elementalist

Sniper (Shara)

Red Mage (Ritz)

Our last stop before we head off to Ambervale is Siena Gorge. There, we are to find some amber for Judgemaster Cid to create the antilaw he needs. Entering the Siena Gorge, a pink-haired girl stands valiantly at the top of a large pass. Laughing for a second, Ritz is positioned with her clan. Next to her is Shara. With a sense of confidence, Ritz states that when Marche might be engaging them, it just seems kind of funny.

A surprising turn of events, huh? Ritz had never wanted to go back home, so this battle was sure to come eventually. Marche enters and realizes what is about to commence. For the next engagement, they are no longer acquaintances. Marche is going over that hill. Ritz however, will use all her power to stop that. Knowing that she won't give up now, Marche prepares to engage. Bring in five additional units and the epic battle between Marche and Ritz will begin.

We had never battled Ritz and her clan before, so this might be something new. Ritz's clan consists of Viera only. She does well with a good balance between magic and physical units. You should do the same. At the start of the battle, climb up the hill to meet Clan Ritz at the edge. Try not to move further onto the wooden bridge as traffic jams will be sure to start there. Instead, stay back and let Ritz come to you.

Now that you are in a good position to start your offensive from, begin to build up your units and prepare to attack. The first of Clan Ritz to most likely move would be the Assassin. With 200 points in Speed, she can move pretty fast. Even so, the Ninja Tabi allows her to move 6 tiles which can become pretty threatening. Do not let her get behind you and use Last Breath. Aphonía is only dangerous to magic units as it Silences and Rockseal can Petrify units into stone. Oblivion works by Addling a target.

The Fencer has mediocre Weapon Attack for a physical unit. Luckily, she is fairly lacking in abilities. Swallowtail damages surrounding units, Piercethrough works like a Spear-jab by dealing damage to

two units directly in front of her, and Nighthawk is a ranged attack. Of the magic-casters, the Summoner will be sure to pose a few problems with her Summon spells. Madeen will deal incredible Holy damage. Also, her castings can deal damage to all units two tiles away and one tile diagonally from the center of damage. Don't group your units together and her spells will be less devastating.

Taking up a particularly problematic position, the Elementalist will be sure to get in your way. Because all of her techniques have status ailments connected (With exception to White Flame), you will not only be struck by magic, but also inflicted with certain status ailments. Fire Whip deals Fire damage and can also Disable an unit. Shining Air will deal Wind damage along with Blinding a target. Heavy Dust deals Earth damage with a chance of Immobilizing. Beware of the Elementalshift as well. Once through, you might be taking heavy damage because of taking elemental weaknesses that Elementalshift exploited.

Ritz's right-hand man (or in this case, Viera) is apparent as a Sniper. Her Weapon Attack is high enough to prove a difficulty. Even so, her abilities are ones to watch out for. I'd mostly recommend banning Missile attacks altogether (Law Card). However, if that can't possibly apply to you, I'd suggest you take her down fast. Death Sickle will inflict Doom status from far away. Doom Archer deals lost HP in damage against. Aim: Weapon and Aim: Armor will destroy the selected item. The last two should be taken with caution if you are wearing or wielding any valuable weaponry or clothing.

Finally, the boss herself plays a role as a Red Mage. Ritz is no easy matter to overcome. Her Weapon Attack is mediocre, but you will hardly see her actually using Fight moves. As a Red Mage, it is true that Doublecast is apparent. With it, she can cast Fire, Thunder, or Blizzard against you for offensive damage. Magic Pow+ boosts the Magic Power and therefore makes each hit hurt. Be wary of "Sleep + Offensive Magic" combos as well. Being put to Sleep can make a unit vulnerable to spells right off the bat. Simply Silencing her wouldn't work as Ribbon nullifies all status ailments. Not good.

The main objective is defeating Ritz. Being at the front of the group, that objective is easily accomplished if you just feel like rushing through the mission. While you fight however, I'd suggest you Steal some of the items around. Max's Oathbow, SeventhHeaven, and Ritz's Femme Fatale are all very useful items to take. Defeat Ritz to take her down. The pass... is now clear.

#24 Royal Valley ~

=====

Thank you for waiting, Marche, I can leave for the Ambervale any time. Let's go as soon as you are ready.

Type: Engagement

Info Cost: N/A

Location: Ambervale

Appears at: After placement of the Ambervale symbol.

Reward/s: End of game

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Hard
Enemies: Ninja
Gunner
Assassin
Alchemist
Illusionist
Biskmatar (Llednar)

Finally, after many obstacles, we find ourselves in the final chapters... Ambervale... the Royal Valley. As Marche is led into the area, he denotes the beauty of this palace. Judgemaster Cid has located Mewt to this position. As the two walk forward, the music stops as they discover Babus lying unconscious on the ground. An unknown voice states the fact that he isn't dead... yet.

Llednar again. As always, he is here for trouble. Not letting you pass, Cid pulls out a special Law Card. With the cast, all Laws protecting Llednar are nullified. The invincible barrier surrounding Llednar will break. Now vulnerable to attack, the Biskmatar still fights. Bringing in his units, the battle will begin. This time however, you won't be running away from Llednar. Now, you must fight him... and thus, defeat him. You have the option of sending in three units of your choice. Unless you want to take Llednar on singlehandedly, I'd suggest you take advantage of that. A White Mage will be very logical for the incoming fight.

The Biskmatar's group consists of a Ninja, a Gunner, an Assassin, an Alchemist, and an Illusionist. The first three are the main difficulty. The Ninja is capable of using Double Sword. From past experience, you know that two high-powered Katanas against you will generate a lot of hurt. Along with that, watch out for his ranged "Veil" attacks. Fire Veil deals Fire elemental damage and will Confuse an unit. Earth Veil uses Earth elemental damage and can Slow a target. Water Veil deals Water damage and will Silence a target. Finally, Oblivion inflicts Addle status on an enemy which disallows them to use Action Abilities.

The Moogle Gunner is sure to pose some problems. His ability line-up consists of Charmshot, Blindshot, Silenshot, and Stopshot. Luckily, he doesn't have Concentrate so he can easily be counteracted by Blinding him. The nearby Assassin can be particularly dangerous using her Corner techniques. Take caution and watch out for Nightmare and Rockseal. No Last Breath makes her much less dangerous. Even so, her abilities will give you many problems if you aren't careful.

The two magic-casters of this group are an Illusionist and an Alchemist. The latter of the two is capable of instant KO with Death along with heavy damage through Flare. Toad should also be taken with caution as it turns his target into a Frog. The Illusionist is a master of Phantasm Magic. Included are Prominence which deals Fire damage to all units, Tempest which deals Lightning damage to all units, Stardust which rains meteors down on all units, Soil Evidence which deals Earth damage to every unit, and Wild Tornado which initiates Wind damage on all units.

Finally, Biskmatar Llednar plays a role as the boss. Now that he can be hurt, you should no longer run from him. (Remember the Present Day battle?) Wielded are a few useful items. Excalibur is

a high-powered Knightsword and Peytral is a rare piece of Armor. Ability-wise, there's nothing stopping Llednar from using Omega now. Heavy damage will most likely KO your units within a single strike. Do your best to avoid that. Life Render will damage and Doom. Don't try to surround him either as Furycircle will just push them all back.

This battle is over once Llednar is defeated. Go gun-ho against him and he'll fall beneath your blade. Without his barrier, he will be vulnerable to defeat. With that, he crumbles and shall live no more...

Difficulty: Hard

Enemies: Battle Queen (Queen Remedi)
Dephs x2 (Famfrit/Adrammelech)

It turns out that Babus was really just knocked out. Marche succeeds in waking him up luckily. The first thing he asks is where the Prince is. We still hadn't gone inside yet so we couldn't have completed our task yet. Babus cannot fight anymore. He stays behind while both Marche and Cid venture inside the chapel. Once inside, the two of them meet Remedi. With that, she reinforces the fact that this world is still an illusion. At the same time, Marche demands to know where Mewt is. The Queen then states that even Marche isn't ready to let this world go. Being the moral person he is, Marche admits to liking this world. However, it isn't real. Mewt's voice booms through the air. Suddenly, he appears in the hand of the statue ahead. Mewt still doesn't want to leave...

Now Queen Remedi is obligated to use any means necessary in order to extract Marche from this area. With that, she transforms into Battle Queen mode and summons two Dephs, her own creatures of incredible power. Prepare to fight Battle Queen Remedi and her two creations, a resurrection of Famfrit and Adrammelech. They still have their own tricks up their sleeve. If you ever want to go back, you must defeat the Queen.

Famfrit on the right is basically a more powerful version of the first Totema we had battled. However, you will note that his level and stats have gone up considerably. If you thought he was difficult before, now he will be a nightmare. Breath of God is still in his ability line-up. Still capable of using that destructive casting, expect heavy damage. Lightspeed works a lot like Greased Bolt or Faster by delivering an attack that bypasses R-Abilities. Presense deals damage and knocks a target back one tile. You should already be aware of what Demi does. Cutting off 1/2 an unit's HP will hurt.

In addition to that monster, Adrammelech of the Bangaas will aid Remedi and your destruction. Lightspeed is the same move that Famfrit. Firestream is a high-powered Fire attack that deals damage to all units standing directly in front of him. Howl of Rage is basically Warcry as it lowers the Speed of surrounding units. Watch out for his heavy Weapon Attack. A strike from that will send most units into critical HP.

The Battle Queen herself is no laughing matter. She currently holds the highest Weapon Attack out of both her Dephs heathens. However, she is currently incapable of using any abilities. Therefore, if you can just avoid her bite, then you should be fine. Defeat the two Totema clones and then focus on Remedi. Don't allow her to touch you

however, as a hit from her would take most units down. Defeat Remedi and complete the battle...

Is it over...?

Difficulty: Very Hard

Enemies: Deph x2 (Mateus)
Li-grim (Remedi)

Queen Remedi has been defeated... or not. Mewt appears once again and Marche takes this chance in a vain attempt to talk to him. Mewt's beginning to break down finally. While Remedi is weakened, Marche does his best and tries to coax with him. The Queen gets up again and walks over to Mewt. "I am the wish-gatherer. I am the world-maker." No longer is she Queen Remedi. Now she is the pure essence that binds this world together. Defeat her... and the wishes shall be undone... With that, the Li-Grim brings in two more Dephs. This time, they are Mateus, the Human Totema. The epic battle we had all been waiting for shall begin in the next few seconds. This really is the end.

Bring in five units and let the final battle begin. Before we go over Li-Grim, you might want to know what the two Dephs Remedi has summoned are capable of. The last Totema battle was difficult. Now, you are up against two Mateuses. Spellbind deals Dark damage and can Slow a target. Breath of God is a new and improved version of Famfrit's original signature move. Along with that, both Mateuses have mastered Star Cross which deals Holy damage to all enemy units and Thundaga, the Black Magic spell.

Li-Grim herself is a difficulty. Lucky for you, her Weapon Attack has gone down. What appeared however were a bunch of abilities; all of them being dangerous in their own sense. Lawshift is one annoying ability that is also very unpredictable. Basically, she is capable of shifting the Laws to her liking, and Cid has no control over it. Amber Gleam acts by Dispeling status enhancements. Her offensive magic (Ricca) consists of Llednar's Omega which deals heavy damage. However, Alpha dwarves even Omega in terms of damage! Descent sends in a random Totema and Magi deals lot of damage really, really fast.

If you really want to win as quickly as possible, send all your units on a collision course against Remedi. The Mateuses are dangerous, but attacking them will only allow Remedi more time to use Omega or Alpha. From here on, there's really no more strategy. The remaining battle depends on your determination and your sheer power. Overwhelm Remedi... and the world-thread... shall disappear...

#25 Wanted! ~

=====

This Month's Wanted!

Black Mage Dolce: 4600 Gil

[] Dangerous magic use

[] Eating and running

[] Assorted misdemeanors

[] Last spotted in forest

Type: Engagement

Info Cost: 600 Gil

Location: Nubswood

Appears at: After completion of Mission #2 Thesis Hunt. Kingmoon only.

Reward/s: 4600 Gil, Flower Vase, 1x Random Item

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Medium

Enemies: White Monk
Soldier
White Mage
Black Mage (Dolce)

We enter the battlefield and find the Black Mage Dolce along with three other members. Immediately, Dolce claims he paid for his food, but we are obviously aware of his recent crimes. So, get your units ready and make that Black Mage pay for all the restaurant checks he passed.

Black Mage Dolce's forces aren't spread out which should make the battle considerably easier. The main threat here is Dolce and his powerful Black Magic obviously, but you should also watch out for the White Monk. The Soldier should be ignored for the time being, but you should also take note of the White Mage which will constantly heal his team. To avoid making the battle too long, take out the White Mage. To further shun Dolce's team, defeat the White Monk too.

End the battle by putting the smack on Dolce. It's pretty easy getting near him, but if you choose to run after him with more than one, be sure you spread them out. As you already know, Black Magic has radius damage. Dolce will fall pretty quickly and by then, the mission is complete.

#26 Wanted! ~

=====

This Month's Wanted!
Gabbana Brothers: 13600 Gil
[] Thief (4 counts)
[] Rosiotti slaying
[] Always together
[] Target desert travelers

Type: Engagement

Info Cost: 1800il

Location: Jeraw Sands

Appears at: After completion of Mission #13 The Bounty. Bardmoon only.

Reward/s: 13600 Gil, 2x Random Item, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Slightly Hard

Enemies: Thief
Warrior
Time Mage
White Monk
Juggler (Lil Gabbana)

Mog Knight (Big Gabbana)

Here we are, yet another Wanted! mission. This time, we are facing two of the most wanted figures of the Moogles race. You see both of the Gabbana Brothers at the start, along with the rest of their forces. Let's engage.

You might have some trouble right off the bat here. The Moogles Thief has two abilities, and both of them are painful. Steal: Armor steals your Armor obviously, and if you are wearing something valuable, you might lose. The other, Steal: Weapon, is even more of an annoyance. Since Weapons usually hold at higher values than Armor, if you lose that particular Nosada, Excalibur, etc., you might not get it back for a while. Not only that, but this Thief holds Cuisine which can quickly heal all of his HP.

The Time Mage shouldn't be taken into too much priority. Quicken might be the only technique which might cause some problems. The two Bangaas are a White Monk and a Warrior. The White Monk has Earth Render which damages all who stand directly in front of him, along with Air Render and Whirlwind. The Warrior has a few tricks up his sleeves however. Greased Bolt nullifies R-Abilities, and Downsize cuts off 1/2 of your HP.

This leaves us with Big Gabbana and Lil Gabbana. Lil Gabbana holds just two abilities, but they can pose a few problems. Smile is another way to Quicken, and Dagger Disables and damages. Big Gabbana on the other hand is a much bigger threat. His abilities consist of Mog Attack, Mog Guard, Mog Lance, Mog Rush, and Last Haste. To win this battle easily, defeat the Thief to avoid the Steal: Weapon and Steal: Armor ability, followed by Sir Mog Knight.

#27 Wanted! ~

=====

This Month's Wanted!

Diaghilev Godeye: 2800 Gil

[] Using alchemy to make counterfeit Gil

[] Rumored to have a third eye.

Type: Engagement

Info Cost: 600 Gil

Location: Giza Plains

Appears at: After completion of Mission #2 Thesis Hunt. Madmoon only.

Reward/s: 2800 Gil, 1x Random Item

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Medium

Enemies: Archer

Thief

Dragoon

Gladiator

Alchemist (Diaghilev)

If you are engaging with Diaghilev before completing at least Mission #2 and training your clan up to level 4-5, you might be in for some trouble. However, if you wait before taking this mission and have

leveled up to around that point, this battle should be pretty simple yet slightly challenging.

Diaghilev holds his forces towards the north end of the arena. You come in towards the south. There appears to be a giant hole in the middle of the arena (Do not ask me why the heck that is there) so you can't station your units there. Since Diaghilev is towards the far back, I suggest letting your enemies come to you. Lure Diaghilev close and when he's in range, pummel him with a physical unit.

That's the best course of action, however, if you failed to bring in a physical unit or you for some reason, can't set up the attack, you won't be able to end the battle quicker than you might expect. The Dragoon is the main problem here. If you fail to take out Diaghilev within three turns, he will wreak havoc with your attacks. Therefore, take the Dragoon out before dealing with Diaghilov otherwise. The objective is to defeat the Alchemist and once that is accomplished, the mission is yours.

#28 Wanted! ~

=====

This Month's Wanted!

Swampking Kanan: 18000 Gil

[] Ex-palace guard (AWOL)

[] Raiding local towns from a camp in the Uladon Bog

Type: Engagement

Info Cost: 2200 Gil

Location: Uladon Bog

Appears at: After completion of Mission #15 Scouring Time. Sagemoon only.

Reward/s: 18000 Gil, 2x Random Items, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Medium

Enemies: Archer

Bishop

Dragoon

Summoner

Templar (Kenan)

For this month's Wanted! mission, we are going against the original palace guard, Kenan and a group of his followers. His allies are balanced and can pack a punch if you aren't careful. Bring in your units and prepare to show Kenan that a life of crime is like a boomerang; you choose to let it go, but if you aren't careful, you will smack yourself in the face.

The main opposition is like always, the boss of today's battle, Kanan. His Templar techniques include the standard Warcry, Soul Sphere, and Haste, along with a special ability, Lifebreak, that deals the amount of HP damage he has taken against you. Kanan's weapon at the moment, Kain's Lance, teaches that ability. If you'd like, steal it, so you can have access to it as well. (Unless you already have.)

The Dragoon in this battle plays like Kanan's right-hand man (Or

in this case, lizard). Being a Dragoon, he can pack a punch with his Breath attacks. Even worse, Doublehand allows him to deal heavy damage with an already powerful Sword. The Archer in the rear has Cupid and Take Aim. Concentrate makes sure that either ability will have a high chance of hitting its mark. Unless you like your units running around Charmed, defeat him to destroy that threat.

Your two magic casters consist of a Bangaa Bishop, and a Viera Summoner. The first holds the ability Cura, Water, and Aero. Therefore, the Bishop is capable of both healing and dealing offensive magic. The Summoner is a bit more dangerous however. Know that Summoner abilities have a larger radius than normal spells hitting at the diagonals and two squares out from the target. Beware of Ifrit, Ramuh, and Shiva.

If you Silence the two magic casters, you can defeat their threat fairly quickly. The objective here is to simply defeat the boss, of whom in this case is Kanan. Don't allow the Archer to Charm your units too often, and keep the Bangaa Dragoon at bay to leave the path to Kanan open. Watch out especially for Lifebreak when the Templar is at lower health.

#29 Wanted! ~

=====

This Month's Wanted!

Killer Rayne: 45000 Gil

[] Fearsome female assassin

[] Said to know all the skills of her trade

[] Hiding in Jagd Helje

Type: Engagement

Info Cost: 4800 Gil

Location: Jagd Helje

Appears at: After completion of Mission #64 Den of Evil. Huntmoon only.

Reward/s: 45000 Gil, Secret Item (Zanmato), 1x Random Item, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available For: -

Difficulty: Slightly Hard

Enemies: Gunner

Sniper

Red Mage

Assassin (Rayne)

The Jagd Helje area is haven to many deadly assassins. Like always, be sure that your units don't get KOed. Seeing as this is a Jagd, if they die here, then they die forever. Bring in six units to combat Rayne's team. It's four versus six, but Rayne's deadly clan will more than make up for numbers.

The arena is flat except for a few steps and abandoned houses. The nearby Gunner will be a pit of many problems. Although he is a Gunner, he hasn't mastered Concentrate yet so he can easily be disabled through use of Blinding. His Gunmanship abilities allow him to Confuse, Charm, Blind, or Silence your units so beware of

them. Last Quicken allows him to automatically gain the next turn once his HP turns critical.

The Viera Red Mage (although she isn't really red) is an able caster of Red Magic. Luckily, she hasn't learned any offensive spells, but Doublecast can allow her to cast out two spells within one turn. Cure will heal an ally's HP, Sleep will put a group of units to Sleep, and Poison will inflict Poison status. Even though Magic Pow+ is present, it really is useless as she has no offensive spells.

The second most dangerous unit to Rayne is the Sniper. While the Gunner might not have Concentrate learned, she does. With that Support Ability equipped, she can use Doubleshot which shoots two arrows simultaneously, Beso Toxic which damages and Poisons, Death Sickle which inflicts Doom status, Doom Archer which deals lost HP in damage against HP and MP, and Aim: Weapon of which is capable of destroying a weapon. My best piece of advice would be stealing her Hades Bow. Once it is gone, she will be forced to pop up at point blank range in order to use any of her abilities.

The Assassin Rayne fills the final gap. As an Assassin, a number of deadly abilities are available to her. First off, Shadowbind acts by pinning an unit's shadow to the ground. Through that, units can be Stopped right in their tracks. Last Breath deals an instant KO. Since this a Jagd, you will want to avoid that at all costs. Nightmare puts targets to Sleep while Dooming them. Ague Slows an enemy and Oblivion inflicts Addle status. Finally, Ultima Masher deals incredible damage at the cost of 60 MP. Avoid the latter as best as you can.

Status ailments always help to turn the tide of battle in your favor. Take precautions before sending units on offensives or else you might have quite a dilemma on your hands. Blind the Gunner, Disable the Sniper, Silence the Red Mage, and take down Rayne while her comrades are struggling through their own problems. Try to take Rayne out within a single turn to avoid any counterattacks.

#30 Wanted! ~

=====

This Month's Wanted!

Dark Duke Lodion: 22600 Gil

[Warning: Very Dangerous]

[] Powerful magic

[] Numerous followers

[] Active in Jagd Alhi

Type: Engagement

Info Cost: 2700 Gil

Location: Jagd Alhi

Appears at: After completion of Mission #65 Exploration. Kingmoon only.

Reward/s: 22600 Gil, Onlyone, 1x Random Item, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available For: -

Difficulty: Slightly Hard

Enemies: Archer

Fighter
Dragoon
Assassin
Gladiator
Illusionist (Lodion)

Jagd battles are always difficult. This particular "Wanted!" battle should be no exception. You are up against a full house of six high-powered units so you might want to bring in some units you can trust. Luckily, there are no laws, so just bring in all your powerhouse units along with a White Mage if you're paranoid about the possible "death."

The Archer is perhaps the least effective unit. With only Boost, Aim: Legs, Aim: Arm, and Blackout, he shouldn't be able to deal too much hurt. Also, he lacks Concentrate which turns him into an even lesser threat. The Dragoon on the other hand is a bit more problematic. Jump is a ranged attack, Lancet drains HP, and Bangaa Cry is a special "Breath" attack that deals more damage, but doesn't have elemental backing. Dragonheart is the main problem. Any Weapon strike against him will give him Auto-Life automatically.

Next in line, the Gladiator and Fighter appear to co-exist with each other. Luckily, both Spellblade and Fighter techniques don't have any real effect as long as your Weapon Defense is up. Blitz is a high-accuracy, low-power strike and Beatdown is a low-accuracy, high-power strike. Wild Swing deals damage to all units surrounding and Rush pushes units back a tile. Unless your team is a bunch of weaklings, I don't see how these two will really do anything apart from HP damage.

The Assassin IS a problem however. Shadowbind is annoying in itself as it Stops your units, but if she decides to use Last Breath on you following a Shadowbind cast, expect instant KO. Aponia Silences units, and Oblivion will Addle your units disallowing them to use A-Abilities. Finally, Lodion himself shouldn't provide much of a difficulty. Prominence, Tempest, and Freezeblink are elemental Target All attacks. Wild Tornado is a Wind based Target All move, but it shouldn't deal more damage.

The real deal here is the Assassin. Shadowbind + Last Breath combos will constantly plague your team. Even worse, you are fighting in a Jagd so if you fail to revive your units, they are history. Nevertheless, with the Assassin down, you should be able to win against the Dark Lord Lodion easily.

#31 Ruby Red ~

=====

Our family heirloom, the fiery ruby known as the "Dragon's Eye," has been stolen. Please retrieve.

~ Viscount Rashie

Type: Engagement

Info Cost: 3300 Gil

Location: Baguba Port

Appears at: After completion of Mission #102 Wyrms Awaken.

Reward/s: 16000 Gil, Wyrmsstone, 1x Random Item, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Medium

Enemies: Archer
Hunter
Icedrake
Thundrake
Blue Mage
Beastmaster

Well, here we are in Baguba Port. This enemy group is most definitely the culprit. Bring in six units to combat the two Dragons along with the rest of the clan. You should preferably bring in Dragoons or any other anti-Dragon unit.

Both Dragons may have high Weapon Attack, but their abilities are a bit lacking. Ice Breath and Bolt Breath can pose a few threats, but apart from that, without Mighty Guard or Dragon Force to boost their Weapon Attack, Weapon Defense, Magic Attack, and Magic Resistance, you can easily find a way to take them out.

The Archer is no problem. Without Concentrate, simply Blinding him should stop him for the entirety of the battle. Cupid and Blackout might cause a few problems with Charm and Blind, but as long as you strike first, you can easily take him down. The other ranged attacker, the Hunter, is provided with Advice, Aim: Vitals, and Addle. Disregard the last ability as it can only affect monsters of which you don't hold.

The Beastmaster not only is capable of controlling monsters (which in this battle's case would be useless), but he is also adept at White Mage techniques: Cura, Protect, and Shell. If you think that that might cause you some annoyance, take him out with a quick strike. It would be best to take him down in one turn before he can heal himself along with others. The Blue Mage completes the set along with being the most dangerous. Although the Dragons don't hold their special Might Guard/Dragon Force set, the Blue Mage does. Most likely, he will power up the Dragons so beware. Angel Whisper is another curing move, but it will also cast Auto-Life on his allies. Not good.

Before you go crazy, you might want to focus on the most problematic of the enemy units. For me, that would be the Blue Mage. Watch your weaknesses and KO enemies as required. Keep in mind that an Auto-Lifed, Mighty Guarded, and Dragon Forced Thundrake is no easy matter in terms of taking it down. This is an easy battle as long as you don't let your opponent take the advantage.

#32 Tower Ruins ~

=====

Gaol, the knight of the amber eyes, was out with the moogles Lini when they heard tales of a red-armed fiend in the Koringwood.

~ "The Hero Gaol," Chapter 1

Type: Engagement

Info Cost: 2000 Gil

Location: Koringwood

Appears at: After receiving the Mission Item "The Hero Gaol."

Reward/s: 0 Gil, 2x Random Items, 2x Random Cards

Req. Items: -

Req. Skills: -
Req. Jobs: -
Available for: -

Difficulty: Medium
Enemies: Bomb
Goblin
Marlboro
Firewyrn
Icedrake

Following in the great Hero Gaol's footsteps, we find ourselves in the Koringwood facing off against the "red-armed" fiend that Gaol had fought. Along with that, you are also going against a few of its friends. Get your battle routine set, and prepare to fight.

The enemies consist of a Bomb, a Goblin, a Marlboro, a Firewyrn, and finally, an Icedrake. All of them have fairly high Attack power, with an emphasis on the Firewyrn whose Attack power is in the 230s! The closest enemy to your starting position is a Goblin, who is relatively weak and not too dangerous. If you can take out the Goblin with a single hit, take it out on the first turn. If not, pass it by for the time being, and attack it later. For long-range units, aim at the Marlboro on the far side. It has Bad Breath, which inflicts a bunch of ailments if it hits. Blue Mage users, I strongly suggest you pick that move up.

This level is high on one side, with a sheer cliff dropping to toward. If you have a Fighter with the ability, Rush, or a Defender with Tremor, you can push an enemy monster off this cliff for incredible damage. Luckily, the Firewyrn starts down there, and has to climb up, so you should have to deal with it last without any other monsters getting in your way. This is a difficult fight, but only if you don't come prepared.

#33 Battle In Aisen ~

=====

Gaol, himself one of the Aisen 13, was adventuring with Lini the moogles when they heard that Aisen Keep had been attacked!

~ "The Hero Gaol," Chapter 2

Type: Engagement
Info Cost: 2000 Gil
Location: Aisenfield
Appears at: After completion of Mission #32 Tower Ruins.
Reward/s: 0 Gil, 2x Random Items, 2x Random Cards
Req. Items: -
Req. Skills: -
Req. Jobs: -
Available for: -

Difficulty: Medium
Enemies: Fencer
Fighter
Dragoon
Archer x2

Oh boy, here goes Chapter Two of the famous "The Hero Gaol." Anyhow, you find yourself at the Aisen Keep, and who else do you find but some members of the Aisen 13. They aren't too tough, so let's get

to work.

This battle works much like a normal clan battle. There really aren't any redeeming qualities about any of these Aisen 13 members. The one with the most abilities would have to be the Fencer, who sports the typical Swarmstrike, Featherblow, and Piercethrough, but also Nighthawk, a special ranged move similar to the White Monk's Air Render. For the Archers, you should know which one is more annoying, and which is easier. The Viera is capable of Concentrate, which makes each of her shots accurate, and the Human really doesn't have anything other than Maintenance which prevents stealing.

When you start to get to work, work your way against the Fighter and the Viera Archer. The rest can wait, as they aren't very dangerous. The Fighter does have mediocre Attack statistics so it should be taken out quickly. The two Archers both become annoying if you allow them to stay alive more than five turns, so make sure they are defeated quickly as well. This battle shouldn't prove too difficult for you. Defeat all enemies and complete Chapter 2 of "The Hero Gaol."

#34 Magewyrm ~

=====

Gaol, wielder of the twin sword "Ayvuir," was out with Lini the moogles when they were asked to drive a magewyrm out of Delia.

~ "The Hero Gaol," Chapter 3

Type: Engagement

Info Cost: 3000 Gil

Location: Eluut Sands

Appears at: After completion of Mission #33 Battle In Aisen.

Reward/s: 0 Gil, 2x Random Items, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Slightly Hard

Enemies: Bomb

Antlion

Firewyrm

Icedrake

Red Panther

Thundrake (Gerland)

Chapter 3 of the "Hero Gaol" takes its setting in Delia Dunes. Your party will face off against a group of monsters and the Magewyrm, Gerland in a ominous temple-like arena (It may just be me, but the music seems WAY too happy for such a desolate place). These Dragons are no pushover so make sure you bring in strong units.

The main threats in this battle are the Dragons. Both the Bomb and the Antlion are nothing special. The Bomb might pose some problems with Blowup, but apart from that, it's almost completely harmless. Remember that Ice attacks are super-effective against the Bomb, but Fire attacks will simply be absorbed. For the Antlion, beware of LV? Def-less only if your units have levels divisible by three. If not, you can pass it off.

The Red Panther has nicely balanced Weapon Attack statistics.

Luckily, its abilities won't help its chances of surviving. Poison Claw deals damage and has a chance of Poisoning. Rend is basically a damaging move with some cool animation.

The Dragons are the main problem. You will most likely have some trouble with their outstanding Weapon Attack stats. Don't let them get too close or trouble is bound to start. In terms of abilities, the Firewyrn has Guard-Off which breaks Defense and Resistance along with Fire Breath. The Icedrake is capable of Mighty Guard of which raises an allies Defense and Resistance and Ice Breath. Finally, the Magewyrn itself, Gerland, holds Dragon Force which increases Attack and Power and a powerful Bolt Breath technique.

Before you begin with the elemental Black Mage (Or whatever) spells. Remember that the element that a Dragon represents (Icewyrn = Ice, Firewyrn = Fire, Thundrake = Lightning) makes a difference. If you attempted a Blizzara against an Icedrake, you will deal no damage because of elemental resistance. If you possibly can, Blind your opposition and the battle will become much, much easier. Defeat all enemies and win the mission.

#35 Salika Keep ~

=====

Gaol, lover of the moon maiden Evelyn, was out with Lini the moogles when the keeplord of Salika invited them... to die!

~ "The Hero Gaol," Chapter 4

Type: Engagement

Info Cost: 1700 Gil

Location: Salikawood

Appears at: After completion of Mission #34 Magewyrn.

Reward/s: 0 Gil, Ayvuir Red, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Slightly Hard

Enemies: Time Mage

White Mage

Defender x2

Vampire (Lord Ghost)

It seems that the keeplord of Salika Keep has come back as an Undead creature to challenge anyone that opposes him. Along with him are his guards and comrades. It may just be me, but these "Gaol" missions really are becoming strange indeed. Bring in six units and make sure that one or two of them excels in Holy attacks.

The two Defenders play a role as the Lord Ghost's guards. As guards, you might want to take them out first. The one on the right has two Defender techniques: Hibernate which cures status ailments and Mow Down of which deals surround damage at the cost of losing all Evade for the entire next turn. The Defender on the left has those two abilities along with Aura. This move casts Auto-Regen and Auto-Life on self so be sure that Defender doesn't have enough time to use it.

The Moogles Time Mage is capable of Haste, Quicken, and Slow. Avoid having your already slow units getting Slowed even further as your

progress can easily be stunted. A Hasted Lord Ghost isn't a good thing either. The White Mage on the Vampire's right doesn't really do anything except for healing of course. However, if you Charm him, he'll most likely use his Holy curing moves against the Vampire for HEAVY damage. If you possibly can, take advantage of that.

The Lord Ghost himself is a generic Vampire sprite with exceptional Weapon Attack. Beware of LV? S-Flare if any of your units have the same one's digit as the Lord Ghost. If they do, he can use LV? S-Flare and heavily damage whoever. Miasma damages and Poisons while Zombify turns one of your units into a Zombie. The latter should most definitely be avoided at all costs.

The Lord Ghost does have one weakness: Holy. Therefore, you will find that Paladins and White Mages will wreak havoc. However, do remember that Undead monsters always regenerate within three turns. If possible, leave the Vampire for last and pick off his allies to make the battle easier.

#36 Twin Swords ~

=====

Seeing Gaol die horribly before his very eyes, Lini too his sword into the Eluut Sands to await the one worthy to wield it.

~ "The Hero Gaol," Epilogue

Type: Engagement

Info Cost: 3000 Gil

Location: Eluut Sands

Appears at: After receiving the Mission Item "The Hero Gaol."

Reward/s: 0 Gil, Ayvuir Blue, 1x Random Item

Req. Items: -

Req. Skills: Combat/Lvl.10

Req. Jobs: -

Available for: -

Difficulty: Slightly Hard

Enemies: Gunner

Animist

Time Mage

Black Mage

Mog Knight x2

Entering into the Eluut Sands area, you find a group of Moogles of whom you must fight. Bring in your six units, and prepare yourself for a fight.

You are up against six Moogle enemies, all of them fairly dangerous. Keep in careful mind of the Gunner, and the left Mog Knight. The Gunner holds some status ailmenting shots (Charmshot, Blindshot, etc) but he also holds the S-Ability, Concentrate which allows him to shoot from any angle with grim accuracy. You will want to take him as soon as possible. Second, the more powerful of the two Mog Knights also holds certain Gunmanship abilities along with an Attack power of 200!

The Time Mage isn't dangerous, but it should also be prioritized to make the battle much easier. The Animist isn't dangerous, but can be a problem as it likes to help his allies with Cuisine which restores HP back to 100%. The Black Mage should not be bothered with at all, until all the more dangerous enemies are defeated.

A ranged attacker would be smart here. Send your long-range unit toward the Gunner. Follow up with a few physical units against both of the Mog Knights. Before concentrating on any of the other opposition, the Gunner and one or two of the Mog Knights should be down and out. Following, take out the Time Mage, then the Animist, and finally, the Black Mage. If you take them out in that order, you should win it.

#37 Village Hunt ~

=====

Participants wanted for a survey of the Eluut Sands. We will cross Antlion nests to find a legendary Moogle's hidden village.

~ Barba, Junior Researcher

Type: Engagement

Info Cost: 600 Gil

Location: Eluut Sands

Appears at: After completion of Mission #3 The Cheetahs.

Reward/s: 4200 Gil, 1x Random Item

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Medium

Enemies: Coeurl

Goblin

Antlion x3

While on our search for the hidden Moogle village, Marche stumbles across what appears to be an Antlions nest... obviously judging by the high number of them ahead of us. Anyhow, prepare yourself for battle... again.

The main difficulty here is the Coeurl. It's Attack Power is rather high, so it can usually take a unit out within two turns if you choose not to heal. Therefore, healing Potions and Hi-Potions are recommended here. A few Pheonix Downs couldn't hurt either. Beware of the Antlion's ability, Counter. Long-range units are practical here, as they make defeating the Coeurl much easier. Leave the Goblin for last as it lacks any real ability, thus making it not that big of a threat.

Keep your units alive and heal if necessary. With defeating all the monsters here, you have cleared the Antlion nest and seem to have found the legendary Moogle village... No matter, you finish the mission!

#38 Fire! Fire! ~

=====

[Breaking News]

Fire on Grasgreen Street! Need help to quence the spreading blaze.

~ Cyril Fire Chief

Type: Engagement

Info Cost: 600 Gil

Location: Cyril

Appears at: After completion of Mission #1 Herb Picking.

Reward/s: 3600 Gil, Sprinkler, 1x Random Item

Req. Items: -
Req. Skills: -
Req. Jobs: -
Available for: 10 Days

Difficulty: Medium
Enemies: Bomb x4

If you are a newbie at this game, this mission might cause some problems. After all, it is one of the first missions. Anyhow, you shouldn't have "too" much trouble with these Bombs.

The mission starts off with you on a lower area. The Bombs are scattered throughout. Since Fire is weak to Ice, just use a Black Mage's Blizzard attacks to put them out quickly. Fire attacks are not useful as they simply replenish the Bomb's health. You will have to keep in mind that the Bomb's are capable of healing each other with their "Flame Attacks." If they use that move against you, prepare them for some hurt. Take them out as quickly as possible to avoid getting too deep into the battle. The faster you cut the battle, the better.

#39 The Wanderer ~

=====

The body of a viera was found last night with several knife wounds. Anyone with information should contact us.
~ Meiral, Palace Guard

Type: Engagement
Info Cost: 2400 Gil
Location: Muscadet
Appears at: After completion of Mission #15 Scouring Time. Muscadet Pub only.
Reward/s: 11400 Gil, Tonberrian, 1x Random Item, 2x Random Cards
Req. Items: -
Req. Skills: -
Req. Jobs: -
Available for: -

Difficulty: Slightly Hard
Enemies: Tonberry x2
Masterberry

It seems the sleek and silent Tonberries have committed yet another crime. Head to Muscadet and engage. Your enemies consist of a group of three. Two Tonberries and a single Masterberry make up your enemy force. This isn't your average monster battle so be careful with whom you choose.

The two Tonberries are nothing you haven't seen yet. The main problem is the fact that they don't actually attack, rather, they use the Knife attack which cuts out 9/10 of your health right off the bat. Karma is a strange move. It deals damage for each unit that the target has KOed. You will want to watch out for that especially. The Masterberry is the spawn of all the main problems. Knife is the original "cut-out-9/10-HP" attack, but replacing Karma is Voodoo which basically Dooms its target. I'm sure you don't want that to happen.

There is one weakness that all Tonberries hold; they have sucky

Move stats. Although their Speed statistics rock the house, they can only move two tiles at a time which you can definitely use to your advantage. Use long-range units or magic-casters to take these Tonberries out from a distance. Defeat all of them to complete the mystery.

#40 Battle Tourney ~

=====

Battle tourney to be held at Bervenian Palace! Who will gain the honor of victory? [Note] Special laws will be in effect.

~ Bervenian Events Office

Type: Engagement

Info Cost: 800 Gil

Location: Bervenian Palace

Appears at: After completion of Mission #20 Present Day. Kingmoon only.

Reward/s: 7000 Gil, Sequence, 1x Random Item, Secret Item (1x Random Card)

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: 15 Days

Difficulty: Medium

Enemies: Sage
Paladin
Dragoon
Defender
Illusionist

The purpose here is simple. Your objective is to defeat your opponent in a dead-heat battle. It is going to be your five versus your enemy's five. Once you are ready, begin the battle and let this game begin. Your opponent has laid out their units strategically. The strongest is in the center with the first line made up of physical units. The weaker magic-casters are placed behind the offensive line. Because of the fact that you both start really close to each other, whoever takes the first turn usually inflicts the first strike.

The Dragoon is in the middle. Being a Dragoon, he is capable of the three "Breath" attacks as well as the Templar Warcry. Don't try to fight him at point blank or else Strikeback will get the best of you. The nearby Defender holds Tremor, Drop Weapon, and Aura. Again, he also holds the Templar Warcry. The Paladin is very ineffectuous in terms of abilities as he is only capable of Defense and some White Mage healing techniques. Nevertheless, his Weapon Attack can still pack a punch if you aren't careful. I'd suggest taking him down early so he can't heal. The magic units consist of an Illusionist and a Sage. The latter poses quite a problem with Giga Flare and Bio.

I choose to tackle this mission by defeating the Paladin first to destroy their chances of healing. Following, I usually take down the magic-casters leaving only the remaining physical units to fend for themselves. By this point, the battle is already won. The reward for this battle, the Sequence, is a very special weapon. Everytime you win it again and again, its Weapon Attack statistics increase by one. If you are patient, you will eventually have the most

powerful weapon in the game.

#41 Mage Tourney ~

Mage tourney to be held at Bervenia Palace! Join in the battle for magical supremacy! [Note] Special laws will be in effect.

Type: Engagement

Info Cost: 800 Gil

Location: Bervenia Palace

Appears at: After completion of Mission #20 Present Day. Madmoon only.

Reward/s: 7000 Gil, Sapere Aude, 1x Random Item, Secret Item (1x Random Card)

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: 15 Days

Difficulty: Medium

Enemies: Red Mage

Blue Mage

White Mage

Black Mage

Because this is a Mage Tourney, all physical attacks will be penalized. The set laws for this tournament are based off of Color Magic. If you do not use Color Magic for every turn, you will be given a Yellow Card. You know what to do. If you don't have up to four magic units, this battle might be tough as any other units cannot be used. Your enemies consist of the four Color Mages. They consist of the Viera Red Mage, the Human Blue Mage, the Nu Mou White Mage, and the Moogle Black Mage.

First on the lineup is the Red Mage (Although she isn't really Red in color). Notice that her Thunder Robe nullifies Lightning strikes. Therefore, avoid using Lightning against her. Her magic spell lineup is simple, but Doublecast makes sure that two spells in a row will pack you a punch. The nearby Blue Mage is less of a threat, but he can still be a nuisance. Luckily, he lacks some of the higher end Blue Magic spells such as Bad Breath. Don't group your units together or you will be victimized by Twister.

The Moogle Black Mage is the offensive unit of this group. Luckily, he only knows spells up to the "-ara" suffix of elemental attacks. Even so, with Magic Power at 294, expect to be hurt anyway. Return Magic will slingshot a spell back at caster so beware. Finally, the White Mage provides support through healing with Cura, reviving with Life, and casting both Protect and Shell.

Anyway, to win this battle, you need sheer power over strategy. Because you can really differentiate your units too much, don't expect too many possibilities. I'd suggest just leveling up until your Magic Power beats their's. Upon defeating this group of four, you will receive the Sapere Aude. Everytime this mission repeats itself, you have the opportunity to win it again. For every battle that you win it again, the Magic Power goes up by one. Level up the Sapere Aude to make it powerful.

#42 Swimming Meet ~

Swimming tourney to be held at Bervenia Palace! Who will be the speediest in Ivalice? [Note] Special laws will be in effect.

~ Bervenia Events Office

Type: Engagement

Info Cost: 800 Gil

Location: Bervenia Palace

Appears at: After completion of Mission #20 Present Day. Huntmoon only.

Reward/s: 7000 Gil, Acadia Hat, 1x Random Item, Secret Item (1x Random Card)

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: 15 Days

Difficulty: Medium

Enemies: Archer

Dragoon

Gladiator

White Mage

Swimming, huh? For this tournament, you appear in an arena filled with water. The objective is to defeat the other team while you transcend the water. Keep in mind that stepping into water disallows a unit from performing any actions. Therefore, you should use units holding Feather Boots as they can just walk over the water! Also, don't bring an unit with Galmia Shoes. That's just stupid.

Luckily, your opponents have the same disadvantage. However, they will be diligent in taking you down. The Archer is the only ranged attacker so she will most likely be your biggest problem. Aim: Legs can Immobilize you (Not good if you are in the water without Feather Boots), Cupid Charms one of your units, and Take Aim is a 100% aimed shot. Also, that Archer is capable of Doubleshot and Concentrate which can be particularly annoying. The Dragoon is well-suited for this environment. Jump is a ranged attack which he can use from one of the many islands scattered through this arena. Lancet drains HP if he is ever critical. Don't allow him to use Cheer followed by a Jump. The HP damage would be devastating.

The Bangaa Gladiator nearby holds Wild Swing which damages surrounding units and Ice Sword which strikes his opponent with a magical Spellblade. Air Render is a ranged attack and Earth Render deals damage to all units in front of him. If you want to keep your enemies down, the White Mage really needs to be taken out. She is an able healer with Curaga. Esuna heals status and Shell casts a magic-resistant barrier around one of her allies. Even worse, she can summon Unicorn to heal HP or Kirin which casts Auto-Regen.

As stated before, Feather Boots can make the battle much easier. Since your opponents don't use them, they will have to rely on the islands scattered throughout to attack you. I'd strongly suggest taking the central island so your opponents will have few areas to attack you from. Once you occupy the central island, you can just take down the foe from there. If possible, Immobilize enemy units in the water so they can't use actions.

Beating this mission will win you the Acadia Hat. When this mission

repeats itself, you have the opportunity to win it again. Every time you re-win the Acadia Hat, i's Magic Resistance goes up by one. If you constantly re-win it, its Resistance will go through the roof.

#43 Clan League ~

=====

Clan League finals to be held in the Bervenian Palace courtyard! See the favorites, the Brown Rabbits, go against Clan [Your Clan Name]. [Special laws in effect.]

~ Bervenian Events Office

Type: Engagement

Info Cost: 3000 Gil

Location: Bervenian Palace

Appears at: After completion of side-mission engagements with Brown Rabbits, Blue Genius, Yellow Powerz, and the White Kupos.

Reward/s: 22600 Gil, Peytral, 1x Random Item, 1x Random Card

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: 25 Days

Difficulty: Slightly Hard

Enemies: Assassin
Summoner
Elementalist
Sniper (Villi)

If you are confused at when this mission will appear, know that you must first engage with a number of Encounters that occur beforehand. Defeat the Brown Rabbits, Blue Genius, Yellow Powerz, and the White Kupos without surrendering once. Once they are all defeated, the final Clan League will appear at the Pub. Accept that and prepare for battle in the Bervenian Palace courtyard.

It's 4 vs 4 in a dead-heat battle. There are no laws to restrict anything so be sure to take advantage of that. You are up against Viera that are fairly tough. Be sure to especially take caution around the Assassin. Alone, she would be a threat, but with three other units with her and Concentrate learned, the Assassin is even more of a threat. Last Breath (Instant KO) will easily put you out of commission so do your best to avoid that. Likewise, avoid Nightmare (Sleep and Doom) as well.

The two magic-casters of the group are the Summoner and an Elementalist. A lot of caution should be taken around the latter. The Elementalist is capable of Shining Air of which deals Wind damage and Blinds at the same time, Evil Gaze which does Dark damage with a chance of Confusing, Heavy Dust, an Earth move that can Immobilize, and Sliprain the Water elemental spell that can Slow your units. You might have a little difficulty with some of the Summoner's spells. With Red Magic, she can also put your units to Sleep along with Poisoning them. I'd suggest simply Silencing both to keep them out of play for a few turns.

The boss, and the real objective here is Villi the Sniper. Basically, if you are able to take her down, the mission is over. However, as a Sniper, she might be a bit difficult. With high Weapon

Attack, be sure that all arrows against you will deal heavy damage. Doubleshot shoots two weakened arrows simultaneously. Beso Toxico deals damage while Poisoning at the same time and Death Sickle inflicts Doom status. Doom Archer can pose a problem if Villi is at low health as it deals amount of lost HP in damage. Protect yourself from Aim: Weapon as it can destroy your weapon (obviously).

If you don't need the experience, just send all four of your units on a collision-course with the Sniper. If you are diligent, you should take her down within a single turn. However, try not to drag on the battle too long as the Assassin will surely be a problem with her abilities. Take any approach you'd like, but defeat Villi in the end to win the Clan League!

#44 Snow in Lutia ~

=====

Would you please take my children to play in the snow on Lutia Pass?
I'll make you lunch! Please watch out for monsters.

~ Auntie Larsu

Type: Engagement

Info Cost: 600 Gil

Location: Lutia Pass

Appears at: After completion of Mission #1 Herb Picking.

Reward/s: 3600 Gil, 1x Random Item

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Slightly Hard

Enemies: Goblin

Red Panther x2

This battle isn't as easy as it sounds. This will probably be your first encounter with the Panthers, one of the more powerful monster classes.

You start off in Lutia Pass obviously. The three targets are right ahead of you. All three are powerful and have heavy defense. You will need magic or powerful strikes from a weapon to defeat them all.

A White Mage is a must and some Pheonix Downs really couldn't hurt. Focus on taking out the Red Panthers first as they have the highest Attack and Defense statistics. The Goblin is easier, but should also be attacked with caution.

#45 Frosty Mage ~

=====

I saw a bad wizard doing something up in the snow mountains. He's up to no good, I know it! He was making all this ice!

~ Laudy, Shopkeeper's Son

Type: Engagement

Info Cost: 600 Gil

Location: Lutia Pass

Appears at: After completion of Mission #44 Snow in Lutia.

Reward/s: 4000 Gil, 2x Random Items

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Slightly Hard

Enemies: Floateye
Red Panther x2
Black Mage (Gelato)

This is a fairly easy battle if you know what you are doing. You are up against three monsters and a Black Mage which is pretty powerful. However, if you destroy both of the Magic Devices (The shimmering blue objects), the mission is over. Therefore, a ranged attacker is a good idea.

If you have a Gunner this early on, you are lucky as these Magic Devices cannot evade. An Archer or similar would do fine, though, they do have a lesser range. Anyhow, the Floateye along with the Black Mage, Gelato, both should be prioritized. The Red Panthers are dangerous, but they don't pose as big as a threat as the other two. If you can keep a constant blow from a long-range unit to the two Magic Devices, you should be fine. Have your long-range unit pound away at those two objects while the rest of your party tries to keep that unit alive. Defeat Gelato is optional, but I'd suggest taking him out to make the battle easier.

Because of Gelato's incredibly high level, a White Mage is only practical. Try to station the White Mage so that its in range of your long-range unit, and the rest of your party. Therefore, you can heal both groups without much problem. When both Magic Devices are obliterated, the mission is yours.

#46 Prof in Trouble ~

=====

Please find Professor Auggie. He's been gone to the Lutia Pass for three days now. Maybe he's lost, or buried in an avalanche!

~ Dag, Research Assistant

Type: Engagement

Info Cost: 900 Gil

Location: Lutia Pass

Appears at: After completion of Mission #44 Snow in Lutia.

Reward/s: 4000 Gil, Gedegg Soup

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: 25 Days

Difficulty: Slightly Hard

Enemies: Ice Flan x2
Zombie x2 (Colin, Lyle, Guinness)

This may very well be your first encounter with the Undead type of monster. This battle is difficult, but if you know what you are doing, it will flow through. First off, Zombies are defeatable but they will regenerate after three turns. This may pose a problem.

Also on the playing field are two Ice Flans. A Black Mage is REQUIRED here, unless you happen to have another magic casting unit. I'd suggest you focus on those pesky Ice Flans first as they can cast Blizzard attacks against you which causes a whole lot of damage. Be sure that you keep that Sage, Auggie, alive or else you lose it.

Leave the Zombies for last as they can regenerate. To defeat the three Zombies, try to take them all out at the same time within a turn. If one regenerates, you will have to defeat it all over again, which is not good. Kill all enemy units and the mission is yours.

By the way, if you haven't noticed by now, the three Zombies are named after the bullies at your school; Colin, Lyle, and Guinness. Looks as if they met a pretty gruesome fate if you know what I mean!

#47 Hot Recipe ~

=====

I need to make a super hot dish to compete with the restaurant across the street! Please get the "stuff" at Roda Volcano.

~ Rolana, The Chocobo's Kweh

Type: Engagement

Info Cost: 1000 Gil

Location: Roda Volcano

Appears at: After completion of Mission #7 Diamond Rain.

Reward/s: 7000 Gil, Gedegg Soup, 1x Random Item, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: 25 Days

Difficulty: Medium

Enemies: Bomb x3

Firewyrms x2

You walk into the Roda Volcano area and note a bunch of monsters up ahead. Bring in six units, and prepare to engage against three Bombs and two Firewyrms. Despite their intimidating looks however, they shouldn't prove too much of a problem.

The Firewyrms have attacks in the 200-units, so you might want to watch out. The Bombs are just your standard issue, so unless they really annoy you, you can defeat them later. Apart from the occasional Fire Breath from one of the Firewyrms, you won't really be seeing any ultra-powerful attacks.

The closest enemy to you is a Firewyrms. Focus all your attacks on it before attempting to take out the others. The next target should preferably be the other Firewyrms, but if it's currently out of range, knock out a Bomb or two. Once both Firewyrms are snuffed out, you won't get much more opposition or have any difficulty whatsoever, unless a Bomb happens to use its Blowup ability against you. Defeat all the monsters and win the mission.

#48 S.O.S. ~

=====

Emergency flares in the pattern green-red-green were spotted over the Koringwood. Clan Ritz is in trouble! Please assist.

~ Clan Center

Type: Engagement

Info Cost: 1500 Gil

Location: Koringwood

Appears at: After completion of Mission #8 Hot Awakening.

Reward/s: 7800 Gil, Secret Item (Topaz Armring), 1x Random Item, 2x Random Cards

Req. Items: -
Req. Skills: Tracking/Lvl.7
Req. Jobs: -
Available for: 15 Days

Difficulty: Easy
Enemies: Juggler
Sprite x2
Zombie x2

Well, it looks like Clan Ritz needs our help! Head over to the Koringwood to find Ritz and Shara cornered by some monsters and a Juggler. You start off in the southeastern corner, while Ritz and Shara are at the western section.

You are allowed two more members in addition to Marche. Luckily, that's all that's really required. With the help of Ritz and Shara, of who are both at very high levels, you should have no problem. In fact, it's difficult to even try to lose.

You might want to focus on the Sprites first. They hold the White Wind healing ability which can become an annoyance. Following, be sure to take out the Juggler as well to avoid his arsenal of abilities. You will want to watch out especially for Ring and Ball. Defeat all enemies to win the battle, and save Ritz and Shara.

#49 A Lost Ring ~

=====

I dropped my ring in the Ulei River! It was a gift from by beau...
Please find it before he finds out I lost it!

~ Clea, the Ice Cream Man's Girl

Type: Engagement
Info Cost: 600 Gil
Location: Ulei River
Appears at: After completion of Mission #3 Desert Peril.
Reward/s: 5200 Gil, 2x Random Items
Req. Items: -
Req. Skills: -
Req. Jobs: -
Available for: 15 Days

Difficulty: Medium
Enemies: Goblin
Sprite
Lilith
Lamia x2

So you step into the Ulei River area and notice that monsters have decided to make their presence known. Well, we better find that ring even if getting to it means a little engagement.

All monster fights thus far have probably been easy. Well, this isn't. The Goblin is the least important monster here. Focus the majority of your attacks on the single Lilith as it holds incredible Attack Power and is a nuisance overall. However, the single Lilith is at the rear of the level so you won't need to attack her first. The Sprite becomes annoying, especially with its White Wind healing move. Luckily, it's exceptionally weak so you should take that out.

The key to this mission would be to take out the Lilith quickly as explained. With her out of the way, you won't have to comprehend with Poison, Charm, Doom, or Frog status ailments. Defeat every monster to find the ring we are in search of as well as completing this not-so-easy mission.

#50 Staring Eyes ~

=====

I found out who's got the Ahriman eye, and he's a real bad egg. Seem he's making the Ahriman chase after girls in Cyril.

~ Bran, Streetear

Type: Engagement

Info Cost: 600 Gil

Location: Cyril

Appears at: After completion of Mission #113 Watching You.

Reward/s: 4600 Gil, Vesper, 1x Random Item

Req. Items: Ahriman Eye

Req. Skills: -

Req. Jobs: -

Available for: 25 Days

Difficulty: Easy

Enemies: Floateye x2

Ahriman

Beastmaster

Let's get the lowdown on the battle field. You are up against two Floateyes along with a more powerful red version known as the Ahriman. The Beastmaster may appear useless, but he is capable of White Magic just as well.

The first enemy you might want to take care of would be the Ahriman. It has high attack power and can easily put your units into the critical zone. Beware of the Floateye and Ahriman abilities Stare and Circle. The Beastmaster can heal his monsters, but he can't attack too well so focus on the Floateyes. It's just a normal battle after the Ahriman is killed off. One thing to remember however, do not attempt to surround a Floateye in an attempt to flank it. Floateyes can fly (Well, judging by their wings) right over your units.

Just cut away at everyone's health and you should be fine. This is no difficult battle no matter what level you are at. If any of your units faint or get hurt, items always work.

#51 Desert Rose ~

=====

Three days' walk into the Gotor Sands I found a beautiful rose by an oasis. Yet it soon wilted... If only I'd had a vase.

~ Delman, Pub Customer

Type: Engagement

Info Cost: 1800 Gil

Location: Gotor Sands

Appears at: After completion of Mission #16 The Big Find.

Reward/s: 0 Gil, Blue Rose, 1x Random Item, 2x Random Cards

Req. Items: Flower Vase

Req. Skills: -

Req. Jobs: -

Available for: 15 Days

Difficulty: Medium

Enemies: Sprite
Jawbreaker
Antlion x2
Red Panther x2

For the Desert Rose mission, you are to find a special flower near an oasis. Obviously, seeing as this is an engagement mission, we run into some monster opposition. Bring in your standard set of units and prepare for battle.

Your initial Antlions aren't the greatest threat in this battle. LV3 Def-less is a 100% accuracy Defense and Resistance breaker which can only affect units with levels divisible by three. Sandstorm is the standard surround move which Blinds and damages. For the Jawbreaker, you will note both LV3 Def-less and LV5 Death. The latter is an automatic KO for all units with levels divisible by five. Mark my words, don't bring in units with levels divisible by five. That's just stupid.

The Sprite can provide some problems with the heavy damage Meteorite attack. The last of the monsters here include two Red Panthers. Poison Claw is simple enough to understand. Just try to avoid getting Poisoned yourself. Rend is basically an attack with no side effects, and Reveal can locate invisible units such as Concealed Snipers. Beware of their high Attack stats.

Focus on the Antlions and Jawbreakers. You should also send a single unit against the Sprite as it has low Weapon Defense, and you don't want it raining meteorites on your units. The Red Panthers, although intimidating, shouldn't provide much of a problem. Like most battles, defeat all monsters to win this battle as well as the mission.

#52 Friend Trouble ~

=====

Arr, them mountain beasts have been coming down to the lowlands of late, and one took a bite out of me! Find me a good hunter!

~ Cheney, Hunter

Type: Engagement

Info Cost: 1800 Gil

Location: Kudik Peaks

Appears at: After completion of Mission #12 Jagd Hunt.

Reward/s: 9000 Gil, 2x Random Items, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: 25 Days

Difficulty: Easy

Enemies: Cream
Coeurl
Red Panther x3

Here we are with Mission #52, yet another monster battle with some simple monsters. Bring in your six units to the battlefield and engage against three Red Panthers, a Cream, and a Coeurl.

This battle should be no trouble considering that you should now be able to rip these monsters to shreds. You won't have too much trouble with the Red Panthers, except for perhaps Poison Claw. The Coeurl has a higher Weapon Attack, and Hastebreak, which either Slows your units, or breaks any Haste casted on them. Finally, the most difficult enemy here, the Cream holds Thundara, Acid, and a self-KO healing move, Sacrifice.

The order in which you defeat these monsters doesn't really affect anything. Because the Cream is only affected by magic, you might want to zap it with a quick shot of some Fire/Ice elemental attack. The Red Panthers and Coeurls should fall easily beneath your very blade and crumble on the floor.

#53 Flesh & Bones ~

=====

There's a shop called the "Flesh & Bones" that buys poachers' catches at good prices. Just say you're on street patrol and drop in.
~ Gayle, Baguba Streetear

Type: Engagement

Info Cost: 3600 Gil

Location: Baguba Port

Appears at: After completion of Mission #105 Smuggle Bust.

Reward/s: 18000 Gil, Tiger Hide, 1x Random Item, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: 25 Days

Difficulty: Slightly Hard

Enemies: Gunner

Archer

Thief x2

Hunter x2

I guess it's time again to teach these low-lives that poaching is bad. Here at the Baguba Port, you are up against a group of enemies who are willing to use all means necessary to escape the wrath of the law. However, even low-lives know how to defend themselves. Bring in six units you can trust and start the battle.

Apart from the two Thieves, your enemies are long-range units. You should be sure to bring in some long-range units of your own to counteract them. Anyhow, the closest opponent is a Human Thief. His Steal abilities won't deal too much of a threat, but Double Sword is deadly. Holding two Knives, that Thief can get two strikes in. His other Ninja Skill is Oblivion which Addles your units disabling Action Abilities.

The other Thief, a Moogle, is more of a utility unit than an all-out attacking unit. In terms of Steal abilities, you won't really take too much trouble from Steal: Shield, Steal: Access., Steal: Helm, and Steal: Gil. However, the two Juggler techniques he owns can pose a problem. Dagger damages and Disables, and Smile automatically gives an ally the next turn.

