
Ezel Berbier

Race: Nu Mou

A mystical Nu Mou, Ezel Berbier has the knack for creating the powerful and incredible Law and Antilaw cards. The clever Nu Mou eccentric likes his freedom, and runs a card shop. After saving him from being captured in Cadoan, Ezel will aid you.

Ritz Malheur

Race: Human

In St. Ivalice, Ritz is Marche's and Mewt's classmate, and a stubborn and quite headstrong female. In Ivalice, her one secret wish comes true, where she travels with her viera friend Shara, and their clan. Well-respected by the viera, Ritz is able to learn their jobs.

Montblanc

Race: Moogle

The first friend of Marche's in the world of Ivalice, the shockingly curious Montblanc helps Marche out in his adjustment to Ivalice, and brings Marche into Clan Nutsy. Following Marche's path in Ivalice, he is a loyal friend, and besides encouraging Marche to become more self-confident, he is quite curious about St. Ivalice.

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Nono

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Race: Moogle

Montblanc's younger brother, Montblanc is an aspiring gadgeteer who owns a merchant airship. After helping him retrieve his craft from thieves in the Jagd Dorsa, he will allow you to trade with a friend.

Doned Radiuju

Race: Human

Marche's younger brother. In St. Ivalice, Doned is restricted to a wheelchair due to a medical case. In Ivalice, his health is perfect, but with it comes selfishness.

Marche Radiuju

Race: Human

The new kid in St. Ivalice due to the divorce of his parents and his brother Doned's requirement of country air, Marche is unsure of himself. Starting off in the world off Ivalice, he journeys to find his way back home. The main character.

4. Overview

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OVVW

- a. Missions
- b. Battle
- c. Jobs/Abilities
- d. Laws
- e. World Screen

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a. Missions

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Step 1

Enter a pub, in any of the three cities. Speaking to the bartender, he'll give you a list of the available missions, and you can contract one, for a small fee. Some missions require a certain Job, Clan Level, or Mission Item. After speaking to the bartender and contracting a mission, go to the spot where the mission is to occur(if you are unsure of the mission whereabouts, check in my walkthrough).

Step 1.5

A red cloaked soldier will run into you on the overworld map, and you'll have no choice but to engage, although you can run away in these battles. Red units will disappear after seven days on the map. Blue units will not disappear, and will chase you down until they can fight you.

Step 2

Prepare your units, selecting up to six members of your clan. Some missions, though, don't allow six members out. While choosing your men, you can press SELECT to view the laws, and press R while looking at a specific character to change their equipment, jobs and abilities. Meanwhile, you can look at your enemies.

Step 3

With your force handpicked out, it's time to duel the enemy. See SCHEMATICS OF BATTLING for more.

Step 4

Completing a mission, you'll be rewarded with Gil, Ability Points, Items, and, if applicable, Combo Points. If one of your clan members has broken the law somehow and gotten a yellow law, you will receive a fine according to which law was broken.

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b. Battle

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SCHEMATICS OF BATTLING

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Status

HP - How many HP points of damage you can take before you fall.

MP - How many MP points you can use to cast spells before you run out of energy.

JP - Up to a number of 10, JP will allow you to summon either a totema at the price of 10 points, or performing a combo.

EXP - Shows how many EXP out of 100 you have currently. When this reaches 100, you level up.

WT - Shows how fast you can move. In a battle of 12, if you have 1/12, you can move first, but if you have 12/12, everyone else moves before you do.

Unit Selection

R - View your highlighted character, and be able to change Abilities, Jobs and Equipment.

L - View the area that you're in, moving your cursor around. Also able to use to view the enemy units.

Select - View the laws. These may force a change in your strategy according to what the laws of the day are.

D-Pad - Scroll around when viewing the map. Also scroll between characters, and change a character's direction.

A - Select a character to place on the battlefield.

B - Take a character off the battlefield, or otherwise put it elsewhere.

In the lower part of the screen, right under the characters Judge Points, you should have a # -/- (Replace - with numbers). The first number represents how many of your own units you have on the field, and the second represents how many you are able to put onto the battlefield.

Characters can only be placed on the highlighted blue squares.

Jumping

#h-This represents the elevation of a certain square. If the elevation of the square next to it that you may be going onto and your jump number does not add up to at least equal the elevation of the certain square, then you can not go right over it, but have to climb up other squares to do so. Jump number is determined by some accessories and your Job.

Action Menu

Move - Move a set number of panels determined by your Job. This number can be made larger with the equipping of certain accessories.

Action - Allows you to perform an offensive/defensive action.

Wait - Going a bit sooner than you would, you can choose to wait instead of making an action/movement.

Status - Lets you view your unit's status.

Turn Order

In the lower right corner of your characters status bar, there should be a WT #/#.

The first number is how many units you will be required to wait for to make their move, and the second number is how many units, including the judge, are on the field. If you do not move or make an action, you can act again quickly. If you do either action, you'll have to wait a bit longer, and if you do both actions, you'll be required to wait much longer.

Turn order can be influenced by the following spells, all learned by a Time Mage, a job available only to the Nu Mou and the Moogles. However, some of these moves can be learned by other Jobs.

Ability	{Effect
+++++	{+++++
Haste	{Increases the target's Speed.
Quicken	{Lets the target act next turn.
Speedbreak	{Reduces the target's Speed
Slow	{Reduces the target's Speed
Stop	{Stops time for the target

AP + CP

AP stands for Ability Points, and CP stands for Combo Points. These two units are gained after every battle, and contribute to your learning of a new ability - a technique to use in battle. Once you've mastered an ability by getting the necessary amounts of AP/CP for it, you no longer need the specific weapon to use it.

Judge Points

After either going with the laws (See Laws) or defeating an enemy, you will gain a Judge Point. Once you get 10, you can use these Judge Points to summon a Totema, a powerful monster that will devastate the entire field of enemies. These Totemas can only be summoned after certain missions in the game. You can also use Combos with Judge Points.

MISSION LAYOUT

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* These are not in the storyline missions, as they do not play any role during the missions.

Mission Name: The Mission name.

#: Number of the Mission.

Requirements: The requirement to be able to contract this mission.

Objective: What you must do to win.

Rewards: What you get for winning. There are a few set items for each mission, and a few random items. Only the set ones will be listed.

* Cancellation: You can cancel some missions, instead of being forced into them.

* Available for: Some missions can expire after a certain amount of days. This lists how many days you have.

Recommended Cast: Recommendations for what units you should have, in terms of race, job, A-Ability, second A-Ability, R-Ability and S-Ability.

Recommended Laws: Laws that are recommended to enter a battle with to hurt the enemy as much as possible.

Strategy: This details how you should proceed with the battle.

Contraction: This lists the mission briefing you get when getting the mission at a pub.

Enemy (Number): The job of the enemy

Equipment: What the opponent is wearing

Hidden: Hidden equipment that the opponent has on.

Abilities: Whatever abilities that the unit uses.

R-Ability: What the character might have for an R-Ability.

S-Ability: What the character might have for a Support Ability.

Ally (Number): If you have allies you cannot control, this lists the job of the character.

In some cases, there may be no mission number, or you do not need anything to contract a mission, etc. In this case, a - will go in it's place.

<Mission Name> <Mission Number>
<Mission Requirements>
<Mission Objective>
<Mission Rewards>
<Contraction>

<Cancellation possible>, <Availability>
<Recommended Cast>
<Recommended Laws>
<Strategy>

<Enemy>
<Enemy Equipment>, <Enemy Hidden Equipment>, <Enemy Abilities>, <Enemy R-Abilities>, <Enemy S-Abilities>

<Plot Summary>

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c. Jobs and Abilities
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In Final Fantasy Tactics Advance, characters are sorted into five different races; Humans, Moogles, Nu Mou, Viera, and Bangaa. Each of these races have different jobs, which are basically types of classes oriented in a certain type of attack + defense. For example, the Time Mage can cast Slow or Haste,

and can stop an enemy in it's tracks with Stop. Slow, Haste, and Stop are all examples of Abilities. Jobs and Abilities are explored in greater detail in the Jobs/Abilities section.

However, to use other Jobs requires that your characters have learned a certain number of Abilities from specific Jobs. To learn Abilities, you must first equip a weapon or piece of armor that has that ability. Next to the ability, there is a number and the word "AP". AP stands for Ability Points, which you get at the end of every battle. Once you get the number of Ability Points required, you will learn said Ability permanently.

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d. Laws
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In battle, there are certain actions that will be restricted. These actions are restricted, because of the laws. Laws enforce either a forbidding of certain moves, or promote certain types of moves. Doing an act that is forbidden will net you either a yellow or red card. Doing an act that is encouraged will give you a Judge Point. The Jagds are special in this aspect, because they are free from the law.

The penalties for breaking a law can often be harsh. While a red card will send you to Jail, getting a yellow card will force you to pay one of seven fines.

AP Fine - One of the party member's mastered Abilities will have it's AP reduced. This means that your Ability will be unmastered, and you will have to equip the piece of equipment with said Ability to obtain the AP required to remaster the Ability.

Monster Run - If you have any monsters in your Monster Bank, a random monster will run away.

Card Fine - Your clan will be forced to surrender one or more cards.

Gil Fine - Your clan will be forced to surrender a hefty sum of gil.

Status Down - The party member's stats will go down in one or more fields. This is something you definitely want to avoid.

Item Fine - Your clan will be forced to surrender one or more usable item (Not Mission Items).

Equip Item Fine - The character who broke the law will have to surrender a piece of equipment.

Volunteer - Your clan will be forced to surrender the gil that the mission pays you for completing.

The Law can also be nullified or enforced with AntiLaw cards. Black cards will make an action become forbidden, whereas a White card will nullify the action if it is forbidden. Laws change daily and rotate in a set of laws. There are eight known sets, listed below along with when you will encounter them. The first six apply to the time frame in which you defeat the specific missions;

this means that if you were to do mission #100 while you had #007 as another mission to do, you would be operating on Set 2 laws.

Set 1 - Missions #001 - #005

```
=====
|Law          |Penalty      |
|=====|
|Items        |Item Fine    |
|=====|
|Shell        |EquipItem Fine|
|=====|
|Poison       |Volunteer    |
|=====|
|Protect      |EquipItem Fine|
|=====|
|Swords       |Volunteer    |
|=====|
|Knives       |Volunteer    |
|=====|
|Confuse      |Volunteer    |
|=====|
|Fire         |Card Fine    |
|=====|
|Ganging Up   |Card Fine    |
|=====|
|Chivalry     |Status Down  |
|=====|
|Charm        |Volunteer    |
|=====|
|Ice          |Card Fine    |
|=====|
|Stop         |Volunteer    |
|=====|
|Instruments  |Volunteer    |
|=====|
|Lightning    |Card Fine    |
|=====|
|Missile      |Volunteer    |
|=====|
|Rapiers      |Volunteer    |
|=====|
|Silence      |Volunteer    |
|=====|
|Fight        |EquipItem Fine|
|=====|
|Addle        |Volunteer    |
|=====
```

Set 2 - Missions #006 - #008

```
=====
|Law          |Penalty      |
|=====|
|Greatsword   |Volunteer    |
|=====|
|Blades       |Volunteer    |
|=====|
|Items        |Item Fine    |
|=====|
|Chivalry     |Status Down  |
|=====|
|Shell        |EquipItem Fine|
|=====|
|Wind         |Card Fine    |
|=====|
|Bind         |Status Down  |
|=====|
|Charm        |Volunteer    |
|=====|
|Broadswords  |Volunteer    |
|=====|
|Prayer       |Status Down  |
|=====|
|Rapiers      |Volunteer    |
|=====|
|Slow         |Volunteer    |
|=====|
|Ganging Up   |Card Fine    |
|=====|
|Swords       |Volunteer    |
|=====|
|Aim          |Status Down  |
|=====|
|Knightswords|Volunteer    |
|=====|
|Poison       |Volunteer    |
|=====|
|Control      |Monster Run  |
|=====|
|Ice          |Card Find    |
|=====|
|Berserk      |Volunteer    |
|=====
```

Set 3 - Missions #009 - #011

```
=====
|Law          |Penalty      |
|=====|
|Missile      |Volunteer    |
|=====|
|Protect      |EquipItem Fine|
|=====|
|Slow         |Volunteer    |
|=====
```

Set 4 - Missions #012 - #015

```
=====
|Law          |Penalty      |
|=====|
|Lightning    |Card Fine    |
|=====|
|Stop         |Volunteer    |
|=====|
|Holy         |Card Fine    |
|=====
```

Greatswords	Volunteer	Steal	Status Down
Call	Monster Run	Hunt	Monster Run
Bind	Volunteer	Petrify	Volunteer
Color Magic	Status Down	Sabers	Volunteer
Blades	Volunteer	Time Magic	Status Down
Rapiers	Volunteer	Silence	Volunteer
Fire	Card Fine	Target Area	Status Down
Time Magic	Status Down	Katanas	Volunteer
Frog	Volunteer	Gunmanship	Status Down
Steal	Status Down	Fire	Card Fine
Healing	Gil Fine	Knuckles	Volunteer
Defend	Status Down	Sharpshoot	Status Down
Confuse	Volunteer	Control	Monster Run
Holy	Card Fine	Ice	Card Fine
Charge	Status Down	Techniques	Status Down
Spears	Volunteer	Addle	Volunteer
Copycat	Gil Fine	Ganging Up	Card Fine

Set 5 - Missions #016 - #018

Law	Penalty
Knightswords	Volunteer
Haste	EquipItem Fine
Soul	Volunteer
Target All	Status Down
Spears	Volunteer
Petrify	Volunteer
Elementals	Status Down
Steal	Status Down
Morph	Monster Run
Charm	Volunteer

Set 6 - Missions #019 - #024

Law	Penalty
Katanas	Volunteer
Skills	Status Down
Dmg2: Animal	Item Fine
Broadswords	Volunteer
Copycat	Gil Fine
Sabers	Volunteer
Hunt	Monster Rund
Status	Volunteer
Color Magic	Status Down
Steal	Status Down

Dmg2: Animal	Item Fine		Missile	Volunteer	
=====	=====		=====	=====	
Time Magic	Status Down		Instruments	Volunteer	
=====	=====		=====	=====	
Wind	Card Fine		Techniques	Status Down	
=====	=====		=====	=====	
Gunmanship	Status Down		Target All	Status Down	
=====	=====		=====	=====	
Fight	EquipItem Fine		Blades	Volunteer	
=====	=====		=====	=====	
Skills	Status Down		Summon	Status Down	
=====	=====		=====	=====	
Knives	Volunteer		Haste	EquipItem Fine	
=====	=====		=====	=====	
Corner	Status Down		Stop	Volunteer	
=====	=====		=====	=====	
Color Magic	Status Down		Holy	Card Fine	
=====	=====		=====	=====	
Frog	Volunteer		Berserk	Volunteer	
=====	=====		=====	=====	

Set 7 - After Defeating #024

Set 8 - Missions #040 - #043

Law	Penalty		Law	Penalty	
=====	=====		=====	=====	
Color Magic	Status Down		NoClr Magic	Status Down	
=====	=====		=====	=====	
Dmg2: Animal	Item Fine				
=====	=====				
Steal	Status Down				
=====	=====				
Summon	Status Down				
=====	=====				
Skills	Status Down				
=====	=====				
Hunt	Monster Run				
=====	=====				
Broadwords	Volunteer				
=====	=====				
Techniques	Status Down				
=====	=====				
Instruments	Volunteer				
=====	=====				
Morph	Monster Run				
=====	=====				
Holy	Card Fine				
=====	=====				
Copycat	Gil Fine				
=====	=====				
Haste	EquipItem Fine				
=====	=====				
Blades	Volunteer				
=====	=====				
Berserk	Volunteer				
=====	=====				
Target Area	Status Down				
=====	=====				
Stop	Volunteer				
=====	=====				

```

|Sabers      |Volunteer  |
|=====|
|Status      |Volunteer  |
|=====|
|Healing     |Gil Fine   |
|=====|

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                        e. World Screen
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The World Screen is a map composed of 30 different areas, with paths interconnecting them. You select an area you want to, and you'll automatically head towards there.

However, to first go to that area, you need to unlock it. To unlock an area, you need to beat a specific mission (Mostly #001-#024), and then you will gain an icon to put over one of the 30 areas. If you have a certain pattern of types of areas set to each other (ie. two towns), they will rumble, and you can search for treasure there.

However, after a few missions, red soldiers will be wandering the world map. If you run into one of them, you'll have to battle them (although you have a "Run" option). Lists of each type of team that you'll fight are listed below. For certain missions, you'll have to fight a blue soldier that is wandering the world map.

During the Liberation missions (Missions are named after a certain area), you can free turf and bring it under control. However, other clans will search to take it away from you. When turf is under attack, you have to head to the area that is being attacked and fight off the attacking clan.

Below are the lists of the red-soldier teams wandering the World Screen.