There are also two Hunters on the bandwagon. Their Weapon Attack is in the 290s so you might want to be a bit careful. Sonic Boom is a

radius-damage attack which can demolish your team if you group them together. Aim: Vitals inflicts a random status ailment and Addle disables your unit in terms of A-Ability. You might also want to watch out for Battle Tech which consists of Powerbreak, Mindbreak, Magicbreak, and Speedbreak. Fighter Tech consists of Rush, Beatdown, and Blitz.

All Gunners are annoying. Especially those with Concentrate equipped. To your luck, the Gunner of this battle happens to have Concentrate along with almost every Gunmanship technique (Exception goes to Iceshot, Fireshot, and Boltshot). Yep, that means the three big ones: Charmshot, Confushot, and Stopshot. The Archer on the other hand is less of a threat, but still can be dangerous. Concentrate is still equipped, and in addition to some simple Aim abilities, certain Assassin techniques also make appearance. Aponia Silences, Nightmare Sleeps and Dooms, and Ague Slows her target.

It might be a bit difficult to start off here. Every unit has its ups. However, if you know what your weaknesses are right off the bat, then you should know who to attack first. If you think your team will crumble once your Paladin (or some other high-powered unit is Charmed), you might want to deal with the Archer and Gunner threats first. Likewise, if you rely on weak magic units, you might want to take out the Thieves and Hunters.

#54 For A Song ~

=====

There's a song I wish to sing to an old friend. Can you come find her with me? She lives in the Materiwood.

~ Leanan, Inn Songstress

Type: Engagement

Info Cost: 3000 Gil

Location: Materiwood

Appears at: After completion of Mission #18 Quiet Sands.

Reward/s: 16000 Gil, Trichord, 1x Random Item, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: 25 Days

Difficulty: Medium

Enemies: Sprite

Titania

Malboro

Firewyrn

Red Panther

In the Materiwood, you locate Leanan the Summoner, but she's in a bit of trouble. Luckily, we arrived in the nick of the time. Let's go and knock these monsters out. Bring in a few, trusted units and begin the battle.

Many people have trouble with this mission because of the fact that Leanan starts so close to the monsters. If your units aren't quick enough to stop them, Leanan will most likely fall pretty fast. Once she is KOed the battle is basically over. Therefore, take necessary precautions. You can use a Paladin's Cover to take damage for her or use a White Mage to cast Auto-Life on her.

If you saved Leanan and kept her alive for the first turn, the battle is easy going from this point forward. The Firewyrn will probably be your biggest problem. Guard-Off knocks down Defense and Resistance and Fire Breath is particularly damaging. With Weapon Attack in the 300s, you might have a bit of trouble around this Firewyrn. Second in terms of overall toughness is the Red Panther. Beware of Poison Claw as it (obviously) Poisons.

The Titania might pose a threat, but only if the day of months play against you. LV?D Holy deals damage to units with the same level as the day of month. As long as the day of month doesn't match any of your units' levels, you should be fine. The Sprite is less of a danger, but Meteorite can still deal some damage. Finally, the Malboro can wreak havoc if its Bad Breath attack lands a hit. Make sure that doesn't happen.

Again, if you saved and kept Leanan alive for the first turn, the rest of the battle should be smooth sailing. However, do not let Leanan get KOed even afterwards. The Firewyrn is not affected by Fire attacks so don't even try it. You might want to target the Titania as it holds Angel Whisper which is capable of healing both HP and casting Auto-Life on one of its allies. Don't let that happen and take that Titania out as quickly as possible.

#55 White Flowers ~

=====

Please bring me some of the flowers I planted on the Giza Plains.
They're the only way to cheer my sister up since mom died.

~ Temil, Town Youth

Type: Engagement

Info Cost: 200 Gil

Location: Giza Plains

Appears at: After completion of Mission #3 The Cheetahs.

Reward/s: 1600 Gil, White Flowers, 1x Random Item

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: 25 Days

Difficulty: Easy

Enemies: Antlion x3

Goblin

Red Cap

This mission is fairly easy as by now, you should already have had enough experience with engagement. Not only that, but your clan should be well-rounded and experienced enough to take these butt ugly creatures as well.

Apart from the Red Cap which might cause some problems, these monsters should be a piece of cake. Magic users should beware of the Red Cap's Magic Hammer ability which pulls off quite a bit of MP with each strike. The key here is to end the battle quickly. Do that by sending two physical units at the Red Cap and the having the remaining units each take a monster of their own. If you do that, the battle should end quickly. Monsters don't have that great of Speed stats so you should be able to take a few out within the first turn. Tear away and win this easy battle.

=====

Inspiration has struck! Fetch me some amber from the Siena Gorge --
I'll need it to make my new, super-powerful antilaw!

~ Ezel

Type: Engagement

Info Cost: 5000 Gil

Location: Siena Gorge

Appears at: After completion of Mission #23 Over The Hill. Gossip
with Ezel at Cadoan Card Keeper.

Reward/s: 34000 Gil, Amber, 1x Random Item, Almighty Card

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Slightly Hard

Enemies: Ninja
Gunner
Sniper
Defender
Red Mage
Time Mage

Siena Gorge is haven to many clans. While searching for Amber in the Siena Gorge, you come across a group of enemies. Their intentions appear hostile, so we might as well engage. However, this battle can become tough so make sure your clan is well-rounded and ready to fight.

First off, the Human Ninja commands his position. As a well-leveled Ninja, he might pose a problem at the beginning of the battle. Double Sword allows him to deal heavy damage by swinging two Katanas at your face. Along with that, he is also capable of casting a number of "Veil" spells. Specifically, Fire, Wood, Earth, Wood, and Metal will all make their appearance. The status ailments connected to each one are particularly troublesome.

The Moogle Gunner can prove to be some difficulty, but it won't cause too many problems. The lack of Concentrate makes it so that attacks against you won't have insanely high accuracy percentiles. The nearby Sniper will be much more threatening however with a larger ability line-up. Doom Archer and Aim: Weapon can both be troublesome. For that, I'd suggest Blinding her. Aim: Armor can also be a problem if it lands a hit.

The physical unit of this group is a Bangaa Defender. As a Defender, his Speed statistics are as low as anything. You can even further delay his turns by reducing his Speed or inflicting Slow on him. Even so, Earth Render causes problems as it deals damage to all units in front of him. Aura works by casting Auto-Life and Auto-Regen on himself. Before he has a chance to use that on himself, KO him. Disabling would work too.

The Viera Doublecaster (aka the Red Mage) will very likely be a threat. If she happens to use Doublecast on you, be wary of "Sleep + Poison" combos. By putting your units to Sleep, Poisoning that unit will damage HP while the unit is dozing. For the Time Mage, you just want to avoid Demi. Meteor is an Alchemist technique which also

might appear occasionally. Do not group your units together or he will most likely cast Meteor into that group. With heavy damage, you will take casualties.

The enemy group here is well-split and balanced between magic-casters and the physical units themselves. Follow up with a good balance of your own. Remember that Silence will easily keep a magic unit out of commission for a few turns (With emphasis on the Time Mage and Red Mage here). For physical units, Disabling them or using Blind should help you out.

#57 Prison Break ~

=====

Help me break out of prison, just for one day, please! All I have to do is deliver a birthday present to my wife!

~ Julian, Troubled Inmate

Type: Engagement

Info Cost: 800 Gil

Location: Sprohm

Appears at: After completion of Mission #20 Present Day.

Reward/s: 7000 Gil, Secret Item (Helje Key), 1x Random Item, 1x
Random Card

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: 25 Days

Difficulty: Medium

Enemies: Templar x2

Defender x2

Here we are helping a "troubled" inmate escape certain containment. Apparently, our nightly prison break failed to get past the eyes of the local guard. Julian escaped, but we're stuck here. Stall them so that the young criminal can make take his leave. Stuck doing the dirty-work, huh?

The prison guards really must be on their day off. The alarm was issued and only four units came to stop you. Your opposition this time consists of two Templars and two Defenders. All four really lose in terms of Speed so you can expect to get the first few turns to yourself. Use their lack of Speed to your advantage and set up an attack while they wait there.

The two Templars, as always, are the source of your problems. Heavy Weapon Attack make them both very formidable opponents at close range. Warcry can be annoying as it lowers Speed. If you are going to take them down to critical health, just watch out for Lifebreak which deals lost HP in damage. If that strikes you, prepare to be devastated. Also, the one Templar capable of Prayer can cast Cura on his allies. Defeat that one Templar and your opposition will be incapable of healing.

The Defenders may have lower Weapon Attack, but as Defenders, their Weapon Defense goes through the roof. Needless to say, magic attacks would be very useful. However, if you have any elemental weaknesses, beware the Spellblades that one Defender holds. Likewise, White Monk abilities are present in the other Defender. While multi-tasking, be sure that you don't underestimate their abilities.

I choose to defeat the Templar capable of casting Cura. Therefore, once he is down, your opponents will be incapable of healing. Following, you can try to KO the second largest threat in terms of Weapon Attack, the other Templar. The more of the guards you take down, the less capable your enemies will become. Defeat all four of the guards and escape.

#58 Royal Ruins ~

=====

There are some ruins in Nargai Cave that date from when golden gil was still in currency! Just think, what if some is left?

~ Meena, Streetear Courier

Type: Engagement

Info Cost: 1500 Gil

Location: Nargai Cave

Appears at: After completion of Mission #114 Golden Gil.

Reward/s: 7000 Gil, 2x Random Items, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: 25 Days

Difficulty: Medium

Enemies: Lamia

Lilith

Titania

Toughskin

Odd Statue x2

Bring in your six units, and take a moment to observe your battle-field. The main objective of this engagement is not to defeat the enemies, rather to destroy the two Odd Statues at the northwestern corner as soon as possible. So bring in some long-range units, and some physical members if you'd like, and begin the battle.

All your enemies are fairly well-rounded in terms of stats. The closest enemy would probably be the Lilith. She is capable of inflicting Poison, Frog, Charm, and Doom status on your units so beware. The single Titania becomes increasingly annoying later in the battle. With LV?D Holy, the Titania can hit all units that have the same one's digit as the day of month.

Adding to the enemy monsters, you will find a Lamia towards the rear. She holds the Poison Kiss ability which is the same as the one the Lilith Holds. Along with that, Night puts all units (friend or foe) to sleep on the field. The monsters close off with the Toughskin chilling around. Resonate will Disable all physical units, and Matra Magic switches around MP/HP.

As I said before, bringing in long-range units would be a smart thing to do. With them, get them towards the two Odd Statues toward the rear and unleash your arrows, bullets, and whatever into them. Have your physical units hold off on the monsters while the others take care of the Odd Statues. In fact, it is possible to simply make a run for the two Odd Statues and quickly knock them down before your enemies have a chance to retaliate.

#59 Sketchy Thief ~

-----=
We were playing on the Deti Plains, and some weirdo took Laudy's favorite sketchbook! Please get it back!

~ Estia, Friend of Laudy

Type: Engagement

Info Cost: 2400 Gil

Location: Deti Plains

Appears at: After completion of Mission #22 To Ambervale.

Reward/s: 18000 Gil, Sketchbook, 1x Random Item, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: 25 Days

Difficulty: Medium

Enemies: Jelly

Archer

Animist

Thief x2

Well, they had stolen his sketchbook, and with it, the "Sketchy Thief" had apparently put one of his sketches to life through some strange transformation process. Apart from a drawing Jelly, your opponents are your standard engagement grunts. Bring in six units to combat this group. Make sure that you take in at least one magic-casting unit to take down the Jelly.

Your enemies consist of the standard. Two Thieves play a role as the main physical units of this battle. The Moogles Thief can steal your Armor, Shield, and Weapon as well as being able to use the Gunmanship techniques: Blindshot and Stopshot. Concentrate makes it so that all moves have 90%+ chance of hitting. The Human Thief is a bit less dangerous in terms of stealing ability. Your Gil, EXP, and JP are not safe around him (sarcasm)! Watch out for some of his Black Magic however.

The Archer is the ranged attacker of this group. He holds Aim: Legs and Aim: Arms. Furthermore, he also holds Concentrate which improves accuracy greatly. The few Battle Tech he holds aren't very useful. The Moogles Animist nearby is much more capable. Cuisine heals HP to the max while Chocobo Rush creates a giant stampede dealing damage to all units standing in front of and in back of him. Frogsong works by changing an enemy unit into a Frog. By all means, Silence him to avoid any problems.

Finally, the "drawing" that the Thief brought to life is nothing more than a simple Jelly. Like all Flan, this Jelly will only be affected by magic. Physical attacks will deal one HP damage and occasionally two. Watch out for his Fire spells however as they can deal very heavy damage with each casting. As a side note, do make sure that you don't use Fire against it. The Jelly will only absorb them.

#60 Showdown! ~

-----=

The showdown with the Gertai Band is upon us!

Date: 10 days from now.

Place: Ozmon. Looking for a few good soldiers!

~ Roodog, Bardo Band Head

Type: Engagement
Info Cost: 4000 Gil
Location: Ozmonfield
Appears at: After completion of Mission #66 A Dragon's Aid.
Reward/s: 36000 Gil, 2x Random Items, 2x Random Cards
Req. Items: -
Req. Skills: -
Req. Jobs: -
Available for: 10 Days

Difficulty: Slightly Hard
Enemies: Paladin
 Dragoon
 Summoner
 Assassin
 Alchemist
 Mog Knight

Helping the Bardo Band against the Gertai Band, you venture to the Ozmonfield. Awaiting you there are your opponents of the Gertai Band. Send in your six units and begin the battle. You might have some trouble here so keep that in mind.

Your enemies consist of a full party with six members. Because of the elongated terrain, your enemies are spread apart. However, they appear to have lined themselves up. The first of your foe, the Paladin, holds Saint Cross and Holy Blade. The latter is a high-powered Holy strike which is usually capable of taking down your units within a single strike. Saint Cross deals Holy damage to all surrounding units. Nurse and Drop Weapon are self-explanatory.

Next on the list is the Bangaa Dragoon. The Kain's Lance is a very rare weapon that you might want to steal before doing anything. Anyhow, techniques include Jump which is a Dragoon ranged attack, Lancet which drains HP, and the notorious "Breath" attacks. The Viera Summoner holds a wide variety of Summon Skills. Don't group your units too close together or you will easily fall victim to her offensive magic.

The most deadly of the enemy group is the Assassin obviously. She excels in Speed stats which makes her even more of an issue. You should probably want to steal the Genji Shield as it is very rare. Watch out especially for her Last Breath technique. If it hits, the unit is automatically KOed. Equally dangerous is Rockseal, a Petrifying move. The nearby Alchemist is the magic caster of this group. Astra is a special status enhancement that nullifies the first status ailment against. Meteor and Flare are both heavy damage attacks. Poison and Toad are self-explanatory, and Rasp deals MP damage.

Finally, the Moogle Mog Knight finishes off this lineup. He plays the role as the pseudo-boss of Gertai Band. Clad in nearly all opal, he is as shiny (List: Opal Helm, Opal Shield, and Opal Armor) as he is valiant. Mog Guard, Mog Lance, and Mog Aid make up his Charge abilities, but he is also adept at using the Fireshot, Boltshot, and Iceshot of the Gunner job-set.

Apart from Items and the Paladin's Nurse technique, you should realize that the Gertai Band has no other means of healing

themselves. It's weaknesses like these that you work upon. Defeat all enemies to drive the Gertai Band out. A victory for the Bordo Band. Now why did we help them again?

#61 Hit Again ~

=====

They got me again, kupo... And they went running off to Jagd Dorsa again, too, kupo... I give up, kupo...

~ Nono, Once Again

Type: Engagement

Info Cost: 900 Gil

Location: Jagd Dorsa

Appears at: After completion of Mission #13 The Bounty.

Reward/s: 7000 Gil, 2x Random Items, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Slightly Hard

Enemies: Thief

Ninja

Gunner

Red Mage

Blue Mage

Black Mage

Remember Mission #12 Jagd Hunt? Well, those bandits seem to have hit poor Nono again. Head over to the Jagd Dorsa symbol, and send in six units to start the battle. This is a Jagd engagement, so be sure you have means of reviving fallen allies.

You might start off seeing a Ninja who holds the sought after Double Sword along with R-Ability Last Haste. Along with him, you have a Blue Mage with Guard-Off, Dragon Force, LV3 Def-less which lowers the Defense and Resistance of units with levels divisible by 3, and White Wind.

Also playing a role is a Gunner with Concentrate. The Gunner can easily become an annoyance so you might want to strike it down quickly. The Red Mage not only holds Doublecast, but also Magic Pow+ to further add the hurt to her Magic attacks. You will want to watch out for that Red Mage. The Thief is only capable of stealing EXP, JP, and Gil so don't worry about it too much. And finally, the Black Mage can really hurt your units with its "-aga" ability.

Prioritize the Ninja first so you won't have to be dealt with Double Sword for the rest of the battle. Following, you might want to knock out the Shot-bearing Gunner, or the Doublecasting Red Mage. If you are ever KOed, be sure to revive them. I'm sure you will take caution here. Defeat the bandits once more, and save Nono's airship ... again!

#62 Oasis Frogs ~

=====

I haven't been hearing the frogs from the town oasis lately. Hope nobody is eating them! Would you stand watch till night?

~ Donya, Pub Customer

Type: Engagement
Info Cost: 900 Gil
Location: Cadoan
Appears at: After completion of Mission #6 Antilaws.
Reward/s: 4600 Gil, Secret Item (The Hero Gaol), 1x Random Item
Req. Items: -
Req. Skills: -
Req. Jobs: -
Available for: -

Difficulty: Medium
Enemies: Lamia x3

You are up against three Lamias in this battle. You are allowed to send in five members, so make sure you can defeat these three Lamias with them. You are fighting in Cadoan, which has a few ups and downs so walking through it might be a bit tough.

The area is split up into an upper area, and a lower area. I'd suggest sending half of your members towards the ledge, and half of them to the lower area. Therefore, you won't have to go through any time consuming walking. The Lamias are easy for the most part, but they hold a terribly annoying ability. Poison Frog will not only Poison you, but transforms you into a Frog! Not good.

As long as you watch out for that move, you should be fine. The Lamias are easily cut apart, and if you have a Beastmaster with the Lamia control ability, the battle becomes easier. Kill off the Lamias and you should find a special Mission Item; The Hero Gaol.

#63 Missing Prof ~

=====

Help! Professor Auggie has gone missing during his investigation of the cave at Tubola! He was last seen near a statue.

~ Quin, Search Party Member

Type: Engagement
Info Cost: 2400 Gil
Location: Gotor Sands
Appears at: After completion of Mission #20 Present Day.
Reward/s: 18000 Gil, 2x Random Items, 2x Random Cards
Req. Items: -
Req. Skills: -
Req. Jobs: -
Available for: 25 Days

Difficulty: Medium
Enemies: Bomb
Icewyrn
Ahriman
Ruin Ward
Odd Statue x2

Once again, Professor Auggie has gotten himself into quite a bit of trouble. This time, it appears as if he disappeared into some cave. During our search, some monsters attempt to engage us. Nearby are two Odd Statues that might serve some purpose. Bring in some units and begin the battle.

Your opposition consists of a Bomb, an Icewyrn, a Titania, and an

Ahriman. The Bomb is no problem with Flame Attack as its only technique (Apart from Blowup). The other three might pose a few problems however. The Icewyrn boasts high Weapon Attack along with Ice Breath. By all means, try to avoid it and remember that Ice attacks deal nothing against this Ice-based Dragon.

The Titania isn't even a Titania at all. Rather, she plays a role as the Ruin Ward. Defending the Tubola Cave, she isn't too tough to say the least. LV?D Holy deals heavy Holy damage to all units with the same one's digit as the day of month. Angel Whisper becomes much more annoying. It heals HP AND casts Auto-Life on one of her allies. The Ahriman's only real threat is Roulette which chooses a random unit and KOs that unit.

The objective here is to destroy all the objects meaning the Odd Statues. The Odd Statues have very low statistics and their HP is so low that one strike would take one down. Ranged attacks would work well so choose your units wisely. Don't let the other monsters get in your way however. Take them down first.

#64 Den of Evil ~

=====

There's a place free of laws beyond Tubola Cave, but you need a pass to get in. Paradise or Purgatory? You find out!

~ Da'aye, Streetear

Type: Engagement

Info Cost: 2400 Gil

Location: Tubola Cave

Appears at: After completion of Mission #20 Present Day.

Reward/s: 22600 Gil, 1x Random Item, 2x Random Cards

Req. Items: Helje Key

Req. Skills: Combat/Lvl.25

Req. Jobs: -

Available for: -

Difficulty: Slightly Hard

Enemies: Bishop

Time Mage

Gadgeteer

White Mage

Black Mage

Elementalist

If you want to unlock Jagd Helje, you must complete this mission. After receiving the Helje Key from the escapee, Julian, we find ourselves at Tubola Cave awaiting this new "area." Before you can enter however, you are going to have to prove your worthiness to these hardcore chicks.

Before you do anything, note the fact that all your enemies are magic-casters (Even the Gadgeteer is pseudo-magic). Therefore, bring in Templars or Time Mages to counteract them with Silence. Any MP-hurting attacks would do good here. Similarly, if you Berserk them, then they will be forced to use Fight moves. Even so, you have one major enemy that will most likely nullify status ailments.

The White Mage will act as the savior of this enemy group. Until you can defeat him, avoid using status ailments as they will just

be healed. However, while being a White Mage, he can also cast instant KO with the Alchemy Skill, Death. Even so, once the White Mage is down and out, the battle becomes easier as you can just Silence or Berserk your opponents.

The Viera Elementalist is very capable of knocking you off your feet. Fire Whip damages and Disables, Evil Gaze deals Dark damage and Confuses, and Sliprain deals Water damage and Slows. However, with Doublecast and the Red Mage technique, Sleep, expect two full spells right in your face. With Magic Pow+, her spells deal even more damage.

Next in line, you will find that the Black Mage loves Fire. Equipped with a Blaze Robe and a Flame Rod, he achieves that burning sensation with style. Luckily, this provides some advantage as the only Black Magic spells he can cast are Fire, Fira, and Firaga. Nevertheless, you will still want to watch out for Blue Mage techniques anyway. By now, your units should have levels higher than 20 so the normally devastating LV? S-Flare will be disabled.

Nearby, a Time Mage makes his appearance. Capable of Slow, Stop, Silence, and Demi, expect him to be a force to be reckoned with. If you don't want to be victimized by Time Magic, take him down with some long-range attacks. The Bishop has the largest ability list set-up obviously. Most of his spells are just offensive magic however. Still, beware of Break and Holy. The latter deals heavy Holy damage and Break Petrifies units on the spot.

Finally, the Gadgeteer stands toward the rear with his "one" Pandora ability. Silver Disc is a completely unpredictable move that will Blind either side through a flip of a coin. Being his only Pandora ability, the Gadgeteer obviously isn't capable of much. You might find Damage > MP to be the pit of some exasperation but it is easily bypassed with moves like Faster or Greased Bolt. If you don't have access to those, simply taking down his MP and then his HP within a single turn works too.

This battle can become incredibly easy or incredibly difficult. If you fail to work off the fact that your opponents are all magic-casters, then you might have some problems. The two most redeeming status ailment against these units would be, again, Silence and Berserk. As magic-units, their Weapon Defense falls a bit short so high-powered physical units, like always, will prevail.

#65 Exploration ~

=====

[] Exploration Tour

Want to travel to unspoilt wilderness where not even desert dwellers fare? Just 1,000 at the pub!

~ Ivalice Tourism Board

Type: Engagement

Info Cost: 900 Gil

Location: Gotor Sands

Appears at: After completion of Mission #16 The Big Find.

Reward/s: 0 Gil, 2x Random Items, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Medium
Enemies: Coeurl
Grenade
Ice Flan
Jawbreaker

Well what do you know? If it wouldn't be monsters we are engaging. You know our drill. Bring in six units and prepare to engage a Coeurl, a Grenade, an Ice Flan, and a Jawbreaker. Don't worry about difficulty; this is fairly easy.

The worst of the worst in this case would be the Coeurl. Its Weapon Attack power is pretty high, but Blaster will Petrify your entire team if you aren't careful. His other ability, Hastebreak, isn't used often, but can still become annoying as it Slows your units. When your Speed-logged Paladin gets Slowed, don't expect him to be of too much help as he'll probably get a turn every five other turns.

The Jawbreaker is another annoying one. Luckily, as long as you bring units without levels divisible by three or five, you should be eased a bit. LV3 Def-less basically destroys the Defense and Resistance statistics of units with levels divisible by three. Likewise, LV5 Death automatically KO's all units with levels divisible by five. That is not a good thing.

The Grenade is a lot easier to take care of, and should really be left until the end of the battle. Chill is a radius attack which damages, and also heals the Grenade itself. Weapon Atk+ makes Fight moves even more hurting, and Blowup is self-explanatory. In terms of the Ice Flan, you will want to watch out for Blizzara and a status ailmenting move, Acid.

With your magic casters, attack the Ice Flan first. If the Jawbreaker or Grenade is a priority to you, take them out with a physical strike. The Coeurl might require a group effort. Remember to "un"-Petrify your units with Softs often unless you like a living statue standing right there doing nothing. Winning this battle will also gain you the Jagd Alhi symbol.

#66 A Dragon's Aid ~

=====

A dragon is attacking Baguba, and only the Delia Wyrms can stop it! They'll talk to me if I bring them the Wurmstone!

~ Kita, Baguba Watch Chief

Type: Engagement
Info Cost: 6300 Gil
Location: Cyril
Appears at: After completion of Mission #102 Wyrms Awaken.
Reward/s: 31600 Gil, 2x Random Items, 2x Random Cards
Req. Items: Wurmstone
Req. Skills: -
Req. Jobs: -
Available for: 25 Days

Difficulty: Slightly Hard
Enemies: Icedrake
Firewurm

Thundrake
Dragoon x2

Despite the fact that you may have the Wurmstone, the Delia Wyrms are not very giving to requests. To test your determination, you must engage with the Delia Wyrms. If you win, they will help. If you lose, say goodbye.

The Delia Wyrms are led by two Dragoons. Both excel in Weapon Attack. The more powerful of the two is not the boss himself however. The actual Dragoon boss is the one holding the Genji gear. The boss Dragoon is fitted with all three "Breath" attacks along with Lancet which sucks the HP out of your units. The other non-"boss" Dragoon has higher Weapon Attack as stated before, but his abilities are a bit lacking. Lancet drains HP and Jump is a ranged attack.

The Dragons themselves are slaves of the Dragoon's control. Nearest the starting position, a Firewurm stands there looking intimidating. It holds Fire Breath which can blaze right through your units. The Icedrake has higher Weapon Attack along with Ice Breath. Mighty Guard increases Weapon Defense and Resistance. Finally, the last of the Dragons, the Thundrake, has Bolt Breath and Dragon Force which is capable of boosting Weapon Attack and Magic Power.

The objective here is to defeat the boss Dragoon. If you don't need the EXP, you can just put all your units on a collision-course with the boss. However strong he might be, he will easily fall to a full force of six units. Take him down, and the Delia Wyrms will agree to drive the Dragon out of Baguba Port.

#67 Missing Meow ~

=====

Please find my pet. His name is "meow" because he goes "meow meow."
He likes rabbit tails. Thank you!

~ Amelie, Owner of Meow

Type: Engagement

Info Cost: 600 Gil

Location: Deti Plains

Appears at: After completion of Mission #24 Royal Valley.

Reward/s: 27000 Gil, Ally Finder2, 1x Random Item, 2x Random Cards

Req. Items: Rabbit Tail

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Medium

Enemies: Coeurl (Meow)

Someone really can't take a hint. The Coeurl that you see here is "Meow" itself. Even more of an irony is the fact that "Meow" is a lvl.35 powerhouse. Anyhow, our objective is to bring it back home, but "Meow" obviously wants to play a bit longer. Time to take it in by force. Bring in four units and begin the battle.

"Meow" is a tough Coeurl to really control. At 350+ HP, it can also be a chore to take down. However, with four units, the battle flows through much quicker. Meow has two Action Abilities. Hastebreak inflicts Slow status and can break "Haste." Blaster is a ranged

attack that will Petrify if it lands a hit. The latter should be avoided as best as possible. For "Meow" itself, I'd suggest either pounding away at his HP or using Petrify. Simply Dooming him would work too.

#68 Fowl Thief ~

=====

A thief has been coming in the night and stealing our chickens!
Please, catch him for us!

~ Kariena, Little Girl

Type: Engagement

Info Cost: 600 Gil

Location: Cyril

Appears at: After completion of Mission #2 Thesis Hunt.

Reward/s: 3600 Gil, 2x Random Items

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Medium

Enemies: Thief (Dabarosa)

While you are only fighting one unit, this mission can become hard if you don't know what you are doing. You are allowed to bring in three units at maximum.

This battle would go much quicker if only... the Thief wasn't at level 7! The Thief is not your ordinary clan war pushover, but a much more powerful one. He has incredibly high attack statistics and his R-Ability, Counter, puts the pain with every strike you make against him. Because of that, Archers and Gunners are recommended. Anyhow, if you bring in two physical units, and a long-range unit, you should no trouble bringing the notorious Thief, Dabarosa down.

Use Potions often and you should overcome the Fowl Thief and complete this mission. If you have trouble, you might find it in your best interest to Blind Dabarosa so he can't strike. This isn't too hard, just apply yourself to beat him.

#69 Free Sprohm! ~

=====

One of the Borzoi Capos is in the mountain town of Sprohm! Keep an eye on him until we and the Sprohm Watch are ready!

~ Cyril Town Watch

Type: Capture

Info Cost: 400 Gil

Location: Sprohm

Appears at: After completion of Mission #68 Fowl Thief and reading "Area Freed!" rumor.

Reward/s: 2400 Gil, 2x Random Items

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Medium

Enemies: Warrior

White Mage
Thief (Warose)

Get yourself to Sprohm and prepare yourself for a slightly difficult battle.

The battlefield is a major doozy. If you have fought in Sprohm before, you have already experienced it. Why? Because the bumps and crazy cliffs are a pain to get around, and unless you have some ultra-crazy Jump stats, I don't think climbing these things will be easy. Anyhow, you are allowed six units which is a good number seeing that your opponent has only three. You will be engaging a Warrior, a White Mage, and a Thief by the name of Warose, a Clan Borzoi Capo.

The enemy units are fairly easy, except for the Capo, Warose, of course. I find it best to take out the White Mage before Warose as he will constantly heal the rest of the units. If you want to leave the Thief for last, you can do a number of things; Disabling him, Immobilizing him, or Blinding him. Either of the three will work, and by now, you should have access to those kind of abilities. Warose may look tough, but when you defeat his Warrior and White Mage backups, he becomes a piece of cake. Capture the Borzoi Capo and free the conflicting town of Sprohm!

#70 Raven's Oath ~

=====

Think you can push Clan Borzoi and its allies around? Next time, you face me: Dread Raven!

~ Raven, Borzoi Capo

Type: Engagement

Info Cost: 800 Gil

Location: Giza Plains

Appears at: After completion of Mission #69 Free Sprohm! and reading "Our Heroes" rumor. Sprohm Pub only.

Reward/s: 6400 Gil, 2x Random Items

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Slightly Hard

Enemies: Black Mage
Paladin (Raven)

For this next encounter with the notorious Clan Borzoi, you are going up against Raven the Holy Knight, and his Black Mage teammate. Only four units are allowed in, so be sure you send in a White Mage and a long-range unit along with one physical attacker, and a magic-caster.

The main threat here is Raven. At a whoppin' level 11, he can surely put the hurt on your units. Because of his two Holy attacks, Saint Cross and Holy Blade, I find it best to keep your distance for the time being. Luckily, he only has a Move statistic of 3 so you should find it fairly easy to stay out of his Holy Blade radius. The Black Mage is also a threat. Not only does it know powerful Black Magic, But he is also capable of launching the Blue Mage abilities; Acid and Matra Magic against you. Be sure you don't land any of your own

magic on him or else you'll be buffeted by your own spells.

Because the Black Mage has low Weapon Defense, I'd suggest sending your physical units against him. Raven, the Paladin, has strong Weapon Defense, but his Magic Resistance stats are slightly weaker. This is where your magic-caster comes in. Use your long-range unit to throw projectiles at Raven to cut away at his health. Defeat him to end this Borzoi Capo.

#71 Nubswood Base ~

=====

We've discovered a Borzoi Base in the Nubswood. Help us root this evil out of our lands forever!

~ Sprohm Town Watch

Type: Engagement

Info Cost: 1000 Gil

Location: Nubswood

Appears at: After completion of Mission #70 Raven's Oath and reading "Borzoi's Plan" rumor. Sprohm Pub only.

Reward/s: 7000 Gil, 2x Random Items, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Hard

Enemies: White Mage (Batalise)

Black Mage (Golitaire)

Red Mage (Hejaat)

Once you stumble upon the Borzoi base, the Red Mage will engage to drive you out. You are allowed to bring in four other units and you are engaging against a White Mage, a Black Mage, and a Red Mage. That's right, all magic! And another thing, they are all Borzoi Capos. Not good.

The White Mage is capable of Esuna and Shell, along with two healing moves. The Black Mage is fairly powerful with second rate magic spells (Fira, Thundara, and Blizzara). The Red Mage however, is the greatest adversary here. Not only does she hold the Doublecast ability which allows two consecutive spells in the same turn, but she knows Spirit Magic which can really cripple you.

It's best to take out the Red Mage first as she is the most versatile. If you want to differ, and take out the White Mage first so she can't heal, be my guest. Out of all three, the Black Mage, although powerful, is the least important. Win the battle and drive Borzoi out of their Nubswood base.

#72 Lutia Mop-up ~

=====

We found another nest of those Borzoi worms in Lutia Pass! We've got four of their capos already, only three to go!

~ Sprohm Town Watch

Type: Engagement

Info Cost: 800 Gil

Location: Lutia Pass

Appears at: After completion of Mission #8 Hot Awakening. Sprohm Pub

only.
Reward/s: 6000 Gil, 2x Random Items, 2x Random Cards
Req. Items: -
Req. Skills: -
Req. Jobs: -
Available for: 25 Days

Difficulty: Hard
Enemies: Black Mage
Sniper (Bishon)
Time Mage (Steraiz)

You are up against two Clan Borzoi Capos, so you can expect the battle to be pretty tough. Luckily, the terrain proves to be fairly easy to move around in, so you should have some ease taking all three of them out if you apply yourself correctly. You are allowed to bring in only four units, so make sure you choose carefully.

First of all, you should note that the Black Mage automatically starts off with an Auto-Life. Not good. All three of your opponents are difficult. They all hold powerful abilities, and all but the Black Mage hold a sub-job as well. The Time Mage can heal his allies, and the Sniper Capo holds some annoying Archer abilities. Make sure that the units you choose to bring in are well-trained and powerful.

Focus on the Black Mage or Time Mage first. The Sniper can wait, as it is the most difficult to kill off. If you have a Bishop who knows Dispel, or a Ninja that knows Unspell, you could easily remove the Black Mage's Auto-Life. If anything, the Time Mage has to go fast, as once it happens to cast Haste on the Sniper, you are in deep trouble.

If you are smart, you would have already brought in a White Mage. Make sure that you quickly cast something like Protect or Shell at the very beginning. Your White Mage should continually heal as necessary. Defeat the three of them, to wipe out two more Capos. Only one more to.

#73 Borzoi Falling ~

=====

The Clan Borzoi boss, Gukko, has turned up in Cyril, and he plans on escaping overseas. Now's our chance to get him!

~ Cyril Town Watch

Type: Engagement
Info Cost: 1000 Gil
Location: Cyril
Appears at: After completion of Mission #72 Lutia Mop-up. Cyril Pub only.
Reward/s: 7200 Gil, Secret Item (Shijin Shield), 2x Random Cards
Req. Items: -
Req. Skills: Combat/Lvl. 12
Req. Jobs: -
Available for: -

Difficulty: Hard
Enemies: Sniper
White Monk
White Mage
Fighter (Gukko)

Being the final battle with Clan Borzoi, you can expect their last piece of resistance to be a heavy one. You are up against their boss, Gukko, along with a few of his guards. And they are in no way, a pushover. Let's get this battle underway.

You start off on the upper level chasing Gukko all the way to here. Bring in some physical units, plus one or two magic units, and of course, a White Mage. Your enemies may be pretty heavy with their attack power, but their abilities aren't anything you haven't seen yet. However, Gukko the Fighter, has a whopping Attack power of 300! Therefore, I would strongly suggest you watch out for him. Not only that, but the S-Ability Doublesword makes his strikes even more lethal. Some may be able to KO your units with a single hit. All the more reasons to bring in a White Mage with some sort of reviving ability!

The Sniper holds a few normal moves, but it is also capable of the Fencer abilities, Manastrike and Shadowstick which will destroy your MP, or lower your Speed statistics. The White Monk is another terribly tough adversary here. While its Attack is not as crazy as Gukko's, you will still have some trouble around him. Watch out especially for Earth Render, which can hit every unit standing in front of him.

Basically, the shorter you cut this battle, the easier it becomes. You can practically cut the battle in half by going full at their White Mage. Try to defeat her as soon as possible, and then begin focusing on the Sniper and White Monk, while running away to stay out of the Fighter's regular Fight range. Far Fist is still deadly, but it is far less effective than Gukko's other moves. Therefore, if you manage to stay far away, Gukko will have to resort to his ranged attack. When the Sniper, White Monk, and the White Mage have been taken, go with all your force against Gukko. You should be able to overpower him enough to defeat him.

#74 Cadoan Watch ~

=====

There's a bomb infestation near the town of Cadoan! Please help us drive them back before Cadoan burns to the ground!

~ Cadoan Town Watch

Type: Engagement

Info Cost: 1500 Gil

Location: Cadoan

Appears at: After completion of Mission #75 and reading "Foreign Ship" and "Crime Ring" rumor. Cadoan Pub only.

Reward/s: 8200 Gil, 2x Random Items, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Easy

Enemies: Bomb x4

Mombomb (Mombomb)

Here we are, a Bomb battle just on the outskirts of the Cadoan town. To prevent them from getting into the city itself, you have to defeat all of them. However, although four of them play a role as a generic

Bomb, one of them is a Mombomb...

The four regular Bombs are fairly easy to take out. Remember that these Fire-based creatures are weak against Water or Ice attacks. They will also heal each other constantly using their Flame Attacks on each other. This generates another precaution; never use Fire elemental attacks against these monsters! It will only heal them.

The Mombomb should generate some curiosity. This monster not only holds the R-Ability, Counter, but also boasts Attack power above the 200 mark! If you brought in Black Mages to take out the Bombs with their Ice attacks, do not let the Mombomb get too close to you. With low Defense, the Mombomb's heavy Attack will knock you out usually in a single blow.

#75 Free Cadoan! ~

=====

The Redwings have reared their ugly head in Cyril. Help us and the Sprohm Town Watch drive them out!

~ Cadoan Town Watch

Type: Capture

Info Cost: 600 Gil

Location: Cyril

Appears at: After completion of Mission #74 Cadoan Watch and reading "The Redwings" rumor. Cadoan Pub only.

Reward/s: 2400 Gil, Secret Item (Red Robe), 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Medium

Enemies: Mog Knight x2

Don't you find it strange that the mission description states the "The Redwings have reared their ugly head in Cyril" but you are engaging in the town of Cadoan. Either I'm missing something or this is one of Square-Enix' bigger mess-ups.

Enter the battlefield, and meet your opposition; two Mog Knights. You are allowed to bring in up to four members. They don't have to be your best, as this battle isn't too tough. However, do make sure that they are at least capable of simple enemy attack. If you want to end this battle quickly, physical units will rip them to shreds.

Your two Mog Knight opposition are different. The higher level of the two has the R-Ability, Damage > MP, which converts all HP damage to MP damage automatically. Not only that, but he holds the Gunner A-Ability Concentrate, and four Juggler techs which can cause some problems. The other doesn't have any redeeming R-Abilities other than Concentrate, but he does have a few status ailmenting Gunmanship abilities.

Both of these Mog Knights have Attack power around the 220-240 mark. Magic-casters with weak Defense will fall if you allow them too near to these heavy attackers. If you need to avoid their Attack altogether, use long-range units like Archers, Hunters, or Snipers. Illusionists might work too. Just make sure they are protected.

#76 Fire Sigil ~

=====

Marilith Serpent, Falgabird of fire and brimstone, has been seen at Roda Volcano. Your duty is clear! Godspeed.

~ The Mysterious Minstrel

Type: Engagement

Info Cost: 1200 Gil

Location: Roda Volcano

Appears at: After completion of Mission #75 Free Cadoan and reading "Falgabird" rumor.

Reward/s: 4600 Gil, Fire Sigil, Secret Item (Random Item), 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Slightly Hard

Enemies: Mog Knight x3

Lamia (Marilis)

For the first Falgabird, we are engaging against Maralith the Lamia in the Roda Volcano area. She also holds three Mog Knights as allies so this battle might prove a bit difficult.

The main difficulty here is not Maralith herself, but rather the Mog Knights that back her up. The middle one has Counter, along with some Animist abilities. The right one (Right as in the direction right that you're clan should be facing at the beginning) holds some Black Magic techniques and Geomancy to boost their power. The left one has some Steal techniques including Steal: Weapon which you really want to watch out for.

The one you should target first would definitely be the Mog Knight with the Steal: Weapon ability. Therefore, you won't lose any effective weaponry, as that particular Mog Knight seems to enjoy frustrating you by stealing your most valuable weapons. Second, I would suggest Maralith herself. The other two Mog Knights may have annoying abilities, but Maralith can cast Poison Frog on you, along with putting your entire clan to sleep.

The key here is to Disable Maralith as quickly as possible. If you want a longer lasting, yet less effective solution, Blind her instead. Make sure that you don't put your units into lines, or group them together, unless you want to feel the wrath of Chocobo Rush or any Black Magic spells. Defeat everyone and win the mission along with the Fire Sigil.

#77 Free Baguba! ~

=====

Redwings calling themselves the "Magus Sisters" have turned up in Baguba. Help us fight this new menace to our people!

~ Baguba Town Watch

Type: Capture

Info Cost: 600 Gil

Location: Baguba Port

Appears at: After completion of Mission #12 Jagd Hunt and reading "TheSpiritstone" rumor.

Reward/s: 2400 Gil, Secret Item (Delta Fang), 1x Random Item, 2x
Random Cards

Req. Items: -
Req. Skills: -
Req. Jobs: -
Available for: -

Difficulty: Medium
Enemies: Naga x3

It's about time we are put up in one of these battles once again. Your opponents this time consists of three Lilith which are renamed the Naga. In fact, these are actually considerably easier than the Lilith. With whatever whatnot, send in six units and start the battle.

The main advantage here is that each Naga holds only one A-Ability. They are Kiss, Poison Frog, and Twister. Normally, a Lilith would hold all three abilities, but these Naga only hold one of each. Therefore, taking one out will disable your enemy's abilities to use that particular move.

With six members, this battle should be fairly easy. The only difficulty you might have would be their high levels. Cut out all three of these Magus Sisters to win the mission, and free Baguba Port from Redwing hold.

#78 Water Sigil ~

=====

Kraken Bolum, Falgabird of wave and water, has been seen at Nargai Cave. Your duty is clear! Godspeed.

~ The Mysterious Minstrel

Type: Engagement
Info Cost: 1200 Gil
Location: Nargai Cave
Appears at: After completion of Mission #77 Free Baguba! and reading "The Sages" rumor.

Reward/s: 18000 Gil, Water Sigil, Secret Item (Random Item), 2x
Random Cards

Req. Items: -
Req. Skills: -
Req. Jobs: -
Available for: -

Difficulty: Slightly Hard
Enemies: Mog Knight x3
Ice Flan (Kraken)

Years ago, a large squid-like monster was supposedly terrorizing the sea. Its name was Kraken, which is probably where these guys got the name. First off, a squid in no way, looks at all like an Ice Flan, so I can beg the question; what the hell were they thinking? Anyhow, bring in your six units and start the battle against the Falgabird of wave and water.

Kraken has three Mog Knights to help back him up. For the most part, their Weapon Attack is fairly high. Not only that, but they actually carry well-rounded items! Some of it may actually be worth stealing to sell later on. Your enemies hold both Charge and Gunmanship. Mog

Attack damages and pushes units back, Mog Aid heals HP, Mog Lance is another long-range attack, and Mog Rush is an all-or-nothing strike similar to the Beatdown ability.

Lucky for you, the Mog Knight's Gunmanship abilities aren't long range, and they don't hold Concentrate. In terms of Gunmanship A-Ability, they have the three elemental shots, as well as a few status ailmenting shots including, but not limited to; Stopshot, Blindshot, Silenshot, Confusshot, and Charmshot. Most of the time however, they don't use them.

Kraken himself isn't your ordinary Ice Flan, although he still is that easy to destroy with magic spells. If you look at his Defense, you will see that it's high up in the 800 area. Only an idiot would attempt to bring down its health with regular weapon strikes. If you bring in a high-powered Black Mage or some other magic caster, you should be able to bring down Kraken in one or two hits.

If you want to avoid Kraken's ice techniques, I'd suggest you send a powered Thundaga or Firaga strike at him. With Kraken's Magic Power, a taste of his Blizzaga can become deadly. Don't let the Mog Knights take advantage of you either. This isn't a "defeat the boss to win" mission, so if you defeat Kraken, but you lost most of your units, you might not win it.

#79 Wind Sigil ~

=====

Tiamat Dragoa, Falgabird of wind and storm, was seen in the Koringwood. Your duty is clear! Godspeed.

~ The Mysterious Minstrel

Type: Engagement

Info Cost: 1200 Gil

Location: Koringwood

Appears at: After completion of Mission #77 Free Baguba! and reading "The Sages" rumor.

Reward/s: 18000 Gil, Wind Sigil, Secret Item (Random Item), 2x
Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Slightly Hard

Enemies: Mog Knight x3

Thundrake (Tiamat)

If you already completed the other Sigil missions, this one should not be as tough. As you already know, the Falgabirds take the form of certain monsters throughout FFTA except they hold higher stats and more powerful abilities. For the Wind Sigil, we are faced against a Thundrake, and believe me, it is no pushover Thundrake.

Three Mog Knights also populate the enemy force. Bring in six of your units to start the battle. Make sure that they are powerful enough to take on a heavy-stat monster as Tiamat. The enemy Mog Knights will probably pose a threat as well. Regular Charge attacks include Mog Attack which pushes units back after damaging them, Mog Lance which is a ranged attack, Mog Aid which heals HP, and Mog Rush which deals heavy damage at a low hit rate.

The Mog Knight's Gunmanship techniques can become increasingly tough to counteract. You have the normal elemental shots along with some others. In short, these Mog Knights can possibly Confuse, Charm, Stop, Blind, and Silence you. Luckily, they don't hold any ranged weapon, and Concentrate isn't with them this time. Also, they don't normally use Gunmanship techniques so you won't have to worry too much.

Finally, Tiamat himself can pose quite a threat to your team. With a Weapon Attack power in the 270s, he can pose quite a threat with his attacks. Not only that, but Tiamat is also capable of unleashing Dragon Force which raises all his stats to cause you even more trouble. Bolt Breath is the standard Dragoon ability, and Geomancy powers Bolt Breath up even more.

You should definitely focus on Tiamat for the most part here. You DO NOT want to get hit with a Bolt Breath attack after a few Dragon Force ups and Geomancy. The Mog Knights can pose a slight threat with Mog Rush, but if you Blind or simply Disable them, they won't hurt you. Defeat every single enemy to beat the great Tiamat Dragoon and the Wind Sigil.

#80 Earth Sigil ~

=====

Lich De Mort, Falgabird of earth and stone, has been seen at Aisen Plains. Your duty is clear! Godspeed.

~ The Mysterious Minstrel

Type: Engagement

Info Cost: 1200 Gil

Location: Aisenfield

Appears at: After completion of Mission #77 Free Baguba! and reading "The Sages" rumor.

Reward/s: 18000 Gil, Earth Sigil, Secret Item (Random Item), 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Hard

Enemies: Mog Knight x3

Zombie (Lich)

The Earth Sigil is held by a Zombie. Lich de Mort is yet another Falgabird. Three Mog Knights support him as allies. Bring in your six units (Holy units are very useful here), and prepare for battle and the Earth Sigil.

You should make sure that your units are capable of taking down the three Mog Knights along with Lich as well. Therefore, you shouldn't bring in any weak members as you will definitely want the edge in battle here. Your three Mog Knights hold the standard Charge abilities which include Mog Aid, a healing move; Mog Rush, a heavy damage attack; Mog Attack, which pushes units back one square; and Mog Lance, a ranged attack.

With the addition to that, the Mog Knights not only hold Gunmanship techniques, but Stunt abilities as well! This battle differs from the

last three Sigil battles in this way. While they hadn't held Concentrate before, now they do, and with Mog Rush, they can surely bring the pain down. Watch out for their status ailmenting attacks and get them down as quickly as possible.

Lich de Mort himself is just a minor Zombie with some slightly higher Weapon Attack power. The fact that he is an Undead creature however gives you both advantages and disadvantages. First off, all Holy moves will deal double damage, or White Mage abilities will hurt instead of heal. However, you might want to leave Lich for last as he can also regenerate within three turns. His techniques include Drain Touch which steals your HP, Miasma which Poisons, and the standard R-Ability, Counter.

You can attempt to tackle this battle from different directions. For example, Disabling the Mog Knights will keep them at bay. You can also Charm them to hurt each other. If these kind of moves are not available to you now, using simple Fight moves swiftly should KO them quickly. Therefore, I would suggest bringing in mostly physical units for that. Lich is easily defeated, but I'd suggest you wait until all three Mog Knights are gone as he can regenerate obviously.

#81 The Redwings ~

=====

The Redwings base has been found in the Salikawood. Dark Knight Grissom, the Redwings boss is there. Godspeed.

~ The Mysterious Minstrel

Type: Engagement

Info Cost: 4000 Gil

Location: Salikawood

Appears at: After completion of Mission #77 Free Baguba! and reading "The Sages" rumor.

Reward/s: 22600 Gil, Secret Item (Reaper Cloak), 2x Random Cards

Req. Items: Spiritstone

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Hard

Enemies: Defender x2

Mog Knight x2

Paladin (Glasm)

Now hold your horses for a moment. I thought that Grissom was a Dark Knight rather than a Paladin. Even stranger, his battle name appears to be Glasm rather than Glissom. Whatever, I'm not here to question the game, so just bring in some strong units (This battle is tough), and prepare yourself for battle.

Two Mog Knights and two Defenders hold the title as "Glasm's" allies here. Seeing as you are fighting the Redwings boss right here, you can expect them to be his best elite troops. That is, for the most part, true. You have the Mog Knights holding some Charge abilities including Mog Attack, Mog Lance, Mog Aid, and Mog Rush. Not only that, but they also hold Stunt and Gunmanship abilities. You would want to watch out particularly for Stunt as you can get Stopped, Berserked, Confused, and Disabled fairly quickly. And with Concentrate learned, they can only get tougher.

Although the Mog Knights are tough, the Defenders are even tougher. Defend, in itself, is already an ability-type held in high esteem. They do hold heavy Attack power, and when that is increased with the destructive capabilities of Mow Down, you can expect some pain right off the bat. Also, you have some Spellblade Techniques which make up the three elemental blades, and the Dragoon elemental breath attacks. You might find it best to take out these Defenders as quickly as humanly (Or Viera-ly, or Moogle-ly, or Bangaa-ly, or Nu Mou-ly) possible.

The real deal here is Glasm himself. What would you expect anyhow? He is the Redwings' boss for God's sake! Chivalry abilities consist of a healing move, Nurse, the Holy-damage Saint Cross, and the incredibly powerful Holy Blade. Glasm also has a few Aim tricks up his sleeve to further show you his power. Weapon Def+ will make it even harder than it already is to take him down.

Units capable of status ailments are a must here. You WILL want to Disable or Blind Glasm as quickly as possible. In fact, you can simply Disable or Blind the rest of the group, and focus only on Glasm as he is the "Boss" after all, and the objective is; Defeat the "Boss." However powerful his Defense stays with Weapon Def+, he would not be able to survive six units by himself while the rest of his team wanders aimlessly around Blinded or Disabled. This is a fun battle, but don't let your guard down.

#82 Free Muscadet! ~

=====

Some Clan Borzoi leftovers have turned up in the town of Muscadet. Help us beat some sense into them!

~ Muscadet Town Watch

Type: Capture

Info Cost: 600 Gil

Location: Muscadet

Appears at: After completion of Mission #81 The Redwings and reading "Grissom's End" rumor. Muscadet Pub only.

Reward/s: 2400 Gil, Secret Item (Hanya Helm), 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Slightly Hard

Enemies: Ark Knight (Silverlock)

Assassin x2 (Celia, Redy)

I'll just assume that an Ark Knight is a Clan Borzoi's special term for Templar. And geez, they make it sound so cool. Anyhow, we're engaging some more Clan Borzoi scum here in Muscadet. Up against two deadly Assassins and an "Ark Knight," bring in powerful units and prepare for battle. Well, it should be three versus six. Give it a bit of thought though. Obviously, these three are a bit on the upper step compared to the normal engagements you might partake in. Nevertheless, a good effort will kick them out of the way.

The Assassin on the left is the last one in terms of Weapon Attack. However, know that she is the only enemy this time capable of using

a ranged weapon. Therefore, that Assassin can easily Stop your units from a distance with Shadowbind. Even worse, you can easily be KOed with Last Breath and Aponia Silences. Concentrate makes avoiding her moves even more difficult. The way I choose to take her on is through stealing the Master Bow. Therefore, her Weapon Attack goes down drastically, and she'll be forced to play hand-to-hand.

The opposite Assassin has much higher Weapon Attack and a very powerful weapon, the Masamune (I can already hear all you Chrono Trigger players). Nightmare puts units to Sleep and Dooms them. Ague Slows down units and Rockseal will Petrify. Along with that, she is also fitted with Sharpshoot techniques. Beso Toxic damages and Poisons. Death Sickle will inflict Doom status. Prevent her from using the latter move too often. In fact, I'd just suggest you Disable her altogether to avoid those terribly annoying moves.

And finally, we have our "Ark Knight." His line-up consists of standard Templar techniques. There's nothing that you haven't really seen already. Beware of Bonecrusher however. If he lands a counter-blow on you, that's 1.5x his Weapon Attack. Even worse, with Weapon Atk+, he can deal quite a bit of damage. Take him down quickly and rid this battle of that monster and Clan Borzoi altogether. Clan Borzoi forever! Not.

#83 ForeignFiend ~

=====

A giant snake is attacking our traveling merchants! We can't make our rounds like this. Someone please stop that thing!

~ Davoi, Merchant

Type: Engagement

Info Cost: 2000 Gil

Location: Ulei River

Appears at: After completion of Mission #82 Free Muscadet! and reading the "ForeignFiends" rumor.

Reward/s: 18000 Gil, 2x Random Item, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Medium

Enemies: Queen Lamia (Queen Lamia)

The first of the Foreign Fiends is a gigantic Lamia who calls herself the Queen Lamia. I find this name to be a bit over-exaggerated as the Queen Lamia herself really isn't anything except a high-levelled snake-woman freak. Apart from that, her abilities are basically those of a normal Lamia. Pfft.

Bring in four members. I strongly suggest long-range. Hunters work even better because they have techniques that are very anti-monster. You might also want to bring in an Archer to Blind or Disable the Queen Lamia. Anyhow, this gigantic Lamia's ability line-up consists of Night which puts all units to Sleep, Hand Slap which deals damage and delays the turn, and Poison Frog which Poisons and of course, turns one of your own into a Frog.

Night is completely with the Queen Lamia in this case. Because of the fact that this is a four-on-one fight, Night can only affect

your team. Apart from that, you might want to watch out for Poison Frog. Beware of the Queen Lamia's high Weapon Attack. That means don't be stupid and trigger her Counter ability every single turn.

#84 ForeignFiend ~

=====

A bizarre turtle-like monster is attacking the town! Somebody stop it!

~ Crusoi Inn

Type: Engagement

Info Cost: 2000 Gil

Location: Baguba Port

Appears at: After completion of Mission #83 ForeignFiend.

Reward/s: 20400 Gil, 2x Random Items, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Medium

Enemies: Adamantoise (Adamantoise)

The second of the Foreign Fiends is a giant Blade Biter going by the title of Adamantoise. With exception Weapon Attack and Defense, you might have some trouble getting through this one. Be sure you bring in a few magic-casting units, as that Weapon Defense is going to be hard to crack.

The Adamantoise, apart from sounding much more intimidating, is basically the same thing as a Blade Biter. Not only do they have the same sprites, but their abilities are the same. Limit Glove is the same ol', same ol' critical HP --> 999 HP damage --> ownage. Munch gives me a lot of problems as it breaks weapons. When my valuable weapons are broken apart, I usually restart the battle. Resonate Disables all physical units.

Let's compare Weapon Defense and Magic Resistance. The latter is about 300 points less. Obviously, you should be able to find the weakness here. However, most magic-casting units are weak in terms of Weapon Defense. If you do send in magic units, make sure that they won't be pummeled to pieces. A dead unit is a useless unit. Bringing in a White Mage just in case wouldn't be a bad idea.

#85 ForeignFiend ~

=====

A plant monster is attacking people, and the body count is rising! We need a weeder, quick!

~ Bokum, Townsperson

Type: Engagement

Info Cost: 2500 Gil

Location: Uladon Bog

Appears at: After completion of Mission #84 ForeignFiend.

Reward/s: 22600 Gil, 2x Random Items, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Slightly Hard
Enemies: Ochu (Ochu)
 Neochu (Neochu)

For the last Foreign Fiend fight, you are up against two super-Malboros. Yeah yeah, I know what you are thinking (or not). The mission stated very clear there was only one monster. Unless some people can't count or the Neochu had an offspring (highly unlikely), the mission description is just a mistake on the game's part.

Anyhow, these two Malboros hold the same ability set-up as their respected Malboro or Big Malboro counterparts. The Ochu holds all Malboro techniques which include: Goo and Bad Breath. The latter is capable of inflicting a large number of status ailments on you at once. I should not be the only one who thinks this is NOT cool. The Neochu differs from the Ochu with a few different abilities. Most noticeably, Goo is replaced with Soundwave which Dispels status enhancements.

As you should already know, all Malboro suck in terms of Speed. If you are smart enough to bring in speedy units, the battle advantage is given to you. Not to say that this battle is THAT tough anyway. Watch out for Bad Breath and pound away these two creatures to complete this Foreign Fiend mission.

#86 Last Stand ~
=====

I sense... a life-force possessing unfathomable magic powers! It would be folly to let it roam wild. Kill it! Kill it!
~ Shaton, Diviner

Type: Engagement
Info Cost: 4000 Gil
Location: Nubswood
Appears at: After completion of Mission #85 ForeignFiend.
Reward/s: 34000 Gil, Secret Item (Dread Soul), Secret Item (Judge Coat), 2x Random Cards
Req. Items: -
Req. Skills: -
Req. Jobs: -
Available for: -

Difficulty: Slightly Hard
Enemies: Dread Lord (Dread Lord)

Ooh, I like the look and mood of this battle. The old, stone area sets the atmospheric effect for the final Foreign Fiend, the Dread Lord. Seeing as he is the Lord of the Vampires, you can't possibly expect him to be a pushover now? Maybe he is. Bring in four units and begin the battle.

The Dread Lord is basically another Vampire. The only noticeable difference is the VERY high Weapon Attack. A single strike from the Dread Lord will most likely KO most units. Abilities consist of LV? S-Flare which deals Dark damage to all units with the same one's digits as the Dread Lord. Miasma deals damage and Poisons while Zombify inflicts Zombie status.

Look at this creature's Weapon Defense and Magic Resistance. This should really knock you off your feet. Both values are in the 500s

meaning that damaging this Dread Lord will not be easy. Therefore, you will find that abilities with set damage values like Demi or Gil Toss will be very effective. Holy spells from White Mages or the Paladin's Holy Blade deal extra damage as well. Expect this battle to take a VERY long time.

#87 Free Bervenia! ~

=====

Gukko is back in Cyril and planning to attack the palace with his newfound magical powers. Calling every town watch to arms!

~ Cyril Town Watch

Type: Capture

Info Cost: 400 Gil

Location: Bervenia Palace

Appears at: After completion of Mission #24 Royal Valley and freeing all areas.

Reward/s: 2400 Gil, Rukavi Soul, 1x Random Item, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Hard

Enemies: Apanda x2

Archademon x2

Vampire (Gutskor)

It's not fair. Gukko, even though he lost terribly, gets to come back in a Vampire form with a cool new name, Gutskor. Marche however is still his old snobby self despite the fact that he owns the most powerful clan in all of Ivalice. Jealousy aside, it's time, once again to push this monstrosity out of Ivalice once, and finally, for all.

Gutskor has on his side, two Apandas and two Archademons. They basically are Ahrimans and Icedrakes with cooler names because they are Gutskor's monsters. They have the same sprite, and even better, also have the SAME abilities as their lesser monster class. Both Apandas excel in Weapon Attack. Their ability to fly above the rest of the group makes it so that surrounding one wouldn't be enough to trap them in.

For the Apandas (Geez, this is getting annoying calling them that), you'd probably know that Roulette is problematic in itself. Once casted, a random unit on the map will be KOed automatically. You can usually tell when one will use it as the Ahriman (Apanda to remain consistent) will most likely fly to a corner or an isolated area. The faster you get rid of that Apanda, the less of a danger the battle will pose.

The two Archademons have incredibly high Weapon Attack. A single strike will most likely KO one of your weaker units. Therefore, you might find it best to pelt them from far away through ranged attacks. Try not to group your units together as Ice Breath will be as annoying as ever. "T"-formations are the worst thing you could possibly create. As you already know, Breath attacks damage within a "T"-radius.

Gutskor himself is now a Vampire living the jet-set. If you left him

for last with a legitimate amount of units still alive, then a few strikes should bring him down. Seeing as he's a Vampire, killing him off first would be fairly stupid as he revives within three turns anything. Of his abilities, watch out especially for Zombify. Holy attacks work wonders against him. Likewise, you can easily deal heavy damage with normally beneficial White Magic spells.

#88 The Worldwyrm ~

=====

The ley lines that run through Ivalice have gone awry -- the World Wyrm, Ogma is come again! Defeat him or Ivalice is doomed!

~ Jemingo, Geomancer

Type: Engagement

Info Cost: 3000 Gil

Location: Roda Volcano

Appears at: After completion of Mission #24 Royal Valley.

Reward/s: 22600 Gil, Ogma's Seal, 1x Random Item, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Slightly Hard

Enemies: WorldWyrm (Ogma)

Even after defeating Remedi, you still have many challenges ahead of you. The Worldwyrm is a powerful Thundrake that threatens the livelihood of all Ivalice. Currently making a ruckus in his cave at Roda Volcano, it is a matter of hours before he begins his rampage. Your clan has been fitted to put him back to sleep. Bring in four trustworthy units to go against this powerful monster. This isn't your ordinary monster round-up...

At lvl.46, Ogma the Thundrake is one heck of a Dragon. His Weapon Attack and Defense will go through the roof. Judging from his HP, cutting away at his health will be a problem just as well. While Ogma's regular attacks will generate enough power to KO most units within a single strike, Bolt Breath provides a much larger area of affect. In fact, if you position all four of units in a "T"-formation (of which is a very stupid thing to do), the Worldwyrm can actually blow all of them down with Bolt Breath.

A good mix of magic and physical strength is required here. Balance your units so that if one fails, the other could follow-up and hopefully finish Ogma off. I'd suggest casting Protect or increasing Defense before sending a unit off on an offensive against Ogma. A White Mage is very useful for that purpose. As a side note, be sure not to use Lightning attacks against Ogma. As a Thundrake, he won't be hurt at all.

#89 Moogle Bride ~

=====

My dearest Montblanc, I think of you always. If we could meet, I would much like to tell you how I feel in person.

~ Mogumi, Townsgirl

Type: Engagement

Info Cost: 3000 Gil

Location: Materiwood

Appears at: After completion of Mission #88 The Worldwyrn.
Reward/s: 18000 Gil, Esteroth, 1x Random Item, 2x Random Cards
Req. Items: -
Req. Skills: -
Req. Jobs: -
Available for: -

Difficulty: Medium
Enemies: Thief
Juggler
Time Mage
Mog Knight
Black Mage

Well what do you know? It appears as if Montblanc has been tricked and rejected. What a surprise (or not). I suppose you could have been expecting this drastic change of heart. Montblanc's lover is nothing more than a trick. Bring in five units in addition to the now heart-broken Montblanc and begin the battle against these trickers.

A Thief will most likely take the first turn for this battle. As a Thief, you should know to beware his steal techniques. Watch out for Steal: Weapon if you are bearing any rare pieces of weaponry you would rather keep. The nearby Juggler is problematic with a few of his Stunt techniques. Specifically speaking, Hurl, Ring, Ball and Smile. Ring can be annoying as it Stops a unit. Smile, when thrown at an ally, will Quicken.

The Time Mage and Black Mage can co-exist. The latter can throw very high-powered spells at you. Firaga, Thundaga, and Blizzaga can cut HP out very, very fast. The Time Mage can become with Haste and Stop. Avoid throwing magic spells at that unit as Return Magic will slingshot it right back at you.

#90 Clan Law ~

=====

We clans were made to steal work, to gain turf, were we not? All you fat and lazy clans, get ready for a rude awakening!

~ Secret Clan Coalition

Type: Engagement
Info Cost: 2000 Gil
Location: Ozmonfield
Appears at: After completion of Mission #89 Moogles Bride.
Reward/s: 13600 Gil, Master Brave, 1x Random Item, 2x Random Cards
Req. Items: -
Req. Skills: -
Req. Jobs: -
Available for: -

Difficulty: Medium
Enemies: Ba Boss
Hel Boss
Fes Boss
Gelm Boss
Kagle Boss

Well, all leading clans will eventually have some sort of rebellion or uprising occur against them. For this battle, you are up against

five bosses from various clans that have created a team to fight you. However, with you at the wheel, their futile attempts for control will only fail.

The Ba Boss plays a role as a Paladin and the pseudo-leader of this uprising. As a Paladin, his abilities are obviously powerful. With high Weapon Attack, he can become threatening to your group. Holy Blade should be avoided obviously. The Hel Boss' job is a Summoner. Capable of casting various Summon techniques, she will pose a threat. Remember that Summon magic is capable of hitting units two tiles out from center and one diagonally.

Next in line, the Fes Boss is just inching to get a taste of your blade. As a White Mage, you might want to take that unit down before he can heal his group. With a White Mage down, your opponents will be easier to defeat. The Gelm Boss is a Bangaa that will be sure to prove a problem with heavy Weapon Attack. Earth Render will be annoying as it deals damage to all units standing directly in front of him. Finally, the Kagle Boss, playing as a Nu Mou Sage will be the main magic-caster. Giga Flare is a high-MP spell that deals incredible damage to a group of units.

#91 Challengers? ~

=====

A swordsman from afar has come looking to challenge our strongest warrior. One look at the guy was enough to send me running!

~ Hulick, Swordsman

Type: Engagement

Info Cost: 2400 Gil

Location: Delia Dunes

Appears at: After completion of Mission #17 Desert Patrol.

Reward/s: 18000 Gil, Chirijiraden, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Medium

Enemies: Fighter

Here's to a cocky Fighter who believes that he can take on the strongest clan in all of Ivalice. With a one on one fight, the Fighter might win, but you are bringing in four of your most trusted clan members (I hope). Seriously, how hard can one Fighter be with four units to your disposal?

Sir Fighter here lies at a pretty high level. His Weapon Attack and Weapon Defense are incredibly high so you might want to watch out whenever he rears up to strike. Air Blast and Backdraft can deal incredible damage if he chooses to use them. Along with that, the Fighter can also Immobilize, Disable, and bypass R-Abilities through some Aim techniques. Strikeback nullifies incoming Fight moves right off the bat so don't even try.

However, if you look at his stats again, you should notice that Magic Resistance is nearly an entire 100 points below Weapon Defense. If you can possibly bring in some magic units that can take his initial punishment, you will be rewarded. Take advantage of the incredibly low (compared to Weapon Defense at least) Magic

Resistance and blast him away.

#92 Cursed Bride ~

=====

Save my son! He's been odd ever since he married that girl, and the other day I saw her turn into a snake and bite him!

~ Marcello, Merchant Recluse

Type: Engagement

Info Cost: 1000 Gil

Location: Eluut Sands

Appears at: After completion of Mission #10 Emerald Keep.

Reward/s: 8200 Gil, Secret Item (Last Letter), 1x Random Item, 2x
Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Medium

Enemies: Inverlilith

Here, you are up against a special breed of Lamia known as the "Inverlilith." Despite the different name, I don't see too much of a difference between ol' Snake-Lady here and some regulary Lilith. Get four members into the battle, and prepare for a fight.

Inverlilith here has a few abilities which might cause you some problems. Twister is probably one who hadn't seen yet. If you allow this creature to get within a few tiles of you, it is capable of using a Twister-attack which knocks off 1/2 of your HP, which when used against a high-HP unit as a Defender, becomes incredibly annoying. Not only that, but she can also Block Arrows, and use Kiss, which Charms and Dooms you.

If you want to avoid this Inverlilith altogether, I strongly suggest you take it out as quickly as possible with high Attack Power. Arrows won't work here, but a Gunner wouldn't hurt. The best you can probably do would be to round up a Beastmaster, and attempt to Control it every turn to avoid its powerful attacks.

#93 Flan Breakout! ~

=====

There's been an outbreak of flan near our logging site! They'll eat all the trees, and we'll be out of a job! Help!

~ Dals, Lumberjack

Type: Engagement

Info Cost: 1700 Gil

Location: Salikawood

Appears at: After completion of Mission #15 Scouring Time.

Reward/s: 13600 Gil, Heretic Rod, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Medium

Enemies: Jelly x2

Ice Flan x2

Mamaflan (Mamaflan)

Constantly, you will be meeting special monsters that are higher level and more powerful than the rest of the monster race. In this case, the Mamaflan (It looks like a Cream) will be your troublemaker and the ringleader of this group of Flan. Judging from past experience, I'd suggest you would bring in some magic units. Already knew that? Haha, you joker.

High-powered Black Mages would be useful here. However, any magic can do damage to Flan, so bring in the best you can get. Your Mamaflan has a few allies. The Jelly are capable of using Firaga as well as Sacrifice, a self KO move to heal another, and Acid, a move which inflicts a random status ailment on you. The Ice Flans hold Blizzaga obviously, and Sacrifice and Acid as well.

For the Big Bertha of this Flan clan (Hah, that rhymes), you might find it a bit difficult. The Mamaflan is the only Cream on the field with some Magic Power almost reaching 300. Mamaflan here is much more versatile with higher Speed (Although not enough to make a difference) and both Sacrifice and Acid. Also, Thundaga can hurt quite a bit if you aren't careful.

There is one thing you can do to fail this mission: bringing in all physical units. Think about it, what are you going to do against a bunch of 900-Weapon Defense Flans? With lower Magic Resistance, you can easily break them apart with magic. The most practical would be the Black Mage in this case. Ice the Mamaflan, Thunder against the Jellies, and Fire against the Ice Flans. If you are powerful enough, you should be able to take the Flans out within a single strike.

#94 Sorry, Friend ~

=====

We learned a summoning spell at school, but when I tried it at home, I couldn't get the monster to leave! Help me!

~ Orvis, Mage School Junior

Type: Encounter

Info Cost: 1500 Gil

Location: Deti Plains

Appears at: After completion of Mission #21 Hidden Vein.

Reward/s: 13600 Gil, Secret Item (Bangaa Helm), 1x Random Item, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Easy

Enemies: Jawbreaker (Kaikirith)

Well, here we are engaging a Jawbreaker that someone obviously failed to keep under control. Our mission is easy enough to understand; take down that Jawbreaker. Bring in four units and begin the battle.

As a level 34 Jawbreaker, this summoned monster might be a tough cookie to take down. Weapon Attack is in the 450s range. Rather than using abilities, this Jawbreaker will prefer to take you

down with sheer force rather than trickery. Even so, LV3 Def-less will only hurt your chances by taking down the Defense and Resistance of all units with levels divisible by three. Suffocate deals damage and delays turn.

Singlehandedly, this battle might pose a threat. However, with four against one odds, the difficulty is lifted a little bit. Take advantage of Kaikirith's lower Magic Resistance and pound its position with high-powered magic spells. Simply sending in strike after strike will do well. This is a very easy battle.

#95 Carrot! ~

=====

Oh my, what to do? My pet, Carrot, is hiding in her house and won't come out! Bring a spear, you may need it!

~ Mrs. Nanabu

Type: Engagement

Info Cost: 5000 Gil

Location: Jagd Helje

Appears at: After completion of Mission #24 Royal Valley and Mission #64 Den of Evil.

Reward/s: 40600 Gil, Secret Item (Malbow), 1x Random Item, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: 20 Days

Difficulty: Medium

Enemies: Malboro (Carrot)

... No comment.

"Carrot" appears to be another one of those crazy monsters that people happen to strangely like to take as pets. Anyhow, he sure is one vicious Malboro creature. With 520+ HP, be sure to have some trouble taking that down. Also, beware of Bad Breath as it can deal a number of status ailments in one casting. Fighting in a Jagd, there are no limitations. Pound Carrot and defeat him to win the mission.

#96 Shadow Clan ~

=====

[Clan [Your Clan Name]!] If you truly believe you are the strongest clan in Ivalice, we, Shadow Clan, challenge you!

~ Hanzou, Shadow Clan Boss

Type: Engagement

Info Cost: 4500 Gil

Location: Jagd Ahli

Appears at: After completion of Mission #24 Royal Valley.

Reward/s: 36000 Gil, Ninja Tabi, 1x Random Item, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Hard

Enemies: Assassin x2

Ninja x3 (Hanzou)

I guess you had never imagined a clan full of Ninjas and Assassins. Obviously, that kind of clan will be one toughie to defeat. The Shadow Clan here is a perfect example. The fight takes place in Jagd Ahli to make it even more dangerous.

Your enemies consist of three Ninjas including the boss, Hanzou, and two Assassins. If you aren't fast enough in taking all five of these down, time will run against you. The two Assassins are the main problem as they can use both Sharpshoot and Corner techniques. There are a few moves you want to avoid particularly. Rockseal can Petrify units into stone. Shadowbind can Stop units. Nightmare inflicts Sleep and Doom. The most dangerous of them all however, is Last Breath. Especially in a Jagd area, Last Breath provides an instant KO.

The Ninjas rely more on physical Weapon Attack than abilities. The only non-Double Sword Ninja is the boss himself, Hanzou. However, he can easily make up for that through Turbo MP and Phantasm Skill. The other Ninjas can deal heavy damage through Double Sword which basically enables them to hold two weapons. The one with Blue Magic should be taken down as soon as possible. If you can, Silence both Ninjas to avoid their magic.

The mission objective is to take down the Shadow Clan boss, Hanzou. Defeat him, and the battle is over.

#97 The Dark Blade ~

=====

He killed them all... with his dark blade, he slew all the men that went to rescue their comrade who fell to the Redwings...

~ Deetz, Streetear

Type: Engagement

Info Cost: 3000 Gil

Location: Jagd Dorsa

Appears at: After completion of Mission #24 Royal Valley.

Reward/s: 22600 Gil, Secret Item (Ebon Blade), 1x Random Item, 2x Random Cards

Req. Items: Spiritstone/Bent Sword

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Medium

Enemies: Paladin (Dark Knight)

The Dark Knight is an intimidating figure. WHY WON'T HE SAY ANYTHING! THE SILENCE!

Anyhow, this Paladin doesn't have a name apart from his title, Dark Knight. Obviously, he is a dangerous figure and a silent one at that too. At lvl.48, he will most likely cause many problems. Holy Blade will deal incredible damage with the high Weapon Attack he bears. Weapon Defense statistics go through the roof too. Magic-casters will work well off of Dark Knight's weaker Magic Resistance. However, make sure they don't get slain too fast.

Defeat the Dark Knight and he will agree to forge you the Dark

Blade. Otherwise known as the Ebon Blade.

#98 The Hero Blade ~

=====

Blacksmith Buckles lives outside town. Bring him materials and defeat him in battle, and he'll make a sword of legend for you!

~ Deetz, Streetear

Type: Engagement

Info Cost: 3600 Gil

Location: Baguba Port

Appears at: After completion of Mission #24 Royal Valley.

Reward/s: 27000 Gil, Secret Item (Excalibur2), 1x Random Item, 2x
Random Cards

Req. Items: Rusty Sword/Mysidia Alloy

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Medium

Enemies: Templar (Buckles)

We have the Dark Blade and now the Hero Blade. Buckles the Templar holds the ability to forge this next sword.

Buckles, despite his weird name, is a force to be reckoned with. As a Templar, his Weapon Attack goes through the roof and the rest of his stats follow closely. Not only will you find out that his attacks hurt, but it's hard to hurt him as well. Beware of Lifebreak if Buckle's HP is critical. Likewise, beware of Bonecrusher when attacking him at close range. 1.5x his Weapon Attack can be quite painful.

Defeat him and he'll agree to forge you the Hero Blade. The Excalibur2.

#99 The Fey Blade ~

=====

Wanna fight me? I'm the traveling swordsmith, Gagatoh! Defeat me, and I'll make you a fey blade, the likes of which have never been seen!

~Gagatoh, Traveling Swordsmith

Type: Engagement

Info Cost: 5000 Gil

Location: Siena Gorge

Appears at: After completion of Mission #24 Royal Valley.

Reward/s: 31600 Gil, Secret Item (Masamune 100), 1x Random Item,
2x Random Cards

Req. Items: Zodiac Ore/Blood Apple

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Hard

Enemies: Bladesmith (Gagat)

A master Gladiator, Gagatoh is a master of the blade as well as being a skilled fighter. Bring in four units and engage against this lvl.49 powerhouse.

Gagat will most likely scare most of your units off with his incredible Weapon Attack. Most Fight moves from him will probably KO your units within a single turn. If you fight him at weapon range, prepare to be struck by Counter. Take my advice and do your best to avoid attacks at weapon range. Long-range attacks or magic-casters are best suited here. His Spellblade Tech allows him to use Fire Sword, Bolt Sword, and Ice Sword.

Defeat Gagat one way or another and the Fey Blade is yours. The Masamune 100.

#100 Fiend Run ~

=====

There was a flood at the monster bank, and many of the monsters got out! Please capture those still on the loose!

~ Monster Bank Administration

Type: Encounter

Info Cost: 1200 Gil

Location: N/A

Appears at: Capture at least five monsters and talk to Monster Bank administrator at Cyril.

Reward/s: 8800 Gil, 1x Random Item, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: 20 Days

Difficulty: Medium

Enemies: Coeurl
Ahriman
Red Cap
Big Malboro

Once you locate the group of monsters on the world map, Marche will consider letting them go. Now why would you let go these monsters? Select Capture, and prepare for an engagement with the group of escaped monsters.

This is a simple monster battle up against these four. Bring in six units and engage. I'd suggest bringing in a Hunter with Capture if you actually want any new monsters. If you haven't caught a Coeurl yet, now would be a really good time to. The most difficult enemy here thus far would be the Coeurl in the back. You will want to avoid Blaster the best you possibly can.

The Ahriman doesn't pose too much of a threat. Circle might be annoying, but it holds low Attack power so you shouldn't have too much trouble with it. The Big Malboro is a whole different story however. Bad Breath is one of the most annoying moves in the game, as it is capable of inflicting a number of status ailments on you at one turn. Finally, the Red Cap can be slightly dangerous, but nothing special.

Defeat all monsters to win. If you want to capture, go ahead and use that Hunter. Defeat (or capture) all monsters to win the mission.

#101 Clan Roundup ~

=====

Bandit clans are stealing work and attacking without warning! They're giving us clans a bad name. Help us round them up.

~ Clan Center

Type: Encounter

Info Cost: 600 Gil

Location: N/A

Appears at: After completion of Mission #4 Desert Peril.

Reward/s: 4600 Gil, 2x Random Item

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: 25 Days

Difficulty: Medium

Enemies: Thief
Archer
Warrior
Black Mage
White Mage

Upon meeting the bandit clan, he will ask you for 3,000 Gil and you won't have to engage. If you agree, they won't engage, but you will fail the mission. Don't pay the Gil and prepare yourself for a battle.

This is just like a normal clan engagement. You are up against a clan of six who aren't too tough. Their Black Mage in the rear should not be much of a problem as he only knows third-rate Black Magic. However, the Warrior, Thief, and the Archer might cause some problems against you. You will want to particularly watch out for some of their abilities. The Warrior's Greased Bolt is incredibly annoying, and the Archer holds Cupid, a move which inflicts Charm status on your units.

Target the White Mage first and then begin focusing on the Thief and the Archer. Once those three are defeated, take out the Warrior in the back and of course, finish off the Black Mage. If you let this battle run too slowly, it will become much harder. Basically, the quicker you finish off the more powerful units, the better.

#102 Wyrms Awaken ~

=====

The dragons sleeping in Roda Volcano are awake and heading towards Baguba! Please help us hold them off.

~ Delia Royal Watchpost

Type: Encounter

Info Cost: 2700 Gil

Location: N/A

Appears at: After completion of Mission #17 Desert Patrol.

Reward/s: 22600 Gil, 2x Random Items, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: 35 Days

Difficulty: Slightly Hard

Enemies: Icedrake

Firewyrm x2
Thundrake x2

Find the blue soldier on the map (This is kind of contradictory as you are searching for dragons) and run into him. Obviously, seeing as dragons aren't very negotiating creatures, you automatically get sent into battle without a second thought. Well, I guess it's time to stop these wyrms.

In this particular battle, you are facing the wyrms of every element (Fire, Ice, Thunder). Therefore, if you are sending in a Black Mage, be sure he is capable of casting all three elements. Along with some magic-casters, I would suggest a few physical units thrown around in there somewhere to comprehend with the Dragons' heavy Weapon Attack. These Dragons aren't easy, so be sure your units are well-leveled and equipped.

First things first, the single Icedrake is one of the most difficult to defeat of this crowd. With heavy Weapon Attack, you can be sure that it can deal quite some damage. In terms of abilities: Mighty Guard raises Resistance and Defense, and Ice Breath delivers an icy aura. Both Firewyrms hold Guard-Off which throws off the Defense and Resistance of one of your units along with Fire Breath which is self-explanatory. Finally, the Thundrakes have Dragon Force which increases Attack and Power, along with you guessed it, Bolt Breath.

There really is no secret in terms of defeating these Dragons. Both Magic Power and Weapon Attack work fine, but I find it best to mix them together. Just remember that the Icedrake isn't effected by Ice attacks, the Firewyrms aren't effected by Fire attacks, and the Thundrakes aren't effected by Thunder attacks. Apart from that, you can just go crazy.

#103 Mythril Rush ~

=====

Professor Auggie's found a mythril vein in Tubola Cave using one of his new inventions! Talk to him -- you might get rich!

Type: Encounter

Info Cost: 1000 Gil

Location: N/A

Appears at: After completion of Mission #63 Missing Prof.

Reward/s: 7000 Gil, Secret Item (Silvril), 1x Random Card

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: -

Difficulty: Medium

Enemies: Fencer

Juggler

Illusionist

Sage (Auggie)

Professor Auggie, after the Tubola Cave experience, has apparently made himself rich through discovering a mythril vein. Approach his group on the world map and he will offer to sell you some mythril for 10,000 Gil. Since it is so much more easier just taking it, select "Just take it." Seeing as we had saved Professor Auggie from trouble two times in a row already, we are to punish his

ungratefulness. An act of treason? Nah, we just need the mythrill. All acquaintances aside, bring in six units and engage Auggie's team.

Auggie's team is evenly mixed between physical and magic. The Viera Fencer will most likely pose the least threat to your team. Although excelling in Weapon Attack, she fails to deliver a large enough threat. Swallowtail deals damage to all surrounding units, Piercethrough mimics a spear jab extending two tiles ahead, and Nighthawk is a standard ranged attack. Fight moves won't work either as Reflex will simply nullify them.

The other pseudo-physical unit is the Moogler Juggler. For a Juggler, he has surprisingly, fairly high Speed stats. As a Juggler, he can become a major danger especially with Ring which Stops units right in their tracks or Dagger which damages and Disables. Firebomb can be threatening against those units that don't rely on Fight moves, Ball Confuses on contact, and Smile automatically gives an ally the next turn.

Professor Auggie's right-hand-man is an Illusionist. His Phantasm Skill consists of Star Cross which deals Holy damage to all units, Stardust which rains meteors on all units, Soil Evidence which deals Earth damage to all units, and Wild Tornado which deals Wind damage to all units. However, the Illusionist does have a weakness. Because of the high cost of MP for each Phantasm Skill, taking out his MP should disable him.

Auggie himself is a disappointment somewhat. Being the super-Sage he should be, his abilities state otherwise. However, that doesn't mean that you shouldn't watch out for him. Water and Aero are the two standard offensive spells. They shouldn't pose much of a threat. Giga Flare on the other hand is much more devastating. Don't group your units together or you will fall to a full-powered Giga Flare blast.

Because of the fact that your opponents are evenly mixed in magic and physical attacks, dealing with them all at once can be difficult. You might find it better to work in steps. For example, casting Reflect on an ally will disable magic spells against that unit. Take out the physical units and the Reflected unit will be invincible against magic spells. Defeat all enemies and steal Auggie's mythrill. Heheh.

#104 Stolen Scoop ~

=====

Someone stole my latest scoop article, and I'll bet it was those guys at the Sprohm News. Get them before they reach Sprohm!

~ Eraile, Daily Baguba

Type: Encounter

Info Cost: 1200 Gil

Location: N/A

Appears at: After completion of Mission #16 The Big Find.

Reward/s: 9000 Gil, 1x Random Item, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: 25 Days

Difficulty: Easy
Enemies: Fencer
Soldier
Thief x2
White Monk

Find those scoop stealers and they will offer to give you an amount of Gil if you let them off. Obviously, we'd rather fight than take the easy way out, so refuse the deal and begin the battle. Luckily, this is going to be easy.

We are up against five opponents. Bring in six of your own and start the engagement. You are up against a Fencer, a Warrior, a Soldier, two Thieves, and a White Monk. The first of them, the Viera Fencer has only three abilities. Swallowtail is a radius-damage, Piercethrough is basically a Rapier thrusting two tiles out like a Spear, and Nighthawk is a ranged attack similar to Mog Lance or Air Render.

The Bangaa White Monk might pose a threat (It wouldn't even be a threat if you know what you're doing). Earth Render damages all enemies lined up directly in front of him, Chakra is a self-heal move, Revive brings up his allies obviously, and finally, Holy Sign basically Dispels all status enhancements from your allie, so don't think you can get through that with your status enhancers.

Both Thieves have some standard Steal abilities. You do not want them taking any valuable items from you. Luckily, they can't Steal abilities nor weapons. Further ahead, you might find a Soldier. Luckily, he won't pose any danger whatsoever. His techniques consists of First Aid, Mug, and Provoke. Unless he happens to Berserk your entire team, I doubt you will find him too much of a threat.

This is an easy battle at this point. Your enemies are lacking in abilities obviously. Use whatever stance you'd like and drop all enemies to get that scoop back. Well, at least you saved Baguba's scoop. Yay...!

#105 Smuggle Bust ~

=====

We suspect a clan is smuggling rare monsters in boxes, but we can't move until we have proof! Can you look into it?

~ Dellar, Palace Guard

Type: Encounter
Info Cost: 2000 Gil
Location: N/A
Appears at: After completion of Mission #16 The Big Find.
Reward/s: 13600 Gil, Secret Item (Chocobo Skin), 1x Random Item, 2x
Random Cards
Req. Items: -
Req. Skills: -
Req. Jobs: -
Available for: 40 Days

Difficulty:
Enemies: Hunter
Beastmaster
Malboro x2

Mystery Box x2

Find the blue wanderer on the world map, and run into him to stop him. Like so many previous encounters, the Nu Mou will attempt to bribe you by offering Chocobo Skin. Because we can take the Chocobo Skin along with defeating these smugglers, you should take the "Sorry, no deal" selection. Engage of course.

Let's see here. What exactly proves to us that the particular Beastmaster that attempted to bribe us before really was smuggling some illegal monsters? Well, unless our Nu Mou friend likes to send Mexican jumping beans in boxes, you can nearly be sure that those crates hold some not-so-legal creatures. And yet, he still claims he has nothing. Bring in six units and prepare yourselves for the inevitable battle.

The only two units in this battle you should really take too seriously would be the Beastmaster and the Hunter. The two Malboros are easily Disabled or Blinded so you can bypass them for the moment. The Nu Mou of this battle may not hold any A-Abilities apart from a few useless Control abilities. His Weapon Attack is in the 300s which is probably higher than your physical units at the moment. Just stay far away without letting him get a strike on you.

The Hunter is a whole different story however. His Weapon Attack is very high and can possibly KO your weaker units within a single shot. In terms of Hunt abilities, he holds Sonic Boom, an aura damaging shot which can easily cripple your units if you happen to place them around in large groups. Aim: Vitals inflicts a random status ailment, and Addle disallows your unit to use A-Abilities. Obviously, Weapon Atk+ makes this Hunter's arrows even more deadly.

The Malboros play no more than cannon fodder in this battle. Bad Breath is an annoying move though. Once its in range, the enemy Malboro can use Bad Breath to inflict a number of status ailments on you at a time. Although particularly exasperating, it's nothing that an Esuna spell or a Cureall can't heal. Along with that, Goo can Immobilize you.

That pretty much sums it up for the real opponents. If you are lucky, the Hunter will be the closest enemy. You should take him out before he happens to pick apart your team one by one. The Beastmaster, as explained before, holds high Attack Power so you might want to use ranged attacks or send units with heavy Weapon Defense. Once the threats are destroyed, you can simply demolish the boxes to capture this particular smuggling group.

#106 Resistance ~

=====

There's an underground resistance, trading anti-laws to defy the palace's rule! Try trading, you might get something good!

~ Ezel

Type: Encounter

Info Cost: 1200 Gil

Location: N/A

Appears at: Gossip with Ezel at Cadoan Card Keeper.

Reward/s: 6000 Gil, 2x Random Item, 1x Random Card

Req. Items: -

Req. Skills: -
Req. Jobs: -
Available for: 25 Days

Difficulty: Easy
Enemies: Fighter
Warrior
Time Mage
Thief (Thomson)

Find the traveling Law Card carrier, and he will offer a trade for his Antilaw versus your Pheonix Down. Since we like fighting so much, we prefer to get our Antilaw for free. Demand and you will engage.

Eh, this battle shouldn't be much trouble for you. It's six of your members against a group of four. Your enemies consist of three physical units along with a Time Mage, who is probably just there for kicks. The closest enemy to you as of the start is a Warrior. He has both Warrior abilities, and some Gladiator A-Abilities as well. The Fighter has fairly high attack power, and the Thief knows the Ninja A-Ability, Throw.

Focus on the Time Mage, as it is the easiest to take out. The Warrior should also be prioritized. Your opponents here are really pretty easy. Defeat all four, and you can take that Antilaw for free, instead of having to "pay" for your advantage.

#107 Old Friends ~

=====

We've run into a tough blade biter, and well, we've bit off more than we can chew! Please help!

~ Ritz

Type: Encounter
Info Cost: 600 Gil
Location: N/A
Appears at: After completion of Mission #18 Quiet Sands.
Reward/s: 4600 Gil, Beastspear, 1x Random Card
Req. Items: -
Req. Skills: -
Req. Jobs: -
Available for: 25 Days

Difficulty: Easy
Enemies: Bomb
Antlion
Blade Biter

Once you find Ritz, Marche will denote the fact that she seems worried. Then he goes all off-topic about a Blue Rose calming the soul. Anyway, if you have a Blue Rose, give it to Ritz for an Allmighty antilaw. Either way, you engage so whatever.

This mission is easy mainly because you have Ritz's entire clan on your side. Your enemies consist of three monsters. The Bomb is a standard-issue monster holding Flame Attack obviously. The Antlion is also fairly weak with LV3 Def-less (lowers Defense and Resistance of units with levels divisible by 3) and Sandstorm. The Blade Biter is the main problem obviously. Even so, it isn't that tough. Munch

breaks your ally's weapons so beware. Limit Glove deals 999 damage when the Blade Biter is critical.

The Antlion and Bomb are easy enough to defeat no matter what you throw against them. Like all Rockbeast, the Blade Biter has exceptional Weapon Defense, but it lacks in Magic Resistance. Use high-powered magic spells against it to save Ritz's clan and receiving the Beastspear.

#108 Poachers ~

=====

Oh, the fur of the kudik tiger -- that sheen! That silky feel! It's hard to come by, unless you happen to know a good poacher...

~ Flore, Ample Noblewoman

Type: Encounter

Info Cost: 1600 Gil

Location: N/A

Appears at: After completion of Mission #52 Friend Trouble.

Reward/s: 11400 Gil, Secret Item (Tiger Hide), 1x Random Item, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: 25 Days

Difficulty: Slightly Hard

Enemies: Archer x2

Gunner x2

Hunter x2

Hmph, poachers huh? Find the walking group along the world map, and he'll offer to sell you a skin for 3,000 Gil. Since we don't like paying for our stuff, let's start by giving him the cold eye. Prepare for a fight.

Take a look from the start of the battle to learn that every single one of your enemies is capable of long-range attack! With that, you shouldn't bother with trying to Immobilize a unit as they will be able to attack you anyhow. Bring in six units and get the battle started.

Your enemies here consist of two Gunners, two Archers, and two Hunters. The Archers hold a few status ailmenting abilities including Aim: Legs which Immobilizes, Aim: Arm which Disables, and Cupid which Charms. They also hold Concentrate which greatly increases their accuracy. Therefore, the chances of them landing a Cupid on you are pretty high. Both Archers should be prioritized.

Our Gunners are also very dangerous. They hold status ailmenting shots just as well and are capable of Confusing, Charming, Blinding, and Silencing your units. Like the other Archers, they also hold Concentrate which automatically boosts their accuracy up. The Hunters have Sonic Boom, a ranged attack with a damage radius, Advice which increases an ally's critical hit percentage, and Auto-Regen which annoyingly heals their HP every turn.

As I said, the Gunners and Archers should be taken out first so you won't have to deal with their status ailments later. It would be wise to bring in a White Mage capable of healing status as Charm

can seriously hurt you. Watch out for the Hunter's heavy Attack power, and basically, keep your units alive to defeat these poachers and get the Tiger Hide.

#109 Snow Fairy ~

=====

Signs of snow spotted! When the earth shines in seven hues, the snow fairies appear. Watch the weather with care.

Type: Encounter

Info Cost: 1200

Location: N/A

Appears at: After completion of Mission #13 The Bounty.

Reward/s: 9000 Gil, 1x Random Item, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: 20 Days

Difficulty: Easy

Enemies: Sprite

Grenade

Ice Flan

Like the other Encounter missions, you are looking for a certain figure on the world map. Find the Snow Fairy, and she'll hit a wave of nostalgia. Choose "No sweets!" and engage.

You are up against the Snow Fairy along with two of her icy friends. Bring in six units. Now wait just a second, did I say six units against three weakling monsters? Yes, you will find that this battle is very simple indeed. Your Snow Fairy holds only White Wind and Counter while the Grenade has Chill and Blowup. The Ice Flan has Acid and Blizzard.

This mission is a joke. There's no trick here, but to simply defeat everyone. Don't forget to use ONLY magic on the Ice Flan. Defeat every monster on the battlefield to win this very, very easy mission.

#110 Revenge ~

=====

H-Help! A man named Weaver wants me dead. Yes, it was my fault his family died, but I've repented!

~ Celebrant, Gelzak Church

Type: Encounter

Info Cost: 700 Gil

Location: N/A

Appears at: After completion of Mission #287 Weaver's War.

Reward/s: 13600 Gil, 2x Random Items, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: 25 Days

Difficulty: Medium

Enemies: Archer

Gladiator

Black Mage

Fighter x2 (Weaver)

If you waited until much later in the game to complete this mission, this battle will be very easy. Anyhow, Weaver is a vengeful Fighter who will stop at nothing to slay the man who was responsible for his family's death. Before he turns into a homicidal maniac, we better stop him.

Weaver's group is well-balanced... sort of. The Archer is the long-ranged attacker of this group. Aim: Legs and Aim: Arms are very annoying as they are capable of Immobilizing and Disabling you. The Bangaa Gladiator has legitimate Weapon Attack (for a Gladiator) along with the three Spellblades. If you have any elemental weaknesses, you'd probably want to avoid Fire Sword, Bolt Sword, or Ice Sword.

The Black Mage can become problematic, but he is easily defeated if you chase him. The double-Fighters are very dangerous. Weaver, the boss must be defeated to complete the mission. Weapon Atk+ makes him dangerous to your group. Weaver is easily stopped if you push all effort against him.

#111 Retrieve Mail! ~

=====

I mis-sorted the mail, and now the delivery man's off to Cadoan!
Stop that mail, use ANY MEANS NECESSARY. I'll take responsibility.
~ Marko, Mail Sorter

Type: Encounter

Info Cost: 2400 Gil

Location: N/A

Appears at: After completion of Mission #11 Pale Company

Reward/s: 11400 Gil, 1x Random Item, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Available for: 25 Days

Difficulty: Easy

Enemies: Gunner

Archer

Soldier

Animist

Warrior

Find the letter-bearer on the world map, and quickly "Grab the Mail." The mail deliverers really want to finish their jobs, so you can expect they won't just hand it to you. Prepare for an engagement.

You are up against five enemy units at the moment. For the most part, they are generic jobs without any redeeming qualities. You might have some trouble with the Gunner and his Charmshot, Confushot, etc. A-Abilities. He also holds Concentrate, but if you can possibly Blind him, he will be much easier to avoid. The enemy units hold many abilities, but nothing you haven't seen before. Take out all of them and retrieve the mail. Easy.

#112 A Challenge ~

=====

Yo, Clan [Your Clan Name]. You're quite popular lately. There's still

time for you to join us at Clan Baham... or else!

~ Mintz, Deputy Clan Boss

Type: Encounter

Info Cost: 600 Gil

Location: N/A

Appears at: After completion of Mission #4 Desert Peril.

Reward/s: 4200 Gil, 2x Random Items

Req. Items: -

Req. Skills: Negotiate/Lvl.4

Req. Jobs: -

Available for: 25 Days

Difficulty: Slightly Hard

Enemies: Thief

Archer

White Mage

Black Mage

Soldier (Mintz)

Find the Clan Baham, and they will ask for you to join their clan, or face engagement. If you are a girly-man, you probably chose to join their clan, which will not only fail you the mission, but change your clan title to Baham. Pfft, time to engage.

This battle is not too hard, but it can cause some trouble. The main problem here is the Soldier, Mintz. Yes, he's the annoying one who actually acts as if he has a chance against you. Beware of the fact that Mintz has not only the four statistic "Break" attacks, but some Fighter techs too. The Black Mage and the Thief should be neglected for the most part, as they don't hold anything redeeming or any noticeable abilities. The Archer can become particularly annoying with Aim: Arm, Aim: Leg, and his S-Ability, Concentrate, really can mess you up when comboed with those status ailmenting Aim attacks.

Take out the Archer first obviously, followed by the White Mage. If Mintz ever gets in your path, take him down as quickly as possible. With the Archer and Mintz down, the battle will be very easy. A cakewalk. Defeat all of your enemies and win the mission to keep your clan title!

#113 Watching You ~

=====

I think I'm being watched. People say I'm just paranoid, but I've been hearing flapping wings at night! Please investigate.

~ Titi, Shy Student

Type: Dispatch

Info Cost: 400 Gil

Location: N/A

Appears at: After completion of Mission #3 The Cheetahs.

Reward/s: 2800 Gil, Ahriman Eye, 1x Random Item

Req. Items: -

Req. Skills: -

Req. Jobs: -

Dispatch Time: 2 Battles

#114 Golden Gil ~

=====

I want you to research the origin of the golden gil in my shop. If it's really from the Age of Kings, it could be good for sales.

~ Shopkeeper, The Golden Gil

Type: Dispatch

Info Cost: 800 Gil

Location: N/A

Appears at: After completion of Mission #10 Emerald Keep.

Reward/s: 6400 Gil, Ancient Coins, 1x Random Item

Req. Items: -

Req. Skills: -

Req. Jobs: -

Dispatch Time: 20 Days

#115 Dueling Sub ~

=====

I've been challenged to a duel, but I'm scared. Will you go in my place? Just pretend to be me, OK?

~ Viscount Gatt

Type: Dispatch

Info Cost: 300 Gil

Location: N/A

Appears at: After completion of Mission #1 Herb Picking.

Reward/s: 1800 Gil, 1x Random Item

Req. Items: -

Req. Skills: -

Req. Jobs: Soldier

Dispatch Time: 3 Days

#116 Gulug Ghost ~

=====

We need someone to offer holy water at the shrine on the old Gulug Volcano. The female ghost is up to her old tricks again.

~ Oktoma, Townsperson

Type: Dispatch

Info Cost: 1600 Gil

Location: N/A

Appears at: After completion of Mission #20 Present Day. Huntmoon only.

Reward/s: 11800 Gil, Fire Sigil, 1x Random Item, 1x Random Card

Req. Items: -

Req. Skills: -

Req. Jobs: -

Dispatch Time: 2 Battles

#117 Water City ~

=====

A legendary city of water lies at the bottom of Bisebina Lake. We need constant updates -- please dive and report.

~ Hickle, Legend Researcher

Type: Dispatch

Info Cost: 1000 Gil

Location: N/A

Appears at: After completion of Mission #20 Present Day. Madmoon only.

Reward/s: 11800 Gil, Water Sigil, 1x Random Item, 1x Random Card

Req. Items: -

Req. Skills: -
Req. Jobs: -
Dispatch Time: 2 Battles

#118 Mirage Tower ~

=====

They say there's a mirage tower in the desert, where you can find
crystalized wind! The wind's good this year, maybe some's there?

~ Bran, Streetear

Type: Dispatch
Info Cost: 1600 Gil
Location: N/A
Appears at: After completion of Mission #20 Present Day. Bardmoon
only.
Reward/s: 11800 Gil, Wind Sigil, 1x Random Item, 1x Random Card
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 2 Battles

#119 A Barren Land ~

=====

There is a barren land to the east, where no grass will grow. I
want to know why! Bring me soil, as much as you can.

~ Powell, Researcher

Type: Dispatch
Info Cost: 1600 Gil
Location: N/A
Appears at: After completion of Mission #20 Present Day. Sagemoon
only.
Reward/s: 13200 Gil, Earth Sigil, 1x Random Item, 1x Random Card
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 1 Battle

#120 Cadoan Meet ~

=====

Mages! Want to compete in the Cadoan Mage Tourney? The tourney
will be split by class in a fight to see who's the strongest!

~ Mage Tourney Committee

Type: Dispatch
Info Cost: 1000 Gil
Location: N/A
Appears at: After completion of Mission #20 Present Day.
Reward/s: 10600 Gil, Magic Trophy, 1x Random Item, Secret Item
(1x Random Card)
Req. Items: -
Req. Skills: -
Req. Jobs: Black Mage
Dispatch Time: 1 Battle

#121 Sprohm Meet ~

=====

The Sprohm Battle Tourney is accepting contestants. Fight for
glory and honor! We've also prepared the usual monetary award...

~ Battle Tourney Committee

Type: Dispatch
Info Cost: 600 Gil
Location: N/A
Appears at: After completion of Mission #16 The Big Find.
Reward/s: 4200 Gil, Fight Trophy, 1x Random Item, Secret Item
(1x Random Card)
Req. Items: -
Req. Skills: -
Req. Jobs: Fighter
Dispatch Time: 1 Battle

#122 Run For Fun ~

=====

There will be a sporting event at our academy soon, but missing one member for our popular marathon team. Looking for a replacement.
~ Pollan, Blue Team Leader

Type: Dispatch
Info Cost: 600 Gil
Location: N/A
Appears at: After completion of Mission #7 Diamond Rain.
Reward/s: 5200 Gil, Sport Trophy, 1x Random Item, 2x Random Cards
Req. Items: -
Req. Skills: -
Req. Jobs: Juggler
Dispatch Time: 1 Battle

#123 Hungry Ghost ~

=====

A hungry ghost hound is causing a panic at the Earlchad Monastery and raiding the pantry. Please put it to rest.
~ Baldi, Head Monk

Type: Dispatch
Info Cost: 900 Gil
Location: N/A
Appears at: After completion of Mission #6 Antilaws.
Reward/s: 4200 Gil, Elda's Cup, 1x Random Item, 2x Random Cards
Req. Items: Dragon Bone
Req. Skills: -
Req. Jobs: -
Dispatch Time: 10 Days

#124 Pirates Ahoy ~

=====

We have reports that a large pirate band will be passing through our waters soon. We need good steel and young muscles!
~ Wilhem, Coast Guard

Type: Dispatch
Info Cost: 800 Gil
Location: N/A
Appears at: After completion of Mission #10 Emerald Keep.
Reward/s: 6400 Gil, Coast Medal, 1x Random Item, 2x Random Cards
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 2 Battles

#125 Castle Sit-In ~

=====

A group of youths are protest the capture of their friends at a castle in the south. Talk sense into them!

~ Hansrich, Security Chief

Type: Dispatch

Info Cost: 600 Gil

Location: N/A

Appears at: After completion of Mission #8 Hot Awakening. Huntmoon only.

Reward/s: 4600 Gil, Guard Medal, 1x Random Item, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Dispatch Time: 1 Battle

#126 Wine Delivery ~

=====

Looking for brave souls who will bring wine to sooth the parched throats of our heroes in battle. Come equipped for combat.

~ Devon, War Council Officer

Type: Dispatch

Info Cost: 1000 Gil

Location: N/A

Appears at: After completion of Mission #15 Scouring Time.

Reward/s: 7000 Gil, Rainbowite, 1x Random Item, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Dispatch Time: 10 Days

#127 Broken Tunes ~

=====

I've broken my lady's favorite music box. Please, repair it if you can. I would so much like to see her smile again.

~ Tirara, Maidservant

Type: Dispatch

Info Cost: 1000 Gil

Location: N/A

Appears at: After completion of Mission #276 Good Bread.

Reward/s: 11400 Gil, Cat's Tears, 1x Random Item, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Dispatch Time: 15 Days

#128 Falcon Flown ~

=====

My best hunting falcon, "Hyperion", has been gone for a day. Perhaps he is looking for his late master? Please find him!

~ Arno, Falconer

Type: Dispatch

Info Cost: 1400 Gil

Location: N/A

Appears at: After completion of Mission #18 Quiet Sands.

Reward/s: 11400 Gil, Dame's Blush, 1x Random Item, 2x Random Cards

Req. Items: Skull
Req. Skills: -
Req. Jobs: -
Dispatch Time: 10 Days

#129 Danger Pass ~

=====

Bandits are active in Goras Pass and are cutting off our trade routes. Please stop them before we go out of business!
~ Feugo, Wilhem & Co.

Type: Dispatch
Info Cost: 1500 Gil
Location: N/A
Appears at: After completion of Mission #165 Hundred-Eye.
Reward/s: 7800 Gil, Thunderstone, 1x Random Item, 2x Random Cards
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 15 Enemies

#130 Mist Stars ~

=====

Many of our children have never seen the stars due to the mists that cover our land most of the year. Can you help us?
~ Ulg, Astronomer

Type: Dispatch
Info Cost: 1200 Gil
Location: N/A
Appears at: After completion of Mission #16 The Big Find.
Reward/s: 9000 Gil, Stormstone, 1x Random Item, 2x Random Cards
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 2 Battles

#131 Adaman Alloy ~

=====

I'm afraid we've run out of adamantite. We can't run a business like this! Find us some, and I will make adaman alloy for you.
~ Elbo, Workshop Vargi

Type: Dispatch
Info Cost: 2000 Gil
Location: N/A
Appears at: After completion of Mission #13 The Bounty.
Reward/s: 0 Gil, Adaman Alloy, 1x Random Item, 2x Random Cards
Req. Items: Adamantite/Adamantite
Req. Skills: Smithing/Lvl.15
Req. Jobs: -
Dispatch Time: 2 Battles

#132 Mysidia Alloy ~

=====

Now taking orders for mysidia alloy. Only 10 orders can be filled, first come first served. Thank you.
~ Deunon, Workshop Rool

Type: Dispatch

Info Cost: 2000 Gil
Location: N/A
Appears at: After completion of Mission #12 Jagd Hunt.
Reward/s: 0 Gil, Mysidia Alloy, 1x Random Item, 2x Random Cards
Req. Items: Adamantite/Sivril
Req. Skills: Smithing/Lvl.15
Req. Jobs: -
Dispatch Time: 15 Days

#133 Crusite Alloy ~

=====

It's time for us to get back to work. Bring us good materials and we'll make you the best crusite alloy gil can buy!

~ Sabak, Workshop Berk

Type: Dispatch
Info Cost: 1800 Gil
Location: N/A
Appears at: After completion of Mission #11 Pale Company.
Reward/s: 0 Gil, Crusite Alloy, 1x Random Item, 2x Random Cards
Req. Items: Zodiac Ore/Zodiac Ore
Req. Skills: Smithing/Lvl.15
Req. Jobs: -
Dispatch Time: 10 Days

#134 Faceless Dolls ~

=====

I found a creepy road in the Ophanwood with faceless dolls all lined up. I can't bring myself to walk past -- are they safe?

~ Edist, Taylor

Type: Dispatch
Info Cost: 2000 Gil
Location: N/A
Appears at: After completion of Mission #18 Quiet Sands.
Reward/s: 10800 Gil, Blood Shawl, 1x Random Item, 2x Random Cards
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 10 Enemies

#135 Faithful Fairy ~

=====

I quit work, but I'm still concerned about my old co-workers. Please bring them fairy wings that they may sweep in style.

~ Mables, Former Maidservant

Type: Dispatch
Info Cost: 1000 Gil
Location: N/A
Appears at: After completion of Mission #19 Materite Now.
Reward/s: 10000 Gil, Ahriman Wing, 1x Random Item, 2x Random Cards
Req. Items: Fairy Wing
Req. Skills: -
Req. Jobs: -
Dispatch Time: 10 Enemies

#136 For The Lady ~

=====

A large amount of gil, meant to pay for the Lady Tiana's medicine,

has been stolen from Baron Ianna, and he wants it back.

~ Carnen, Streetear

Type: Dispatch

Info Cost: 1200 Gil

Location: N/A

Appears at: After completion of Mission #19 Materite Now.

Reward/s: 10600 Gil, Fairy Wing, 1x Random Item, 2x Random Cards

Req. Items: Stolen Gil

Req. Skills: -

Req. Jobs: -

Dispatch Time: 2 Battles

#137 Seven Nights ~

=====

My teacher's secret recipe says "stir without rest for seven days and seven nights." Will someone please stir for me!?

~ Hihat, Alchemist Adept

Type: Dispatch

Info Cost: 1600 Gil

Location: N/A

Appears at: After completion of Mission #18 Quiet Sands.

Reward/s: 11800 Gil, Goldcap, 1x Random Item, 2x Random Cards

Req. Items: Ancient Bills

Req. Skills: -

Req. Jobs: -

Dispatch Time: 15 Days

#138 Shady Deals ~

=====

Selbaden Church is up to something. The Father has been meeting in secret with merchant types. I bet there's shady deals afoot.

~ Sayen, Townsperson

Type: Dispatch

Info Cost: 1000 Gil

Location: N/A

Appears at: After completion of Mission #281 Janitor Duty.

Reward/s: 10600 Gil, Life Water, 1x Random Item

Req. Items: Secret Books

Req. Skills: -

Req. Jobs: -

Dispatch Time: 10 Days

#139 Earthy Colors ~

=====

I restored artwork for a living, but I'm out of paints. I need some rock from the mountains... Only the hardy need apply.

~ Rosseni, Atelier Wite

Type: Dispatch

Info Cost: 400 Gil

Location: N/A

Appears at: After completion of Mission #3 The Cheetahs.

Reward/s: 2800 Gil, Ancient Text, 1x Random Item

Req. Items: -

Req. Skills: -

Req. Jobs: -

Dispatch Time: 5 Days

#140 Lost Heirloom ~

=====

Please retrieve Estel's heirloom from the HQ of the greedy "Neighbor" merchant network! Justice must be done!

~ Fago, Ally of Justice

Type: Dispatch

Info Cost: 800 Gil

Location: N/A

Appears at: After completion of Mission #9 Magic Wood.

Reward/s: 6000 Gil, Justice Badge, 2x Random Items, 1x Random Card

Req. Items: Neighbor Pin

Req. Skills: -

Req. Jobs: -

Dispatch Time: 3 Battles

#141 Young Love ~

=====

I must tell her how I feel yet I lack the courage to lift a quill. Perhaps the air-light feather from an ahriman wing would do.

~ Hernie, Timid Youth

Type: Dispatch

Info Cost: 1600 Gil

Location: N/A

Appears at: After completion of Mission #22 To Ambervale.

Reward/s: 13200 Gil, Friend Pin, 1x Random Item, 2x Random Cards

Req. Items: Ahriman Wing

Req. Skills: -

Req. Jobs: -

Dispatch Time: 10 Days

#142 Ghosts Of War ~

=====

The wails of a soldier's ghost are troubling folk near the ruins of a church on an old battlefield in the east. Please help.

~ Marvin, Town Official

Type: Dispatch

Info Cost: 1400 Gil

Location: N/A

Appears at: After completion of Mission #22 To Ambervale.

Reward/s: 12400 Gil, Edaroya Tome, 1x Random Item

Req. Items: Tranquil Box

Req. Skills: Track/Lvl.40

Req. Jobs: -

Dispatch Time: 10 Days

#143 The Last Day ~

=====

My whole class's "Ancient Studies" homework was stolen! If he had some ancient object, we could do it again... Help!

~ Babins, 4th Grade Swords

Type: Dispatch

Info Cost: 200 Gil

Location: N/A

Appears at: After completion of Mission #1 Herb Picking.

Reward/s: 1800 Gil, Homework, 1x Random Item

Req. Items: Ancient Medal
Req. Skills: -
Req. Jobs: -
Dispatch Time: 5 Days

#144 The Bell Tolls ~

=====

They're rebuilding the Sart Clocktower that burned the other day.
Never know what you might find in the rubble, eh?
~ Tysner, Streetear

Type: Dispatch
Info Cost: 1800 Gil
Location: N/A
Appears at: After completion of Mission #17 Desert Patrol.
Reward/s: 9000 Gil, Dictionary, 1x Random Item
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 10 Days

#145 Goblin Town ~

=====

A goblin stole my favorite monster guide and buried it under a rock!
I'll give you a copy if you get mine back for me!
~ Ian, Inquisitive Youth

Type: Dispatch
Info Cost: 400 Gil
Location: N/A
Appears at: After completion of Mission #4 Desert Peril.
Reward/s: 3600 Gil, Monster Guide, 1x Random Item
Req. Items: Mythril Pick
Req. Skills: -
Req. Jobs: -
Dispatch Time: 1 Battle

#146 Secret Books ~

=====

We got the secret books proving Selbaden Church's shady deals,
but I'm scared they'll find it! How can I relax!?
~Anonymous

Type: Dispatch
Info Cost: 1600 Gil
Location: N/A
Appears at: After completion of Mission #22 To Ambervale.
Reward/s: 11400 Gil, Secret Books, 1x Random Item, 2x Random Cards
Req. Items: Stilpool Scroll
Req. Skills: -
Req. Jobs: -
Dispatch Time: 10 Days

#147 Words Of Love ~

=====

Ah, Locuna! I am but a servant, and you a noble's daughter. Our
love cannot be, but I must tell you how I feel! Poem, anyone?
~ Cristo, Lovestruck Youth

Type: Dispatch

Info Cost: 2000 Gil
Location: N/A
Appears at: After completion of Mission #18 Quiet Sands.
Reward/s: 10000 Gil, Rat Tail, 1x Random Item
Req. Items: Stilpool Scroll
Req. Skills: -
Req. Jobs: -
Dispatch Time: 10 Days

#148 You, Immortal ~

=====

Looking for someone to model for a statue to be put in the Royal Library's new wing. Youth, beauty, and physique a plus.
~ Cesare, Artist

Type: Dispatch
Info Cost: 600 Gil
Location: N/A
Appears at: After completion of Mission #6 Antilaws.
Reward/s: 4600 Gil, Stradivari, 1x Random Item, 2x Random Cards
Req. Items: Tonberry Lamp
Req. Skills: Craft/Lvl.10
Req. Jobs: -
Dispatch Time: 30 Days

#149 Clocktower ~

=====

The town clocktower has been struck by lightning, and the 12:00 gemstone lost. Need people to help with restoration.
~ Market Square Association

Type: Dispatch
Info Cost: 1000 Gil
Location: N/A
Appears at: After completion of Mission #16 The Big Find.
Reward/s: 11400 Gil, Clock Post, 1x Random Item, 2x Random Cards
Req. Items: Cat's Tears
Req. Skills: -
Req. Jobs: Gadgeteer
Dispatch Time: 20 Days

#150 An Education ~

=====

Nothing is more dear to me than my son, Lukel, yet he has never done well on tests. Won't someone tutor him?
~ Mrs. Kulel

Type: Dispatch
Info Cost: 600 Gil
Location: N/A
Appears at: After completion of Mission #6 Antilaws.
Reward/s: 3600 Gil, Fountain Pen, 1x Random Item, 2x Random Cards
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 5 Days

#151 Morning Woes ~

=====

Our rooster, Nikki, has taken to crowing well before sunrise. Now

the neighbors are complaining! Won't someone please help?
~ Mulchin, Grocer

Type: Dispatch
Info Cost: 900 Gil
Location: N/A
Appears at: After completion of Mission #8 Hot Awakening.
Reward/s: 5200 Gil, Earplugs, 1x Random Item
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 5 Days

#152 Down To Earth ~

=====

I have the incredible power to make things float just by looking at them. Problem is, I can't make them stop floating! Help!
~ Talkof, Psychic

Type: Dispatch
Info Cost: 200 Gil
Location: N/A
Appears at: After completion of Mission #4 Desert Peril.
Reward/s: 3400 Gil, Crystal, 1x Random Item
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 5 Days

#153 To Meden ~

=====

I had a dog when I worked in the Meden Mines. Could you find her bones and hold a memorial service in the mines for her?
~ Hugo, Baker

Type: Dispatch
Info Cost: 900 Gil
Location: N/A
Appears at: After completion of Mission #15 Scouring Time.
Reward/s: 8200 Gil, Old Statue, 1x Random Item, 2x Random Cards
Req. Items: Animal Bone
Req. Skills: -
Req. Jobs: -
Dispatch Time: 20 Days

#154 Neighbor! ~

=====

We're looking for a few good "neighbors"! Won't you join our world-wide network?
~ Pewl, Neighbor Network

Type: Dispatch
Info Cost: 600 Gil
Location: N/A
Appears at: After completion of Mission #10 Emerald Keep.
Reward/s: 5200 Gil, Neighbor Pin, 1x Random Item, 2x Random Cards
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 5 Days

#155 Honor Lost ~

=====

Some shady character are after our leader, Kerry! Can you help?
Please don't let anyone know we hired you.

~ Ed, Assistant Leader

Type: Dispatch

Info Cost: 800 Gil

Location: N/A

Appears at: After completion of Mission #7 Diamond Rain.

Reward/s: 5400 Gil, Broken Sword, 1x Random Item, 2x Random Cards

Req. Items: Bomb Shell

Req. Skills: -

Req. Jobs: -

Dispatch Time: 1 Battle

#156 Inspiration ~

=====

I can't think of a single plot hook! Not a word of dialogue!
Somebody please bring me an action-packed adventure novel.

~ Ruel, Novelist Apprentice

Type: Dispatch

Info Cost: 800 Gil

Location: N/A

Appears at: After completion of Mission #12 Jagd Hunt.

Reward/s: 10000 Gil, Broken Sword, 1x Random Item, 2x Random Cards

Req. Items: Runba's Tale

Req. Skills: -

Req. Jobs: -

Dispatch Time: 1 Battle

#157 Coo's Break ~

=====

"Coo," the star of our Royal Zoo, has escaped and the zookeeper
blames himself. An adventure novel should cheer him up.

~ Zoon, Zoomaster

Type: Dispatch

Info Cost: 1000 Gil

Location: N/A

Appears at: After completion of Mission #13 The Bounty.

Reward/s: 10000 Gil, Bent Sword, 1x Random Item, 2x Random Cards

Req. Items: Runba's Tale

Req. Skills: -

Req. Jobs: -

Dispatch Time: 5 Days

#158 The Match ~

=====

Looking for someone to judge the final match in a historic fight.
My blade vs. his spells! Current score: 100 to 100.

~ Nukkle, Soldier

Type: Dispatch

Info Cost: 1200 Gil

Location: N/A

Appears at: After completion of Mission #15 Scouring Time.

Reward/s: 8800 Gil, Rusty Spear, 1x Random Item, 2x Random Cards

Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 2 Battles

#159 The Deep Sea ~

=====

Could you help me appraise a work by Clif Lusac, the Muse of the Sea? Someone said it's a fake! I'll give you a badge!
~ Olwen, Art Dealer

Type: Dispatch
Info Cost: 1600 Gil
Location: N/A
Appears at: After completion of Mission #21 Materite Now.
Reward/s: 11400 Gil, Feather Badge, 1x Random Item, 2x Random Cards
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 3 Battles

#160 A Worthy Eye ~

=====

Only a sharp eye can find the best items! If you need an "insignia," bring me an item worthy of my eye!
~ E'oi the Elder

Type: Dispatch
Info Cost: 2700 Gil
Location: N/A
Appears at: After completion of Mission #11 Pale Company.
Reward/s: 0 Gil, Insignia, 1x Random Item, 2x Random Cards
Req. Items: Feather Badge/Delta Fang
Req. Skills: -
Req. Jobs: -
Dispatch Time: 15 Enemies

#161 Lost In Mist ~

=====

Our hill once called "The Sun's Home" is now called "The Hill of Mists." Can you find out why?
~ Nache, Townsperson

Type: Dispatch
Info Cost: 2000 Gil
Location: N/A
Appears at: After completion of Mission #17 Desert Patrol.
Reward/s: 10000 Gil, Ally Finder, 1x Random Item, 2x Random Cards
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 20 Days

#162 Darn Kids ~

=====

Lately, kids have been forming gangs and beating up on other kids. Maybe if we distract them with something they'd stop.
~ Victor, School Principal

Type: Dispatch

Info Cost: 2700 Gil
Location: N/A
Appears at: After completion of Mission #9 Magic Wood.
Reward/s: 11400 Gil, Ally Finder2, 1x Random Item, 2x Random Cards
Req. Items: Dame's Blush/Ally Finder
Req. Skills: Smithing/Lvl.20
Req. Jobs: -
Dispatch Time: 1 Battle

#163 Stage Fright ~

=====

Needed: charm for curing stage fright. I want the cutest girl in town, Ms. Rina, to notice me in the play, but I'm too nervous!
~ Emporio, Young Actor

Type: Dispatch
Info Cost: 2000 Gil
Location: N/A
Appears at: After completion of Mission #18 Quiet Sands.
Reward/s: 10600 Gil, Tranquil Box, 1x Random Item
Req. Items: Old Statue
Req. Skills: -
Req. Jobs: -
Dispatch Time: 15 Days

#164 Diary Dilemma ~

=====

My little brothers hid my diary somewhere in my house. I need you to find it before -- gasp -- my parents do!!!
~ Edwina, Concerned Girl

Type: Dispatch
Info Cost: 400 Gil
Location: N/A
Appears at: After completion of Mission #5 Twisted Flow.
Reward/s: 3600 Gil, Loaded Dice, 1x Random Item
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 2 Battles

#165 Hundred-Eye ~

=====

The great hunter Hundred-Eye's daughter, Kailea, has just started hunting; but frankly, she sucks. Someone please train her!