```

=====
|  TEAM NAME  |  JOB      | R-ABILITY | S-ABILITY | EQUIPMENT
|=====|
|Aisen Ghosts|Floateye  |           |Weapon Def+|
|           |Jawbreaker|           |           |
|           |Tonberry  |           |           |
|           |Zombie    |Counter   |           |
|           |Zombie    |           |           |
|=====|
|Antlions    |Antlion   |Counter   |           |
|           |Antlion   |Counter   |           |
|           |Bomb      |           |           |
|           |Jawbreaker|           |Weapon Atk+|
|           |Toughskin |           |           |
|=====|
|Bloodthirste-|Ahriman   |           |           |
|rs           |Assassin  |Return Fire|           |Heaven's Cloud, Dark Gear|
|           |Juggler   |           |           |Rondell Dagger, Wygar
|           |Masterberry|           |           |
|           |Vampire   |           |Weapon Atk+|
|           |Vampire   |           |           |
|=====|
|Brass       |Defender  |Last Berserk|           |Vajra, Maximillian
|Dragoons    |Draagoon  |Strikeback |           |Partisan, Platemail
|           |Draagoon  |           |           |Ice Lance, Gold Armor

```

	Paladin		Weapon Def+ Lohengrin, Platemail	
	Templar	Bonecrusher		Lionheart, Dragon Mail, Cross Helm
=====				
Clan Banisa	Animist	Block Arrows		War Trumpet, Adaman Vest
	Fighter	Strikeback		Sun Blade, Survival Vest
	Gladiator		Doublehand	Atmos Blade, Power Sash
	Warrior		Monkey Grip Predator, Round Shield, Adaman Vest	
	White Monk	Counter		Dream Claws, Survival Vest
=====				
Clan Belmia	Assassin	Return Fire		Zanmato, Judo Uniform
	Gunner		Concentrate	Chaos Rifle, Brigandine
	Ninja		Double Sword Ashura, Petalchaser, Ninja Gear	
	Sniper	Auto-Regen		Twin Bow, Gaia Gear
	Thief	Counter	Maintenance	Rondell Dagger, Survival Vest
=====				
Clan Clatz	Animist		Maintenance	Satyr Flute, Power Sash
	Gadgeteer	Auto-Regen		Dream Claws, Gaia Gear
	Juggler	Catch		Khukuri, Power Sash
	Thief	Counter	Maintenance	Kard, Wygar
	Time Mage	Return Fire		Terre Rod, Magus Robe
=====				
Clan Dip	Archer		Concentrate	Long Bow, Leather Garb
	Archer	Block Arrows	Char Bow, Leather Garb, Feather Cap	
	Soldier			Short Sword, Cuirass
	Thief	Counter		Jack Knife, Leather Garb
	White Mage			White Staff, Hempo Robe
=====				
Clan Hounds	Blue Mage	Damage > MP		Aqua Saber, Brigandine
	Coeurl		Reveal	
	Elementalist	Absorb MP		Colichemarde, Survival Vest
	Gunner			Lost Gun, Survival Vest
	Lamia	Counter		
	Red Cap		Weapon Atk+	
=====				
Clan Marble	Animist	Block Arrows		Glass Bell, Leather Garb
	Archer			Longbow, Leather Garb
	Fencer	Reflex		Stinger, Chain Plate
	Soldier			Silver Sword, Bronze Armor
	Warrior			Samson Sword, Bronze Armor
=====				
Clan Shalo	Warrior		Short Sword, Bronze Armor, Feather Boots	
	Defender	Last Berserk	Defender, Bronze Armor, Feather Boots	
	White Monk	Counter	Hard Knuckles, Chain Plate, Feather Boots	
	White Mage		Guard Staff, Magus Robe, Feather Boots	
	Animist		Demon Bell, Leather Garb, Feather Boots	
=====				
Cyril Band	Archer			Longbow, Chain Plate
	Soldier			Short Sword, Bronze Armor
	Thief			Kris Knife, Leather Garb
	Thief	Counter		Jack Knife, Leather Garb
	White Mage	Counter		Rising Sun, Survival Vest
=====				
Doned Faction	Dragoon	Counter		Dragon Whisker, Gold Armor
	Fighter	Bonecruiser		Venus Blade, Wygar
	Sage	Reflex		Lotus Mace, Gaia Gear
	Sniper	Auto-Regen		Nike Bow, Dark Gear
	Time Mage	Last Quicken		Sleet Rod, White Robe
=====				
Gaja Band	Dragoon			Gae Bolg, Platemail
	Gunner			Riot Gun, Survival Vest

	Hunter		Weapon Atk+	Cranequin, Brigandine	
	Ninja		Double Sword	Petalchaser, Osafune, Ninja Gear	
	Red Mage		Magic Pow+	Fleuret, Survival Vest, Circlet	
=====					
Gertai Band	Assassin	Return Fire		Hades Bow, Dark Gear	
	Blue Mage	Daamge > MP	Immunity	Manganese, Brigandine	
	Juggler	Return Fire		Jambiya, Power Sash	
	Ninja Last Haste	DoubleSword	Kotetsu, Heaven's Cloud, Ninja Gear		
	Sniper	Auto-Regen		Rising Sun, Survival Vest	
=====					
Guard Patrol	Bishop	Return Magic		Judge Staff, Survival Vest	
	Defender		Weapon Def+	Lionheart, Gold Armor, Bracers	
	Mog Knight	Last Haste		Flametongue, Platemail	
	Paladin		Monkey Grip	Vigilante, Round Shield, Iron Armor	
	Sage		Shieldbearer	Druid Mace, Blaze Robe	
	Templar	Bonecrusher		Gae Bolg, Platemail, Cross Helm	
=====					
Jagd	Ahriman		Weapon Atk+		
Emissaries	Gladiator	Strikeback	Doublehand	Flametongue, Brigandine	
	Lamia	Counter			
	Ninja Last Haste	DoubleSword	Kikuichimonki, Kotestu, Iron Armor		
	Sniper	Auto-Regen		Master Bow, Survival Vest	
	Summoner	Return Fire	Half-MP	Pure Staff, Black Robe	
=====					
Koring Band	Animist	Block Arrows		Glass Bell, Adaman Vest	
	Archer		Concentrate	Char Bow, Chain Plate	
	Bishop			Guard Staff, Chain Plate	
	White Mage			Cure Staff, Silken Robe	
	White Monk	Counter		Rising Sun, Survival Vest	
=====					
Kudik Beasts	Antlion		Weapon Def+		
	Red Panther	Counter	Reveal		
	Red Panther	Counter	Reveal		
	Sprite				
	Toughskin	Counter	Weapon Def+		
=====					
Lost Monsters	Big Malboro		Weapon Atk+		
	Floateye	Counter			
	Grenade				
	Malboro				
	Sprite				
=====					
Ramble Band	Alchemist		Magic Pow+	Mandragora, Gaia Gear	
	Fighter	Strikeback		Sun Blade, Brigandine	
	Ninja	DoubleSword	Heaven's Cloud, Petalchaser, Ninja Gear		
	Sniper	Auto-Regen		Hades Bow, Dark Gear	
	Thief	Counter		Zorlin Shape, Power Sash	
=====					
Rangers	Animist			Demon Bell, Survival Vest	
	Archer	Block Arrows		Char Bow, Leather Garb	
	Elementalist			Fleuret, Adaman Vest	
	Fencer			Estoc, Chain Plate	
	White Mage			White Staff, Hemen Robe	
=====					
Roaming	Icedrake		Weapon Def+		
Naiads	Ice Flan				
	Lamia	Counter			
	Lilith	Block Arrows			
	Sprite				
=====					

l.	Emerald Keep	ELKP
m.	Pale Company	PCMP
n.	Jagd Hunt	JDHN
o.	The Bounty	TBNT
p.	Golden Clock	GCLC
q.	Scouring Time	SCME
r.	The Big Find	TBFD
s.	Desert Patrol	DTTL
t.	Quiet Sands	QNDS
u.	Materite Now!	MTTN
v.	Present Day	PRND
w.	Hidden Vein	HDDV
x.	To Ambervale	TAMV
y.	Over the Hill	OTHL
z.	Royal Valley	RYVL

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a. St. Ivalice STIV
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St. Ivalice school is having a snowball fight. One of the bullies doesn't like his team, and decides to pick on the little kid Mewt, and two of his friends join in. A new kid walks up and tries to stop them, but fails. The lone female Ritz then offers to switch teams with the one bully, and he agrees. Ritz tells the new guy he can't be known as "The New Guy" forever.

Default name is Marche.

The teacher, Mr. Leslaie, then starts the fight.

We'll go through the schematics of battle in this snowball fight. Learn them well.

After the first few turns, it's evident that the bullies are picking on Mewt again, and Ritz will stand up for him. Suddenly, one of the bullies will throw a snowball at Mewt...and it has a rock in it! After the bullies ditz Ritz, Mr. Leslaie steps in and tells the bullies to go talk with him. The rest of the class is free to go home.

After, Mewt thanks Marche and Ritz, and asks Marche if he might want to come along and buy a book. Marche says he can't due to his birth-disabled brother getting out of the hospital, but offers to have Mewt go by his house and read it for a bit. Mewt accepts, and Ritz also accepts an offer to tag along.

Out in town, we meet up with Mewt's father, who seems to have not been careful on his job. Mewt's father, from here on known as Cid, notices Mewt, and when he learns that Marche and Ritz are his new friends, asks them to look out for Mewt, and leaves. Mewt says he broke down when his mother died, and Marche tries to cheer him up, then leaves. Ritz tells Mewt that Marche doesn't have a father, and Mewt doesn't know what to say.

At Marche's house, Marche talks to his brother Doned about the snowball fight, and tells him about his friends coming over. Ritz and Mewt come up, and Mewt lays out the book, which seems unreadable. A small movie will play, and then the four puzzle over the characters, which seem unreadable. After, everyone will go home, having discussed that they like video games that include all sorts of fun stuff, like that "Final Fantasy" game.

But...

During the night...

St. Ivalice changes.

=====

b. Encounter in Cyril ENCL

=====

Marche will wake up alone in a desert town, with desert clothes on. Wandering around, he bumps into a lizard-like creature, and shocked, calls the creature a lizard. The reptile takes it as an insult, but a white fluffy creature that most Final Fantasy fans will recognize as a Moogles interrupts the likely brawl, and says that Marche came in from the countryside with him. Marche apologizes to the creature, known as a bangaa, and begins to leave when the bangaa challenges him to a battle.

In this battle, you'll learn a bit more of battling.

After, the bangaa will use an Item, but since the ability to use an Item today is outlawed, the judge sends him to jail.

Afterwards, Marche will talk with the moogles. Marche is rather confused, but we figure out that St. Ivalice transformed. Where we are is Cyril, in the land of Ivalice. It seems that this Ivalice is a pretend world come to life. The moogles tell Marche to stick with him so that they can figure out what to do from here on, and they introduce themselves. The moogles' name is Montblanc.

In a tavern, Montblanc introduces Marche to his 'clan' - a gathering of people who work together to accomplish things. Marche will ask to join, and he will be allowed. The clan is still small, and it has yet to have a name - Marche will be asked to think of a name for the Clan.

Default name is Nutsy.

After, Montblanc will get you settled in.

After being asked to place Sphrom on the world map, contract Herb Picking in the Pub. Montblanc will ask Marche if he came up with any good missions, and Marche replies that he found an easy one.

=====

c. Herb Picking HBPC

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Herb Picking - Giza Plains #001

None

Win Battle

600 Gil, 40 AP, Lutia Pass icon

Looking for people to gather the fever-reducing herb muscmaloi on the Giza Plains. No experience necessary.

Ivalice Pharmacists Guild

Soldier x2 - First Aid, Black Mage - 1st class spells, White Mage - Cure,
Warrior - First Aid, Archer - Boost

Avoid Fight, Swords, or Color Magic

Enter with all guns blazing. Your Soldiers and Warriors should use First Aid during their downtime to get extra experience points, and attack the enemies head-on. Use your Black Mage wisely, hitting three or more enemies at a time if you can. Your White Mage should be kept to heal your damaged units, and the Archer should annoy the enemies from afar. This'll be your first real battle, so don't worry.

Goblin
Goblin
Goblin
Red Cap
Sprite

Marche will wander onto Giza Plains and remark that they'll have to clear the monsters out first. After, Marche will scourge the fields for the muscmaloi, and with the help of Montblanc who picked it in his childhood, gathers a bundle of it.

=====
d. Thesis Hunt THSH
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Contract the mission "Thesis Hunt" at any pub.

Thesis Hunt - Lutia Pass #002
Finished Herb Picking
Win Battle
4000 Gil, 40 AP, 100 CP, Nubswood Icon
I search for my master the later Dr. Dalilei's thesis. It was taken from me by bandits as I crossed the Lutia Pass.

Dr. Coleman, Geologist

Soldier x2 - First Aid, Black Mage - 1st class spells, White Mage - Cure,
Warrior - First Aid, Fencer - Swarmstrike

Avoid Swords and Color Magic. Get Knives and Missiles forbidden if possible.

In this battle, you'll have to climb uphill - direct combat and attacking with magic will be fundamental, and because you'll be downhill most of the battle, it will be unwise to use Archers in this battle. The Thieves should hopefully be disabled, leaving 4 hostile targets. Attack the White Mage as soon as you can; with him out of the way, the other enemy units will be unable to be healed. Watch out for the Thief with Counter though, and keep your White Mage on the unit taking him on.

Archer

Longbow, Leather Garb - Boost, Aim: Legs

Soldier

Shortsword, Bronze Shield, Chain Plate - First Aid

Soldier

Barong, Cuirass - Powerbreak, Magicbreak

Thief

Kris Knife, Headband, Leather Garb - Steal: Gil - Counter

Thief

Jack Knife, Leather Garb - Steal: Gil - Maintenance

White Mage

White Staff, Silken Robe - Cure, Protect

Walking onto Lutia Pass, Marche asks Montblanc why bandits would be interested in a thesis. Montblanc says that bandits might have interest in information instead of money. Suddenly, we witness a bandit and a contractor arguing, with the contractor saying the bandits got the wrong thesis. However, they break up their argument and work together when they see Marche and co.

After, Marche makes sure that all the pages of the thesis are there. Montblanc then tells Marche about the Clan Wars; where you fight other clans to get cheaper prices.

=====
e. The Cheetahs TCHT
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Going to Cyril, the bartender there will say that things are good as always and talks to Marche a bit about the clan wars.

Contract the mission "The Cheetahs" at any pub.

The Cheetahs - Nubswood #003
Finished Thesis Hunt
Win Battle
6000 Gil, 40 AP, 100 CP, Eluut Sands Icon
There's a price on the heads of the band of comen calling themselves the "Cheetahs." Word is they were seen in the Nubswood!

Bratt, Streetear

Fighter - Rush, Gladiator - Rush, Archer x2 - Aim: Legs

Avoid Blades and Missiles, and get Knives or Color Magic forbidden if possible.

This strategy easily works if you have two accurate archers - two of the five enemy units have no long-range attacks, and if you have Color Magic forbidden, a third unit is disabled. The Gladiator and Fighter's Rush ability will be able to push back the disabled units in addition to attacking them headon. Ritz and Shara should be abled to sweep through the enemies easily with their high levels also.

Archer

Char Bow, Adaman Vest, Green Beret - Aim: Arm, Take Aim, Blackout - Block Arrows

Archer(Ally, Shara)

Thorn Bow, Chain Plate, Cachusha - Boost, Aim: Legs, Aim: Arms - Block Arrows

Black Mage

Rod, Magus Robe - Fire, Thunder, Blizzard

Fencer(Ally, Ritz)

Mage Masher, Survival Vest, Circlet - Swarmstrike, Manastrike - Reflex

Fighter

Sun Blade, Adaman Vest - Blitz - Doublehand

Thief

Khukuri, Leather Garb, Thief Hat - Steal: Gil, Steal: EXP, Steal: JP, Counter - Maintenance

White Monk

We'll see a scene where the Cheetahs have been confronted by a Viera and... Ritz?! Marche will arrive and be surprised at Ritz being here. However, the two will shut up quickly, realizing that they have to get to the battle at hand posthaste. During the battle, Ritz will comment that she's surprised Marche joined a clan, saying he was so timid, and she says that he must've changed, just like she did. After, Ritz thanks Marche for his help in defeating the Cheetahs.

After, Ritz introduces Marche to her Archer, Shara. Turns out this world is like Final Fantasy, according to Ritz, and that the book must've done this somehow. Ritz doesn't want to go back, and tells Marche that if he does, he shouldn't expect any help from her. Before Ritz leaves, she says she really was glad to meet him again.

Go to Cyril, and Marche will talk with Montblanc about how he likes this world and being able to do things here that he couldn't do home, and Montblanc asks him why he wants to go home then. Montblanc says they could make their clan the strongest clan ever, and Marche likes the sound of that. Montblanc asks Marche if he was like this in the other world, and says that he's a really good friend. Marche says he trusts Montblanc, but was disappointed that when he met Ritz he was still unable to go home. Montblanc tells Marche to take it easy.

Contract the mission "Desert Peril" at any pub and then go to Eluut Sands.

Desert Peril - Eluut Sands #004

Finished The Cheetahs

Win Battle

7000 Gil, 40 AP, 100 CP, Ulei River Icon

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

Eluut Civilian Militia

Black Mage - Ice, Fighter x2 - Beatdown, Rush, Archer - Aim: Legs, Blackout, Dragon - Jump, White Mage - Cure, Protect

No laws of real notice to get forbidden, but avoid Missiles, Spears, Swords, Blades, and Color Magic.

The first thing you should note is that there's a Cream here. Creams can dish out magic, and can only be hurt by magic; thus, you'll want to use your Black Mage's Ice spell ASAP. The other four monsters can only attack head-on; thus, the array of moves shared between the casts can help you attack but not be attacked back. If you want, turn your fighters into Archers with Aim: Legs, but have Rush mastered and use it.

Antlion

Level 3 Defense-less, Sandstorm

Coerl

Hastebreak - Reveal

Cream

Thunder, Thundara

Red Panther

Poison Claw - Reveal

Red Panther

Counter - Reveal

The monsters will be going wild, and then we'll have to fight. After, Marche will wonder what could drive a monster crazy like that.

After, Marche asks Montblanc if monsters go crazy like this often, and Montblanc says every once in a while. Montblanc tells Marche about a theory on why this happens, the crystal theory. According to the crystal theory, the Ivalice Palace made magic crystals so strong that it affects the animals. Unfortunately, nobody knows where they are, except for being in a "wrinkle in space."

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g. Twisted Flow TSLW

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Contract the mission "Twisted Flow" at any pub.

Twisted Flow - Ulei River #005

Finished Desert Peril

Win Battle (Changes to Defeat the Boss!)

8000 Gil, 80 AP, 100 CP, Cadoan icon

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

Fighter x2 - Beatdown, Rush, Gladiator - Beatdown, Rush, Black Mage - At least one 2nd class offensive spell, White Mage - Life, Cure, Protect, Fencer - Swarmstrike

Avoid having Fight, Swords, Blades, Rapiers, or Color Magic forbidden.

Only one enemy matters, and that is Famfrit. Bunch your people together and cast Protect on them, then disperse and surround Famfrit. Famfrit has some nasty spells, most notably Breath of GOd, which attacks in a straight line. Don't put your units in a straight line, or even side to side.

Another thing of note is the Ahriman. One of them can use Roulette, which despite being able to kill one of your enemies instantly, also has a chance of killing one of your allies instantly.

Famfrit (Totema)

Breath of God, Lightspeed, Presence, Demi, Slow - Counter - Weapon Attack+

Ahriman

Circle - Weapon Attack+

Ahriman

Roulette, Circle - Block Arrows

Floateye

Stare - Counter

Floateye

Devil Gaze - Weapon Defense+

Marche will be walking along the Ulei River, sensing nothing wrong, when he suddenly gets a funny feeling. A black hole suddenly opens, and Marche figures this out to be the wrinkle in space. He then gets taken to a building of some sort, where walking around, discovers a crystal! Suddenly, a voice will warn Marche off. The voice then appears as a creature, and asks him again what his name is. Marche gives it, and the creature replies that he is the totema Famfrit, guardian of the crystal. Famfrit is under orders to protect the crystal - which means that he will eliminate you if necessary.

After winning, Marche demands some answers from Famfrit. Famfrit says that the crystal binds the threads of the world together - in other words, without the crystals, the world would not exist. Famfrit was born with the moogles. Famfrit will then lend his power to the moogles in your party and the crystal will be destroyed. Suddenly, Marche will see Mewt, and a voice will speak up, saying that when this world disappears, a new one will appear in its place.

At the Royal Palace, we see a scene between the Judgemaster and the Prince... Prince Mewt and Judgemaster Cid! Prince Mewt will suddenly remember a scene from the other world, and it seems that he knows nothing more than his life in this world of Ivalice. The Queen will suddenly come in, who turns out to be none other than Mewt's dead mother, along with a Nu Mou named Babus. Judgemaster Cid will dismiss Babus, and Mewt will ask his mother to make the laws stronger. Cid will disagree, saying that the civilians would dislike this, but will agree when he hears that one of the crystals has been destroyed.

Meanwhile, back at Ulei River, Marche realizes he has to destroy all the other crystals to get back to his own world.

=====
h. Antilaws ANLW
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Head to Cadoan. Here, Marche will overhear a conversation about the palace strengthening the laws again, and how a Nu Mou named Ezel Berbier has invented antilaws that are able to nullify the current laws. A Nu Mou who Marche talks with says that laws will soon be nothing but a bad memory. The Nu Mou will then run off.

Exit and then reenter Cadoan.

Antilaws - Cadoan #006

Finished Twisted Flow

Win Battle

9000 Gil, 40 AP, 100 CP, Aisenfield icon

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

*Numerous requests

Archer x3 - Aim: Legs, Aim: Arm, White Mage - Life, Cure, Black Mage - 2nd

Class Offensive Spells

Avoid Missile, Aim, Holy, and Color Magic being forbidden. If possible, try to get Swords/Blades/Knives forbidden, or Target: Area.

For the first time, you're evenly matched in the number of units. However, two of the six enemy units are isolated from the rest, so attack quickly and decimate the front two units. With your 3 Archers, disable them so that they're unable to move or attack, and cast heavy spells with your Black Mage. Above all, try to nail the Illusionist as soon as you can if you don't have Target: Area forbidden.

Defender

Predator, Iron Armor - Tremor, Drop Weapon, Item

Fighter

Atmos Blade, Brigandine, Feather Boots - Wild Swing, Air Render

Gladiator

Air Blade, Brigandine - Rush, Bolt Sword - Doublehand

Hermetic (Ezel) (Ally)

Druid Mace, Gaia Gear, Black Hat - Azoth - Block Arrows

Hunter

Hunt Bow, Wygar, Green Beret - Sonic Boom, Aim: Vitals, Hunting

Illusionist

Thunder Rod, Silken Robe, Magic Ring - Prominence, Tempest, Freezeblink

Ninja

Ninja Knife, Murasame, Ninja Gear - Throw, Water Veil - Double Sword

Back in Cadoan at night, the Nu Mou Marche spoke to earlier is surrounded by palace people...and he turns out to be Ezel Berbier! Ezel says that he won't turn himself in, that life would be too easy if everything went his way. Turns out Ezel asked these guys for 100000 gil for a job. Meh. After, Ezel's alright.

After, Ezel says he must be off, as it's hard when everyone thinks of him as a genius. Judgemaster Cid will suddenly appear and say that he heard the Nu Mou call him an eccentric loony. Ezel will be flattered that the Judgemaster himself came out to arrest him. Judgemaster Cid will try to arrest Ezel with a powerful law, but Ezel will nullify it with an antilaw, and he and Marche will disappear. Cid will be impressed that Ezel could nullify such a powerful

law.

After, in the tavern, Ezel will be angry with the palace, strengthening the laws like they did. Ezel will then tell Marche about his card shop, full of Law Cards and Antilaws.

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i. Diamond Rain DMRN

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Contract the mission "Diamond Rain" at any pub.

Diamond Rain - Aisenfield #007

Finished Antilaws

Win Battle

10600 Gil, 40 AP, 100 CP, Roda Volcano icon

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

Geyna, Streetear

Black Mage x2 - Fira, Thundara, White Mage - Cure, Life, Shell, Dragoon - Jump, Archer x2 - Aim: Arms

Avoid Color Magic, Missiles, Fight, and Damage2: Animals. If possible, try to get Ice forbidden.

Four of out five monsters are elemental based, and you've got not one but two Black Mages. What do you do?

Your White Mage should be used to cure your damaged units obviously, and the Dragoon should attack from far away when he can. Use your Archers' Aim: Arms ability to disable the monsters when you can.

Bomb

Blowup, Flame Attack

Icedrake

Mighty Guard - Counter

Icedrake

Ice Breath

Ice Flan

Acid, Blizzara

Lamia

Hand Slap, Poison Frog

During a rainstorm, Marche and Clan Nutsy will encounter some more rabid monsters.

After, it turns out that this rain isn't at all caused by a crystal, and that there isn't any diamond rain. Marche will suddenly spot a raining diamond but it will then disappear in his hand. Marche concludes this to be because of the crystals.

=====

j. Hot Awakening HAKN

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Contract the mission "Hot Awakening" at any pub.

Hot Awakening - Roda Volcano #008

Finished Diamond Rain

Win Battle(Changes to Defeat Boss!)

11400 Gil, 80 AP, 100 CP, Koringwood Icon

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

Ramda, Geology Labs

Any unit that has a self-spell, like First Aid.

Avoid having Fight or any of the weapons of your units forbidden. Get Charm if forbidden.

You may have noticed that all the units have self spells. There's a good reason for this. The units you're facing cannot move, and can only attack with Logos, which will turn your units on your teammates. You can level up an insane amount here by continuously using self-spells while staying out of the way of the Ultima Crystals. After that, go and destroy the Ultima Crystals, but tackle them one at a time - taking on six different crystals at once can hurt you.

Ultima Crystal(Avatar) times 8 units

Logos

At Roda Volcano, an earthquake will suddenly occur, and then a warp appears. Marche will be sucked into the vortex. Inside, there will be fluttering butterflies around a crystal in fire. Marche can't find a Totema, but suddenly a bunch of smaller crystals will appear. These are the Totema, and Marche will have to destroy them all to win.

After, Marche will wonder which Totema Ultima was aligned with. He figures it to be the Nu Mou Totema as the crystals formed a magic circle. As the crystal breaks, Prince Mewt appears and tells Marche to stop making him remember bad things, and orders Marche out of his world. As Marche is teleported back to Roda Volcano, he realizes this world is a reflection of Mewt's desires, and that if he destroyed this world, he would be destroying Mewt's dream.

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k. Magic Wood MCWD

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Contract the mission "Magic Wood" at any pub.

Magic Wood - Koringwood #009

Finished Hot Awakening

Win Battle

12600 Gil, 40 AP, 100 CP, Salikawood Icon

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

Guillaume, Ranger Captain

Sniper - Doubleshot, Aim: Arms, Gunner, Archer 2x - Aim: Arms, Dragoon - Jump, Time Mage - Haste

Avoid having Missile forbidden, and try to get Knives and Color Magic forbidden as well as Summon Magic.

Straight off, cast Haste on your units, then attack and disable the front line of units. The Summoner will stay back - if you have Summon Magic forbidden though, there's no need to worry about her. After wiping out the Thieves, go and eliminate the rest of the units. It's really much more convenient if you have all the recommended laws forbidden. Unfortunately, it may be a bit hard as you'll be outnumbered for the first time with 7 units.

Archer

Thorn Bow, Survival Vest - Aim: Legs, Take Aim, Faster, Blackout - Block Arrows

Black Mage

Thunder Rod, Blaze Robe - Fira, Thundara, Blizzara

Sniper

Fey Bow, Minerva Plate - Doubleshot, Beso Toxic, Aim: Armor - Return Fire

Summoner

Judge Staff, Flurry Robe, Scarab - Ifrit, Ramuh, Shiva - Absorb MP

Thief

Zorlin Shape, Judo Uniform, Thief Hat - Steal: Armor, Steal: Access, Steal: Gil, Steal: EXP, Item - Counter

Thief

Scramasax, Power Sash, Headband - Steal: Shield, Steal: Helm, Steal: EXP, Steal: JP

Time Mage

Force Rod, Gaia Gear - Haste, Slow, Quarter

Some tree poachers are cutting down trees, remarking that it's much easier and much more profitable than fighting. Suddenly, Marche and Clan Nutsy will show up and demand a fight with them.

After, when the jailmaster takes them away, the forest ranger thanks Marche. Marche wonders if the magic forest has anything to do with a crystal.

AUTHOR'S NOTE - From now on, in the Unit Cast, I will NOT be limiting the classes to the six units you got at the beginning of the game. This means that for instance, I may list 3 Gunners, meaning you need 3 Moogles.

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1. Emerald Keep ELKP

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Contract the mission "Emerald Keep" at any pub.

Emerald Keep - Salikawood #010

Finished Hot Awakening

Defeat Babus

13600 Gil, 40 AP, 100 CP, Nargai Cave Icon

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

Sniper x2 - Beso Toxico, Doubleshot, Aim: Arms, Gunner x2, Thief x2 - Any Steal abilities. If using a Human Thief, try to have him know Aim: Arms.

Get Knightswords, Spears, Alchemy and Color Magic forbidden, and avoid getting Missile, Gunmanship, Bows, or Knives forbidden.

You have a half dozen Royal Guards here, and they know how to equip themselves. Unfortunately, they're tough, so that's why you want to keep them as unable to fight as possible, with laws forbidding their actions, attacking from afar, poisoning, and disabling.

Alchemist

Mandragora, Chain Plate - Flare, Poison, Toad

Bishop

Cure Staff, White Robe - Cura, Dispel, Water

Gunner

Chaos Rifle, Survival Vest, Green Beret - Boltshot, Confushot, Stopshot - Concentrate

Runeseeker (Babus)

Lotus Mace, Aegis Shield, Mirage Vest - Explode, Stillness, Quarter - Counter

Templar

Partisan, Opal Helm, Gold Armor - Astra, Warcry, Cheer - Weapon Attack+

Templar

Lohengrin, Diamond Helmet, Diamond Armor - Rasp, Cheer, Haste - Bonecrusher

Marche comes to Emerald Keep, and meets up with a Nu Mou. The Nu Mou comments that the Royal Mage Academy has only left, and now the bounty hunters have already come in. He says that he is Babus, personal mage to Mewt. Babus asks Marche if he knows of a person who means Mewt ill, and Marche responds saying that he didn't know that Mewt wanted this world to exist. Babus puts two and two together and figures out that Marche is the one Mewt speaks of.

During the battle, Babus asks Marche what he meant by the world changing back. Marche says that the world wasn't like this, and Babus tells Marche that he is crazy.

After defeating Babus, before he runs off, he says that now that he knows what Marche looks like, he can't escape.

=====
m. Pale Company PCMP
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Contract the mission 'Pale Company' at any pub.

Pale Company - Nargai Cave #011

Finished Emerald Keep

Win Battle(Changes to Defeat Totema!)

15000 Gil,80 AP, 100 CP, Baguba Port Icon

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

Archer 2x - Aim: Arms, Blackout, Black Mage - 2nd class offensive spells,
White Monk - Far Fist, Air Render, White Mage - Life, Cura, Gunner

Don't get Holy, Color Magic, Missiles, Aim, and the like forbidden. If it's possible for you, get all three elements forbidden, and switch the Black Mage out for a second Gunner.

You'll be devastated from all sides by the trio of dragons and the Totema Adremmalech, to be blunt. However, you can fight back by keeping the dragons at bay with Aim: Arms and Blackout. Keep your Gunner from afar to steadily whet down the HP of the dragons, and have your White Mage heal the units

damaged. After the dragons have been taken care of, go for Adremmalech.

Adremmalech(Totema)

Lightspeed, Firestream, Howl of Rage, Soul Sphere - Weapon Attack+

Firewyrn

Fire Breath - Weapon Attack+

Icedrake

Mighty Guard, Ice Breath - Counter

Thundrake

Bolt Breath - Geomancy

Marche will encounter a ghost in Nargai Cave and follows it, but then gets teleported to a cave. In here, the Totema Adremmalech appears and sucks up the ghost, and three dragons appear around him. Marche declares he won't leave until the crystal is destroyed. Adremmalech responds that he will not let it happen.

After, Marche theorizes that there's an incredible power that created the crystals. Back in Nargai Cave, Babus walks up alone and encounters Marche. Suddenly, we'll hear Mewt talking from a dark void, and he wants Babus. He then disappears.

Babus then talks to Marche, and asks him what if there were two worlds - what is there in Marche's world that's worth it to cause Mewt so much pain? Marche cannot think of an answer, and then Babus disappears to leave Marche wondering over this turn of thoughts.

=====
n. Jagd Hunt JDHN
=====

Go to Baguba Port, then try to leave. We'll end up going to the pub where we will the meet Montblanc's brother Nono. It seems that Nono had just finished building an airship, when he got robbed. The thieves are in a place where everyone seems to dread - Jagd Dorsa - and with good reason: If you die there, you don't get revived. You stay forever dead. There are no laws there to restrain you, but there are no judges there to keep you alive. Marche then will offer to retrieve Nono's airship from the thieves, and we'll be asked to place Jagd Dorsa on the map. Head to Jagd Dorsa now.

Jagd Hunt - Jagd Dorsa #012

Finished Pale Company

Win Battle

16000 Gil, 40 AP, 100 CP, Kudik Peaks Icon

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

White Mage - Life, Gunner x2 - Paralyzshot, Sniper x2 - Beso Toxic,
Doubleshot, Aim: Arms, Thief - Various stealing abilities

Jagd Battle - no laws.

KEEP YOUR WHITE MAGE ALIVE AT ALL COSTS! If you are unable to do so, have some or all of your other units with the Item ability and some Phoenix Downs ready at requirement. Have the Gunners and Snipers use their abilities to disable and poison the enemy units as often as possible, and keep your Thief at the enemies' equipment. DO NOT END THE BATTLE WITH ANY OF YOUR UNITS DEAD! Doing so will kill that unit off permanently.

Antlion

Level 3 Defenseless, Sandstorm - Weapon Defense +

Assassin

Petalchaser, Wygar - Shadowbind, Last Breath, Aponia, Oblivion - Return Fire

Blue Mage

Harpe, Mirage Vest, Fortune Ring - Mighty Guard, Night, Hastebreak, White Wind, Item - Immunity

Hunter

Fey Bow, Judo Uniform, Thief Hat - Sonic Boom, Advice, Aim: Vitals - Auto-Regen

Ninja

Kikuichimonji, Petalchaser, Dark Gear, Genji Armllets - Throw, Metal Veil, Water Veil - Double Sword

Toughskin

Resonate, Matra Magic

A Ninja will tell Marche to leave, but Marche refuses to leave. After, Marche hopes that this is the last time that he'll need to come here.

Back at Baguba Port, Nono will talk about making his ship into a merchant ship, and he thanks Marche.

Contract "The Bounty" at any pub, then go and encounter the blue soldier on the World Map.

The Bounty - Random Area #013

Finished Jagd Hunt

Win Battle

17200 Gil, 40 AP, 100 CP, Jeraw Sands Icon

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

Clan Ox

Gunner x2, Sniper x2 - Aim Arms, Archer x2 - Aim: Arms. Try to equip as many units as possible with Item, and if you want, you can change the long-distance units around, such as exchanging 2 Snipers for 2 more Gunners.

Get Color Magic, Time Magic, Blades and/or Greatswords forbidden, and that'll just about completely disable all of the enemies' abilities. Don't let Missiles or Gunmanship get forbidden.

If you've gotten the recommended laws forbidden, then you can just go into the battle and scourge them. Even if you didn't, with all the long-range units, you should be able to take most of the units out before they come within your range.

Marche will ask the Clan Ox leader if he has any info on the Wanted person. Suddenly a Black Mage interrupts and says that Marche looks a lot like the palace's description. Realizing that Marche is the Wanted person, Clan Ox will rev up to fight Clan Nutsy.

After, Marche realizes that he needs to find the other crystals as soon as possible.

Black Mage

Force Rod, Mistle Robe - Fira, Blizzara, Blizzaga - Return Magic

Fighter

Atmos Blade, Brigandine, Bracers - Wild Swing, Air Render, Air Blast - Strikeback

Paladin

Vigilante, Gold Armor, Spiked Boots - Drop Weapon, Saint Cross, Cura, Life

Red Mage

Djinn Flyssa, Rubber Suit, Scarab - Fire, Thunder, Blizzard, Cure, Poison, Item - Catch

Sage

Druid Mace, Flame Shield, Gaia Gear - Blind, Aero, Bio - Reflex - Shieldbearer

Time Mage

Force Rod, Survival Vest - Quicken, Reflect, Stop, Quarter

=====
p. Golden Clock GCLC
=====

Contract the mission "Golden Clock" at any pub.

Golden Clock - Jeraw Sands #014

Finished The Bounty

Win Battle

18000 Gil, 40 AP, 100 CP, Muscadet Icon

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

Belta Clockworks Co.

4 of any of the the four long-distance units - Archers, Hunters, Snipers, and Gunners.

I don't think it needs to even be said. Get Status forbidden.

With Status forbidden, the majority of your opponents' attacks will be disabled - and they'll have to rely on their weak attack power. Ritz and Shara are much higher in level than you'll likely be at the moment, so let them take the front march, and hit from afar with your Archers/Snipers/Gunners/Hunters.

Alchemist

Morning Star, Chain Plate, Scarab - Meteor, Poison, Toad - Immunity

Elementalist(Ally) (Ritz)

Diabolique, Mirage Vest, Cachusha - Fire Whip, White Flame, Evil Gaze, Heavy Dust - Absorb MP

Gadeteer

Sick Knuckles, Power Sash, Gauntlets - Red Spring, Blue Screw, Green Gear - Damage > MP

Juggler

Kard, Chain Plate, Dash Boots - Hurl, Firebomb, Ball - Catch

Sniper(Ally) (Shara)

Master Bow, Ninja Gear, Star Armlet - Death Sickle, Doom Archer, Aim: Weapon - Auto-Regen

Time Mage

Thor Rod, Leather Garb - Quicken, Slow, Stop, Demi - Last Quicken

Marche will meet up with Ritz in the Jeraw Sands - but no worries, Ritz does not want the bounty that's on Marche's head. It seems that they're here also to deal with the clock-forgers, and Ritz calls them out. Shara mentions that the forgers figure they can trade Marche in for a pardon of their crimes.

During the battle, Ritz asks if Prince Mewt is really the Mewt of their world and Marche tells her he is. He says that this is Mewt's dream world and because Marche wants to go back, he's Mewt's enemy. Ritz asks him why he would want to go back, saying that he isn't picked on anymore, and that his brother is probably able to run free here. Marche asks her why she wants to stay here, and she tells him that's none of his business.

After, Marche thanks Ritz and Shara, and begins to leave when Ritz says that she might just side with Mewt and become his enemy. After Marche leaves, Shara comments that Marche is probably worried about her, and that he likely wants to go back to the other world because of his family. Ritz then tells Shara that her hair is naturally white, and that her mother would dye it every day while crying. In this world, it's naturally pink, and that's why she doesn't want to go back.

At the palace, we'll see a scene where Mewt will have a nervous breakdown.

=====
q. Scouring Time SCME
=====

Head to Muscadet.

Here, we'll meet up with Ezel again, who'll congratulate you in a way for being so famous now. Ezel says that he would never turn in a friend, and that he would hurt the Palace in any way and fashion that he could. Ezel then tells Marche that the judges are searching every clan personally for him. Ezel tells Marche to watch himself.

Head out of Muscadet and then back into Muscadet again.

Scouring Time Part 1 - Muscadet #015
Finished Golden Clock

Win Battle

19800 Gil, 80 AP, 100 CP, Uladon Bog Icon

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

Bervenian Palace & Judges

Archer/Hunter(Marche) - Aim: Arms, Item (With X-Potions), Self-Ability, Black Mages x4 - 2nd Class Offensive Spells, trade 2 Black Mages for 2 Gunners in case of Gunmanship not being forbidden.

Don't let Missile or Color Magic get forbidden, and try to get Swords, Spears, Gunmanship and Blades forbidden. Of the four, try to get Swords forbidden. If you can't, at least get Blades forbidden.

The odds are against you in this match with 7 of them and only 5 of you. However, if your Black Mages/Gunners have 10 JP already, you can summon the Totemas and devastate most of the units, then you can attack from afar while disabling the units with Marche's Aim: Arms.

Gunner

Riot Gun, Chain Plate, Bracers - Fireshot, Boltshot, Iceshot, Blindshot

Mog Knight

Atmos Blade, Round Shield, Platemail - Mog Lance, Mog Shield, Mog Aid