Type: Dispatch
Info Cost: 1200 Gil
Location: N/A
Appears at: After completion of Mission #16 The Big Find.
Reward/s: 9000 Gil, Snake Shield, 1x Random Item, 2x Random Cards
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 5 Battles

#166 Runaway Boy ~

=====

Need someone to find a runaway child and give him some homeknit clothes. The clothes will be ready as soon as I find thread.

Type: Dispatch
Info Cost: 800 Gil
Location: N/A
Appears at: After completion of Mission #9 Magic Wood.
Reward/s: 5400 Gil, Stasis Rope, 1x Random Item
Req. Items: Black Thread
Req. Skills: -
Req. Jobs: -
Dispatch Time: 10 Days

#167 Mad Alchemist ~

=====

Dig me a nice cave home. My bizarre experiments have earned me the moniker of "Mad Alchemist." Now I want to live alone.

~ Galdinas, Alchemist

Type: Dispatch
Info Cost: 400 Gil
Location: N/A
Appears at: After completion of Mission #3 The Cheetahs.
Reward/s: 3400 Gil, Mythril Pick, 1x Random Item
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 10 Days

#168 Caravan Guard ~

=====

Wanted: caravan guards. We are traveling merchants who sell our goods from town to town. We expect bandits in the pass ahead.

~ Sirocco, Caravan Leader

Type: Dispatch
Info Cost: 600 Gil
Location: N/A
Appears at: After completion of Mission #7 Diamond Rain.
Reward/s: 4600 Gil, Caravan Musk, 1x Random Item, 2x Random Cards
Req. Items: Elda's Cup
Req. Skills: -
Req. Jobs: -
Dispatch Time: 20 Days

#169 Lifework ~

=====

Needed: potion advice. Making the ultimate love potion is my life work. I'll be rich and famous for all time!

~ Dandarc, Palace Alchemist

Type: Dispatch
Info Cost: 600 Gil
Location: N/A
Appears at: After completion of Mission #9 Magic Wood.
Reward/s: 6000 Gil, Love Potion, 1x Random Item, 2x Random Cards
Req. Items: -
Req. Skills: -
Req. Jobs: Alchemist
Dispatch Time: 15 Days

#170 Cheap Laughs ~

=====

Our husband-and-wife comedy routine needs some pizzazz. Flashy magic and headdresses should do the trick. Can you help?

~ Will and Tita

Type: Dispatch

Info Cost: 600 Gil

Location: N/A

Appears at: After completion of Mission #8 Hot Awakening.

Reward/s: 4600 Gil, Tonberry Lamp, 1x Random Item

Req. Items: Bomb Shell

Req. Skills: -

Req. Jobs: -

Dispatch Time: 5 Days

#171 T.L.C. ~

=====

I need someone to heal my wounds so I can get my revenge on those stinking lizard bangaas that lured my platoon into a trap!

~ Gecklan, Platoon Leader

Type: Dispatch

Info Cost: 3500 Gil

Location: N/A

Appears at: After completion of Mission #17 Desert Patrol.

Reward/s: 7600 Gil, Stilpool Scroll, 1x Random Item

Req. Items: -

Req. Skills: Magic/Lvl.25

Req. Jobs: White Mage

Dispatch Time: 2 Battles

#172 Frozen Spring ~

=====

Someone's frozen our village's only spring, and it's not thawing. Our children are thirsty! Please help us.

~ Nino, Shepard

Type: Dispatch

Info Cost: 400 Gil

Location: N/A

Appears at: After completion of Mission #5 Twisted Flow.

Reward/s: 3400 Gil, Dragon Bone, 1x Random Item

Req. Items: -

Req. Skills: -

Req. Jobs: -

Dispatch Time: 20 Days

#173 No Scents ~

=====

Tonight's the night of my big date, and my dress and shoes are perfect, but I can't find my perfume anywhere! Help!

~ Lucy, Party Girl

Type: Dispatch

Info Cost: 600 Gil

Location: N/A

Appears at: After completion of Mission #9 Magic Wood.

Reward/s: 5200 Gil, Animal Bone, 1x Random Item, 2x Random Cards

Req. Items: Caravan Musk

Req. Skills: -
Req. Jobs: -
Dispatch Time: 15 Days

#174 On The Waves ~

=====

I found a message in a bottle: a cry for help from a southern isle! If only I could send something -- water even!

~ Luis, Flower Seller

Type: Dispatch
Info Cost: 1800 Gil
Location: N/A
Appears at: After completion of Mission #22 To Ambervale.
Reward/s: 13200 Gil, Skull, 1x Random Item, 2x Random Cards
Req. Items: Life Water
Req. Skills: -
Req. Jobs: Time Mage
Dispatch Time: 5 Enemies

#175 Spirited Boy ~

=====

My son is in the attic, pretending to be a monster that doesn't like homework! Maybe showing him a dictionary would work.

~ Sihaya, Mother of Three

Type: Dispatch
Info Cost: 700 Gil
Location: N/A
Appears at: After completion of Mission #6 Antilaws.
Reward/s: 6400 Gil, Clock Gear, 1x Random Item, 2x Random Cards
Req. Items: Dictionary
Req. Skills: -
Req. Jobs: -
Dispatch Time: 5 Days

#176 Powder Worries ~

=====

There's a lot of firearms coming into town lately. Thankfully, we've had no injuries... yet. Check into this matter with me.

~ Senole, Town Watch

Type: Dispatch
Info Cost: 1200 Gil
Location: N/A
Appears at: After completion of Mission #11 Pale Company.
Reward/s: 5400 Gil, Gun Gear, 1x Random Item, 2x Random Cards
Req. Items: -
Req. Skills: -
Req. Jobs: Gunner
Dispatch Time: 10 Enemies

#177 The Blue Bolt ~

=====

Our editor used to be so fast we called him "Blue Bolt." But he's lost it of late. We need something to jog his memory!

~ Elu, Cyril Times Reporter

Type: Dispatch
Info Cost: 1200 Gil

Location: N/A
Appears at: After completion of Mission #18 Quiet Sands.
Reward/s: 9000 Gil, Silk Bloom, 1x Random Item, 2x Random Cards
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 15 Enemies

#178 Sweet Talk ~

=====

Needed: speech trainer. I can't speak well. I'm always saying too much, or not enough! Please help!

~ Luhoche, Little Girl

Type: Dispatch
Info Cost: 950 Gil
Location: N/A
Appears at: After completion of Mission #13 The Bounty.
Reward/s: 7000 Gil, Moon Bloom, 1x Random Item, 2x Random Cards
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 10 Enemies

#179 Scarface ~

=====

My face was cut in a duel that I recklessly started. I wish to keep the scar as a penance, but how do I keep it from healing?

~ Tingel, Knight

Type: Dispatch
Info Cost: 1000 Gil
Location: N/A
Appears at: After completion of Mission #15 Scouring Time.
Reward/s: 9000 Gil, Blood Apple, 1x Random Item, 2x Random Cards
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 3 Battles

#180 Mirage Town ~

=====

Adventurer Phis seeks for the sign to the sky mirage city of Punevam. Get this: he says it's some kind of mushroom! Ridiculous!

~ Hoysun, Pub Customer

Type: Dispatch
Info Cost: 1600 Gil
Location: N/A
Appears at: After completion of Mission #18 Quiet Sands.
Reward/s: 11400 Gil, Magic Fruit, 1x Random Item, 2x Random Cards
Req. Items: Goldcap
Req. Skills: -
Req. Jobs: -
Dispatch Time: 10 Days

#181 Soldier's Wish ~

=====

I'm not long for this world, but I would like to see the town clock again before I go... Grandma always loved it.

~ Barus, OldSoldier

Type: Dispatch
Info Cost: 1400 Gil
Location: N/A
Appears at: After completion of Mission #16 The Big Find.
Reward/s: 10600 Gil, Power Fruit, 1x Random Item, 2x Random Cards
Req. Items: Clock Gear/Clock Post
Req. Skills: -
Req. Jobs: -
Dispatch Time: 1 Battle

#182 Dry Spell ~

=====

With all the sun we've been getting, we fear a drought. We need people to help open the sluice gates at Mitoralo.

~ Hinnel, Dam Official

Type: Dispatch
Info Cost: 1800 Gil
Location: N/A
Appears at: After completion of Mission #18 Quiet Sands.
Reward/s: 9600 Gil, Stolen Gil, 1x Random Item, 2x Random Cards
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 20 Days

#183 Swap Meet ~

=====

I found stacks of old bills at my house, but I want old medals with pictures of the goddess on them! Like to trade?

~ Gelp, Antiques Collector

Type: Dispatch
Info Cost: 1800 Gil
Location: N/A
Appears at: After completion of Mission #20 Present Day.
Reward/s: 1200 Gil, Ancient Bills, 1x Random Item, 2x Random Cards
Req. Items: Ancient Medal
Req. Skills: -
Req. Jobs: -
Dispatch Time: 5 Days

#184 Adaman Order ~

=====

Has your clan put in its order for adaman alloy? It sells out quick, so get your order in soon! How about our shop?

~ Elbo, Workshop Vargi

Type: Dispatch
Info Cost: 2500 Gil
Location: N/A
Appears at: After completion of Mission #87 Free Bervenial
Reward/s: 0 Gil, Adaman Alloy, 1x Random Item, 2x Random Cards
Req. Items: Adamantite/Adamantite
Req. Skills: Smithing/Lvl.35
Req. Jobs: -
Dispatch Time: 15 Days

#185 Magic Mysidia ~

=====

It was recently discovered that mysidia alloy is enchanted with ancient magic! Better buy some before the prices go up!

~ Deunon, Workshop Rol

Type: Dispatch

Info Cost: 3000 Gil

Location: N/A

Appears at: After completion of Mission #184 Adaman Order.

Reward/s: 0 Gil, Mysidia Alloy, 1x Random Item, 2x Random Cards

Req. Items: Adamantite/Silvril

Req. Skills: Smithing/Lvl.35

Req. Jobs: -

Dispatch Time: 2 Battles

#186 Conundrum ~

=====

If you made a shield and a sword from the strongest of all alloys -- crusite -- which would be stronger? Come and let's find out!

~ Sabak, Workshop Berk

Type: Dispatch

Info Cost: 3000 Gil

Location: N/A

Appears at: After completion of Mission #24 Royal Valley.

Reward/s: 0 Gil, Crusite Alloy, 1x Random Item, 2x Random Cards

Req. Items: Zodiac Ore/Zodiac Ore

Req. Skills: Smithing/Lvl.35

Req. Jobs: -

Dispatch Time: 10 Enemies

#187 Lucky Night ~

=====

Announcing: Casino Party. Test your luck at our one-night-only casino party! All welcome.

~ Matim, Steward

Type: Dispatch

Info Cost: 2000 Gil

Location: N/A

Appears at: After completion of Mission #24 Royal Valley.

Reward/s: 18000 Gil, Rat Tail, 1x Random Item, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Dispatch Time: 15 Days

#188 Tutor Search ~

=====

I seek my childhood tutor, Yoel. I have a promise to keep to him. It means very much to me.

~ Count Anet

Type: Dispatch

Info Cost: 1600 Gil

Location: N/A

Appears at: After completion of Mission #187 Lucky Night.

Reward/s: 11400 Gil, Rusty Sword, 1x Random Item, 2x Random Cards

Req. Items: -

Req. Skills: -
Req. Jobs: -
Dispatch Time: 15 Enemies

#189 Why Am I Wet? ~

=====

I don't want to have to move, but it has started raining far too much around my house. Please find out why.

~ Ivan, Gold Sculptor

Type: Dispatch
Info Cost: 1800 Gil
Location: N/A
Appears at: After completion of Mission #187 Lucky Night.
Reward/s: 13600 Gil, Broken Sword, 1x Random Item, 2x Random Cards
Req. Items: -
Req. Skills: -
Req. Jobs: Red Mage
Dispatch Time: 15 Enemies

#190 Run With Us ~

=====

We are the Lightning Brothers, bound by blood-oath and iron law! Why don't you try joining us and see if you like it?

~ LBs, Emissaries of Justice

Type: Dispatch
Info Cost: 2000 Gil
Location: N/A
Appears at: After completion of Mission #189 Why Am I Wet?
Reward/s: 18000 Gil, Bent Sword, 1x Random Item, 2x Random Cards
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 40 Days

#191 Lucky Charm ~

=====

Someone please find me an item that will lose to no bad luck, and a charm or spell to ward off evil spells. I'm fighting!

~ Milea, Determined Lady

Type: Dispatch
Info Cost: 1200 Gil
Location: N/A
Appears at: After completion of Mission #189 Why Am I Wet?
Reward/s: 9000 Gil, Rusty Spear, 1x Random Item, 2x Random Cards
Req. Items: Rat Tail
Req. Skills: -
Req. Jobs: -
Dispatch Time: 40 Days

#192 Alchemist Boy ~

=====

Please stop my brother, Hasmir before someone gets hurt. He thinks he's an alchemist but all he makes is smoke and explosions!

~ Gretzel, Townsgirl

Type: Dispatch
Info Cost: 400 Gil

Location: N/A
Appears at: After completion of Mission #191 Lucky Charm.
Reward/s: 4600 Gil, Insignia, 1x Random Item, 2x Random Cards
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 2 Battles

#193 Thorny Dreams ~

=====

The bangaa girl "Eleono" ssleepss in the Thoussand-Thorn Wood.
Looking for a clanner to find out why she ssleepss.
~ Vajiri, Bangaa

Type: Dispatch
Info Cost: 2000 Gil
Location: N/A
Appears at: After completion of Mission #187 Lucky Night.
Reward/s: 16000 Gil, Blood Apple, 1x Random Item
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 20 Days

#194 Free Cyril! ~

=====

The town Cyril has fallen into the hands of Clan Borzoi. We need you
set a trap to get them out of our town!
~ Cyril Town Watch

Type: Capture
Info Cost: 600 Gil
Location: N/A
Appears at: After completion of Mission #68 Fowl Thief, and reading
"Thief Exposed!" rumor.
Reward/s: 2400 Gil, 2x Random Items
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 3 Days

#195 Ship Needed ~

=====

I need a ship to take to the barbarian lands. It's just me, so a
small craft will do.
~ Strange Warrior

Type: Dispatch
Info Cost: 600 Gil
Location: N/A
Appears at: After completion of Mission #73 Borzoi Falling, and
reading "Borzoi's End" rumor.
Reward/s: 4200 Gil, 2x Random Items, 2x Random Cards
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 1 Battle

#196 Mind Ceffyl ~

=====

Bring me the sigils of "fire" and "wind." I shall craft from them
a mind ceffyl, needed to make a spiritstone.

~ Melmin, Sage of the West

Type: Dispatch

Info Cost: 3800 Gil

Location: N/A

Appears at: After completion of Mission #77 Free Baguba! and reading
"The Sages" rumor.

Reward/s: 0 Gil, Mind Ceffyl

Req. Items: Fire Sigil/Wind Sigil

Req. Skills: -

Req. Jobs: -

Dispatch Time: 3 Battles

#197 Body Ceffyl ~

=====

Bring me the sigils of "earth" and "water." I shall craft from them
a body ceffyl, needed to make a spiritstone.

~ Bastra, Sage of the East

Type: Dispatch

Info Cost: 3800 Gil

Location: N/A

Appears at: After completion of Mission #77 Free Baguba! and reading
"The Sages" rumor.

Reward/s: 0 Gil, Body Ceffyl

Req. Items: Earth Sigil/Water Sigil

Req. Skills: -

Req. Jobs: -

Dispatch Time: 3 Battles

#198 The Spiritstone ~

=====

Bring the two ceffyls to me, and I shall use my alchemy to craft a
spiritstone for you.

~ Kespas, Sage of the South

Type: Dispatch

Info Cost: 3800 Gil

Location: N/A

Appears at: After completion of Mission #77 Free Baguba! and reading
"The Sages" rumor.

Reward/s: 0 Gil, Spiritstone

Req. Items: Mind Ceffyl/Body Ceffyl

Req. Skills: -

Req. Jobs: -

Dispatch Time: 4 Battles

#199 Girl In Love ~

=====

I've got a new boyfriend! He's a brave knight, with chestnut hair.
Could you tell our fortune with the white thread?

~ Carena, Young Girl

Type: Dispatch

Info Cost: 400 Gil

Location: N/A

Appears at: After completion of Mission #2 Thesis Hunt. Bardmoon
only.

Reward/s: 3400 Gil, Magic Medal, 1x Random Item
Req. Items: White Thread
Req. Skills: -
Req. Jobs: White Mage
Dispatch Time: 2 Battles

#200 Chocobo Help! ~

=====

Need: Help during the Chocobo spawning season.

- Private room - Meals
- No experience required
- Childcare - Any race

~ Sasasha, Chocobo Ranch

Type: Dispatch

Info Cost: 200 Gil

Location: N/A

Appears at: After completion of Mission #2 Thesis Hunt. Bardmoon
only.

Reward/s: 100 Gil, Chocobo Egg, 1x Random Item

Req. Items: -

Req. Skills: -

Req. Jobs: -

Dispatch Time: 5 Days

#201 The Skypole ~

=====

Have you heard of the skypole on the southern peninsula? They it's
a stairway to the gods! I'd like to see that!

~ Tay, Streetear

Type: Dispatch

Info Cost: 600 Gil

Location: N/A

Appears at: After completion of Mission #2 Thesis Hunt.

Reward/s: 2400 Gil, Ancient Medal, 1x Random Item

Req. Items: -

Req. Skills: -

Req. Jobs: -

Dispatch Time: 10 Days

#202 Ruins Survey ~

=====

Looking for people to join in a survey of the Istar Ruins to be
held again this year. See ancient history first hand!

~ Rekka, Relics Board

Type: Dispatch

Info Cost: 1000 Gil

Location: N/A

Appears at: After completion of Mission #19 Materite Now!

Reward/s: 10800 Gil, Ancient Medal, 1x Random Item, 1x Random Card

Req. Items: -

Req. Skills: -

Req. Jobs: -

Dispatch Time: 10 Days

#203 Dig Dig Dig ~

=====

Zezena Mines: Discovery of the Parum Family, scene of mechanist

innovation! We must dig until we find a new mine shaft! Dig!
~ Zezena Mines Co.

Type: Dispatch
Info Cost: 1600 Gil
Location: N/A
Appears at: After completion of Mission #20 Present Day. Madmoon
only.
Reward/s: 11800 Gil, Zodiac Ore, 1x Random Item, 1x Random Card
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 1 Battle

#204 Seeking Silver ~
=====

Before the Bell Mines became known for mythril, they were silver
mines. Help me look for leftover silver near the west wall.
~ Hoholum, Gayl Stoneworks

Type: Dispatch
Info Cost: 400 Gil
Location: N/A
Appears at: After completion of Mission #12 Jagd Hunt.
Reward/s: 3400 Gil, Silvril, 1x Random Item
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 15 Days

#205 Materite ~
=====

In the western edge of the Materiwood, materite can be gathered
with ease if you go at the right time. Go have a look!
~ Sals, Pub Customer

Type: Dispatch
Info Cost: 600 Gil
Location: N/A
Appears at: After completion of Mission #6 Antilaws. Kingmoon only.
Reward/s: 0 Gil, Materite, 1x Random Item
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 10 Days

#206 The Wormhole ~
=====

A giant worm is causing considerable damage to our fields as it
looks for leestones in the ground. Someone please stop it!
~ Anton, Farmers' Guild

Type: Dispatch
Info Cost: 600 Gil
Location: N/A
Appears at: After completion of Mission #148 You Immortal. Huntmoon
only.
Reward/s: 2800 Gil, Leestone, 1x Random Item, 2x Random Cards
Req. Items: -
Req. Skills: -

Req. Jobs: -
Dispatch Time: 10 Days

#207 Metal Hunt ~

=====

I found a turtle burial ground at a mountain shrine. I keep going back in hopes that I might find some adamantite!

~ Catess, Traveler

Type: Dispatch
Info Cost: 400 Gil
Location: N/A
Appears at: After completion of Mission #6 Antilaws.
Reward/s: 2400 Gil, Adamantite, 1x Random Item, 1x Random Card
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 15 Days

#208 Math Is Hard ~

=====

I've been at this equation for months. Never have I been so stumped in my life! Won't someone take a crack at this with me?

~ Kosyne, Mathematician

Type: Dispatch
Info Cost: 600 Gil
Location: N/A
Appears at: After completion of Mission #7 Diamond Rain.
Reward/s: 4200 Gil, Black Thread, 2x Random Items, 1x Random Card
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 10 Days

#209 The Witness ~

=====

Wanted: bodyguard. I witnessed a crime and now must appear in court. Please protect me until the day of the trial.

~ Bode, Townsperson

Type: Dispatch
Info Cost: 600 Gil
Location: N/A
Appears at: After completion of Mission #7 Diamond Rain.
Reward/s: 4600 Gil, Black Thread, Lost Gun
Req. Items: -
Req. Skills: -
Req. Jobs: Defender
Dispatch Time: 5 Enemies

#210 Life Or Death ~

=====

I'll never finish on time. I have to borrow someone's notes. Can you find some for me, or I'll never get this homework done!

~ Felhon, Student

Type: Dispatch
Info Cost: 400 Gil

Location: N/A
Appears at: After completion of Mission #3 The Cheetahs.
Reward/s: 2400 Gil, Black Thread, 1x Random Item
Req. Items: Homework
Req. Skills: -
Req. Jobs: -
Dispatch Time: 1 Battle

#211 Karlos's Day ~

=====

Wanted: performer to entertain at the birthday party of Karlos, the second son of the Marquis Ealdoring.

~ Jung, Streatear

Type: Dispatch
Info Cost: 600 Gil
Location: N/A
Appears at: After completion of Mission #9 Magic Wood.
Reward/s: 4600 Gil, White Thread, 1x Random Item, 2x Random Cards
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 5 Days

#212 To Father ~

=====

Could you bring my father to me? I promise I won't speak harshly to him. I just want to visit Mother's grave. Thank you.

~ Ren, Notary Public

Type: Dispatch
Info Cost: 1200 Gil
Location: N/A
Appears at: After completion of Mission #270 The Performer.
Reward/s: 11400 Gil, White Thread, 1x Random Item
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 10 Days

#213 Oh Milese ~

=====

Know you Milese of the Kefeus acting troupe? I'm her biggest fan! Won't you give her this song I've written?

~ Valerio, Composer

Type: Dispatch
Info Cost: 400 Gil
Location: N/A
Appears at: After completion of Mission #4 Desert Peril.
Reward/s: 2800 Gil, White Thread, 1x Random Item
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 15 Days

#214 Skinning Time ~

=====

We're looking for a few good skinners to help skin chocobo. It's not much of a living, but someone's got to do it!

Type: Dispatch
Info Cost: 600 Gil
Location: N/A
Appears at: After completion of Mission #11 Pale Company.
Reward/s: 3600 Gil, Chocobo Skin, 1x Random Card
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 10 Days

#215 Wild River ~

=====

We need workers to help rein in the wild waters of the Pilos River in Andarna before it floods again! Please help.
~ Haagen, Townsperson

Type: Dispatch
Info Cost: 1200 Gil
Location: N/A
Appears at: After completion of Mission #11 Pale Company.
Reward/s: 5400 Gil, Magic Cloth, 1x Random Item, 2x Random Cards
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 2 Battles

#216 Magic Cloth ~

=====

Hello again! It's me, Gonzales, from the magic cloth shop! I'm trading magic cloth for magic cotton -- got any?
~ Gonzales, Magic Cloth Shop

Type: Dispatch
Info Cost: 1000 Gil
Location: N/A
Appears at: After completion of Mission #13 The Bounty. Sagemoon only.
Reward/s: 0 Gil, Magic Cloth, 1x Random Item, 1x Random Card
Req. Items: Magic Cotton
Req. Skills: -
Req. Jobs: -
Dispatch Time: 10 Days

#217 Cotton Guard ~

=====

It's the season when the typhoons come blowing from the south again. I need to find a way to protect my cotton crop!
~ Kerney, Townsperson

Type: Dispatch
Info Cost: 950 Gil
Location: N/A
Appears at: After completion of Mission #13 The Bounty.
Reward/s: 7000 Gil, Magic Cotton, 1x Random Card
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 1 Battle

#218 Help Dad ~

=====

My son wants me to win him a toy in the shooting game at the next carnival. Won't somebody give me shooting lessons?

~ Bijard, Theologan

Type: Dispatch

Info Cost: 950 Gil

Location: N/A

Appears at: After completion of Mission #13 The Bounty.

Reward/s: 7800 Gil, Bomb Shell, 1x Random Item, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Dispatch Time: 10 Days

#219 Rubber or Real ~

=====

My favorite toy is the champion of justice, but my friend Amigoh says it's just a rubber monster. Who's right?

~ Zels, Young Boy

Type: Dispatch

Info Cost: 600 Gil

Location: N/A

Appears at: After completion of Mission #10 Emerald Keep.

Reward/s: 5200 Gil, Bomb Shell, 1x Random Item, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Dispatch Time: 5 Days

#220 Into The Woods ~

=====

A pack of panthers has appeared in a wood far to the south. Somebody clear them out before they hurt someone!

~ Iguas, Townsperson

Type: Dispatch

Info Cost: 600 Gil

Location: N/A

Appears at: After completion of Mission #15 Scouring Time. Huntmoon only.

Reward/s: 4600 Gil, Panther Hide, 1x Random Item, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Dispatch Time: 5 Days

#221 Jerky Days ~

=====

Want some delicious jerky? Come help out at my store! We have to make 5,000 sticks of jerky this year.

~ Godon, Butcher

Type: Dispatch

Info Cost: 600 Gil

Location: N/A

Appears at: After completion of Mission #15 Scouring Time. Kingmoon

only.
Reward/s: 4200 Gil, Jerky, 1x Random Card
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 5 Days

#222 New Fields ~

=====

Needed: live-in help. We're looking to increase our fields again this year. All welcome! Don't worry, you'll be paid!

~ Farmer's Guild

Type: Dispatch
Info Cost: 600 Gil
Location: N/A
Appears at: After completion of Mission #12 Jagd Hunt. Madmoon only.
Reward/s: 3600 Gil, Gysahl Greens, 1x Random Card
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 10 Days

#223 Strange Fires ~

=====

Strange fires have been breaking out near our powder store. It has to be a rival guild. Maybe you could ambush them?

~ Dabum, Fireworks Guild

Type: Dispatch
Info Cost: 1000 Gil
Location: N/A
Appears at: After completion of Mission #16 The Big Find.
Reward/s: 9600 Gil, Magic Medal, 1x Random Item, 2x Random Cards
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 5 Days

#224 Better Living ~

=====

Wanted: tester. Help test our amazing new form of illumination, guaranteed to change the lives of city dwellers!

~ Better Living Labs

Type: Dispatch
Info Cost: 1300 Gil
Location: N/A
Appears at: After completion of Mission #16 The Big Find.
Reward/s: 10000 Gil, Chocobo Egg, 1x Random Item, 2x Random Cards
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 10 Days

#225 Malboro Hunt ~

=====

A lost malboro child from a nest in the pond has wandered into town! Please return it to its parents before someone gets hurt.

~ Jonnie, Ice Cream Man

Type: Dispatch
Info Cost: 600 Gil
Location: N/A
Appears at: After completion of Mission #12 Jagd Hunt. Madmoon only.
Reward/s: 4200 Gil, Cyril Ice, 1x Random Item, 1x Random Card
Req. Items: Chocobo Egg
Req. Skills: -
Req. Jobs: -
Dispatch Time: 15 Days

#226 Chocobo Work ~

=====

Wanted: register clerk & part-time floor scrubber at The Chocobo's Kweh.

~ Rolana, The Chocobo's Kweh

Type: Dispatch
Info Cost: 600 Gil
Location: N/A
Appears at: After completion of Mission #18 Quiet Sands. Bardmoon only.
Reward/s: 4600 Gil, Choco Bread, 1x Random Item, 1x Random Card
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 10 Days

#227 Party Night ~

=====

They're holding a welcome party at the furniture store, and they want me to perform some tricks! Somebody teach me!

~ Xiao, Furniture Seller

Type: Dispatch
Info Cost: 1000 Gil
Location: N/A
Appears at: After completion of Mission #18 Quiet Sands.
Reward/s: 9600 Gil, Choco Gratin, 1x Random Item, 2x Random Card
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 15 Days

#228 Mama's Taste ~

=====

Being away from home for 10 years, I've started to really miss my mama's gratin. Won't someone make me some kupo gratin?

~ Takatoka, Machinist

Type: Dispatch
Info Cost: 1000 Gil
Location: N/A
Appears at: After completion of Mission #15 Scouring Time.
Reward/s: 9000 Gil, Choco Gratin, 1x Random Item, 2x Random Cards
Req. Items: Chocobo Egg/Gysahl Greens
Req. Skills: -
Req. Jobs: -
Dispatch Time: 15 Days

#229 The Well Maze ~

=====

I ran into a cave while I was digging a well, and there's something inside! Maybe you could lure it out with some bread?

~ Meuk, Well Digger

Type: Dispatch

Info Cost: 1200 Gil

Location: N/A

Appears at: After completion of Mission #19 Materite Now!

Reward/s: 9600 Gil, Grownup Bread, 1x Random Item, 2x Random Cards

Req. Items: Choco Bread

Req. Skills: -

Req. Jobs: -

Dispatch Time: 15 Days

#230 She's Gone ~

=====

For years I gave her my all and now she's left and taken my savings with her. I going for a drink, want to come along?

~ Omar, Townsperson

Type: Dispatch

Info Cost: 1000 Gil

Location: N/A

Appears at: After completion of Mission #234 Bread Woes.

Reward/s: 10600 Gil, Malboro Wine, 1x Random Item, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Dispatch Time: 5 Days

#231 Magic Vellum ~

=====

Come make magic sheepskin vellum with me! I'll show you the pen is mightier than the sword. Bring some magic cotton with you!

~ Chikk, Paper Maker

Type: Dispatch

Info Cost: 600 Gil

Location: N/A

Appears at: After completion of Mission #17 Desert Patrol.

Reward/s: 4600 Gil, Magic Vellum, 1x Random Item, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Dispatch Time: 1 Battle

#232 Novel Ascent ~

=====

I want to write novels about mountain climbing, but I'm not very good at it. I need a rope that won't ever break!

~ Torfo, Apprentice Novelist

Type: Dispatch

Info Cost: 1400 Gil

Location: N/A

Appears at: After completion of Mission #20 Present Day.

Reward/s: 11400 Gil, Runba's Tale, 1x Random Item, 2x Random Cards

Req. Items: Stasis Rope

Req. Skills: -
Req. Jobs: -
Dispatch Time: 10 Enemies

#233 Shiver ~

=====

Someone please drive off the wailing spirit that haunts the pass near town. Hearing it sucks the strength right out of me!

~ Gillom, Townsperson

Type: Dispatch
Info Cost: 1400 Gil
Location: N/A
Appears at: After completion of Mission #20 Present Day.
Reward/s: 11800 Gil, Runba's Tale, 1x Random Item, 2x Random Cards
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 20 Days

#234 Bread Woes ~

=====

I've been trying to make a bread that kids will love, but it's tough going. What I need now is a good bread to sooth MY taste buds.

~ Noluado, Baker

Type: Dispatch
Info Cost: 1200 Gil
Location: N/A
Appears at: After completion of Mission #18 Quiet Sands.
Reward/s: 10800 Gil, Kiddy Bread, 1x Random Item, 2x Random Cards
Req. Items: Choco Bread
Req. Skills: -
Req. Jobs: -
Dispatch Time: 20 Days

#235 Book Mess ~

=====

Needed: able clan members to help clean my room. All you have to do is put a few thousand books back on their shelves!

~ Mimin, Scholar

Type: Dispatch
Info Cost: 1600 Gil
Location: N/A
Appears at: After completion of Mission #20 Present Day! Sagemoon only.
Reward/s: 12400 Gil, Encyclopedia, 1x Random Card
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 10 Days

#236 One More Tail ~

=====

My lucky rabbit tail found me a wonderful husband! But now we're married, I think I need a little more luck. Got a tail for me?

~ Bibilina, Lucky Lady

Type: Dispatch

Info Cost: 1000 Gil

Location: N/A

Appears at: After completion of Mission #20 Present Day! Madmoon only.

Reward/s: 10800 Gil, Rabbit Tail, 1x Random Item, 1x Random Card

Req. Items: -

Req. Skills: -

Req. Jobs: -

Dispatch Time: 10 Days

#237 Relax Time! ~

=====

Come enjoy the Danbukwood and get back to nature! Buy some wood and bring it home for that woodsy feeling all year long!

~ Yeesa Tourism Board

Type: Dispatch

Info Cost: 400 Gil

Location: N/A

Appears at: After completion of Mission #22 To Ambervale. Huntmoon only.

Reward/s: 4600 Gil, Danbukwood, 1x Random Item

Req. Items: -

Req. Skills: -

Req. Jobs: -

Dispatch Time: 15 Days

#238 Foma Jungle ~

=====

I've got tons of orders for moonwood chairs! Get me some moonwood from the deep Foma Jungle, if you would. No pun intended.

~ Gueguerre, Wood Craftsman

Type: Dispatch

Info Cost: 600 Gil

Location: N/A

Appears at: After completion of Mission #22 To Ambervale. Huntmoon only.

Reward/s: 4600 Gil, Moonwood, 1x Random Item

Req. Items: -

Req. Skills: -

Req. Jobs: -

Dispatch Time: 15 Days

#239 For A Flower ~

=====

I need a telaq flower, a strange blossom that blooms only a few times a year deep within a cave -- a cave with monsters.

~ Shelm, Alchemist

Type: Dispatch

Info Cost: 600 Gil

Location: N/A

Appears at: After completion of Mission #22 To Ambervale.

Reward/s: 6000 Gil, Telaq Flower, 1x Random Item

Req. Items: -

Req. Skills: -

Req. Jobs: -

Dispatch Time: 2 Battles

#240 Giza Plains ~

=====

A bug infestation has hit Giza Plains, and it will reach the town if we don't take action! Someone help drive those critters away!

~ Noris, Townsperson

Type: Capture

Info Cost: 600 Gil

Location: N/A

Appears at: After completion of Mission #194 Free Cyril.

Reward/s: 2400 Gil, 1x Random Item

Req. Items: -

Req. Skills: -

Req. Jobs: -

Dispatch Time: 3 Enemies

#241 Lutia Pass ~

=====

I opened a shop in Lutia Pass, but not a single customer has come yet! I think I need to advertise. Could you pass out flyers?

~ Bintz, Tool Shop

Type: Capture

Info Cost: 400 Gil

Location: N/A

Appears at: After completion of Mission #4 Desert Peril.

Reward/s: 2400 Gil, 1x Random Item

Req. Items: -

Req. Skills: -

Req. Jobs: -

Dispatch Time: 3 Enemies

#242 The Nubswood ~

=====

Rock turtles have been attacking travelers in the Nubswood. Use this "shellout" to get rid of them, please.

~ Hoelik, Townsperson

Type: Dispatch

Info Cost: 600 Gil

Location: N/A

Appears at: After completion of Mission #6 Antilaws.

Reward/s: 2400 Gil, 1x Random Item, 1x Random Card

Req. Items: -

Req. Skills: -

Req. Jobs: -

Dispatch Time: 3 Enemies

#243 Eluut Sands ~

=====

I'm trying to reforest the Eluut Sands in an attempt to tame the beasts that live there. Bring me a desert plant for study.

~ Karenne, Herbologist

Type: Capture

Info Cost: 400 Gil

Location: N/A

Appears at: After completion of Mission #7 Diamond Rain.

Reward/s: 2400 Gil, 1x Random Item, 1x Random Card

Req. Items: -

Req. Skills: -
Req. Jobs: -
Dispatch Time: 3 Enemies

#244 Ulei River ~

=====

Somebody get the word out: there's fine fish to be had in the upper waters of the Ulei River!

~ Holt, Angler

Type: Capture
Info Cost: 600 Gil
Location: N/A
Appears at: After completion of Mission #8 Hot Awakening.
Reward/s: 2400 Gil, 1x Random Item, 1x Random Card
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 3 Enemies

#245 Aisenfield ~

=====

Somebody spread the word that those rumors of bandits in Aisenfield are a bunch of lies. It's bad for business!

~ Chocobo Shop, Aisen Branch

Type: Capture
Info Cost: 400 Gil
Location: N/A
Appears at: After completion of Mission #9 Magic Wood.
Reward/s: 2400 Gil, 1x Random Item, 1x Random Card
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 3 Enemies

#246 Roda Volcano ~

=====

Roda Volcano's been active lately. Someone needs to go to the road at the base of the cone and clean off the chunks of lava.

~ Naricys, Geologist

Type: Capture
Info Cost: 400 Gil
Location: N/A
Appears at: After completion of Mission #10 Emerald Keep.
Reward/s: 2400 Gil, 1x Random Item, 1x Random Card
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 3 Enemies

#247 Travel Aid ~

=====

Please light the waypoints in the Koringwood. They are vital landmarks for helping travelers find their way. Thank you.

~ Zeshika, Woodland Guide

Type: Capture
Info Cost: 600 Gil

Location: N/A
Appears at: After completion of Mission #11 Pale Company.
Reward/s: 2400 Gil, 1x Random Item, 1x Random Card
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 5 Enemies

#248 The Salikawood ~

=====

I plan on cutting a path through the Salikawood. I'll do some reforestation, too! I can't pay much, but I really need help.
~ Laycher, Innkeeper

Type: Capture
Info Cost: 600 Gil
Location: N/A
Appears at: After completion of Mission #12 Jagd Hunt.
Reward/s: 2400 Gil, 1x Random Item, 1x Random Card
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 5 Enemies

#249 Nargai Cave ~

=====

Monsters can't stand the smell of the flower that grows deep in Nargai Cave. Great for ensuring a safe voyage! Help me get one.
~ Buck, Botanist

Type: Capture
Info Cost: 600 Gil
Location: N/A
Appears at: After completion of Mission #13 The Bounty.
Reward/s: 2400 Gil, 1x Random Item, 1x Random Card
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 5 Enemies

#250 Kudik Peaks ~

=====

A rock slide has blocked off the road to the Kudik Peaks. Looking for people to help clear it off.
~ Jagark, Mountain Patrol

Type: Capture
Info Cost: 400 Gil
Location: N/A
Appears at: After completion of Mission #14 Golden Clock.
Reward/s: 2400 Gil, 1x Random Item, 1x Random Card
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 5 Enemies

#251 Jeraw Sands ~

=====

One of the ruins in Jeraw Sands is supposed to be the entrance to an underground cave! Please investigate.

Type: Capture
Info Cost: 400 Gil
Location: N/A
Appears at: After completion of Mission #15 Scouring Time.
Reward/s: 2400 Gil, 1x Random Item, 1x Random Card
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 5 Enemies

#252 Uladon Bog ~

=====

Won't someone help me build a bridge over Uladon Bog? It would really speed up travel.

~ Iluluna, Young Girl

Type: Capture
Info Cost: 600 Gil
Location: N/A
Appears at: After completion of Mission #15 Scouring Time.
Reward/s: 2400 Gil, 1x Random Item, 1x Random Card
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 7 Enemies

#253 Gotor Sands ~

=====

Find the oasis said to lay hidden in Gotor Sands. If we could draw water from there, it would be a great boon to travelers.

~ Gabela, Traveling Merchant

Type: Capture
Info Cost: 400 Gil
Location: N/A
Appears at: After completion of Mission #16 The Big Find.
Reward/s: 2400 Gil, 1x Random Item, 1x Random Card
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 7 Enemies

#254 Delia Dunes ~

=====

Please find out where the dragonflies of Delia Dunes live. Their wings are a vital ingredient for making medicine.

~ Carulea, Alchemist

Type: Capture
Info Cost: 400 Gil
Location: N/A
Appears at: After completion of Mission #17 Desert Patrol.
Reward/s: 2400 Gil, 1x Random Item, 1x Random Card
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 7 Enemies

#255 Bugbusters ~

=====

Bladebugs, the natural enemy of all monsters, are said to gather on the river that flows deep in the Materiwood. Find them!

~ Winetz, Entomologist

Type: Capture

Info Cost: 400 Gil

Location: N/A

Appears at: After completion of Mission #18 Quiet Sands.

Reward/s: 2400 Gil, 1x Random Item, 1x Random Card

Req. Items: -

Req. Skills: -

Req. Jobs: -

Dispatch Time: 7 Enemies

#256 Tubola Cave ~

=====

They say that the crystals are making monsters go crazy... I wonder about silvril? Get some from Tubola Cave for me!

~ Phol, Researcher

Type: Capture

Info Cost: 400 Gil

Location: N/A

Appears at: After completion of Mission #20 Present Day.

Reward/s: 2400 Gil, 1x Random Item, 1x Random Card

Req. Items: -

Req. Skills: -

Req. Jobs: -

Dispatch Time: 7 Enemies

#257 Deti Plains ~

=====

They say armor fashioned from a wyrmgod scale will withstand any attack! Find a scale in the ruins on the Deti Plains for me.

~ Takukulu, Armorer

Type: Capture

Info Cost: 400 Gil

Location: N/A

Appears at: After completion of Mission #22 To Ambervale.

Reward/s: 2400 Gil, 1x Random Item, 1x Random Card

Req. Items: -

Req. Skills: -

Req. Jobs: -

Dispatch Time: 10 Enemies

#258 Siena Gorge ~

=====

I want you to confirm the old rumor that there is poison on the winds that blow through Siena Gorge. I'll pay you!

~ Cal, Lover of Gossip

Type: Capture

Info Cost: 400 Gil

Location: N/A

Appears at: After completion of Mission #22 To Ambervale.

Reward/s: 2400 Gil, 1x Random Item, 1x Random Card

Req. Items: -

Req. Skills: -
Req. Jobs: -
Dispatch Time: 10 Enemies

#259 Jagd Alhi ~

=====

I'm thinking of building a gladiator arena in Jagd Ahli. A lawless sport for a lawless zone! Help me find a good spot.

~ Pakanon, Architect

Type: Capture
Info Cost: 400 Gil
Location: N/A
Appears at: After completion of Mission #65 Exploration.
Reward/s: 2400 Gil, 1x Random Item, 1x Random Card
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 15 Enemies

#260 Jagd Helje ~

=====

I dropped something very important to me in a ruin in Jagd Helje. Please find it!

~ Ekal, Astrologer

Type: Capture
Info Cost: 400 Gil
Location: N/A
Appears at: After completion of Mission #64 Den Of Evil.
Reward/s: 2400 Gil, 1x Random Item, 1x Random Card
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 15 Enemies

#261 Jagd Dorsa ~

=====

Please kill the jagdsaurus that plagues Jagd Dorsa. He'll come out if you go in there alone, I guarantee it.

~ Handog, Townsperson

Type: Capture
Info Cost: 400 Gil
Location: N/A
Appears at: After completion of Mission #24 Royal Valley.
Reward/s: 2400 Gil, 1x Random Item, 1x Random Card
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 15 Enemies

#262 Ambervale ~

=====

The nest of the chomper beetles from Ozmonfield was found in Ambervale! Please use this "bugoff" to drive them away!

~ Dalaben, Ranch Manager

Type: Capture
Info Cost: 400 Gil

Location: N/A
Appears at: After completion of Mission #263 Ozmonfield.
Reward/s: 2400 Gil, 1x Random Item, 1x Random Card
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 7 Enemies

#263 Ozmonfield ~

=====

The chomper beetles found in Ozmonfield are eating my chocobo feed. Please use this "bug-B-gone" to drive them away!
~ Dalaben, Ranch Manager

Type: Capture
Info Cost: 400 Gil
Location: N/A
Appears at: After completion of Mission #24 Royal Valley.
Reward/s: 2400 Gil, 1x Random Item, 1x Random Card
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 7 Enemies

#264 Swords in Cyril ~

=====

Announcing the biggest even of the year: the Cyril Swordsmanship Competition! Test your strength and skill!
~ Cyril Event Committee

Type: Dispatch
Info Cost: 300 Gil
Location: N/A
Appears at: After completion of Mission #2 Thesis Hunt.
Reward/s: 1800 Gil, Secret Item (Victor Sword), 1x Random Item
Req. Items: -
Req. Skills: -
Req. Jobs: Fencer
Dispatch Time: 1 Battle

#265 Newbie Hall ~

=====

Need: part-time teachers. Help apprentices in a wide variety of jobs learn the tricks of your trade!
~ Oks, Newbie Hall Chief

Type: Dispatch
Info Cost: 400 Gil
Location: N/A
Appears at: After completion of Mission #3 The Cheetahs.
Reward/s: 2400 Gil, Onion Sword, 1x Random Item
Req. Items: -
Req. Skills: Combat/Lvl.5
Req. Jobs: -
Dispatch Time: 10 Days

#266 Voodoo Doll ~

=====

I saw the matron casting a spell on that nasty doll! That must be the cause of my lady's illness, it must be. Please, help my lady!

~ Eselle, Maidservant

Type: Dispatch
Info Cost: 400 Gil
Location: N/A
Appears at: After completion of Mission #5 Twisted Flow.
Reward/s: 3400 Gil, Soulsaber, 1x Random Item
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 5 Days

#267 Come On Out ~

=====

My son is so overweight he can hardly move. Someone get him out of his room! I don't care how you do it.

~ Joyce, Warehouse Monitor

Type: Dispatch
Info Cost: 1000 Gil
Location: N/A
Appears at: After completion of Mission #6 Antilaws.
Reward/s: 5400 Gil, Oblige, 1x Random Item, 2x Random Cards
Req. Items: Jerky
Req. Skills: -
Req. Jobs: -
Dispatch Time: 10 Days

#268 Food For Truth ~

=====

My friend was arrested unfairly! While we look for the real criminal, I'd like to send him some good food. Do you know of any?

~ Theo, Fruitseller

Type: Dispatch
Info Cost: 800 Gil
Location: N/A
Appears at: After completion of Mission #7 Diamond Rain.
Reward/s: 6400 Gil, Rhomphaia, 1x Random Item, 2x Random Cards
Req. Items: Choco Gratin
Req. Skills: Appraise/Lvl.18
Req. Jobs: -
Dispatch Time: 20 Days

#269 Alba Cave ~

=====

A turtle monster guards a fabulous treasure at an ancient shrine in Alba Cave. Distract him with some food and it's yours!

~ Mumusen, Pub Customer

Type: Dispatch
Info Cost: 600 Gil
Location: N/A
Appears at: After completion of Mission #8 Hot Awakening.
Reward/s: 6000 Gil, Secret Item (Beastsword), 1x Random Item, 2x Random Cards
Req. Items: Jerky
Req. Skills: -
Req. Jobs: Blue Mage
Dispatch Time: 4 Battles

#270 The Performer ~

=====

I've performed in many lands, but I've never had a hit. Maybe it's just bad luck? Got anything to make fortune smile on me?

~ Mamek, Traveling Performer

Type: Dispatch

Info Cost: 1100 Gil

Location: N/A

Appears at: After completion of Mission #9 Magic Wood.

Reward/s: 9600 Gil, Tonberrian, 1x Random Item, 2x Random Cards

Req. Items: Rabbit Tail

Req. Skills: -

Req. Jobs: -

Dispatch Time: 15 Days

#271 One More Time ~

=====

That guy in the corner's a fabulous tenor. We want him for our chorus group, but he refuses to join. Won't you convince him?

~ Arthin, Chorus Lead

Type: Dispatch

Info Cost: 1200 Gil

Location: N/A

Appears at: After completion of Mission #11 Pale Company.

Reward/s: 6400 Gil, Aerial Hole, 1x Random Item, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Dispatch Time: 15 Days

#272 Spring Tree ~

=====

A tree grows on the duke's land, and every spring a woman comes and looks at its roots. Could you check if something's there?

~ Eukanne, Ducal Maid

Type: Dispatch

Info Cost: 1000 Gil

Location: N/A

Appears at: After completion of Mission #12 Jagd Hunt. Cadoan Pub only.

Reward/s: 7000 Gil, Charfire, 1x Random Item, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Dispatch Time: 2 Battles

#273 Who Am I? ~

=====

I woke in this town with no memory or items but this staff. Please trade me a magic medal for it--I must repay the inkeep.

~ Weathervane Inn, Room 3

Type: Dispatch

Info Cost: 300 Gil

Location: N/A

Appears at: After completion of Mission #131 Adaman Alloy.

Reward/s: 600 Gil, Power Staff, 1x Random Item, 2x Random Cards
Req. Items: Magic Medal/Magic Medal
Req. Skills: -
Req. Jobs: -
Dispatch Time: 15 Days

#274 Reaper Rumors ~

=====

My buddy says that on full moon nights, the reaper comes down from the moon to a manse on the hill and someone dies! Is it true?

~ Nud, Future Streetear

Type: Dispatch
Info Cost: 1200 Gil
Location: N/A
Appears at: After completion of Mission #15 Scouring Time.
Reward/s: 8800 Gil, Crescent Bow, 1x Random Item, 2x Random Cards
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 10 Days

#275 Dog Days ~

=====

My father is a postman, but he fell off his dogsled and hurt himself bad. I have to help him! Teach me how to ride a dogsled!

~ Rikk, Postman's Son

Type: Dispatch
Info Cost: 1200 Gil
Location: N/A
Appears at: After completion of Mission #16 The Big Find.
Reward/s: 8800 Gil, Marduk Bow, 1x Random Item, 2x Random Cards
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 10 Days

#276 Good Bread ~

=====

There's a bowyer outside town that makes the best bows in the land, but he only makes them if you bring him good bread!

~ Arco, Pub Customer

Type: Dispatch
Info Cost: 1000 Gil
Location: N/A
Appears at: After completion of Mission #18 Quiet Sands.
Reward/s: 0 Gil, Arbalest, 1x Random Item, 2x Random Cards
Req. Items: Kiddy Bread/Grownup Bread
Req. Skills: -
Req. Jobs: -
Dispatch Time: 5 Days

#277 Sword Needed ~

=====

There's a sword fighting competition coming up, and one of our team can't make it. Looking for a good swordsman to replace her!

~ Lotus, Swordsman

Type: Dispatch
Info Cost: 1200 Gil
Location: N/A
Appears at: After completion of Mission #18 Quiet Sands.
Reward/s: 9000 Gil, Bangaa Spike, 1x Random Item, 2x Random Cards
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 2 Battles

#278 El Ritmo ~

=====

Those Nightwailers are out there singing every night. Noisy bunch, but bring 'em the materials, and they'll make you an instrument.

Type: Dispatch
Info Cost: 1200 Gil
Location: N/A
Appears at: After completion of Mission #18 Quiet Sands.
Reward/s: 12400 Gil, Secret Item (Fell Castanets), 1x Random Item, 2x Random Cards
Req. Items: Danbukwood/Moonwood
Req. Skills: -
Req. Jobs: -
Dispatch Time: 10 Enemies

#279 Her Big Move ~

=====

The best dancer in town has gone off to the city to be a star...
I'd like to make a toast to her success. Got a drink?
~ Deuxhart, Townsperson

Type: Dispatch
Info Cost: 1200 Gil
Location: N/A
Appears at: After completion of Mission #19 Materite Now!
Reward/s: 9600 Gil, Magic Hands, 1x Random Item, 2x Random Cards
Req. Items: Malboro Wine
Req. Skills: -
Req. Jobs: -
Dispatch Time: 7 Days

#280 Don't Look! ~

=====

They say that on full-moon nights something scary happens if you look at the mirror in one of the dorm rooms! Is it true? Help!
~ Eluiotte, Frightened Girl

Type: Dispatch
Info Cost: 1400 Gil
Location: N/A
Appears at: After completion of Mission #19 Materite Now!
Reward/s: 10800 Gil, Reverie Shield, 1x Random Item, 2x Random Cards
Req. Items: -
Req. Skills: -
Req. Jobs: -
Dispatch Time: 10 Enemies

#281 Janitor Duty ~

=====

What a great parade that was! Which reminds me, they're looking for people to help clean up all the trash. You interested?

~ Grek, Pub Customer

Type: Dispatch

Info Cost: 1600 Gil

Location: N/A

Appears at: After completion of Mission #20 Present Day.

Reward/s: 11400 Gil, Parade Helm, 1x Random Item, 2x Random Cards

Req. Items: -

Req. Skills: -

Req. Jobs: -

Dispatch Time: 20 Days

#282 Unlucky Star ~

=====

I live a cursed life, but now I'm getting married, and nothing can go wrong! I need some kind of charm to ward off evil spirits!

~ Domure, Unlucky Man

Type: Dispatch

Info Cost: 1600 Gil

Location: N/A

Appears at: After completion of Mission #20 Present Day.

Reward/s: 13200 Gil, Magic Robe, 1x Random Item, 2x Random Cards

Req. Items: Blood Shawl

Req. Skills: -

Req. Jobs: -

Dispatch Time: 3 Enemies

#283 Corral Care ~

=====

The rainbow-furred corral is the fastest animal in the world, and one's loose on Duke Casell's land. Someone please feed it!

~ Falco, Animal Lover

Type: Dispatch

Info Cost: 1400 Gil

Location: N/A

Appears at: After completion of Mission #22 To Ambervale.

Reward/s: 12600 Gil, Fire Mitts, 1x Random Item, 2x Random Cards

Req. Items: Choco Gratin

Req. Skills: -

Req. Jobs: -

Dispatch Time: 10 Days

#284 Beastly Gun ~

=====

Want a gun as strong and fast as a wild beast? Just bring me two little items I need, and it's all yours, free.

~ Strives, Musketeer

Type: Dispatch

Info Cost: 1400 Gil

Location: N/A

Appears at: After completion of Mission #24 Royal Valley.

Reward/s: 0 Gil, Calling Gun, 1x Random Item, 2x Random Cards

Req. Items: Insignia, Ally Finder2

Req. Skills: -

Req. Jobs: -

Dispatch Time: 10 Days

#285 Blade & Turtle ~

=====

You can make amazingly strong swords with just a little adaman alloy. Too bad it's so hard to come by...

~ Gilgame, Young Blacksmith

Type: Dispatch

Info Cost: 1400 Gil

Location: N/A

Appears at: After completion of Mission #19 Materite Now!

Reward/s: 10600 Gil, Secret Item (Adaman Blade), 1x Random Item, 2x
Random Cards

Req. Items: Adaman Alloy/Broken Sword

Req. Skills: -

Req. Jobs: -

Dispatch Time: 2 Battles

#286 Valuable Fake ~

=====

I finally got the famed sword "ragnarok," but it's a fake! Just bring me the right materials and I can make one of these, easy!

~ Hoek, Swordsmith

Type: Dispatch

Info Cost: 1200 Gil

Location: N/A

Appears at: After completion of Mission #122 Run For Fun.

Reward/s: 9000 Gil, Secret Item (Nagrarak), 1x Random Item, 2x
Random Cards

Req. Items: Bent Sword/Rainbowite

Req. Skills: -

Req. Jobs: -

Dispatch Time: 10 Days

#287 Weaver's War ~

=====

I lost my family to those godless scoundrels in the Gelzak Church. Help me make a good sword so that I might avenge them!

~ Weaver, Knight

Type: Dispatch

Info Cost: 1200 Gil

Location: N/A

Appears at: After completion of Mission #11 Pale Company.

Reward/s: 10600 Gil, Zankplus, 1x Random Item, 2x Random Cards

Req. Items: Crusite Alloy/Blood Apple

Req. Skills: -

Req. Jobs: -

Dispatch Time: 5 Enemies

#288 Fabled Sword ~

=====

I found the designs for making the same sword used by a legendary swordsman! But, the ingredients are hard to find. Please help.

~ Belitz, Archaeologist

Type: Dispatch

Info Cost: 1500 Gil

Location: N/A
Appears at: After completion of Mission #232 Novel Ascent.
Reward/s: 12600 Gil, Secret Item (Master Sword), 1x Random Item
Req. Items: Thunderstone/Stormstone
Req. Skills: -
Req. Jobs: Soldier
Dispatch Time: 3 Battles

#289 Refurbishing ~

=====

Due to the recent drop in weapon availability, we at Teldot Workshop are now offering refurbishing. Make old blades new!

~ Workshop Teldot

Type: Dispatch
Info Cost: 4000 Gil
Location: N/A
Appears at: After completion of Mission #213 Oh Milese.
Reward/s: 0 Gil, Lurebreaker, 1x Random Item
Req. Items: Broken Sword
Req. Skills: -
Req. Jobs: -
Dispatch Time: 20 Days

#290 Stone Secret ~

=====

I've found a way to make the usually brittle leestone hard as steel! Bring me leestone and I'll make you a weapon.

~ Ukes, Traveling Smith

Type: Dispatch
Info Cost: 4000 Gil
Location: N/A
Appears at: After completion of Mission #22 To Ambervale.
Reward/s: 0 Gil, Secret Item (Tabarise), 1x Random Item, 2x Random Cards
Req. Items: Rusty Sword/Leestone
Req. Skills: -
Req. Jobs: -
Dispatch Time: 3 Battles

#291 Sword Stuff ~

=====

I hope to use the smithing knowledge I gained abroad to make swords with the materials available here. Know any good materials?

~ Da'jerma, Swordsmith

Type: Dispatch
Info Cost: 4500 Gil
Location: N/A
Appears at: After completion of Mission #94 Sorry Friend.
Reward/s: 0 Gil, Secret Item (Silkmoon), 1x Random Item, 2x Random Cards
Req. Items: Silk Bloom/Moon Bloom
Req. Skills: -
Req. Jobs: -
Dispatch Time: 4 Battles

#292 A Stormy Night ~

=====

Once, long ago, a bolt of godfire hit a shrine to the esper
Odin. When the smoke cleared, they found a spear -- the Odinlance.

Type: Dispatch
Info Cost: 1400 Gil
Location: N/A
Appears at: After completion of Mission #22 To Ambervale.
Reward/s: 12600 Gil, Odin Lance, 1x Random Item, 2x Random Cards
Req. Items: Rusty Spear/Mysidia Alloy
Req. Skills: -
Req. Jobs: -
Dispatch Time: 4 Battles

#293 Minstrel Song ~

=====

I met a bard in the woods who said he'd sold his soul to some
fiend. If you want a dark instrument, he's the one to ask.

~ Rayches, Pub Customer

Type: Dispatch
Info Cost: 5500 Gil
Location: N/A
Appears at: After completion of Mission #19 Materite Now!
Reward/s: 0 Gil, Secret Item (Dark Fiddle), 1x Random Item, 2x
Random Cards
Req. Items: Stradivari/Black Thread
Req. Skills: -
Req. Jobs: -
Dispatch Time: 3 Battles

#294 Gun Crazy ~

=====

I heard that Thousand-Barrel, that gun maker that lives up in
Gilba Pass, invented a new gun! Got to be powerful, that.

~ Tetero, Pub Customer

Type: Dispatch
Info Cost: 4000 Gil
Location: N/A
Appears at: After completion of Mission #20 Present Day.
Reward/s: 0 Gil, Bindsnipe, 1x Random Item, 2x Random Cards
Req. Items: Crusite Alloy/Gun Gear
Req. Skills: -
Req. Jobs: -
Dispatch Time: 3 Battles

#295 Black Hat ~

=====

To all black mages: in order to raise the status of our clan
brothers, we will give you a black hat. Wear it well!

~ Black Mage Society

Type: Dispatch
Info Cost: 2000 Gil
Location: N/A
Appears at: After completion of Mission #20 Present Day.
Reward/s: 0 Gil, Black Hat, 1x Random Item, 2x Random Cards
Req. Items: Black Thread/Magic Cloth
Req. Skills: -
Req. Jobs: Black Mage

Dispatch Time: 3 Battles

#296 Hat For A Girl ~

=====

hat girl that's always standing on the pier must be chilly. I'd like to give her a hat, but which one? She's a white mage.

Type: Dispatch

Info Cost: 1200 Gil

Location: N/A

Appears at: After completion of Mission #20 Present Day.

Reward/s: 10800 Gil, White Hat, 1x Random Item, 2x Random Cards

Req. Items: White Thread/Magic Cloth

Req. Skills: -

Req. Jobs: -

Dispatch Time: 30 Days

#297 Armor & Turtle ~

=====

I could make some wicked strong armor if I had some adaman alloy. Just... it's so hard to get, you know?

~ Gilgame, Young Blacksmith

Info Cost: 1000 Gil

Location: N/A

Appears at: After completion of Mission #16 The Big Find.

Reward/s: 9000 Gil, Adaman Armor, 1x Random Item, 2x Random Cards

Req. Items: Adaman Alloy/Rat Tail

Req. Skills: -

Req. Jobs: -

Dispatch Time: 2 Battles

#298 Dark Armor ~

=====

If you can bring me some materite, I believe I can make an outstanding suit of armor. I'll give you the suit. How about it?

~ Pepeiro, Alchemist

Type: Dispatch

Info Cost: 2700 Gil

Location: N/A

Appears at: After completion of Mission #16 The Big Find.

Reward/s: 0 Gil, Materia Armor, 1x Random Item, 2x Random Cards

Req. Items: Materite/Materite

Req. Skills: -

Req. Jobs: -

Dispatch Time: 10 Enemies

#299 Fashion World ~

=====

I hear Brint Mea, the popular brand, is looking for new designs. Probably trying to win customers back from Galmia Pepe!

~ Mit, Pub Customer

Type: Dispatch

Info Cost: 600 Gil

Location: N/A

Appears at: After completion of Mission #150 An Education.

Reward/s: 4600 Gil, Secret Item (Brint Set), 1x Random Item, 2x Random Cards

Req. Items: Chocobo Skin/Magic Cotton
Req. Skills: -
Req. Jobs: -
Dispatch Time: 10 Days

#300 Fashion Hoopla ~

=====

Both Galmia Pepe and Brint Mea are looking for new designs! The fate of the fashion world hangs on the balance on this one!
~ Phale, Fashion Expert

Type: Dispatch
Info Cost: 1000 Gil
Location: N/A
Appears at: After completion of Mission #299 Fashion World.
Reward/s: 11800 Gil, Galmia Set, 1x Random Item, 2x Random Cards
Req. Items: Chocobo Skin/Magic Cotton
Req. Skills: -
Req. Jobs: -
Dispatch Time: 5 Days

```

|_|=====|_|
|_|~~~~~ 6. Races ~~~~~~[4000]~|_|
|_|=====|_|

```

Final Fantasy Tactics Advance is made up of not only human units, but also a few others. Each of them have their ups and downs as well as their own specialties. The races shall go in the order of the Totemas from the first you fought to the last.

Keep in mind that if a job requires abilities from two jobs, the second job will appear directly beneath the first.

=====
Moogles ~
=====

Moogles are clever folk who are able to handle any tool with ease. Their curiosity is only matched by their mischievousness. Moogles delight in surprising humans, and their jobs highlight their special talents. Their dexterity makes them the perfect candidates for jobs requiring delicate work.

Moogles are a small group full of energy. These cute little creatures barely stand more than 3 feet tall. For the most part, you will find Moogles holding magical (Black Mage, Time Mage, Animist) or some job requiring wit and cleverness (Gunner, Thief, Juggler, Gadgeteer). They don't usually prefer to hold swords (With the exception of the Mog Knight however) and survive with their sly minds and quick wit. However, their most distinguishing factor is the fact that they, for some reason, prefer to add "Kupo" to all their sentences as made obvious by the first Moogle you will ever meet, Montblanc.

Possible Jobs ~
=====

- [Animist]-----[No Skills Required]
- [Mog Knight]-----[Animist A-Ability x1]
- [Gunner]-----[Animist A-Ability x1]
- [Thief]-----[No Skills Required]
- [Juggler]-----[Thief A-Ability x2]
- [Gadgeteer]-----[Thief A-Ability x2]

=====

Humans are the most common race in Ivalice. While they have no outstanding natural talent, they are generally good at everything. Compared to other races, they have a wide variety of jobs to choose from, making them fun to develop.

I bet you think it's funny that I put Humans in the last slot, huh? In my opinion, the Human tribe is the most versatile and well-balanced race in Final Fantasy Tactics Advance. Why? Not only do they have the most amount of jobs at 11 counting, but the jobs are actually pretty good. With magic, holy, swordplay, and archery on their side, the Humans are indeed a force to be reckoned with.

Possible Jobs ~

=====

- [Soldier]-----[No Skills Required]
- [Paladin]-----[Soldier A-Ability x2]
- [Fighter]-----[Soldier A-Ability x2]
- [Thief]-----[No Skills Required]
- [Ninja]-----[Thief A-Ability x2]
- [White Mage]-----[No Skills Required]
- [Black Mage]-----[No Skills Required]
- [Illusionist]-----[White Mage A-Ability x3]
- [Black Mage A-Ability x5]
- [Blue Mage]-----[White Mage A-Ability x1]
- [Black Mage A-Ability x1]
- [Archer]-----[No Skills Required]
- [Hunter]-----[Archer A-Ability x2]
- [Judgemaster]-----[Cid Only]

Totema : Mateus ~

=====

The Corrupt Emperor Mateus is the last Totema you will be fighting. She is capable of shattering the playing field to deal heavy damage to all enemies.

```

- |=====|
| |~~~~~ 7. Job System ~~~~~[7000]~|
|_|=====|_

```

For those of you who are unaware of what the abbreviations might mean...
{HP/MP = health/magic points, Atk = Weapon Attack, Def = Weapon Defense, Pow = Power, Res = Magic Resistance, Speed = Self-explanatory...}

Also, a brief introduction to the abilities of Final Fantasy Tactics Advance. There are four different categories that the abilities are split up into in this game. Action Abilities are abilities you can use in battle at your leisure instead of just your Fight move. They come in many different types with some being damaging, status affecting, etc. The second type are the Reaction Abilities. They are used in battle but you cannot use them at your turn. They can only be activated when the condition surrounding the ability is affected. For example, the Block Arrows ability blocks all incoming arrows. Therefore, it can only be effective if an arrow is shot at you (which will miss). Counter is another Reaction Ability. It's useless except when an enemy attacks you at weapon range. Then, the clanner will follow up with a counterattack. Support Abilities are abilities which in some way, helps your clanner indirectly. For example, it might be the magic-raising Geomancy of the Black Mages or Shieldbearer which allows a unit to carry a shield no matter of jobs. And last of all, Combo Abilities allow your clanner to use a combo (Ganging Up) with other clanners (who also have the same ability) against an enemy to deal

heavy damage. All combos require JP.

In-game, the four abilities will be abbreviated: A-Ability, R-Ability, S-Ability, and C-Ability respectively.

You will want to be mastering abilities throughout Final Fantasy Tactics Advance. Notice the 100 AP, 200 AP, 300 AP, or maybe even 999 AP next to all abilities when you press the L Button over a weapon or rod. When you win a battle or complete a dispatch, the screen showing the rewards also has one other thing on it, AP. Sometimes, it might be 20 AP, 30 AP, 40 AP, etc. Now, notice the 100, 200, 300, or 999 AP on the ability. When you gain enough of those 20, 30, or 40 AP points to fill the bar on the ability screen to the maximum, then that ability is mastered. Keep in mind that lower end abilities require less AP and higher end abilities (like the Ultima attacks or a Ninja's Doublesword) require 999 AP, the maximum.

Move is basically the maximum amount of spaces that unit can move straight forward, backwards, or the either side. If that unit does not walk straight, it is the amount of steps that unit can take. Jump is the amount of units a clanner can jump. For example, say that Crout, Thief has a Jump stat of 3. As of now, he is currently on land 3h (The land is 3 units high). He wants to jump up to a ledge that's 7h (The land is 7 units high). However, he cannot do that as he can only jump 3 units. If the ledge was 6h, he would have made it. Evade stats is the unit's ability to avoid moves sent at them. A unit with a higher evade has a less chance of getting hit. All three of these stats listed can only be increased through items, not levels. The ones that I will list are the default without any item, weapon, etc. powerups. These three stats differ with different races even if the jobs are the same.

Stat growth will also be listed, however, after thorough testing, I can conclude that level-up stats growth are not fixed, although they usually surround an average number. What I did was level up the same job five times taking each stat growth. With those five values, I added them together and divided by five to give me the average value. All decimals are rounded up and any number that appears as zero will be rounded up to one. While the stat growth are very helpful in locating stat weaknesses for each job, you shouldn't pay too much attention to them. Keep in mind that I also have concluded that unlike Move, Jump, and Evade, jobs that are found in different races still have the same stat growth.

```
=====
[----- M O O G L E   J O B S -----]
=====
```

Animist (Call) ~

=====

[No Skills Required]

Move: 4	Jump: 2	Evade: 55	
HP: +7	Atk: +7	Pow: +7	Speed: +1
MP: +3	Def: +9	Res: +10	

These energetic Moogles Animists are capable of calling on the help of creatures and animals. For the most part, their moves are either status ailments or stat uppers for allies or itself, of course. Other than their normal "Fight" move, Animists have only one other damaging attack which can put them at a disadvantage when one is without the aid of other clan members. The Animist is a good job early on, but as the game progresses, it will become less useful and

eventually, you might settle for something such as the Mog Knight or Gunner (Both require Animist A-Abilities). Also, the lack of any Support ability whatsoever is particularly damaging as well.

Action Ability ~

=====

Sheep Count - Inflicts Sleep status on enemy.

Item: Glass Bell

AP: 100

Catnip - Inflicts Berserk status on enemy.

Item: War Trumpet

AP: 100

100% Wool - Casts Protect/Shell status on self.

Item: Earth Bell

AP: 200

Tail Wag - Inflicts Charm status on enemy.

Item: Fairy Harp

AP: 200

Frogsong - Inflicts Frog status on enemy.

Item: Aona Flute

AP: 200

Chocobo Rush - Deals damage to all enemies directly in front and in back of caster.

Item: Satyr Flute

AP: 300

Cuisine - Heals HP to maximum.

Item: Heal Chime

AP: 300

Friend - Summons random creature. Wildcard.

Item: Blood Strings

AP: 300

Reaction Ability ~

=====

Block Arrows - Blocks all arrows no matter what.

Item: Green Beret

AP: 300

Support Ability ~

=====

N/A

Combo Ability ~

=====

Animal Combo - Performs a combo with another clanner.

Item: Mythril Bell

AP: 100

Mog Knight (Charge) ~

=====

[Animist A-Ability x1]

HP: +7 Atk: +9 Pow: +7 Speed: +1
MP: +2 Def: +8 Res: +8

The Mog Knight are the Moogles' most physical attacking unit. A Mog Knight's abilities are all unique although many of them are simple knockoffs of other physical jobs (ie. Paladins, Gladiators, etc.). For example, the Mog Knight's Mog Rush is the same thing as Beatdown with different graphic and of course, a different name. Nevertheless, Mog Knights are incredible able attackers with amazing growth all-around. Not only that but the Mog Knight is one of the most versatile fighting units of Final Fantasy Tactics Advance! If you are going for a Moogle attacker, the Mog Knight is the definitive choice.

Action Ability ~

=====

Mog Attack - Pushes enemy back one tile.

Item: Flametongue

AP: 100

Mog Rush - Inaccurate strike dealing heavy damage.

Item: Shadow Blade

AP: 200

Mog Lance - Ranged damage.

Item: Atmos Blade

AP: 200

Mog Guard - Casts Protect and Shell on self for one turn.

Item: Kwigon Blade

AP: 200

Mog Aid - Heals HP and status.

Item: Icebrand

AP: 300

Mog Shield - Nullifies first status ailment.

Item: Pearl Blade

AP: 300

Mog Peek - Detects items hidden by enemy.

Item: Paraiba Blade

AP: 300

Ultima Charge - Heavy damage created by Ultima magic.

Item: Materia Blade

AP: 999

Reaction Ability ~

=====

Last Haste - Casts Haste on self when HP is critical.

Item: Gold Armor

AP: 300

Support Ability ~

=====

Shieldbearer - Capable of carrying a Shield with any job.

Item: Opal Shield

AP: 300

Combo Ability ~

=====

Charge Combo - Performs a combo with another clanner.

Item: Mythril Blade

AP: 100

Gunner (Gunmanship) ~

=====

[Animist A-Ability x1]

Move: 3

Jump: 2

Evade: 65

HP: +8

Atk: +8

Pow: +5

Speed: +1

MP: +1

Def: +9

Res: +7

Gunners, masters of a variety of firearms, hold a position as one of the best classes in the game. Armed with extremely long ranged guns, they are capable of knocking enemies out from nearly three quarters across the battle area. At higher levels, their shots do incredible damage and to add to that, many of their shots are status effecting. For example, Confushot, Blindshot, Charmshot, et cetera, all effect an enemy by not only damaging them but also causing their listed status ailment. And when Concentrate is learned, all shots are very accurate causing incredible frustration to your opponents. However, a Gunner has no reaction ability, so get some of those abilities from other jobs!

Action Ability ~

=====

Fireshot - Fire elemental shot.

Item: Aiot Gun

AP: 100

Blindshot - Damage and inflicts Blind status.

Item: Silver Cannon

AP: 100

Boltshot - Thunder elemental shot.

Item: Riot Gun

AP: 100

Iceshot - Ice elemental shot.

Item: Giot Gun

AP: 100

Confushot - Damage and inflicts Confuse status.

Item: Chaos Rifle

AP: 200

Silenshot - Damage and inflicts Silence status.

Item: Lost Gun

AP: 200

Charmshot - Damage and inflicts Charm status.

Item: Peacemaker

AP: 300

Stopshot - Damage and inflicts Stop status.

Item: Outsider

AP: 300

Reaction Ability ~

=====

N/A

Support Ability ~

=====

Concentrate - Greatly increases accuracy.

Item: Longbarrel

AP: 300

Combo Ability ~

=====

Gun Combo - Performs a combo with another clanner.

Item: Mythril Gun

AP: 100

Thief (Steal) ~

=====

[No Skills Required]

Move: 4

Jump: 3

Evade: 70

HP: +7

Atk: +8

Pow: +7

Speed: +2

MP: +1

Def: +8

Res: +7

Thief (Steal) ~

=====

[No Skills Required]

Move: 4

Jump: 3

Evade: 65

HP: +7

Atk: +8

Pow: +7

Speed: +2

MP: +1

Def: +8

Res: +7

Thieves are an integral part of Final Fantasy Tactics Advance. When fully equipped with a state-of-the-art Knife, Thieves play a role as incredibly agile attackers. Indeed, they can play a nice role even with their Fight move. However, their most unique aspect is their ability to steal... almost anything! Indeed, they are quite useful as instead of worrying about your opponent's heavy armor (It would be tough to damage), you can just steal it. Same thing with weapons, helms, accessories, even entire abilities! Or, you can just get yourself whatever items you need for free as your Thief can just steal it. For the most part, all Steal abilities have a good chance of hitting and when your Thief steals from the rear of most units, it's a 80-90% chance. The only exception is Steal: Ability, naturally which has terrible accuracy. You could guess Square didn't want players abusing that move. However, it's easily foiled with Stop or Sleep. Thieves are definitely the unit to have later in the game, as enemies begin to hold much more valuable weaponry and items.

Action Ability ~

=====

Steal: Gil - Steals an amount of Gil from enemy.

Item: Jack Knife

AP: 100

Steal: EXP - Steals an amount of EXP from enemy.

Item: Khukuri
AP: 100

Steal: Shield - Steals shield (if any) from enemy.
Item: Scramasax
AP: 200

Steal: JP - Steals an amount of JP from enemy.
Item: Orichalcum
AP: 200

Steal: Helm - Steals headwear (if any) from enemy.
Item: Kard
AP: 300

Steal: Armor - Steals clothes/armor (if any) from enemy.
Item: Rondell Dagger
AP: 300

Steal: Access. - Steals accessory (if any) from enemy.
Item: Jambiya
AP: 300

Steal: Weapon - Steals weapon (if any) from enemy.
Item: Sword Breaker
AP: 300

Steal: Ability - Steals ability (if any) from enemy.
Item: Cinquedea
AP: 300

Reaction Ability ~
=====

Counter - When attacked at own weapon range, counterattacks.
Item: Brigandine
AP: 300

Support Ability ~
=====

Maintenance - Unit's equipped items cannot be destroyed or
taken away.
Item: Adaman Vest
AP: 300

Combo Ability ~
=====

Thief Combo - Performs a combo with another clanner.
Item: Mythril Knife
AP: 100

Juggler (Stunt) ~
=====

[Thief A-Ability x2]

Move: 4 Jump: 2 Evade: 40

HP: +7 Atk: +8 Pow: +6 Speed: +2
MP: +1 Def: +9 Res: +6

Jugglers are the tricksters of the Moogle class. They are classified

as entertainers and have many tricks up their sleeves which they can throw upon your enemy. A Juggler isn't a particularly damaging unit but they have status ailmenting attacks up their sleeves. Dressed as jesters, Jugglers can throw different items to hurt your enemy along with creating an entertaining show. Whether you choose to Confuse, Berserk, Disable, or even Stop your opponents, the Juggler is the unit to have in your party. Their level gain is nicely done and even their physical attacks (Sadly, aren't ranged) cause pretty fair damage. Also, you won't find any Jugger Support Abilities.

Action Ability ~

=====

Gil Toss - Throws an amount of 30 Gil to deal 30 HP damage.

Item: Jack Knife

AP: 100

Hurl - Throws an item from your stock to deal damage.

Item: Kris Knife

AP: 100

Ball - Throws a ball to inflict Confuse status upon enemy.

Item: Scramasax

AP: 200

Ring - Throws a ring to inflict Stop status upon enemy.

Item: Rondell Dagger

AP: 200

Firebomb - Throws a firebomb to damage and inflict Berserk status upon enemy.

Item: Khukuri

AP: 300

Dagger - Throws a dagger to damage and inflict Disable status upon enemy.

Item: Jambiya

AP: 300

Smile - Throws happiness to cast Quicken on ally.

Item: Orichalcum

AP: 300

Reaction Ability ~

=====

Catch - Avoids throw attacks (exp. Hurl, Throw) and keeps items thrown.

Item: Chain Plate

AP: 300

Return Fire - Catches arrows and throws it back at source.

Item: Power Sash

AP: 300

Support Ability ~

=====

N/A

Combo Ability ~

=====

Juggle Combo - Performs a combo with another clanner.

Item: Mythril Knife
AP: 100

Gadgeteer (Pandora) ~

=====

[Thief A-Ability x2]

Move: 3 Jump: 2 Evade: 50

HP: +6 Atk: +8 Pow: +7 Speed: +1

MP: +2 Def: +10 Res: +9

Gadgeteers are a great job to have in any party, but their one major weakness is their inability to predict which side, yours or your opponents, are affected by their Pandora's Box. Their abilities are all status ailmenting or status boosting moves which can turn the sides in your favor... or destroy all chances of a win! This would usually make you question whether or not to choose one for big battles like the Totemas. Upon using a Pandora, the Gadgeteer will flip a coin. The side which the ability will affect is completely random. However, if it does hit your enemy, it's extremely effective. There really isn't any way of counteracting the coin from hitting your side other than the Fortune Rings, Cacushca's, etc. The lack of a Support Ability is particularly hurting as well although the two Reaction Abilities are very helpful.

Action Ability ~

=====

Silver Disc - Flips a coin and randomly Blinds either side.

Item: Hard Knuckles

AP: 200

Red Spring - Flips a coin and randomly casts Haste on either side.

Item: Rising Sun

AP: 200

Green Gear - Flips a coin and randomly Poisons either side.

Item: Sick Knuckles

AP: 200

Chroma Gem - Flips a coin and randomly put either side to Sleep

Item: Dream Claws

AP: 200

Gold Battery - Flips a coin and randomly casts Cure on either side.

Item: Cat Claws

AP: 200

Blue Screw - Flips a coin and randomly casts Dispel on either side.

Item: White Fangs

AP: 200

Black Ingot - Flips a coin and randomly Dooms either side.

Item: Death Claws

AP: 200

Yellow Spring - Flips a coin and randomly casts Barrier on either side.

Item: Survivor

AP: 200

Reaction Ability ~

=====

Damage > MP - All damage taken switched over to MP.

Item: Judo Uniform

AP: 300

Auto-Regen - Casts Auto-Regen on self to automatically heal.

Item: Gaia Gear

AP: 300

Support Ability ~

=====

N/A

Combo Ability ~

=====

Gadget Combo - Performs a combo with another clan.

Item: Mythril Claws

AP: 100

Black Mage (Black Magic) ~

=====

[No Skills Required]

Move: 3

Jump: 2

Evade: 35

HP: +5

Atk: +5

Pow: +8

Speed: +1

MP: +5

Def: +8

Res: +6

The Black Mages are the notorious elemental summoners from many previous Final Fantasy titles. In Final Fantasy Tactics Advance, they are no exception. With their signature straw hats and dark robes, they are indeed, a force to be reckoned with. They are only capable of summoning damaging magic of the three elements, fire, lightning, and ice (also known as water). However, they are not at all capable of sending out status affecting spells or offensive spells other than the ones just listed. This might cause some problems which is why it might be best to combine a Black Mage with an Animist (Moogles), a Sage or Alchemist (Nu Mou), or a Blue Mage (Human).

Action Ability ~

=====

Fire - Deals a small amount of Fire damage to enemy.

Item: Rod

AP: 100

Thunder - Deals a small amount of Thunder damage to enemy.

Item: Rod

AP: 100

Blizzard - Deals a small amount of Ice damage to enemy.

Item: Rod

AP: 100

Fira - Deals a medium amount of Fire damage to enemy.

Item: Firewheel Rod

AP: 200

Thundara - Deals a medium amount of Thunder damage to enemy.

Item: Thunder Rod

AP: 200

Blizzara - Deals a medium amount of Ice damage to enemy.

Item: Sleet Rod

AP: 200

Firaga - Deals a heavy amount of Fire damage to enemy.

Item: Flame Rod

AP: 300

Thundaga - Deals a heavy amount of Thunder damage to enemy.

Item: Thor Rod

AP: 300

Blizzaga - Deals a heavy amount of Ice damage to enemy.

Item: Chill Rod

AP: 300

Reaction Ability ~

=====

Return Magic - When hit by any magic, casts the same magic
back at caster.

Item: Black Robe

AP: 300

Support Ability ~

=====

Geomancy - Ups magical power.

Item: Sage Robe

AP: 300

Combo Ability ~

=====

Black Combo - Performs a combo with another clanner.

Item: Mythril Rod

AP: 100

Time Mage (Time Magic) ~

=====

[Black Mage A-Ability x5]

Move: 3

Jump: 2

Evade: 30

HP: +6

Atk: +6

Pow: +9

Speed: +1

MP: +3

Def: +8

Res: +9

Time Mages are masters of time and space (as their job title states). Uniformed in bright red and blue colors, Time Mages actually use the force of time in their magic. For the most part, they Slow down enemies, Stop targets in their tracks, casts Haste to speed up movement, etc. As you can see, Time Mages are fun to annoy the enemy with. However, status ailmenting moves aren't the only abilities Time Mages are capable of. Both the moves Quarter and Demi suck the HP right out of your enemy. No Support Ability, but still, you could

pass on Geomancy from the Black Mage job to the Time Mage so you have no reason to complain. Hah!

Action Ability ~

=====

Haste - Casts Haste status on ally to speed up time.

Item: Firewheel Rod

AP: 200

Silence - Inflicts Silence status on enemy.

Item: Sleet Rod

AP: 200

Slow - Inflicts Slow status on enemy.

Item: Terre Rod

AP: 200

Quarter - Reduces target's health by 1/4.

Item: Force Rod

AP: 200

Reflect - Casts a barrier on ally to reflect back all magical spells back at the caster.

Item: Thunder Rod

AP: 300

Quicken - Gives your ally the next turn.

Item: Thor Rod

AP: 300

Stop - Inflicts Stop status on enemy.

Item: Chill Rod

AP: 300

Demi - Reduces target's health by 1/2.

Item: Stardust Rod

AP: 300

Reaction Ability ~

=====

Last Quicken - Casts Quicken on self when HP is critical.

Item: Lordly Robe

AP: 300

Combo Ability ~

=====

Time Combo - Performs a combo with another clanner.

Item: Mythril Rod

AP: 100

----- N U M O U J O B S -----

=====

White Mage (White Magic) ~

=====

[No Skills Required]

Move: 3

Jump: 2

Evade: 40

HP: +6 Atk: +4 Pow: +8 Speed: +1
MP: +5 Def: +6 Res: +8

White Mages are unquestionably the best support unit you can have in a clan. However, they are used solely to keep your units in the game and basically, keeping everyone in tip-top shape. How do they do this? Why, with their great White Magic. White Mages can heal with their healing power, cure status ailments, cast barriers on allies, and even give a unit an Auto-Life! However, they aren't that great of attackers, just for the mere support of the rest of your clan. Be sure to keep your White Mage out of enemy range and use it to your greatest advantage. There is one instance in which a White Mage would be an effective attacker and that would be against the Undead (Zombies and Vampires). Use the Holy Cure/Cura/Curaga moves against them and watch them fall. Beware, no Reaction Ability!

Action Ability ~

=====

Cure - Holy aura to heal a light amount of HP.

Item: White Staff

AP: 100

Protect - Casts Protect status on ally.

Item: Guard Staff

AP: 100

Shell - Casts Shell status on ally.

Item: Judge Staff

AP: 100

Cura - Holy aura to heal a medium amount of HP.

Item: Cure Staff

AP: 200

Esuna - Casts aura to recover all status ailments.

Item: Pure Staff

AP: 200

Life - Revives ally with some HP.

Item: Bless Staff

AP: 200

Auto-Life - Casts Auto-Life status on ally.

Item: Cheer Staff

AP: 200

Curaga - Holy aura to heal an incredible amount of HP.

Item: Spring Staff

AP: 300

Full-Life - Revives ally with full HP.

Item: Nirvana Staff

AP: 300

Reaction Ability ~

=====

N/A

Support Ability ~

=====

Turbo MP - Doubles MP usage for better power and hit rate.

Item: White Robe

AP: 300

Combo Ability ~

=====

White Combo - Performs a combo with another clanner.

Item: Mythril Staff

AP: 100

Black Mage (Black Magic) ~

=====

[No Skills Required]

Move: 3

Jump: 2

Evade: 35

HP: +5

Atk: +5

Pow: +8

Speed: +1

MP: +5

Def: +8

Res: +6

The Black Mages are the notorious elemental summoners from many previous Final Fantasy titles. In Final Fantasy Tactics Advance, they are no exception. With their signature straw hats and dark robes, they are indeed, a force to be reckoned with. They are only capable of summoning damaging magic of the three elements, fire, lightning, and ice (also known as water). However, they are not at all capable of sending out status affecting spells or offensive spells other than the ones just listed. This might cause some problems which is why it might be best to combine a Black Mage with an Animist (Moogles), a Sage or Alchemist (Nu Mou), or a Blue Mage (Human).

Action Ability ~

=====

Fire - Deals a small amount of Fire damage to enemy.

Item: Rod

AP: 100

Thunder - Deals a small amount of Thunder damage to enemy.

Item: Rod

AP: 100

Blizzard - Deals a small amount of Ice damage to enemy.

Item: Rod

AP: 100

Fira - Deals a medium amount of Fire damage to enemy.

Item: Firewheel Rod

AP: 200

Thundara - Deals a medium amount of Thunder damage to enemy.

Item: Thunder Rod

AP: 200

Blizzara - Deals a medium amount of Ice damage to enemy.

Item: Sleet Rod

AP: 200

Firaga - Deals a heavy amount of Fire damage to enemy.

Item: Flame Rod

AP: 300

Thundaga - Deals a heavy amount of Thunder damage to enemy.

Item: Thor Rod

AP: 300

Blizzaga - Deals a heavy amount of Ice damage to enemy.

Item: Chill Rod

AP: 300

Reaction Ability ~

=====

Return Magic - When hit by any magic, casts the same magic back at caster.

Item: Black Robe

AP: 300

Support Ability ~

=====

Geomancy - Ups magical power.

Item: Sage Robe

AP: 300

Combo Ability ~

=====

Black Combo - Performs a combo with another clanner.

Item: Mythril Rod

AP: 100

Time Mage (Time Magic) ~

=====

[Black Mage A-Ability x5]

Move: 3

Jump: 2

Evade: 30

HP: +6

Atk: +6

Pow: +9

Speed: +1

MP: +3

Def: +8

Res: +9

Time Mages are masters of time and space (as their job title states). Uniformed in bright red and blue colors, Time Mages actually use the force of time in their magic. For the most part, they Slow down enemies, Stop targets in their tracks, casts Haste to speed up movement, etc. As you can see, Time Mages are fun to annoy the enemy with. However, status ailmenting moves aren't the only abilities Time Mages are capable of. Both the moves Quarter and Demi suck the HP right out of your enemy. No Support Ability, but still, you could pass on Geomancy from the Black Mage job to the Time Mage so you have no reason to complain. Hah!

Action Ability ~

=====

Haste - Casts Haste status on ally to speed up time.

Item: Firewheel Rod

AP: 200

Silence - Inflicts Silence status on enemy.

Item: Sleet Rod

AP: 200

Slow - Inflicts Slow status on enemy.

Item: Terre Rod

AP: 200

Quarter - Reduces target's health by 1/4.

Item: Force Rod

AP: 200

Reflect - Casts a barrier on ally to reflect back all magical spells back at the caster.

Item: Thunder Rod

AP: 300

Quicken - Gives your ally the next turn.

Item: Thor Rod

AP: 300

Stop - Inflicts Stop status on enemy.

Item: Chill Rod

AP: 300

Demi - Reduces target's health by 1/2.

Item: Stardust Rod

AP: 300

Reaction Ability ~

=====

Last Quicken - Casts Quicken on self when HP is critical.

Item: Lordly Robe

AP: 300

Combo Ability ~

=====

Time Combo - Performs a combo with another planner.

Item: Mythril Rod

AP: 100

Illusionist (Phantasm Skill) ~

=====

[White Mage A-Ability x3]

[Black Mage A-Ability x5]

Move: 3

Jump: 2

Evade: 30

HP: +5

Atk: +4

Pow: +9

Speed: +1

MP: +8

Def: +6

Res: +9

With Phantasm Skills on their sides, Illusionists are capable of dealing light or medium damage to all enemies on the field... in about eight different ways! How is that possible you might ask? Well, with each ability being a different element, I suppose you have just been answered. Now, you might find this a bit cheap, but an attack on the entire field, how is that possible? It would be just like a no JP Totema if not for two key differences, Phantasm can miss, and every enemy on the playing field is dealt only light damage unlike Totemas which deal incredible damage with every casting. Despite those, Illusionists still play as an incredibly useful job. Because of the fact that each move can hit no matter what, you don't need to send an Illusionist directly into battle, which really helps considering HP and Def. growth. Critical HP enemies can be finished off in a snap and your Illusionist will never have a free turn as long as there are enemies. When the time comes, it is well worth it

to invest in an Illusionist.

Action Ability ~

=====

Prominence - Deals Fire damage to all enemies.

Item: Firewheel Rod

AP: 100

Tempest - Deals Lightning damage to all enemies.

Item: Thunder Rod

AP: 100

Freezeblink - Deals Ice damage to all enemies.

Item: Sleet Rod

AP: 100

Soil Evidence - Deals Earth damage to all enemies.

Item: Terre Rod

AP: 200

Wild Tornado - Deals Wind damage to all enemies.

Item: Thor Rod

AP: 200

Deluge - Deals Water damage to all enemies.

Item: Chill Rod

AP: 200

Stardust - Deals damage through a rain of meteors.

Item: Stardust Rod

AP: 300

Star Cross - Deals Holy damage to all enemies.

Item: Princess Rod

AP: 300

Reaction Ability ~

=====

Absorb MP - Absorbs the amount of MP cost in the spell used against you.

Item: Lordly Robe

AP: 300

Support Ability ~

=====

Half MP - Cuts the amount of MP required to cast a spell in half.

Item: Light Robe

AP: 300

Combo Ability ~

=====

Spell Combo - Performs a combo with another clanner.

Item: Mythril Rod

AP: 100

Alchemist (Alchemy) ~

=====

[White Mage A-Ability x3]

[Black Mage A-Ability x5]

Move: 3

Jump: 3

Evade: 35

HP: +6

Atk: +5

Pow: +9

Speed: +1

MP: +9

Def: +6

Res: +10

In ancient times, Alchemists were the ones who attempted to turn base metals in gold! Indeed, the study of Alchemy was incredibly short-lived, however, Final Fantasy Tactic Advance's Alchemists are an incredibly powerful Nu Mou class holding the position as one of the best magic units in the game! Their magic spells are incredibly powerful and can easily turn the tide of battle in your favor. Unlike the Black Mage which only deals offensive damage or the White Mage which only deals support, the Alchemist is capable of incredibly powerful offense spells as well as the Templar's Astra, which nullifies the first status ailment that affects one of your allies. Some moves deal crazy damage or even instant KO! With an Alchemist on the field, you simply can't go wrong. But, the lack of a Reaction Ability is incredibly hurting to such a powerful job.

Action Ability ~

=====

Poison - Inflicts Poison status on enemy.

Item: Druid Mace

AP: 100

Rasp - Uses own magic to deal MP damage.

Item: Energy Mace

AP: 100

Astra - Nullifies first status ailment inflicted.

Item: Sage Crosier

AP: 200

Toad - Inflicts Frog status on enemy.

Item: Mandragora

AP: 200

Death - Instinct KO to target.

Item: Life Crosier

AP: 200

Flare - Very heavy damage to enemy.

Item: Lotus Mace

AP: 300

Meteor - Calls heavy meteor for damage.

Item: Scorpion Tail

AP: 300

Reaction Ability ~

=====

N/A

Support Ability ~

=====

Maintenance - Unit's equipped items cannot be destroyed or taken away.

Item: Adaman Vest

AP: 300

Magic Pow+ - Powers up Magic Power statistics.

Item: Morning Star

AP: 300

Combo Ability ~

=====

Gold Combo - Performs a combo with another planner.

Item: Mythril Mace

AP: 100

Beastmaster (Control) ~

=====

[No Skills Required]

Move: 4

Jump: 3

Evade: 55

HP: +7

Atk: +9

Pow: +7

Speed: +2

MP: +2

Def: +9

Res: +9

The Beastmaster is a unique Nu Mou job. As it's name clues, Beastmasters are masters of, well, beasts... Using instruments to control different monsters, Beastmasters can easily turn the tide of battle, but only in a battle with monsters. When you gain control of a monster, you get to control it for one turn. However, this job can control monsters and ONLY monsters. Therefore, when placed in a regular clan battle without engaging monsters, Beastmasters are useless which brings down their approval rating quite a bit. For the most part, many people use these Beastmasters to force monsters to use their abilities on Blue Mages which is pretty much, their most practical use. Nevertheless, Beastmasters shine with amazing status growth (attack and defense growth is amazing considering that this is a Nu Mou) and are one of a kind.

Action Ability ~

=====

Goblin - Controls Goblins & Red Caps.

Item: Demon Bell, War Trumpet

AP: 200

Flan - Controls Ice Flans & Jellies & Creams.

Item: Demon Bell, Glass Bell

AP: 200

Bomb - Controls Bombs & Grenades.

Item: Demon Bell, Aona Flute

AP: 200

Dragon - Controls Firewyrms & Icedrakes & Thundrakes

Item: Earth Bell

AP: 200

Lamia - Controls Lamias & Liliths.

Item: Glass Bell

AP: 200

Panther - Controls Red Panthers & Coeurls.

Item: War Trumpet

AP: 200

Rockbeast - Controls Blade Biters & Toughskins.

Item: Conch Shell

AP: 200

Floateye - Controls Floateyes & Ahrimans.

Item: Black Quena

AP: 200

Undead - Controls Zombies & Vampires.

Item: Black Quena

AP: 200

Fairy - Controls Sprites & Titinias.

Item: Fairy Harp

AP: 200

Bug - Controls Antlions and Jawbreakers.

Item: Fairy Harp

AP: 200

Malboro - Controls Malboros & Big Malboros.

Item: Aona Flute

AP: 200

Tonberry - Controls Tonberries & Masterberries.

Item: Blood Strings

AP: 200

Reaction Ability ~

=====

Last Haste - Casts Haste status on self when HP is critical.

Item: Ninja Gear

AP: 300

Support Ability ~

=====

Immunity - Offers resistance against some status ailments.

Item: Survival Vest

AP: 300

Combo Ability ~

=====

Beast Combo - Performs a combo with another clanner.

Item: Mythril Bell

AP: 100

Morpher (Morph) ~

=====

[Beastmaster A-Ability x5]

Move: 4

Jump: 3

Evade: 30

HP: +6

Atk: +8

Pow: +7

Speed: +2

MP: +3

Def: +8

Res: +8

Have you wondered what the Monster Bank is for? While it may seem useless around the beginning of the game, it will grow in importance. Its only use is to fuel the Nu Mou Morpher's attack power. To add a monster, you need to capture it with the Hunter's A-Ability, Capture. When captured, it will be sent to the Monster Bank and you will

collect a Soul with the name of that particular monster. These Souls can be used by a Morpher which then morphs into the monster of the Soul. At that point, the Morpher can use any abilities that the monster can use! While a Morpher may be an annoying job to use as you will have to constantly keep your monsters happy, and you have to work to gain Souls, when fully powered up, may be the greatest Nu Mou class. However, that only depends on your diligence and desire to make your Morpher the best. Keep in mind that Morpher's don't hold any Support Abilities. That is only a minor disadvantage however.

Action Ability ~

=====

Goblin - Morph into Goblin class.

Item: Goblin Soul

AP: 200

Flan - Morph into Flan class.

Item: Flan Soul

AP: 200

Bomb - Morph into Bomb class.

Item: Bomb Soul

AP: 200

Dragon - Morph into Dragon class.

Item: Dragon Soul

AP: 200

Lamia - Morph into Lamia class.

Item: Lamia Soul

AP: 200

Bug - Morph into Bug class.

Item: Bug Soul

AP: 200

Panther - Morph into Panther class.

Item: Panther Soul

AP: 200

Marlboro - Morph into Marlboro class.

Item: Marlboro Soul

AP: 200

Floateye - Morph into Floateye class.

Item: Eye Soul

AP: 200

Reaction Ability ~

=====

Damage > MP - All damage taken switched over to MP.

Item: Judo Uniform

AP: 300

Support Ability ~

=====

N/A

Combo Ability ~

=====

Morph Combo - Performs a combo with another clanner.

Item: Mythril Soul

AP: 100

Sage (Sagacity Skill) ~

=====

[Beastmaster A-Ability x2]

[White Mage A-Ability x2]

Move: 4

Jump: 3

Evade: 40

HP: +6

Atk: +8

Pow: +8

Speed: +1

MP: +9

Def: +7

Res: +7

Sages are an incredibly powerful Nu-Mou class and the most versatile out of all magic classes (Except for maybe the Blue Mage/Morpher) whatsoever! The most unique ability that a Sage could hold would be the Giga Flare, one of the most powerful abilities in the game if not already the one! Apart from Giga Flare, you will find Ultima magic just as well. Ultima Blow is an incredibly powerful strike with a heavy MP cost (Which is definitely well worth it). Other than those offense magic spells, Sages also holds the ability Raise, which is quite possibly the best healing move. Why? It can revive any units within the aura radius and all units which are not KOed get a healing. When powered up and kicking with amazing stat growth, they will provide a heavy burden on any opponent.

Action Ability ~

=====

Drain - Sucks the HP out of target.

Item: Energy Mace

AP: 100

Blind - Inflicts Blind status on enemy.

Item: Druid Mace

AP: 100

Water - Water elemental radius damage.

Item: Battle Mace

AP: 200

Aero - Wind elemental radius damage.

Item: Battle Mace

AP: 200

Bio - Inflicts Poison status and damage on enemy.

Item: Mandragora

AP: 300

Raise - Revives and heals all units within a radius.

Item: Life Crosier

AP: 300

Giga Flare - Incredibly heavy damage to enemy.

Item: Lotus Mace

AP: 300

Ultima Blow - Heavy damage created by Ultima magic.

Item: Zeus Mace

AP: 999

Reaction Ability ~

=====

Reflex - Nullifies any Fight moves against you.

Item: Mirage Vest

AP: 300

Support Ability ~

=====

Weapon Def+ - Increase statistic weapon defense.

Item: Dark Gear

AP: 300

Shieldbearer - Capable of carrying a Shield with any job.

Item: Round Shield

AP: 300

Combo Ability ~

=====

Wise Combo - Performs a combo with another clanner.

Item: Mythril Mace

AP: 100

Hermetic (Hermetics) ~

=====

[Ezel Only]

Move: 3

Jump: 2

Evade: 35

HP: +8

Atk: +7

Pow: +8

Speed: +1

MP: +3

Def: +8

Res: +9

Ezel Berbier should really stick to selling Law Cards and selling Law Cards only! The Hermetic has to be the worst job out of all. Ezel holds only two abilities, Azoth which puts all enemies to sleep and Astra which is self-explanatory. While HP and Attack growth are surprising considering that Ezel is a magic-caster, he still doesn't see the light. Reaction and Support Abilities are okay, but the fact that you absolutely cannot help this poor soul by teaching him new abilities simply wipes out all possible usage. Don't use Ezel. A waste of space.

Action Ability ~

=====

Azoth - Inflicts Sleep status on all enemies.

Item: N/A

AP: N/A

Astra - Nullifies first status ailment inflicted.

Item: N/A

AP: N/A

Reaction Ability ~

=====

Block Arrows - Blocks all arrows no matter what.

Item: N/A

AP: N/A

Support Ability ~

=====

Weapon Atk+ - Increases statistic damage of weapon.

Item: N/A

AP: N/A

Combo Ability ~

=====

N/A

Runeseeker (Rune) ~

=====

[Babus Only]

Move: 4

Jump: 2

Evade: 50

HP: +6

Atk: +6

Pow: +10

Speed: +1

MP: +4

Def: +6

Res: +8

As most of you might already be aware, Babus may join your clan upon completion of the game. Babus is a Runeseeker, an unique job that can only be mastered by Babus himself. A Runeseeker has decent MP growth but incredible Magic Power growth. Babus's starting abilities are pretty good. Explode is similar to the Alchemist's Flare except with Fire elemental. Stillness simply Stops a unit. Quarter and Demi are rip-offs from the Time Mage and Counter and Weapon Def+ are self-explanatory. However, because of the fact that you can't master any further abilities, Babus isn't too great of a choice. Anyhow, at least the Runeseeker lords over Ezel, the Hermetic by a longshot.

Action Ability ~

=====

Explode - Heavy Fire elemental damage to enemy.

Item: N/A

AP: N/A

Stillness - Inflicts Stop status on enemy.

Item: N/A

AP: N/A

Quarter - Reduces target's health by 1/4.

Item: N/A

AP: N/A

Demi - Reduces target's health by 1/2.

Item: N/A

AP: N/A

Reaction Ability ~

=====

Counter - When attacked at own weapon range, counterattacks.

Item: N/A

AP: N/A

Support Ability ~

=====

Weapon Def+ - Increase statistic weapon defense.

Item: N/A

AP: N/A

Combo Ability ~

=====

=====

[----- B A N G A A J O B S -----]

=====

Warrior (Battle Tech) ~

=====

[No Skills Required]

Move: 4 Jump: 2 Evade: 50

HP: +9 Atk: +9 Pow: +5 Speed: +1

MP: +1 Def: +8 Res: +5

Warriors are the sword-wielding tanks of the Bangaa class. Equipped with Swords, Broadswords, and heavy armor, they pack quite a punch in one. With great overall physical status gain, they can get powerful pretty quickly and it isn't surprising to see a Warrior with outrageous HP compared to the rest of its clan. Nevertheless, while Warriors serve well as attackers, they are easily overshadowed by the better physical units. While I consider Warriors to be better than their Human counterpart, the Soldier, they still aren't effective in battle for anything else other than their powerful blows. While the majority of a Warrior's abilities are "break" attacks, it does hold some interesting abilities. Greased Bolt, for example, is one of the few moves that actually can bypass an R-Ability and Downsize is an incredibly useful move. Nevertheless, Warriors, when put up against a greater job, serve only as cannon fodder. But very powerful cannon fodder!

Action Ability ~

=====

First Aid - Heals HP and status.

Item: Shortsword

AP: 100

Speedbreak - Decreases speed of enemy.

Item: Silver Sword

AP: 200

Mindbreak - Decreases Magic Pow. of enemy.

Item: Buster Sword

AP: 200

Powerbreak - Decreases Atk. Power of enemy.

Item: Samson Sword

AP: 200

Magicbreak - Deals damage to MP.

Item: Falchion

AP: 200

Greased Bolt - Attacks quickly to avoid R-Ability.

Item: Gale Sword

AP: 300

Downsize - Reduces target's HP by 1/2.

Item: Restorer

AP: 300

Body Slam - Heavy damage with recoil damage to self.

Item: Striborg

AP: 300

Reaction Ability ~

=====

N/A

Support Ability ~

=====

Monkey Grip - Holds Broadswords or Greatswords (any 2-handed weapon) in one hand.

Item: Claymore

AP: 300

Shieldbearer - Capable of carrying a Shield with any job.

Item: Bronze Shield

AP: 300

Combo Ability ~

=====

Combat Combo - Performs a combo with another claner.

Item: Mythril Sword

AP: 100

Dragoon (Dragon Tech) ~

=====

[Warrior A-Ability x2]

Move: 3

Jump: 3

Evade: 40

HP: +8

Atk: +10

Pow: +6

Speed: +1

MP: +1

Def: +8

Res: +6

Dragoons are quite possibly the best physical units in the game in similar league to the Human Paladins or Fighters. As you might already know, Dragoons are Wyrms-killers. With that, they are one of two races (Both Bangaa) that can equip the Spear which extends two units unlike the normal range of one. Therefore, Dragoons can hit two different targets at one point. However, this can draw up some disadvantages. For example, you may intend to hit an enemy in front of you, but one of your allies is stuck in front of your target. If you strike your enemy, your ally will also be hit (Unless he happens to dodge it). Anyhow, Dragoons are incredibly powerful units capable of incredible destruction. The three "Breath" attacks are an extreme asset to any Dragoon's ability lineup and Wyrmskiller doubles damage against any Dragon monster. With a high Attack growth and powerful abilities, you have no reason to not have a Dragoon with the rest of your clan.

Action Ability ~

=====

Jump - Ranged jump attack. Spear required.

Item: Javelin

AP: 100

Wyrmtamer - Weakened Dragon to leave the battlefield.

Item: Buster Sword

AP: 200

Bangaa Cry - Bangaa battle cry spread to deal damage.

Item: Dragon Whisker

AP: 200

Wyrmslayer - Double damage against Dragons.

Item: Blood Sword

AP: 300

Lancet -- Deals damage absorbing HP.

Item: Restorer

AP: 300

Fire Breath - Incendiary spread to deal damage.

Item: Lava Spear

AP: 300

Bolt Breath - Electrically charged spread to deal damage.

Item: Gae Bolg

AP: 300

Ice Breath - Icy breath spread to deal damage.

Item: Ice Lance

AP: 300

Reaction Ability ~

=====

Dragonheart - Casts Auto-Life on self when damaged by weapon.

Item: Vitanova

AP: 300

Support Ability ~

=====

N/A

Combo Ability ~

=====

Dragon Combo - Performs a combo with another claner.

Item: Mythril Spear

AP: 100

Defender (Defend) ~

=====

[Warrior A-Ability x2]

Move: 3

Jump: 2

Evade: 35

HP: +9

Atk: +8

Pow: +5

Speed: +1

MP: +1

Def: +10

Res: +6

Defenders are attackers with an ethic of defense. With incredible HP and Defense growth, Defenders are very able at what their job titles depict, Defense. The Bangaa Defender, in many ways, is similar to the human Paladin. Both have high HP and Defense growth (even though Defender's have better growth, the Paladin is a more capable attacker with better abilities), thus, making both incredibly difficult to get rid of. A lot of a Defender's abilities consists of defending itself. For example, Defense makes a Defender cast Shell and protect on itself, Aura casts Auto-Regen and Auto-Life on self, and Expert Guard nullifies all HP or MP damage for a single turn.

These abilities, when mastered, become a frequent annoyance. This advantage especially sees the light when your Defender becomes the last unit on the field. It is very easy to constantly cast Auto-Life on yourself and Expert Guard annoys your opponent even more. One of the best combos can also be executed through the Defender. Cast Aura on self and use Meltdown while still at full health. Auto-Life brings you back to the living and at the same time, the unit that was next to you is probably lying on the ground. The Bangaa unit, Defender, is not required, but becomes a useful character as you master its abilities.

Action Ability ~

=====

Hibernate - Heals HP and status for self but lose one turn.

Item: Defender

AP: 100

Tremor - Deals damage and knock all surrounding units back one tile.

Item: El Cid Sword

AP: 100

Defense - Casts Protect and Shell on self for one turn.

Item: Lionheart

AP: 200

Drop Weapon - Knocks an enemy's weapons out of their hands.

Item: Ragnarok

AP: 200

Mow Down - Heavy damage to all units around at the cost of losing Speed.

Item: Striborg

AP: 200

Meltdown - KOs self but deals damage equal to unit's remaining HP to all surrounding units.

Item: Vajra

AP: 200

Aura - Casts Auto-Regen and Auto-Life on self.

Item: Lohengrin

AP: 300

Expert Guard - Nullifies all HP and MP damage for one turn.

Item: SaveTheQueen

AP: 300

Reaction Ability ~

=====

Last Berserk - Casts Berserk on self when HP is critical.

Item: Predator

AP: 300

Support Ability ~

=====

Weapon Def+ - Increase statistic weapon defense.

Item: Diamond Armor

AP: 300

Combo Ability ~

=====

Defend Combo - Performs a combo with another clanner.

Item: Mythril Brand

AP: 100

Gladiator (Spellblade Tech) ~

=====

[Warrior A-Ability x2]

Move: 4

Jump: 2

Evade: 45

HP: +8

Atk: +9

Pow: +5

Speed: +1

MP: +3

Def: +8

Res: +6

The Bangaa Gladiator (Much better than the Fighter) are well known for their Ultima Sword attack, however, they are also known for their magical "Spellswords" capable of dealing elemental damage at the cost of some slight MP. The rest of a Gladiator's abilities are mostly from the Fighter class. I'm sure that you might recognize Rush, Beatdown, etc. Also, Gladiators hold another skill which Fighter's lack. With Ultima magic, they can pull off Ultima Sword, a powerful strike. The disadvantage to this however is the MP cost. At 60 MP per strike, your Gladiator probably doesn't have the MP (Just look at its MP growth) for more than a few execution. Nevertheless, Gladiators are effective in their job and play a good role as physical units.

Action Ability ~

=====

Rush - Damage and knock enemy back one tile.

Item: Sweep Blade

AP: 100

Beatdown - Heavy damage with incredibly low hit rate.

Item: Shadow Blade

AP: 200

Blitz - Light damage with incredibly high hit rate.

Item: Sun Blade

AP: 200

Fire Sword - Blazing sword to deal Fire elemental damage.

Item: Flametongue

AP: 200

Bolt Sword - Electrically charged sword to deal Lightning elemental damage.

Item: Air Blade

AP: 200

Ice Sword - Frozen sword to deal Ice elemental damage.

Item: Icebrand

AP: 200

Wild Swing - Spins and deals damage to all surrounding units.

Item: Ogun Blade

AP: 200

Ultima Sword - Heavy damage created by Ultima magic.

Item: Materia Blade

AP: 999

Reaction Ability ~

=====

Strikeback - Nullifies incoming Fight moves at weapon range and counterattacks.

Item: Wygar

AP: 300

Support Ability ~

=====

Doublehand - Holds all one-handed Blades with two hands to increase damage statistics.

Item: Venus Blade

AP: 300

Combo Ability ~

=====

Sword Combo - Performs a combo with another clanner.

Item: Mythril Blade

AP: 100

White Monk (Monk Tech) ~

=====

[No Skills Required]

Move: 4

Jump: 3

Evade: 60

HP: +6

Atk: +8

Pow: +8

Speed: +2

MP: +1

Def: +8

Res: +8

As you all might already be aware of, Bangaas are a naturally fighting race. White Monks, unlike Warriors, use their fists rather than a Sword or Blade. Because of that, Knuckles that fit on hands are most useful. While a White Monk is a good choice for an attacker, you will also have the option of many other abilities too. Instead of just the simple sword strikes of the Warrior, a White Monk can learn a number of ranged attacks (which do quite a bit of damage to) as well as capable of holding many reviving or healing abilities. One ability can even destroy Undead creatures instantly. I find White Monks to be a large step above their sword-slinging brothers and the best part about them; they don't require any skill prerequisites.

Action Ability ~

=====

Whirlwind - Deals damage to all units around caster.

Item: Hard Knuckles

AP: 100

Air Render - Ranged damage.

Item: Kaiser Knuckles

AP: 200

Chakra - Heals HP and status.

Item: Cat Claws

AP: 200

Holy Sign - Inflicts Dispel on enemy.

Item: White Fangs

AP: 200

Far Fist - Ranged splash damage.

Item: Godhand

AP: 200

Earth Render - Deals damage to all units directly in front of
caster.

Item: Tiger Fangs

AP: 200

Exorcise - Gets rid of Undead immediately.

Item: Rising Sun

AP: 300

Revive - Revive KO'd unit.

Item: Survivor

AP: 300

Reaction Ability ~

=====

Reflex - Nullifies any Fight moves against you.

Item: Mirage Vest

AP: 300

Counter - When attacked at own weapon range, counterattacks.

Item: Brigandine

AP: 300

Support Ability ~

=====

N/A

Combo Ability ~

=====

Monk Combo - Performs a combo with another clanner.

Item: Mythril Claws

AP: 100

Bishop (Prayer) ~

=====

[White Monk A-Ability x2]

Move: 3

Jump: 2

Evade: 30

HP: +7

Atk: +7

Pow: +9

Speed: +1

MP: +5

Def: +4

Res: +8

Bishops are basically, the only Staff-wielding class that the Bangaa race has to offer. Because the Bangaas are natural fighters, Bishops aren't the best of the magic casters. Nevertheless, when their abilities are used properly, they can still pack a punch. Because Bishops are the only Rod-wielders, their abilities range from Cura, the run-of-the-mill curing ability that you see on the White Mage to the Sage's Water and Aero that deal Water elemental and Wind elemental. However, their only Petrifying ability, Break, is somewhat advantageous as it only requires 200 AP unlike some other abilities with the same affect; the Assassin's Rockseal for example. Other than that, Bishops are simply mediocre magic casters. There are so many better jobs but if you want a go, by all means, take the Bishop.

Action Ability ~

=====

Aero - Wind elemental radius damage.

Item: Judge Staff

AP: 200

Cura - Holy aura to heal a medium amount of HP.

Item: Cure Staff

AP: 200

Dispel - Inflicts Dispel on enemy.

Item: Bless Staff

AP: 200

Water - Water elemental radius damage.

Item: Spring Staff

AP: 200

Break - Inflicts Petrify status on enemy.

Item: Snake Staff

AP: 200

Barrier - Casts a Barrier for Protect and Shell status on ally.

Item: Garnet Staff

AP: 300

Judge - Steals JP from target.

Item: Cheer Staff

AP: 300

Holy - Holy elemental radius damage.

Item: Nirvana Staff

AP: 300

Reaction Ability ~

=====

Return Magic - When hit by any magic, casts the same magic back at caster.

Item: Black Robe

AP: 300

Support Ability ~

=====

Half MP - Cuts the amount of MP required to cast a spell in half.

Item: Light Robe

AP: 300

Combo Ability ~

=====

Pray Combo - Performs a combo with another clanner.

Item: Mythril Staff

AP: 100

Templar (Sacred Tech) ~

=====

[White Monk A-Ability x2]

Move: 3

Jump: 2

Evade: 40

HP: +7

Atk: +8

Pow: +8

Speed: +1

MP: +3

Def: +10

Res: +7

Temple Knights are basically Spear/Sword wielding "mage killers." Yes, that seems to be their main goal. With their collection of MP hurting attacks and Silence, they sure to seem to achieve that title pretty well. Along with that, Templars still stand as stellar attackers and rushers with their more than average Attack and Defense growth. Along with their anti-magic abilities, Templars also hold many status effecting abilities along with being capable of casting Astra, a unique move which nullifies the first status ailment that affects the one that the Templar casted Astra on. I consider Templar's to be the better of the two jobs cast down from the White Monk as Bangaa were never meant to be die-hard magic wielders.

Action Ability ~

=====

Rasp - Uses own magic to deal MP damage.

Item: Apocalypse

AP: 100

Astra - Nullifies first status ailment inflicted.

Item: SaveTheQueen

AP: 100

Cheer - Improves weapon statistics.

Item: Partisan

AP: 100

Silence - Inflicts Silence status on enemy.

Item: Ragnarok

AP: 200

Haste - Casts Haste status on ally.

Item: Lohengrin

AP: 200

Soul Sphere - Creates a sphere to deal MP damage.

Item: Arch Sword

AP: 300

Warcry - Decreases speed of surrounding units.

Item: Javelin

AP: 300

Lifebreak - Amount of HP lost equals attack power.

Item: Kain's Lance

AP: 300

Reaction Ability ~

=====

Bonecrusher - When damaged at weapon range, counterattacks with Atk. Power x 1.5.

Item: Carabini Mail

AP: 300

Support Ability ~

=====

Weapon Atk+ - Increases statistic damage of weapon.

Item: Trident

AP: 300

Combo Ability ~

=====

Sacred Combo - Performs a combo with another clanner.

Item: Mythril Brand

AP: 100

=====

[----- V I E R A J O B S -----]

=====

Fencer (Lunge Tech) ~

=====

[No Skills Required]

Move: 4

Jump: 2

Evade: 60

HP: +8

Atk: +8

Pow: +7

Speed: +2

MP: +1

Def: +7

Res: +7

Fast and incredible evasive, Fencers play a role as the Viera's main assault job. Armed with Rapiers, they stab at their opponents to bring them down. While Fencer's do play a great role of bringing down enemies with sheer force and attack power, they don't play a role in any magic-casting. Nevertheless, they hold some pretty effective abilities and are better than the Soldiers or Warriors. With great Speed growth and a high Evade to boot, Fencers are well-rounded as a physical unit.

Action Ability ~

=====

Swarmstrike - Inflicts light damage and Poison status.

Item: Stinger

AP: 100

Featherblow - Inflicts light damage with flurry of attacks.

High hit rate.

Item: Estoc

AP: 200

Piercethrough - Deals damage to two squares in front.

Item: Flamberge

AP: 200

Shadowstick - Lower foe's Speed statistics.

Item: Silver Rapier

AP: 200

Nighthawk - Ranged damage.

Item: Joyeuse

AP: 200

Swallowtail - Deals damage to all surrounding units.

Item: Djinn Flyssa

AP: 300

Manastrike - Deals heavy damage to foe's MP.

Item: Mage Masher

AP: 300

Checkmate - Inflicts Doom status on enemy.

Item: Gupti Aga

AP: 300

Reaction Ability ~

=====

Reflex - Nullifies any Fight moves against you.

Item: Mirage Vest

AP: 300

Support Ability ~

=====

Shieldbearer - Capable of carrying a Shield with any job.

Item: Round Shield

AP: 300

Combo Ability ~

=====

Lunge Combo - Performs a combo with another clanner.

Item: Mythril Rapier

AP: 100

Elementalist (Spirit Magic) ~

=====

[White Mage A-Ability x1]

[Fencer A-Ability x1]

Move: 3

Jump: 2

Evade: 50

HP: +7

Atk: +8

Pow: +7

Speed: +2

MP: +2

Def: +7

Res: +8

Elementalists are said to be able to communicate with the spirits of past forces to generate magic spells of the different elements. This Viera magic unit plays a different role than most offensive magic casters. In fact, most of the Elementalist's magic abilities are similar to the Ninja's elemental "Veils." They are similar in the fact that Elementalist's magic spells aren't the most powerful, but they also inflict status ailments more often than not. With offensive magic that also bombards your enemy with status effects, these Elementalist can also heal your units with Earth Heal and White Flame. When Spirit Magic is used effectively, Elementalist can add to your advantage greatly.

Action Ability ~

=====

Fire Whip - Fire elemental damage with chance of inflicting Disable status on enemy.

Item: Scarlette

AP: 100

White Flame - Casts White Flames aura to heal HP.

Item: Flamberge

AP: 100

Heavy Dust - Earth elemental damage with chance of inflicting
Immobilize status on enemy.

Item: Estoc

AP: 200

Earth Heal - Casts Earth Heal to heal HP.

Item: Fleuret

AP: 200

Sliprain - Water elemental damage with chance of inflicting
Slow status on enemy.

Item: Silver Rapier

AP: 200

Shining Air - Wind elemental damage with chance of inflicting
Blind status on enemy.

Item: Djinn Flyssa

AP: 200

Evil Gaze - Dark elemental damage with chance of inflicting
Confuse status on enemy.

Item: Joyeuse

AP: 300

Elementalshift - Randomly changes element of foe to weaken
against certain elements.

Item: Epeprism

AP: 300

Reaction Ability ~

=====

Absorb MP - Absorbs the amount of MP cost in the spell used
against you.

Item: Lordly Robe

AP: 300

Support Ability ~

=====

N/A

Combo Ability ~

=====

Spirit Combo - Performs a combo with another clanner.

Item: Mythril Rapier

AP: 100

Red Mage (Red Magic) ~

=====

[Fencer A-Ability x1]

Move: 4

Jump: 2

Evade: 50

HP: +6

Atk: +7

Pow: +9

Speed: +1

MP: +3

Def: +7

Res: +7

A Red Mage is like the Viera version of what might happen if you chose to fuse a Black Mage, an Alchemist, a White Mage, and a Bishop into one. A Red Mage is an incredibly spread job capable of both offensive magic, and helping out your team by casting Barrier or healing with Cure. However, a Red Mage's usefulness doesn't end

there, as it can even go as far as casting two spells at once with Doublecast, an unique ability which allows two casts in one turn. When Magic Power (Which grows fairly well for the Red Mage) is up high, two rounds of Fire, Thunder, or Blizzard can easily snuff out an enemy unit without breaking a sweat.

Action Ability ~

=====

Thunder - Deals a small amount of Thunder damage to enemy.

Item: Stinger

AP: 100

Cure - Holy aura to heal a light amount of HP.