Mog Knight

Shadow Blade, Opal Helm, Carabini Mail - Mog Attack, Mog Guard, Mog Rush

Paladin

Ragnarok, Carabini Mail, Cross Helm - Drop Weapon, Saint Cross, Holy Blade

Templar

Trident, Dragon Mail, Gauntlets - Astra, Haste, Lifebreak - Bonecrusher

Templar

Dragon Whisjer, Genji Armor, Gauntlets - Warcry, Rasp

Sage

Energy Mace, Opal Shield - Drain, Aero, Bio

A judge will confront a moogle and arrest him simply because there's a moogle in Marche's clan. Marche will then come out and confront the judge. The judge says that they won't release any prisoners until they're sure he's the one they want, and Marche tells him to call Judgemaster Cid. We'll have to fight in the meantime though.

After, Judgemaster Cid will come along, but he'll also arrest Marche's companions.

In jail, Babus will come, and confirm it is Marche. Marche answers Cid's question about him destroying the crystals, complete with the Totema's names. Marche then says that he did it so that he could go, and Babus explains to

Cid about what Marche was saying a while back. Cid asks Marche if there is any way back home, and Marche is not sure. Cid tells Marche that he'll have to stop, and then tells Marche that in this world, at the rate he's progressing, he could have many things - power, wealth, status, and the like, and that he shouldn't try to destroy the crystals anymore. Babus adds that Mewt should be the one to decide if the world goes back, because reality is too painful for him. Marche says that he can't do that, as it's escapism. Suddenly, a seam will appear and all three of them will get sucked into it.

Scouring Time Part 2 - Muscadet #015
Finished Scouring Time Part 1
Win Battle
No reward

Marche will be unable to change jobs.

Disable Babus with Aim: Arms, then unleash all your might on him. When he attacks and takes a good chunk of your HP, use an X-Potion. After you defeat him, abuse your self-ability like in the Ultima ability, then destroy the Avatars.

Avatar 1

Nothing

Avatar 2

Weapon Defense+

Runeseeker (Babus)

Lotus Mace, Lordly Robe - Explode, Stillness, Demi - Counter, Weapon Defense+

Marche realises the Avatars are like with Ultima, but Babus refuses to stand by and watch. Cid tells Marche that he's alone with the odds stacked against him, but Marche refuses to give up. Babus asks how a whole world can be someone's escape, and Marche tells him of Mewt's tortured life. Babus takes this as another reason to stop the destruction of this world.

After the destruction of Exodus, the three see a scene of Cid and Mewt in the real world. Cid will remember his real-world memories, and confirms the existence of another world to Babus. After some sad memories, Cid tells Babus that the palace and judges are separate, with the judges being neutral now. Cid will tell Babus to thank Marche go, and thanks Marche for opening his eyes to the truth.

=====
r. The Big Find Tbfd
=====

Go to Sphrom. Here, Marche will overhear a conversation about the judges becoming neutral, and that Prince Mewt threw a tantrum.

At the Palace, Cid tells Mewt he will always be there for him. After a small temper tantrum, Mewt will say it's OK, and Cid will leave as Remedi comes in.

Remedi will introduce a new boy named Llednar to be Mewt's attendant and bodyguard.

Contract the mission "The Big Find" at any pub.

The Big Find - Uladon Bog #016

Finished Scouring Time

Win Battle

20400 Gil, 40 AP, 100 CP, Gotor Sands Icon

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

Azare, Streetear

Dragoon x3 - Jump, Gunner x2, Hunter - Sonic Boom

Get Blades, Steal, and Prayer forbidden, and don't let Techniques, Hunt, or Gunmanship be forbidden.

The enemy has one big flaw in their clan - lack of diversity. Three laws severely destroy their whole game plan - forbidding Prayer, Blades, and Steal. A second flaw is that without the Bishop's abilities to use Prayer attacks, they have no long-range attack except for one Fighter's Far Fist attack. And you can run circles around them with Dragoons, Gunners, and a Hunter.

Bishop

Cure Staff, Survival Vest, Feather Boots - Cura, Dispel, Holy - Return Magic

Bishop

Garnet Staff, Black Robe, Wizard Hat - Barrier, Judge, Water, Aero, Break - Half MP

Fighter

Kwigon Blade, Leather Garb, Headband - Rush, Air Render, Far Fist, Backdraft - Bonecrusher

Fighter

Ogun Blade, Chain Plate, Spiked Boots - Wild Swing, Beatdown, Blitz, Item - Strikeback

Thief

Sword Breaker, Dark Gear, Thief Armlets - Steal: Weapon, Steal: EXP, Steal: JP Steal: Ability - Maintenance

Thief

Rondell Dagger, Wygar, Germinas - Steal: Armor, Steal: Shield, Steal: Access, Steal: Weapon - Counter

A Templar and Fighter will be talking about Marche, and the Templar says that his source on Marche coming here was reliable. A Thief then tells them that Marche is coming. Marche comes onto the screen, and then we'll have to fight.

After, Marche wonders how they knew he would be here, when he senses that someone is watching him.

=====

s. Desert Patrol DTTL

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Contract the mission "Desert Patrol" at any pub.

Desert Patrol - Gotor Sands #017

Finished The Big Find

Win Battle

21400 Gil, 40 AP, 100 CP, Delia Dunes Icon

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

Ivalice Tourism Board

Sage - Various abilities, Gunner, Assassin x2 - Last Breath, Various Abilities, Archer - Aim: Legs

Nothing really of notice with the laws. Just try to disable as many of the enemies' abilities if you want to.

In terms of laws, this here clan has a solid force. However, they still don't have many long-distance attacks, and by taking out the Bishop quickly and following up with the White Monk, the enemies' long-distance attacks will be reduced to 0. Move in after that with your Assassins, and offer support from afar with the Sage and Gunner. Keep Marche up front to keep the enemy units from moving around with Aim: Legs.

Bishop

Spring Staff, Flurry Robe, Wizard Hat - Cura, Dispel, Water, Break, Item - Return Magic

Defender

Ragnarok, Carabini Mail, Cross Helmet - Tremor, Drop Weapon, Mow Down, Item

Dragoon

Dragon Whisker, Dragon Mail, Diamond Helmet - Lancet, Fire Breath, Bolt Breath, Bangaa Cry

Soldier

Diamond Sword, Wygar, Bracers - Powerbreak, Mindbreak, Speedbreak, Mug

Soldier

Hardedge, Mirror Mail, Flame Shield - Powerbreak, Mindbreak, Magicbreak,
Provoke - Monkey Grip

White Monk

Godhand, Ninja Gear - Whirlwind, Air Render, Earth Render, Far Fist - Counter

Marche will walk up, and he sees Doned! Doned will run away however, and tell a Bishop that is nearby that Marche is here. The Bishop and his clan will then encounter Marche.

After, Marche will confront the Bishop about Doned. The Bishop says that he was very well informed, and that oddly enough he didn't charge very much on his information about Marche. Marche will then let the Bishop go, and wonders what's going on.

=====
t. Quiet Sands QNDS
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Contract the mission "Quiet Sands" at any Pub.

GET ALL YOUR CHARACTERS IN QUIET SANDS PART 2 TO 10 JP!

Quiet Sands Part 1 - Delia Dunes #018

Finished Desert Patrol

Win Battle

22600 Gil, 80 AP, 100 CP, Materiwood Icon

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

Acamel Tours Office

Thief x6 - All Steal abilities

Don't let Steal be forbidden.

Really simple here. You just have to survive for a few turns, but in those few turns, you want to steal some equipment to make up for the inability to win. Yes, the inability to win. You will NOT be able to defeat Llednar here, so don't waste your time. He does have some good equipment though, as said before.

Biskmatar (Llednar)

SaveTheQueen, Maximillian, Bangaa Helm, Caligula - Abyss, Life Render,
Ripcircle, Furycircle

Templar

Lohengrin, Opal Armor, Cross Helm - Astra, Warcry, Rasp, Haste - Bonecrusher

Templar

Kain's Lance, Dragon Mail, Diamond Helmet - Silence, Soul Sphere, Haste,
Lifebreak - Weapon Attack+

Titania(x2)

Angel Whisper, Level?D Holy

Marche will be on the Delia Dunes, wondering why it's so quiet, when Llednar comes onto the screen and says he cannot allow Marche to interfere anymore. He will advance when a seam opens up.

In the new room, Llednar tells Marche he will go no further and is about to strike Marche, when Cid appears and stops Llednar from using his master attack, saying it would destroy the crystal. Cid warns Marche that Llednar is invincible, but Marche will still fight. Nevertheless, Llednar will be unable to take any damage, and he says that he is invincible, and that Marche cannot win. After a while, Llednar gets cocky and uses his Omega attack - and gets arrested doing so. Cid tells Marche that he can take him out the seam, but Marche refuses to do so.

Quiet Sands Part 2 - Delia Dunes #018

Finished Quiet Sands Part 1

Defeat Boss!

White Mage x3 - Life, Cura, Shell, Protect, Gunner x3

Don't let Holy or Gunmanship be forbidden.

This battle will be insane if you're not leveled enough. Otherwise, you should have an easy time. Start off by summoning the Totemas of the White Mages. If there are no Vampires remaining afterwards, then attack Mateus until the Vampires rise again, then use the Gunner's Totemas.

After your Totemas are all used, switch the White Mages out of protective spells and into aiming Life and Cura at the Vampires. As the Vampires are Dark-based opponents, they'll lose HP. Continue whetting Mateus's HP down with your Gunners all the while.

Totema (Mateus)

Spellbind, Breath of God, Star Cross, Thundaga - Weapon Attack+

Vampire

Miasma, Zombify - Block Arrows

Vampire

Miasma, Zombify

Vampire

LV? S-Flare, Zombify

Vampire

LV? S-Flare, Miasma - Weapon Attack+

Cid will take Marche to the last crystal. Marche will walk up, and Mateus will appear. Suddenly, Mateus will change into Ritz, who says she wants to remain here. Marche says he wants to go back, but Ritz says he doesn't sound sure of himself. Ritz then turns into Doned, who says in this world, he can run around and use magic, and do whatever he wants. Doned will turn into Mewt, who tells Marche that his parents do nothing more than fight, and that going back to the real world won't bring his father back. Mewt will finally change into Marche himself, who tells him he's so strong that he can break out of this world, that he'll even take on himself. Marche declares that he's going back, and four Vampires will appear flanking Mateus.

Afterwards...

Nothing happens...

Queen Remedi appears and tells Marche that the world is still wanted by Mewt, and as such, the world will still exist. She also tells Marche that he too is not yet ready to leave. Out on the Delia Dunes, Marche tells Cid that he'll find Mewt and talk to him. When Cid asks Marche how he'll do that, Marche says he'll find a way.

=====
u. Materite Now! MTTN
=====

Go to Cyril. In the pub, Marche will overhear a conversation about Gift Day - A day where people from all over Ivalice bring a gift for the Royal Family. Apparently, if your gift is good enough, you can be able to see the Prince. Marche decides to get a gift good enough, and Montblanc says that Nono should be able to make a good gift.

Contract the mission "Materite Now!" at any pub.

Materite Now! - Materiwood #019

Finished Quiet Sands

Win Battle

23400 Gil, 40 AP, 100 CP, Bervenia Palace Icon

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

Pallas, Alchemist

Fighter x3 - Far Fist, Air Render, Sage - Giga Flare, White Monk x2 - Air Render (Can trade Fighters for White Monks/vice versa)

Forbid Corner, Color Magic, Summon, Missile, and/or Spirit Magic. The former three are the ones most recommended to be forbidden.

The team on a whole lacks organization, trying to unite Viera jobs and failing miserably. Although it can get a bit hard as Viera naturally are agile, there is nothing else riding for this clan. Advance with your White Monks and Fighters, and have your Sage destroy them from afar with the mighty Giga Flare.

Assassin

Masamune, Ninja Gear, Genji Armlets - Shadowbind, Last Breath, Ague, Oblivion - Return Fire

Elementalist

Joyeuse, Rubber Suit, Ribbon - Shining Air, Evil Gaze, Heavy Dust, Sliprain - Absorb MP

Red Mage

Madu, Brint Set, Gold Hairpin - Fire, Thunder, Sleep, Poison, Doublecast - Magic Power+

Sniper

Nike Bow, Bone Plate, Red Boots - Doom Archer, Aim: Armor, Aim: Weapon, Aim: Wallet, Auto-Regen

Summoner

Cheer Staff, Thunder Robe, Magic Ring - Ifrit, Ramuh, Carbuncle, Madeen - Half MP

White Mage

Pure Staff, Mirage Vest - Curaga, Esuna, Full-Life, Shell

Marche will find a ton of Materite, when a bandit clan appears and attacks Marche, mentioning a streetear who can't be anyone but Doned.

After, Marche calls Doned out. Doned does so, but grabs Marche's stone, and breaks it. He accuses Marche of taking it as a gift for Mewt, and of trying to bring the world back to what it was. He says that he can't run around in the real world, and that he doesn't want to go back, and runs away. Marche muses that Doned thinks he has something, but Doned has something he doesn't but wants.

=====

v. Present Day PRND

=====

Before going to the next mission, secure an Angel Ring if you can, and equip Marche with it.

Head to Bervenian Palace.

Present Day Part 1 - Bervenian Palace #020

Finished Materite Now!

Win Battle

25000 Gil, 40 AP, 100 CP, Tubola Cave Icon

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

Bervenian Spokesman

Thief - Various steal abilities, Sensor/Mog Peek, Sniper x3 - Beso Toxic, Aim: Arms, Juggler - Dagger, Archer(Marche) - Aim: Arm, Various steal abilities

Forbid Blades, Alchemy, and Techniques. Don't let Steal, Missile, Aim, or Juggle forbidden.

Three of the five opponents with mostly short range attacks use Blades. What does that tell you? Eliminate the ability to use it by forbidding blades, and concentrate foremost on the Templar, who proves the most deadly challenge. After that's done, if you didn't get Alchemy forbidden, dispose of the Alchemist. Finishing that, destroy the Mog Knight and two Gladiators.

For the Thief, there's something that should be noted. This mission is the first where the enemy actually has some hidden items - as such, you'll need either Sensor or Mog Peek to see it.

Alchemist

Lite Crosier, Gaia Gear, Feather Cap - Scorpion Tail - Death, Flare, Poison, Toad - Magic Power+

Gladiator

Ogun Blade, Brigandine, Gauntlets - Wild Swing, Fire Sword, Bolt Sword, Ice Sword - Strikeback

Gladiator

Venus Blade, Brigandine, Bracers - Rush, Beatdown, Blitz - Strikeback

Mog Knight

Pearl Blade, Platemail, Cross Helm - Materia Blade - Mog Attack, Mog Lance, Mog Rush, Mog Shield, Mog Aid

Templar

Lionheart, Platemail, Opal Helm - Astra, Warcry, Rasp, Haste - Bonecrusher

NOTE! From now on, I will NO LONGER provide plot summaries. This is due to the fact that from now on, all but one mission will contain a ton of spoilers, most of it major. I will not spoil everything; this guide will allow you to get through the ending on your own. (AKA: I'm too much of a lazy ass to type out the rest of the stuff)

Present Day Part 2 - Bervenian Palace #020
Finished Present Day Part 1
Defeat Boss!
Nothing

Archer(Marche) - Aim: Arm, Various steal abilities

Don't let Aim or Steal forbidden.

It's a one-on-one match against Llednar. You'll be unable to change jobs beforehand, so hopefully you got your Angel Ring. Otherwise, you'll have to be highly leveled if you want a chance at both lasting and stealing all of Llednar's equipment. My suggestion is to immediately disable him, steal at least his weapon, and then disable him while running away. Without his weapon, he'll be severely weakened. After a while, Judgemaster Cid will appear, ending the battle.

Biskmatar(Llednar)

SaveTheQueen, Maximillian, Bangaa Helm, Caligula - Omega, Abyss, Ripcircle, Furycircle - Counter

=====
w. Hidden Vein HDDV
=====

Contract the mission "Hidden Vein" at any pub.

Hidden Vein - Tubola Cave #021
Finished Present Day
Win Battle
26200 Gil, 40 AP, 100 CP, Deti Plains Icon
Most say the Tubola Cave mines were depleted during the 1st Mythril Rush, but my grandfather's will says otherwise. Please check!

Cruu, Mine Forman

Assassin x2 - Last Breath, Gunner x2 - Dagger, Fighter x2 - Air Render, Far Fist

No laws of notice, just don't let Corner, Gunmanship, or Blades forbidden.

Split your force into two sides, with an Assassin, Gunner, and Fighter for each. Put the stronger Assassin, Gunner, and Fighter to face the right flank, and the weaker guys to face the left force. Send the Assassin in to attack the closest man, and have the Fighter follow up from behind with Air Render/Far Fist. Keep the Gunners side by side shooting at their respective sides, and once one side is down, interchange the Gunner with no targets to the other side, then continue shooting.

Animist

Black Quena, Survival Vest, Thief Hat - Sheep Count, Tail Wag, Friend - Block Arrows

Blue Mage

Harpe, Mirage Vest, Feather Cap - Twister, Bad Breath, Roulette, White Wind - Damage > MP - Immunity

Juggler

Orichalum, Bone Plate - Hurl, Firebomb, Dagger, Smile - Catch

Mog Knight

Paraiba Blade, Power Sash, Iron Helm - Mog Guard, Mog Rush, Mog Shield, Mog Peek, Mog Aid - Last Haste

Sage

Drain, Giga Flare, Bio - Reflex

White Monk

Survivor, Judo Uniform, Feather Boots - Earth Render, Far Fist, Chakra, Revive - Counter

=====
x. To Ambervale TAMV
=====

To Ambervale - Deti Plains #022

Finished Hidden Vein

Win Battle

27000 Gil, 40 AP, 100 CP, Seina Gorge Icon

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

Gunner x3, Dragoon x2 - Jump, White Mage(Marche) - Esuna, Cura

If you can, try to get Status forbidden, as it will REALLY help you out. Don't

let Holy, Dragon Tech, or Gunmanship get forbidden.

The main problem here is that you'll be having to fight uphill, and you're cornered in one tiny area of the map. The only solution is to hit the enemy with as much long-distance damage as possible before they can reach you. Although it is an effective strategy, if the monsters get within striking range of you (notably the Big Malboro and the Lilith), you're screwed with status effects. That's what the White Mage is there for with Esuna.

Big Malboro

Bad Breath, Soundwave

Coeurl

Blaster - Reveal - Block Arrows

Jawbreaker

Level 3 Defenseless, Level 5 Death, Suffocate - Block Arrows - Weapon Attack+

Lilith

Twister, Poison Fang, Kiss

Thundrake

Bolt Breath - Geomancy

=====
y. Over the Hill OTHL
=====

Head to Siena Gorge.

Over the Hill - Siena Gorge #023

Finished To Ambervale

Win Battle

28600 Gil, 40 AP, 100 CP, Seina Gorge Icon

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

Gunner x3, Dragoon x2 - Jump, White Mage(Marche) - Cura, Protect, Shell

Of the laws you want forbidden, try for Summon, Spirit Magic, Corner, or Lunge. Don't let Dragon Tech, Holy, or Gunmanship be forbidden.

Well, this is it. You're finally battling against Ritz and her clan, and they are tough. Thankfully, some weaknesses. First off, no field attacks. This allows you to shoot from afar with your Gunners before they can get around and cause you havoc. Second, they're up top a huge mountain, so if you can get as far away from the mountain as possible, their long range attacks won't be

able to hit you, and you can hit them, so they'll have to come down. Once that happens, attack them with your Dragoons.

If you're REALLY high-leveled, you can trade some of your units for Thieves.

Assassin

Max's Oathbow, Rubber Suit, Ninja Tabi - Last Breath, Aphonía, Rockseal,
Oblivion - Return Fire

Elementalist

Madu, Minerva Plate, Gold Hairpin - Fire Whip, White Flame, Shining Air,
Heavy Dust, Elemental Shift - Absorb MP

Fencer

Madu, Brigandine, Gold Hairpin - Swallowtail, Piercethrough, Nighthawk

Red Mage(Ritz)

Femme Fatale, Brint Set, Ribbon - Fire, Thunder, Blizzard, Steep, Doublecast -
Catch - Magic Power

Sniper(Shara)

Seventh Heaven, Galmia Set, Ribbon - Death Sickle, Doom Archer, Aim: Armor,
Aim: Weapon - Auto-Regen

Summoner

Nirvana Staff, Silver Coat, Galmia Shoes - Ifrit, Ramuh, Shiva, Phoenix,
Maden - Half MP

=====
z. Royal Valley RYVL
=====

Royal Valley Part 1 - Ambervale #024
Finished Over the Hill
Defeat Llednar!

Dragoon - Jump, Fighter - Double Sword, White Mage - Cura, Auto-Life, Black
Mage(Nu Mou) - Giga Flare, 3rd level offensive spells

Get Target All and Skill forbidden.

You have one hell of a battle here. Not only are you 4 - 6, but you're also facing Llednar. Thankfully, you only have to defeat Llednar, and Llednar's the type of person who just has to charge at you. This means that you can hit him from two sides with your Dragoon and Fighter, blast him with spells from your Black Mage, all the while healing your units with your White Mage. If the

Soldier

Shortsword, Bronze Shield, Cuirass

White Mage

White Staff, Hempo Robe

White Monk

Hard Knuckles, Bronze Shield, Leather Garb - Shieldbearer

Dolce swears that he paid for his food, but Marche doesn't believe him and tell him that they're taking him in. After he is defeated in battle, Dolce says he doesn't want to get arrested.

Wanted! - Jeraw Sands #026

Bardmoon, finished Jagd Hunt

Defeat the Bosses!

13600 gil, 40 AP, 30 CP

This Month's Wanted! Gabbana Brothers: 13600 gil

-Theft (4 counts)

-Rosioti slaying

-Always together

-Target desert travelers

Cancellation possible, Non-repeatable

Dragoon x3 - Jump, Any Element Breath, Assassin x2, White Mage - Cura, Life

Don't let Techniques, Corner, Holy, or Color Magic get forbidden. Try to get forbidden Charge, Steal, Time Magic, Call, or Stunt.

The enemy here is trying to take you down through stealing your equipment, disabling you, and then attacking head-on. The way to counteract against them is to make your units big and beefy, or otherwise agile and fast-killing. Dragoons can absorb a lot of damage before they fall, and with their long range Jump attack along with Fire Breath, Ice Breath, and Lightning Breath, they can attack more than 1 unit. Assassins can slip in and kill the enemies quickly, and the White Mage is there to keep the Dragoons and Assassins strong and revive them in the case that they do get defeated.

Juggler(Lil Gabbana)

Jambiya, Ice Shield, Spiked Boots - Shieldbearer, Last Haste - Shieldbearer

Mog Knight(Big Gabbana)

Air Blade, Ice Shield, Iron Helmet, Survival Vest - Last Haste

Thief

Sword Breaker, Chain Plate

Time Mage

Terre Rod, Mistle Robe

Warrior

Striborg, Iron Armor, Spiked Boots

White Monk

Kaiser Knuckles, Adaman Vest, Spiked Boots

The Gabbana brothers decide to scam, but Marche won't let them. After, the remaining Gabbana brother will comment that it definitely wasn't their day.

Wanted! - Giza Plains #027

Madmoon, finished Herb Picking

Defeat the Boss!

2800 gil, 40 AP, 30 CP

This Month's Wanted! Diaghilev Godeye: 2800 gil

-Using alchemy to make counterfeit gil

-Rumored to have a third eye

Cancellation possible, Non-repeatable

White Monk, Soldier x2, Fencer, Black Mage - 1st class offensive spells, White Mage - Cure

Get Aim or Steal forbidden if possible.

Send forth your four direct-attack units to hit the Gladiator and Thief right away, with your two stronger units on the Thief. Devote more power to defeating the Thief, and then the Gladiator. After that's done, bowl your way through whoever is guarding Diaghilev and defeat Diaghilev Godeye.

Alchemist (Diaghilev)

Energy Mace, Feather Cap, Leather Garb - Magic Power+

Archer

Thorn Bow, Leather Garb

Dragoon

Javelin, Cuirass

Gladiator

Sweep Blade, Chain Plate - Last Berserk

Thief

Jack Knife, Leather Garb

Diaghilev tells Clan Nutsy that he saw them coming with his third eye, and Marche tells him they're there for him. After, Diaghilev says that it seems to have been fate that he would be captured.

Wanted! - Uladon Bog #028

Sagemoon, finished Scouring Time

Defeat the Boss!

18000 gil, 40 AP, 30 CP

This Month's Wanted! Swampking Kanan: 18000 gil!

-Ex-palace guard(AWOL)

-Raiding local towns from a camp in the Uladon Bog

Cancellation possible, Non-repeatable

Fighter x2 - Far Fist, Gunner x2 -Paralyzshot, Dragoon x2 - Jump, Cura

Don't let Missiles, Blades, Gunmanship, or Spears get forbidden. Get Summon Magic or Bows forbidden if you can.

Everything here is about hitting from afar. Shoot straight off with your Gunners at the Bishop so that the opposition doesn't have any unit to heal them, then head in with your Dragoons and Fighters. Dragoons should stay from behind and Jump on the opponents, and if the opportunity presents itself, hit two or more units with the Fighters' Far Fist.

Archer

Artemis Bow, Green Beret, Survival Vest - Concentrate

Bishop

Cura Staff, Adaman Vest, Magic Ring - Weapon Defense+ - Defend

Dragoon

BUrglar Sword, Iron Helmet, Iron Armor - Doublehand - Laste Berserk

Summoner

Judge Staff, Circlet, Thunder Robe - Hail MP, Absorb MP

Templar (Kanan)

Kain's Lance, Cross Helmet, Plate Mail, Feather Boots - Weapon Attack+ -
Bonecrusher

Kanan tells Marche and clan that they've come a long way for nothing, and Marche says that they know what he's been up to. After, Kanan admits that he had made some bad choices and knows that he's finished.

Wanted! - Jagd Helje #029
Finished Present Day and Den of Evil, Huntmoon
Defeat the Boss!
45000 gil, 40 AP, 30 CP, Zanmato
This Month's Wanted! Killer Rayne: 45000 gil
-Fearsome female assassin
-Said to know all the skills of her trade
-Hiding in Jagd Helje

Cancellation possible, Non-repeatable

Gunner x3 - Paralyshot, Sleepshot, Summoner x3 - Madeen, Phoenix

None, it's a Jagd.

What you want to do is take down Rayne as soon as possible. In accomplishing this, there are a couple of important things to do. One is making sure that you can attack as far away as possible (Gunnery, Summoners), and the second is to make sure that your allies don't die (hence the Phoenix summon for the Summoners). So, attack from afar with your Gunnery and Summoners, and take out anybody that gets too close to you.

Assassin (Rayne)

Petalchaser, Ninja Gear, Bracer, Fortune Ring - Auto-Regen

Gunner

Peacemaker, Brigandine, Gauntlets - Last Quicken

Red Mage

Colicemarde, Minerva Plate, Magic Ring - Magic Power+

Sniper

Hades Bow, Power Sash, Spiked Boots - Concentrate

Rayne will be surprised Marche's clan was gutsy enough to come, and then we fight. After, Rayne will be glad she at least fought.

Wanted! - Jagd Ahli

#030

Kingmoon, finished The Bounty, Wanted(#25), and Exploration

Defeat the Boss!

22600 gil, 40 AP, 30 CP, Onlyone

This Month's Wanted! Dark Duke Lodion: 22600 gil[Warning: Very Dangerous!]

-Powerful magic

-Numerous followers

-Active in Jagd Ahli

Cancellation possible, Non-repeatable

Gunner x2 - Paralyzshot, Ultima Charge, Assassin x3 - Last Breath, Shadowbind, Aponia, Paladin - Holy Blade, Defense, Life, Cura

None, it's in a Jagd.

You have a choice of either defeating the guard units and then taking out Lodion, or taking out Lodion right away. Should you choose the latter choice, use your Gunners' Ultima Charge to take out the farther units, while you let your Assassins take care of the frontal guard units. After that, you can take care of Lodion. If you want to defeat Lodion off the bat, hit him with the Gunners' Ultima Charge as soon as you get the chance, and use your Assassin abilities at every possibility. Remember though, this is a Jagd, so be sure to end the battle with all your units still alive.

Archer

Nail Bow, Green Beret, Brigandine

Assassin

Murasame, Survival Vest, Bracers - Return Fire

Dragoon

Partisan, Iron Armor, Battle Boots - Dragonheart

Fighter

Sun Blade, Power Sash, Gauntlets

Lodion asks Marche if he and his clan came to find out why he was called the Dark Duke, and Marche says that whether or not he's a Dark Duke, he's going to go to jail. After defeating Lodion, Lodion is shocked that he failed.

Ruby Red - Baguba Port #031
Finished Desert Patrol and Wyrms Awaken
Defeat all enemies

16000 gil, 40 AP, 30 CP, Wyrmsstone

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

Viscount Rashie

Cancellation possible, Non-repeatable

Beastmaster - Dragon, Cura, Black Mage x3 - 2nd level offensive spells, Cura, Templar x2 - Warcry, Rasp

Get Missiles forbidden. Don't let Color Magic or Dmg2: Animal be forbidden.

The only real threat here is the Blue Mage - his Auto-Whisper will allow an ally to rise once again after they are dead. Deal with the Blue Mage threat by converging on him with your two Templars and using Rasp to immediately deal a blow to the Blue Mage's MP count, then take him out with your Templars. The Beastmaster should be used to turn the Wyrms on each other, while the Black Mages are there for routine heavy damage.

Archer

Artemis Bow, Headband, Judo Uniform

Beastmaster

Half MP - War Trumpet, Brigandine, Magic Ring

Blue Mage

Aqua Saber, Thunder Robe, Fortune Ring - Immunity

Hunter

Twin Bow, Power Sash, Spiked Boots

Icedrake

Counter

Thundrake

Geomancy

The beastmaster claims he didn't steal the ruby, but Marche knows better.

Afterwards, Marche will take the ruby back.

Tower Ruins - Koringwood

#032

Press Select on The Hero Gaol when you have it, finished Hot Awakening

Defeat all enemies

30 AP, 30 CP

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

Cancellation possible, Non-repeatable

Beastmaster x4 - Goblin, Dragon, Bomb, Malboro, Dragoon x2 - Wyrmslayer

Don't let Control, Techs, or Dmg2: Animal become forbidden.

Start off by using the Control techniques on all the monsters except for either the Firewyrms or Icedrakes - the dragon you don't control gets slain by the Dragoon's Wyrmslayer. With one dragon out, turn the four remaining monsters against each other, and start picking them off with your two Dragoons, starting with the second Dragon. After the second Dragon, choose which monster you want to kill next, until they are all down.

Bomb

Nothing

Firewyrms

Nothing

Goblin

Counter

Icedrakes

Nothing

Malboro

Nothing

Marche comments that there are still plenty of monsters to take the red-armed fiend's place. After, he wonders whether he'll ever be like the Hero Gaol.

Battle in Aisen - Aisenfield

#033

Press Select on The Hero Gaol when you have it, finished Hot Awakening

Defeat all enemies

40 AP, 30 CP

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

Cancellation possible, Non-repeatable

Black Mage x3 - 2nd level Offensive Spells, Bishop x3 - Water, Aero, Cura, Break

Get Techs and Missile forbidden. Don't let Color Magic or Prayer follow the same fate.

With Missile and Techs forbidden, the enemies are reduced to the Fighter, Fencer, and Dragoon being able to only attack regularly. Of course, you can't let them do that - thus the Black Mages and Bishops. Stay from afar to pick them off, and if you're feeling a bit giddy, use Break - it'll petrify the enemy if it works. After the main three foes are done, take out the Archers in rapid succession.

Archer

Char Bow, Feather Cap, Adaman Vest - Maintenance

Archer

Long Bow, Chain Plate, Battle Boots - Concentrate

Dragoon

Partisan, Bronze Helm, Bronze Armor - Weapon Defense+

Fencer

Stinger, Round Shield, Chain Plate

Fighter

Atmos Blade, Power Sash, Gauntlets, Battle Boots - Doublehand

Marche comments on how this is where the Battle of Aisen was fought. After, Marche wishes he could've seen the gathering of the knights.

Press Select on The Hero Gaol when you have it, finished Desert Patrol

Defeat all enemies

50 AP, 30 CP

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

"The Hero Gaol," Chapter 3

Cancellation possible, Non-repeatable

Beastmaster x3 - Dragon, Panther, Bomb, Dragoon x3 - Wyrmslayer

Don't let Control, Techs, or Dmg2: Animal become forbidden.

This follows pretty much the same strategy as Tower Ruins. Use your Beastmasters to control the non-Dragons and turn them against the Dragons. At the same time, assign your Dragoons each to a Dragon and take them out with Wyrmslayer, which deals a heavy dose of damage to Dragons. After the dragons are all down, focus on having the three remaining enemies kill each other, using the Dragoons as an extra measure.

Antlion

Weapon Defense+

Bomb

Nothing

Firewurm

Weapon Attack+

Icedrake

Weapon Defense+, Counter

Red Panther

Reveal, Counter

Thundrake (Gerland)

Geomancy

Marche is shocked that Gerland is still living, but still defeats Gerland.

Press Select on The Hero Gaol when you have it, finished Desert Patrol, Combat Level 10

Defeat all enemies

60 AP, 30 CP, Ayvuir Red

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

Cancellation possible, Non-repeatable

White Mage - Life, Curaga, Paladin x5 - Holy Sword, Saint Cross

Get Status and Defend forbidden.

You're in for a not-so-forgiving battle here. Although the Time Mage is restricted from using his magic and the Defenders can only do physical attacks, you've still got Lord Ghost to deal with. Start off by attacking the White Mage with your Paladins, then move on to take out the Defenders. With them out of the way, corner Lord Ghost and finish him off, then deal with the Time Mage. Heal as necessary.

Defender

Lohengrin, Platemail, Iron Helm, Gauntlets

Defender

Falchion, Bronze Armor, Bronze Helm, Bracers

Time Mage

Terre Rod, Magus Robe, Round Shield, Feather Cap - Shieldbearer - Last Quicken

Vampire (Lord Ghost)

Weapon Attack+, Block Arrows

White Mage

Cure Staff, Magus Robe, Spiked Boots, Magic Ring - Turbo MP - Absorb MP

The keeplord's ghost confronts Marche, thinking he is Gaol, and Marche will fight in Gaol's place. After, Marche obtains the Ayvuir Red, one of the twin swords.

Twin Swords - Eluut Sands

#036

Press Select on The Hero Gaol when you have it, finished Village Hunt, Combat Level 10

Defeat all enemies

40 AP, 30 CP, Ayvuir Blue

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

"The Hero Gaol," Epilogue

Cancellation possible, Non-repeatable

Any 6 units.

Get Status, Charge, and Gunmanship forbidden.

There's really no bothering in formulating a strategy for this; the highest enemy in this battle is level NINE, and by now, you should be around level 10 at the lowest. But anyways, the enemies here shouldn't provide too much of a threat to you; eliminate the Black Mage and Animist first, then do a mop-up of the other units.

Animist

Earth Bell, Chain Plate, Spiked Boots

Black Mage

Rod, Silken Robe, Battle Boots

Gunner

Lost Gun, Green Beret, Leather Garb, Battle Boots - Concentrate

Mog Knight

Atmost Blade, Round Shield, Iron Helm, Iron Armor - Geomancy - Last Haste

Mog Knight

Shadow Blade, Round Shield, Survival Vest, Battle Boots

Time Mage

Firewheel Rod, Silken Robe, Fortune Ring - Last Quicken

The Mog Knight asks why Marche and co are defaning Lini's grave, and Marche says he'll show them that he's worthy to visit. After, the Mog Knight is satisfied, and we gain Ayvuir Blue.

4200 gil, 40 AP, 30 CP

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

Barba, Junior Researcher

Cancellation possible, Non-repeatable

Fighter x2 - Air Render, Fencer x2, Dragoon x2 - Breath abilities, Jump

Don't let Techniques, Blades, Rapiers or Spears get forbidden, and especially not Dmg2: Animal.

Your enemies are entirely hand-to-hand combat fighters, so adjust your party to react similarly. Keep your Fighters and Dragoons at distance when you can though, using Air Render for the Fighters and Fire/Ice/Lightning Breath and Jump for the Dragoons to keep the enemies from being able to hit you just as they start their turn. The Fencers should go and attack their enemies directly head-on.

Antlion x2

Counter

Antlion

None

Coerl

None

Goblin

None

Seeing all the antlions around, Marche figures that this must be the antlions' nest. Afterwards, Marche wonders if the moogles' village lies just ahead.

Fire! Fire! - Cyril #038
Finished Herb Picking
Defeat all enemies
3600 gil, 40 AP, 30 CP, Sprinkler Mission Item
[Breaking News]

Fire on Grasgreen street! Need help to quench the spreading blaze.

Cyril Fire Chief

Cancellation possible, Non-repeatable

Black Mage x6 - Blizzard

Don't let Color Magic or Ice get forbidden. Get Fire forbidden if possible.

In case the strategy isn't obvious enough, I'll spell it out for you; Use your Black Mage's Blizzard attacks on the four Bombs to eliminate them quickly.

Bomb x 4

None

Marche exclaims that the Bombs will burn the whole town down. After, Marche will be glad that they were able to stop the Bombs before they were allowed to spread to other streets.

The Wanderer - Muscadet #039

Finished Scouring Time, Muscadet Pub

Defeat all enemies

11400 gil, 40 AP, 30 CP, Tonberrian

The Body of a viera was found last night with several knife wounds. Anyone with information should contact us.

Meiral, Palace Guard

Cancellation possible, Non-repeatable

Gunner x6 - Paralyshot

Don't let Missiles, Dmg2: Animal, or Status be forbidden.

The whole point of this battle is to really keep the two Tonberries and Masterberry from attacking you. Since they are naturally sluggish at moving around, this should not be too hard of a task in the first place. However, you can sweeten the deal by bringing in six units, paralyzing the Berries, and attacking them from afar.

Masterberry

Nothing

Tonberry x2

Nothing

Marche figures out that the Masterberry was the assassin, and after defeating the three Berries, decides to leave the case to the judges.

Battle Tourney - Bervenia Palace #040

Finished Present Day, Kingmoon

Defeat all enemies

7000 gil, 40 AP, Sequence

[Breaking News]

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

Bervenia Events Office

Cancellation possible, Repeatable, 15 days

Animist - Sleep, Thief x3 - Steal abilities, Double Sword, Dragoon x2 - Jump

If possible, get Color Magic, Skills, Chivalry, or Defend forbidden.

The enemies start off clumped together, leaving the perfect opening for a quick cast of Sleep. Once they're in stasis, you can simply rob them of their equipment, and then mow them down with Double Sword and the Dragoon's spears. Careful, though, as the Dragoon has Strikeback; you're going to have to hit him from two squares or use Jump to take him out.

Defender

Ragnarok, Iron Armor, Flame Shield, Bracers - Shieldbearer

Dragoon

Gale Sword, Round Shield, Platemail, Iron Helmet - Shieldbearer - Strikeback

Illusionist

Terre Rod, Mistle Robe, Wizard Hat, Magic Ring - Half MP

Paladin

Lohengrin, Platemail, Ice Shield, Spiked Boots - Half MP

Sage

Druid Mace, Opal Shield, Magus Robe, Magic Ring

Marche hopes for the best, and the crowd loves his clan.

Mage Tourney - Bervenia Palace #041

Finished Present Day, Sagemoon

Defeat all enemies

7000 gil, 40 AP, Sapere Aude

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

Bervernia Events Office

Cancellation possible, Repeatable, 15 days

Black Mage x4 (Nu Mou) - 3rd Level Offensive Spells, Turbo MP, Return Magic, Curaga, Life

Rules won't apply too much here, since Color Magic is the only thing you can use. However, if you have an Allmighty, you can just use it and ban Color Magic, and the enemy mages will be helpless.

Odds are you're going to get your ass kicked in this battle. The four enemy units are fast, and they are powerful. However, they only have one Nu Mou, and that is their White Mage. He also won't hesitate to use Life if any of his allies fall, so devote all your efforts at him first and foremost. Once he's down and out of the running, focus on the Red Mage viera, then take out the Blue Mage and Black Mage. Heal as necessary.

Black Mage

Sleet Rod, Flurry Robe, Spiked Boots, Magic Ring - Geomancy - Return Magic

Blue Mage

Aqua Saber, Circlet, Mistle Robe, Scarab - Half MP - Absorb MP

Red Mage

Scarlette, Gold Hairpin, Thunder Robe, Fortune Ring - Half MP - Absorb MP

White Mage

Judge Staff, Circlet, Blaze Robe, Magic Ring - Half MP - Absorb MP

Marche comments that this trial should prove useful for showing off their magic. After, cheers.

Swimming Meet - Bervernia Palace #042

Finished Present Day, Huntmoon

Defeat all enemies

7000 gil, 40 AP, Acacia Hat

[Breaking News]

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

Bervernia Events Office

Cancellation possible, Repeatable, 15 days

Gunner x2, Defender/Ninja/Paladin x2

Get Techs and Holy forbidden. Don't let the various abilities of your units get forbidden.