Item: Fleuret

AP: 100

Fire - Deals a small amount of Fire damage to enemy.

Item: Scarlette

AP: 100

Blizzard - Deals a small amount of Ice damage to enemy.

Item: Flamberge

AP: 100

Poison - Inflicts Poison status on enemy.

Item: Silver Rapier

AP: 100

Sleep - Inflicts Sleep status on enemy.

Item: Estoc

AP: 200

Barrier - Casts a Barrier for Protect and Shell status on ally.

Item: Mage Masher

AP: 300

Doublecast - Casts two spells in one turn.

Item: Madu

AP: 999

Reaction Ability ~

=====

Catch - Avoids throw attacks (exp. Hurl, Throw) and keeps items thrown.

Item: Chain Plate

AP: 300

Support Ability ~

=====

Magic Pow+ - Increase statistical damage of magic.

Item: Colichemarde

AP: 300

Combo Ability ~

=====

Red Combo - Performs a combo with another clanner.

Item: Mythril Rapier

AP: 100

Summoner (Summon Magic) ~

=====

[White Mage A-Ability x2]
[Elementalist A-Ability x2]

Move: 3 Jump: 2 Evade: 30

HP: +6 Atk: +5 Pow: +10 Speed: +1
MP: +6 Def: +6 Res: +9

Summoners may be powerful magic casters... but they have the worst stats out of all the Vieras! With less than average Evade stats and terrible Speed, Weapon Attack, and HP growth, Summoners are easily snuffed out. Therefore, it would be practical to level a Summoner up as something else (Elementalist for example) while learning the abilities. However, nearly all effective magic-casting units take horrible stat growth, so you should find some way to get over it. Summoners are known to cast spells of large area effect. Therefore, you can easily hit 10+ units with a single strike. Because of a Summoner's incredibly high Magic Power growth (That seems to be the only stat that a Summoner excels with), you can easily take out an enemy clan with one high-powered strike of magic. Along with offensive spells, Summoners also hold healing spells or non-offensive magic.

Action Ability ~

=====

Ifrit - Large radius Fire elemental damage.

Item: Guard Staff
AP: 200

Ramuh - Large radius Thunder elemental damage.

Item: Judge Staff
AP: 200

Kirin - Casts Auto-Regen on all allies in a radius.

Item: Cure Staff
AP: 200

Unicorn - Large radius healing.

Item: Pure Staff
AP: 200

Shiva - Large radius Ice elemental damage.

Item: Snake Staff
AP: 200

Carbuncle - Casts Reflect on all allies in a radius.

Item: Garnet Staff
AP: 300

Madeen - Large radius Holy damage.

Item: Cheer Staff
AP: 300

Pheonix - Revives all allies in a radius.

Item: Nirvana Staff
AP: 300

Reaction Ability ~

=====

N/A

Support Ability ~

=====

Half MP - Cuts the amount of MP required to cast a spell in half.

Item: Light Robe

AP: 300

Combo Ability ~

=====

Summon Combo - Performs a combo with another clanner.

Item: Mythril Staff

AP: 100

Assassin (Corner) ~

=====

[Elementalist A-Ability x2]

[Sniper A-Ability x1]

Move: 4

Jump: 4

Evade: 65

HP: +6

Atk: +9

Pow: +8

Speed: +3

MP: +5

Def: +7

Res: +6

Deadly and sly, Assassins do just as their job title states. Apart from Ninjas, Assassins wield deadly Katanas to quickly slash through enemies quickly and Greatbows to take out targets from range. This Viera class, the Assassin, is definitely one of the most difficult jobs to pick up. For one thing, you need two Elementalist A-Abilities and a single Sniper A-Ability. However, unless you automatically recruit either an Elementalist or Sniper, you will need to get yourself both (Elementalist; White Mage, Fencer A-Abilities and for Sniper; 2 Archer A-Abilities.) While Assassins are difficult to collect, they are also very versatile with the fact that they can equip either a long range weapon or a sharp blade for hand-to-hand combat. An Assassin doesn't just strike away to win. This class uses abilities to cut the foe weak. Shadowbind to Stop, following with a Nightmare to put to Sleep. With that, you can finish off with the powerful Ultima Masher. The Viera Assassin is indeed, a powerful unit.

Action Ability ~

=====

Aphonia - Inflicts Silence status on enemy.

Item: Murasame

AP: 200

Ague - Inflicts Slow status on enemy.

Item: Ranger Bow

AP: 200

Shadowbind - Inflicts Stop status on enemy.

Item: Fey Bow

AP: 200

Last Breath - Automatically KO's target.

Item: Petalchaser

AP: 300

Rockseal - Inflicts Petrify status on enemy.

Item: Kotetsu

AP: 300

Nightmare - Puts enemy to Sleep and inflicts Doom status.

Item: Kikuichimonji

AP: 300

Oblivion - Inflicts Addle status on enemy.

Item: Masamune

AP: 300

Ultima Masher - Heavy damage created by Ultima magic.

Item: Zanmato

AP: 999

Reaction Ability ~

=====

Return Fire - Catches arrows and throws it back at source.

Item: Power Sash

AP: 300

Support Ability ~

=====

N/A

Combo Ability ~

=====

Killer Combo - Performs a combo with another claner.

Item: Mythril Epee

AP: 100

Archer (Aim) ~

=====

[No Skills Required]

Move: 4

Jump: 2

Evade: 50

HP: +7

Atk: +8

Pow: +7

Speed: +1

MP: +2

Def: +7

Res: +8

Archers are the standard bow-wielders you probably will be using early in the game. With the bow, their attack power isn't too bad and if you are diligent with the leveling up, you can get some pretty high attack power. An Archer's abilities aren't too shabby either. They are capable of many status-ailmenting strikes. The most noticeable will probably be the incredibly cheap Support Ability, Concentrate. With this ability in your deadly arsenal, even Cupid attacks from the front of even high-evade units like Fencers will have accuracy up in the 80-90% range. Concentrate is definitely the ability to master and carry on to the Sniper (Viera) or Hunter (Human) jobsets.

Action Ability ~

=====

Boost - Increase weapon statistics.

Item: Longbow

AP: 100

Blackout - Inflicts Blind status upon enemy.

Item: Char Bow

AP: 200

Aim: Legs - Inflicts Immobilize status upon enemy.

Item: Thorn Bow

AP: 200

Aim: Arm - Inflicts Disable status upon enemy.

Item: Nail Bow

AP: 200

Cupid - Inflicts Charm status upon enemy.

Item: Artemis Bow

AP: 200

Burial - Gets rid of Undead immediately.

Item: Silver Bow

AP: 300

Take Aim - Inflicts light damage, but with 100% accuracy.

Item: Yoichi Bow

AP: 300

Faster - Damage no matter of R-Ability.

Item: Perseus Bow

AP: 300

Reaction Ability ~

=====

Block Arrows - Blocks all arrows no matter what.

Item: Green Beret

AP: 300

Support Ability ~

=====

Concentrate - Greatly increases accuracy.

Item: Target Bow

AP: 300

Combo Ability ~

=====

Bow Combo - Performs a combo with another clanner.

Item: Mythril Bow

AP: 100

Sniper (Sharpshoot) ~

=====

[Archer A-Ability x2]

Move: 4

Jump: 3

Evade: 60

HP: +7

Atk: +9

Pow: +6

Speed: +2

MP: +2

Def: +7

Res: +7

Snipers are Greatbow wielders, but they cannot be compared to jobs as Archers or Hunters. Instead, they are more stealthily built with more deadlier abilities. While Archers are more on the status altering side, Snipers play a role as a quick killer (Can very well be compared to an Assassin). Therefore, they hold moves like Death

Sickle or Doom Archer or the unique move, Conceal, which makes you disappear so that you can sneak up behind enemy units for a killing shot. While many prefer the Archer over the Sniper, I still use this job mainly for abilities which cannot be found on other long-range units. When applied correctly, Snipers are deadly adversaries. Beware the lack of a Support Ability.

Action Ability ~

=====

Conceal - Makes self invisible.

Item: Windslash Bow

AP: 100

Beso Toxic - Inflicts damage and Poison status upon enemy.

Item: Cranequin

AP: 200

Aim: Wallet - Aim a shot at wallet to steal Gil.

Item: Hunt Bow

AP: 200

Doubleshot - Shoots two consecutive weaker shots.

Item: Twin Bow

AP: 300

Aim: Armor - Aim a shot at Clothing to destroy Armor.

Item: Fey Bow

AP: 300

Death Sickle - Inflicts Doom status upon enemy.

Item: Hades Bow

AP: 300

Aim: Weapon - Aim a shot at Weapon to destroy Weapon.

Item: Master Bow

AP: 300

Doom Archer - Damage equals amount of HP remaining to HP and MP.

Item: Max's Oathbow

AP: 300

Reaction Ability ~

=====

Auto-Regen - Casts Auto-Regen on self to automatically heal.

Item: Gaia Gear

AP: 300

Support Ability ~

=====

N/A

Combo Ability ~

=====

Sniper Combo - Performs a combo with another clanner.

Item: Mythril Shot

AP: 100

White Mage (White Magic) ~

=====

[No Skills Required]

Move: 3 Jump: 2 Evade: 40

HP: +6 Atk: +4 Pow: +8 Speed: +1

MP: +5 Def: +6 Res: +8

White Mages are unquestionably the best support unit you can have in a clan. However, they are used solely to keep your units in the game and basically, keeping everyone in tip-top shape. How do they do this? Why, with their great White Magic. White Mages can heal with their healing power, cure status ailments, cast Barriers on allies, and even give a unit an Auto-Life! However, they aren't that great of attackers, just for the mere support of the rest of your clan. Be sure to keep your White Mage out of enemy range and use it to your greatest advantage. There is one instance in which a White Mage would be an effective attacker and that would be against the Undead (Zombies and Vampires). Use the Holy Cure/Cura/Curaga moves against them and watch them fall. Beware, no Reaction Ability!

Action Ability ~

=====

Cure - Holy aura to heal a light amount of HP.

Item: White Staff

AP: 100

Protect - Casts Protect status on ally.

Item: Guard Staff

AP: 100

Shell - Casts Shell status on ally.

Item: Judge Staff

AP: 100

Cura - Holy aura to heal a medium amount of HP.

Item: Cure Staff

AP: 200

Esuna - Casts aura to recover all status ailments.

Item: Pure Staff

AP: 200

Life - Revives ally with some HP.

Item: Bless Staff

AP: 200

Auto-Life - Casts Auto-Life status on ally.

Item: Cheer Staff

AP: 200

Curaga - Holy aura to heal an incredible amount of HP.

Item: Spring Staff

AP: 300

Full-Life - Revives ally with full HP.

Item: Nirvana Staff

AP: 300

Reaction Ability ~

=====

N/A

Support Ability ~

=====

Turbo MP - Doubles MP usage for better power and hit rate.

Item: White Robe

AP: 300

Combo Ability ~

=====

White Combo - Performs a combo with another clanner.

Item: Mythril Staff

AP: 100

[----- H U M A N J O B S -----]

Soldier (Battle Tech) ~

=====

[No Skills Required]

Move: 4 Jump: 2 Evade: 50

HP: +8 Atk: +8 Pow: +6 Speed: +1

MP: +1 Def: +9 Res: +7

Soldiers are the human versions of the Bangaa Warriors. They both serve as 2nd class jobs (a Soldier upgrades to a Paladin or a Fighter) and both have similar abilities. However, due to that similarity, a Soldier cannot hold any particularly valuable ability and towards the midpoint of the game, you might rule out your Soldiers altogether to make room for Fighters, Paladins, or Ninjas. I suppose the two Support abilities are supposed to make up for the lack of a Reaction ability, although it would be nice if a Soldier had something unique with it. Nevertheless, a Soldier is still a solid attacker and can take quite some punishment before going down, but when you put a Soldier up against something like a Fighter (with the same levels and stats of course), you can already predict who the winner of that fight will be.

Action Ability ~

=====

First Aid - Heals HP and status.

Item: Shortsword

AP: 100

Speedbreak - Decreases speed of enemy.

Item: Silver Sword

AP: 200

Mindbreak - Decreases Magic Pow. of enemy.

Item: Buster Sword

AP: 200

Powerbreak - Decreases Atk. Power of enemy.

Item: Barong

AP: 200

Magicbreak - Deals damage to MP.

Item: Ancient Sword

AP: 200

Mug - Deals light damage and steals a small amount of Gil.

Item: Diamond Sword

AP: 300

Sensor - Detects hidden weapons.

Item: Burglar Sword

AP: 300

Reaction Ability ~

=====

N/A

Support Ability ~

=====

Monkey Grip - Holds Broadswords or Greatswords (any 2-handed weapon) in one hand.

Item: Vigilante

AP: 300

Shieldbearer - Capable of carrying a Shield with any job.

Item: Bronze Shield

AP: 300

Combo Ability ~

=====

Combat Combo - Performs a combo with another classer.

Item: Mythril Sword

AP: 100

Paladin (Chivalry) ~

=====

[Soldier A-Ability x2]

Move: 3

Jump: 2

Evade: 35

HP: +8

Atk: +8

Pow: +7

Speed: +1

MP: +2

Def: +9

Res: +8

Paladins are incredible attackers and very deep believers in the forces of Holy. Especially in the higher levels, attacks from Paladins can deal 200+ HP damage with just a single strike from a sword. And when equipped with a powerful Knightsword as Excalibur2, they can deal well over that. And when Holy Blade is learned, you can expect your Paladin to deal well over 500 HP damage with each swing against a same-level unit. The HP damage is even higher against Undead monsters. Along with a Paladin's extreme attack power, they also have a very high defense. In fact, you can actually get a Paladin to take damage for a weaker unit like a Black Mage with Cover. These knights are also capable of healing allies and actually make an enemy leave the battlefield. Paladins are truly a force to be reckoned with.

Action Ability ~

=====

Nurse - Casts Holy aura to heal HP and status of self and

surrounding units.

Item: Defender

AP: 100

Defense - Casts Protect and Shell on self for one turn.

Item: Lionheart

AP: 200

Drop Weapon - Knocks an enemy's weapons out of their hands.

Item: Ragnarok

AP: 200

Cover - Takes damage that ally takes for one turn.

Item: SaveTheQueen

AP: 200

Parley - Asks of weakened units to leave the battlefield.

Item: Barong

AP: 200

Subdue - Deals very light damage to enemy or ally.

Item: Ancient Sword

AP: 200

Saint Cross - Holy damage to surrounding enemies.

Item: Arch Sword

AP: 300

Holy Blade - Deal incredible Holy damage.

Item: Excalibur

AP: 300

Reaction Ability ~

=====

Reflex - Nullifies any Fight moves against you.

Item: Genji Armor

AP: 300

Support Ability ~

=====

Weapon Def+ - Increase statistic weapon defense.

Item: Diamond Armor

AP: 300

Combo Ability ~

=====

Knight Combo - Performs a combo with another clanner.

Item: Mythril Brand

AP: 100

Fighter (Fighter Tech) ~

=====

[Soldier A-Ability x2]

Move: 4

Jump: 2

Evade: 45

HP: +8

Atk: +10

Pow: +5

Speed: +1

MP: +1

Def: +8

Res: +7

Being powerful, versatile, and rugged, Fighters are the definitive

fighting unit, hands down. However, because they are Fighters after all, they don't hold any redeeming qualities other than their impeccable ability to defeat enemies with incredibly damaging melee strikes. Their effectiveness doesn't end at the bottom of their Blade however, as a Fighter also holds many abilities. Now, you may think to yourself; how many different ways can you hit someone with a Blade? Take a look at the abilities chart. As you can see, a Fighter has many, many ways to quickly put the smack-down on any enemy unit with use of his abilities.

Action Ability ~

=====

Rush - Damage and knock enemy back one tile.

Item: Sweep Blade

AP: 100

Beatdown - Heavy damage with incredibly low hit rate.

Item: Shadow Blade

AP: 200

Blitz - Light damage with incredibly high hit rate.

Item: Sun Blade

AP: 200

Air Render - Ranged damage.

Item: Atmos Blade

AP: 200

Far Fist - Ranged splash damage.

Item: Kwigon Blade

AP: 200

Wild Swing - Spins and deals damage to all surrounding units.

Item: Ogun Blade

AP: 200

Backdraft - Heavy Fire damage, but deals recoil damage to self.

Item: Flametongue

AP: 300

Air Blast - Deals ranged whirlwind damage.

Item: Air Blade

AP: 300

Reaction Ability ~

=====

Bonecrusher - When damaged at weapon range, counterattacks with Atk. Power x 1.5.

Item: Ninja Gear

AP: 300

Strikeback - Nullifies incoming Fight moves at weapon range and counterattacks.

Item: Wygar

AP: 300

Support Ability ~

=====

Doublehand - Holds all one-handed Blades with two hands to

increase damage statistics.

Item: Venus Blade

AP: 300

Combo Ability ~

=====

Fight Combo - Performs a combo with another clanner.

Item: Mythril Blade

AP: 100

Thief (Steal) ~

=====

[No Skills Required]

Move: 4

Jump: 3

Evade: 65

HP: +7

Atk: +8

Pow: +7

Speed: +2

MP: +1

Def: +8

Res: +7

Thieves are an integral part of Final Fantasy Tactics Advance. When fully equipped with a state-of-the-art Knife, Thieves play a role as incredibly agile attackers. Indeed, they can play a nice role even with their Fight move. However, their most unique aspect is their ability to steal... almost anything! Indeed, they are quite useful as instead of worrying about your opponent's heavy armor (It would be tough to damage), you can just steal it. Same thing with weapons, helms, accessories, even entire abilities! Or, you can just get yourself whatever items you need for free as your Thief can just steal it. For the most part, all Steal abilities have a good chance of hitting and when your Thief steals from the rear of most units, it's a 80-90% chance. The only exception is Steal: Ability, naturally which has terrible accuracy. You could guess Square didn't want players abusing that move. However, it's easily foiled with Stop or Sleep. Thieves are definitely the unit to have later in the game, as enemies begin to hold much more valuable weaponry and items.

Action Ability ~

=====

Steal: Gil - Steals an amount of Gil from enemy.

Item: Jack Knife

AP: 100

Steal: EXP - Steals an amount of EXP from enemy.

Item: Khukuri

AP: 100

Steal: Shield - Steals shield (if any) from enemy.

Item: Scramasax

AP: 200

Steal: JP - Steals an amount of JP from enemy.

Item: Orichalcum

AP: 200

Steal: Helm - Steals headwear (if any) from enemy.

Item: Kard

AP: 300

Steal: Armor - Steals clothes/armor (if any) from enemy.

Item: Rondell Dagger
AP: 300

Steal: Access. - Steals accessory (if any) from enemy.

Item: Jambiya
AP: 300

Steal: Weapon - Steals weapon (if any) from enemy.

Item: Sword Breaker
AP: 300

Steal: Ability - Steals ability (if any) from enemy.

Item: Cinquedeas
AP: 300

Reaction Ability ~

=====

Counter - When attacked at own weapon range, counterattacks.

Item: Brigandine
AP: 300

Support Ability ~

=====

Maintenance - Unit's equipped items cannot be destroyed or taken away.

Item: Adaman Vest
AP: 300

Combo Ability ~

=====

Thief Combo - Performs a combo with another clanner.

Item: Mythril Knife
AP: 100

Ninja (Ninja Skill) ~

=====

[Thief A-Ability x2]

Move: 4 Jump: 3 Evade: 60

HP: +5 Atk: +9 Pow: +8 Speed: +3

MP: +3 Def: +7 Res: +8

People seem to go crazy over the Ninja. For the most part, I agree wholly. For one thing, Ninjas are swift, speedy, and very evasive units with high attack power. With that, they are automatically qualified as one of the best Human units seeing as the other physical (Apart from the Thief obviously) units are slow and tank-like. Ninjas hold some very unique abilities, including the five "Veils." These are solely elemental magic blasts which are similar to the Viera job, the Elementalist. The "Veils" not only deal light damage, but they also are to inflict a random status ailment. A Ninja's best ability, however, is not an A-Ability. Rather, it is a Support Ability known as Double Sword. As soon as that ability is mastered, all strikes from your Ninja does double damage, because of the fact that you are carrying a weapon in each hand!

Action Ability ~

=====

Throw - Throws a selected weapon from stock at enemy.

Item: Ninja Knife
AP: 100

Water Veil - Inflicts Water jutsu damage to Silence target.
Item: Murasame
AP: 200

Fire Veil - Inflicts Fire jutsu damage to Confuse target.
Item: Ashura
AP: 200

Earth Veil - Inflicts Earth jutsu damage to Slow target.
Item: Osafune
AP: 200

Wood Veil - Inflicts Wood jutsu damage to Immobilize target.
Item: Kotetsu
AP: 200

Metal Veil - Inflicts Metal jutsu damage to Blind target.
Item: Kikuichimonji
AP: 200

Unspell - Inflicts Dispel on target.
Item: Heaven's Cloud
AP: 300

Oblivion - Inflicts Addle status on target.
Item: Masamune
AP: 300

Reaction Ability ~
=====

Last Haste - Casts Haste on self when HP is critical.
Item: Ninja Gear
AP: 300

Support Ability ~
=====

Double Sword - Equips two weapons to attack two times.
Item: Nosada
AP: 999

Combo Ability ~
=====

Ninja Combo - Performs a combo with another claner.
Item: Mythril Epee
AP: 100

White Mage (White Magic) ~
=====

[No Skills Required]

Move: 3 Jump: 2 Evade: 40

HP: +6 Atk: +4 Pow: +8 Speed: +1

MP: +5 Def: +6 Res: +8

White Mages are unquestionably the best support unit you can have in a clan. However, they are used solely to keep your units in the

game and basically, keeping everyone in tip-top shape. How do they do this? Why, with their great White Magic. White Mages can heal with their healing power, cure status ailments, cast barriers on allies, and even give a unit an Auto-Life! However, they aren't that great of attackers, just for the mere support of the rest of your clan. Be sure to keep your White Mage out of enemy range and use it to your greatest advantage. There is one instance in which a White Mage would be an effective attacker and that would be against the Undead (Zombies and Vampires). Use the Holy Cure/Cura/Curaga moves against them and watch them fall. Beware, no Reaction Ability!

Action Ability ~

=====

Cure - Holy aura to heal a light amount of HP.

Item: White Staff

AP: 100

Protect - Casts Protect status on ally.

Item: Guard Staff

AP: 100

Shell - Casts Shell status on ally.

Item: Judge Staff

AP: 100

Cura - Holy aura to heal a medium amount of HP.

Item: Cure Staff

AP: 200

Esuna - Casts aura to recover all status ailments.

Item: Pure Staff

AP: 200

Life - Revives ally with some HP.

Item: Bless Staff

AP: 200

Auto-Life - Casts Auto-Life status on ally.

Item: Cheer Staff

AP: 200

Curaga - Holy aura to heal an incredible amount of HP.

Item: Spring Staff

AP: 300

Full-Life - Revives ally with full HP.

Item: Nirvana Staff

AP: 300

Reaction Ability ~

=====

N/A

Support Ability ~

=====

Turbo MP - Doubles MP usage for better power and hit rate.

Item: White Robe

AP: 300

Combo Ability ~

=====

White Combo - Performs a combo with another clanner.

Item: Mythril Staff

AP: 100

Black Mage (Black Magic) ~

=====

[No Skills Required]

Move: 3

Jump: 2

Evade: 35

HP: +5

Atk: +5

Pow: +8

Speed: +1

MP: +5

Def: +8

Res: +6

The Black Mages are the notorious elemental summoners from many previous Final Fantasy titles. In Final Fantasy Tactics Advance, they are no exception. With their signature straw hats and dark robes, they are indeed, a force to be reckoned with. They are only capable of summoning damaging magic of the three elements, fire, lightning, and ice (also known as water). However, they are not at all capable of sending out status affecting spells or offensive spells other than the ones just listed. This might cause some problems which is why it might be best to combine a Black Mage with an Animist (Moogler), a Sage or Alchemist (Nu Mou), or a Blue Mage (Human).

Action Ability ~

=====

Fire - Deals a small amount of Fire damage to enemy.

Item: Rod

AP: 100

Thunder - Deals a small amount of Thunder damage to enemy.

Item: Rod

AP: 100

Blizzard - Deals a small amount of Ice damage to enemy.

Item: Rod

AP: 100

Fira - Deals a medium amount of Fire damage to enemy.

Item: Firewheel Rod

AP: 200

Thundara - Deals a medium amount of Thunder damage to enemy.

Item: Thunder Rod

AP: 200

Blizzara - Deals a medium amount of Ice damage to enemy.

Item: Sleet Rod

AP: 200

Firaga - Deals a heavy amount of Fire damage to enemy.

Item: Flame Rod

AP: 300

Thundaga - Deals a heavy amount of Thunder damage to enemy.

Item: Thor Rod

AP: 300

Blizzaga - Deals a heavy amount of Ice damage to enemy.

Item: Chill Rod

AP: 300

Reaction Ability ~

=====

Return Magic - When hit by any magic, casts the same magic back at caster.

Item: Black Robe

AP: 300

Support Ability ~

=====

Geomancy - Ups magical power.

Item: Sage Robe

AP: 300

Combo Ability ~

=====

Black Combo - Performs a combo with another clanner.

Item: Mythril Rod

AP: 100

Illusionist (Phantasm Skill) ~

=====

[White Mage A-Ability x3]

[Black Mage A-Ability x5]

Move: 3

Jump: 2

Evade: 30

HP: +5

Atk: +4

Pow: +9

Speed: +1

MP: +8

Def: +6

Res: +9

With Phantasm Skills on their sides, Illusionists are capable of dealing light or medium damage to all enemies on the field... in about eight different ways! How is that possible you might ask? Well, with each ability being a different element, I suppose you have just been answered. Now, you might find this a bit cheap, but an attack on the entire field, how is that possible? It would be just like a no JP Totema if not for two key differences, Phantasm can miss, and every enemy on the playing field is dealt only light damage unlike Totemas which deal incredible damage with every casting. Despite those, Illusionists still play as an incredibly useful job. Because of the fact that each move can hit no matter what, you don't need to send an Illusionist directly into battle, which really helps considering HP and Def. growth. Critical HP enemies can be finished off in a snap and your Illusionist will never have a free turn as long as there are enemies. When the time comes, it is well worth it to invest in an Illusionist.

Action Ability ~

=====

Prominence - Deals Fire damage to all enemies.

Item: Firewheel Rod

AP: 100

Tempest - Deals Lightning damage to all enemies.

Item: Thunder Rod

AP: 100

Freezeblink - Deals Ice damage to all enemies.

Item: Sleet Rod

AP: 100

Soil Evidence - Deals Earth damage to all enemies.

Item: Terre Rod

AP: 200

Wild Tornado - Deals Wind damage to all enemies.

Item: Thor Rod

AP: 200

Deluge - Deals Water damage to all enemies.

Item: Chill Rod

AP: 200

Stardust - Deals damage through a rain of meteors.

Item: Stardust Rod

AP: 300

Star Cross - Deals Holy damage to all enemies.

Item: Princess Rod

AP: 300

Reaction Ability ~

=====

Absorb MP - Absorbs the amount of MP cost in the spell used against you.

Item: Lordly Robe

AP: 300

Support Ability ~

=====

Half MP - Cuts the amount of MP required to cast a spell in half.

Item: Light Robe

AP: 300

Combo Ability ~

=====

Spell Combo - Performs a combo with another clanner.

Item: Mythril Rod

AP: 100

Blue Mage (Blue Magic) ~

=====

[White Mage A-Ability x1]

[Black Mage A-Ability x1]

Move: 4

Jump: 2

Evade: 55

HP: +7

Atk: +8

Pow: +7

Speed: +1

MP: +4

Def: +9

Res: +9

Apart from Morphers, Blue Mages are possibly the most versatile magic casting unit in all of Final Fantasy Tactics Advance! Anyhow, Blue Mages are a magic casting unit being the only ones that uses Sabers. With the S-Ability, Learning, equipped, Blue Mages can automatically learn most monster abilities just by getting struck by one! With

balanced Attack and Defense growth, Blue Mages can also be used as very effective physical units for up-front strikes. Every ability that a Blue Mage learns requires some number of MP which is sometimes a downside, however, Blue Mages also have stellar MP growth. Much like the Nu Mou Morpher, getting yourself a well-balanced and powerful Blue Mage is difficult. In fact, to learn some of the greater abilities, you actually need a Beastmaster to aid! For example, learning a Sprite's White Wind is no easy matter. After all, why would a Sprite want to heal your Blue Mage? The key to receiving this ability is simple; the Beastmaster. However, once your Blue Mage learns the higher end abilities, battles become much easier.

Action Ability ~

=====

Goblin Punch - Quick succession of punches for random damage.

Item: Learn From Goblin

AP: N/A

Magic Hammer - Deals MP damage.

Item: Learn From Red Cap

AP: N/A

Blowup - KO's self, but deals heavy damage to all surrounding units.

Item: Learn From Bomb and/or Grenade

AP: N/A

Acid - Inflicts a random status ailment upon enemy.

Item: Learn From Jelly and/or Ice Flan and/or Cream

AP: N/A

Mighty Guard - Increases Defense and Resistance.

Item: Learn From Icedrake

AP: N/A

Guard-Off - Lower foe's Defense and Resistance statistics.

Item: Learn From Firewurm

AP: N/A

Dragon Force - Increases Attack and Power.

Item: Learn From Thundrake

AP: N/A

Night - Puts all targets (friend or foe) to Sleep.

Item: Learn From Lamia

AP: N/A

Twister - Radius damage decreasing HP by half.

Item: Learn From Lilith

AP: N/A

LV3 Def-Less - Lowers the Weapon Defense and Magic Resistance statistics of units with level divisible by 3.

Item: Learn From Antlion

AP: N/A

Poison Claw - Inflicts damage and Poison status on enemy.

Item: Learn From Red Panther

AP: N/A

Hastebreak - Lowers Speed statistics of enemy.

Item: Learn From Coeurl

AP: N/A

Matra Magic - Switches target's MP and HP around.

Item: Learn From Toughskin

AP: N/A

Stare - Inflicts Confuse status on enemy.

Item: Learn From Floateye

AP: N/A

Roulette - Automatically KOs a random unit on the field.

Item: Learn From Ahriman

AP: N/A

White Wind - Heals HP equal to caster's remaining HP.

Item: Learn From Sprite

AP: N/A

Angel Whisper - Heals HP and casts Auto-Life on ally.

Item: Learn From Titania

AP: N/A

Drain Touch - Sucks HP from enemy to heal self.

Item: Learn From Zombie

AP: N/A

LV? S-Flare - Deals Dark elemental damage to enemies of same level.

Item: Learn From Vampire

AP: N/A

Reaction Ability ~

=====

Damage > MP - All damage taken switched over to MP.

Item: Judo Uniform

AP: 300

Support Ability ~

=====

Immunity - Offers resistance against some status ailments.

Item: Survival Vest

AP: 300

Learning - Automatically learns most monster abilities by being struck by one.

Item: Blue Saber

AP: 300

Combo Ability ~

=====

Blue Combo - Performs a combo with another clanner.

Item: Mythril Saber

AP: 100

Archer (Aim) ~

=====

[No Skills Required]

Move: 4

Jump: 2

Evade: 50

HP: +7

Atk: +8

Pow: +7

Speed: +1

MP: +2

Def: +7

Res: +8

Archers are the standard bow-wielders you probably will be using early in the game. With the bow, their Attack power isn't too bad and if you are diligent with the leveling up, you can get some pretty high attack power. An Archer's abilities aren't too shabby either. They are capable of many status-ailmenting strikes. The most noticeable will probably be the incredibly cheap Support Ability, Concentrate. With this ability in your deadly arsenal, even Cupid attacks from the front of even high-evade units like Fencers will have accuracy up in the 80-90% range. Concentrate is definitely the ability to master and carry on to the Sniper (Viera) or Hunter (Human) jobsets.

Action Ability ~

=====

Boost - Increase weapon statistics.

Item: Longbow

AP: 100

Blackout - Inflicts Blind status upon enemy.

Item: Char Bow

AP: 200

Aim: Legs - Inflicts Immobilize status upon enemy.

Item: Thorn Bow

AP: 200

Aim: Arm - Inflicts Disable status upon enemy.

Item: Nail Bow

AP: 200

Cupid - Inflicts Charm status upon enemy.

Item: Artemis Bow

AP: 200

Burial - Gets rid of Undead immediately.

Item: Silver Bow

AP: 300

Take Aim - Inflicts light damage, but with 100% accuracy.

Item: Yoichi Bow

AP: 300

Faster - Damage no matter of R-Ability.

Item: Perseus Bow

AP: 300

Reaction Ability ~

=====

Block Arrows - Blocks all arrows no matter what.

Item: Green Beret

AP: 300

Support Ability ~

=====

Concentrate - Greatly increases accuracy.

Item: Target Bow
AP: 300

Combo Ability ~

=====

Bow Combo - Performs a combo with another clanner.
Item: Mythril Bow
AP: 100

Hunter (Hunt) ~

=====

[Archer A-Ability x2]

Move: 4 Jump: 2 Evade: 55

HP: +7 Atk: +9 Pow: +6 Speed: +2
MP: +3 Def: +6 Res: +7

Hunters, when paired up with an Archer's set of abilities, easily becomes one of the best classes in the game. Apart from their ability in battle, Hunter's are most well-known for their Capture ability which sends any captured monster to the Monster Bank (Read the section for more information). That makes Hunters the only job capable of that. Along with capturing monsters, Hunters also have a nice set of abilities which are somewhat themed around monsters. How so? Well, for starters; Capture sends monsters to the Monster Bank obviously, Sidewinder is another which causes heavy damage to any targetted, and Oust works like Parley, "persuading" monsters to leave the field. Even more, Hunter's have the Ultima ability, Ultima Shot for heavy damage at a heavy price of MP and the simple, yet practical, Sonic Boom ability. Hunters are an incredibly dangerous adversary when paired up with its cousin job's abilities, the Archer.

Action Ability ~

=====

Advice - Increases critical hit ratio of ally.

Item: Twin Bow
AP: 100

Oust - Sweeps weakened monsters off of the battlefield.

Item: Windslash Bow
AP: 200

Capture - Captures a weakened monster and sends it to the Monster Bank.

Item: Ranger Bow
AP: 200

Sonic Boom - Ranged splash damage.

Item: Cranequin
AP: 200

Addle - Inflicts Addle status upon monster.

Item: Master Bow
AP: 200

Hunting - Instead of one JP received upon KOing another unit, ten JP is received.

Item: Hunt Bow
AP: 300

Aim: Vitals - Inflicts a random status ailment upon target.

Item: Fey Bow

AP: 300

Sidewinder - Double damage against any monster.

Item: Hades Bow

AP: 300

Ultima Shot - Heavy damage created by Ultima magic.

Item: Seventh Heaven

AP: 999

Reaction Ability ~

=====

Auto-Regen - Casts Auto-Regen on self to automatically heal.

Item: Gaia Gear

AP: 300

Support Ability ~

=====

Weapon Atk+ - Increases statistic damage of weapon.

Item: Nike Bow

AP: 300

Combo Ability ~

=====

Hunt Combo - Performs a combo with another clan member.

Item: Mythril Shot

AP: 100

Judgemaster (Advanced Law) ~

=====

[Cid Only]

Move: 3

Jump: 4

Evade: 50

HP: +10

Atk: +8

Pow: +8

Speed: +1

MP: +4

Def: +6

Res: +8

Judgemaster Cid has to be most difficult character to join your clan. Why? Because you need to complete all 300 missions in order to actually get a chance. Anyhow, Cid is definitely the best of the secret characters. Really the only one you should actually keep in your clan! He has nice attack power, but his abilities are what shines. All of them either have to deal with JP or nullifying laws. Incredible asset to any clan and well worth it for defeating all 300 missions.

Action Ability ~

=====

Abate - Skip turn to be allowed to break a law without punishment.

Item: N/A

AP: N/A

Judge Sword - Slashes with sword to deal damage and steal JP.

Item: N/A

AP: N/A

Bind - Inflicts Immobilize and Disable on target.

Item: N/A

AP: N/A

JP Gift - Gives JP to another ally.

Item: N/A

AP: N/A

Yellow Clip - Deletes a Yellow Card from record.

Item: N/A

AP: N/A

Reaction Ability ~

=====

N/A

Support Ability ~

=====

N/A

Combo Ability ~

=====

N/A

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_
| |=====| |
| |~~~~~ 8. Your Clan ~~~~~[8000]~| |
|_|=====|_|

```

After completion of Mission #2, Montblanc will introduce to you the clan wars. Along with that, the option, "Clan" will be placed in the game menu.

Your clan can gain levels. No, not the levels that your clan members gain. As you progress through the game, the levels will get higher and higher. Also, your clan title changes as you progress through the game and accomplish different tasks. There are 45 (May be more.) in all and they are:

1. 1 in 10
2. Dreamer
3. Ratcatcher
4. Taleteller
5. Reednose
6. Squinteye
7. Copperhand
8. Craftsman
9. Amagus
10. Warrior
11. Beginner
12. 1 in 100
13. Squire
14. Shepard
15. Funginose
16. Cleareye
17. Silverhand
18. Blacksmith
19. Ramagus
20. Commander
21. Intermediate
22. 1 in 1,000
23. Traveler

24. Counselor
25. Strawnose
26. Trueeye
27. Goldhand
28. Mastersmith
- 29 Warmaster
30. Gamagus
31. 1 in 10,000
32. Expert
33. Trufflenose
34. Wyrmskiller
35. Adventurer
36. Negotiator
37. Godeye
38. Defthand
39. Meister
40. Jamagus
41. Super
42. Riskbreaker
43. Peerless
44. Explorer
45. Master

I understand that there are conditions surrounding each one but as of late, I am not completely sure of each.

The clan page is made up of many options. They are:

Mission List ~

=====

This is a list of all the missions you are currently undertaking. You can check on how many days you have left to complete a certain mission or check your progress on dispatch missions.

Report ~

=====

This tab brings you to a list of all the missions you have completed and all the missions which are still not done. They are marked with a "?".

Clan Turf ~

=====

The amount of areas you have freed. Freed areas are in color, enemy's areas are gray, and areas under attack are in red.

Mission Item ~

=====

Brings up a list of all the mission items you currently have in your inventory. Mission items can be brought onto missions either as a requirement, or to power up your units for that mission. Some mission items are more important than others. The maximum you can carry is 64. The full list, in alphabetical order is:

1. Adaman Alloy
2. Adamantite
3. Ahriman Eye
4. Ahriman Wing
5. Ally Finder
6. Ally Finder2
7. Amber

8. Ancient Bills
9. Ancient Coins
10. Ancient Medal
11. Ancient Text
12. Animal Bone
13. Badge
14. Bent Sword
15. Black Thread
16. Blood Apple
17. Blood Shawl
18. Blue Rose
19. Body Ceffyl
20. Bomb Shell
21. Broken Sword
22. Caravan Musk
23. Cat's Tears
24. Choco Bread
25. Choco Gratin
26. Chocobo Egg
27. Chocobo Skin
28. Clock Gear
29. Clock Post
30. Coast Medal
31. Crusite Alloy
32. Crystal
33. Cyril Ice
34. Dame's Blush
35. Danbukwood
36. Delta Fang
37. Dictionary
38. Dragon Bone
39. Earplugs
40. Earth Sigil
41. Edaroya Tome
42. Elda's Cup
43. Eldagusto
44. Encyclopedia
45. Esteroth
46. Fairy Wing
47. Feather Badge
48. Fight Trophy
49. Fire Sigil
50. Flower Vase
51. Fountain Pen
52. Friend Pin
53. Gedegg Soup
54. Goldcap
55. Grownup Bread
56. Guard Medal
57. Gun Gear
58. Gysahl Greens
59. Helje Key
60. Homework
61. Insignia
62. Jerky
63. Justice Badge
64. Kiddy Bread
65. Leestone
66. Life Water
67. Loaded Dice

68. Magic Cloth
69. Magic Cotton
70. Magic Fruit
71. Magic Medal
72. Magic Trophy
73. Magic Vellum
74. Malboro Wine
75. Master Brave
76. Materite
77. Mind Ceffyl
78. Monster Guide
79. Moon Bloom
80. Moonwood
81. Mysidia Alloy
82. Mythril Pick
83. Neighbor Pin
84. Ogma's Seal
85. Old Statue
86. Panther Hide
87. Power Fruit
88. Rabbit Tail
89. Rainbowite
90. Rat Tail
91. Runba's Tale
92. Rusty Spear
93. Rusty Sword
94. Secret Books
95. Silk Bloom
96. Silvril
97. Skull
98. Snake Shield
99. Spiritstone
100. Sport Trophy
101. Sprinkler
102. Stasis Rope
103. Stillpool Scroll
104. Stolen Gil
105. Stormstone
106. Stradivari
107. Stuffed Bear
108. Telaq Flower
109. The Hero Gaol
110. Thunderstone
111. Tiger Hide
112. Tonberry Lamp
113. Topaz Armring
114. Tranquil Box
115. Trichord
116. Vermillion
117. Water Sigil
118. White Flowers
119. White Thread
120. Wind Sigil
121. Wurmstone
122. Zodiac Ore

Law Cards ~

=====

Brings up a list of all the law cards you current have in your inventory. Law cards are used to nullify laws and become activated

after mission #6 Antilaws. The maximum you can carry is 24. For a full list of Ivalice's laws, check the Laws and Imprisonment section.

Support Clan ~

=====

When linked, use this to examine your friend's clan.

To the right of the menu is a "Status" box. They are:

Clan Points ~

=====

The amount of points your clan currently has. When it reaches 100, your clan levels up.

Freed Areas ~

=====

The amount of areas that are currently free. When enemy clans capture your areas, this number will go down.

Missions ~

=====

The amount of missions you have completed. 300 is the maximum.

Below those will be eight panels. The left column from top to bottom are the Combat, Smithing, Appraise, and Negotiate skills. The right column, from top to bottom are the Magic, Craft, Gather, and Track skills. Throughout missions, you will level them up and certain items and rewards will be given as a result. They are:

1. Hi-Potion x10 (Appraise lvl. 3)
2. Holy Water x5 (Combat lvl. 3)
3. Blood Sword (Combat lvl.5)
4. White Robe (Magic lvl. 5)
5. Scarab (Craft lvl. 5)
6. Hardedge (Smithing lvl. 5)
7. Phoenix Down x5 (Gather lvl. 5)
8. Yoichi Bow (Track lvl. 5)
9. X-Potion x10 (Appraise lvl. 5)
10. Mirror Mail (Combat, Smithing, Appraise, Negotiate, Magic, Craft, Gather, Track lvl. 7)
11. Petalchaser (Smithing lvl. 10)
12. Cross Helm (Negotiate lvl. 10)
13. Restorer (Combat lvl. 10)
14. Spring Staff (Magic lvl. 10)
15. Cureall x5 (Gather lvl. 10)
16. Ruby Earring (Craft lvl. 10)
17. Arch Sword (Combat, Magic lvl. 10)
18. Thief Hat (Track lvl. 10)
19. Thief Armlets (Appraise lvl. 12)
20. Venus Blade (Combat lvl. 15)
21. Giot Gun (Appraise lvl. 15)
22. El Cid Sword (Smithing lvl. 15)
23. Black Robe (Magic lvl. 15)
24. Diamond Helm (Negotiate lvl. 15)
25. Heal Chime (Craft lvl. 15)
26. Hades Bow (Track lvl. 15)
27. Ether x5 (Gather lvl. 15)
28. Dragon Mail (Combat, Smithing, Appraise, Negotiate, Magic, Craft, Gather, Track lvl. 15)
29. Aegis Shield (Appraise lvl. 20)

30. Colichemarde (Negotiate lvl. 20)
31. Kain's Lance (Combat lvl. 20)
32. Angel Ring (Craft lvl. 20)
33. Nosada (Smithing lvl. 20)
34. White Fangs (Gather lvl. 20)
35. Ninja Gear (Track lvl. 20)
36. Excalibur (Combat, Magic lvl. 20)
37. Trident (Combat lvl. 25)
38. Orichalcum (Negotiate lvl. 25)
39. Longbarrel (Appraise lvl. 25)
40. Blood Strings (Craft lvl. 25)
41. Tiger Fangs (Gather lvl. 25)
42. Thor Rod (Magic lvl. 25)
43. Cinquedeia (Negotiate lvl. 30)
44. Vajra (Smithing lvl. 30)
45. Bone Armlets (Appraise lvl. 30)
46. Stardust Rod (Magic lvl. 30)
47. Wygar (Track lvl. 30)
48. Cachusha (Craft lvl. 30)
49. Maximillian (Combat, Smithing, Appraise, Negotiate, Magic, Craft, Gather, Track lvl. 30)
50. Barette (Craft lvl. 35)
51. Manganese (Gather lvl. 35)
52. Eclipse (Smithing lvl. 40)
53. Madu (Negotiate lvl. 40)
54. Cactus Stick (Magic lvl. 40)
55. La Seraphica (Appraise lvl. 40)
56. Greaseburst (Gather lvl. 40)
57. Max's Oathbow (Track lvl. 40)
58. Caligula (Craft lvl. 45)
59. Tiara (Track lvl. 45)
60. Sage Robe (Magic lvl. 45)
61. Zanmato (Smithing lvl. 50)
62. Ribbon (Craft lvl. 50)
63. Dream Watcher (Magic lvl. 50)

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| |=====|
| |~~~~~ 9. Laws and Imprisonment ~~~~~[9000]~|
|_|=====|

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A major portion of the battle system are the laws... and the punishments for ignoring them.

At first, there will be a single law which wouldn't lock too much of your party. However, as you progress through the game, the laws change from one a day, to two a day, and eventually, to three a day which can be an annoyance.

If you happen to break the law, there are two consequences. You will receive either a Yellow Card, or a Red Card. A Yellow Card is received if you execute a move that the day bans without KOing any of your opponents. A Yellow Card is minor and won't do anything other than the punishment for that law. A Red Card can only be achieved if you break a law and receive two Yellow Cards, or if you faint an opponent by breaking a law. A Red Card is much more serious and will not only give you the punishment for that law but also send you to the jail! When that happens, you will need to head to the Sprohm Prison facility and pay to bail out your clan member.

Laws can be counteracted however. Upon defeating Mission #6 Antilaws, you will have the ability to use Law Cards. Law Cards come in two different varieties. The white colored cards add the Law which they are named for and the black

colored are capable of nullifying Laws so you won't have the trouble of the Laws for that day. If you note the Laws, you will notice that they are ranked from R1 to R6. The only thing these ranks are useful for are the Antilaws! These are capable of clearing every Law for that day depending on their rank. Here is a list of all obtainable Antilaws:

1. R1 Antilaw - Nullifies all R1 Laws.
2. R2 Antilaw - Nullifies all R2 Laws.
3. R3 Antilaw - Nullifies all R3 Laws.
4. R4 Antilaw - Nullifies all R4 Laws.
5. R5 Antilaw - Nullifies all R5 Laws.
6. R6 Antilaw - Nullifies all R6 Laws.
7. Almighty - Nullifies all Laws.

How do you receive these Antilaws and the rest of the Law Cards you ask? Well, for one thing, you can always receive them as rewards from missions or engagements, but if you really need a card, you better check at Ezel's Law Shop at Cadoan. There, you can trade your current Law Cards for better. Each Law Card has a value, and when added up, can be traded for another more effective card. The values of each card constantly changes so check back often.

Breaking the Laws can put you up for different forms of punishment. You can be charged by not receiving the Gil for the engagement or mission, lose an item, receive status down (which can be particularly hurting) which removes some points from a random stat, etc. The more Red and Yellow Cards you have, the more hurting the punishment shall become. For example, your first Yellow Card might bring down your Attack Power by 2, but with ten yellow cards, it can bring it down by values of 20 or 30.

To clear your entire record of all collected Red or Yellow Cards, you will need to head to Sprohm. Talk to the jailkeeper and ask for a Pardon. You will be forced to imprison the unit you would like to clear for two battles as well as paying a Gil fine for the Pardon. Come back and pick up your party member and the record for that single member will be cleared.

The judges of Ivalice and the Laws are everywhere... except for the Jagds. You probably won't be seeing one until later in the game, when you meet Montblanc's little brother, Nono. Jagds are areas where the judges avoid. Because of that, Law's don't exist there. However, a lawless landscape holds great consequences. Without the judges to stop death, if you lose one of your members, they are gone for good. That's why I choose to stay clear of the Jagds unless forced into them through a mission or similar.

```

_
| |=====| |
| |~~~~~ 10. Equipment Listing ~~~~~[10000]~| |
|_|=====|_|

```

There are many items throughout the world of Final Fantasy Tactics Advance. Once again -- {Atk = Weapon Attack, Def = Weapon Defense, Pow = Magic Power, Res = Magic Resistance, Speed = Self explanatory}.

If you believe I have missed any, please contact me with a name of the item and some information about it. Proper credit will be given.