The entire area is a swamp. What you must do is equip Feather Boots on all your units before you enter the battle - that way, they can attack even when they are in water. Once you start the battle, get your Gunners to the middle of the battlefield, where they can hit from pointblank range basically any enemy. The Defender/Ninja/Paladin(s) should go straight to the enemies and take them out, preferably with your foes at a disadvantage in the water so they can't strike back.

Archer

Artemis Bow, Feather Cap, Minerva Plate, Fortune Ring - Concentrate

Dragoon

Partisan, Iron Helm, Platemail, Gauntlets - Weapon Def+

Gladiator

Icebrand, Ninja Gear, Bracers - Doublehand

White Mage

Judge Staff, Round Shield, White Robe, Scarab - Shieldbearer

Marche comments on the fact that'd he rather fight on dry land. After, cheers all around.

Snow In Lutia - Lutia Pass #044

Finished Herb Picking

Defeat all enemies

3600 gil, 40 AP, 40 CP

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

Cancellation possible, Non-repeatable

Archer, Soldier x3 - First Aid, White Mage - Cure, Black Mage - 1st class offensive spells

Don't let Missiles, Swords, Holy, or Color Magic get forbidden.

This battle is a joke. The end. However, while that may be, this gives the perfect opportunity to level up with self spells if you want, after you defeat two of the three monsters here. But really, this battle is insanely easy when it's a 6 - 3 margin.

Goblin

None

Red Panthers x2

None

Arriving at Lutia Pass, Marche figures that they'll have to clear the monsters out first before the kids can play in the snow. After, Marche figures it safe and decides to take the kids home soon.

Frosty Mage - Lutia Pass #045

Finished Snow in Lutia

Defeat all Enemies

4000 gil, 40 AP, 40 CP, Laglace Sword

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

Cancellation possible, Non-repeatable

Dragoon x2 - Jump, Fighter x2, White Mage - Cura, Mog Knight

Don't let Techniques, Holy, Color Magic, Blades, Healing, the likes, get forbidden. If possible, get Ice forbidden, as that'll stop Gelato.

If you get Ice forbidden, then your main worry with Gelato is gone. With him out of the way, focus your efforts on the Floateye and Red Panthers, and then eliminate Black Mage Gelato. Once he's down and out, go and destroy the two Magic Spheres to destroy Gelato's snowmaking power.

Black Mage(Gelato)

Sleet Rod, Flurry Robe, Spiked Boots - Item

Floateye

Nothing

Red Panther x2

Nothing

Sphere(Magic Device) x2

Nothing

Gelato remarks that without any more ice, the experiment is finished, and tells Marche that he doesn't take interference lightly. Marche orders him to stop his experiments, saying nobody can get through the pass with all the snow. After, Marche tells Gelato it might've been better if he had just gotten permission.

Prof in Trouble - Lutia Pass #046
Finished Snow in Lutia
Defeat all Enemies
4000 gil, 40 AP, 40 CP, Gedegg Soup
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

Cancellation possible, Non-repeatable, 25 days

Black Mage x2 - Fire, White Mage x3 - Cure

Don't let Fire or Holy get forbidden, and try to get Ice forbidden.

Most likely you'll have units at level 10+ by the time you get this mission, but it's still entirely possible that you'll only have units at Level 4 or 5. In that case, your opponents are relatively quite easy - two Ice Flans and three Zombies. Additionally, you get an ally for this mission, a Sage. With your Black Mage's Fire magic used on the Ice Flans and the White Mage's Cure magic used on the Zombies and the Sage's magic taking a good chunk out of the opponents, this battle should be in no way worth any sweat.

Ice Flan x2

None

Zombie (Colin)

Counter

Zombie (Guinness)

None

Zombie (Lyle)

None

Sage (Ally) (Auggie)

Energy Mace, Silken Robe, Battle Boots

Marche asks Professor Auggie if he's OK, and says that they'll help him out. After, Marche tells Auggie that everyone's worried about him, and suggests that they get back as soon as possible.

Hot Recipe - Roda Volcano #047

Finished Diamond Rain

Defeat all Enemies

7000 gil, 40 AP, 40 CP, Blue Rose

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

Cancellation possible, Non-repeatable, 25 days

Dragoon x2 - Ice Breath, Black Mage x3 - Blizzard or Blizzara, Summoner - Shiva

Don't let Ice get forbidden. Try to get Fire forbidden.

This mission should be really easy, as all the foes are under the element of Fire, and use mainly if not completely Fire attacks. By forbidding fire, they cannot attack anymore. By using Ice attacks, it deals heavy damage to the bombs and Firewyrms. All in all, this is a really easy mission here.

Bomb x2

None

Bomb

Counter

Firewyrms

None

Firewyrms

Weapon Attack+

Marche comments that he's pretty sure the lady wants some Bomb Claws for her recipe. After getting some Bomb Claws, Marche says that he'll be taking it back to Rolana.

S.O.S. - Koringwood #048

Finished Hot Awakening

Defeat all Enemies

7800 gil, 40 AP, 30 CP, Topaz Armring Mission Item

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

Clan Center

Cancellation possible, Non-repeatable, 15 days

Archer - Burial, White Mage - Life, Cure, Fighter - Air Render, Far Fist

Don't let Blades, Holy, Aim, or Techniques get forbidden. Try to get Stunt forbidden if possible.

You have two Zombies here that will annoy you to hell and back by reviving themselves every third turn. Stop them dead in their tracks with the White Mage's Life and then use the Archer's Burial on them. Follow up by attacking the other units with the Fighter, and let Shara and Ritz fight where they need to. All in all, with the powerful Shara and Ritz on your side and the quickly dead Zombies, this battle will go by rather quick.

Archer(Shara)

Yoichi Bow, Cachusha, Adaman Vest - Auto-Regen

Fencer(Ritz)

Djinn Flyssa, Circlet, Survival Vest - Auto-Regen

Juggler

Jack Knife, Feather Cap, Adaman Vest, Battle Boots

Sprite x2

None

Zombie x2

None

Ritz will be glad that reinforcements, and Marche comments that it looks like they made it just in time. Afterwards, Ritz tells Marche that she owes him one, but Marche tells her that's just what friends are for.

A Lost Ring - Ulei River

#049

Finished Desert Peril

Defeat all Enemies

5200 gil, 40 AP, 30 CP

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

the Ice Cream Man's Girl.

Cancellation possible, Non-repeatable, 15 days

Gunner x2 -Paralyzshot, Fighter x4 - Double Sword

Don't let Gunmanship, Paralyshot, Missiles, Blades, Dmg2: Animal or Fight get forbidden.

Goblin

Nothing

Lamia x3

Nothing

Sprite

Counter

Marche exclaims that they better find the ring fast after seeing the monsters. Afterwards, Marche finds the ring.

Staring Eyes - Cyril

#050

Ahriman Eye Mission Item, Finished The Cheetahs and Watching You

Defeat all Enemies

4600 gil, 50 AP, 30 CP, Vesper

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

Bran, Streetear

Cancellation possible, Non-repeatable, 25 days

Fighter x3 - Far Fist, Air Render, Dragoon x3 - Jump, Breath abilities

Don't let Techniques, Blades, or Spears get forbidden.

Simple battle plan here. The Ahriman, Floateyes and Belvay are all gathered together in a close proximity. The Fighters are beefy enough to take on the Ahriman and Floateyes when they come down, and the Dragoons are there to take care of anybody who refuses to come down from uphill. The Fighters' Far Fist and Air Render are to be used when the opponent is either out of Blade range or refuses to come down.

Ahriman

None

Beastmaster (Belvay)

Black Quena, Feather Cap, Power Sash

Floateye

None

Floateye

Counter

Belvay tells Marche that he has been watching him, and thinks Marche impudent for interfering with his plans. Marche, having identified Belvay as the criminal, says that he won't get away now. After he gets defeated, Belvay tells Marche that he had better be careful, as he'll always be watching him. After, Marche tells him that he can watch all he want, but he, Marche, does not have anything to hide.

Desert Rose - Gotor Sands #051

Flower Vase Mission Item

Defeat all Enemies

40 AP, 30 CP, Blue Rose Mission Item

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

Delma, Pub Customer

Cancellation possible, Non-repeatable, 15 days

Fighter x3 - Far Fist, Air Render, Sniper x3 - Aim: Arms, Aim: Legs, Beso
Toxico

Don't let Dmg2: Animals get forbidden, along with Techniques, Aim, Fight, or
Blades.

Send your Fighters in to do the dirty work with Far Fist, Air Render, and hand-to-hand fighting. Leave your Snipers at the top of the hill to attack the enemy animals with a rain of arrows. Seeing as you start at the top of the hill and the enemies at the bottom, you should have an easy time getting a head start on them.

Antlion x2

Counter

Jawbreaker

Nothing

Red Panther x2

Reveal

Sprite

Weapon Defense+

Marche needs to get to the oasis with the rose in it, but a bunch of monsters are blocking his path. Afterwards, Marche spots the oasis.

Friend Trouble - Kudik Peaks #052

Finished Jagd Hunt

Defeat all enemies

9000 gil, 40 AP, 30 CP

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

Cancellation possible, Non-repeatable, 25 days

Black Mage x2 - Blizzara, Defender x2, Dragoon x2 - Jump, Ice Breath

Don't let Color Magic, Ice, or Techniques get forbidden.

Rush out two Blizzara spells with your Black Mages at the Cream, and then throw your Defenders and Dragoons at the nearest Red Panther. Move your Black Mages onto the next Red Panther, and when your Defenders and Dragoons are finished with the first Red Panther, go onto the third enemy in line. Eventually, the monsters should be able to succumb under the strength of your clan.

Coerl

Reveal

Cream

Geomancy

Red Panther x2

None

Red Panther

Counter

Marche will wonder what got the monsters all riled up enough to come down the mountains and attack the Hunter. After, Marche figures out that something's wrong with the mountain, but doesn't know what is.

Flesh & Bones - Baguba Port #053
Finished Smuggle Bust and The Big Find
Defeat all enemies
18000 gil, 40 AP, 40 CP, Tiger Hide
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

Cancellation possible, Non-repeatable, 25 days

Black Mage x2 - Level 3 Offensive Spells, Assassin x2, Mog Knight x2 - Mog Lance

Get Hunt, Steal, and Missiles forbidden.

Take on the Thieves first, as they will more than likely still be able to attack, despite the lack of being able to steal. Your two Assassins should be able to make short work of them. While this is going on, devote the attention of your Black Mages and Mog Knights to the other four enemies; while the Black Mages cast magic from afar, the Mog Knights can either use Mog Lance, or get in close and cause hand-to-hand damage.

Archer

Nail Bow, Cachusha, Brigandine - Concentrate - Corner

Gunner

Outsider, Chain Plate, Battle Boots, Fortune Ring - Concentrate - Item

Hunter

Fey Bow, Survival Vest, Spiked Boots, Scarab - Concentrate - Battle Tech

Hunter

Cranequin, Headband, Chain Plate - Fighter Tech

Thief

Rondell Dagger, Jack Knife, Judo Uniform, Bracers - Double Sword - Ninja Skill

Thief

Jambiya, Survival Vest, Gauntlets - Damage > MP - Stunt

The merchants will try to run off, but Marche and co. will stop them.

For A Song - Materiwood #054

Finished Quiet Sands, Muscadet Pub

Defeat all enemies

16000 gil, 40 AP, 40 CP, Trichord

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

Cancellation possible, Non-repeatable, 25 days

White Mage x2 - Curaga, 3rd level Black Magic, 3x

Warrior/Dragoon/Defender/Gladiator

Get Status forbidden. Don't let Holy, Color Magic, Dmg2: Animals or the abilities of your various Bangaa become forbidden.

Normally, this battle would be a cinch. However, you have Leanan, who's a good 10 levels below the enemies, and if she falls in battle, it's game over for you. As such, you need to bring in your three bangaa units to guard Leanan - they're versatile in both HP and attack, making strong guards. Keep your White Mages to the side, healing the bangaa crew and Leanan when necessary, mopping the floor with the enemy units when not.

Firewyrn

Nothing

Malboro

Nothing

Red Panther

Reveal

Sprite

Nothing

Summoner (Leanan) (Ally)

Cure Staff, Cachusha, Silken Robe

Titania

Nothing

Encountering monsters, Marche warns Leanan to get back. After, Marche tells Leanan that it's safe to go.

White Flowers - Giza Plains #055

Finished The Cheetahs

Defeat all Enemies

1600 gil, 40 AP, 40 CP, 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

Cancellation possible, Non-repeatable, 15 days

Black Mage x3 - Fire, Blizzard, Thunder, Soldier x2 - First Aid, White Monk - First Aid

Don't let Dmg2: Animals get forbidden, or Color Magic.

Put your Soldiers and White Monk forward to deal with the enemies, attacking from afar with the Black Mage. Since this is early game that you're likely to contract the mission, you can also have some fun by whetting the opponents down to one unit, and then using First Aid a lot to level up.

Antlion x3

None

Goblin

None

Red Cap

None

Marche will wonder where Temil planted the White Flowers, but he can't search at the moment, since monsters have surrounded him and his clan. Afterwards, Marche will find the flowers and decides to get back home.

New Antilaw - Siena Gorge #056

Finished Over the Hill, Gossiped with Ezel, Cadoan Pub

Defeat all Enemies

34000 gil, 40 AP, 40 CP, Amber, Allmighty Card

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

Ezel

Cancellation possible, Non-repeatable, 25 days

Assassin x3, Sage x3

Get Status and Missile forbidden.

New Antilaw is a battle where you will just want to forsake a good number of tactics and throw out your best units. In this case, it's Assassins and Sages that you'll want. Assassins are naturally agile, and with their one-hit kill abilities, can slay the main threats (Defender and Ninja) right away. When it's the Sages' turn, they can come in and mop up the units unable to fight.

Defender

Lohengrin, Flame Shield, Cross Helm, Carabini Mail - Shieldbearer - Last Berserk

Gunner

Lost Gun, Gaia Gear, Bracers, Battle Boots - Last Quicken

Ninja

Ashura, Murasame, Ninja Gear, Bracers - Double Sword - Last Haste

Red Mage

Estoc, Wizard Hat, Survival Vest, Magic Ring - Magic Power+ - Absorb MP

Sniper

Hunt Bow, Headband, Judo Uniform, Battle Boots - Auto-Regen

Time Mage

Stardust Rod, Wizard Hat, Blaze Robe, Magic Ring - Immunity - Last Haste

A clan confronts Marche's clan and tells them that they're out of luck if they want amber. Marche won't leave without a fight, and afterwards, they get the amber.

Finished Materite Now!, Kingmoon, Sphrom Pub

Defeat all Enemies

7000 gil, 40 AP, 20 CP, Helje Key

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

Cancellation possible, Repeatable, 25 days

Black Mage x3 - Various abilities, 3x Magic units with Steal abilities

Don't let Dmg2: Bangaa, Color Magic, or Steal get forbidden. DEFINITELY get Techs and Defend forbidden.

With Techs and Defend forbidden, pretty much a good amount of the enemys' special abilities are disabled, and they'll have to rely on the good old-fashioned regular attacks. Since all the bangaa boost high defense, you'll probably want to loot their equipment first (Good Diamond equipment), and then take them down with heavy offensive magic.

Defender

El Cid Sword, Diamond Helm, Diamond Armor, Bracers - Weapon Defense+

Defender

Defender, Aegis Shield, Diamond Helm, Diamond Armor - Shieldbearer - Last Berserk

Templar

SaveTheQueen, Diamond Helm, Diamond Armor, Gauntlets - Half MP - Bonecrusher

Templar

Kain's Lance, Diamond Helm, Diamond Armor, Gauntlets - Weapon Attack+

The guards will realize that Julian has broken free, and will attack Marche and co. Marche will feel a bit guilty, but knows that Julian should come back afterwards.

Royal Ruins - Nargai Cave #058

Finished Emerald Keep and Golden Gil

Defeat all Enemies

7000 gil, 40 AP, 40 CP

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

Cancellation possible, Non-repeatable, 25 days

Summoner, Fighter x2 - Far Fist, Air Render, Sage - Giga Flare, Aero, Drain,
Gunner, Assassin - Various Abilities

Don't let Dmg2: Animals get forbidden. Don't let Blades, Techniques, Summon
Magic, Skills, Gunmanship, or CORner forbidden.

The Toughskin will be the only really tough opponent, so you will want your
Assassin to know some instant KO abilities to get rid of this nemesis as
quickly as possible. After that, dish out some damage with your various units
to the Lilith, Lamia, and Titania, and after all that's done, send your
units with non-elemental weapons up to the Odd Statues and destroy them.

Lamia

Weapon Defense+

Lilith

Block Arrows

Titania

Weapon Attack+

Toughskin

None

Odd Statue x2

None

Marche finds the ruins where the ancient coins were once held, but encounters
some monsters. After destroying two odd statues, Marche finds a switch and
flips it, and a door opens.

Sketchy Thief - Deti Plains #059

Finished To Ambervale

Defeat all Enemies

18000 gil, 40 AP, 40 CP, Sketchbook Mission Item

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

Estia, Friend of Laudy

Cancellation possible, Non-repeatable, 25 days

Archer(Viera) x2 - Beso Toxic OR Assassin KO ability, Aim: Arms, Thief x2 -
Various Steal abilities, one should know Black Magic, Juggler x2 - Various

Steal abilities, Dagger

Don't let Aim, Steal, Knives, Sharpshoot, or Stunt get forbidden.

Coming in, you'll be on a near even terrain. The difference between this mission and most others are that some of the enemies have pretty powerful equipment - the one Thief's Dark Gear alone is worth bringing in one thief. However, your clan not only incorporates just one Thief, but FOUR Thieves. Two of them are able to disable the enemy units, rendering them unable to strike back, while an additional two Archers also have the power to disable the units. As soon as you've pilfered the equipment that you need from the enemy, you can either poison them with a Sniper's Beso Toxic or otherwise finish them off with one of an Assassin's instant KO abilities, while destroying other units with your two Jugglers and two Thieves. The lone Jelly, while it might be a pain, can easily be stopped if you have a Thief that knows some Ice spells of Black Magic.

Animist

Black Quena, Round Shield, Brigandine, Fortune Ring - Shieldbearer

Archer

Thorn Bow, Survival Vest, Spiked Boots - Concentrate

Jelly

Counter

Thief

Khukuri, Dark Gear, Thief Armlets, Dash Boots - Geomancy - Absorb MP

Thief

Scramasax, Headband, Survival Vest, Thief Armlets - Concentrate - Last Haste

The Thief thinks that Marche came for the Sketchbook, and introduces him to the Jelly that he created out of the sketchbook. After defeating the Thief, he muses that he might've won if he were a better artist. After getting the Sketchbook back, Marche decides that it is now time to go home.

Showdown - Ozmonfield #060

Finished Quiet Sands and A Dragon's Aid

Defeat all Enemies

36000 gil, 40 AP, 35 CP

The showdown with the Gertai Band is upon us! Date: 10 days from now. Place:

Ozmon. Looking for a few good soldiers!

Cancellation Possible, Non-Repeatable, 10 days

Dragoon x2 - Fire/Ice/Lightning Breath, Jump, Gunner x2 - Paralyshot, Sleepshot, Black Mage x2 - 3rd level offensive spells

Get Elemental, Corner, Charge, and Chivalry forbidden.

In Showdown, the battle will come down to how long you can keep your enemies away from you. In doing this, your two Gunners will be handy. A handy way to keep your units organized here is to have the two Dragoons in front, Black Mages behind, and Gunners more far off on higher terrain. Keep your Dragoons using F/I/L Breath on any units that get too close, attack two units side by side with their spears, or jump on an unsuspecting enemy. Black Mages can keep them at bay with Black Magic; Gunners should paralyse/put to sleep as needed.

Alchemist

Sage Crosier, Gaia Gear, Magic Ring - Magic Power+

Assassin

Genji Shield, Ninja Gear, Gauntlets, Battle Boots - Shieldbearer

Dragoon

Kain's Lance, Cross Helm, Platemail, Spiked Boots - Weapon Attack+

Mog Knight

Kwigon Blade, Opal Shield, Opal Helm, Opal Armor - Geomancy

Paladin

Vigilante, Aegis Shield, Cross Helm, Carabini Mail - Monkey Grip

Summoner

Pure Staff, Mistle Robe, Scarab - Half MP

Marche and the Mog Knight trade insults. After, Marche cheers over their win.

Hit Again - Jagd Dorsa #061

Finished The Bounty

Defeat all Enemies

7000 gil, 40 AP, 35 CP

They got me again, kupo...And they went running off to Jagd Dorsa again, too, kupo...I give up, kupo...

Nono, Once Again

Cancellation Possible, Non-Repeatable

White Mage/Alchemist Nu Mou hybrid x2 - Death, Rasp, Life, Cura, Assassin x4 - Shadowbind, Aphonia, Last Breath

No laws in Jagds.

From the start, take out the various opponents with your four Assassin's KO abilities, and keep the White Mage/Alchemist behind them casting Death, and when it's required, Cura and Life. The battle should clear by pretty quickly unless you have very poor hit percentage rates with your Assassins and White Mage/Alchemist.

Black Mage

Chill Rod, Flurry Robe, Fortune Ring - Geomancy

Blue Mage

Harpe, Adaman Vest, Spiked Boots - Immunity

Gunner

Longbarrel, Green Beret, Chain Plate, Spiked Boots - Concentrate - Last Haste

Ninja

Petalchaser, Ninja Knife, Power Sash, Bracers - Double Sword - Last Haste

Red Mage

Flamberge, Wizard Hat, Minerva Plate - Magic Power+ - Auto-Regen - Sharpshoot

Thief

Khukuri, Round Shield, Survival Vest, Thief Armlets - Shieldbearer - Call

The Ninja will claim to know nothing about a hit-and-run, but Marche doesn't believe him. After, Marche tells them to apologize to Nono, and never to do it again.

Oasis Frogs - Cadoan #062

Finished Twisted Flow, Cadoan Pub

Defeat all Enemies

4600 gil, 40 AP, 35 CP, The Hero Gaol

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

Cancellation Possible, Non-Repeatable

Any units that don't use status-causing attacks. Preferably something that you can abuse to gain levels (ie. Soldier + First Aid)

Get Status forbidden. Enough said.

This whole battle is a joke. As all three units are identical, they're all prone to the same weaknesses - in this case, having Status forbidden. Since they can only do regular, you might as well first take down two of the units, then level up by abusing things such as the Soldier + First Aid trick.

Lamia x3

Nothing

Marche figures out that it was the Lamias eating the frogs.

Missing Prof - Tubola Cave #063

Finished Present Day and Prof in Trouble

Defeat all Enemies

18000 gil, 40 AP, 35 CP

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

Cancellation Possible, Non-Repeatable, 25 Days

Beastmaster x2 - Fairy, Bomb, Dragon, Floateye, Black Mage x2 - Fire, Blizzara, Mog Knight x2

Don't let Control, Color Magic, Fire, Ice, Fight, Dmg2: Animal or Blades forbidden.

The main goal here is to try and take control of the Titania, Bomb, Ahriman, and/or Icedrake, and then attack the two uncontrolled enemies. They will be further damaged by your two Black Mage's and two Mog Knights, and with three units assigned to each of the two uncontrolled units, they should go down fairly quickly. After the two uncontrolled units are down and out, take control of the same two units and turn them against each other, and assign a Black Mage and Mog Knight to each of the monsters, and you should be able to take care of them within the turn. After they're all down and out, go and disable the statues with your physical attacks.

Ahriman

Weapon Attack+

Bomb

Nothing

Icedrake

Counter

Statue (Odd Statue) x2

Nothing

Titania

Weapon Attack+

Marche will wonder where Professor Auggie is. Afterwards, Auggie will yell from behind the statues.

Den of Evil - Tubola Cave #064
Finished Present Day, Helje Key, Combat Level 25

Defeat all Enemies

22600 gil, 40 AP, 35 CP, Jagd Helje Icon

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

Cancellation Possible, Non-Repeatable, 25 Days

Dragoon x3 - Jump, F/I/L Breath, Fighter x3 - Far Fist, Air Render

Get Color Magic, Spirit Magic, Status, and Prayer forbidden.

With the above four items forbidden, pretty much the entirety of the enemy cast is disabled from attacking. All that's left is for them to attack by hand, and pretty much only the Bishop has a decent defense. By staying away from them and attacking them with abilities such as Jump and Far Fist, they won't be able to get close enough to hurt you. If they do, well, that's why your units are physically strong.

Bishop

Cure Staff, Judo Uniform, Gauntlets - Half MP

Black Mage

Flame Rod, Blaze Robe, Black Hat - Turbo MP - Return Magic

Elementalist

Silver Rapier, Magus Robe, Magic Ring - Magic Power+ - Absorb MP

Gadgeteer

Hard Knuckles, Thief Hat, Gaia Gear - Damage > MP

Time Mage

Stardust Rod, Round Shield, Black Robe - Shieldbearer

White Mage

Snake Staff, Mistle Robe, Scarab, Magic Ring - Turbo MP

Marche figures out that they'll have to defeat the other clan to pass. After, Marche figures that they're passing into a Jagd.

Exploration - Gotor Sands #065

No Requirements

Defeat all Enemies

40 AP, 35 CP, Jagd Ahli Icon

-Exploration Tour

Want to travel to unspoilt wilderness where not even desert dwellers fare?

Just 1,000 gil at the pub!

Ivalice Tourism Board

Cancellation possible, Non-repeatable

Black Mage - Fira, Dragoon - Jump, Ice Breath, Gunner x2, Paladin x2 -
Holy Blade

Don't let Holy, Fire, Color Magic, Techniques, Gunmanship, or Chivalry get forbidden. ESPECIALLY don't let Dmg2: Animals get forbidden.

Take your Dragoon and Paladins uphill to fight the animals, with the Dragoon attacking ASAP with Jump. They should be able to contain the monsters from advancing with their big amounts of HP. The Black Mage is there to take care of the Ice Flan, and the Gunners will decimate the foes before the rest of the clan meets up with them.

Coerl

Reveal

Grenade

Weapon Attack+

Ice Flan

Weapon Attack+

Jawbreaker

None

Marche figures the destination in the Gotor Sands that they're headed to is straight up ahead past the monsters that are in their way. Afterwards, Marche is excited that they'll be entering uncharted lands.

A Dragon's Aid - Delia Dunes #066

Beat Desert Patrol and Wyrms Awaken

Defeat the boss!

31600 gil, 40 AP, 40 CP, Ozmonfield Icon

A dragon is attacking Baguba, and only the Delia Wyrms can stop it! They'll talk to me if I bring them the Wyrmsstone!

Kiti, Baguba Watch Chief

Cancellation possible, Non-repeatable

Thief x3 - Steal abilities, various Ninja abilities, Beastmaster x2 - Dragon, Black Magic, White Mage - Curaga, Black Magic

Don't let Control, Dmg2: Animal, Color Magic, Holy, or Steal banned. If possible, try to get Spears and/or Techs outlawed.

While only the one Dragoon needs to be defeated, both of the Dragoons still have some decent equipment to be pilfered. To this end, use your Beastmasters to keep the Wyrms distracted, and use your Thieves to steal equipment from the two Dragoons, with the White Mage healing any damaged units. Once done getting the armor and weaponry you desire, start attacking the head Dragoon.

Dragoon

Restorer, Genji Shield, Jenji Armor - Shieldbearer

Dragoon

Trident, Cross Helm, Dragon Mail - Trident

Firewyrms

None

Icedrake

None

Thundrake

None

The Dragoon will warn off Marche, but Marche will beg for their help. After winning, the Dragoon will offer Marche their help.

Missing Meow - Deti Plains #067
Finished Royal Valley and Lucky Charm, Rabbit Tail
Defeat the boss
27000 Gil, 40 AP, 30 CP, Ally Finder2
Please find my pet. His name is "meow" because he goes "meow meow." He likes rabbit tails. Thank you!

Amelie, Owner of Meow

Cancellation possible, Non-repeatable

4x Dragoon/Defender/Gladiator/Warrior

Get Status forbidden. Don't let various abilities of your units become forbidden.

Meow is a strong coeurl, and for that, you'll want to bring in soldiers that can take damage. Since many bangaa classes are heavily concentrated in both HP and Attack, that makes them a natural choice to take on Meow. If Status is forbidden, then Meow doesn't have too much of a crutch to fall back on. Surround Meow with your four units, and let loose strife.

Coeurl (Meow)

Reveal - Block Arrows

Marche finds Meow, and proceeds to fight him. After, Meow will die.

Fowl Thief - Cyril #068

Finished Thesis Hunt

Defeat the boss

3600 Gil, 40 AP, 30 CP

A thief has been coming in the night and stealing our chickens! Please, catch him for us!

Kariena, Little Girl

Cancellation possible, Non-repeatable

Archer - Aim: Legs, Black Mage - First level offensive spells, White Monk - First Aid

Don't let Aim, Fight, Healing, or Color Magic get forbidden.

This fight is really easy if you waited until a bit later to fight it, as the lone thief is only at level 7, making it an easy fight. Otherwise, attack straight off with your Archer to disable Dabarosa from moving, and use the Black Mage's Black Magic to deal him damage without being in his way. The White Monk should be able to take some hefty damage, so following the pattern of going in and attacking, going out and using First Aid, and going back in and attacking again should work.

Thief (Dabarosa)

Khukuri, Survival Vest, Gauntlets - Weapon Defense+ - Counter

Dabarosa will realize that he's been found, and that he will have to fight his way out. Marche tells Dabarosa to give back the chickens that he stole.

Free Sprohm! - Sprohm #069
Finished Thesis Hunt and read the Area Freed! rumor
Defeat all enemies
2400 Gil, 40 AP, 50 CP
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

Cancellation possible, Non-repeatable

Fighter x2, Archer x2, Black Mage x2

Get Holy and Steal forbidden. Don't let Blades, Missiles, or Color Magic be forbidden.

Although you're likely to be in the realm of level 25-35 by the time you go to this mission, here's the gist; start off by taking down the Warrior with all your strength, Fighters, Archers, and Black Mages. Once he's down for the running, take on the Thief (Warose). He shouldn't be too much of a threat when alone and without the White Mage able to heal him. After, take out the White Mage, who should be rendered defenseless by having Holy forbidden.

Thief (Warose)

Khukuri, Survival Vest - Counter

Warrior

Falchion, Bronze Helm, Bronze Armor - Counter

White Mage

White Staff, Silken Robe, Magic Ring

Warose tells his men to get Marche and co, and Marche tells him there is no escape for them. Afterwards, Marche comments that Borzoi is never up to any good.

Raven's Oath - Giza Plains

#070

Finished Free Sprohm! and read the Our Heroes rumor

Defeat all enemies

6400 Gil, 40 AP, 30 CP

Think you can push Clan Borzoi and its allies around? Next time, you face me:
Dread Raven!

Raven, Borzoi Capo

Cancellation possible, Non-repeatable

Dragoon x4 - Jump, F/I/L Breath

Get Color Magic forbidden.

Raven is in himself a tough Paladin (of course, you should have been at level 20 by the time you got to this mission, but I digress), so you'll want to devote your manpower to him and him exclusively. Don't surround him and block him in, as he has Counter. Instead, hit him from two spears away with spears, or use Jump/Breath. After he's finished, take on the Black Magic, rendered useless with the forbidding of Color Magic.

Black Mage

Thunder Rod, Wizard Hat, Thunder Robe - Return Magic

Paladin (Raven)

Diamond Sword, Opal Shield, Opal Armor - Monkey Grip - Counter

Raven swears to get Marche back, but Marche won't let him. After, Marche is relieved at their victory.

Nubswood Base - Nubswood

#071

Finished Raven's Oath and read the Borzoi's Plan Rumor, Sprohm Pub

Defeat all enemies

7000 Gil, 40 AP, 30 CP

We've discovered a Borzoi Base in the Nubswood. Help us root this evil out of

our lands forever!

Sprohm Town Watch

Cancellation possible, Non-repeatable

Blue Mage x2 - Magic Hammer, Cura, Assassin x2 - Instant KO attacks

Have Spirit Magic and Color Magic forbidden, but don't have White Magic or Corner forbidden.

Only Hejaat can bypass the law, so this'll be easy. Start off by sending your Assassins to the Black Mage while your Blue Mages Magic Hammer the White Mage. With luck, the Black Mage should be KOed by an instant death attack, and the White Mage should be MPless. After, do a mopup with the White Mage and slay Hejaat. Heal as necessary.

Black Mage (Golitaire)

Terre Rod, Circlet, Magus Robe, Fortune Ring - Geomancy

Red Mage (Hejaat)

Madu, Feather Cap, Minerva Plate, Magic Ring - Turbo MP

White Mage (Batalise)

Pure Staff, Opal Shield, White Robe, Fortune Ring - Shieldbearer

Hejaat orders Marche and co. to be slain. After, Hejaat screams for her mommy.

Lutia Mop-Up - Lutia Pass #072

Finished Nubswood Base, Sprohm Pub

Defeat all enemies

6000 Gil, 40 AP, 30 CP

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

Cancellation possible, Non-repeatable

Thief - Steal: Accessory, Assassin x3 - Instant KO attacks

Forbid Status and Color Magic. Don't let Corner or Steal become forbidden.

You have a problem here; the Time Mage has an Angel Ring. Thus, send one Assassin to the Black Mage and two Assassins up to Bishon, and send your Thief to the Time Mage. You should be able to assassinate the Black Mage and thieve the Angel Ring at the same time, so divert your first Assassin to the Time Mage to eliminate it afterwards. Once that's done, your other two Assassins should've gotten to Bishon by then, so finish her off.

Black Mage

Firewheel Rod, Magus Robe, Angel Ring - Turbo MP

Sniper (Bishon)

Hades Bow, Brigandine, Bracers, Spiked Boots - Concentrate

Time Mage (Steraiz)

Sleet Rod, Wizard Hat, Chain Plate, Magic Ring

Bishon is surprised that they were found, and afterwards, cries out in despair.

Borzoi Falling - Cyril

#073

Finished Lutia Mop-Up, Cyril Pub, Combat Level 12

Defeat all enemies

7200 Gil, 40 AP, 40 CP, Shijin Shield

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

Cancellation possible, Non-repeatable

Shooting units x6 - Paralyzing techniques + White/Red/Black Magic

Don't let Color Magic, Status, or Missile become forbidden. Try to get Techs forbidden.

Though your enemies are tough, there's an upside to this, no pun intended; all your units start on the top of Cyril while your enemies are on much lower terrain. This means you can snipe them down from afar - thus, paralyzing them is going to help you in the long run. Once they're paralyzed, attack them more or strike them with Magic until they fall.

Fighter (Gukko)

Atmos Blade, Kwigon Blade, Chain Plate, Gauntlets - Double Sword

Sniper

Cranequin, Adaman Vest, Spiked Boots - Concentrate

White Mage

Cure Staff, Bronze Shield, Silken Robe - Shieldbearer

White Monk

Kaiser Knuckles, Chain Plate, Bracers

Gukko tells Marche he won't go down without a fight. After, Marche is disgusted at Gukko, for calling killing other people glorious.

Cadoan Watch - Cadoan

#074

Finished Strange Ship, Read the Crime Ring Rumor, Cadoan Pub

Defeat all enemies

8200 Gil, 40 AP, 40 CP

There's a bomb infestation near the town of Cadoain! Please help us drive them back before Cadoan burns to the ground!

Cadoan Town Watch

Cancellation possible, Non-repeatable

Black Mage x6 - Blizzard/Blizzara

Don't let Color Magic or Ice become forbidden. Get Fire forbidden.

You saw right. Five fire-based Bombs. You can get Fire forbidden and use Ice to take these guys down. What do you think you have to do?

Bomb x2

Nothing

Bomb x2

Counter

Bomb (Mombomb)

Counter, Weapon Defense+

Marche wonders where all the bombs came from. After, Marche is glad they got them all before the bombs could invade Cadoan.

Free Cadoan! - Cadoan

#075

Read The Redwings rumor, Cadoan Pub

Defeat all enemies

2400 Gil, 50 AP, 50 CP, Red Robe

The Redwings have reared their ugly head in Cyril. Help us and the Sprohm Town

Watch drive them out!

Cadoan Town Watch

Cancellation possible, Non-repeatable

Any 4 units.

Charge and Blades should be forbidden. The abilities of your respective units should not be forbidden.

This fight is simple. Since both Moogles are not protected from the law, they're helpless against Charge and Blades being forbidden. Just simply go and strike them down (though one has Damage > MP, so you'll have to work a bit first).

Mog Knight

Icebrand, Round Shield, Iron Helm, Platemail - Concentrate - Damage > MP

Mog Knight

Flametongue, Iron Helm, Adaman Vest, Gauntlets - Concentrate

Marche tells the two Redwing Moogles to keep their hands off of Ivalice. After, Marche is worried, knowing they haven't seen the last of the Redwings.

Fire Sigil - Roda Volcano #076

Read the Falgabird rumor

Defeat all enemies

4600 Gil, 40 AP, 30 CP, Fire Sigil

Marilith Serpent, Falgabird of fire and brimstone, has been seen at Roda Volcano. Your duty is clear! Godspeed.

The Mysterious Ministrel.

Cancellation possible, Non-repeatable

Any 6 units.

Charge and Blades should be forbidden. The abilities of your respective units should not be forbidden.

Fire Sigil is very similar to Free Cadoan!, and the only difference here is that you have one unit that is protected from the law. But who cares? You have six units at your disposal, and those six units should be more than enough to take care of the Lamia. After Maliris has fallen, take care of the three Mog Knights.

Lamia (Maliris)

Nothing

Mog Knight

Icebrand, Bronze Helm, Bronze Armor

Mog Knight

Atmos Blade, Chain Plate, Gauntlets - Counter

Mog Knight

Shadow Blade, Flame Shield, Adaman Vest - Geomancy

Marche decides to be cautious against Maliris. After, he decides to keep the name Falgabird in mind.

Free Baguba - Baguba Port #077

Finished Fire Sigil, read the Spiritstone rumor, Baguba Pub

Defeat all enemies

2400 Gil, 50 AP, 50 CP, Delta Fang

Redwings calling themselves the "Magus Sisters" have turned up in Baguba. Help us fight this new menace to our people!

Baguba Town Watch

Cancellation possible, Non-repeatable

Any unit - Esuna, Cure, 5 other units

Status should be forbidden. Holy, White Magic, and the abilities of your five other units should not.

None of the three Lilith have special attacks, and none of them are protected by special laws. This means that if they poison you, they get a card, and the cards will add up soon to send them to jail. In the meantime, devote two units to take on each Lilith, using the first unit to use Esuna when poisoned.

Lilith

Weapon Attack+

Lilith x2

Nothing

The three Lilith sisters converge on Marche and his clan, but end up losing.

Water Sigil - Nargai Cave #078

Read The Sages Rumor

Defeat all enemies

18000 Gil, 40 AP, 30 CP, Water Sigil

Kraken Bolum, Falgabird of wave and water, has been seen at Nargai Cave. Your duty is clear! Godspeed.

The Mysterious Minstrel

Cancellation possible, Non-repeatable

6 units - Fira/Firaga

Charge, Gunmanship, and Blades should be forbidden. Fire and Color Magic and respective abilities of all your units should not be.

With the three Mog Knights unable to do anything due to the laws in effect, send all six of your units in and attack Kraken with everything you've got. Once he's down for the running, devote your attention to the three Mog Knights, splitting your units up into pairs and taking the Mog Knights out.

Ice Flan (Kraken)

Weapon Attack+

Mog Knight

Sun Blade, Bronze Shield, Bronze Helm, God Armor - Geomancy

Mog Knight

Shadow Blade, Bronze Helm, Platemail, Bracers - Geomancy

Mog Knight

Air Blade, Round Shield, Cross Helm, Platemail - Geomancy

Kraken declares that he will avenge Maralith. Afterwards, Marche wonders how many more of the Falgabird there are.

Wind Sigil - Koringwood #079

Read The Sages Rumor

Defeat all enemies

18000 Gil, 40 AP, 30 CP, Wind Sigil

Tiamat Dragola, Falgabird of wind and storm, was seen in the Koringwood. Your duty is clear! Godspeed.

The Mysterious Minstrel

Cancellation possible, Non-repeatable

3 units (any), 3 Dragoons - Wyrmslayer

Charge, Gunmanship, and Blades should be forbidden. Techs, Spears and respective abilities of all your units should not be.

Once again, three Mog Knights with Gunmanship and Charge forbidden, unable to do anything. This time, your main opponent is a dragon, so send your three Dragoons to attack Tiamat from two spaces using Spears and Wyrmslayer to deal a good amount of damage. Afterwards, go and slay the three Mog Knights.

Mog Knight

Air Blade, Round Shield, Iron Helm, Iron Armor - Geomancy

Mog Knight

Icebrand, Round Shield, Iron Helm, Iron Armor - Geomancy

Mog Knight

Atmos Blade, Round Shield, Iron Helm, Platemail - Geomancy

Thundrake (Tiamat)

Geomancy