```

[]-----[]
||                10.1. Helmets/Hats                [10100] ||
[]-----[]

```

Bronze Helm ~

=====

Atk: 0	Def: +4
Pow: 0	Res: +2
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Helm
Abilities: N/A
Extra: N/A

Iron Helm ~

=====

Atk: 0	Def: +5
Pow: 0	Res: +3
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Helm
Abilities: N/A
Extra: N/A

Opal Helm ~

=====

Atk: 0	Def: +7
Pow: 0	Res: +3
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Helm
Abilities: N/A
Extra: N/A

Cross Helm ~

=====

Atk: 0	Def: +9
Pow: 0	Res: +4
Speed: 0	Move: 0
Jump: 0	Evade: 0

Abilities: N/A
Extra: N/A

Diamond Helm ~

=====

Atk: 0	Def: +11
Pow: 0	Res: +5
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Helm
Abilities: N/A
Extra: N/A

Parade Helm ~

=====

Atk: 0	Def: +13
Pow: 0	Res: +4
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Helm
Abilities: N/A
Extra: N/A

Hanya Helm ~

=====

Atk: 0	Def: +12
Pow: 0	Res: +8
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Helm
Abilities: N/A
Extra: N/A

Bangaa Helm ~

=====

Atk: 0	Def: +16
Pow: 0	Res: +6
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Helm
Abilities: N/A
Extra: N/A

Cachusha ~

=====

Atk: 0	Def: +2
Pow: 0	Res: +5
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Ribbon
Abilities: N/A
Extra: Nullify: KO, Petrify, Confuse, Berserk, Stop, Charm, Sleep

Barette ~

=====

Atk: 0	Def: +2
Pow: 0	Res: +5
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Ribbon
Abilities: N/A
Extra: Nullify: Zombie, Dark, Silence, Frog, Poison, Slow, Immobilize, Disable, Doom

Ribbon ~

=====

Atk: 0	Def: +2
Pow: 0	Res: +5
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Ribbon
Abilities: N/A
Extra: Nullify: All status ailments.

Feather Cap ~

=====

Atk: 0	Def: +2
Pow: 0	Res: +4
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Hat
Abilities: N/A
Extra: N/A

Circlet ~

=====

Atk: 0	Def: +3
Pow: 0	Res: +3
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Hat
Abilities: N/A
Extra: N/A

Green Beret ~

=====

Atk: 0	Def: +2
Pow: 0	Res: +2
Speed: 0	Move: 0
Jump: 0	Evade: +2

Type: Hat
Abilities: Archer R-Ability [Block Arrows], Animist R-Ability
[Block Arrows]
Extra: N/A

Headband ~

=====

Atk: +5	Def: +6
Pow: 0	Res: +2
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Hat
Abilities: N/A
Extra: N/A

Wizard Hat ~

=====

Atk: 0	Def: +3
Pow: +1	Res: +10
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Hat
Abilities: N/A
Extra: N/A

Gold Hairpin ~

=====

Atk: 0	Def: +4
--------	---------

Pow: +2 Res: +12
Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Hat
Abilities: N/A
Extra: Nullify: Silence

Thief Hat ~

=====

Atk: 0 Def: +8
Pow: +2 Res: +12
Speed: 0 Move: 0
Jump: 0 Evade: +7

Type: Hat
Abilities: N/A
Extra: Nullify: Immobilize, Disable

Black Hat ~

=====

Atk: 0 Def: +4
Pow: +4 Res: +16
Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Hat
Abilities: N/A
Extra: N/A

White Hat ~

=====

Atk: 0 Def: +4
Pow: 0 Res: +14
Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Hat
Abilities: N/A
Extra: N/A

Acadia Hat ~

=====

Atk: 0 Def: +2
Pow: +5 Res: +4
Speed: +2 Move: +1
Jump: +1 Evade: +5

Type: Hat
Abilities: N/A
Extra: N/A

* Special Note: The Acadia Hat is a unique Hat. You win it in Mission #42 Swimming Meet. However, that mission repeats itself often. Every time you re-win, you don't get a new Acadia Hat, but your original powers up. Therefore, if you keep playing and re-gaining for a long time, you will eventually have the most powerful hat in the game.

Tiara ~

=====

Atk: 0	Def: +8
Pow: 0	Res: +20
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Hat
Abilities: N/A
Extra: N/A

[]-----[]
|| 10.2. Armor/Clothes [10200] ||
[]-----[]

Cuirass ~

=====

Atk: 0	Def: +28
Pow: 0	Res: +2
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Armor
Abilities: N/A
Extra: N/A

Bronze Armor ~

=====

Atk: 0	Def: +30
Pow: 0	Res: +6
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Armor
Abilities: N/A
Extra: N/A

Iron Armor ~

=====

Atk: 0	Def: +34
Pow: 0	Res: +3
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Armor
Abilities: N/A
Extra: N/A

Platemail ~

=====

Atk: 0	Def: +38
Pow: 0	Res: +3
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Armor
Abilities: N/A
Extra: N/A

Gold Armor ~

=====

Atk: 0	Def: +42
Pow: 0	Res: +6
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Armor

Abilities: Mog Knight R-Ability [Last Haste]

Extra: N/A

Diamond Armor ~

=====

Atk: 0	Def: +40
Pow: 0	Res: +3
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Armor

Abilities: Paladin S-Ability [Weapon Def+], Defender S-Ability
[Weapon Def+]

Extra: N/A

Opal Armor ~

=====

Atk: 0	Def: +42
Pow: 0	Res: +3
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Armor

Abilities: N/A

Extra: N/A

Carabini Mail ~

=====

Atk: 0	Def: +38
Pow: 0	Res: +8
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Armor

Abilities: Templar R-Ability [Bonecrusher]

Extra: N/A

Mirror Mail ~

=====

Atk: 0	Def: +36
Pow: 0	Res: +9
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Armor

Abilities: N/A

Extra: Auto-Reflect

Dragon Mail ~

=====

Atk: 0	Def: +40
--------	----------

Pow: 0 Res: +8
Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Armor
Abilities: N/A
Extra: Half: Fire

Genji Armor ~

=====

Atk: 0 Def: +46
Pow: 0 Res: +12
Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Armor
Abilities: Paladin R-Ability [Reflex]
Extra: N/A

Maximillian ~

=====

Atk: +3 Def: +46
Pow: 0 Res: +10
Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Armor
Abilities: N/A
Extra: N/A

Adaman Armor ~

=====

Atk: 0 Def: +58
Pow: 0 Res: +3
Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Armor
Abilities: N/A
Extra: N/A

Materia Armor ~

=====

Atk: 0 Def: +52
Pow: 0 Res: +16
Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Armor
Abilities: N/A
Extra: N/A

Peytral ~

=====

Atk: +5 Def: +28
Pow: +5 Res: +2
Speed: +2 Move: +1
Jump: +1 Evade: +5

Type: Armor

Abilities: N/A

Extra: N/A

* Special Note: The Peytral is unique Armor. You win it in Mission #43 Clan League. However, that mission repeats itself often. Every time you re-win, you don't get a new Peytral, but your original powers up. Therefore, if you keep playing and re-gaining for a long time, you will eventually have the most powerful armor in the game.

Leather Garb ~

=====

Atk: 0	Def: +18
Pow: 0	Res: +4
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Clothing

Abilities: N/A

Extra: N/A

Chain Plate ~

=====

Atk: 0	Def: +28
Pow: 0	Res: +4
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Clothing

Abilities: Red Mage R-Ability [Catch], Juggler R-Ability [Catch]

Extra: N/A

Adaman Vest ~

=====

Atk: 0	Def: +30
Pow: 0	Res: +3
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Clothing

Abilities: Thief S-Ability [Maintenance], Alchemist S-Ability [Maintenance]

Extra: N/A

Survival Vest ~

=====

Atk: 0	Def: +34
Pow: 0	Res: +6
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Clothing

Abilities: Blue Mage S-Ability [Immunity], Beastmaster S-Ability [Immunity]

Extra: N/A

Brigandine ~

=====

Atk: 0 Def: +37
Pow: 0 Res: +6
Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Clothing
Abilities: Thief R-Ability [Counter], White Monk R-Ability [Counter]
Extra: N/A

Judo Uniform ~

=====

Atk: 0 Def: +34
Pow: 0 Res: +8
Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Clothing
Abilities: Blue Mage R-Ability [Damage > MP], Morpher R-Ability
 [Damage > MP], Gadgeteer R-Ability [Damage > MP]
Extra: N/A

Power Sash ~

=====

Atk: +2 Def: +34
Pow: 0 Res: +10
Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Clothing
Abilities: Assassin R-Ability [Return Fire], Juggler R-Ability
 [Return Fire]
Extra: N/A

Gaia Gear ~

=====

Atk: 0 Def: +24
Pow: 0 Res: +12
Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Earth Clothing
Abilities: Hunter R-Ability [Auto-Regen], Sniper R-Ability [Auto-
 Regen], Gadgeteer R-Ability [Auto-Regen]
Extra: Absorb: Earth

Minerva Plate ~

=====

Atk: 0 Def: +28
Pow: 0 Res: +14
Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Clothing
Abilities: N/A
Extra: Nullify: Dark

Ninja Gear ~

=====

Atk: 0 Def: +30
Pow: 0 Res: +6

Type: Clothing
Abilities: N/A
Extra: Nullify: Lightning

Onlyone ~

=====

Atk: 0	Def: +34
Pow: 0	Res: +24
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Clothing
Abilities: N/A
Extra: N/A

Brint Set ~

=====

Atk: 0	Def: +28
Pow: 0	Res: +16
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Clothing
Abilities: N/A
Extra: N/A

Galmia Set ~

=====

Atk: 0	Def: +26
Pow: 0	Res: +18
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Clothing
Abilities: N/A
Extra: N/A

Judge Coat ~

=====

Atk: 0	Def: +38
Pow: 0	Res: +28
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Clothing
Abilities: N/A
Extra: N/A

Temple Cloth ~

=====

Atk: +2	Def: +36
Pow: +2	Res: +16
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Clothing
Abilities: N/A
Extra: N/A

Hempen Robe ~

=====

Atk: 0	Def: +15
Pow: 0	Res: +22
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Robe
Abilities: N/A
Extra: N/A

Silken Robe ~

=====

Atk: 0	Def: +15
Pow: 0	Res: +28
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Robe
Abilities: N/A
Extra: N/A

Magus Robe ~

=====

Atk: 0	Def: +15
Pow: 0	Res: +30
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Robe
Abilities: N/A
Extra: N/A

Mistle Robe ~

=====

Atk: 0	Def: +19
Pow: 0	Res: +30
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Robe
Abilities: N/A
Extra: Absorb: Holy -- Null: KO

Blaze Robe ~

=====

Atk: 0	Def: +19
Pow: 0	Res: +30
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Fire Robe
Abilities: N/A
Extra: Absorb: Fire

Thunder Robe ~

=====

Atk: 0	Def: +19
Pow: 0	Res: +30
Speed: 0	Move: 0

Jump: 0 Evade: 0

Type: Lightning Robe

Abilities: N/A

Extra: Absorb: Lightning

Flurry Robe ~

=====

Atk: 0 Def: +19

Pow: 0 Res: +30

Speed: 0 Move: 0

Jump: 0 Evade: 0

Type: Ice Robe

Abilities: N/A

Extra: Absorb: Ice

White Robe ~

=====

Atk: 0 Def: +21

Pow: 0 Res: +38

Speed: 0 Move: 0

Jump: 0 Evade: 0

Type: Robe

Abilities: N/A

Extra: Half: Fire, Lightning, Ice

Black Robe ~

=====

Atk: 0 Def: +21

Pow: +2 Res: +36

Speed: 0 Move: 0

Jump: 0 Evade: 0

Type: Robe

Abilities: N/A

Extra: Enhance: Fire, Lightning, Ice

Light Robe ~

=====

Atk: 0 Def: +25

Pow: 0 Res: +40

Speed: 0 Move: 0

Jump: 0 Evade: 0

Type: Robe

Abilities: Bishop S-Ability [Half MP], Summoner S-Ability [Half MP],

Illusionist S-Ability [Half MP]

Extra: N/A

Lordly Robe ~

=====

Atk: 0 Def: +28

Pow: 0 Res: +42

Speed: 0 Move: 0

Jump: 0 Evade: 0

Type: Robe

Abilities: Elementalist R-Ability [Absorb MP], Illusionist R-Ability

Extra: N/A

Silver Robe ~

=====

Atk: 0	Def: +30
Pow: 0	Res: +38
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Robe
Abilities: N/A
Extra: N/A

Red Robe ~

=====

Atk: 0	Def: +22
Pow: 0	Res: +31
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Robe
Abilities: N/A
Extra: N/A

Sage Robe ~

=====

Atk: 0	Def: +24
Pow: 0	Res: +52
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Robe
Abilities: Black Mage S-Ability [Geomancy]
Extra: N/A

Magic Robe ~

=====

Atk: 0	Def: +24
Pow: +6	Res: +36
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Robe
Abilities: N/A
Extra: N/A

Reaper Cloak ~

=====

Atk: 0	Def: +32
Pow: +6	Res: +36
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Dark Robe
Abilities: N/A
Extra: N/A

Shortsword ~

=====

Atk: +25	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Sword

Abilities: Soldier A-Ability [First Aid], Warrior A-Ability
[First Aid]

Extra: N/A

Silver Sword ~

=====

Atk: +30	Def: 0
Pow: 0	Res: 0
Speed: +2	Move: 0
Jump: 0	Evade: +2

Type: Sword

Abilities: Soldier A-Ability [Speedbreak], Warrior A-Ability
[Speedbreak]

Extra: N/A

Buster Sword ~

=====

Atk: +35	Def: +5
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Sword

Abilities: Soldier A-Ability [Mindbreak], Warrior A-Ability
[Mindbreak], Dragoon A-Ability [Wyrmtamer]

Extra: N/A

Burglar Sword ~

=====

Atk: +39	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Sword

Abilities: Soldier A-Ability [Sensor]

Extra: N/A

Gale Sword ~

=====

Atk: +36	Def: 0
Pow: 0	Res: 0
Speed: +1	Move: 0
Jump: 0	Evade: 0

Type: Wind Sword

Abilities: Warrior A-Ability [Greased Bolt]

Extra: N/A

Blood Sword ~

=====

Atk: +18	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Sword

Abilities: Soldier A-Ability [Provoke], Dragoon A-Ability
[Wyrmkiller]

Extra: Drains target's HP.

Restorer ~

=====

Atk: +40	Def: 0
Pow: +5	Res: +5
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Sword

Abilities: Warrior A-Ability [Downsize], Dragoon A-Ability [Lancet]

Extra: N/A

Vitanova ~

=====

Atk: +38	Def: 0
Pow: +2	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: +2

Type: Holy Sword

Abilities: Dragoon R-Ability [Dragonheart]

Extra: Absorb: Holy

Mythril Sword ~

=====

Atk: +33	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: +1	Evade: 0

Type: Sword

Abilities: Soldier C-Ability [Combat Combo], Warrior C-Ability
[Combat Combo]

Extra: N/A

Victor Sword ~

=====

Atk: +33	Def: +10
Pow: 0	Res: +10
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Sword

Abilities: N/A

Extra: N/A

Onion Sword ~

=====

Type: Blade
Abilities: Fighter A-Ability [Blitz], Gladiator A-Ability [Blitz]
Extra: N/A

Atmos Blade ~

=====

Atk: +36	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Lightning Blade
Abilities: Fighter A-Ability [Air Render], Mog Knight A-Ability
[Mog Lance]
Extra: N/A

Flametongue ~

=====

Atk: +38	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Fire Blade
Abilities: Fighter A-Ability [Backdraft], Gladiator A-Ability
[Fire Sword], Mog Knight A-Ability [Mog Attack]
Extra: N/A

Air Blade ~

=====

Atk: +40	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Wind Blade
Abilities: Fighter A-Ability [Air Blast], Gladiator A-Ability
[Bolt Sword]
Extra: Nullify: Wind

Icebrand ~

=====

Atk: +42	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Ice Blade
Abilities: Gladiator A-Ability [Ice Sword], Mog Knight A-Ability
[Mog Aid]
Extra: N/A

Kwigon Blade ~

=====

Atk: +40	Def: +3
Pow: 0	Res: +3
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Blade

Abilities: Fighter A-Ability [Far Fist], Mog Knight A-Ability
[Mog Guard]

Extra: N/A

Ogun Blade ~

=====

Atk: +42	Def: 0
Pow: +2	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Blade

Abilities: Fighter A-Ability [Wild Swing], Gladiator A-Ability
[Wild Swing]

Extra: N/A

Pearl Blade ~

=====

Atk: +46	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Blade

Abilities: Mog Knight A-Ability [Mog Shield]

Extra: N/A

Paraiba Blade ~

=====

Atk: +33	Def: 0
Pow: +10	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: +2

Type: Blade

Abilities: Mog Knight A-Ability [Mog Peek]

Extra: N/A

Venus Blade ~

=====

Atk: +45	Def: 0
Pow: +2	Res: 0
Speed: +2	Move: 0
Jump: 0	Evade: 0

Type: Fire Blade

Abilities: Fighter S-Ability [Doublehand], Gladiator S-Ability
[Doublehand]

Extra: Absorb: Fire -- Half: Water

Materia Blade ~

=====

Atk: +17	Def: 0
Pow: +15	Res: +10
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Blade

Abilities: Gladiator A-Ability [Ultima Sword], Mog Knight A-Ability

[Ultima Charge]

Extra: N/A

Mythril Blade ~

=====

Atk: +32	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: +1	Evade: 0

Type: Blade

Abilities: Fighter C-Ability [Fight Combo] Gladiator C-Ability
[Sword Combo], Mog Knight C-Ability [Charge Combo]

Extra: N/A

Ebon Blade ~

=====

Atk: +84	Def: +5
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Dark Blade

Abilities: N/A

Extra: N/A

Adaman Blade ~

=====

Atk: +35	Def: +15
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Blade

Abilities: N/A

Extra: N/A

Ayvuir Red ~

=====

Atk: +62	Def: +10
Pow: 0	Res: 0
Speed: +2	Move: 0
Jump: 0	Evade: 0

Type: Blade

Abilities: N/A

Extra: N/A

Ayvuir Blue ~

=====

Atk: +51	Def: 0
Pow: 0	Res: +10
Speed: 0	Move: 0
Jump: 0	Evade: +2

Type: Blade

Abilities: N/A

Extra: N/A

Blue Saber ~

=====

Atk: +25	Def: 0
Pow: 0	Res: 0
Speed: +2	Move: 0
Jump: 0	Evade: 0

Type: Saber
Abilities: Blue Mage S-Ability [Learning]
Extra: N/A

Shamshir ~

=====

Atk: +31	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: +2

Type: Saber
Abilities: N/A
Extra: N/A

Aqua Saber ~

=====

Atk: +36	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: +6

Type: Water Saber
Abilities: N/A
Extra: N/A

Harpe ~

=====

Atk: +42	Def: 0
Pow: +5	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Saber
Abilities: N/A
Extra: N/A

Manganese ~

=====

Atk: +47	Def: 0
Pow: +10	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: +3

Type: Saber
Abilities: N/A
Extra: N/A

Mythril Saber ~

=====

Atk: +32	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: +1	Evade: 0

Type: Saber
Abilities: Blue Mage C-Ability [Blue Combo]
Extra: N/A

Soulsaber ~

=====

Atk: +39	Def: 0
Pow: 0	Res: +10
Speed: 0	Move: 0
Jump: 0	Evade: +5

Type: Fire Saber
Abilities: N/A
Extra: N/A

Defender ~

=====

Atk: +37	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Knightsword
Abilities: Paladin A-Ability [Nurse], Defender A-Ability [Hibernate]
Extra: N/A

Apocalypse ~

=====

Atk: +32	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Dark Knightsword
Abilities: Templar A-Ability [Rasp]
Extra: N/A

Lionheart ~

=====

Atk: +34	Def: +2
Pow: 0	Res: +1
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Knightsword
Abilities: Paladin A-Ability [Defense], Defender A-Ability [Defense]
Extra: N/A

Ragnarok ~

=====

Atk: +36	Def: 0
Pow: +5	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Knightsword
Abilities: Paladin A-Ability [Drop Weapon], Defender A-Ability
[Drop Weapon], Templar A-Ability [Silence]
Extra: N/A

Lohengrin ~

=====

Atk: +46	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Knightsword

Abilities: Defender A-Ability [Aura], Templar A-Ability [Haste]

Extra: N/A

SaveTheQueen ~

=====

Atk: +45	Def: +3
Pow: 0	Res: +3
Speed: 0	Move: 0
Jump: 0	Evade: +5

Type: Holy Knightsword

Abilities: Paladin A-Ability [Cover], Defender A-Ability
[Expert Guard], Templar A-Ability [Astra]

Extra: Enhance: Holy

Arch Sword ~

=====

Atk: +48	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Knightsword

Abilities: Paladin A-Ability [Saint Cross], Templar A-Ability
[Soul Sphere]

Extra: N/A

Excalibur ~

=====

Atk: +47	Def: 0
Pow: +2	Res: 0
Speed: +1	Move: 0
Jump: 0	Evade: +5

Type: Holy Knightsword

Abilities: Paladin A-Ability [Holy Blade]

Extra: Enhance: Holy -- Absorb: Holy

Mythril Brand ~

=====

Atk: +32	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: +1	Evade: 0

Type: Knightsword

Abilities: Paladin C-Ability [Knight Combo], Templar C-Ability
[Sacred Combo], Defender C-Ability [Defend Combo]

Extra: N/A

Excalibur2 ~

=====

Atk: +87	Def: 0
Pow: +3	Res: 0
Speed: +4	Move: 0
Jump: 0	Evade: +5

Type: Knightsword
Abilities: N/A
Extra: N/A

Nagrarok ~

=====

Atk: +75	Def: 0
Pow: 0	Res: 0
Speed: +6	Move: +1
Jump: 0	Evade: 0

Type: Knightsword
Abilities: N/A
Extra: N/A

Sequence ~

=====

Atk: +32	Def: +2
Pow: +5	Res: +2
Speed: +2	Move: +1
Jump: +1	Evade: +2

Type: Knightsword
Abilities: N/A
Extra: N/A

* Special Note: The Sequence is a unique Knightsword. You win it in Mission #40 Battle Tourney. However, that mission repeats itself often. Every time you re-win, you don't get a new Sequence, but your original powers up. Therefore, if you keep playing and re-gaining for a long time, you will eventually have the most powerful weapon in the game.

Barong ~

=====

Atk: +30	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Greatsword
Abilities: Soldier A-Ability [Powerbreak], Paladin A-Ability [Parley]
Extra: N/A

Ancient Sword ~

=====

Atk: +32	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Greatsword
Abilities: Soldier A-Ability [Magicbreak], Paladin A-Ability
[Subdue]
Extra: Nullify: Petrify

Diamond Sword ~

=====

Atk: +32	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Greatsword
Abilities: Soldier A-Ability [Mug]
Extra: Nullify: Slow

Hardedge ~

=====

Atk: +42	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Greatsword
Abilities: N/A
Extra: Nullify: Doom

Vigilante ~

=====

Atk: +37	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Greatsword
Abilities: Soldier S-Ability [Monkey Grip]
Extra: Nullify: Confuse

Zankplus ~

=====

Atk: +49	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Greatsword
Abilities: N/A
Extra: Nullify: Poison

Master Sword ~

=====

Atk: +59	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Greatsword
Abilities: N/A
Extra: Nullify: KO

Oblige ~

=====

Atk: +48	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Greatsword
Abilities: N/A
Extra: Nullify: Charm

Iceprism ~

=====

Atk: +45	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Ice Greatsword
Abilities: N/A
Extra: Nullify: Fire, Ice

Lurebreaker ~

=====

Atk: +51	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Greatsword
Abilities: N/A
Extra: Nullify: Sleep

Samson Sword ~

=====

Atk: +32	Def: +5
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Earth Broadsword
Abilities: Warrior A-Ability [Powerbreak]
Extra: N/A

Falchion ~

=====

Atk: +27	Def: +5
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Broadsword
Abilities: Warrior A-Ability [Magicbreak]
Extra: N/A

Predator ~

=====

Atk: +37	Def: +5
Pow: 0	Res: 0
Speed: 0	Move: 0

Jump: 0 Evade: 0

Type: Broadsword

Abilities: Defender R-Ability [Last Berserk]

Extra: N/A

Striborg ~

=====

Atk: +33	Def: +5
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Broadsword

Abilities: Warrior A-Ability [Body Slam], Defender A-Ability
[Mow Down]

Extra: N/A

El Cid Sword ~

=====

Atk: +47	Def: +10
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Broadsword

Abilities: Defender A-Ability [Tremor]

Extra: N/A

Claymore ~

=====

Atk: +49	Def: +5
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Greatsword

Abilities: Warrior S-Ability [Monkey Grip]

Extra: N/A

Vajra ~

=====

Atk: +45	Def: +5
Pow: 0	Res: +5
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Lightning Broadsword

Abilities: Defender A-Ability [Meltdown]

Extra: Enhance: Lightning

Tabarise ~

=====

Atk: +47	Def: +5
Pow: 0	Res: 0
Speed: +2	Move: 0
Jump: 0	Evade: +2

Type: Broadsword

Abilities: N/A

Extra: N/A

Rhomphaia ~

=====

Atk: +57	Def: +5
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Broadsword
Abilities: N/A
Extra: N/A

Beastsword ~

=====

Atk: +50	Def: +5
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Broadsword
Abilities: N/A
Extra: N/A

Eclipse ~

=====

Atk: +76	Def: +5
Pow: +5	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Broadsword
Abilities: N/A
Extra: N/A

Estreledge ~

=====

Atk: +77	Def: +5
Pow: 0	Res: +5
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Broadsword
Abilities: N/A
Extra: N/A

Jack Knife ~

=====

Atk: +22	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: +1

Type: Knife
Abilities: Thief A-Ability [Steal: Gil], Juggler A-Ability
[Gil Toss]
Extra: N/A

Kris Knife ~

=====

Atk: +30 Def: 0
Pow: 0 Res: +5
Speed: 0 Move: 0
Jump: 0 Evade: +1

Type: Knife
Abilities: Juggler A-Ability [Hurl]
Extra: N/A

Khukuri ~

=====

Atk: +37 Def: 0
Pow: 0 Res: 0
Speed: +1 Move: 0
Jump: 0 Evade: +1

Type: Knife
Abilities: Thief A-Ability [Steal: EXP], Juggler A-Ability
 [Firebomb]
Extra: N/A

Kard ~

====

Atk: +35 Def: 0
Pow: 0 Res: 0
Speed: 0 Move: 0
Jump: 0 Evade: +2

Type: Knife
Abilities: Thief A-Ability [Steal: Helm]
Extra: N/A

Scramasax ~

=====

Atk: +29 Def: 0
Pow: 0 Res: 0
Speed: 0 Move: 0
Jump: 0 Evade: +1

Type: Knife
Abilities: Thief A-Ability [Steal: Shield], Juggler A-Ability
 [Ball]
Extra: N/A

Rondell Dagger ~

=====

Atk: +33 Def: 0
Pow: 0 Res: 0
Speed: 0 Move: 0
Jump: 0 Evade: +1

Type: Knife
Abilities: Thief A-Ability [Steal: Armor], Juggler A-Ability [Ring]
Extra: Nullify: Immobilize, Disable

Jambiya ~

=====

Atk: +31 Def: 0
Pow: +2 Res: 0
Speed: 0 Move: 0

Jump: 0 Evade: +1

Type: Knife

Abilities: Thief A-Ability [Steal: Access.], Juggler A-Ability
[Dagger]

Extra: N/A

Zorlin Shape ~

=====

Atk: +38	Def: 0
Pow: 0	Res: 0
Speed: +1	Move: 0
Jump: 0	Evade: +1

Type: Knife

Abilities: N/A

Extra: N/A

Sword Breaker ~

=====

Atk: +39	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: +2

Type: Knife

Abilities: Thief A-Ability [Steal: Weapon]

Extra: N/A

Orichalcum ~

=====

Atk: +60	Def: 0
Pow: +2	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: +1

Type: Knife

Abilities: Thief A-Ability [Steal: JP], Juggler A-Ability [Smile]

Extra: N/A

Cinquedea ~

=====

Atk: +57	Def: 0
Pow: 0	Res: 0
Speed: +5	Move: 0
Jump: 0	Evade: +2

Type: Knife

Abilities: Thief A-Ability [Steal: Ability]

Extra: N/A

Mythril Knife ~

=====

Atk: +32	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: +1	Evade: +1

Type: Knife

Abilities: Thief C-Ability [Thief Combo], Juggler C-Ability

[Juggle Combo]

Extra: N/A

Tonberrian ~

=====

Atk: +37	Def: 0
Pow: 0	Res: 0
Speed: +10	Move: 0
Jump: 0	Evade: 0

Type: Knife
Abilities: N/A
Extra: N/A

Tiptaptwo ~

=====

Atk: +35	Def: 0
Pow: 0	Res: +9
Speed: +15	Move: 0
Jump: 0	Evade: 0

Type: Knife
Abilities: N/A
Extra: N/A

Stinger ~

=====

Atk: +25	Def: 0
Pow: 0	Res: 0
Speed: +2	Move: 0
Jump: 0	Evade: 0

Type: Rapier
Abilities: Fencer A-Ability [Swarmstrike], Red Mage A-Ability
[Thunder]
Extra: N/A

Estoc ~

=====

Atk: +32	Def: 0
Pow: 0	Res: 0
Speed: +2	Move: 0
Jump: 0	Evade: 0

Type: Rapier
Abilities: Fencer A-Ability [Featherblow], Red Mage A-Ability
[Sleep], Elementalist A-Ability [Heavy Dust]
Extra: N/A

Fleuret ~

=====

Atk: +27	Def: 0
Pow: 0	Res: 0
Speed: +2	Move: 0
Jump: 0	Evade: 0

Type: Rapier
Abilities: Red Mage A-Ability [Cure], Elementalist A-Ability
[Earth Heal]
Extra: N/A

Scarlette ~

=====

Atk: +25	Def: 0
Pow: +2	Res: 0
Speed: +2	Move: 0
Jump: 0	Evade: 0

Type: Fire Rapier

Abilities: Red Mage A-Ability [Fire], Elementalist A-Ability
[Fire Whip]

Extra: N/A

Flamberge ~

=====

Atk: +35	Def: +5
Pow: 0	Res: 0
Speed: +2	Move: 0
Jump: 0	Evade: 0

Type: Rapier

Abilities: Fencer A-Ability [Piercethrough], Red Mage A-Ability
[Blizzard], Elementalist A-Ability [White Flame]

Extra: N/A

Silver Rapier ~

=====

Atk: +35	Def: 0
Pow: 0	Res: 0
Speed: +2	Move: 0
Jump: 0	Evade: 0

Type: Rapier

Abilities: Fencer A-Ability [Shadowstick], Red Mage A-Ability
[Poison], Elementalist A-Ability [Sliprain]

Extra: N/A

Djinn Flyssa ~

=====

Atk: +34	Def: 0
Pow: +2	Res: 0
Speed: +2	Move: 0
Jump: 0	Evade: +2

Type: Wind Rapier

Abilities: Fencer A-Ability [Swallowtail], Elementalist A-Ability
[Shining Air]

Extra: Enhance: Wind -- Nullify: Wind

Joyeuse ~

=====

Atk: +37	Def: 0
Pow: 0	Res: +5
Speed: +2	Move: 0
Jump: 0	Evade: 0

Type: Rapier

Abilities: Fencer A-Ability [Nighthawk], Elementalist A-Ability
[Evil Gaze]

Extra: N/A

Mage Masher ~

=====

Atk: +34	Def: 0
Pow: +5	Res: +10
Speed: +2	Move: 0
Jump: 0	Evade: 0

Type: Rapier

Abilities: Fencer A-Ability [Manastrike], Red Mage A-Ability
[Barrier]

Extra: N/A

Colichemarde ~

=====

Atk: +36	Def: 0
Pow: 0	Res: 0
Speed: +2	Move: 0
Jump: 0	Evade: 0

Type: Rapier

Abilities: Red Mage S-Ability [Magic Pow+]

Extra: Nullify: Berserk

Gupti Aga ~

=====

Atk: +38	Def: 0
Pow: 0	Res: 0
Speed: +2	Move: 0
Jump: 0	Evade: 0

Type: Rapier

Abilities: Fencer A-Ability [Checkmate]

Extra: N/A

Madu ~

====

Atk: +33	Def: 0
Pow: 0	Res: 0
Speed: +2	Move: 0
Jump: 0	Evade: 0

Type: Rapier

Abilities: Red Mage A-Ability [Doublecast]

Extra: N/A

Epeprism ~

=====

Atk: +37	Def: 0
Pow: 0	Res: 0
Speed: +2	Move: 0
Jump: +1	Evade: 0

Type: Rapier

Abilities: Elementalist A-Ability [Elementalshift]

Extra: Half: Holy, Dark

Mythril Rapier ~

=====

Atk: +32	Def: 0
----------	--------

Pow: 0 Res: 0
Speed: +2 Move: 0
Jump: 0 Evade: +1

Type: Rapier

Abilities: Fencer C-Ability [Lunge Combo], Red Mage C-Ability
 [Red Combo], Elementalist C-Ability [Spirit Combo]

Extra: N/A

Last Letter ~

=====

Atk: +45 Def: 0
Pow: 0 Res: 0
Speed: +2 Move: 0
Jump: 0 Evade: +3

Type: Rapier

Abilities: N/A

Extra: N/A

Femme Fatale ~

=====

Atk: +49 Def: 0
Pow: 0 Res: 0
Speed: +2 Move: 0
Jump: 0 Evade: 0

Type: Rapier

Abilities: N/A

Extra: Nullify: Doom

Aerial Hole ~

=====

Atk: +43 Def: 0
Pow: +8 Res: 0
Speed: +2 Move: 0
Jump: 0 Evade: 0

Type: Rapier

Abilities: N/A

Extra: N/A

Diabolique ~

=====

Atk: +41 Def: 0
Pow: 0 Res: +5
Speed: +2 Move: 0
Jump: 0 Evade: 0

Type: Dark Rapier

Abilities: N/A

Extra: Nullify: Dark

Ninja Knife ~

=====

Atk: +31 Def: 0
Pow: 0 Res: 0
Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Katana
Abilities: Ninja A-Ability [Throw]
Extra: N/A

Murasame ~

=====

Atk: +31	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Water Katana
Abilities: Ninja A-Ability [Water Veil], Assassin A-Ability
[Aphonia]
Extra: N/A

Ashura ~

=====

Atk: +33	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Fire Katana
Abilities: Ninja A-Ability [Fire Veil]
Extra: N/A

Osafune ~

=====

Atk: +35	Def: +5
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Katana
Abilities: Ninja A-Ability [Earth Veil]
Extra: N/A

Petalchaser ~

=====

Atk: +34	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Katana
Abilities: Assassin A-Ability [Last Breath]
Extra: N/A

Kotetsu ~

=====

Atk: +37	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Katana
Abilities: Ninja A-Ability [Wood Veil], Assassin A-Ability
[Rockseal]
Extra: N/A

Kikuichimonji ~

=====

Atk: +40	Def: 0
Pow: 0	Res: +5
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Katana

Abilities: Ninja A-Ability [Metal Veil], Assassin A-Ability
[Nightmare]

Extra: N/A

Heaven's Cloud ~

=====

Atk: +39	Def: 0
Pow: 0	Res: +5
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Holy Katana

Abilities: Ninja A-Ability [Unspell]

Extra: Absorb: Holy

Nosada ~

=====

Atk: +42	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Katana

Abilities: Ninja S-Ability [Double Sword]

Extra: N/A

Masamune ~

=====

Atk: +65	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Katana

Abilities: Ninja A-Ability [Oblivion], Assassin A-Ability
[Oblivion]

Extra: N/A

Zanmato ~

=====

Atk: +22	Def: 0
Pow: +2	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Katana

Abilities: Assassin A-Ability [Ultima Masher]

Extra: N/A

Mythril Epee ~

=====

Atk: +32 Def: 0
Pow: 0 Res: 0
Speed: 0 Move: 0
Jump: +1 Evade: 0

Type: Katana
Abilities: Ninja C-Ability [Ninja Combo], Assassin C-Ability
 [Killer Combo]
Extra: N/A

Masamune 100 ~

=====

Atk: +79 Def: 0
Pow: +5 Res: 0
Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Katana
Abilities: N/A
Extra: N/A

Charfire ~

=====

Atk: +47 Def: 0
Pow: 0 Res: 0
Speed: +2 Move: 0
Jump: 0 Evade: 0

Type: Katana
Abilities: N/A
Extra: N/A

Silkmoon ~

=====

Atk: +55 Def: 0
Pow: 0 Res: 0
Speed: 0 Move: 0
Jump: 0 Evade: +2

Type: Katana
Abilities: N/A
Extra: N/A

White Staff ~

=====

Atk: +19 Def: 0
Pow: 0 Res: +5
Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Staff
Abilities: White Mage A-Ability [Cure]
Extra: Removes "doom" from target.

Guard Staff ~

=====

Atk: +21 Def: +5
Pow: 0 Res: +5
Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Staff

Abilities: White Mage A-Ability [Protect], Summoner A-Ability
[Ifrit]

Extra: N/A

Judge Staff ~

=====

Atk: +21	Def: 0
Pow: +3	Res: +5
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Lightning Staff

Abilities: White Mage A-Ability [Shell], Bishop A-Ability [Aero],
Summoner A-Ability [Ramuh]

Extra: N/A

Cure Staff ~

=====

Atk: +29	Def: 0
Pow: 0	Res: +5
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Healing Staff

Abilities: White Mage A-Ability [Cura], Bishop A-Ability [Cura],
Summoner A-Ability [Kirin]

Extra: Heals target's HP

Pure Staff ~

=====

Atk: +23	Def: 0
Pow: 0	Res: +5
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Staff

Abilities: White Mage A-Ability [Esuna], Summoner A-Ability
[Unicorn]

Extra: N/A

Bless Staff ~

=====

Atk: +23	Def: 0
Pow: 0	Res: +5
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Staff

Abilities: White Mage A-Ability [Life], Bishop A-Ability [Dispel]

Extra: N/A

Snake Staff ~

=====

Atk: +29	Def: 0
Pow: 0	Res: +5
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Staff

Abilities: Bishop A-Ability [Break], Summoner A-Ability [Shiva]

Extra: Nullify: Petrify

Spring Staff ~

=====

Atk: +28	Def: 0
Pow: 0	Res: +5
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Water Staff

Abilities: White Mage A-Ability [Curaga], Bishop A-Ability [Water]

Extra: Nullify: Water

Garnet Staff ~

=====

Atk: +31	Def: +5
Pow: 0	Res: +5
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Staff

Abilities: Bishop A-Ability [Barrier], Summoner A-Ability [Carbuncle]

Extra: N/A

Cheer Staff ~

=====

Atk: +32	Def: 0
Pow: 0	Res: +5
Speed: 0	Move: 0
Jump: 0	Evade: +2

Type: Staff

Abilities: White Mage A-Ability [Auto-Life], Bishop A-Ability [Judge], Summoner A-Ability [Maden]

Extra: N/A

Nirvana Staff ~

=====

Atk: +34	Def: 0
Pow: 0	Res: +10
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Holy Staff

Abilities: White Mage A-Ability [Full-Life], Bishop A-Ability [Holy], Summoner A-Ability [Pheonix]

Extra: N/A

Mythril Staff ~

=====

Atk: +32	Def: 0
Pow: 0	Res: +5
Speed: 0	Move: 0
Jump: +1	Evade: 0

Type: Staff

Abilities: White Mage C-Ability [White Combo], Summoner C-Ability

Extra: N/A

Power Staff ~

=====

Atk: +45	Def: +6
Pow: 0	Res: +5
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Staff
Abilities: N/A
Extra: N/A

Dream Watcher ~

=====

Atk: +43	Def: 0
Pow: +10	Res: +15
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Staff
Abilities: N/A
Extra: N/A

Rod ~

==

Atk: +18	Def: 0
Pow: +2	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Rod
Abilities: Black Mage A-Ability [Fire, Thunder, Blizzard]
Extra: N/A

Firewheel Rod ~

=====

Atk: +21	Def: 0
Pow: +2	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Fire Rod
Abilities: Black Mage A-Ability [Fira], Time Mage A-Ability [Haste],
Illusionist A-Ability [Prominence]
Extra: N/A

Thunder Rod ~

=====

Atk: +21	Def: 0
Pow: +2	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Lightning Rod
Abilities: Black Mage A-Ability [Thundara], Time Mage A-Ability
[Reflect], Illusionist A-Ability [Tempest]
Extra: N/A

Sleet Rod ~

=====

Atk: +21	Def: 0
Pow: +2	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Ice Rod

Abilities: Black Mage A-Ability [Blizzara], Time Mage A-Ability
[Silence], Illusionist A-Ability [Tempest]

Extra: N/A

Terre Rod ~

=====

Atk: +23	Def: 0
Pow: +2	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Earth Rod

Abilities: Time Mage A-Ability [Slow], Illusionist A-Ability
[Soil Evidence]

Extra: Enhance: Earth

Force Rod ~

=====

Atk: +25	Def: 0
Pow: +5	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Rod

Abilities: Time Mage A-Ability [Quarter]

Extra: N/A

Flame Rod ~

=====

Atk: +27	Def: 0
Pow: +2	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Fire Rod

Abilities: Black Mage A-Ability [Firaga]

Extra: Enhance: Fire

Thor Rod ~

=====

Atk: +27	Def: 0
Pow: +2	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Lightning Rod

Abilities: Black Mage A-Ability [Thundaga], Time Mage A-Ability
[Quicken], Illusionist A-Ability [Wild Tornado]

Extra: Enhance: Lightning

Chill Rod ~

=====

Atk: +27 Def: 0
Pow: +2 Res: 0
Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Ice Rod
Abilities: Black Mage A-Ability [Blizzaga], Time Mage A-Ability
 [Stop], Illusionist A-Ability [Deluge]
Extra: Enhance: Ice

Stardust Rod ~

=====

Atk: +29 Def: +5
Pow: +2 Res: +5
Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Rod
Abilities: Time Mage A-Ability [Demi], Illusionist A-Ability
 [Stardust]
Extra: N/A

Princess Rod ~

=====

Atk: +35 Def: +5
Pow: +2 Res: +5
Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Rod
Abilities: Black Mage A-Ability [Fire, Thunder, Ice]
Extra: Enhance: Wind, Earth, Water

Mythril Rod ~

=====

Atk: +32 Def: 0
Pow: +2 Res: 0
Speed: 0 Move: 0
Jump: +1 Evade: 0

Type: Rod
Abilities: Black Mage C-Ability [Black Combo], Time Mage A-Ability
 [Time Combo], Illusionist C-Ability [Spell Combo]
Extra: N/A

Heretic Rod ~

=====

Atk: +31 Def: 0
Pow: +20 Res: 0
Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Dark Rod
Abilities: N/A
Extra: N/A

Sapere Aude ~

=====

Atk: +18 Def: +2
Pow: +6 Res: +2

Speed: +2 Move: +1
Jump: +1 Evade: +2

Type: Rod
Abilities: N/A
Extra: N/A

* Special Note: The Sapere Aude is a unique Rod. You win it in Mission #41 Mage Tourney. However, that mission repeats itself often. Every time you re-win, you don't get a new Sapere Aude, but your original powers up. Therefore, if you keep playing and re-gaining for a long time, you will eventually have the most powerful Rod in the game.

Battle Mace ~

=====

Atk: +31 Def: 0
Pow: 0 Res: 0
Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Mace
Abilities: Sage A-Ability [Water, Aero]
Extra: N/A

Energy Mace ~

=====

Atk: +29 Def: 0
Pow: +2 Res: +5
Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Mace
Abilities: Sage A-Ability [Drain], Alchemist A-Ability [Rasp]
Extra: N/A

Druid Mace ~

=====

Atk: +33 Def: 0
Pow: +3 Res: +5
Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Mace
Abilities: Sage A-Ability [Blind], Alchemist A-Ability [Poison]
Extra: N/A

Sage Crosier ~

=====

Atk: +31 Def: 0
Pow: +8 Res: +8
Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Mace
Abilities: Alchemist A-Ability [Astra]
Extra: N/A

Morning Star ~

=====

Atk: +33	Def: 0
Pow: +2	Res: +5
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Mace

Abilities: Alchemist S-Ability [Magic Pow+]

Extra: N/A

Mandragora ~

=====

Atk: +37	Def: 0
Pow: +2	Res: +5
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Earth Mace

Abilities: Sage A-Ability [Bio], Alchemist A-Ability [Toad]

Extra: Absorb: Earth -- Nullify: Poison

Life Crosier ~

=====

Atk: +35	Def: 0
Pow: +2	Res: +10
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Mace

Abilities: Sage A-Ability [Raise], Alchemist A-Ability [Death]

Extra: N/A

Lotus Mace ~

=====

Atk: +37	Def: 0
Pow: +2	Res: +5
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Fire Mace

Abilities: Sage A-Ability [Giga Flare], Alchemist A-Ability [Flare]

Extra: Enhance: Fire

Scorpion Tail ~

=====

Atk: +38	Def: 0
Pow: +2	Res: +5
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Mace

Abilities: Alchemist A-Ability [Meteor]

Extra: N/A

Zeus Mace ~

=====

Atk: +15	Def: 0
Pow: +5	Res: +5

Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Mace
Abilities: Sage A-Ability [Ultima Blow]
Extra: N/A

Mythril Mace ~

=====

Atk: +32 Def: 0
Pow: +2 Res: +5
Speed: 0 Move: 0
Jump: +1 Evade: 0

Type: Mace
Abilities: Sage C-Ability [Wise Combo], Alchemist C-Ability
 [Gold Combo]
Extra: N/A

Cactus Stick ~

=====

Atk: +62 Def: 0
Pow: +2 Res: +5
Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Mace
Abilities: N/A
Extra: N/A

Vesper ~

=====

Atk: +39 Def: 0
Pow: +2 Res: +5
Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Mace
Abilities: N/A
Extra: N/A

Longbow ~

=====

Atk: +19 Def: 0
Pow: 0 Res: 0
Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Bow
Abilities: Archer A-Ability [Boost]
Extra: N/A

Char Bow ~

=====

Atk: +21 Def: 0
Pow: 0 Res: 0
Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Bow

Abilities: Archer A-Ability [Blackout]
Extra: N/A

Thorn Bow ~

=====

Atk: +25	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Bow
Abilities: Archer A-Ability [Aim: Legs]
Extra: N/A

Nail Bow ~

=====

Atk: +29	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Bow
Abilities: Archer A-Ability [Aim: Arm]
Extra: N/A

Silver Bow ~

=====

Atk: +23	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Bow
Abilities: Archer A-Ability [Burial]
Extra: N/A

Artemis Bow ~

=====

Atk: +27	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Bow
Abilities: Archer A-Ability [Cupid]
Extra: N/A

Yoichi Bow ~

=====

Atk: +33	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Bow
Abilities: Archer A-Ability [Take Aim]
Extra: N/A

Target Bow ~

=====

Atk: +35 Def: 0
Pow: 0 Res: 0
Speed: 0 Move: 0
Jump: 0 Evade: +5

Type: Bow
Abilities: Archer S-Ability [Concentrate]
Extra: N/A

Perseus Bow ~

=====

Atk: +42 Def: 0
Pow: 0 Res: 0
Speed: 0 Move: 0
Jump: 0 Evade: +2

Type: Bow
Abilities: Archer A-Ability [Faster]
Extra: N/A

Mythril Bow ~

=====

Atk: +32 Def: 0
Pow: 0 Res: 0
Speed: 0 Move: 0
Jump: +1 Evade: 0

Type: Bow
Abilities: Archer C-Ability [Bow Combo]
Extra: N/A

Crescent Bow ~

=====

Atk: +45 Def: 0
Pow: 0 Res: 0
Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Bow
Abilities: N/A
Extra: N/A

Malbow ~

=====

Atk: +55 Def: 0
Pow: 0 Res: 0
Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Bow
Abilities: N/A
Extra: N/A

Windsplash Bow ~

=====

Atk: +25 Def: 0
Pow: 0 Res: 0
Speed: 0 Move: 0
Jump: 0 Evade: +2

Type: Wind Greatbow

Abilities: Hunter A-Ability [Oust], Sniper A-Ability [Conceal]

Extra: N/A

Ranger Bow ~

=====

Atk: +23

Def: 0

Pow: 0

Res: 0

Speed: 0

Move: 0

Jump: 0

Evade: +2

Type: Earth Greatbow

Abilities: Hunter A-Ability [Capture], Assassin A-Ability [Ague]

Extra: N/A

Cranequin ~

=====

Atk: +29

Def: 0

Pow: 0

Res: 0

Speed: 0

Move: 0

Jump: 0

Evade: 0

Type: Greatbow

Abilities: Hunter A-Ability [Sonic Boom], Sniper A-Ability
[Beso Toxico]

Extra: N/A

Twin Bow ~

=====

Atk: +31

Def: 0

Pow: 0

Res: 0

Speed: 0

Move: 0

Jump: 0

Evade: 0

Type: Greatbow

Abilities: Hunter A-Ability [Advice], Sniper A-Ability [Doubleshot]

Extra: N/A

Hunt Bow ~

=====

Atk: +33

Def: 0

Pow: 0

Res: 0

Speed: 0

Move: 0

Jump: 0

Evade: 0

Type: Greatbow

Abilities: Hunter A-Ability [Hunting], Sniper A-Ability
[Aim: Wallet]

Extra: N/A

Fey Bow ~

=====

Atk: +31

Def: 0

Pow: 0

Res: 0

Speed: 0

Move: 0

Jump: 0

Evade: +2

Type: Wind Greatbow

Abilities: Hunter A-Ability [Aim: Vitals], Sniper A-Ability
[Aim: Armor], Assassin A-Ability [Shadowbind]

Extra: N/A

Hades Bow ~

=====

Atk: +33	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Dark Greatbow

Abilities: Hunter A-Ability [Sidewinder], Sniper A-Ability
[Death Sickle]

Extra: N/A

Nike Bow ~

=====

Atk: +37	Def: +5
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Lightning Greatbow

Abilities: Hunter S-Ability [Weapon Atk+]

Extra: N/A

Master Bow ~

=====

Atk: +41	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: +2

Type: Greatbow

Abilities: Hunter A-Ability [Addle], Sniper A-Ability
[Aim: Weapon]

Extra: N/A

Max's Oathbow ~

=====

Atk: +61	Def: 0
Pow: +2	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: +2

Type: Dark Greatbow

Abilities: Sniper A-Ability [Doom Archer]

Extra: N/A

Seventh Heaven ~

=====

Atk: +15	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: +5

Type: Holy Greatbow

Abilities: Hunter A-Ability [Ultima Shot]

Extra: N/A

Mythril Shot ~

=====

Atk: +32	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: +1	Evade: 0

Type: Greatbow

Abilities: Hunter C-Ability [Hunt Combo], Sniper C-Ability
[Sniper Combo]

Extra: N/A

Marduk Bow ~

=====

Atk: +39	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Greatbow

Abilities: N/A

Extra: N/A

Arbalest ~

=====

Atk: +42	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: +2

Type: Earth Greatbow

Abilities: N/A

Extra: N/A

Gastra Bow ~

=====

Atk: +51	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Greatbow

Abilities: N/A

Extra: N/A

Javelin ~

=====

Atk: +31	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Spear

Abilities: Templar A-Ability [Warcry], Dragoon A-Ability [Jump]

Extra: N/A

Lava Spear ~

=====

Atk: +33	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0

Jump: 0 Evade: 0

Type: Fire Spear
Abilities: Dragoon A-Ability [Fire Breath]
Extra: N/A

Gae Bolg ~

=====

Atk: +39 Def: 0
Pow: 0 Res: 0
Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Lightning Spear
Abilities: Dragoon A-Ability [Bolt Breath]
Extra: N/A

Ice Lance ~

=====

Atk: +35 Def: 0
Pow: 0 Res: 0
Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Ice Spear
Abilities: Dragoon A-Ability [Ice Breath]
Extra: N/A

Partisan ~

=====

Atk: +42 Def: 0
Pow: 0 Res: 0
Speed: 0 Move: 0
Jump: +1 Evade: 0

Type: Spear
Abilities: Templar A-Ability [Cheer]
Extra: N/A

Kain's Lance ~

=====

Atk: +47 Def: 0
Pow: 0 Res: 0
Speed: 0 Move: 0
Jump: +1 Evade: 0

Type: Spear
Abilities: Templar A-Ability [Lifebreak]
Extra: N/A

Trident ~

=====

Atk: +50 Def: 0
Pow: +2 Res: 0
Speed: 0 Move: 0
Jump: +1 Evade: 0

Type: Spear
Abilities: Templar S-Ability [Weapon Atk+]
Extra: N/A

Dragon Whisker ~

=====

Atk: +45	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: +1	Evade: 0

Type: Spear

Abilities: Dragoon A-Ability [Bangaa Cry]

Extra: N/A

Mythril Spear ~

=====

Atk: +32	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: +2	Evade: 0

Type: Spear

Abilities: Dragoon C-Ability [Dragon Combo]

Extra: N/A

Odin Lance ~

=====

Atk: +55	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Spear

Abilities: N/A

Extra: N/A

Beastspear ~

=====

Atk: +51	Def: +10
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Spear

Abilities: N/A

Extra: N/A

Bangaa Spike ~

=====

Atk: +53	Def: +5
Pow: +2	Res: +5
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Spear

Abilities: N/A

Extra: N/A

Demon Bell ~

=====

Atk: +22	Def: 0
Pow: 0	Res: 0

Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Instrument
Abilities: Beastmaster A-Ability [Goblin, Flan, Bomb]
Extra: N/A

Glass Bell ~

=====

Atk: +25 Def: 0
Pow: 0 Res: +1
Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Instrument
Abilities: Beastmaster A-Ability [Lamia, Flan], Animist A-Ability
 [Sheep Count]
Extra: Nullify: Sleep

War Trumpet ~

=====

Atk: +25 Def: 0
Pow: 0 Res: 0
Speed: 0 Move: 0
Jump: 0 Evade: +1

Type: Instrument
Abilities: Beastmaster A-Ability [Panther, Goblin], Animist
 A-Ability [Catnip]
Extra: N/A

Conch Shell ~

=====

Atk: +31 Def: +2
Pow: 0 Res: 0
Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Instrument
Abilities: Beastmaster A-Ability [Rockbeast]
Extra: N/A

Earth Bell ~

=====

Atk: +31 Def: +3
Pow: 0 Res: 0
Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Earth Instrument
Abilities: Beastmaster A-Ability [Dragon], Animist A-Ability
 [100% Wool]
Extra: Absorb: Earth

Black Quena ~

=====

Atk: +33 Def: 0
Pow: +2 Res: 0
Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Dark Instrument
Abilities: Beastmaster A-Ability [Floateye, Undead]
Extra: N/A

Satyr Flute ~

=====

Atk: +35	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: +1

Type: Instrument
Abilities: Animist A-Ability [Chocobo Rush]
Extra: Nullify: Charm

Fairy Harp ~

=====

Atk: +29	Def: 0
Pow: +2	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Instrument
Abilities: Beastmaster A-Ability [Fairy, Bug], Animist A-Ability
[Tail Wag]
Extra: N/A

Aona Flute ~

=====

Atk: +32	Def: 0
Pow: 0	Res: +2
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Instrument
Abilities: Beastmaster A-Ability [Malboro, Bomb], Animist A-Ability
[Frogsong]
Extra: Nullify: Poison

Heal Chime ~

=====

Atk: +39	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: +1

Type: Holy Instrument
Abilities: Animist A-Ability [Cuisine]
Extra: Nullify: Doom

Blood Strings ~

=====

Atk: +22	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: +1

Type: Instrument
Abilities: Beastmaster A-Ability [Tonberry], Animist A-Ability

[Friend]

Extra: Absorbs HP from target.

Mythril Bell ~

=====

Atk: +32	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: +1	Evade: 0

Type: Instrument

Abilities: Beastmaster C-Ability [Beast Combo], Animist C-Ability
[Animal Combo]

Extra: N/A

Dark Fiddle ~

=====

Atk: +45	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Dark Instrument

Abilities: N/A

Extra: Nullify: Silence

Fell Castanets ~

=====

Atk: +47	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Dark Instrument

Abilities: N/A

Extra: N/A

Hard Knuckles ~

=====

Atk: +29	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: +1

Type: Knuckles

Abilities: White Monk A-Ability [Whirlwind], Gadgeteer A-Ability
[Silver Disc]

Extra: N/A

Rising Sun ~

=====

Atk: +31	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: +1

Type: Fire Knuckles

Abilities: White Monk A-Ability [Exorcise], Gadgeteer A-Ability
[Red Spring]

Extra: N/A

Sick Knuckles ~

=====

Atk: +35	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: +1

Type: Knuckles
Abilities: Gadgeteer A-Ability [Green Gear]
Extra: N/A

Dream Claws ~

=====

Atk: +39	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: +1

Type: Knuckles
Abilities: Gadgeteer A-Ability [Chroma Gem]
Extra: N/A

Kaiser Knuckles ~

=====

Atk: +42	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: +1

Type: Knuckles
Abilities: White Monk A-Ability [Air Render]
Extra: N/A

Cat Claws ~

=====

Atk: +35	Def: 0
Pow: 0	Res: 0
Speed: +2	Move: 0
Jump: 0	Evade: +1

Type: Knuckles
Abilities: White Monk A-Ability [Chakra], Gadgeteer A-Ability
[Gold Battery]
Extra: N/A

Survivor ~

=====

Atk: +37	Def: +2
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: +2

Type: Knuckles
Abilities: White Monk A-Ability [Revive], Gadgeteer A-Ability
[Yellow Spring]
Extra: N/A

White Fang ~

=====

Atk: +39 Def: 0
Pow: 0 Res: 0
Speed: 0 Move: 0
Jump: 0 Evade: +1

Type: Ice Knuckles

Abilities: White Monk A-Ability [Holy Sign], Gadgeteer A-Ability
 [Blue Screw]

Extra: N/A

Godhand ~

=====

Atk: +39 Def: 0
Pow: +3 Res: 0
Speed: +1 Move: 0
Jump: 0 Evade: +5

Type: Holy Knuckles

Abilities: White Monk A-Ability [Far Fist]

Extra: N/A

Tiger Fangs ~

=====

Atk: +41 Def: 0
Pow: 0 Res: 0
Speed: 0 Move: 0
Jump: 0 Evade: +2

Type: Lightning Knuckles

Abilities: White Monk A-Ability [Earth Render]

Extra: N/A

Death Claws ~

=====

Atk: +43 Def: 0
Pow: 0 Res: 0
Speed: 0 Move: 0
Jump: 0 Evade: +1

Type: Dark Knuckles

Abilities: Gadgeteer A-Ability [Black Ingot]

Extra: N/A

Mythril Claws ~

=====

Atk: +32 Def: 0
Pow: 0 Res: 0
Speed: 0 Move: 0
Jump: +1 Evade: +1

Type: Knuckles

Abilities: White Monk C-Ability [Monk Combo], Gadgeteer C-Ability
 [Gadget Combo]

Extra: N/A

Greaseburst ~

=====

Atk: +59 Def: 0
Pow: 0 Res: 0
Speed: 0 Move: 0

Jump: 0 Evade: +1

Type: Knuckles

Abilities: N/A

Extra: N/A

Magic Hands ~

=====

Atk: +52

Def: 0

Pow: 0

Res: 0

Speed: 0

Move: 0

Jump: 0

Evade: +1

Type: Knuckles

Abilities: N/A

Extra: N/A

Goblin Soul ~

=====

Atk: +32

Def: 0

Pow: +2

Res: 0

Speed: 0

Move: 0

Jump: 0

Evade: +1

Type: Soul

Abilities: Morpher A-Ability [Goblin]

Extra: Half: Ice

Flan Soul ~

=====

Atk: +34

Def: +10

Pow: +2

Res: 0

Speed: 0

Move: 0

Jump: 0

Evade: +1

Type: Soul

Abilities: Morpher A-Ability [Flan]

Extra: Half: Lightning

Bomb Soul ~

=====

Atk: +36

Def: 0

Pow: +2

Res: 0

Speed: 0

Move: 0

Jump: 0

Evade: 0

Type: Fire Soul

Abilities: Morpher A-Ability [Bomb]

Extra: Half: Fire

Dragon Soul ~

=====

Atk: +43

Def: +5

Pow: +2

Res: 0

Speed: 0

Move: 0

Jump: 0

Evade: 0

Type: Soul

Abilities: Morpher A-Ability [Dragon]

Extra: Absorb: Earth

Lamia Soul ~

=====

Atk: +41	Def: 0
Pow: +2	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Water Soul
Abilities: Morpher A-Ability [Lamia]
Extra: Nullify: Sleep

Bug Soul ~

=====

Atk: +39	Def: +2
Pow: +2	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Earth Soul
Abilities: Morpher A-Ability [Bug]
Extra: Nullify: Dark

Panther Soul ~

=====

Atk: +39	Def: 0
Pow: +2	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: +2

Type: Soul
Abilities: Morpher A-Ability [Panther]
Extra: Nullify: Berserk

Malboro Soul ~

=====

Atk: +47	Def: +2
Pow: +2	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Soul
Abilities: Morpher A-Ability [Malboro]
Extra: Nullify: Poison

Eye Soul ~

=====

Atk: +45	Def: 0
Pow: +2	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Dark Soul
Abilities: Morpher A-Ability [Eye]
Extra: Nullify: Doom

Mythril Soul ~

=====

Atk: +32	Def: 0
Pow: +2	Res: 0

Speed: 0 Move: 0
Jump: +1 Evade: 0

Type: Soul
Abilities: Morpher C-Ability [Morph Combo]
Extra: N/A

Dread Soul ~

=====

Atk: +49 Def: 0
Pow: +2 Res: 0
Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Soul
Abilities: N/A
Extra: N/A

Rukavi Soul ~

=====

Atk: +67 Def: 0
Pow: +2 Res: 0
Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Soul
Abilities: N/A
Extra: Half: Ice

Aiot Gun ~

=====

Atk: +27 Def: 0
Pow: 0 Res: 0
Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Gun
Abilities: Gunner A-Ability [Fireshot]
Extra: N/A

Silver Cannon ~

=====

Atk: +31 Def: 0
Pow: 0 Res: 0
Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Gun
Abilities: Gunner A-Ability [Blindshot]
Extra: N/A

Riot Gun ~

=====

Atk: +31 Def: 0
Pow: 0 Res: 0
Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Gun
Abilities: Gunner A-Ability [Boltshot]

Extra: N/A

Chaos Rifle ~

=====

Atk: +33	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Gun
Abilities: Gunner A-Ability [Confusshot]
Extra: N/A

Lost Gun ~

=====

Atk: +31	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Gun
Abilities: Gunner A-Ability [Silenshot]
Extra: N/A

Peacemaker ~

=====

Atk: +33	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Gun
Abilities: Gunner A-Ability [Charmshot]
Extra: N/A

Giot Gun ~

=====

Atk: +37	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Gun
Abilities: Gunner A-Ability [Iceshot]
Extra: N/A

Longbarrel ~

=====

Atk: +39	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Gun
Abilities: Gunner S-Ability [Concentrate]
Extra: N/A

Outsider ~

=====

Atk: +41	Def: 0
----------	--------

Type: Shield
Abilities: N/A
Extra: N/A

Sacri Shield ~

=====

Atk: 0	Def: +5
Pow: 0	Res: +5
Speed: 0	Move: 0
Jump: 0	Evade: +10

Type: Holy Shield
Abilities: N/A
Extra: Nullify: Zombie, Dark, Silence, Frog, Poison, Slow,
Immobilize, Disable, Doom

Shijin Shield ~

=====

Atk: 0	Def: 0
Pow: 0	Res: +10
Speed: 0	Move: 0
Jump: 0	Evade: +7

Type: Shield
Abilities: N/A
Extra: N/A

Choco Shield ~

=====

Atk: 0	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: +10

Type: Shield
Abilities: N/A
Extra: N/A

La Seraphica ~

=====

Atk: 0	Def: 0
Pow: 0	Res: +5
Speed: 0	Move: 0
Jump: 0	Evade: +15

Type: Shield
Abilities: N/A
Extra: N/A

Reverie Shield ~

=====

Atk: 0	Def: +5
Pow: 0	Res: +10
Speed: 0	Move: 0
Jump: 0	Evade: +10

Type: Shield
Abilities: N/A
Extra: N/A

|| 10.5. Accessories [10500] ||

Battle Boots ~

=====

Atk: 0	Def: +7
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Shoes
Abilities: N/A
Extra: N/A

Spiked Boots ~

=====

Atk: 0	Def: +4
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: +1	Evade: 0

Type: Shoes
Abilities: N/A
Extra: N/A

Dash Boots ~

=====

Atk: 0	Def: +2
Pow: 0	Res: 0
Speed: 0	Move: +1
Jump: 0	Evade: 0

Type: Shoes
Abilities: N/A
Extra: N/A

Red Boots ~

=====

Atk: 0	Def: +3
Pow: 0	Res: +5
Speed: 0	Move: 0
Jump: 0	Evade: +2

Type: Shoes
Abilities: N/A
Extra: N/A

Feather Boots ~

=====

Atk: 0	Def: +3
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Shoes
Abilities: N/A
Extra: Waterwalking

Germinas ~

=====

Atk: 0	Def: +3
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: +2	Evade: 0

Type: Shoes
Abilities: N/A
Extra: N/A

Caligula ~

=====

Atk: +3	Def: +10
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Shoes
Abilities: N/A
Extra: N/A

Ninja Tabi ~

=====

Atk: 0	Def: +3
Pow: 0	Res: 0
Speed: 0	Move: +2
Jump: 0	Evade: 0

Type: Shoes
Abilities: N/A
Extra: N/A

Galmia Shoes ~

=====

Atk: 0	Def: +3
Pow: 0	Res: 0
Speed: +2	Move: 0
Jump: 0	Evade: 0

Type: Shoes
Abilities: N/A
Extra: Shoes /Ignore elevation
Cannot walk over water

Gauntlets ~

=====

Atk: +5	Def: +5
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Armlets
Abilities: N/A
Extra: N/A

Thief Armlets ~

=====

Atk: +3	Def: +3
Pow: 0	Res: 0

Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Shoes
Abilities: N/A
Extra: Improves chance to steal

Bracers ~

=====

Atk: +5 Def: +12
Pow: 0 Res: 0
Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Armlets
Abilities: N/A
Extra: N/A

Genji Armlets ~

=====

Atk: +5 Def: +10
Pow: +2 Res: +5
Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Armlets
Abilities: N/A
Extra: N/A

Fire Mitts ~

=====

Atk: 0 Def: +8
Pow: 0 Res: +10
Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Armlets
Abilities: N/A
Extra: Nullify: Fire

Bone Armlets ~

=====

Atk: +3 Def: +6
Pow: 0 Res: +8
Speed: 0 Move: 0
Jump: 0 Evade: +5

Type: Armlets
Abilities: N/A
Extra: N/A

Fortune Ring ~

=====

Atk: 0 Def: +3
Pow: 0 Res: +5
Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Accessory
Abilities: N/A

Extra: Nullify: Sleep, Doom

Magic Ring ~

=====

Atk: 0	Def: 0
Pow: +3	Res: +10
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Accessory
Abilities: N/A
Extra: N/A

Angel Ring ~

=====

Atk: 0	Def: 0
Pow: 0	Res: 0
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Accessory
Abilities: N/A
Extra: Nullify: Zombie, Dark, Silence, Frog, Poison, Slow,
Immobilize, Disarm, Doom
Auto-Raise

Scarab ~

=====

Atk: 0	Def: +2
Pow: 0	Res: 0
Speed: 0	Move: +8
Jump: 0	Evade: 0

Type: Accessory
Abilities: N/A
Extra: Nullify: Immobilize, Disarm, Frog

Ruby Earring ~

=====

Atk: 0	Def: +3
Pow: 0	Res: +6
Speed: 0	Move: 0
Jump: 0	Evade: 0

Type: Accessory
Abilities: N/A
Extra: Nullify: Confuse, Charm -- Half: Dark

Star Armlet ~

=====

Atk: 0	Def: +4
Pow: +6	Res: +4
Speed: +2	Move: 0
Jump: 0	Evade: 0

Type: Accessory
Abilities: N/A
Extra: Nullify: Stop, Slow

Mindu Gem ~

=====

Atk: 0 Def: +3
Pow: 0 Res: +3
Speed: 0 Move: 0
Jump: 0 Evade: 0

Type: Accessory

Abilities: N/A

Extra: Nullify: Petrify, Frog, Confuse, Poison, Dark, Silence --
Half: Lightning

	=====	
	~~~~~ 11. Clans Listing ~~~~~[11000]~	
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After completion of Mission #2 Thesis Hunt, Montblanc will explain to you the Clan Wars and the system. From this point on, you have the option to engage other clans. You will notice other clans as they appear as generic Soldier sprites walking around on the world map. Walk into one to trigger a battle. There are many different clans. This section provides a list of them all. They are listed in alphabetical order.

This section would not have been completed without the help of Austin Self, writer of the Random Battle FAQ.

[-----]

Aisen Ghosts ~

=====

Classification: Monster

Difficulty: Slightly Hard

Strategy: The Aisen Ghosts clan is made up of some Zombies, a Jawbreaker, a Floateye, and a Tonberry. As you should already know, Zombies, when defeated revive themselves within three turns. Therefore, the Zombies should be taken care of last. The first thing you might want to do however, is taking out that pesky Tonberry with its A-Ability, Knife or Karma. The Floateye isn't too dangerous, and the Jawbreaker is hardly a threat. Take out the Tonberry and you should mostly be fine.

Job Set

-----

Floateye -

A-Ability: Gaze  
R-Ability: None  
S-Ability: Weapon Def+  
Equipped Items: None

Jawbreaker -

A-Ability: Adhere  
R-Ability: None  
S-Ability: None  
Equipped Items: None

Tonberry -

A-Ability: Grudge  
R-Ability: None  
S-Ability: None

Equipped Items: None

Zombie -

A-Ability: Rot

R-Ability: None

S-Ability: None

Equipped Items: None

Zombie -

A-Ability: Rot

R-Ability: Counter

S-Ability: None

Equipped Items: None

Antlions ~

=====

Classification: Monster

Difficulty: Medium

Strategy: The Antlion clan of monsters should be one of the first ones out. This battle is made up of two Antlions (well obviously), a Jawbreaker, a Bomb, and a Toughskin. The hardest out of all of these would probably be the last, the Toughskin. Apart from that, the rest of the clan is fairly easy to defeat. Remember that Blade Biters (and the weaker versions, Toughskins) are weak against magic attacks.

Job Set

-----

Antlion -

A-Ability: Sandstorm

R-Ability: Counter

S-Ability: None

Equipped Items: None

Antlion -

A-Ability: Sandstorm

R-Ability: Counter

S-Ability: None

Equipped Items: None

Jawbreaker -

A-Ability: Adhere

R-Ability: None

S-Ability: Weapon Atk+

Equipped Items: None

Bomb -

A-Ability: Blaze

R-Ability: None

S-Ability: None

Equipped Items: None

Toughskin -

A-Ability: Debilitate

R-Ability: None

S-Ability: None

Equipped Items: None

Bloodthirsters ~

=====

Classification: Monster/Viera/Moogle

Difficulty: Hard

Strategy: Masterberries are incredibly deadly, but luckily, they only show up later in the game around the same time as when the Vampires begin making their appearances while the Zombies begin to disappear. Your enemies consist of an Ahriman, two Vampires, and an Assassin and Juggler to boot. As long as you take out the Assassin and Masterberry out quickly, you should be fine with this rather difficult clan battle.

Job Set

-----

Masterberry -

A-Ability: Malice

R-Ability: None

S-Ability: None

Equipped Items: None

Ahriman -

A-Ability: Glare

R-Ability: None

S-Ability: None

Equipped Items: None

Vampire -

A-Ability: Illude

R-Ability: None

S-Ability: Weapon Atk+

Equipped Items: None

Vampire -

A-Ability: Illude

R-Ability: None

S-Ability: None

Equipped Items: None

Assassin -

A-Ability: Corner

R-Ability: Return Fire

S-Ability: None

Equipped Items: Heaven's Cloud (Katana), Dark Gear (Clothing)

Juggler -

A-Ability: Stunt/Item

R-Ability: None

S-Ability: None

Equipped Items: Rondell Dagger (Knife), Wygar (Clothing)

Brass Dragoons ~

=====

Classification: Bangaa/Human

Difficulty: Slightly Hard

Strategy: This clan is all Bangaa except for the single Paladin which plays his role as the only human. The Strikeback technique becomes annoying, but avoid it by simply not using a Fight move. The Templar's Bonecrusher is easily

avoided with a long-range attack, or a Spear jab from two spaces away. Only real difficulty might be the Templar or either Dragoon, but you should mostly be fine.

Job Set

-----

Defender -

A-Ability: Defend  
R-Ability: Last Berserk  
S-Ability: None  
Equipped Items: Vajra (Broadsword),  
Maximillian (Armor)

Dragoon -

A-Ability: Dragon Tech  
R-Ability: Strikeback  
S-Ability: None  
Equipped Items: Partisan (Spear), Platemail  
(Armor)

Dragoon -

A-Ability: Dragon Tech  
R-Ability: None  
S-Ability: None  
Equipped Items: Ice Lance (Spear), Gold Armor  
(Armor)

Paladin -

A-Ability: Chivalry  
R-Ability: None  
S-Ability: Weapon Def+  
Equipped Items: Lohengrin (Knightsword),  
Platemail (Armor)

Templar -

A-Ability: Sacred Tech  
R-Ability: Bonecrusher  
S-Ability: None  
Equipped Items: Lionheart (Knightsword),  
Dragon Mail (Armor), Cross  
Helm (Helmet)

Clan Banisa ~

=====

Classification: Moogle/Human/Bangaa

Difficulty: Medium

Strategy: Clan Banisa is a mostly physical gun-ho group of heavy attackers. You have here a Fighter, a Gladiator, a Warrior, and a White Monk along with an Animist. With Doublehand, the Gladiator can do quite a bit of damage, and the enemy Fighter holds Strikeback which nullifies all incoming Fight moves, and counterattacks. I'd suggest magic-casting units or units with long range here.