Tiamat tells Marche to prepare for his doom. After, Marche finally begins to wonder who is leading the Falgabirds.

Earth Sigil - Aisenfield #080

Read The Sages Rumor

Defeat all enemies

18000 Gil, 40 AP, 30 CP, Wind Sigil

Lich De Mort, Falgabird of earth and stone, has been seen at Aisen Plains.

Your duty is clear! Godspeed.

The Mysterious Minstrel

Cancellation possible, Non-repeatable

6 units (any) - Life, Cura

Charge, Status, and Blades should be forbidden. Techs, Spears and respective abilities of all your units should not be.

Once more through the breach: 3 Mog Knights who can be rendered helpless, and one stronger enemy. In this case, the stronger enemy is a Zombie, so you'll be a bit rushed to finish off the Mog Knights after defeating the Zombie with

Holy Magic. If possible, bring in 6 Assassins and assign two to each Mog Knight after Lich has been defeated.

Mog Knight

Atmos Blade, Round Shield, Bronze Helm, Platemail - Concentrate

Mog Knight

Kwigoon Blade, Round Shield, Iron Helm, Iron Armor - Concentrate

Mog Knight

Air Blade, Round Shield, Iron Helm, Platemail - Concentrate

Zombie (Lich)

Counter

Lich tells Marche he will rot him alive. After, Lich will truly die.

The Redwings - Salikawood #081

Read The Sages Rumor, Spiritstone

Defeat the boss!

22600 Gil, 40 AP, 40 CP, Reaper Cloak

The Redwings base has been found in the Salikawood. Dark Knight Grissom, the Redwings boss is there. Godspeed.

The Mysterious Minstrel

Cancellation possible, Non-repeatable

Black Mage x2 - 2nd Level Offensive Spells, Cura, Gunner x2, Paladin x2 - Holy Sword

Get Charge, Techs, Defend, and Status forbidden.

What...the...****...These guys here are seriously underleveled, and you're more likely than not to be at a high level this point in the game. If not, well then;

Start off by moving forward and focusing your initial fire on the Defenders, then with them severely damaged, move in. Once you encounter Grissom, take him out with all your power, and your battle will be won.

Defender

Arch Sword, Ice Shield, Opal Helm, Platemail - Shieldbearer - Last Berserk

Defender

El Cid Sword, Cross Helm, Platemail, Bracers - Weapon Attack+ - Last Berserk

Mog Knight

Flametongue, Opal Shield, Opal Helm, Platemail - Concentrate

Mog Knight

Atmos Blade, Opal Shield, Opal Helm, Platemail - Geomancy

Paladin (Grissom)

El Cid Sword, Cross Helm, Platemail, Bracers - Weapon Attack+ - Last Berserk

Grissom tells Marche it ends here, but Marche's not ready to give up. After, Grissom wonders how Marche knew about the Spiritstone.

Free Muscadet! - Muscadet #082

Read The Sages Rumor, Spiritstone

Defeat the boss!

2400 Gil, 50 AP, 50 CP, Hanya Helm

Some Clan Borzoi leftovers have turned up in the town of Muscadet. Help us beat some sense into them!

Muscadet Town Watch

Cancellation possible, Non-repeatable

Animist x2 - Sheep Count, Thief x3 - Steal: Various, Dragoon

Get Sharpshoot and Corner forbidden.

While you could be able to finish this battle quickly and bring out a devastating attack force, the two Assassins have very good equipment. Thus, put them to sleep with the Animist's Sheep Count, send your Thieves to rob them of their equipment, and then put them out permanently. At the same time, send your lone Dragoon to face off against the Templar.

Assassin (Celia)

Master Bow, Cachusha, Dark Gear - Concentrate

Assassin (Redy)

Masamune, Genji Shield, Dark Gear, Genji Armlets - Shieldbearer

Templar (Silverlock)

Gae Bolg, Opal Helm, Opal Armor, Bracers - Weapon Attack+ - Bonecrusher

Silverlock tells Marche that Clan Borzoi will rise again. After, they fall like martyrs.

Foreign Fiend - Ulei River #083
Read the Foreign Fiends rumor
Defeat the boss!
18000 Gil, 50 AP, 30 CP
A giant snake is attacking our traveling merchants! We can't make our rounds like this! Someone please stop that thing!

Davoi, Merchant

Cancellation possible, Non-repeatable

Assassin x4 - Instant KO abilities

Don't let Corner or Dmg2: Animal be forbidden.

Outnumbered 4 to 1, Queen Lamia is already in trouble, but don't leave this thing going on for too long; end it quickly with an instant KO ability.

Lamia (Queen Lamia)

Weapon Defense+, Counter

Marche wonders if this Lamia is any tougher than the locals. After, Marche is a bit tired as Grissom wasn't the end of the Redwings.

Foreign Fiend - Baguba Port #084
Complete Foreign Fiend (#083)
Defeat the boss!
20400 Gil, 60 AP, 30 CP
A bizarre turtle-like monster is attacking the town! Somebody stop it!

Crusoi Inn

Cancellation possible, Non-repeatable

Assassin x4 - Instant KO abilities

Don't let Corner or Dmg2: Animal be forbidden.

Outnumbered 4 to 1, Adamantoise is already in trouble, but don't leave this thing going on for too long; end it quickly with an instant KO ability.

Blade Biter (Adamantoise)

Weapon Attack+, Block Arrows

Marche decides to get Adamantoise out quick. After, he hopes Adamantoise was the last of the Foreign Fiends.

Foreign Fiend -Uladon Bog #085
Complete Foreign Fiend (#084)
Defeat the boss!
22600 Gil, 70 AP, 30 CP
A plant monster is attacking people, and the body count is rising! We need a weeder, quick!

Bokum, Townsperson

Cancellation possible, Non-repeatable

Assassin x4 - Instant KO abilities

Don't let Corner or Dmg2: Animal be forbidden.

Outnumbered 4 to 2, the Malboros are already in trouble, but don't leave this thing going on for too long; end it quickly with an instant KO ability.

Big Malboro (Neochu)

Weapon Attack+ - Block Arrows

Malboro (Ochu)

Weapon Defense+ - Counter

Marche comments on the Redwings' choice to bring plants over too. After, he comments on the diversity of foreign beasts.

Last Stand - Nubswood #086
Complete Foreign Fiend (#085)
Defeat the boss!
34000 Gil, 80 AP, 30 CP, Dread Soul, Judge Coat
I sense...a life-force possessing unfathomable magic powers! It would be folly to let it roam wild. Kill it! Kill it!

Shaton, Diviner

Cancellation possible, Non-repeatable

White Mage x4 (Nu Mou) - Curaga, Life

Don't let Holy or Color Magic be forbidden.

This is it; the last bit of Redwings influence on the land of Ivalice. Finish off Dread Lord by getting in close and Curaga/Life-ing him to his death, and it's finally over.

Vampire (Dread Lord)

Block Arrows, Weapon Attack+

Marche says he feels something really weird, a strong power. After, he declares the last of Redwings influence gone.

Free Bervernia! - Cyril #087
Read the Gukko's Return Rumor, Cyril Pub
Defeat all enemies
2400 Gil, 50 AP, 50 CP, Rukavi Soul
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

Cancellation possible, Non-repeatable

Black Mage x2 - Life, Curaga, Firaga, Beastmaster x3 - Dragon, Floateye,
Dragoon - Fire Breath, Jump

Don't let Holy, Color Magic, Dmg2: Animal, or Control get forbidden.

Your enemies here are pretty strong. Start off by sending one of your Black Mages up to take care of the Vampire menace, then get your three Beastmasters to start controlling the Ahrimans and Icedrakes. With them, have them attack each other, while your Black Mages and Dragoon damage the uncontrolled monster. Afterwards, take out the three controlled monsters and defeat the Vampire as necessary when it rises again.

Ahriman (Apanda) x2

Weapon Attack+

Icedrake (Archaedemon) x2

Counter

Vampire (Gutskor)

Weapon Attack+, Block Arrows

Gukko says he learned a few tricks overseas and now controls the powers of

darkness. After, Marche tells Gukko that nothing good can come of darkness.

The Worldwurm - Roda Volcano #088

Finished Royal Valley

Defeat the boss

22600 Gil, 40 AP, 20 CP, Ogma's Seal, Allmighty Card

The ley lines that run through Ivalice have gone awry--the World Wurm, Ogma is come again! Defeat him or Ivalice is doomed!

Jemingo, Geomancer

Cancellation possible, Non-repeatable

Gunner x2 - Ultima Shot, Time Mage x2 - Curaga, Life, Demi, Quicken, Slow

Don't let Time Magic, Missile, Dmg2: Animal or Holy get forbidden.

Ogma is a pretty tough beast, sporting not only a high defense, but more than 550 HP! What you'll have to do is come in with two Gunners and two Time Mages. The Time Mages should constantly use Demi on Ogma (which cuts his HP in half), Slow Ogma, Quicken friendly units, and Cure anybody that's injured. Gunners should stay away from Ogma, and fire at him. A recommended tactic is to come in with both Gunners at 10 JP, allowing them to summon their respective Totema, Famfrit.

Thundrake (Ozma)

Geomancy

Like, OMG, Ogma can talk! After, Ogma will die.

Moogle Bride - Materiwood #089

Finished Royal Valley and The Worldwurm

Defeat all enemies

18000 Gil, 40 AP, 10 CP, Esteroth

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

Cancellation possible, Non-repeatable

Gunner (Montblanc), 5 of any Physical fighting units,

Get Status, Charge, Color Magic, and Steal forbidden.

In having the above four laws banned, you've pretty much disabled a good amount of the enemy's ability to fight. Reduced to only being able to to attack by hand, you should have a pretty easy time going at it. Keep Montblanc from afar attacking, while sending your fighters in to mop up the enemy units.

Black Mage

Terre Rod, Black Hat, Mistle Robe, Magic Ring - Return Magic

Juggler

Orichalcum, Mirage Vest, Red Boots - Last Haste

Mog Knight (Reaker)

Venus Blade, Opal Shield, Gold Hairpin, Opal Armor - Counter

Thief

Jambiya, Green Beret, Ninja Gear, Dash Boots

Time Mage

Flame Rod, Blaze Robe, Magic Ring, Fortune Ring - Geomancy, Return Magic

She's a MAN baby! After, it's learned that Mogumi is a Mog Knight.

Clan Law - Ozmonfield

#090

Finished Royal Valley and Moogle Bride

Defeat all enemies

13600 Gil, 40 AP, 20 CP, Master Brave

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

Cancellation possible, Non-repeatable

3x Dragoon - Jump, Fire/Ice/Lighting Breath, 2x Gunner - Paralyzshot, Sleepshot, White Mage - Curaga, 3rd level Offensive Black Magic spells

Get Chivalry and Summon Magic forbidden. Don't let your various skills be forbidden.

The layout for the battlefield is a bit unusual, and it's what will prevent a problem. To work around this, use your Dragoons' Jump ability to hit them from afar, F/I/L Breath to keep down enemies in pairs or trios, and have your Gunners paralyze or tranquilize enemies off from afar. White Mage should heal as necessary, and in his offtime, beat the holy heck out of your nemesis with Black Magic.

Paladin

Lohengrin, Opal Armor, Germinas - Weapon Defense+

Sage

Lotus Mace, Aegis Shield, Wygar, Scarab, - Weaopn Defense+

Summoner

Cheer Staff, Light Robe, Magic Ring, Fortune Ring - Half MP

White Mage

Spring Staff, Aegish Shield, White Robe, Fortune Ring - Shieldbearer - Last Haste

White Monk

Cat Claws, Survival Vest, Bracers, Germinas - Doublehand

The Paladin will be angry at Marche, stating that as his clan has a lot of power, a dictatorship will soon follow. As the Paladin falls, he says another clan will take their place.

Challengers? - Deti Plains #091

Finished Desert Patrol and Down to Earth

Defeat the boss

18000 Gil, 40 AP, 30 CP, Chirijiraden

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

Cancellation possible, Non-repeatable

Gunner - Ultima Charge, Sage - Ultima Blow, Gladiator - Ultima Sword, Hunter - Ultima Shot

Don't let Charge, Skills, Techniques, or Hunt get forbidden.

This is a quite simple strategy here. Most likely you're all at the very least Level 25, and since you should have all the Ultima ability weapons by now, you most likely have learned them. By making them long-range when possible, you have a deadly battalion geared for battle, and it's just ONE enemy. Even one Ultima attack should be able to bring the Fighter to his knees. Two should completely demolish him.

Fighter

Paraiba Blade, Bone Plate, Bracers, Dash Boots - Weapon Attack+ - Strikeback

The Fighter will laugh at Marche and co. being the strongest fighters around, and challenges, saying that he'll take all four of them on. After Marche and co. defeats the Fighter, he comments that their strength is true, and gives them his Chirijiraden in honor of their battle.

Cursed Bride - Eluut Sands #092
Finished Emerald Keep and Pirates Ahoy
Defeat the boss
8200 Gil, 40 AP, 30 CP, Last Letter
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

Cancellation possible, Non-repeatable

Archer x2 - Aim: Arms, Paladin x2 - Holy Blade, Saint Cross

Don't let Aim, Missile, Greatswords, Fight, or Chivary get forbidden. If possible, get Charm forbidden.

Well, it's a single unit, but if you pick this mission up as early as you can, most likely you're around level 15. In this case, immediately disable the Inverlilith with Aim: Arms, then start advancing upon it with your Paladins. The two Paladins' powerful Holy Blade and Saint Cross blades should make short work out of the Intervilith, and your Archers should be able to tighten the tension ofr the Intervilith.

Intervilith

Weapon Attack+, Block Arrows

The Intervilith says that nobody who sees her like this lives. Marche will figure out that the bride is really an Intervilith. Afterwards, the Intervilith declares that she hates them.

Flan Breakout - Salikawood #093
Finished Scourging Time
Defeat all enemies
13600 Gil, 40 AP, 30 CP, Heretic Rod
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!

Dais, Lumberjack

Cancellation possible, Non-repeatable

Summoner x3 - Ramuh, Shiva, Ifrit, Black Mage x3 - Blizzara, Thundara, Fira
(If possible, 3rd class Black Magic spells)

Don't let Color Magic, Summon Magic, or any one element get forbidden.

This battle is really laughable at the very least. You're facing 5 Flans, and each Flan is quite weak to one element. In the case of the Ice Flan, it's Fire, and in the case of the Jelly, it's Ice. As for the Cream, either Blizzara or Fira should easily give it a run for it's money. With three Black Mages and three Summoners, it's merely impossible to lose this mission.

Cream

Geomancy

Ice Flan

Weapon Attack+

Ice Flan

Weapon Attack+ - Block Arrows

Jelly

Weapon Defense+

Jelly

Weapon Defense+ - Counter

Jawbreaker

Weapon Attack+ - Block Arrows

Marche will remark that he's never seen so many Flan concentrated in one place. After, Marche decides to warn the other clans about this so an outbreak like this doesn't happen again.

Sorry, Friend - Deti Plains #094

Finished Present Day

Defeat the Jawbreaker

13600 Gil, 40 AP, 30 CP, Bangaa Helmet

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

Cancellation possible, Non-repeatable

White Mage - Cura, Ninja x3 - Double Sword

Don't let Healing, Holy, Color Magic or Swords forbidden.

Straight off, have all three Ninjas head in and surround the Jawbreaker from 3 sides, and bring the White Mage to cure any wounds that the Ninjas might accumulate. With six hits a turn to the Jawbreaker's one and the White Mage's Cura ability, the Jawbreaker should go down in no time at all.

Jawbreaker

Weapon Attack+ - Block Arrows

Marche apologizes to the monster for having to slay him before they begin to fight. Afterwards, Marche wishes that there was some other way than having to kill the Jawbreaker.

Carrot! - Jagd Helje #095

Finished Den of Evil, Royal Valley, and Thorny Dreams, Rusty Spear

Defeat the Malboro

13600 Gil, 40 AP, 30 CP, Bangaa Helmet

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

Cancellation possible, Non-repeatable

Time Mage x2 - Demi, Animist x2 - Sheep Count, Chocobo Rush, Hunter x2 -

Ultima Shot

Jagd.

Carrot is really a Malboro, and you can't restrict Status since you're in a Jagd. Therefore, you're going to want to stay away from him a bit. In doing this, several things will be helpful. The two Animists' Sheep Count will put him to sleep, the Time Mages' Demi will halve Carrot's HP, and the Hunters' Ultimate Shot will take a chunk out of his HP.

Malboro (Carrot)

Weapon Defense+ - Counter

Marche calls Carrot out and wins.

Shadow Clan - Jagd Ahli #096

Finished Royal Valley, Exploration, and Missing Meow

Defeat the boss!

36000 Gil, 40 AP, 30 CP, Ninja Tabi

[Clan Nutsy!]

If you truly believe you are the strongest clan in Ivalice, we, ShadowClan, challenge you!

Hanzou, ShadowClan Boss

Cancellation possible, Non-repeatable

Gunner x3 - Paralyshot, Assassin x3 - Instant KO Abilities

Jagd.

The enemies here are tough - there's no joking around in here, particularly when it's a Jagd. The Shadow Clan has two Assassins, and two Ninjas with Double Sword, not to mention Hanzou himself. If you want to win, you'll have to take out Hanzou before anybody else can really take the time to take down your team members. Accomplish this by first paralyzing Hanzou with your Gunners, then driving forth with your Assassins. Keep your Gunners firing to paralyze anybody whom might get in your Assassins' way.

Assassin

Kikuichimonji, Genji Shield, Dark Gear, Genji Armlets - Shieldbearer

Assassin

Nike Bow, Black Hat, Minerva Plate, Scarab

Ninja

Ashura, Kotetsu, Ninja Gear, Genji Armlets - Double Sword - Counter

Ninja

Nosada, Ninja Knife, Ninja Gear, Genji Armlets - Double Sword

Ninja (Hanzou)

Ninja Knife, Black Hat, Dark Gear, Scarab - Turbo MP - Auto-Regen

Marche tells Hanzou that they're going to win. After they win, Hanzou gives Marche a Ninja Tabi as a sign of respect.

The Dark Blade - Jagd Dorsa

#097

Finished Royal Valley and Adaman Order, Spiritstone, Bent Sword

Defeat the boss!

22600 Gil, 40 AP, 30 CP, Ebon 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

Cancellation possible, Non-repeatable

Assassin x3 - Instant KO abilities, White Mage - Life

Jagd.

There's no fooling around here - Dark Knight is a level 48 Paladin who resides in a Jagd. One wrong move, and you might just be dead. Take your 3 Assassins in and try to KO the Dark Knight with an instant kill ability - if he kills one of your three Assassins, revive her with your White Mage and continue pressing forward.

Paladin (Dark Knight)

Vigilante, Dragon Mail, Bracers, Germinas - Monkey Grip - Auto-Regen

Marche asks the Paladin whom he is. Afterwards, Dark Knight offers to forge Marche a blade if he hands over the Spiritstone and Bent Sword.

The Hero Blade - Baguba Port #098
Finished Royal Valley, Den of Evil, and Carrot!, Rusty Sword, Mysidia Alloy
Defeat the boss
27000 Gil, 40 AP, 30 CP, Excalibur2
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

Cancellation possible, Non-repeatable, 25 Days

Thief x4 - Various Steal Abilities

Techs and Spears forbidden.

With Techs and Spears forbidden, Buckles is unable to do anything but move around. However, he still has some nice equipment, so bring in Thieves to steal stuff off his back.

Templar (Buckles)

Dragon Whisker, Genji Helm, Genji Armor, Genji Armllets - Weapon Attack+ - Bonecrusher

Buckles tells Marche he'll forge him a sword, if Marche can defeat Buckles. After Marche wins, Buckles tells him he'll forge Marche a sword.

The Fey Blade - Siena Gorge #099
Finished Royal Valley and Alchemist Boy, Zodiac Ore, Blood Apple
Defeat the boss

31600 Gil, 40 AP, 30 CP, Masamune 100

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!

Cancellation possible, Non-repeatable, 25 Days

Thief - Steal: Weapon/Armor/Arms, Black Magic, Gunner x2 - Sleepshot, Dragoon
- Jump

Don't let Steal, Gunmanship, Techs, or Status be forbidden.

Shoot Gagatoh from afar to sleep with your Gunners, then take your Thief up close to pilfer Gagatoh of his equipment. After you're done, back him off and have him use Black Magic, while your Dragoon goes in closer to use Jump. Gunners should continuously use Sleepshot should Gagatoh wake up, and attack him otherwise.

Gladiator (Gagatoh)

Pearl Blade, Bone Plate, Genji Armlets, Germinas - Doublehand - Counter

Gagatoh asks Marche if he read his conditions, and Marche says he did. After, Gagatoh promises to make them a blade, but warns them that it is cursed.

Fiend Run - Random #100
Finished Magic Woods, captured 5 Monsters, then went to the Monster Bank, Cyril Pub
Defeat all enemies
8800 Gil, 40 AP, 30 CP
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

Cancellation possible, Non-repeatable, 20 Days

Beastmaster x2 - Floateye, Malboro, 4 Physical based units

Don't let Control or Dmg2: Animal get forbidden.

Although I suspect that you would have already leveled up far beyond the monsters by the time you get this mission, here's the lowdown; use your two Beastmasters to control the Ahriman and Malboro, and have them fight each other. While this is all happening, send your other four units to attack the Coerul and Red Cap. After the Coerul and Red Cap are down for the running, have them strike the Ahriman and Malboro.

Ahriman

Weapon Attack+

Big Malboro

Weapon Attack+

Cocurl

Nothing

Red Cap

Weapon Attack+

Marche rounds the monsters up.

Clan Roundup - Random #101

Finished Thesis Hunt

Defeat the boss

4600 Gil, 40 AP, 30 CP

Bandit clans are stealing work and attacking without warning! They're giving us clans a bad name. Help us round them up.

Kariena, Little Girl

Cancellation possible, Non-repeatable, 25 Days

Summoner - Shiva, Fighter x2 - Air Render, Far Fist, Dragoon x2 - Jump, Elementalist - White Flame

Get Color Magic and Aim forbidden, and don't let Blades, Techniques, or Spirit Magic or Summon Magic get forbidden.

The two mages should have their abilities disabled, leaving only the Warrior and Archer as serious threats. Take out the Warrior first devoting ALL your efforts on him, then eliminate the Archer from the running. After that, take out the lone Thief who shouldn't have posed too much of a problem by then, and then take out the helpless Black Mage and White Mage. If you need to heal, use the Elementalist's White Flame.

Archer

Artermis Bow, Leather Garb, Battle Boots

Black Mage

Rod, Magus Robe, Fortune Ring

Thief

Scramasax, Headband, Chain Plate - Counter

Warrior

Striborg, Bronze Shield, Adaman Vest - Monkey Grip

White Mage

Guard Staff, Silken Robe

The Thief tells Marche that they might spare their lives if they hand over their Gil. Marche tells him they won't hand over either their Gil or their lives. After, Marche cheers for having driven out the bandits.

Wyrms Awaken - Random #102

Finished Desert Patrol

Defeat all enemies

22600 Gil, 40 AP, 30 CP

The dragons sleeping in Roda Volcano are awake and heading towards Baguba!

Please help us hold them off.

Delia Royal Watchpost

Cancellation not possible, Non-repeatable, 35 days

Black Mage x3 - 3rd class offensive spells, Ninja x2 - Double Sword, various abilities, Beastmaster - Dragon

Don't let Skills, Fight, Dmg2: Animal, Control, or Color Magic forbidden.

Wyrms are physically tough, so you want to hurt them by either attacking them with Black Magic, using your most powerful weapons on them with Double Sword, or turning them on their own kind. These attacks can be performed by your Black Mages, Ninjas, and Beastmaster, and the Wyrms should fall easily enough.

Firewyrms x2

Weapon Attack+

Icedrake

None

Thundrake x2

Geomancy

Marche ponders over why the Wyrms are headed to Baguba. After, Marche hopes

for a better way.

Mythril Rush - Random #103
Finished Present Day and Missing Prof
Defeat all enemies

7000 Gil, 40 AP, 20 CP, Silvril

Professor Auggie's found a mythril vein in Tubola Cave using one of his new inventions! Talk to him---you might get rich!

Carnen, Streetear

Cancellation possible, Repeatable

Fighter/Mog Knight x3 - All Steals from Thief, any own class abilities, Time Mage/Black Mage x3 - Haste, Slow, Stop, Silence, Black Magic

Don't let Time Magic, Color Magic, Steal, or various weapons get forbidden. If possible, try to get Skills and Stunt forbidden.

You already outnumber the enemy six to four, but damn, they have good equipment! Start off by stopping them in their tracks with Stop, or using any other Time Magic to aid your cause. With a speed advantage, use your Fighters/Mog Knights to pilfer the equipment off of your foes. Once done, take them out by using the Fighter/Mog Knight abilities and striking them down from afar with Black Magic.

Fencer

Colichemarde, Flame Shield, Mirage Vest - Half MP - Absorb MP

Illusionist

Terre Rod, Thunder Robe, Magic Ring - Half MP - Absorb MP

Juggler

Zorlin Shape, Gold Hairpin, Wygar, Battle Boots - Concentrate, Return Fire

Sage (Auggie)

Life Crosier, Opal Shield, Mirage Vest, Fortune Ring - Weapon Defense+

Marche tells Auggie that they need Mithril, even if it means fighting them. Afterwards, Marche will feel a bit guilty over doing what he did.

Stolen Scoop - Random #104
Finished The Big Find

Defeat all enemies

9000 Gil, 40 AP, 20 CP

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

Cancellation possible, Non-repeatable, 25 Days

Gunner x4, Paladin x2 - Holy Blade

No brainer. Get Techniques forbidden as well as Steal, but especially Techniques, and Knives. Don't let Gunmanship, Missiles, Knightswords or Holy get forbidden.

With Techniques, Knives, and Steal forbidden, your enemies are reduced to basic attacks from the Soldier, White Monk, and Fencer. Take out the White Monk first from afar with the Gunners, while assigning each Paladin to the Soldier and Fencer. With the Soldier and Fencer distracted with your one-man armies, take out the remaining two Thieves with your Gunners, then turn your attention to the Soldier and Fencer and knock them out of the running.

Fencer

Flamberge, Cachusha, Leather Garb, Fortune Ring

Soldier

Restorer, Aegis Shield, Cross Helm, Dragon Mail - Weapon Defense+

Thief

Zorlin Shape, Ninja Gear, Dash Boots - Counter

Thief

Jack Knife, Suirvival Vest, Genji Armllets, Fortune Ring

The Thief says that taking his money would've spared their lives, and Marche will retort that they could've saved their own lives. After Marche retrieves the article, he decides to head back to the Daily Baguba.

Smuggle Bust - Random #105

Finished Poachers and Quiet Sands

Defeat all enemies

13600 Gil, 40 AP, 20 CP, Chocobo Skin Mission Item

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

Cancellation possible, Non-repeatable, 40 days

White Mage - Esuna, Beastmaster - Malboro, Fighter x2, Black Mage x2

Try to get Hunt forbidden, if possible. Don't let Control, Color Magic, Blades, or Dmg2: Animal forbidden.

Use your Beastmaster to control one of the two Malboros each turn, and eliminate the Hunter and Beastmaster. After they're down, concentrate fire on the Malboros, taking one down at a time. If you get poisoned, use your White Mage's Esuna to cleanse you of the venom. Once all four enemy units are down, break the two boxes on the field.

Beastmaster

Aona Flute, Gaia Gear, Dash Boots, Magic Ring - Geomancy

Hunter

Master Bow, Green Beret, Power Sash, Red Boots - Weapon Attack+

Malboro x2

Counter

Box (Mystery Box) x2

Nothing

Marche will confront the Beastmaster over their smuggled animals. Afterwards, Marche comments that that should be the last of smuggling.

Resistance - Random

#106

Finished Antilaws, then Gossiped at the Card Shop

6000 Gil, 40 AP, 20 CP

There's an underground resistance, trading anti-laws to defy the palace's rule! Try trading, you might get something good!

Ezel

Cancellation possible, Non-repeatable, 25 days

Normally, I would provide a strategy and the likes...but all you need to do to win this mission is have a Phoenix Down and trade it for a Level 4 Antilaw card. You're winner.

Old Friends - Random #107

Finished Scouring Time and S.O.S.

Defeat all enemies

4600 Gil, 80 AP, 30 CP, Beastspear

We've run into a tough blade biter, and well, we've bit off more than we can chew! Please help!

Ritz

Cancellation possible, Non-repeatable, 25 Days

Black Mage - 3rd level offensive spells, Fighter - Air Render, Far Fist

Don't let Spirit Magic, Summon Magic, Sharpshoot, Techniques, Color Magic, or Dmg2: Animal get forbidden.

The bomb and Antlion can be cleared out of the battle without a problem at all. It's the Blade Biter that should worry you, as it's physical defense is monstrous. It's magical defense, however, isn't the same, and it can be nailed without a problem by Black Magic, Spirit Magic, etc. If you want, you could switch out your Black Mage for an Assassin with instant KO abilities instead and use her to finish off the Blade Biter as soon as possible.

Antlion

Counter - Weapon Defense+

Blade Biter(Ganderu)

Block Arrows - Weapon Attack+

Bomb

Counter - Weapon Defense+

Elementalist(Ritz)(Ally)

Diabolique, Cachusha, Mirage Vest - Absorb MP

Sniper(Shara)(Ally)

Master Bow, Ninja Gear, Star Armlet - Auto-Regen

Summoner

Judge Staff, Gaia Gear

White Mage

Judge Staff, Silken Robe

Ritz warns Marche about the Blade Biter, and Marche comments that it looks tough, also in awe that it has a spear in it's back. After, Ritz is proud that the job's done, and Marche is about to ask her about going back, but then decides not to do so.

Poachers - Random #108

Finished Jagd Hunt and Friend Trouble

Defeat all enemies

11400 Gil, 40 AP, 30 CP, Tiger Hide Mission Item

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

Cancellation possible, Non-repeatable, 25 Days

Soldier x3 - First Aid, White Monk x3 - First Aid (Replace as needed with other units that know self spells)

GET. MISSILES. FORBIDDEN. I can't stress this enough, because if you do, the ENTIRE enemy forces will be disabled.

Well, if you did as I said and got Missiles forbidden, then this mission will be less than a breeze. It will be impossible to lose, unless for some reason you let healing get forbidden, use healing moves for all your units, and get all your units sent to jail. With missiles forbidden, all six of the enemy units will be unable to attack at all, rendering them relatively useless, and with this absence of being attacked, you can level yourself up.

Archer

Nail Bow, Adaman Vest, Fortune Ring, Battle Boots - Concentrate - Block Arrows

Archer

Thorn Bow, Feather Cap, Adaman Vest, Battle Boots - Concentrate - Block Arrows

Hunter

Cranequin, Adaman Vest, Bracers, Battle Boots - Auto-Regen - Weapon Attack+

Hunter

Twin Bow, Survival Vest, Bracers, Battle Boots - Auto-Regen - Weapon Attack+

Gunner

Silver Cannon, Headband, Chain Plate, Battle Boots - Laste Haste, Concentrate

Gunner

Lost Gun, Circlet, Survival Vest, Red Boots - Laste Haste, Concentrate

The Hunter exclaims that the tiger skins sell for a fortune, but Marche tells him that that isn't an excuse to hunt down endangered animals. After, the Hunter curses his fortune, saying he could've made so much with the skins, but Marche tells him that he should know that foul play can only result in being taken to prison.

Snow Fairy - Random #109

Finished The Bounty

Defeat all enemies

9000 Gil, 40 AP, 20 CP

Signs of snow spotted! When the earth shines in seven hues, the snow fairies appear. Watch the weather with care!

Cadoan Academy

Cancellation possible, Non-repeatable, 20 Days

Black Mage x4 - Blizzarra, Fira

Don't let Dmg2: Animal, Color Magic, Ice or Fire get forbidden.

Two of the foes are elemental-based, so attack the Ice Flan with Fira and the Grenade with Blizzara before they can cause any major damage to you. After those two units are done and death with, direct your attention to the Sprite and start blasting her with magical spells. She should go down shortly.

Grenade

Weapon Attack+

Ice Flan

Nothing

Sprite

Counter

The Sprite will tell Marche that she doesn't like him, and Marche will be confused, having done nothing wrong. After, Marche comments that he'll never understand fairies.

Revenge - Random #110

Finished Pale Company and Weaver's War

Defeat the boss!

13600 Gil, 40 AP, 20 CP

H-Help! A man named Weaver wants me dead. Yes, it was my fault his family died, but I've repented!

Celebrant, Gelzak Church

Cancellation possible, Non-repeatable, 25 Days

Gunner x2 - Paralyshot, Sleepshot, Dragoon x4 - Jump

Don't let Missile or Techs be forbidden.

Your foes shouldn't be too hard, and if they are, then consider yourself lucky; you only have to slay the boss (The Weaver). Start off by disabling him with Paralyshot or Sleepshot, and then bring your Dragoons up close to Jump on him. If any enemies get in your way, simply Paralyze/Tranquilize them to keep them off your back.

Archer

Yoichi Bow, Wizard Hat, Adaman Vest - Block Arrows

Black Mage

Terre Rod, Mistle Robe, Magic Ring - Geomancy

Fighter

Ogun Blade, Adaman Vest, Spiked Boots

Fighter (Weaver)

Flametongue, Survival Vest, Bracers - Weapon Attack+

Gladiator

Shadow Blade, Judo Uniform, Bracers, Fortune Ring

The Weaver will curse Marche. After, he says he just wanted to avenge his family.

Retrieve Mail! - Random #111

Finished Pale Company

Defeat all enemies

11400 Gil, 40 AP, 20 CP

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

Cancellation possible, Non-repeatable

Paladin - Holy Blade, Black Mage - 2nd class offensive spells, White Mage - Cura, Protect, Bishop - Aero, Cura, Summoner, Sage - Giga Flare

Get Techniques, Aim, Call, and Gunmanship forbidden. Don't let Chivalry, Color Magic, Summon Magic, Prayer, or Skills get forbidden.

Although there isn't all that much of an organization to your fighting force, it's still deadly, and deadly's what you're going for here. Send the paladin in to take on the Warrior right away, and devote the efforts of your Bishop and Black Mage on the Archer. Take your Sage up and start total elimination of the units on top as early as possible, and keep the White Mage around for healing. Once the bottom two units are defeated, take the Paladin, Black Mage and Bishop and bring them uphill to fight.

Animist

War Trumpet, Wizard Hat, Adaman Vest, Battle Boots - Block Arrows

Archer

Char Bow, Headband, Power Sash, Battle Boots - Concentrate

Gunner

Chaos Rifle, Green Beret, Chain Plate - Concentrate

Soldier

Silver Sword, Adaman Vest, Red Boots - Weapon Defense+

Warrior

Predator, Round Shield, Iron Armor, Dash Boots - Monkey Grip

The Warrior bangaa will tell Marche that stealing letters is against the law, and Marche futilely keeps trying to tell the Warrior that they're not trying to steal the letters. After, Marche says that he's glad that they at least take their job seriously.

A Challenge - Random

#112

Finished Desert Peril, Negotiate Level 4

Defeat all enemies

4200 Gil, 40 AP, 30 CP

Yo, Clan Nutsy. You're quite popular lately. There's still time for you to join us at Clan Baham...or else!

Mintz, Deputy Clan Boss

Cancellation possible, Non-repeatable

Dragoon x2 - Jump, Mog Knight x3 - Mog Lance, Summoner

Get Aim, Steal, and Color Magic forbidden. Don't let Techniques or Summon Magic get forbidden.

This is one of those missions where you can just about completely disable the enemy militia. However, the Archer, Thief, and Soldier can still attack, so when initially starting the battle, use the Dragoon's Jump attack, Mog Knight's Mog Lance attack, and the Summoner's Summon Magic to take out the Archer as soon as possible. Moving uphill, pick off each of the units one by one until you reach Mintz, and then defeat him.

Mintz tells Marche that they're going to be history, but Marche strikes back, saying that they're not going to lose to any clan. Afterwards, Mintz wonders how he could lose, and Marche ponders, wondering if other clans would come forth with their own challenges.

With Babus! - Ambervale #???
Finished the game and dispatch mission Left Behind
Defeat the boss!
8000 Gil, Stuffed Bear Mission Item
Thank you for the report! I think you're right: it must be in the Ambervale.
I'm heading out there now. You come, too, Marche.

Babus

Cancellation possible, Non-repeatable

Archer - Aim: Legs, Aim: Arm, Sniper - Beso Toxic, Aim: Legs, Aim: Arm,
Gunner - Paralyzshot

Don't let Dmg2: Animal, Aim, Sharpshoot or Gunmanship get forbidden.

Remedi, despite her initial toughness that you're likely to encounter, is really nothing more than a pansy. With only one-square attacks, a simple Aim: Legs attack plus three long-range attackers will keep her quite busy. Although the Ahriman and Floateye that are around can annoy you, a simple Aim: Arms can dispose of them until Babus finishes them off with some of his powerful moves. Disable the Ahriman first, as it as always has it's dangerous Roulette attack, capable of destroying one unit at random.

Ahriman

Weapon Attack+

Babus (Runeseeker) (Ally)

Lotus Mace, Black Robe, Circlet - Weapon Defense+

Floateye

Counter

Remedi - Battle Queen

???

Nothing due to spoilers.

Afterwards, Babus will join if you want him to.

Mortal Snow - Lutia Pass #???

Finished the Game

Defeat all enemies

8000 Gil

Did you hear about those people that died in the snowstorms on Lutia Pass?

They're back, and they're freezing travelers!

Basso, Streetear

Cancellation possible, Non-repeatable

White Mage x3 - Life, Curaga

Don't let Holy get forbidden.

Vampires are Undead creatures. They fall to Holy Magic, which includes Life and Curaga. You know what to do.

Vampire x3

???

Nothing due to spoilers.

Afterwards, Ritz will join if you want her to.

DISPATCH MISSIONS

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Dispatch missions are missions where you send a single unit for a certain amount of time to do something. They can succeed or fail. As such, the Dispatch Missions have their own format, different from the regular Missions.

<Name> <Mission Number>

<Rewards>

<Requirements>

<Requirements for Mission Completion in Days, Enemies, or Battles>

<Mission Contraction>

<Cancellation possibilities, Repeating Possibilities>

Watching You #113

2800 Gil, 70 AP, Ahriman Eye Mission Item

Finished The Cheetahs

Fight two battles

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

Cancellation possible, Non-Repeatable

Golden Gil #114

6400 Gil, 70 AP, Ancient Coins Mission Item

Finished Emerald Keep

Wait 20 Days

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

Cancellation possible, Non-Repeatable

Dueling Sub #115

1800 Gil, 30 AP

Finished Herb Picking, Soldier

Three days

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

Cancellation possible, Non-Repeatable

Gulug Ghost #116

2800 Gil, 50 AP, Fire Sigil Mission Item

Finished Present Day

Win two battles

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

Cancellation possible, Non-Repeatable

Water City #117
10000 Gil, 50 AP, Water Sigil Mission Item
Madmoon, Finished Present Day
Win two battles
A legendary city of water lies at the bottom of Bisebina Lake. We need constant updates--please dive and report.

Hickle, Legend Researcher

Cancellation possible, Repeatable

Mirage Tower #118
11800 Gil, 50 AP, Wind Sigil Mission Item
Bardmoon, Finished Present Day, Mog Knight
Win two battles
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

Cancellation possible, Repeatable

A Barren Land #119
13200 Gil, 50 AP, Earth Sigil Mission Item
Sagemoon, Finished Present Day
Win two battles
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

Cancellation possible, Repeatable

Cadoan Meet #120
10600 Gil, 40 AP, Magic Trophy Mission Item
Sagemoon, Finished Quiet Sands
Win One Battle
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

Cancellation possible, Repeatable

Sprohm Meet #121
4200 Gil, 40 AP, Fight Trophy Mission Item
Finished Scouring Time, Madmoon
One Battle

The Sprohm Battle Tourney is accepting contestants. Fight for glory and honor!
We've also prepared the usual monetary award...

Battle Tourney Committee

Cancellation possible, Repeatable

Run for Fun #122
5200 Gil, 60 AP, Sport Trophy Mission Item
Finished Diamond Rain, Juggler
One Battle

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

Cancellation possible, Non-Repeatable

Hungry Ghost #123
4200 Gil, 50 AP, Elda's Cup Mission Item
Finished Antilaws
Wait 10 Days

A hungry ghost hound is causing a panic at the Earlchad Monastery and raiding
the pantry. Please put it to rest.

Baldi, Head Monk

Cancellation possible, Non-Repeatable

Pirates Ahoy #124
6400 Gil, 50 AP, Coast Medal Mission Item
Finished Emerald Keep
Two battles

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

Cancellation possible, Non-Repeatable

Castle Sit-In #125
4600 Gil, 50 AP, Guard Medal Mission Item
Finished Hot Awakening and Morning Woes
One battle

A group of youths are protesting the capture of their friends at a castle to the south. Talk sense into them!

Hansrich, Security Chief

Cancellation possible, Non-Repeatable

Wine Delivery #126
7000 Gil, 50 AP, Rainbowite Mission Item
Finished Scouring Time
Wait 10 Days

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

Cancellation possible, Non-Repeatable

Broken Tunes #127
11400 Gil, 50 AP, Cat's Tears
Finished Desert Patrol and Good Bread
Wait 10 Days

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

Cancellation possible, Non-Repeatable

Falcon Flown #128
11400 Gil, 50 AP, Dame's Blush Mission Item
Finished Scouring Time and Sword Needed, Skull Mission Item
Wait 10 Days

My best hunting falcon, "Hyperion," has been gone for a day. Perhaps he is looking for his late master? Please find him!

Arno, Falconer

Cancellation possible, Non-Repeatable

Danger Pass #129
7800 Gil, 80 AP, Thunderstone Mission Item
Finished Scouring Time and Hundred-Eye
Defeat 15 Enemies

Bandits are active in Goras Pass and are cutting off our trade routes. Please stop them before we go out of business!

Feugo, Wilhem and Co.

Cancellation possible, Non-Repeatable

Mist Stars #130
9000 Gil, 70 AP, Stormstone Mission Item
Finished The Big Find
Fight two battles

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

Cancellation possible, Non-Repeatable

Adaman Alloy #131
70 AP, Adaman Alloy Mission Item
Finished The Bounty, Adamantite x2, Smithing Level 14
Fight two battles

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

Cancellation possible, Non-Repeatable

Mysidia Alloy #132
50 AP, Mysidia Item
Finished Jagd Hunt, Adamantite, Silvril, Smithing Level 15
Wait 15 Days

Now taking orders for mysidia alloy. Only 10 orders can be filled, first come

first served. Thank you.

Deunon, Workshop Rool

Cancellation possible, Non-Repeatable

Crusite Alloy #133

50 AP, Crusite Alloy

Finished Pale Company, Zodiac Ore x2

Wait 10 Days

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

Cancellation possible, Non-Repeatable

Faceless Dolls #134

10800 Gil, 70 AP, Blood Shawl Mission Item

Finished Desert Patrol

Kill Ten Enemies

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, Tailor

Cancellation possible, Non-Repeatable

Faithful Fairy #135

10000 Gil, 50 AP, Ahriman Wing Mission Item

Finished Materite Now!, Fairy Wing

Kill Five Enemies

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

Cancellation possible, Non-Repeatable

For the Lady #136

10600 Gil, 70 AP, Fairy Wing Mission Item

Finished Materite Now!

Win 2 Battles

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

Cancellation possible, Non-Repeatable

Seven Nights #137

11800 gil, 50 AP, Goldcap

Finished Present Day, Ancient Bills

Wait 15 days

My teacher's secret recipe says "stir without rest for seven days and seven nights." Will someone please stir for me!?

Hihat, Alchemist Adept

Cancellation possible, Non-Repeatable

Shady Deals #138

10600 Gil, 50 AP, Life Water Mission Item

Finished Present Day and Janitor Duty, Secret Books

Wait 10 Days

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

Cancellation possible, Non-Repeatable

Earthy Colors #139

2800 Gil, 30 AP, Ancient Text Mission Item

Finished The Cheetahs and Life or Death

Wait 5 Days

I restore artwork for a living, but I'm out of paints. I need some rock from the mountains...Only the hardy need apply.

Rossen, Atelier Wite

Cancellation possible, Non-Repeatable

Lost Heirloom #140

6000 Gil, 80 AP, Justice Badge Mission Item

Finished Magic Wood, Neighbor Pin

Win 3 Battles

Please retrieve Estel's heirloom from the HQ of the greedy "Neighbor" merchant

network! Justice must be done!

Fago, Ally of Justice

Cancellation possible, Non-Repeatable

Young Love #141
13200 Gil, 50 AP, Friend Badge Mission Item
Finished To Ambervale, Ahriman Wing
Wait 10 Days

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

Cancellation possible, Non-Repeatable

Ghosts of War #142
12400 Gil, 80 AP, Edaroya Tome Mission Item
Finished To Ambervale and Young Love, Tranquil Box, Track Level 40
Wait 30 Days

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

Cancellation possible, Non-Repeatable

The Last Day #143
1800 Gil, 30 AP, Homework Mission Item
Finished Thesis Hunt, Ancient Medal
Wait 5 Days

My whole class's "Ancient Studies" homework was stolen! If we had some ancient object, we could do it again...Help!

Babins, 4th Grade Swords

Cancellation possible, Non-Repeatable

The Bell Tolls #144
9000 Gil, 50 AP, Fountain Pen Mission Item
Finished Desert Peril
Wait 10 Days

They're rebuilding the Sart Clocktower that burned the other day. Never know what you might find in the rubble, eh?

Tysner, Streetear

Cancellation possible, Non-Repeatable

Goblin Town #145
3600 Gil, 50 AP, Monster Guide Mission Item
Finished Desert Peril, Mythril Pick
Win One Battle
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

Cancellation possible, Non-Repeatable

Secret Books #146
11400 Gil, 50 AP, Secert Books Mission Item
Finished To Ambervale, Stilpool Scroll
Wait 10 Days
We got the secret books proving Selbaden Church's shady deals, but I'm scared they'll find it! How can I relax?

Anonymous

Cancellation possible, Non-Repeatable

Words of Love #147
10000 Gil, 50 AP, Rat Tail Mission Item
Finished Quiet Sands
Wait 10 Days
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

Cancellation possible, Non-Repeatable

You, Immortal #148
4600 Gil, 80 AP, Stradivari Mission Item
Finished Twisted Flow, Tonberry Lamp, Craft Level 10
Wait 30 Days

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

Cancellation possible, Non-Repeatable

Clocktower #149

11400 Gil, 70 AP, Clock Post

Finished The Big Find, Cat's Tears, Gadgeteer

Wait 20 Days

The town clocktower has been struck by lightning, and the 12:00 gemstone lost. Need people to help with restoration.

Market Square Association

Cancellation possible, Non-Repeatable

An Education #150

2600 Gil, 30 AP, Fountain Pen Mission Item

Finished Antilaws

Wait 5 Days

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

Cancellation possible, Non-Repeatable

Morning Woes #151

5200 Gil, 30 AP, Earplugs Mission Item

Finished Hot Awakening

Wait 5 Days

Our rooster, Nikki, has taken to crowing well before sunrise. Now the neighbors are complaining! Won't someone please help?

Mulchin, Grocer

Cancellation possible, Non-Repeatable

Down to Earth #152

3400 Gil, 30 AP, Crystal Mission Item

Finished Desert Peril

Wait 5 Days

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

Cancellation possible, Non-Repeatable

To Meden #153
8200 Gil, 70 AP, Old Statue Mission Item
Finished Scouring Time, Animal Bone Mission Item
Wait 20 Days

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

Cancellation possible, Non-Repeatable

Neighbor! #154
5200 Gil, 30 AP, Neighbor Pin Mission Item
Finished Emerald Keep
Wait 5 Days

We're looking for a few good "neighbors"! Won't you join our world-wide network?

Pewl, Neighbor Network

Cancellation possible, Non-Repeatable

Honor Lost #155
5400 Gil, 50 AP, Rusty Sword Mission Item
Finished Hot awakening
Win One Battle

Some shady characters are after our leader, Kerry! Can you help? Please don't let anyone know we hired you.

Ed, Assistant Leader

Cancellation possible, Non-Repeatable

Inspiration #156
10000 gil, 30 AP, Bent Sword Mission Item
Finished Jagd Hunt, Runba's Tale

Win One Battle

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

Cancellation possible, Non-Repeatable

Coo's Break #157

10000 Gil, 30 AP, Bent Sword Mission Item

Finished The Bounty

Wait 5 Days

"Coo," the star of our Royal Zoo, has escaped and the zookeeper blames himself. An adventure novel should cheer him up.

Zoon, Zoomaster

Cancellation possible, Non-Repeatable

The Match #158

8800 Gil, 70 AP, Rusty Spear Mission Item

Finished Scouring Time

Two Battles

Looking for someone to judge the final match in a historic fight. My blade vs. his spells! Current score: 100 to 100

Nukkle, Soldier

Cancellation possible, Non-Repeatable

The Deep Sea #159

11400 Gil, 80 AP, Feather Badge Mission Item

Finished Materite Now!

Three Battles

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.

Nukkle, Soldier

Cancellation possible, Non-Repeatable

A Worthy Eye #160

80 AP, Insignia Mission Item

Finished Pale Company, Feather Badge, Delta Fang

Kill 15 Enemies

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

Cancellation possible, Non-Repeatable

Lost In Mist #161

10000 Gil, 70 AP, Ally Finder Mission Item

Finished Desert Patrol

Wait 20 Days

Our hill once called "The Sun's Home" is now called "The Hill of Mists." Can you find out why?

Nache, Townsperson

Cancellation possible, Non-Repeatable

Darn Kids #162

11400 Gil, 50 AP, Ally Finder2

Finished Magic Wood, Dame's Blush, Ally Finder, Smithing Level 20

Win 1 Battle

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

Cancellation possible, Non-Repeatable

Stage Fright #163

10600 Gil, 50 AP, Tranquil Mission Item

Finished Quiet Sands, Old Statue

Wait 15 days

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

Cancellation possible, Non-Repeatable

Diary Dilemma #164

3600 Gil, 70 AP, Loaded Dice Mission Item

Finished Twisted Flow

Win Two Battles

My little brothers hid my diary somewhere in my house. I need you to find it before -- gasp -- my parents do!!!!

Edwina, Concerned Girl

Cancellation possible, Non-Repeatable

Hundred-Eye

#165

9000 Gil, 50 AP, Snake Shield Mission Item

Finished Scouring Time and Wine Delivery

Kill Five Enemies

The great hunter Hundred-Eye's daughter, Kailea, has just started hunting; but frankly, she sucks. Someone please train her!

Falco, Rumormonger

Cancellation possible, Non-Repeatable

Runaway Boy

#166

5400 Gil, 50 AP, Stasis Rope Mission Item

Finished Magic Wood, Black Thread

Wait 10 Days

Need someone to find a runaway child and give him some homeknit clothes. The clothes will be ready as soon as I find thread.

Gina, Marun Orphanage

Cancellation possible, Non-Repeatable

Mad Alchemist

#167

3400 Gil, 70 AP, Mythril Pick Mission Item

Finished The Cheetahs

Wait 10 Days

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

Cancellation possible, Non-Repeatable

Caravan Guard

#168

4600 Gil, 70 AP, Caravan Musk Mission Item

Finished Diamond Rain, Elda's Cup

Wait 20 Days

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

Cancellation possible, Non-Repeatable

Lifework #169

6000 Gil, 50 AP, Love Potion Mission Item

Finished Emerald Keep, Alchemist

Wait 15 Days

Needed: potion advice. Making the ultimate love potion is my lifework. I'll be rich and famous for all time!

Dandarc, Palace Alchemist

Cancellation possible, Non-Repeatable

Cheap Laughs #170

4600 Gil, 30 AP, Tonberry Mission Item

Finished Hot Awakening, Bomb Shell

Wait 5 Days

Our husband-and-wife comedy routine needs some pizzazz. Flashy magic and headdresses should do the trick. Can you help?

Will and Tita

Cancellation possible, Non-Repeatable

T.L.C. #171

7600 Gil, 70 AP, Stilpool Scroll Mission Item

Finished Desert Patrol, Magic/Level 25, White Mage

Won Two Battles

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

Cancellation possible, Non-Repeatable

Frozen Spring #172

3400 Gil, 70 AP, Dragon Bone Mission Item

Finished Twisted Flow

Wait 20 days

Someone's frozen our village's only spring, and it's not thawing. Our children are thirsty! Please help us.

Nino, Shepherd

Cancellation possible, Non-Repeatable

No Scents

#173

5200 Gil, 50 AP, Animal Bone Mission Item

Finished Magic Wood, Caravan Musk

Wait 15 days

Tonight's the night of the big date, and my dress and shoes are perfect, but I can't find my perfume anywhere! Help!.

Lucy, Party Girl

Cancellation possible, Non-Repeatable

On the Waves

#174

13200 Gil, 50 AP, Skull Mission Item

Finished To Ambervale, Life Water, Time Mage

Defeat 5 Enemies

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

Cancellation possible, Non-Repeatable

Spirited Boy

#175

6400 Gil, 30 AP, Clock Gear Mission Item

Finished Antilaws, Dictionary

Wait 5 days

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

Cancellation possible, Non-Repeatable

Powder Worries

#176

5400 Gil, 70 AP, Gun Gear Mission Item

Finished Emerald Keep, Lost Heirloom

Defeat 10 Enemies

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

Cancellation possible, Non-Repeatable

The Blue Bolt #177

9000 Gil, 80 AP, Silk Bloom Mission Item

Finished Quiet Sands

Defeat 15 enemies

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

Cancellation possible, Non-Repeatable

Sweet Talk #178

7000 Gil, 70 AP, Moon Bloom Mission Item

Finished The Bounty

Defeat 10 enemies

Needed: Speech trainer. I can't speak well. I'm always saying too much, or not enough! Please help!

Luhoché, Little Girl

Cancellation possible, Non-Repeatable

Scarface #179

9000 Gil, 80 AP, Blood Apple Mission Item

Finished Scouring Time

Fight 3 Battles

My face was cut in a duel that I recklessly started. I wish to keep the scar as penance, but how do I keep it from healing?

Tingel, Knight

Cancellation possible, Non-Repeatable

Mirage Town #180

11400 Gil, 50 AP, Power Fruit Mission Item

Finished Quiet Sands, Goldcap

Wait 10 Days

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

Cancellation possible, Non-Repeatable

Soldier's Wish #181

10600 gil, 50 AP, Power Fruit

Finished The Big Find, Clock Gear, Clock Post

Win 1 Battle

I'm not long for this world, but I would like to see the town clock move again before I go...Grandma always loved it.

Barus, Old Soldier

Cancellation possible, Non-Repeatable

Dry Spell #182

9600 Gil, 70 AP, Stolen Gil Item

Finished Quiet Sands

Wait 20 days

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

Cancellation possible, Non-Repeatable

Swap Meet #183

1200 Gil, 30 AP, Ancient Bills Mission Item

Finished Present Day, Ancient Medal

Wait 5 days

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

Cancellation possible, Non-Repeatable

Adaman Order #184

50 AP, Adaman Alloy

Finished Free Bervenian! and Royal Valley, Adamantite x2, Smithing Level 35
Wait 15 days
Has your clan put in its order for adamant alloy? It sells out quick, so get
your order in soon! How about our shop?

Elbo, Workshop Vargi

Cancellation possible, Non-Repeatable

Magic Mysidia #185
70 AP, Mysidia Alloy
Finished Adaman Order, Adamantite, Silvril, Smithing Level 35
Win 2 Battles
It was recently discovered that mysidia alloy is enchanted with ancient magic!
Better buy some before the prices go up!

Deunon, Workshop Rool

Cancellation possible, Non-Repeatable

Conundrum #186
70 AP, Crusite Alloy
Finished Royal Valley, Zodiac Ore x2, Smithing Level 35
Defeat 10 Enemies
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

Cancellation possible, Non-Repeatable

Lucky Night #187
18000 Gil, 50 AP, Rat Tail Mission Item
Finished Royal Valley
Wait 15 days
Announcing: Casino Party
Test your luck at our one-night-only casino party! All welcome.

Matim, Steward

Cancellation possible, Non-Repeatable

Tutor Search #188
11400 Gil, 80 AP, Rusty Sword

Finished Royal Valley and Lucky Night

Defeat 15 Enemies

I seek my childhood tutor, Yoel. I have a promise to keep to him. It means very much to me.

Count Anet

Cancellation possible, Non-Repeatable

Why Am I Wet? #189

13600 Gil, 80 AP, Broken Sword

Finished Royal Valley and Lucky Night, Red Mage

Defeat 15 Enemies

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

Cancellation possible, Non-Repeatable

Run With Us #190

18000 gil, 80 AP, Bent Sword

Finished Royal Valley and Why am I Wet?

Wait 40 days

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

Cancellation possible, Non-Repeatable

Lucky Charm #191

9000 gil, 80 AP, Rusty Spear

Finished Royal Valley and Why am I Wet?, Rat Tail

Wait 40 days

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

Cancellation possible, Non-Repeatable

Alchemist Boy #192

4600 Gil, 70 AP, Insignia

Finished Royal Valley and Lucky Charm

Win 2 Battles

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

Cancellation possible, Non-Repeatable

Thorny Dreams #193

16000 Gil, 70 AP, Blood Apple

Finished Royal Valley and Lucky Night

Wait 20 days

The bangaa girl "Eleono" ssleepss in the Thousand-Thorn Wood. Looking for a clanner to find out why she ssleepss.

Vajiri, Bangaa

Cancellation possible, Non-Repeatable

Free Cyril! #194

2400 Gil, 30 AP, Choco Shield

Finished Thesis Hunt, read the Thief Exposed rumor, Cyril Pub

Wait 3 days

The town of Cyril has fallen into the hands of Clan Borzoi. We need you to set a trap to get them out of our town!

Cyril Town Watch

Cancellation possible, Non-Repeatable

Ship Needed #195

4200 Gil, 50 AP

Finished Borzoi Falling and read the Borzoi's End rumor, Cyril Pub

Win 1 Battle

I need a ship to take me to the barbarian lands. It's just me, so a small craft will do.

Strange Warrior

Cancellation possible, Non-Repeatable

Mind Ceffyl #196

80 AP, Mind Ceffyl

Read The Sages rumor, Fire Sigil, Wind Sigil
Win 3 Battles

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

Cancellation possible, Repeatable

Body Ceffyl #197

80 AP, Mind Ceffyl

Read The Sages rumor, Earth Sigil, Water Sigil

Win 3 Battles

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

Cancellation possible, Repeatable

The Spiritstone #198

90 AP, Spiritstone

Read The Sages rumor, Body Ceffyl, Mind Ceffyl

Win 4 Battles

Bring the two ceffyls to me, and I shall use my alchemy to craft a spiritstone
for you.

Kespas, Sage of the South

Cancellation possible, Repeatable

Girl in Love #199

3400 Gil, 50 AP, Magic Medal Mission Item

Finished Thesis Hunt, White Thread, White Mae

Win Two Battles

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

Cancellation possible, Non-Repeatable

Chocobo Help! #200

1000 Gil, 20 AP, Chocobo Egg Mission Item

Finished Thesis Hunt, Bardmoon
Wait 5 days
Need: Help during the chocobo spawning season.
-Private room
-Meals
-No experience required
-Childcare
-Any race

Sasasha, Chocobo Ranch

Cancellation possible, Non-Repeatable

The Skypole #201
2400 Gil, 50 AP, Ancient Medal Mission Item
Finished Thesis Hunt
Wait 10 days
Have you head of the skypole on the southern peninsula? They say it's a stairway to the gods! I'd like to see that!

Tay, Streetear

Cancellation possible, Non-Repeatable

Ruins Survey #202
10900 Gil, 30 AP, Ancient Medal Mission Item
Sagemoon, finished Materite Now!
Wait 10 days
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

Cancellation possible, Repeatable

Dig Dig Dig #203
11800 Gil, 50 AP, Zodiac Ore Mission Item
Madmoon, Finished Present Day
One Battle
Zezena Mines: Discovery of the Parum Family, scene of mechanic innovcation! We must dig until we find a new mine shaft! Dig!

Zezena Mines Co.

Cancellation possible, Repeatable

Seeking Silver #204
3400 Gil, 30 AP, Silvril Mission Item
Kingmoon, finished Jagd Hunt

Wait 15 days

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

Cancellation possible, Repeatable

Materite #205
30 AP, Materite Mission Item
Kingmoon, finished Twisted Flow

Wait 10 days

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

Cancellation possible, Repeatable

The Wormhole #206
2800 gil, 30 AP, Leestone Mission Item
Huntmoon, finished Emerald Keep and You, Immortal

Wait 10 days

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

Cancellation possible, Repeatable

Metal Hunt #207
2400 Gil, 30 AP, Adamantite Mission Item
Finished Antilaws and Hungry Ghost

Wait 15 days

I found a turtle burial ground at a mountain shrine. I keep going back in hopes that I might find some adamantite!

Catess, Traveler

Cancellation possible, Repeatable

Math is Hard #208
4200 Gil, 50 AP, Black Thread Mission Item
Finished Diamond Rain
Wait 10 days

I've been at this equation for months now. Never have I been so stumped in my life! Won't someone take a crack at this with me?

Kosyne, Mathematician

Cancellation possible, Non-Repeatable

The Witness #209
4600 Gil, 50 AP, Black Thread Mission Item
Finished Diamond Rain, Defender
Defeat Five Enemies

Wanted: bodyguard. I witnessed a crime and now must appear in court. Please protect me until the day of the trial.

Bode, Townsperson

Cancellation possible, Non-Repeatable

Life or Death #210
2400 Gil, 50 AP, Black Thread Mission Item
Finished The Cheetahs, Homework
Win One Battle

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

Cancellation possible, Non-Repeatable

Karlos's Day #211
4600 Gil, 30 AP, White Thread Mission Item
Finished Magic Wood
Wait 5 Days

Wanted: performer to entertain at the birthday party of Karlos, the second son of the Marquis Ealdoring.

Jung, Streetear

Cancellation possible, Non-Repeatable

To Father #212
11400 Gil, 50 AP, White Thread Mission Item
Finished Magic Wood and The Performer
Wait 10 Days

Could you bring my father to me? I promise I won't speak harshly to him. I just want him to visit Mother's grave. Thank you.

Ren, Notary Public

Cancellation possible, Non-Repeatable

Oh Milese #213
2800 Gil, 50 AP, White Thread Mission Item
Finished Desert Peril
Wait 15 Days

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

Cancellation possible, Non-Repeatable

Skinning Time #214
3600 Gil, 30 AP, Chocobo Skin Mission Item
Finished Pale Company, Bardmoon
Win 10 Battles

We're looking for a few good skinners to help skin chocobos. It's not much of a living, but someone's got to do it!

Navarro, Chocobo Ranch

Cancellation possible, Repeatable

Wild River #215
5400 Gil, 70 AP, Magic Cloth Mission Item
Finished Pale Company
Win two battles

We need workers to help rein in the wild waters of the Pilos River in Adarna before it floods again! Please help.

Haagen, Townsperson

Cancellation possible, Non-Repeatable

Magic Cloth #216
30 AP, Magic Cloth Mission Item
Finished Hot Awakening, Sagemoon, Magic Cotton
Wait 10 days

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

Cancellation possible, Repeatable

Cotton Guard #217
7000 gil, 50 AP, Magic Cotton Mission Item
Finished The Bounty, Huntmoon
Win 1 Battle

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

Cancellation possible, Repeatable

Help Dad #218
7800 Gil, 50 AP, Bomb Shell Mission Item
Finished The Bounty
Wait 10 Days

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

Cancellation possible, Non-Repeatable

Rubber or Real #219
5200 Gil, 30 AP, Bomb Shell Mission Item
Finished Emerald Keep, Monster Guide
Wait 5 Days

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

Cancellation possible, Non-Repeatable

Into the Wood #220
4600 Gil, 20 AP, Panther Hide
Finished Scouring Time, Huntmoon
Wait 5 Days

A pack of panthers has appeared in a wood far to the south. Somebody clear them out before they hurt someone!

Iguas, Townsperson

Cancellation possible, Repeatable

Jerky Days #221
4200 Gil, 20 AP, Jerky Mission Item
Kingmoon, finished Scouring Time
Wait 5 Days

Want some delicious jerky? Come help out at my store! We have to make 5,000 sticks of jerky this year.

Godon, Butcher

Cancellation possible, Repeatable

New Fields #222
3600 Gil, 40 AP, Gysahl Greens Mission Item
Madmoon, finished Jagd Hunt
Wait 10 Days

Needed: live-in help. We're looking to increase our fields again this year. All welcome! Don't worry, you'll be paid!

Farmers' Guild

Cancellation possible, Repeatable

Strange Fires #223
9600 Gil, 30 AP, Magic Medal Mission Item
Finished The Big Find
Wait 5 Days

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

Cancellation possible, Non-Repeatable

Better Living #224
10000 Gil, 50 AP, Chocobo Egg Mission Item
Finished The Big Find
Wait 10 Days
Wanted: tester. Help test our amazing new form of illumination, guaranteed to
change the lives of city dwellers!

Better Living Labs

Cancellation possible, Non-Repeatable

Malboro Hunt #225
4200 Gil, 40 AP, Cyril Ice
Finished The Bounty, Madmoon, Chocobo Egg
Wait 15 Days
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

Cancellation possible, Repeatable

Chocobo Work #226
4600 Gil, 40 AP, Choco Bread Mission Item
Finished Quiet Sands, Bardmoon
Wait 10 Days
Wanted: register clerk and part-time floor scrubber at The Chocobo's Kweh.

Rolana, The Chocobo's Kweh

Cancellation possible, Repeatable

Party Night #227
9600 Gil, 50 AP, Choco Gratin Mission Item
Finished Quiet Sands
Wait 15 Days
They're holding a welcome party at the furniture store, and they want me to
perform some tricks! Somebody teach me!

Xiao, Furniture Seller

Cancellation possible, Non-Repeatable

Mama's Taste #228
9000 Gil, 50 AP, Choco Gratin Mission Item
Finished Scouring Time, Chocobo Egg, Gysahl Greens
Wait 15 Days

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

Cancellation possible, Non-Repeatable

The Well Maze #229
9600 Gil, 50 AP, Grownup Bread
Finished Materite Now!, Choco Bread
Wait 15 Days

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

Cancellation possible, Non-Repeatable

She's Gone #230
10600 Gil, 30 AP, Malboro Wine
Finished Materite Now! and Bread Woes
Wait 5 Days

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

Cancellation possible, Non-Repeatable

Magic Vellum #231
4600 Gil, 50 AP, Magic Vellum
Finished Desert Patrol, Sagemoon, Magic Cotton
Win 1 Battle

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

Cancellation possible, Repeatable

Novel Ascent #232
11400 Gil, 70 AP, Runba's Tale Mission Item
Finished Present Day, Stasis Rope
Defeat 10 Enemies

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

Cancellation possible, Non-Repeatable

Shiver #233
11800 Gil, 70 AP, Runba's Tale Mission Item
Finished Present Day
Wait 20 Days

Someone please drive off the wailing spirit that haunts the pass near town.
Hearing it sucks the strength right out of me!

Gillom, Townsperson

Cancellation possible, Non-Repeatable

Bread Woes #234
10800 gil, 70 AP, Kiddy Bread
Finished Quiet Sands, Choco Bread
Wait 20 Days

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

Cancellation possible, Non-Repeatable

Book Mess #235
12400 Gil, 40 AP, Encyclopedia Mission Item
Sagemoon, Finished Present Day
Wait 10 Days

Needed: able clanners to help clean my room. All you have to do is put a few
thousand books back on their shelves!

Mimin, Scholar

Cancellation possible, Repeatable

One More Tail #236
10800 Gil, 40 AP, Rabbit Tail Mission Item
Madmoon, Finished Present Day
Wait 10 Days

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

Cancellation possible, Repeatable

Relax Time #237
4600 Gil, 50 AP, Danbukwood
Huntmoon, finished To Ambervale
Wait 15 Days

Come enjoy the Danbukwood and get back to nature! Buy some wood and bring it home for that woody feeling all year long!

Yeesa Tourism Board

Cancellation possible, Repeatable

Foma Jungle #238
4600 Gil, 50 AP, Moonwood
Huntmoon, finished To Ambervale
Wait 15 Days

I've got tons of orders for moonwood chairs! Get me some moonwood from the deep Forna Jungle, if you would. No pun intended.

Gueguerre, Wood Craftsman

Cancellation possible, Repeatable

For A Flower #239
6000 Gil, 70 AP, Telaq Flower Mission Item
Finished To Ambervale
Win Two Battles

I need a telaw flower, a strange blossom that blooms only a few times a year deep within a cave --- a cave with monsters.

Shelm, Alchemist

Cancellation possible, Repeatable

Giza Plains #240

2400 Gil, 50 AP, 20 CP

Finished Thesis Hunt

Defeat 3 Enemies

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

Cancellation possible, Repeatable

Lutia Pass #241

2400 Gil, 50 AP, 20 CP

Finished Desert Peril

Defeat 3 Enemies

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

Cancellation possible, Repeatable

The Nubswoods #242

2400 Gil, 50 AP, 20 CP

Finished Raven's Oath

Defeat 3 Enemies

Rock turtles have been attacking travelers in the Nubswood. Use this "shellout" to get rid of them, please.

Hoelik, Townsperson

Cancellation possible, Repeatable

Eluut Sands #243

2400 gil, 50 AP, 20 CP

Finished Diamond Rain

Defeat 3 Enemies

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

Cancellation possible, Repeatable

Ulei River #244

2400 gil, 50 AP, 20 CP

Finished Hot Awakening

Defeat 3 Enemies

Somebody get the word out: there's fine fish to be had in the upper waters of the Ulei River!

Holt, Angler

Cancellation possible, Repeatable

Aisenfield #245

2400 gil, 50 AP, 20 CP

Finished Magic Wood

Defeat 3 Enemies

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

Cancellation possible, Repeatable

Roda Volcano #246

2400 gil, 50 AP, 20 CP

Finished Emerald Keep

Defeat 3 Enemies

Roda Volcano's been active lately. Somebody needs to go to the road at the base of the cone and clean off the chunks of lava.

Naricys, Geologist

Cancellation possible, Repeatable

Travel Aid #247

2400 gil, 50 AP, 20 CP

Finished Jagd Hunt

Defeat 5 Enemies

Please light the waypoints in the Koringwood. They are vital landmarks for helping travelers find their way. Thank you.

Zeshika, Woodland Guide

Cancellation possible, Repeatable

The Salikawood #248

2400 gil, 50 AP, 20 CP

Finished Jagd Hunt

Defeat 5 Enemies

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

Cancellation possible, Repeatable

Nargai Cave #249

2400 gil, 50 AP, 20 CP

Finished The Bounty

Defeat 5 Enemies

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

Cancellation possible, Repeatable

Kudik Peaks #250

2400 gil, 50 AP, 20 CP

Finished Scouring Time

Defeat 5 Enemies

A rock slide has blocked off the road to the Kudik Peaks. Looking for people to help clear it off.

Jagark, Mountain Patrol

Cancellation possible, Repeatable

Jeraw Sands #251

2400 gil, 50 AP, 20 CP

Finished Scouring Time

Defeat 5 Enemies

One of the ruins in Jeraw Sands is supposed to be the entrance to an underground cave! Please investigate.

Gadfly, Ivalice Tours

Cancellation possible, Repeatable

Uladog Bog #252

2400 gil, 70 AP, 20 CP

Finished Scouring Time

Defeat 7 Enemies

Won't someone help me build a bridge over Uladon Bog? It would really speed up travel.

Iluluna, Young Girl

Cancellation possible, Repeatable

Gotor Sands #253

2400 gil, 70 AP, 20 CP

Finished The Big Find

Defeat 7 Enemies

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

Cancellation possible, Repeatable

Delia Dunes #254

2400 gil, 70 AP, 20 CP

Finished Desert Patrol

Defeat 7 Enemies

Please find out where the dragonflies of Delia Dunes live. Their wings are a vital ingredient for making medicine.

Carulea, Alchemist

Cancellation possible, Repeatable

Bugbusters #255

2400 gil, 70 AP, 20 CP

Finished Quiet Sands

Defeat 7 Enemies

Bladebugs, the natural enemy of all monsters, are said to gather on the river that flows deep in the Materiwood. Find them!

Winetz, Entomologist

Cancellation possible, Repeatable

Tubola Cave #256

2400 gil, 70 AP, 20 CP

Finished Present Day

Defeat 7 Enemies

They say that the crystals are making monsters go crazy...I wonder about silvril? Get some from Tubola Cave for me!

Phol, Researcher

Cancellation possible, Repeatable

Deti Plains #257

2400 gil, 70 AP, 20 CP

Finished To Ambervale

Defeat 10 Enemies

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

Cancellation possible, Repeatable

Siena Gorge #258

2400 gil, 70 AP, 20 CP

Finished To Ambervale

Defeat 10 Enemies

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

Cancellation possible, Repeatable

Jagd Ahli #259

2400 gil, 80 AP, 20 CP

Finished the Main Game and Exploration

Defeat 15 Enemies

I'm thinking of building a gladitorial arena in Jagd Ahli. A lawless sport for a lawless zone! Help me find a good spot.

Pakanon, Architect

Cancellation possible, Repeatable

Jagd Helje #260
2400 gil, 70 AP, 20 CP
Finished Main Game and Den of Evil
Defeat 15 Enemies
I dropped something very important to me in a ruin in Jagd Helje. Please find it!

Ekal, Astrologer

Cancellation possible, Repeatable

Jagd Dorsa #261
2400 gil, 80 AP, 20 CP
Finished Ship Needed and read the Gukko Gone rumor
Defeat 15 Enemies
Please kill the jagdsaurus that plagues Jagd Dorsa. He'll come out if you go in there alone, I guarantee it.

Handog, Townsperson

Cancellation possible, Repeatable

Ambervale #262
2400 gil, 70 AP, 20 CP
Finished Royal Valley and Ozmonfield
Defeat 7 Enemies
The nest of the chomper beetles from Ozmonfield was found in Ambervale! Please use this "bugoff" to drive them away!

Dalaben, Ranch Manager

Cancellation possible, Repeatable

Ozmonfield #263
2400 gil, 70 AP, 20 CP
Finished Royal Valley and A Dragon's Aid
Defeat 7 Enemies
The chomper beetles found in Ozmonfield are eating my chocobo feed. Please use this "bug-B-gone" to drive them away!

Dalaben, Ranch Manager

Cancellation possible, Repeatable

Swords in Cyril #264
1800 gil, 50 AP, 20 CP, Victor Sword
Madmoon, Finished Thesis Hunt, Fencer
Fight 1 Battle
Announcing the biggest event of the year: the Cyril Swordsmanship Competition!
Test your strength and skill!

Cyril Event Committee

Cancellation possible, Repeatable

Newbie Hall #265
2400 gil, 50 AP, Onion Sword
Finished The Cheetahs and Earthly Colors, Combat Level 5
Wait 10 Days
Need: part-time teachers. Help apprentices in a wide variety of jobs learn the
tricks of your trade!

Oks, Newbie Hall Chief

Cancellation possible, Non-Repeatable

Voodoo Doll #266
3400 gil, 30 AP, Soulsaber
Finished Twisted Flow
Wait 5 Days
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

Cancellation possible, Non-Repeatable

Come on Out #267
5400 gil, 50 AP, Oblige
Finished Antilaws, Jerky
Wait 10 Days
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

Cancellation possible, Non-Repeatable

Food For Truth #268
6400 gil, 70 AP, Rhomphaia
Finished Diamond Rain and Metal Hunt, Choco Gratin, Appraise Level 18
Wait 20 Days
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

Cancellation possible, Non-Repeatable

Alba Cave #269
6000 gil, 90 AP, Beastsword
Finished Hot Awakening, Jerky, Blue Mage
Win 4 Battles
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

Cancellation possible, Non-Repeatable

The Performer #270
9600 gil, 50 AP, Toberrian
Finished Magic Wood, Rabbit Tail
Wait 15 Days
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

Cancellation possible, Non-Repeatable

One More Time #271
6400 gil, 50 AP, Aerial Hole
Finished Pale Company
Wait 15 Days
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

Cancellation possible, Non-Repeatable

Spring Tree #272

7000 gil, 70 AP, Charfire

Finished Jagd Hunt

Win two battles

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

Cancellation possible, Non-Repeatable

Who Am I? #273

600 gil, 50 AP, Power Staff

Finished The Bounty and Adaman Alloy, Magic Medal x2

Wait 15 days

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 innkeep.

Weathervane Inn, Room 3

Cancellation possible, Non-Repeatable

Reaper Rumors #274

8800 gil, 50 AP, Crescent Bow

Finished Scouring Time

Wait Ten Days

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

Cancellation possible, Non-Repeatable

Dog Days #275

8800 gil, 50 AP, Marduk Bow

Finished The Big Find

Wait Ten 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

Cancellation possible, Non-Repeatable

Good Bread #276

30 AP, Arbalest

Finished Desert Patrol, Grownup Bread, Kiddy Bread

Wait 5 Days

There's a bowyer outside of town that makes the best bread in the land, but he only makes them if you bring him good bread.

Arco, Pub Customer

Cancellation possible, Non-Repeatable

Sword Needed #277

9000 gil, 70 AP, Bangaa Spike

Finished Quiet Sands

Wait Ten Days

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

Cancellation possible, Non-Repeatable

El Ritmo #278

12400 gil, 70 AP, Fell Castanets

Finished Quiet Sands, Moonwood, Danbukwood

Defeat 10 Enemies

Those Nightwailers are out there singing every night. Noisy bunch, but bring 'em the materials, and they'll make you an instrument.

Dedeka, Pub Customer

Cancellation possible, Non-Repeatable

Her Big Move #279

9600 gil, 40 AP, Magic Hands

Finished Materite Now!, Malboro Wine

Wait 7 Days

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

Cancellation possible, Non-Repeatable

Don't Look #280
10800 gil, 70 AP, Reverie Shield
Finished Materite Now!
Defeat Ten Enemies

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

Cancellation possible, Non-Repeatable

Janitor Duty #281
11400 gil, 70 AP, Parade Heknet
Finished Present Day
Wait 20 Days

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

Cancellation possible, Non-Repeatable

Unlucky Star #282
13200 gil, 50 AP, Magic Robe
Finished Present Day, Blood Shawl
Kill 3 Enemies

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

Cancellation possible, Non-Repeatable

Corral Care #283
12600 gil, 50 AP, Fire Mitts
Finished To Ambervale, Choco Gratin
Wait 10 Days

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

Cancellation possible, Non-Repeatable

Beastly Gun #284

50 AP, Calling Gun

Finished Mysidia Alloy, Insignia, Ally Finder2, Gunner

Wait 10 Days

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

Cancellation possible, Non-Repeatable

Beast & Turtle #285

10600 Gil, 70 AP, Adaman Blade

Finished Materite Now! and She's Gone, Adaman Alloy, Broken Sword, Gladiator

Win 2 Battles

You can make amazingly strong swords with just a little adaman alloy. Too bad it's so hard to come by...

Gilgame, Young Blacksmith

Cancellation possible, Non-Repeatable

Valuable Fake #286

9000 gil, 50 AP, Nagrarok

Finished Run for Fun and Diamond Rain, Bent Sword, Rainbowite

Wait 10 Days

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

Cancellation possible, Non-Repeatable

Weaver's War #287

10600 gil, 50 AP, Zankplus

Finished Pale Company, Crusite Alloy, Blood Apple

Defeat 5 Enemies

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

Cancellation possible, Non-Repeatable

Fabled Sword #288
12600 gil, 80 AP, Master Sword
Finished Novel Ascent and Present Day, Thunderstone, Stormstone, Soldier
3 Battles
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

Cancellation possible, Non-Repeatable

Refurbishing #289
70 AP, Lurebreaker
Finished Desert Peril and Oh Milese
Wait 20 Days
Due to the recent drop in weapon availability, we at Teldot Workshop are now
offering refurbishing. Make old blades new!

Workshop Teldot

Cancellation possible, Non-Repeatable

Stone Secret #290
80 AP, Tabarise
Finished Present Day and Sorry, Friend, Rusty Sword, Leestone
Three Battles
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

Cancellation possible, Non-Repeatable

Sword Stuff #291
90 AP, Silkmoon
Finished Present Day and Sorry Friend, Silk Bloom, Moon Bloom
Win 4 Battles
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

Cancellation possible, Non-Repeatable

A Stormy Night #292

12600 gil, 90 AP, Odin Lance

Finished To Ambervale and Ghosts of War, Rusty Spear, Mysidia Alloy

Win 4 Battles

Once, long ago, a bolt of godfire hit a shrine to the esper Odin. When the smoke cleared, they found a spear--the Odinalance.

Fujias, Pub Customer

Cancellation possible, Non-Repeatable

Ministrel Song #293

80 AP, Dark Fiddle

Finished Materite Now!, Stradivari, Black Thread

Win 3 Battles

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

Cancellation possible, Non-Repeatable

Gun Crazy #294

80 AP, Bindsnipe

Finished Present Day and Sword Stuff, Crusite Alloy, Gun Gear

Win 3 Battles

I hear that Thousand-Barrel, that gun maker that lives up in Gilba Pass, invented a new gun! Got to be powerful, that.

Tetero, Pub Customer

Cancellation possible, Non-Repeatable

Black Hat #295

80 AP, Black Hat

Finished Quiet Sands, Black Thread, Magic Cloth, Black Mage

Win 3 Battles

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

Cancellation possible, Non-Repeatable

Hat for a Girl #296
9000 gil, 70 AP, White Hat
Finished Present Day, White Thread, Magic Cloth
Wait 30 days

That 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.

Jejelulu, Town Milliner

Cancellation possible, Non-Repeatable

Armor & Turtle #297
9000 gil, 70 AP, Adaman Armor
Finished Scouring Time and Mama's Taste, Adaman Alloy, Rat Tail
Win 2 Battles

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

Cancellation possible, Non-Repeatable

Dark Armor #298
70 AP, Materia Armor
Finished The Big Find and Dog Days, Materite x2
Kill 10 Enemies

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

Cancellation possible, Non-Repeatable

Fashion World #299
4600 Gil, 50 AP, Brint Set
Finished An Education, Chocobo Skin, Magic Cotton
Wait 10 Days

I hear Brint Mea, the popular brand, is looking for new designs. Probably trying to win customers back from Galmia Pepe!

Mit, Pub Customer

Cancellation possible, Non-Repeatable

Fashion Hoopla #300
11800 Gil, 30 AP, Galmia Set
Finished The Performer, Chocobo Skin, Magic Cotton
Wait 5 Days

Both Galmia Pepe and Brint Mea are looking for new designs! The fate of the fashion world hangs in the balance on this one!

Phale, Fashion Expert

Cancellation possible, Non-Repeatable