Job Set

-----

Fighter -

A-Ability: Fighter Tech  
R-Ability: Strikeback

S-Ability: None  
Equipped Items: Sun Blade (Blade), Survival Vest (Clothing)

Gladiator -

A-Ability: Spellblade Tech  
R-Ability: None  
S-Ability: Doublehand  
Equipped Items: Atmos Blade (Blade), Power Sash (Clothing)

Warrior -

A-Ability: Battle Tech  
R-Ability: None  
S-Ability: Monkey Grip  
Equipped Items: Predator (Broadsword), Round Shield (Shield), Adaman Vest (Clothing)

White Monk -

A-Ability: Monk Tech  
R-Ability: Counter  
S-Ability: None  
Equipped Items: Dream Claws (Knuckles), Survival Vest (Clothing)

Animist -

A-Ability: Call  
R-Ability: Block Arrows  
S-Ability: None  
Equipped Items: War Trumpet (Instrument), Adaman Vest (Clothing)

Clan Belmia ~

=====

Classification: Moogle/Human/Viera

Difficulty: Hard

Strategy: Clan Belmia will probably be a group you might see later in the game. They can also be considered one of the most well-rounded and balanced enemy clans in the game. Your enemies will most likely hold high Attack power. The Ninja has Double Sword, a devastating S-Ability. Luckily, there are NO magic caster here, unless you count some Assassin abilities as magic.

Job Set

-----

Assassin -

A-Ability: Corner  
R-Ability: Return Fire  
S-Ability: None  
Equipped Items: Zanmato (Katana), Judo Uniform (Clothing)

Gunner -

A-Ability: Gunmanship  
R-Ability: None  
S-Ability: Concentrate  
Equipped Items: Chaos Rifle (Gun), Brigandine (Clothing)

Ninja -  
A-Ability: Ninja Skill  
R-Ability: None  
S-Ability: Double Sword  
Equipped Items: Ashura (Katana), Petalchaser  
(Katana), Ninja Gear (Clothing)

Sniper -  
A-Ability: Sharpshoot/Item  
R-Ability: Auto-Regen  
S-Ability: None  
Equipped Items: Twin Bow (Greatbow), Gaia Gear  
(Clothing)

Thief -  
A-Ability: Steal  
R-Ability: Counter  
S-Ability: Maintenance  
Equipped Items: Rondell Dagger (Knife), Survival  
Vest (Clothing)

Clan Clatz ~

=====

Classification: Moogle

Difficulty: Slightly Hard

Strategy: Clan Clatz is one of the few, if not the only Moogle clan in all of Final Fantasy Tactics Advance. Here, you see the main Moogle classes including the Animist, Gadgeteer, etc. Your opponents here might hit you with some high powered Attacks, so beware.

Job Set

-----

Animist -  
A-Ability: Call  
R-Ability: None  
S-Ability: Maintenance  
Equipped Items: Satyr Flute (Instrument), Power  
Sash (Clothing)

Gadgeteer -  
A-Ability: Pandora  
R-Ability: Auto-Regen  
S-Ability: None  
Equipped Items: Dream Claws (Knuckles), Gaia Gear  
(Clothing)

Juggler -  
A-Ability: Stunt  
R-Ability: Catch  
S-Ability: None  
Equipped Items: Khukuri (Knife), Power Sash  
(Clothing)

Thief -  
A-Ability: Steal  
R-Ability: Counter  
S-Ability: Maintenance  
Equipped Items: Kard (Knife), Wygar (Clothing)

Time Mage -  
A-Ability: Time Magic  
R-Ability: Return Fire  
S-Ability: None  
Equipped Items: Terre Rod (Rod), Magus Robe (Robe)

Clan Dip ~

=====

Classification: Human/Viera

Difficulty: Easy

Strategy: Clan Dip holds the title of one of the earliest clans that you might engage as well as being an incredibly easy clan as you advance through the game. Your opponents hold third-rate items and their abilities are even laughable. This clan is wonderful for leveling up without the difficulty.

Job Set

-----

Archer -  
A-Ability: Aim  
R-Ability: None  
S-Ability: Concentrate  
Equipped Items: Longbow (Bow), Leather Garb  
(Clothing)

Archer -  
A-Ability: Aim  
R-Ability: Block Arrows  
S-Ability: None  
Equipped Items: Char Bow (Bow), Feather Cap (Hat),  
Leather Garb (Clothing)

Soldier -  
A-Ability: Battle Tech  
R-Ability: None  
S-Ability: None  
Equipped Items: Shortsword (Sword), Cuirass  
(Armor)

Thief -  
A-Ability: Steal  
R-Ability: Counter  
S-Ability: None  
Equipped Items: Jack Knife (Knife), Leather Garb  
(Clothing)

White Mage -  
A-Ability: White Magic  
R-Ability: None  
S-Ability: None  
Equipped Items: White Staff (Staff), Hempen Robe  
(Robe)

Clan Hounds ~

=====

Classification: Moogles/Human/Moogles

Difficulty: Medium

Strategy: Clan Hounds is a clan consisting of mixed races. Here, you have some fairly strong monsters and a Moogles Gunner, an

Elementalist, and a Blue Mage. Luckily, the Gunner doesn't hold Concentrate so no difficulty for the most part. This is a mediocre clan which shouldn't pose any threats, if at all.

Job Set

-----

Blue Mage -

A-Ability: Blue Magic/Item

R-Ability: Damage > MP

S-Ability: None

Equipped Items: Aqua Saber (Saber), Brigandine  
(Clothing)

Elementalist -

A-Ability: Spirit Magic

R-Ability: Absorb MP

S-Ability: None

Equipped Items: Survival Vest (Clothing),  
Colichmarde (Rapier)

Gunner -

A-Ability: Gunmanship

R-Ability: None

S-Ability: None

Equipped Items: Lost Gun (Gun), Survival Vest  
(Clothing)

Coerl -

A-Ability: Scratch

R-Ability: None

S-Ability: Reveal

Equipped Items: None

Lamia -

A-Ability: Song

R-Ability: Counter

S-Ability: None

Equipped Items: None

Red Cap -

A-Ability: Hit

R-Ability: None

S-Ability: Weapon Atk+

Equipped Items: None

Clan Marble ~

=====

Classification: Moogle/Viera/Human/Bangaa

Difficulty: Easy

Strategy: Clan Marble may indeed be the first clan you ACTUALLY fight at the beginning of the game. Although slightly tough at first, they become much easier as the game progresses and you become better equipped with more abilities. In time, Clan Marble will be a great asset if you want the experience without the difficulty.

Job Set

-----

Animist -

A-Ability: Call  
R-Ability: Block Arrows  
S-Ability: None  
Equipped Items: Glass Bell (Instrument), Leather  
Garb (Clothing)

Archer -  
A-Ability: Aim  
R-Ability: None  
S-Ability: None  
Equipped Items: Longbow (Bow), Leather Garb  
(Clothing)

Fencer -  
A-Ability: Lunge Tech  
R-Ability: Reflex  
S-Ability: None  
Equipped Items: Stinger (Rapier), Chain Plate  
(Clothing)

Soldier -  
A-Ability: Battle Tech  
R-Ability: None  
S-Ability: None  
Equipped Items: Silver Sword (Sword), Bronze  
Armor (Armor)

Warrior -  
A-Ability: Battle Tech  
R-Ability: None  
S-Ability: None  
Equipped Items: Samson Sword (Broadsword), Bronze  
Armor (Armor)

#### Clan Shalo ~

=====

Classification: Bangaa/Nu Mou/Moogle

Difficulty: Medium

Strategy: Clan Shalo is another early-game clan that you might be seeing around, but they are a bit tougher than some of their counterparts. One particularly redeeming factor is that every unit is equipped with Feather Boots. Therefore, they are all capable of walking on water.

#### Job Set

-----

Warrior -  
A-Ability: Battle Tech  
R-Ability: None  
S-Ability: None  
Equipped Items: Shortsword (Sword), Bronze Armor  
(Armor), Feather Boots (Shoes)

Defender -  
A-Ability: Defend  
R-Ability: Last Berserk  
S-Ability: None  
Equipped Items: Defender (Knightsword), Bronze  
Armor (Armor), Feather Boots  
(Shoes)

White Monk -  
A-Ability: Monk Tech  
R-Ability: Counter  
S-Ability: None  
Equipped Items: Hard Knuckles (Knuckles), Chain  
Plate (Clothing), Feather Boots  
(Shoes)

White Mage -  
A-Ability: White Magic  
R-Ability: None  
S-Ability: None  
Equipped Items: Guard Staff (Staff), Magus Robe  
(Robe), Feather Boots (Shoes)

Animist -  
A-Ability: Call  
R-Ability: None  
S-Ability: None  
Equipped Items: Demon Bell (Instrument), Leather  
Garb (Clothing), Feather Boots  
(Shoes)

Cyril Band ~

=====

Classification: Viera/Human/Bangaa

Difficulty: Easy

Strategy: Just by reading their name, you can tell Cyril Band will be one pushover. Cyril, as you might already know is the first symbol on the world map. Seeing as it appears that early, you can probably expect the job-sets to be a bit easy to defeat. Again, another easy clan with no real difficulty attached.

Job Set

-----

Archer -  
A-Ability: Aim  
R-Ability: None  
S-Ability: None  
Equipped Items: Longbow (Bow), Chain Plate  
(Clothing)

Soldier -  
A-Ability: Battle Tech  
R-Ability: None  
S-Ability: None  
Equipped Items: Shortsword (Sword), Bronze Armor  
(Armor)

Thief -  
A-Ability: Steal  
R-Ability: None  
S-Ability: None  
Equipped Items: Kris Knife (Knife), Leather Garb  
(Clothing)

Thief -  
A-Ability: Steal

R-Ability: Counter  
S-Ability: None  
Equipped Items: Jack Knife (Knife), Leather Garb  
(Clothing)

White Monk -  
A-Ability: Monk Tech  
R-Ability: Counter  
S-Ability: None  
Equipped Items: Rising Sun (Knuckles), Survival  
Vest (Clothing)

Doned Faction ~

=====

Classification: Viera/Human/Bangaa/Moogle/Nu Mou

Difficulty: Slightly Hard

Strategy: I would have never thought that Doned would actually own a clan himself. Although you don't actually get to fight your brother, his clan is actually fairly strong. The Sage and Fighter are the main problems here. Providing that you actually know how to play, you should still be able to defeat them easily.

Job Set

-----

Dragoon -  
A-Ability: Dragon Tech  
R-Ability: Counter  
S-Ability: None  
Equipped Items: Dragon Whisker (Spear), Gold  
Armor (Armor)

Fighter -  
A-Ability: Fighter Tech  
R-Ability: Bonecrusher  
S-Ability: None  
Equipped Items: Venus Blade (Blade), Wygar  
(Clothing)

Sage -  
A-Ability: Sagacity Skill  
R-Ability: Reflex  
S-Ability: None  
Equipped Items: Lotus Mace (Mace), Gaia Gear  
(Clothing)

Sniper -  
A-Ability: Sharpshoot  
R-Ability: Auto-Regen  
S-Ability: None  
Equipped Items: Nike Bow (Greatbow), Dark Gear  
(Clothing)

Time Mage -  
A-Ability: Time Magic  
R-Ability: Last Quicken  
S-Ability: None  
Equipped Items: Sleet Rod (Rod), White Robe  
(Clothing)

Gaja Band ~

=====

Classification: Bangaa/Human/Moogle/Viera

Difficulty: Medium

Strategy: This clan is better than some, but overall, they are a pushover anyhow. The Ninja might be only one that might cause you some problems with Double Sword, but you should be fine for the most part unless you are horrible at this game.

Job Set

-----

Dragoon -

A-Ability: Dragon Tech

R-Ability: None

S-Ability: None

Equipped Items: Gae Bolg (Spear), Platemail  
(Armor)

Gunner -

A-Ability: Gunmanship

R-Ability: None

S-Ability: None

Equipped Items: Riot Gun (Gun), Survival Vest  
(Clothing)

Hunter -

A-Ability: Hunt

R-Ability: None

S-Ability: Weapon Atk+

Equipped Items: Cranequin (Greatbow), Brigandine  
(Clothing)

Ninja -

A-Ability: Ninja Skill

R-Ability: None

S-Ability: Double Sword

Equipped Items: Petalchaser (Katana), Osafune  
(Katana), Ninja Gear (Clothing)

Red Mage -

A-Ability: Red Magic

R-Ability: None

S-Ability: Magic Pow+

Equipped Items: Fleuret (Rapier), Survival Vest  
(Clothing), Circlet (Hat)

Gertai Band ~

=====

Classification: Viera/Human/Moogle

Difficulty: Slightly Hard

Strategy: The Gertai Band's only real difficulty would be the Assassin and the Ninja. From past experience, you could tell that Assassins are always trouble, and a Ninja with Double Sword can provide quite a strike. The Blue Mage has Damage > MP which converts all damage to MP rather than HP. Also, beware of the Juggler's various Stunt abilities which can become damaging.

Job Set

-----

Assassin -

A-Ability: Corner

R-Ability: Return Fire

S-Ability: None

Equipped Items: Hades Bow (Greatbow), Dark Gear  
(Clothing)

Blue Mage -

A-Ability: Blue Magic

R-Ability: Damage > MP

S-Ability: Immunity

Equipped Items: Manganese (Saber), Brigandine  
(Clothing)

Juggler -

A-Ability: Stunt

R-Ability: Return Fire

S-Ability: None

Equipped Items: Jambiya (Knife), Power Sash  
(Clothing)

Ninja -

A-Ability: Ninja Skill/Item

R-Ability: Last Haste

S-Ability: Double Sword

Equipped Items: Kotetsu (Katana), Heaven's Cloud  
(Katana), Ninja Gear (Clothing)

Sniper -

A-Ability: Sharpshoot

R-Ability: Auto-Regen

S-Ability: None

Equipped Items: Hunt Bow (Greatbow), Survival  
Vest (Clothing)

Guard Patrol ~

=====

Classification: Bangaa/Moogle/Human/Nu Mou

Difficulty: Hard

Strategy: The very clan representing Bervenian Palace shouldn't be weak. Anyhow, you have quite a team here. Watch out for any damaging attacks, and try to steal, drop, or destroy some of their items to further weaken them. You can win easily, but you might want to put a bit more effort into defeating the Guard Patrol clan.

Job Set

-----

Bishop -

A-Ability: Prayer

R-Ability: Return Magic

S-Ability: None

Equipped Items: Judge Staff (Staff), Survival  
Vest (Clothing)

Defender -

A-Ability: Defend

R-Ability: None

S-Ability: Weapon Def+

Equipped Items: Lionheart (Knightsword), Gold  
Armor (Armor), Bracers (Armlets)

Mog Knight -

A-Ability: Charge

R-Ability: Last Haste

S-Ability: None

Equipped Items: Flametongue (Blade), Platemail  
(Armor)

Paladin -

A-Ability: Chivalry

R-Ability: None

S-Ability: Monkey Grip

Equipped Items: Vigilante (Greatsword), Round  
Shield (Shield), Iron Armor  
(Armor)

Sage -

A-Ability: Sagacity Skill

R-Ability: None

S-Ability: Shieldbearer

Equipped Items: Druid Mace (Mace), Blaze Robe  
(Robe)

Templar -

A-Ability: Sacred Tech/Item

R-Ability: Bonecrusher

S-Ability: None

Equipped Items: Gae Bolg (Spear), Platemail  
(Armor), Cross Helm (Helmet)

Jagd Emissaries ~

=====

Classification: Human/Viera/Bangaa/Monster

Difficulty: Slightly Hard

Strategy: The Jagd Emissaries are another group of both clan units  
and monsters. They actually work fairly well together.  
The main issue here would be the Ahriman. Beware as it  
likes to get into corners and unleash Roulette on you  
KOing a random unit. Beware of Double Sword just as well.

Job Set

-----

Ahriman -

A-Ability: Glare

R-Ability: None

S-Ability: Weapon Atk+

Equipped Items: None

Lamia -

A-Ability: Song

R-Ability: Counter

S-Ability: None

Equipped Items: None

Gladiator -

A-Ability: Spellblade Tech

R-Ability: Strikeback

S-Ability: Doublehand

Equipped Items: Flametongue (Blade), Brigandine  
(Clothing)

Ninja -

A-Ability: Ninja Skill

R-Ability: Last Haste

S-Ability: Double Sword

Equipped Items: Kikuichimonji (Katana), Kotetsu  
(Katana), Ninja Gear (Clothing)

Sniper -

A-Ability: Sharpshoot

R-Ability: Auto-Regen

S-Ability: None

Equipped Items: Master Bow (Greatbow), Survival  
Vest (Clothing)

Summoner -

A-Ability: Summon Magic

R-Ability: Return Fire

S-Ability: Half MP

Equipped Items: Pure Staff (Staff), Black Robe  
(Robe)

Koring Band ~

=====

Classification: Bangaa/Viera/Human/Moogle

Difficulty: Easy

Strategy: You shouldn't have real problem here. Certain Aim  
abilities might cause you a few problems and Concentrate  
will make sure that each shot has a high chance of  
hitting. Apart from that, you should have very little  
trouble here.

Job Set

-----

Animist -

A-Ability: Call/Item

R-Ability: Block Arrows

S-Ability: None

Equipped Items: Glass Bell (Instrument), Adaman  
Vest (Clothing)

Archer -

A-Ability: Aim

R-Ability: None

S-Ability: Concentrate

Equipped Items: Char Bow (Bow), Chain Plate  
(Clothing)

Bishop -

A-Ability: Prayer

R-Ability: None

S-Ability: None

Equipped Items: Guard Staff (Staff), Chain Plate  
(Clothing)

White Mage -

A-Ability: White Magic

R-Ability: None

S-Ability: None  
Equipped Items: Cure Staff (Staff), Silken Robe  
(Robe)

White Monk -  
A-Ability: Monk Tech  
R-Ability: Counter  
S-Ability: None  
Equipped Items: Rising Sun (Knuckles), Survival  
Vest (Clothing)

#### Kudik Beasts ~

=====

Classification: Monster  
Difficulty: Medium  
Strategy: The Kudik Beasts is an all-monsters clan so Hunters with Sidewinder, Parley, and Addle are greatly recommended here. Also, the Toughskin is Weapon Defense resistant so be sure to bring in some magic casting unit. The practical Black Mage wouldn't be bad.

#### Job Set

-----

Antlion -  
A-Ability: Sandstorm  
R-Ability: None  
S-Ability: Weapon Def+  
Equipped Items: None

Red Panther -  
A-Ability: Rake  
R-Ability: Counter  
S-Ability: Reveal  
Equipped Items: None

Red Panther -  
A-Ability: Rake  
R-Ability: Counter  
S-Ability: Reveal  
Equipped Items: None

Sprite -  
A-Ability: Trick  
R-Ability: None  
S-Ability: None  
Equipped Items: None

Toughskin -  
A-Ability: Debilitate  
R-Ability: Counter  
S-Ability: Weapon Def+  
Equipped Items: None

#### Ramble Band ~

=====

Classification: Sage/Human/Viera  
Difficulty: Slightly Hard  
Strategy: Hmm, we have a nice clan here. While the clan itself isn't amazing, the Ramble Band sure as heck are better than the majority of Final Fantasy Tactic Advance's clans. The

Alchemist and Ninja are bound to give you some problems.  
Double Sword becomes particularly exasperating.

Job Set

-----

Alchemist -

A-Ability: Alchemy Skill

R-Ability: None

S-Ability: Magic Pow+

Equipped Items: Mandragora (Mace), Gaia Gear  
(Clothing)

Fighter -

A-Ability: Fighter Tech

R-Ability: Strikeback

S-Ability: None

Equipped Items: Sun Blade (Blade), Brigandine  
(Clothing)

Ninja -

A-Ability: Ninja Skill

R-Ability: None

S-Ability: Double Sword

Equipped Items: Heaven's Cloud (Katana),  
Petalchaser (Katana), Ninja Gear  
(Clothing)

Sniper -

A-Ability: Sharpshoot

R-Ability: Auto-Regen

S-Ability: None

Equipped Items: Hades Bow (Greatbow), Dark Gear  
(Clothing)

Thief -

A-Ability: Steal

R-Ability: Counter

S-Ability: None

Equipped Items: Zorlin Shape (Knife), Power Sash  
(Clothing)

Rangers ~

=====

Classification: Viera/Moogle

Difficulty: Medium

Strategy: The Rangers clan is an (almost) all-Viera clan with  
exception to the Moogle Animist. The only real problem  
here would be the Elementalist. Apart from that, you  
should have barely, if any trouble at all.

Job Set

-----

Animist -

A-Ability: Call

R-Ability: None

S-Ability: None

Equipped Items: Demon Bell (Instrument), Survival  
Vest (Clothing)

Archer -

A-Ability: Aim  
R-Ability: Block Arrows  
S-Ability: None  
Equipped Items: Char Bow (Bow), Leather Garb  
(Clothing)

Elementalist -  
A-Ability: Spirit Magic  
R-Ability: None  
S-Ability: None  
Equipped Items: Fleuret (Rapier), Adaman Vest  
(Clothing)

Fencer -  
A-Ability: Lunge Tech  
R-Ability: None  
S-Ability: None  
Equipped Items: Estoc (Rapier), Chain Plate  
(Clothing)

White Mage -  
A-Ability: White Magic  
R-Ability: None  
S-Ability: None  
Equipped Items: White Staff (Staff), Hепен Robe  
(Robe)

#### Roaming Naiads ~

=====

Classification: Monster  
Difficulty: Slightly Hard  
Strategy: While monsters don't usually pose as big as a threat as the high-powered Paladin or a fully equipped Assassin, they can still be annoying. In this case, the Lilith and Sprite are the problematic ones. Don't let your guard off or you will fall victim to these monsters.

#### Job Set

-----

Icedrake -  
A-Ability: Icewyrn  
R-Ability: None  
S-Ability: Weapon Def+  
Equipped Items: None

Ice Flan -  
A-Ability: Chill  
R-Ability: None  
S-Ability: None  
Equipped Items: None

Lamia -  
A-Ability: Song  
R-Ability: Counter  
S-Ability: None  
Equipped Items: None

Lilith -  
A-Ability: Poison Fang  
R-Ability: Block Arrows

S-Ability: None  
Equipped Items: None

Sprite -  
A-Ability: Trick  
R-Ability: None  
S-Ability: None  
Equipped Items: None

#### Roda Dragons ~

=====

Classification: Monster

Difficulty: Medium

Strategy: Although only two of the actual team are genuine Dragons, you will note that the clan seems to revolve around Fire elemental. I mean, two Firewyrms, a Bomb, and a Jelly should be enough to state that fact. Remember that Toughskins are easily defeated with magic.

#### Job Set

-----

Bomb -  
A-Ability: Blaze  
R-Ability: Counter  
S-Ability: None  
Equipped Items: None

Firewyrms -  
A-Ability: Dragon Blaze  
R-Ability: None  
S-Ability: None  
Equipped Items: None

Firewyrms -  
A-Ability: Dragon Blaze  
R-Ability: None  
S-Ability: Weapon Atk+  
Equipped Items: None

Jelly -  
A-Ability: Melt  
R-Ability: Counter  
S-Ability: None  
Equipped Items: None

Toughskin -  
A-Ability: Debilitate  
R-Ability: None  
S-Ability: None  
Equipped Items: None

#### Sprohmknights ~

=====

Classification: Human/Bangaa/Nu Mou

Difficulty: Easy

Strategy: As expected, the clan coming from the Bangaa center of Sprohm is easily a physical group. After all, Bangaas like to get it their way with Swords, Spears, and Knuckles. However, this clan is easily defeated anyway.

Job Set

-----

Fighter -

A-Ability: Fighter Tech

R-Ability: Counter

S-Ability: None

Equipped Items: Shadow Blade (Blade), Chain Plate  
(Clothing)

Soldier -

A-Ability: Battle Tech

R-Ability: None

S-Ability: None

Equipped Items: Shortsword (Sword), Bronze Armor  
(Armor)

White Mage -

A-Ability: White Magic

R-Ability: None

S-Ability: None

Equipped Items: White Staff (Staff), Hemen Robe  
(Robe)

White Monk -

A-Ability: Monk Tech

R-Ability: Counter

S-Ability: None

Equipped Items: Rising Sun (Knuckles), Chain  
Plate (Clothing)

Tribites ~

=====

Classification: Monster

Difficulty: Medium

Strategy: Monster clans have mostly been proven easier than the normal group of units mainly because all monsters have only a small amount of abilities. In this case, you have a few annoyances, but it shouldn't be anything you hadn't seen before.

Job Set

-----

Blade Biter -

A-Ability: Crush

R-Ability: None

S-Ability: Weapon Atk+

Equipped Items: None

Coerl -

A-Ability: Scratch

R-Ability: None

S-Ability: Reveal

Equipped Items: None

Red Panther -

A-Ability: Rake

R-Ability: Counter

S-Ability: Reveal

Equipped Items: None

Red Panther -  
A-Ability: Rake  
R-Ability: Counter  
S-Ability: Reveal  
Equipped Items: None

Toughskin -  
A-Ability: Debilitate  
R-Ability: None  
S-Ability: Weapon Def+  
Equipped Items: None

#### Tricky Spirits ~

=====

Classification: Monster  
Difficulty: Slightly Hard  
Strategy: The Fairy group of monsters are one of the more difficult specie of Final Fantasy Tactics Advance. Of the Tricky Spirits clan, you are up against three of them; two being Sprites, and the other being a Titania which can become a very dangerous adversary.

#### Job Set

-----

Cream -  
A-Ability: Scorch  
R-Ability: None  
S-Ability: Geomancy  
Equipped Items: None

Red Cap -  
A-Ability: Hit  
R-Ability: None  
S-Ability: None  
Equipped Items: None

Sprite -  
A-Ability: Trick  
R-Ability: Counter  
S-Ability: None  
Equipped Items: None

Sprite -  
A-Ability: Trick  
R-Ability: None  
S-Ability: None  
Equipped Items: None

Titania -  
A-Ability: Flouresce  
R-Ability: Block Arrows  
S-Ability: Weapon Atk+  
Equipped Items: None

#### Tubola Bandits ~

=====

Classification: Human/Viera  
Difficulty: Slightly Hard  
Strategy: The bandits of Tubola Cave aren't really bandits at all. In fact, the only real "bandit" would be the single Thief.

Anyhow, this battle might be a bit tougher considering the fact that your opponents actually carry rare weaponry. Beware the Hunter especially.

Job Set

-----

Blue Mage -

A-Ability: Blue Magic

R-Ability: None

S-Ability: None

Equipped Items: Shamshir (Saber), Adaman Vest  
(Clothing)

Hunter -

A-Ability: Hunt

R-Ability: None

S-Ability: None

Equipped Items: Master Bow (Greatbow), Survival  
Vest (Clothing)

Illusionist -

A-Ability: Phantasm Skill

R-Ability: None

S-Ability: Half MP

Equipped Items: Force Rod (Rod), Mistle Robe  
(Robe)

Red Mage -

A-Ability: Red Magic

R-Ability: None

S-Ability: Magic Pow+

Equipped Items: Gupti Aga (Rapier), Mirage Vest  
(Clothing), Circlet (Hat)

Thief -

A-Ability: Steal

R-Ability: Counter

S-Ability: None

Equipped Items: Scramasax (Knife), Survival Vest  
(Clothing)

Wild Monsters ~

=====

Classification: Monster

Difficulty: Medium

Strategy: The Wild Monsters clan is a mediocre monster clan. In comparison to other monster clans, this group actually can become difficult if you let them get you. Remember that the Jelly is only affected by magic. Also, watch out for the Coeurl's Blaster which will Petrify you.

Job Set

-----

Coeurl -

A-Ability: Scratch

R-Ability: None

S-Ability: Reveal

Equipped Items: None

Grenade -

A-Ability: Boom!  
R-Ability: None  
S-Ability: None  
Equipped Items: None

Icedrake -  
A-Ability: Icewyrn  
R-Ability: Counter  
S-Ability: Weapon Def+  
Equipped Items: None

Jelly -  
A-Ability: Melt  
R-Ability: None  
S-Ability: None  
Equipped Items: None

Malboro -  
A-Ability: Stench  
R-Ability: None  
S-Ability: None  
Equipped Items: None

#### Zoara Sect ~

=====

Classification: Bangaa/Human/Moogle

Difficulty: Hard

Strategy: Not only does Zoara Sect have one of the coolest names ever, but the clan itself might quite possibly be the toughest in Final Fantasy Tactics Advance... apart from you of course. These toughies' equipment are very worth-stealing, but be sure that you don't underestimate this group. Watch out especially for the Gladiator and the Templar as they can easily put the hurt down on you. Also, if your clan is weak to magic, the Illusionist will be a major problem.

#### Job Set

-----

Gladiator -  
A-Ability: Spellblade Tech  
R-Ability: Strikeback  
S-Ability: None  
Equipped Items: Atmos Blade (Blade), Wygar  
(Clothing)

Illusionist -  
A-Ability: Phantasm Skill  
R-Ability: Absorb MP  
S-Ability: None  
Equipped Items: Force Rod (Rod), Flurry Robe  
(Robe)

Sage -  
A-Ability: Sagacity Skill  
R-Ability: None  
S-Ability: Weapon Def+  
Equipped Items: Lotus Mace (Mace), Gaia Gear  
(Clothing)

Templar -  
A-Ability: Sacred Tech  
R-Ability: Bonecrusher  
S-Ability: None  
Equipped Items: Arch Sword (Knightsword), Diamond  
Armor (Armor), Cross Helm (Helmet)

Time Mage -  
A-Ability: Time Magic  
R-Ability: Last Quicken  
S-Ability: None  
Equipped Items: Flame Rod (Rod), Blaze Robe  
(Robe)

```

| |=====| |
| |~~~~~ 12. Monster Listing ~~~~~[12000]~| |
|_|=====|_|

```

Monsters are creatures that differ from the normal unit. They are usually pretty easy to tell apart. One noticeable feature is the fact that monsters are split up into species. Listed below are all the possible specie of monsters in Final Fantasy Tactics Advance. Keep in mind that because an ability is listed, the monster having access to that particular ability is not guaranteed.

[-----]

Bomb ~  
====

Difficulty: Easy

Description: Here, we have two different types. Bombs and Grenades. The standard Bomb, red in color, is basically composed entirely of Fire. On the contrary, the standard Grenade, blue in color, is completely made up of Ice! However, both types have one thing in common, they are easy to take out and defeat.

Abilities:

Bomb  
-----

Blowup - KOs self, but deals heavy damage to all surrounding units.

Ability Type: Action

Flame Attack - Throws a ball of Fire for damage.

Ability Type: Action

Counter - When attacked at own weapon range, counterattacks.

Ability Type: Reaction

Weapon Def+ - Increase statistic weapon defense.

Ability Type: Support

Grenade  
-----

Blowup - KOs self, but deals heavy damage to all surrounding units.

Ability Type: Action

Chill - Deals Ice damage to all surrounding units  
and heals self.

Ability Type: Action

Block Arrows - Blocks all arrows no matter what.

Ability Type: Reaction

Weapon Atk+ - Increases statistic damage of  
weapon.

Ability Type: Support

Bug ~

==

Difficulty: Easy/Medium

Description: Surprisingly, insects can actually pose a threat to your clan. These six-legged creatures are intimidating in terms of looks, but there's need to take extreme precautions. The Jawbreaker might give you some problem and the LV3 and LV5 attacks might pose a few threats. The latter two abilities are easily avoided by checking your levels however.

Abilities:

Antlion

-----

LV3 Def-less - Lowers the Weapon Defense and Magic  
Resistance statistics of units with  
level divisible by 3.

Ability Type: Action

Sandstorm - Deals damage to all surrounding units  
with chance of Blinding.

Ability Type: Action

Counter - When attacked at own weapon range,  
counterattacks.

Ability Type: Reaction

Weapon Def+ - Increase statistic weapon defense.

Ability Type: Support

Jawbreaker

-----

LV3 Def-less - Lowers the Weapon Defense and Magic  
Resistance statistics of units with  
level divisible by 3.

Ability Type: Action

LV5 Death - Automatically KOs units with level  
divisible by 5.

Ability Type: Action

Suffocate - Deals damage and delay turn.

Ability Type: Action

Block Arrows - Blocks all arrows no matter what.

Ability Type: Reaction

Weapon Atk+ - Increases statistic damage of  
weapon.

Ability Type: Support

Dragon ~

=====

Difficulty: Medium/Hard

Description: Some people consider Dragons to be the most difficult to defeat out of all of the monsters. Much of the time, enemy Dragons will hold high HP values, damaging Weapon Attack statistics, and iron-clad Weapon Defense. Along with that, Dragons are the proud wielders of the "Breath" attacks. Make sure you take caution around Dragons, and be sure to avoid their strikes and damaging blows.

Abilities:

Icedrake

-----

Mighty Guard - Increases Defense and Resistance.  
Ability Type: Action

Ice Breath - Icy breath spread to deal damage.  
Ability Type: Action

Counter - When attacked at own weapon range,  
counterattacks.  
Ability Type: Reaction

Weapon Def+ - Increase statistic weapon defense.  
Ability Type: Support

Firewyrn

-----

Guard-Off - Lower foe's Defense and Resistance  
statistics.  
Ability Type: Action

Fire Breath - Incendiary breath spread to deal  
damage.  
Ability Type: Action

Block Arrows - Blocks all arrows no matter what.  
Ability Type: Reaction

WeaponAtk+ - Increases statistic damage of  
weapon.  
Ability Type: Support

Thundrake

-----

Dragon Force - Increases Attack and Power.  
Ability Type: Action

Bolt Breath - Electrically charged breath to deal  
damage.  
Ability Type: Action

Reflex - Nullifies any Fight moves against you.  
Ability Type: Reaction

Geomancy - Ups magical power.  
Ability Type: Support

Fairy ~

=====

Difficulty: Easy/Medium/Hard

Description: Fairies are a difficult monster class to describe. Some Fairies are incredibly easy to defeat, but later in the game, they become much more tougher with new abilities. Along with offensive magic, Fairies are also capable of releasing healing magic such as White Wind or Angel Whisper. Fairies all absorb Holy damage, but are heavily damaged with Dark attacks.

Abilities:

Sprite

-----

White Wind - Heals HP equal to caster's remaining HP.

Ability Type: Action

Meteorite - Summons a meteorite for damage.

Ability Type: Action

Counter - When attacked at own weapon range, counterattacks.

Ability Type: Reaction

Weapon Def+ - Increase statistic weapon defense.

Ability Type: Support

Titania

-----

Angel Whisper - Heals HP and casts Auto-Life on ally.

Ability Type: Action

LV?D Holy - Deals heavy Holy damage to all units with same one's digit as day of month.

Ability Type: Action

Block Arrows - Blocks all arrows no matter what.

Ability Type: Reaction

Weapon Atk+ - Increases statistic damage of weapon.

Ability Type: Support

Flan ~

====

Difficulty: Easy/Medium

Description: Flan are a special group of monsters. Basically, they look much like blobs of jelly with eyes. However, Flan are particularly annoying because of the fact that they are nearly invincible against physical attacks. Therefore, the only way to damage them is to take advantage of their low Magic Resistance. Be sure to work off of elemental weaknesses too (exp. Ice against Fire will be super-effective).

Ability:

Jelly

-----

Sacrifice - KOs self to heal another unit.

Ability Type: Action

Acid - Inflicts a random status ailment on enemy.

Ability Type: Action

Fire - Deals a small amount of Fire damage to enemy.

Ability Type: Action

Fira - Deals a medium amount of Fire damage to enemy.

Ability Type: Action

Firaga - Deals a heavy amount of Fire damage to enemy.

Ability Type: Action

Counter - When attacked at own weapon range, counterattacks.

Ability Type: Reaction

Weapon Def+ - Increase statistic weapon defense.

Ability Type: Support

#### Cream

-----

Sacrifice - KOs self to heal another unit.

Ability Type: Action

Acid - Inflicts a random status ailment on enemy.

Ability Type: Action

Thunder - Deals a small amount of Lightning damage to enemy.

Ability Type: Action

Thundara - Deals a medium amount of Lightning damage to enemy.

Ability Type: Action

Thundaga - Deals a heavy amount of Lightning damage to enemy.

Ability Type: Action

Block Arrows - Blocks all arrows no matter what.

Ability Type: Reaction

Weapon Atk+ - Increases statistic damage of weapon.

Ability Type: Support

#### Ice Flan

-----

Sacrifice - KOs self to heal another unit.

Ability Type: Action

Acid - Inflicts a random status ailment on enemy.

Ability Type: Action

Blizzard - Deals a small amount of Ice damage to enemy.

Ability Type: Action

Blizzara - Deals a medium amount of Ice damage to enemy.

Ability Type: Action

Blizzaga - Deals a heavy amount of Ice damage to enemy.

Ability Type: Action

Reflex - Nullifies any Fight moves against you.

Ability Type: Reaction

Geomancy - Ups magical power.

Ability Type: Support

Floateye ~

=====

Difficulty: Medium/Slightly Hard

Description: Resembling one-eyed bats, Floateye are as intimidating as they are deadly. With a single eye, Floateye's bear a sinister look. Coming in two flavors, the Floateye class is made up of the regular Floateye which is blue in color, and the much more dangerous Ahriman of whom is red in color.

Abilities:

Floateye

-----

Stare - Inflicts Confuse status on enemy.

Ability Type: Action

Counter - When attacked at own weapon range, counterattacks.

Ability Type: Reaction

Weapon Def+ - Increase statistic weapon defense.

Ability Type: Support

Ahriman

-----

Roulette - Automatically KOs a random unit on the field.

Ability Type: Action

Circle - Decreases enemy's Weapon Attack.

Ability Type: Action

Block Arrows - Blocks all arrows no matter what.

Ability Type: Reaction

Weapon Atk+ - Increases statistic damage of weapon.

Ability Type: Support

Goblin ~

=====

Difficulty: Easy/Medium

Description: Stupid and sluggish, Goblins will be the first monsters you will notice in the game. (First mission to be exact.) The Goblin class consists of two different branches. The regular Goblin is blue in color, and the Red Cap is red in color. Keep in mind that Goblins (Not Red Caps) will eventually disappear from the game forever. Therefore, if your Blue Mage is looking to learn Goblin Punch, you better learn it early before your chances are wiped out.

Abilities:

Goblin

-----

Goblin Punch - Quick succession of punches for random damage.

Ability Type: Action

Counter - When attacked at own weapon range, counterattacks.

Ability Type: Reaction

Weapon Def+ - Increase statistic weapon defense.

Ability Type: Support

Red Cap ~

-----

Magic Hammer - Deals MP damage.

Ability Type: Action

Mutilate - Sucks HP out of foe.

Ability Type: Action

Block Arrows - Blocks all arrows no matter what.

Ability Type: Reaction

Weapon Atk+ - Increases statistic damage of weapon.

Ability Type: Support

Lamia ~

=====

Difficulty: Medium/Slightly Hard

Description: Serpent-ladies in figure, the Lamia group excels in seductions and afterwards, devour. Both monsters of the Lamia class hold status ailmenting abilities that will most likely cause you problems. The regular Lamia is red in color and will put you to Sleep, inflict Poison, and turn you into a Frog. The Lilith is blue in color, and will plague you with Doom and Charm.

Abilities:

Lamia

-----

Night - Puts all targets (friend or foe) to Sleep.

Ability Type: Action

Hand Slap - Deals damage and delays turn.

Ability Type: Action

Poison Frog - Inflicts Poison and Frog status upon enemy.

Ability Type: Action

Counter - When attacked at own weapon range,  
counterattacks.

Ability Type: Reaction

Weapon Def+ - Increase statistic weapon defense.

Ability Type: Support

Lilith

-----

Twister - Radius damage decreasing HP by half.

Ability Type: Action

Poison Frog - Inflicts Poison and Frog status upon  
enemy.

Ability Type: Action

Kiss - Inflicts Charm and Doom status upon enemy.

Ability Type: Action

Block Arrows - Blocks all arrows no matter what.

Ability Type: Reaction

Weapon Atk+ - Increases statistic damage of  
weapon.

Ability Type: Support

Malboro ~

=====

Difficulty: Easy/Medium

Description: Malboro are quite possibly the slowest group of  
monsters within Final Fantasy Tactics Advance. Along  
with having terrible Speed stats, their Evade is really  
down so most attacks against Malboros will probably  
hit. While Malboro are sluggish, they can still pack  
a punch with mediocre Weapon Attack. However, the main  
problem that Malboro's bring is Bad Breath which can  
inflict a large number of status ailments against you.  
And I mean a LARGE number.

Abilities:

Malboro

-----

Bad Breath - Inflicts multiple status ailments upon  
enemy.

Ability Type: Action

Goo - Inflicts Immobilize status upon enemy.

Ability Type: Action

Counter - When attacked at own weapon range,  
counterattacks.

Ability Type: Reaction

Weapon Def+ - Increase statistic weapon defense.

Ability Type: Support

Big Malboro

-----

Bad Breath - Inflicts multiple status ailments upon

enemy.

Ability Type: Action

Soundwave - Inflicts Dispel status upon enemy.

Ability Type: Action

Block Arrows - Blocks all arrows no matter what.

Ability Type: Reaction

Weapon Atk+ - Increases statistic damage of  
weapon.

Ability Type: Support

Panther ~

=====

Difficulty: Medium/Slightly Hard

Description: Panthers are a group of big dog-like creatures. With intimidating snarls and howls, they can easily make even the most valiant back down. People will definitely have reason to be scared. Especially in the beginning of the game, Panthers will dominate with high Attack and Speed statistics. You can easily tell between the two as the Red Panther is red (obviously) and the Coeurl is blue in color.

Abilities:

Red Panther

-----

Poison Claw - Inflicts damage and Poison status  
on enemy.

Ability Type: Action

Rend - Deals damage.

Ability Type: Action

Counter - When attacked at own weapon range,  
counterattacks.

Ability Type: Reaction

Reveal - Reveals hidden items.

Ability Type: Support

Coeurl

-----

Hastebreak - Lowers Speed statistics of enemy.

Ability Type: Action

Blaster - Inflicts Petrify status upon enemy.

Ability Type: Action

Block Arrows - Blocks all arrows no matter what.

Ability Type: Reaction

Weapon Atk+ - Increases statistic damage of  
weapon.

Ability Type: Support

Rockbeast ~

=====

Difficulty: Medium/Slightly Hard

Description: Rockbeasts are basically creatures made out of stone.

Obviously, being the toughies that they are, Weapon Defense is incredibly high. Physical attacks will deal very little damage against these heathen. While the Toughskin is difficult in itself, the Blade Biter is even more of an annoyance being capable of dealing 999 HP damage at critical health or breaking your unit's weapons.

Abilities:

Toughskin

-----

Resonate - Inflicts Disable status on physical units.

Ability Type: Action

Matra Magic - Switches target's MP and HP around.

Ability Type: Action

Counter - When attacked at own weapon range, counterattacks.

Ability Type: Reaction

Weapon Def+ - Increase statistic weapon defense.

Ability Type: Support

Blade Biter

-----

Resonate - Inflicts Disable status on physical units.

Ability Type: Action

Limit Glove - Deals heavy damage when HP is critical.

Ability Type: Action

Munch - Deals damage with chance of breaking weapon.

Ability Type: Action

Block Arrows - Blocks all arrows no matter what.

Ability Type: Reaction

Weapon Atk+ - Increases statistic damage of weapon.

Ability Type: Support

Tonberry ~

=====

Difficulty: Medium/Hard

Description: Mysterious and sly, Tonberries are strange creatures wielding lamps and their signature knives. Tonberries won't actually attack you, but they use a special ability, Knife, that actually cuts out 9/10 of your unit's HP probably placing them in the critical zone. However, Tonberries are naturally slow-movers, and can only move two tiles at a time. Therefore, if you stay far away at each turn, you should be able to avoid Knife for the most part.

Abilities:

Tonberry

-----

Knife - Deals 9/10 HP damage.

Ability Type: Action

Karma - High-powered attack based off of number of  
KOs.

Ability Type: Action

Counter - When attacked at own weapon range,  
counterattacks.

Ability Type: Reaction

Weapon Def+ - Increase statistic weapon defense.

Ability Type: Support

#### Masterberry

-----

Knife - Deals 9/10 HP damage.

Ability Type: Action

Voodoo - Inflicts Doom status upon enemy.

Ability Type: Action

Block Arrows - Blocks all arrows no matter what.

Ability Type: Reaction

Weapon Atk+ - Increases statistic damage of  
weapon.

Ability Type: Support

#### Undead ~

=====

Difficulty: Medium/Hard

Description: The Undead class of monsters is the only class in the game in which both types don't resemble each other. However, both Zombies and Vampires have one thing in common, the fact that they can regenerate after three turns. That's right, if you allow an Undead creature to stay KOed for three turns, it will automatically revive itself. Therefore, it would be good to KO Undead at the end of battles to avoid this particularly annoying factor.

#### Abilities:

##### Zombie

-----

Drain Touch - Sucks HP from enemy to heal self.

Ability Type: Action

Miasma - Inflicts damage and Poison status.

Ability Type: Action

Counter - When attacked at own weapon range,  
counterattacks.

Ability Type: Reaction

Weapon Def+ - Increase statistic weapon defense.

Ability Type: Support

##### Vampire

-----

LV? S-Flare - Deals Dark elemental damage to

enemies of same level.

Ability Type: Action

Miasma - Inflicts damage and Poison status.

Ability Type: Action

Zombify - Inflicts Zombie status upon enemy.

Ability Type: Action

Block Arrows - Blocks all arrows no matter what.

Ability Type: Reaction

Weapon Atk+ - Increases statistic damage of  
weapon.

Ability Type: Support

```

_
| |=====| |
| |~~~~~ 14. Miscellaneous ~~~~~[13000]~| |
|_|=====|_|

```

Anything extra that doesn't seem to go anywhere else is listed here.

```

[]-----[]
||           14.1. The Monster Bank           [13100] ||
[]-----[]

```

The Monster Bank is an interesting little area found in Cyril. At first, it is a bit useless, but once you get yourself a Morpher and a Hunter, it will become much more useful.

The idea is to capture a monster. To do that, you need a Hunter and the A-Ability, Capture. With that, you can capture weakened monsters and send them to the Monster Bank. However, catching monsters is no easy matter. First of all, it becomes nearly impossible to capture a monster while its at full health and facing you. To increase your chances, weaken it to critical status. To further increase your chance to 100%, put it to sleep or Stop it. Following, use Capture and it will be transported to the Monster Bank.

If you want to visit your captured monsters, head to the area in Cyril. Your monster will be listed (Maximum of 20 slots) and all other monsters which you have caught before will also be there. Upon sending a monster to the Monster Bank, you get a certain something. Every monster drops a special item called a Soul. There is a Soul for these nine monster classes;

1. Bomb (Bomb, Grenade)
2. Goblin (Goblin, Red Cap)
3. Antlion (Antlion, Jawbreaker)
4. Dragon (Icedrake, Firewyrn, Thundrake)
5. Flan (Jelly, Ice Flan, Cream)
6. Lamia (Lamia, Lilith)
7. Floateye (Floateye, Ahriman)
8. Panther (Red Panther, Coeurl)
9. Malboro (Malboro, Big Malboro)

These Souls as explained before are used by Morphers, a Nu Mou job. When the ability for the Soul is learned, the Morpher has the ability to use that monster's skills in battle. At first, the Soul won't be too powerful and you will find that the Morpher isn't too effective but if you visit your monster a few times, it will grow in power. The more it likes you, the more powerful

it becomes.

To make a monster happy, you will need to feed it items. At first, it will give you a mean, "Grrr..." However, give it a few items (It might or might not like it) and it will soon get a bit happier and enjoy seeing you with phrases as, "Thanks for dropping by." When you make a monster happy to the maximum, it will exclaim, "I love you [Insert Name Here]. No, really, I love you!" Then you know that you have made the monster to its most powerful position and the Soul becomes incredibly powerful. However, you still have to take care of the monster.

When your Morpher learns many Souls and you manage to keep all your monsters happy, your Morpher becomes a very powerful figure. Take advantage of the Monster Bank as it can easily give you the edge in battle.

```
[]-----[]  
||                               [13200] ||  
[]-----[]
```

Below are all the areas of Ivalice. They are sorted in alphabetical order and not in the order which you place them down:

Aisenfield ~

=====

Description: Plains where the thirteen knights of legend fought.

Ambervale ~

=====

Description: Beautiful valley where the rocks glow amber. The kings of Ivalice had a summer palace here.

Baguba Port ~

=====

Description: Moogles town with a large mercantile airship port.

Pub Information: "The Golden Gil:" Sports a sign cut like an ancient royal coin. Airship crew hangout.

Shop Information: "Warehouse Alley Armor:" The Mog Brothers sell arms directly from the warehouses in Baguba.

Bervernia Palace ~

=====

Description: Capital of Ivalice. The palace lies at its center.

Cadoan ~

=====

Description: Nu Mou town. The seat of knowledge and alchemy.

Pub Information: "The Sleeping Frog:" Only Pub in Cadoan. Come hear the frogs croaking in the oasis.

Shop Information: "Oasis Armory:" Weapons and such next to Cadoan Academy. Staves and Rods cheap.

Card Keeper Information: Card Shop run by Ezel, self-styled genius.  
"Victory over the law is just a trade away!"

Cyril ~

=====

Description: Busy town. The Monster Bank is on its outskirts.

Pub Information: "The Prancing Chocobo:" Popular clan watering hole. Townspeople post their requests here.

Shop Information: "Ramsen Armory:" Just starting out? Shop here!

Good price on gear for humans!

Monster Bank Information: Ivalice's only monster holding facility.  
Operates free, and is always kept pristine.

Delia Dunes ~

=====

Description: Desert area famous for its barking sands. Said to be formed from a celestial beast's bone.

Deti Plains ~

=====

Description: Flatlands of yellow sand and red earth. Amber can often be found here among the rocks.

Eluut Sands ~

=====

Description: Dangerous desert; home to many fiends and treasures.

Giza Plains ~

=====

Description: Rolling, grassy plains. Muscamaloi grows here.

Gotor Sands ~

=====

Description: Desert famous for its mirages and red Chocobos.

Jagd Ahli ~

=====

Description: Lawless "jagd" destroyed by its own wild magic.

Jagd Dorsa ~

=====

Description: Lawless "jagd." A deserted town.

Jagd Helje ~

=====

Description: Lawless "jagd" where ghostly voices are heard.

Jeraw Sands ~

=====

Description: Hot sands blow in this largest desert in Ivalice.

Koringwood ~

=====

Description: Refreshing wood filled with ambient pure magic.

Kudik Peaks ~

=====

Description: Towering peaks. Home to an endangered tiger.

Lutia Pass ~

=====

Description: Much-travelled pass, with the occasional roadstop.

Materiwood ~

=====

Description: Lush green forest famous for its materite ore.

Muscadet ~

=====

Description: Mainly Viera town hidden deep in the woods.  
Pub Information: "Spina Lodge:" Small mainstreet inn. Guests come at night to hear the trichord.  
Shop Information: "Ellen's Place:" Run by the Viera, Ellen. Occasional good deals on great swords.

Nargai Cave ~

=====

Description: A cool wind blows from inside this cave. An ancient city is said to sleep in its depths.

Nubswood ~

=====

Description: Deep, dark forest. Popular hideout for thieves.

Ozmonfield ~

=====

Description: Gently rolling plains with occasional insect plagues.

Roda Volcano ~

=====

Description: Volcano asleep for 300 years. Recently active.

Salikawood ~

=====

Description: The chirping of birds can always be heard here. An abandoned keep stands in the middle of the wood.

Siena Gorge ~

=====

Description: Deep valley. A source of amber, like Deti Plains.

Sprohm ~

=====

Description: Bangaa mountain town. Home to the prison.  
Pub Information: "The Long Ear Tavern:" There's never a quiet night at this hotbed of brawls and rumors.  
Shop Information: "Bangaa Emporium:" Shop in Sprohm, famous for its ornery items. Cheap bangaa items.  
Prison Information: Tightest-run place in Ivalice, run by the queen's guard. Best avoided if possible.

Tubola Cave ~

=====

Description: These caves were once mined for their mythril.

Uladon Bog ~

=====

Description: Deep and dangerous bogland dotted with islands.

Ulei River ~

=====

Description: Largest river in Ivalice. Winds through swamplands.

[ ]-----[ ]  
|| 14.3. Secret Characters [13300] ||  
[ ]-----[ ]

There are a few Secret Characters that may join your clan at any point in your game. Included are Ritz, Shara, even Judgemaster Cid. These three will

join your clan indefinitely as long as you defeat the game and complete all 300 missions. If you want to collect the more obscure secret characters, read below.

The following four may join your clan, only if you send one of your units off on a Dispatch mission with a certain Mission Item equipped. Each of these four have special techniques which are very powerful, and they also have very high stats:

Lini (Mog Knight) ~

=====

You can get Lini the Mog Knight by using a special Mission Item known as The Hero Gaol. Lini starts off with Mog Guard and Ultima Charge.

Palanza (Gladiator) ~

=====

You can get Palanza the Gladiator by using a speical Mission Item known as the Wyrystone. Palanza starts off with Blitz and Ultima Sword.

Eldena (Red Mage) ~

=====

You can get Eldena the Red Mage by using a special Mission Item known as Elda's Cup. Eldena starts off with Barrier and Doublecast.

Cheney (Hunter) ~

=====

You can get Cheney the Hunter by using a special Mission Item known as the Snake Shield. Cheney starts off with Capture and Ultima Shot.

Along with that, we have a few extras that can be collected by completing certain missions:

Quin (Sage) ~

=====

You can get possibly Quin the Sage by clearing Mission #63 Missing Prof. Quin starts off with Giga Flare and Ultima Blow.

Littlevili (Sniper) ~

=====

You can get possibly Littlevili the Sniper by clearing Mission #43 Clan League. Littlevili starts off with Doubleshot and Beso Toxic.

```
[ ]-----[ ]
| |                13.4. Name Meanings                [13400] | |
[ ]-----[ ]
```

With full credit given to <http://www.ffcompendium.com/h/nchara.shtml>, the names of FFTA actually bear some mythical and/or deep meaning.

[-----]

=====  
Adrammelech  
=====

A demon worshipped at Sepharvaim, an Assyrian town, where children were burned

on his altar. It was usually represented under the shape of a mule, or sometimes, of a peacock. Some say that it was a combination of both, a mule with a peacock feather tail, because besides being thought of as a very stubborn demon, Adramelech displayed pride in his position as the lord chancellor of Hell, 'Keeper of the Wardrobe of the Demon King' and president of Satan's private council, the High Council of the Devils. The name Adramelech (also Adrammalech) appears in the Old Testament only twice. The first time, he is mentioned as a son of the Assyrian King Sennacherib along with Sharezer, who murdered their father while he was worshiping in the temple of his idol, Nisrach. The second time Adramelech is mentioned is in the context of a Samarian sun god who was worshipped by the Sepharvites.

=====  
Babus Swain  
=====

Babus is probably derived from Babier/babied, which means "Of or having to do with a baby," which would most likely be Mewt. Swain has Icelandic roots from Svenn, which means a servant.

=====  
Exodus  
=====

Means "mass departure." There's a book in the Old Testament called this, referring to the Jews' exodus.

=====  
Ezel Berbier  
=====

Ezel is from the bible and means to "walk/go abroad". Ezel is perhaps a Dutch word meaning 'donkey' which symbolizes stubbornness and endurance. Berbier is perhaps Greek for "barbaric."

=====  
Hanzou  
=====

In Japanese history, there is such a man named Hattori Hanzo who lived in the mid to late 16th Century, and is considered to be the "most famous of Ninjas of Iga". His nickname was "Devil Hanzo" because of the tactics he used such as night raids on enemy strongholds. He is also a character in SNK's Samurai Spirits (aka Samurai Shodown outside Japan) fighting game series.

=====  
Llednar Twem  
=====

"Mewt Randell" backwards.

=====  
Mateus  
=====

English form of Matthaïos, which was a Greek form of the Hebrew name Mattithyahu which meant "gift of God". Saint Matthew, also called Levi, was one of the twelve apostles (a tax collector). He was supposedly the author of the first Gospel in the New Testament. Kinda fits with the whole protector idea.

=====  
Montblanc  
=====

This is French for "white mountain." The real Mont Blanc, in the French Alps, is the highest mountain in Western Europe.

=====  
Ritz Malheur  
=====

"Malheur" is French for "bad hour." "Mal heure" would directly translate to bad hour, but "malheur" is a word which means "bad event" or something along those lines. Ritz means "To behave or live in an elegant, ostentatious manner". Kinda fitting given she dyes her hair.

```

-
| |=====| |
| |~~~~~ 14. Version History ~~~~~[14000]~| |
|_|=====|_|

```

Version 0.1 - Completed portion of the walkthrough. A bunch of the guide has been started although not completed. The items section hasn't even been started yet. 178 KB

Version 0.2 - Started up the Missions List in its entirety and completed a bit more. As of today, all sections have been started, although most aren't finished. 250 KB

Version 0.3 - I have completed a lot for the Missions List. I still have to finish (a) Walkthrough, (b) Missions, (c) Jobs List, (d) Items List, (e) Clans List, and (f) Secet Characters. Now that I reflect, I am still far from finishing... 273 KB

Version 0.35 - At last, the Jobs List is finished! Now, onto the rest of the FAQ. School is starting up soon and I really don't look forward to it. 283 KB

Version 0.4 - Some more additions to various sections. The Missions List is shaping up nicely, along with the Clans List. 356 KB

Version 0.5 - Heavy work on the Missions List. I actually completed more than 100 of those. Only about 200 to go. As of late, this FAQ is getting pretty big. 432 KB

Version 0.6 - Finally reached the 500 KB mark. However, there is still much to add. The Ability List is coming along nicely, and some sections have taken some name changes. 500 KB

Version 0.7 - Further progress on a few more sections. Walkthrough under heavy overhaul. 610 KB

Version 0.75 - Although it isn't near done yet, I am craving to finish. However, I know it won't be that easy. 679 KB

Version 0.8 - Clans list completed. Items list nearly done. Abilities list completed. And of course, the walkthrough and missions list aren't near finished yet. Predict this

FAQ to be about 1000 KB when completed. 842 KB

Version 0.85 - Missions List completed. A major milestone of the FAQ has been finished. Alls I have to do now is brush up on the remaining Monster Encyclopaedia along with a few entries in the Items List to finish this once and for all. 895 KB

Version 0.9 - Basically everything is complete with exception to the walkthrough. The 1 MB mark has been broken. Expect this guide to be completed VERY soon. 1037 KB

Version 0.95 - A few more missions to go and this guide is good as finished. 1.05 MB

Version 1.0 - All missions completed. With that done, the guide is complete. Expect updates perhaps in the future. For now however, I can finally take a break. 1.13 MB

Version 1.1 - Added some Name Meanings courtesy of:  
<http://www.ffcompendium.com/h/nchara.shtml> 1.13 MB

Version 1.2 - Ran the guide through a full spelling and grammar check. Considering the size, it was quite a difficulty. =P  
1.13 MB

Version 1.3 - Added some more questions to the FAQ. 1.13 MB

Version 1.4 - I missed some abilities in the job section. Fixed a bit of that. 1.13 MB

Version 1.5 - Added AdvanceGamers to site listing. 1.13 MB

Version 1.6 - GPW has been added to the site listing. 1.13 MB

Version 1.7 - Legal Information updated.

Version 1.8 - Removed Abilities Listing section. I felt it was a huge waste of space because many of the descriptions were redundant and horribly written. 957 KB

```

-
| |=====| |
| |~~~~~ 15. Legal Information ~~~~~[15000]~| |
|_|=====|_|

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| |~~~~~ 16. Credits and Closing ~~~~~[16000]~| |
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My goal writing this guide was to create the most detailed FAQ possible. I looked through other FAQs, and placed all of my Final Fantasy Tactics Advance

knowledge into one text file. In the end, I felt that my goal was complete. Thanks for reading this guide, and I hope you enjoy the rest of Final Fantasy Tactics Advance!

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<http://www.ffcompendium.com/h/nchara.shtml> - Insight on various names and their probable background.

AstroBlue - AstroBlue's FFT-A guide was an amazing inspiration. Not to mention the fact that it had helped me play through FFT-A and master the game itself. Without it, I might have never had the motivation to complete FFT-A myself.

Austin Self - He is the writer of the "Random Battle FAQ" you also see on GameFAQs. Much thanks to Austin for providing me some information from his guide.

Bringer Of Doom - Helped out with Judgemaster Cid information in the Job list.

<http://www.square-enix.com/games/FFT-A/> - Major reference site which this guide could not have done without.

Square-Enix - The producer of Final Fantasy Tactics Advance. Square is also the incredibly amazing producer of the previous Final Fantasy titles along with other stellar RPGs including one of my all-time favorites, Chrono Trigger.

Y.T.W.S.R. - Only a few selected people might know what I'm talking about here. Since I'm not one to give it away, I would still like to thank this group for their support and motivation throughout the lifespan of this entire FAQ.

The FCSB - They didn't help too much but what can I say, where would I be without a few of them? Major props to these great board members who are also prized FAQ writers. Some examples being; Crazyreyn, Psycho Penguin, Gbness, Karpah, SinirothX, Meowthnum1, Guitarfreak86, Joni Philips, War Doc, Merca, and last but definitely not least, Gobicamell. You all rock!

- All outside sources which have contributed to the making of this guide in some form have been cited in this section. Any sources that have provided any information at all are listed in the credits. I am not taking credit for the hard work of others and I hope they do the same. Not giving proper credit is plagiarism and it's against the law.

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-- Game on Forever --