~~~~~  
SPECIAL DISPATCH MISSIONS  
~~~~~

These numberless missions have special uses. For example, Left Behind will lead into the With Babus sub-mission, allowing you to get Babus.

Left Behind #???

8000 gil, 50 AP, 20 CP

Defeated Main Game

Wait 10 days

The prince left something in this Ivalice when he left...but I've no idea where to find it. Please help look for clues!

Babus

Cancellation possible, Non-Repeatable

A Maiden's Cry #???

6000 gil

Defeated Main Game

Wait 10 days

I was walking in Tubola just now, when I heard a woman scream "aah, bugs!" I'm a little worried...Please check it out!

Darelka, Traveler

Cancellations possible, Non-Repeatable

Doned Here! #???

Nothing

Refused/Couldn't let Babus into your clan after With Babus

Wait 5 days

Babus was a little hesitant before, but I bet he'd join the clan if you asked

Mythril Blade	None	32	0	0	0	0	1	0	0
Ogun Blade	None	42	0	2	0	0	0	0	0
Paraiba Blade	None	33	0	10	0	0	0	2	0
Pearl Blade	None	46	0	0	0	0	0	0	0
Shadow Blade	None	32	0	0	0	0	0	2	0
Sun Blade	None	37	0	0	0	0	0	0	2
Sweep Blade	None	28	0	0	0	0	0	0	0
Venus Blade	Fire	45	0	2	0	0	0	0	2

Air Blade

+++++

Effect: Nullifies Wind

Ability: Air Blast (Fighter)

Ability: Bolt Sword (Gladiator)

Atmos Blade

+++++

Ability: Air Render (Fighter)

Ability: Mog Lance (Mog Knight)

Flametongue

+++++

Ability: Backdraft (Fighter)

Ability: Fire Sword (Gladiator)

Ability: Mog Attack (Mog Knight)

Icebrand

+++++

Ability: Ice Sword (Gladiator)

Ability: Mog Aid (Mog Knight)

Kwigoon Blade

+++++

Ability: Far Fist (Fighter)

Ability: Mog Guard (Mog Knight)

Materia Blade

+++++

Ability: Ultima Sword (Gladiator)

Ability: Ultima Charge (Mog Knight)

Mythril Blade

+++++

Ability: Fight Combo (Fighter)

Ability: Sword Combo (Gladiator)

Ability: Charge Combo (Mog Knight)

Ogun Blade

+++++

Ability: Wild Swing (Fighter, Gladiator)

Paraiba Blade

+++++

Ability: Mog Peek (Mog Knight)

Pearl Blade

+++++

Ability: Mog Shield (Mog Knight)

Shadow Blade

+++++

Ability: Beatdown (Fighter, Gladiator)

Ability: Mog Rush (Mog Knight)

Sun Blade

+++++

Ability: Blitz (Fighter, Gladiator)

Sweep Blade

+++++

Ability: Rush (Fighter, Gladiator)

Venus Blade

+++++

Effect: Absorbs Fire, reduces Water damage by 50%

Ability: Doublehand (Fighter, Gladiator)

=====

=Bows=

=====

Jobs: Archer

Name	ATTR	ATT	DF	M-ATT	M-DF	Move	Jump	Evade	Speed
Artemis Bow	None	27	0	0	0	0	0	0	0
Char Bow	None	21	0	0	0	0	0	0	0
Crescent Bow	None	45	0	0	0	0	0	0	0
Longbow	None	19	0	0	0	0	0	0	0
Malbow	None	21	0	0	0	0	0	0	0
Mythril Bow	None	32	0	0	0	0	1	0	0

Nail Bow	None	29	0	0	0	0	0	0	0	0
Perseus Bow	None	42	0	0	0	0	0	0	2	0
Silver Bow	None	23	0	0	0	0	0	0	0	0
Target Bow	None	35	0	0	0	0	0	0	5	0
Thorn Bow	None	25	0	0	0	0	0	0	0	0
Yoichi Bow	None	33	0	0	0	0	0	0	0	0

Artemis Bow

+++++

Effect: 7-Panel Range

Ability: Cupid (Archer)

Char Bow

+++++

Effect: 5-Panel Range

Ability: Blackout (Archer)

Crescent Bow

+++++

Effect: 5-Panel Range

Longbow

+++++

Effect: 5-Panel Range

Ability: Boost (Archer)

Malbow

+++++

Effect: 5-Panel Range

Mythril Bow

+++++

Effect: 5-Panel Range

Ability: Bow Combo (Archer)

Nail Bow

+++++

Effect: 5-Panel Range

Ability: Aim: Arm (Archer)

Perseus Bow

+++++

Effect: 6-Panel Range

Ability: Faster (Archer)

Silver Bow

+++++++

Effect: 6-Panel Range

Ability: Burial (Archer)

Target Bow

+++++++

Effect: 5-Panel Range

Ability: Concentrate (Archer)

Thorn Bow

+++++++

Effect: 5-Panel Range

Ability: Aim: Legs (Archer)

Yoichi Bow

+++++++

Effect: 5-Panel Range

Ability: Take Aim (Archer)

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=Broadswords=

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Jobs: Defender, Warrior

Name	ATTR	ATT	DF	M-ATT	M-DF	Move	Jump	Evade	Speed
Beastsword	None	50	5	0	0	0	0	0	0
Claymore	None	49	5	0	0	0	0	0	0
Eclipse	None	76	5	5	0	0	0	0	0
El Cid Sword	None	47	10	0	0	0	0	0	0
Estreledge	None	77	5	0	5	0	0	0	0
Falchion	None	27	5	0	0	0	0	0	0
Predator	None	37	5	0	0	0	0	0	0
Rhomphaia	None	57	5	0	0	0	0	0	0
Samson Sword	Earth	32	5	0	0	0	0	0	0
Striborg	None	33	5	0	0	0	0	0	0
Tabarise	None	47	5	0	0	0	0	2	2
Vajra	Elec	45	5	0	5	0	0	0	0

Claymore
+++++++
Ability: Monkey Grip (Warrior)

El Cid Sword
+++++++
Ability: Tremor (Defender)

Falchion
+++++++
Ability: Magicbreak (Warrior)

Predator
+++++++
Ability: Last Beserk (Defender)

Samson Sword
+++++++
Ability: Powerbreak (Warrior)

Striborg
+++++++
Ability: Body Slam (Warrior)
Ability: Mow Down (Defender)

Vajra
+++++
Effect: Enhances Lightning attacks
Ability: Meltdown (Defender)

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=Guns=
=====
Jobs: Gunner

Name	ATTR	ATT	DF	M-ATT	M-DF	Move	Jump	Evade	Speed
Aiot Gun	None	27	0	0	0	0	0	0	0
Bindsnipe	None	47	0	0	0	0	0	0	0
Calling Gun	None	59	0	0	0	0	0	0	0
Chaos Rifle	None	33	0	0	0	0	0	0	0
Giot Gun	None	37	0	0	0	0	0	0	0
Longbarrel	None	39	0	0	0	0	0	0	0
Lost Gun	None	31	0	0	0	0	0	0	0

Mythril Gun	None	32	0	0	0	0	1	0	0
=====									
Outsider	None	41	0	0	0	0	0	0	0
=====									
Peacemaker	None	33	0	0	0	0	0	0	0
=====									
Riot Gun	None	31	0	0	0	0	0	0	0
=====									
Silver Cannon	None	31	0	0	0	0	0	0	0
=====									

Aiot Gun

+++++++

Effect: 8 Panel Range

Ability: Fireshot (Gunner)

Bindsnipe

+++++++

Effect: 8 Panel Range

Calling Gun

+++++++

Effect: 8 Panel Range

Chaos Rifle

+++++++

Effect: 8 Panel Range

Ability: Confushot (Gunner)

Giot Gun

+++++++

Effect: 8 Panel Range

Ability: Iceshot (Gunner)

Longbarrel

+++++++

Effect: 8 Panel Range

Ability: Concentrate (Gunner)

Lost Gun

+++++++

Effect: 8 Panel Range

Ability: Silenshot (Gunner)

Mythril Gun

+++++++

Effect: 8 Panel Range

Ability: Gun Combo (Gunner)

Outsider

+++++++

Effect: 9 Panel Range
Ability: Stopshot (Gunner)

Peacemaker

+++++

Effect: 8 Panel Range
Ability: Charmshot (Gunner)

Riot Gun

+++++

Effect: 8 Panel Range
Ability: Boltshot (Gunner)

Silver Cannon

+++++

Effect: 7 Panel Range
Ability: Blindshot (Gunner)

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=Greatbows=
=====

Name	ATTR	ATT	DF	M-ATT	M-DF	Move	Jump	Evade	Speed
Arbalest	Earth	42	0	0	0	0	0	0	0
Cranequin	None	29	0	0	0	0	0	0	0
Fey Bow	Wind	31	0	0	0	0	0	2	0
Gastra Bow	None	51	0	0	0	0	0	0	0
Hades Bow	Dark	33	0	0	0	0	0	0	0
Hunt Bow	None	33	0	0	0	0	0	0	0
Marduk Bow	None	39	0	0	0	0	0	0	0
Master Bow	None	41	0	0	0	0	0	2	0
Max's Oathbow	Dark	61	0	2	0	0	0	0	0
Mythril Shot	None	32	0	0	0	0	1	0	0
Nike Bow	Elec	37	5	0	0	0	0	0	0
Ranger Bow	Earth	23	0	0	0	0	0	0	0
Seventh Heaven	Holy	15	0	0	0	0	0	5	0
Twin Bow	None	31	0	0	0	0	0	0	0
Windslash Bow	Wind	25	0	0	0	0	0	2	0

Arbalest

+++++++

Effect: 7-Panel Range

Cranequin

+++++++

Effect: 5-Panel Range

Ability: Sonic Boom (Hunter)

Ability: Beso Toxico (Sniper)

Fey Bow

+++++++

Effect: 6-Panel Range

Ability: Aim: Vitals (Hunter)

Ability: Aim: Armor (Sniper)

Ability: Shadowbind (Assassin)

Gastra Bow

+++++++

Effect: 7-Panel Range

Hades Bow

+++++++

Effect: 5-Panel Range

Ability: Sidewinder (Hunter)

Ability: Death Sickle (Sniper)

Hunt Bow

+++++++

Effect: 5-Panel Range

Ability: Hunting (Hunter)

Ability: Aim: Wallet (Sniper)

Marduk Bow

+++++++

Effect: 7-Panel Range

Master Bow

+++++++

Effect: 5-Panel Range

Ability: Addle (Hunter)

Ability: Aim: Weapon (Sniper)

Max's Oathbow

+++++++

Effect: 5-Panel Range

Ability: Doom Archer (Sniper)

Mythril Shot

+++++++

Effect: 5-Panel Range
Ability: Hunt Combo (Hunter)
Ability: Sniper Combo (Sniper)

Nike Bow
+++++++
Effect: 5-Panel Range
Ability: Weapon Attack + (Hunter)

Ranger Bow
+++++++
Effect: 5-Panel Range
Ability: Capture (Hunter)
Ability: Agree (Assassin)

Seventh Heaven
+++++++
Effect: 5-Panel Range
Ability: Ultima Shot (Hunter)

Twin Bow
+++++++
Effect: 5-Panel Range
Ability: Advice (Hunter)
Ability: Doubleshot (Sniper)

Windsplash Bow
+++++++
Effect: 5-Panel Range
Ability: Dust (Hunter)
Ability: Conceal (Sniper)

=====
=Greatswords=
=====
Jobs: Paladin, Soldier

Name	ATTR	ATT	DF	M-ATT	M-DF	Move	Jump	Evade	Speed
Ancient Sword	None	32	0	0	0	0	0	0	0
Barong	None	30	0	0	0	0	0	0	0
Diamond Sword	None	32	0	0	0	0	0	0	0
Hardedge	None	42	0	0	0	0	0	0	0
Iceprism	Ice	45	0	0	0	0	0	0	0
Lurebreaker	None	51	0	0	0	0	0	0	0
Master Sword	None	59	0	0	0	0	0	0	0

Oblige	None	48	0	0	0	0	0	0	0	0
Vigilante	None	37	0	0	0	0	0	0	0	0
Zankplus	None	49	0	0	0	0	0	0	0	0

Ancient Sword

+++++

Effect: Nullifies Petrification

Ability: Magicbreak (Soldier)

Ability: Subdue (Paladin)

Barong

+++++

Ability: Powerbreak (Soldier)

Ability: Parley (Paladin)

Diamond Sword

+++++

Effect: Nullifies Slow

Ability: Mug (Soldier)

Hardedge

+++++

Effect: Nullifies Doom

Iceprism

+++++

Effect: Nullifies Fire and Silence

Lurebreaker

+++++

Effect: Nullifies Sleep

Master Sword

+++++

Effect: Nullifies KO

Oblige

+++++

Effect: Nullifies Charm

Vigilante

+++++

Effect: Nullifies Confusion

Ability: Monkey Grip (Soldier)

Zankplus

+++++

Effect: Nullifies poison

=====
=Instruments=
=====

Jobs: Animist, Beastmaster

Name	ATTR	ATT	DF	M-ATT	M-DF	Move	Jump	Evade	Speed
Aona Flute	None	32	0	0	2	0	0	0	0
Black Quena	Dark	33	0	0	2	0	0	0	0
Blood Strings	None	22	0	0	0	0	0	1	0
Conch Shell	None	31	2	0	0	0	0	0	0
Dark Fiddle	Dark	45	0	0	0	0	0	0	0
Demon Bell	None	22	0	0	0	0	0	0	0
Earth Bell	Earth	31	3	0	0	0	0	0	0
Fairy Harp	None	29	0	2	0	0	0	0	0
Fell Castanets	Dark	47	0	0	0	0	0	0	0
Glass Bell	None	25	0	0	1	0	0	0	0
Heal Chime	Holy	39	0	0	0	0	0	1	0
Mythril Bell	None	18	0	0	0	0	0	0	0
Satyr Flute	None	35	0	0	0	0	0	1	0
War Trumpet	None	25	0	0	0	0	0	1	0

Aona Flute
+++++++
Effect: Nullifies Poison
Ability: Marlboro (Beastmaster)
Ability: Bomb (Beastmaster)
Ability: Frogson (Animist)

Black Quena
+++++++
Ability: Floateye (Beastmaster)
Ability: Undead (Beastmaster)

Blood Strings
+++++++
Effect: Drains Target's HP
Ability: Tonberry (Beastmaster)
Ability: Friend (Animist)

Conch Shell

+++++

Ability: Rockbeast (Beastmaster)

Dark Fiddle

+++++

Effect: Nullifies Silence

Demon Bell

+++++

Ability: Goblin (Beastmaster)

Ability: Flan (Beastmaster)

Ability: Bomb (Beastmaster)

Earth Bell

+++++

Effect: Absorbs Earth Attacks

Ability: Dragon (Beastmaster)

Ability: 100% Wool (Animist)

Fairy Harp

+++++

Ability: Fairy (Beastmaster)

Ability: Bug (Beastmaster)

Ability: Tail Wag (Animist)

Glass Bell

+++++

Effect: Nullifies Sleep

Ability: Lamia (Beastmaster)

Ability: Flan (Beastmaster)

Ability: Sheep Count (Animist)

Heal Chime

+++++

Effect: Nullifies Doom

Ability: Cuisine (Animist)

Mythril Bell

+++++

Ability: Beast Combo (Beastmaster)

Ability: Animal Combo (Animist)

Satyr Flute

+++++

Effect: Nullifies Charm

Ability: Chocobo Rush (Animist)

War Trumpet

+++++

Ability: Panther (Beastmaster)
 Ability: Goblin (Beastmaster)
 Ability: Catnip (Beastmaster)

=====
 =Katanas=
 =====

Jobs: Assassins, Thieves

Name	ATTR	ATT	DF	M-ATT	M-DF	Move	Jump	Evade	Speed
Ashura	Fire	33	0	0	0	0	0	0	0
Charfire	None	47	0	0	0	0	0	0	2
Heaven's Cloud	Holy	39	0	0	5	0	0	0	0
Kikuichimonji	None	40	0	0	5	0	0	0	0
Kotetsu	None	37	0	0	0	0	0	0	0
Masamune	None	65	0	0	0	0	0	0	0
Masamune 100	None	79	0	5	0	0	0	0	0
Murasame	Water	31	0	0	0	0	0	0	0
Mythril Epee	None	32	0	0	0	0	1	0	0
Ninja Knife	None	31	0	0	0	0	0	0	0
Nosada	None	42	0	0	0	0	0	0	0
Osafune	None	35	5	0	0	0	0	0	0
Petalchaser	None	34	0	0	0	0	0	0	0
Silkmooon	None	55	0	0	0	0	0	2	0
Zanmato	Holy	22	0	2	0	0	0	0	0

Ashura
 ++++++
 Ability: Fire Veil

Heaven's Cloud
 ++++++
 Effect: Absorbs Holy
 Ability: Unspell (Ninja)

Kikuichimonji
 ++++++
 Ability: Metal Veil (Ninja)

Ability: Nightmare (Assassin)

Kotetsu

+++++++

Ability: Wood Veil (Ninja)

Ability: Rockseal (Assassin)

Masamune

+++++++

Ability: Oblivion (Ninja, Assassin)

Murasame

+++++++

Ability: Water Veil (Ninja)

Ability: Aponia (Assassin)

Mythril Epee

+++++++

Ability: Ninja Combo (Ninja)

Ability: Killer Combo (Assassin)

Ninja Knife

+++++++

Ability: Throw (Ninja)

Nosada

+++++

Ability: Double Sword (Ninja)

Osafune

+++++++

Ability: Earth Veil (Ninja)

Petalchaser

+++++++

Ability: Last Breath (Assassin)

Zanmato

+++++++

Effect: Reduces Dark by 50%, Enhances Holy attacks

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=Knightswords=

=====

Jobs: Defender, Paladin, Templar

Name | ATTR | ATT | DF | M-ATT | M-DF | Move | Jump | Evade | Speed

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Apocalypse	Dark	32	0	0	0	0	0	0	0	0
Arch Sword	None	48	0	0	0	0	0	0	0	0
Defender	None	37	0	0	0	0	0	0	0	0
Excalibur	Holy	47	0	2	0	0	0	0	5	1
Excalibur2	None	87	0	3	0	0	0	0	5	4
Lionheart	None	34	2	0	1	0	0	0	0	0
Lohengrin	None	46	0	0	0	0	0	0	0	0
Mythril Brand	None	32	0	0	0	0	0	1	0	0
Nagrarok	None	75	0	0	0	1	0	0	0	6
Ragnarok	None	36	0	5	0	0	0	0	0	0
SavetheQueen	Holy	45	3	0	3	0	0	0	5	0
Sequence	None	32	2	5	2	1	1	1	2	2

Apocalypse

+++++

Ability: Rasp (Templar)

Arch Sword

+++++

Ability: Saint Cross (Paladin)

Ability: Soul Sphere (Templar)

Defender

+++++

Ability: Nurse (Paladin)

Ability: Hibernate (Defender)

Excalibur

+++++

Effect: Absorbs Holy, Strengthens Holy Attacks

Ability: Holy Blade (Paladin)

Lionheart

+++++

Ability: Defense (Paladin, Defender)

Lohengrin

+++++

Ability: Aura (Defender)

Ability: Haste (Templar)

Mythril Brand

+++++

Ability: Knight Combo (Paladin)

Ability: Defend Combo (Defender)

Ability: Sacred Combo (Templar)

Ragnarok

+++++

Ability: Drop Weapon (Paladin, Defender)

Ability: Silence (Templar)

SavetheQueen

+++++

Effect: Strengthens Holy Attacks

Ability: Cover (Paladin)

Ability: Expert Guard (Defender)

Ability: Astra (Templar)

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=Knives=

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Jobs: Juggler, Thief

Name	ATTR	ATT	DF	M-ATT	M-DF	Move	Jump	Evade	Speed
Cinquedea	None	57	0	0	0	0	0	2	5
Jack Knife	None	22	0	0	0	0	0	1	0
Jambiya	None	31	0	2	0	0	0	1	0
Kard	None	35	0	0	0	0	0	2	0
Khukuri	None	37	0	0	0	0	0	1	2
Kris Knife	None	30	0	0	5	0	0	1	0
Mythril Knife	None	32	0	0	0	0	1	1	0
Orichalcum	None	60	0	2	0	0	0	1	0
Rondell Dagger	None	33	0	0	0	0	0	1	0
Scramasax	None	29	0	0	0	0	0	1	0
Sword Breaker	None	39	0	0	0	0	0	2	0
Tiptaptwo	None	35	0	0	0	0	0	0	15
Tonberrian	None	37	0	0	0	0	0	0	10
Zorlin Shape	None	18	0	0	0	0	0	0	0

Cinquedea

+++++

Ability: Steal: Ability (Thief)

Jack Knife

+++++

Ability: Steal: Gil (Thief)

Ability: Gil Toss (Juggler)

Jambiya

+++++

Ability: Steal: Accesspry (Thief)

Ability: Dagger (Juggler)

Kard

++++

Ability: Steal: Helmet (Thief)

Khuhuri

+++++

Ability: Steal: Experience (Thief)

Ability: Firebomb (Juggler)

Kris Knife

+++++

Ability: Hurl (Juggler)

Mythril Knife

+++++

Ability: Thief Combo (Thief)

Ability: Juggle Combo (Juggler)

Orichalcum

+++++

Ability: Steal: Judge Points (Thief)

Ability: Smile (Juggler)

Rondell Dagger

+++++

Effect: Nullifies Immobilize and Disable

Ability: Steal: Armor (Thief)

Ability: Ring (Juggler)

Scramasax

+++++

Ability: Steal: Shield (Thief)

Ability: Ball (Juggler)

Sword Breaker

+++++

Ability: Steal: Weapon (Thief)

Tiptaptwo
 ++++++++
 Effect: Nullifies Slow

=====
 =Knuckles=
 =====

Jobs: Gadgeteer, White Monk

Name	ATTR	ATT	DF	M-ATT	M-DF	Move	Jump	Evade	Speed
Cat Claws	None	35	0	0	0	0	0	1	2
Death Claws	Dark	43	0	0	0	0	0	1	0
Dream Claws	None	39	0	0	0	0	0	1	0
Godhand	Holy	39	0	3	0	0	0	5	1
Greaseburst	None	59	0	0	0	0	0	1	0
Hard Knuckles	None	29	0	0	0	0	0	1	0
KaiserKnuckles	None	42	0	0	0	0	0	1	0
Magic Hands	None	52	0	0	0	0	0	1	0
Mythril Claws	None	32	0	0	0	0	1	1	0
Rising Sun	Fire	31	0	0	0	0	0	1	0
Sick Knuckles	None	35	0	0	0	0	0	1	0
Survivor	None	37	2	0	0	0	0	2	0
Tiger Fangs	Elec	39	0	0	0	0	0	1	0
White Fangs	Ice	39	0	0	0	0	0	1	0

Cat Claws
 ++++++++
 Ability: Chakra (White Monk)
 Ability: Gold Battery (Gadgeteer)

Death Claws
 ++++++++
 Ability: Black Ingot (Gadgeteer)

Dream Claws
 ++++++++
 Chroma Gem (Gadgeteer)

Godhand

+++++++

Ability: Far Fist (White Monk)

Hard Knuckles

+++++++

Ability: Whirlwind (White Monk)

Ability: Silver Disc (Gadgeteer)

Kaiser Knuckles

+++++++

Ability: Air Render (White Monk)

Magic Hands

+++++++

Ability: Air Render (White Monk)

Mythril Claws

+++++++

Ability: Monk Combo (White Monk)

Ability: Gadget Combo (Gadgeteer)

Rising Sun

+++++++

Ability: Exorcise (White Monk)

Ability: Red Spring (Gadgeteer)

Sick Knuckles

+++++++

Ability: Green Gear (Gadgeteer)

Survivor

+++++++

Ability: Revive (White Monk)

Ability: Yellow Spring (Gadgeteer)

Tiger Fangs

+++++++

Ability: Earth Render (White Monk)

White Fangs

+++++++

Ability: Holy Sign (White Monk)

Ability: Blue Screw (Gadgeteer)

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=Maces=

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Jobs: Alchemist, Sage

Name	ATTR	ATT	DF	M-ATT	M-DF	Move	Jump	Evade	Speed
Battle Mace	None	31	0	0	0	0	0	0	0
Cactus Stick	None	62	0	2	5	0	0	0	0
Druid Mace	None	33	0	3	5	0	0	0	0
Energy Mace	None	29	0	2	5	0	0	0	0
Life Crosier	None	35	0	2	10	0	0	0	0
Lotus Mace	Fire	37	0	2	5	0	0	0	0
Mandragora	Earth	37	0	2	5	0	0	0	0
Morning Star	None	33	0	2	5	0	0	0	0
Mythril Mace	None	32	0	2	5	0	1	0	0
Sage Crosier	None	31	0	8	8	0	0	0	0
Scorpion Tail	None	38	0	2	5	0	0	0	0
Vesper	None	39	0	2	5	0	0	0	0
Zeus Mace	Holy	15	0	5	5	0	0	0	0

Battle Mace

+++++

Ability: Water (Sage)

Ability: Aero (Sage)

Druid Mace

+++++

Ability: Blind (Sage)

Ability: Poison (Alchemist)

Energy Mace

+++++

Ability: Drain (Sage)

Ability: Rasp (Alchemist)

Life Crosier

+++++

Ability: Raise (Sage)

Ability: Death (Alchemist)

Lotus Mace

+++++

Effect: Enhances Fire Attacks

Ability: Giga Flare (Sage)

Ability: Flare (Alchemist)

Mandragora

+++++

Effect: Absorbs Earth, Nullifies Poison

Ability: Bio (Sage)

Ability: Toad (Alchemist)

Morning Star

+++++

Ability: Magic Power + (Alchemist)

Mythril Mace

+++++

Ability: Wise Combo (Sage)

Ability: Gold Combo (Alchemist)

Sage Crosier

+++++

Ability: Astra (Alchemist)

Scorpion Tail

+++++

Ability: Meteor (Alchemist)

Zeus Mace

+++++

Effect: Enhances Holy

Ability: Ultima Blow (Sage)

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=Rapiers=

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Jobs: Elementalist, Fencer, Red Mage

Name	ATTR	ATT	DF	M-ATT	M-DF	Move	Jump	Evade	Speed
Aerial Hole	None	43	0	8	0	0	0	0	2
Colichemarde	None	36	0	8	0	0	0	0	2
Diabolique	Dark	41	0	0	5	0	0	0	2
Djinn Flyssa	Wind	34	0	2	0	0	0	2	2
Epeprism	None	37	0	0	0	0	0	0	2
Estoc	None	32	0	0	0	0	0	0	2
Femme Fatale	None	49	0	0	0	0	0	0	2
Flamberge	None	35	5	0	0	0	0	0	2

Fleuret	None	27	0	0	0	0	0	0	2
Gupti Aga	None	38	0	0	0	0	0	0	2
Joyeuse	None	37	0	0	5	0	0	0	2
Last Letter	None	45	0	0	0	0	0	3	2
Madu	None	33	0	0	0	0	0	0	2
Mage Masher	None	34	0	5	10	0	0	0	2
Mythril Rapier	None	32	0	0	0	0	1	0	2
Scarlette	Fire	27	0	2	0	0	0	0	2
Silver Rapier	None	35	0	0	0	0	0	0	2
Stinger	None	25	0	0	0	0	0	0	2

Colichemarde

+++++

Effect: Nullifies Berserk

Ability: Magic Power+ (Red Mage)

Diabolique

+++++

Effect: Nullifies Dark

Djinn Flyssa

+++++

Effect: Nullifies Wind, Enhances Wind attacks

Ability: Swallowtail (Fencer)

Ability: Shining Air (Elementalist)

Epeprism

+++++

Effect: Reduces Holy and Dark damage by 50%

Ability: Elemental Shift (Elementalist)

Estoc

+++++

Ability: Featherblow (Fencer)

Ability: Sleep (Red Mage)

Ability: Heavy Dust (Elementalist)

Femme Fatale

+++++

Effect: Nullifies Doom

Flamberge

+++++

Ability: Piercethrough (Fencer)
Ability: Blizzard (Red Mage)
Ability: White Flame (Elementalist)

Fleuret
+++++++
Ability: Cure (Red Mage)
Ability: Earth Heal (Elementalist)

Gupti Aga
+++++++
Ability: Checkmate (Fencer)

Joyeuse
+++++++
Ability: Nighthawk (Fencer)
Ability: Evil Gaze (Elementalist)

Madu
++++
Ability: Doublecast (Red Mage)

Mage Masher
+++++++
Ability: Manastrike (Fencer)
Ability: Barrier (Red Mage)

Mythril Rapier
+++++++
Ability: Lunge Combo (Fencer)
Ability: Spirit Combo (Elementalist)
Ability: Red Combo (Red Mage)

Scarlette
+++++++
Ability: Fire (Red Mage)
Ability: Fire Whip (Elementalist)

Silver Rapier
+++++++
Ability: Shadowstick (Fencer)
Ability: Sliprain (Elementalist)
Ability: Poison (Red Mage)

Stinger
+++++++
Ability: Swarmstrike (Fencer)
Ability: Thunder (Red Mage)

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=Rods=

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Jobs: Black Mage, Illusionist, Time Mage

Name	ATTR	ATT	DF	M-ATT	M-DF	Move	Jump	Evade	Speed
Chill Rod	Ice	27	0	2	0	0	0	0	0
Firewheel Rod	Fire	21	0	2	0	0	0	0	0
Flame Rod	Fire	27	0	2	0	0	0	0	0
Force Rod	None	25	0	5	0	0	0	0	0
Heretic Rod	Dark	31	0	20	0	0	0	0	0
Mythril Rod	None	32	0	2	0	0	1	0	0
Princess Rod	None	35	5	2	5	0	0	2	0
Rod	None	18	0	2	0	0	0	0	0
Sapere Aude	None	18	2	5	2	1	1	2	2
Sleet Rod	Ice	21	0	2	0	0	0	0	0
Stardust Rod	None	29	0	5	0	0	0	0	0
Terre Rod	Earth	23	0	2	0	0	0	0	0
Thor Rod	Elec	27	0	2	0	0	0	0	0
Thunder Rod	Elec	21	0	2	0	0	0	0	0

Chill Rod

+++++++

Effect: Enhances Ice Attacks

Ability: Blizzaga (Black Mage)

Ability: Stop (Time Mage)

Ability: Deluge (Illusionist)

Firewheel Rod

+++++++

Ability: Fira (Black Mage)

Ability: Haste (Time Mage)

Ability: Prominence (Illusionist)

Fire Rod

+++++++

Effect: Enhances Fire Attacks

Ability: Firaga (Black Mage)

Force Rod

+++++++

Ability: Quarter (Time Mage)

Mythril Rod

+++++

Ability: Black Combo (Black Mage)

Ability: Time Combo (Time Mage)

Ability: Spell Combo (Illusionist)

Princess Rod

+++++

Effect: Enhances Earth, Water and Wind attacks

Ability: Star Cross (Illusionist)

Rod

+++

Effect: Enhances Earth, Water and Wind attacks

Ability: Fire (Black Mage)

Ability: Thunder (Black Mage)

Ability: Blizzard (Black Mage)

Sleet Rod

+++++

Ability: Blizzara (Black Mage)

Ability: Silence (Time Mage)

Ability: Freezeblink (Illusionist)

Stardust Rod

+++++

Ability: Demi (Time Mage)

Ability: Stardust (Illusionist)

Terre Rod

+++++

Effect: Enhances Earth

Ability: Slow (Time Mage)

Ability: Soil Evidence (Illusionist)

Thor Rod

+++++

Effect: Enhances Lightning Attacks

Ability: Thundaga (Black Mage)

Ability: Quicken (Time Mage)

Ability: Wild Tornado (Illusionist)

Thunder Rod

+++++

Ability: Thundara (Black Mage)

Ability: Reflect (Time Mage)

Ability: Tempest (Illusionist)

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=Sabers=

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Jobs: Blue Mage

Name	ATTR	ATT	DF	M-ATT	M-DF	Move	Jump	Evade	Speed
Aqua Saber	Water	36	0	0	0	0	0	6	0
Blue Saber	None	25	0	0	0	0	0	0	2
Harpe	None	42	0	5	0	0	0	0	0
Manganese	None	47	0	10	0	0	0	3	0
Mythril Saber	None	32	0	0	0	0	1	0	0
Shamshir	None	31	0	0	0	0	0	2	0
Soulsaber	Fire	39	0	0	10	0	0	5	0
Tulwar	None	55	10	0	10	0	0	0	2

Blue Saber

+++++

Ability: Learning (Blue Mage)

Mythril Saber

+++++

Ability: Blue Combo (Blue Mage)

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=Spears=

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Jobs: Dragoon, Templar

Name	ATTR	ATT	DF	M-ATT	M-DF	Move	Jump	Evade	Speed
Bangaa Spike	None	53	5	2	5	0	0	0	0
Beastspear	None	51	10	0	0	0	0	0	0
Dragon Whisker	None	45	0	0	0	0	0	0	0
Gae Bolg	Elec	39	0	0	0	0	0	0	0
Ice Lance	Ice	35	0	0	0	0	0	0	0
Javelin	None	31	0	0	0	0	0	0	0
Kain's Lance	None	47	0	0	0	0	1	0	0
Lava Spear	Fire	33	0	0	0	0	0	0	0
Mythril Spear	None	32	0	0	0	0	2	0	0
Odin Lance	None	55	0	0	0	0	0	0	0

```
=====  
Partisan      | None | 42 | 0 | 0 | 0 | 0 | 1 | 0 | 0  
=====
```

```
Trident       | None | 50 | 0 | 2 | 0 | 0 | 1 | 0 | 0  
=====
```

Bangaa Spike

+++++

Effect: 2 Panel Pierce

Beastspear

+++++

Effect: 2 Panel Pierce

Dragon Whisker

+++++

Effect: 2 Panel Pierce

Ability: Bangaa Cry (Dragoon)

Gae Bolg

+++++

Effect: 2 Panel Pierce

Ability: Bolt Breath (Dragoon)

Ice Lance

+++++

Effect: 2 Panel Pierce

Ability: Ice Breath (Dragoon)

Javelin

+++++

Effect: 2 Panel Pierce

Abiliyu: Warcry (Templar)

Ability: Jump (Dragoon)

Kain's Lance

+++++

Effect: 2 Panel Pierce

Ability: Lifebreak (Templar)

Lava Spear

+++++

Effect: 2 Panel Pierce

Ability: Fire Breath (Dragoon)

Mythril Spear

+++++

Effect: 2 Panel Pierce

Ability: Dragon Combo (Dragoon)

Odin Lance

+++++++

Effect: 2 Panel Pierce

Partisan

+++++++

Effect: 2 Panel Pierce

Ability: Cheer (Templar)

Trident

+++++++

Effect: 2 Panel Pierce

Ability: Weapon Attack + (Templar)

=====

=Souls=

=====

Jobs: Morpher

Name	ATTR	ATT	DF	M-ATT	M-DF	Move	Jump	Evade	Speed
Bomb Soul	Fire	36	0	2	0	0	0	0	0
Bug Soul	Earth	39	2	2	0	0	0	0	0
Dragon Soul	Earth	43	5	2	0	0	0	0	0
Dread Soul	None	49	0	2	0	0	0	0	0
Eye Soul	Dark	45	0	2	0	0	0	0	0
Flan Soul	None	34	10	2	0	0	0	0	0
Goblin Soul	None	32	0	2	0	0	0	0	0
Lamia Soul	Water	41	0	2	2	0	0	0	0
Malboro Soul	None	47	0	2	2	0	0	0	0
Mythril Soul	None	32	0	2	0	0	1	0	0
Panther Soul	None	39	0	2	0	0	0	2	0
Rukavi Soul	None	67	0	2	0	0	0	0	0

Bomb Soul

+++++++

Effect: Reduces Fire Attacks by 50%

Ability: Bomb (Morpher)

Bug Soul

+++++++

Effect: Nullifies Blind
Ability: Bug (Morpher)

Dragon Soul
+++++++
Effect: Nullifies Earth Attacks
Ability: Dragon (Morpher)

Eye Soul
+++++++
Effect: Nullifies Doom
Ability: Floateye (Morpher)

Flan Soul
+++++++
Effect: Reduces Ice Attacks by 50%
Ability: Flan (Morpher)

Goblin Soul
+++++++
Effect: Reduces Ice Attacks by 50%
Ability: Goblin (Morpher)

Lamia Soul
+++++++
Effect: Nullifies Sleep
Ability: Lamia (Morpher)

Malboro Soul
+++++++
Effect: Nullifies Poison
Ability: Malboro (Morpher)

Mythril Soul
+++++++
Ability: Morph Combo (Morpher)

Panther Soul
+++++++
Effect: Nullifies Berserk
Ability: Panther (Beskerk)

=====
=Staffs=
=====
Jobs: Bishop, Summoner, White Mage

Name	ATTR	ATT	DF	M-ATT	M-DF	Move	Jump	Evade	Speed
Bless Staff	None	23	0	0	5	0	0	0	0

Cheer Staff	None	32	0	0	5	0	0	2	0
=====									
Cure Staff	None	29	0	0	5	0	0	0	0
=====									
Dream Watcher	None	43	0	10	15	0	0	0	0
=====									
Garnet Staff	None	31	5	0	5	0	0	0	0
=====									
Guard Staff	None	21	5	0	5	0	0	0	0
=====									
Judge Staff	Elec	21	0	3	5	0	0	0	0
=====									
Mythril Staff	None	32	0	0	5	0	1	0	0
=====									
Nirvana Staff	Holy	34	0	0	10	0	0	0	0
=====									
Power Staff	None	45	6	0	5	0	0	0	0
=====									
Pure Staff	None	23	0	0	5	0	0	0	0
=====									
Snake Staff	None	29	0	0	5	0	0	0	0
=====									
Spring Staff	Water	28	0	0	5	0	0	0	0
=====									
White Staff	None	19	0	0	5	0	0	0	0
=====									

Bless Staff

+++++

Ability: Life (White Mage)

Ability: Dispel (Bishop)

Cheer Staff

+++++

Ability: Auto-Life (White Mage)

Ability: Judge (Bishop)

Ability: Madeen (Summoner)

Cure Staff

+++++

Effect: Heals Target's HP

Ability: Cura (White Mage, Bishop)

Ability: Kirin (Summoner)

Garnet Staff

+++++

Ability: Barrier (Bishop)

Ability: Carbuncle (Summoner)

Guard Staff

+++++

Ability: Protect (White Mage)

Ability: Ifrit (Summoner)

Judge Staff

+++++

Ability: Shell (White Mage)

Ability: Aero (Bishop)

Ability: Ramuh (Summoner)

Mythril Staff

+++++

Ability: White Combo (White Mage)

Ability: Pray Combo (Bishop)

Ability: Summon Combo (Summoner)

Nirvana Staff

+++++

Ability: Full-Life (White Mage)

Ability: Holy (Bishop)

Ability: Phoenix (Summoner)

Pure Staff

+++++

Ability: Esuna (White Mage)

Ability: Unicorn (Summoner)

Snake Staff

+++++

Effect: Nullifies Petrify

Ability: Break (Bishop)

Ability: Shiva (Summoner)

Spring Staff

+++++

Effect: Nullifies Water

Ability: Curaga (White Mage)

Ability: Water (Bishop)

White Staff

+++++

Effect: Removes Doom

Ability: Cure (White Mage)

=====

=Swords=

=====

Jobs: Dragoon, Soldier, Warrior

Name	ATTR	ATT	DF	M-ATT	M-DF	Move	Jump	Evade	Speed
Blood Sword	None	18	0	0	0	0	0	0	0
Burglar Sword	None	39	0	0	0	0	0	0	0
Buster Sword	None	35	5	0	0	0	0	0	0

Chirijiraden	None	65	0	0	0	0	0	0	0	0
Gale Sword	Wind	36	0	0	0	0	0	0	0	1
Laglace Sword	Ice	41	0	5	0	0	0	0	0	0
Mythril Sword	None	33	0	0	0	0	1	0	0	0
Onion Sword	None	29	5	0	5	0	0	0	10	0
Restorer	None	40	0	5	5	0	0	0	0	0
Shortsword	None	25	0	0	0	0	0	0	0	0
Silver Sword	None	30	0	0	0	0	0	0	2	2
Victor Sword	None	33	10	0	10	0	0	0	0	0
Vitanova	Holy	38	0	2	0	0	0	0	2	0

Blood Sword

+++++

Effect: Drains the target's HP

Ability: Provoke (Soldier)

Ability: Wyrmslayer (Dragoon)

Burglar Sword

+++++

Ability: Sensor (Soldier)

Buster Sword

+++++

Ability: Mindbreak (Soldier, Warrior)

Ability: Wyrmtamer (Dragoon)

Gale Sword

+++++

Ability: Greased Bolt (Warrior)

Mythril Sword

+++++

Ability: Combat Combo (Soldier, Warrior)

Restorer

+++++

Ability: Downsize (Warrior)

Ability: Lancet (Dragoon)

Shortsword

+++++

Ability: First Aid (Soldier, Warrior)

Silver Sword

+++++++

Ability: Speedbreak (Soldier, Warrior)

Vitanova

+++++++

Effect: Absorbs Holy

Ability: Dragonheart (Dragoon)

=====

=Helmets=

=====

Jobs: Defender, Dragoon, Mog Knight, Paladin, Soldier, Templar, Warrior

Name	ATTR	ATT	DF	M-ATT	M-DF	Move	Jump	Evade	Speed
Bangaa Helmet	None	0	16	0	6	0	0	0	0
Bronze Helmet	None	0	4	0	2	0	0	0	0
Cross Helmet	None	0	9	0	4	0	0	0	0
Diamond Helmet	None	0	11	0	5	0	0	0	0
Genji Helmet	None	0	15	0	6	0	0	0	0
Hanya Helmet	None	0	12	0	8	0	0	0	0
Iron Helmet	None	0	5	0	3	0	0	0	0
Opal Helmet	None	0	7	0	3	0	0	0	0
Parade Helmet	None	0	13	0	4	0	0	0	0

=====

=Ribbons=

=====

Jobs: Viera Only

Name	ATTR	ATT	DF	M-ATT	M-DF	Move	Jump	Evade	Speed
Barette	None	0	2	0	5	0	0	0	0
Cachusha	None	0	2	0	5	0	0	0	0
Ribbon	None	0	2	0	5	0	0	0	0

Barette

+++++++

Effect: Nullifies Zombie, Blind, Silence, Frog, Poison, Slow, Immobilize, Disable and Doom

Cachusha

+++++++

Effect: Nullifies KO, Petrify, Confuse, Beserk, Stop, Charm, Sleep

Ribbon

+++++

Effect: Nullifies all Status ailments

=====

=Hats=

=====

Jobs: All jobs but for Defender, Dragoon, Paladin, White Monk

Name	ATTR	ATT	DF	M-ATT	M-DF	Move	Jump	Evade	Speed
Acacia Hat	None	0	2	5	2	1	1	5	2
Black Hat	None	0	4	4	16	0	0	0	0
Circlet	None	0	3	0	3	0	0	0	0
Feather Cap	None	0	2	0	4	0	0	0	0
Gold Hairpin	None	0	4	2	10	0	0	0	0
Green Beret	None	0	2	0	2	0	0	2	0
Headband	None	5	6	0	2	0	0	0	0
Thief Hat	None	0	8	0	6	0	0	7	0
Tiara	None	0	8	0	20	0	0	0	0
White Hat	None	0	4	0	14	0	0	0	0
Wizard Hat	None	0	3	1	10	0	0	0	0

Gold Hairpin

+++++

Effect: Nullifies Silence

Green Beret

+++++

Ability: Block Arrows (Archer, Animist)

Thief Hat

+++++

Effect: Nullifies Immobilize, Disable

=====
=Armor=
=====

Jobs: Defender, Dragoon, Mog Knight, Paladin, Soldier, Templar, Warrior

Name	ATTR	ATT	DF	M-ATT	M-DF	Move	Jump	Evade	Speed
Adaman Armor	None	0	58	0	3	0	0	0	0
Bronze Armor	None	0	30	0	6	0	0	0	0
Carabini Mail	None	0	38	0	8	0	0	0	0
Cuirass	None	0	28	0	2	0	0	0	0
Diamond Armor	None	0	40	0	3	0	0	0	0
Dragon Mail	None	0	40	0	8	0	0	0	0
Genji Armor	None	0	46	0	12	0	0	0	0
Gold Armor	None	0	42	0	6	0	0	0	0
Iron Armor	None	0	34	0	3	0	0	0	0
Materia Armor	None	0	52	0	16	0	0	0	0
Maximillian	None	3	46	0	10	0	0	0	0
Mirror Mail	None	0	36	0	8	0	0	0	0
Opal Armor	None	0	42	0	3	0	0	0	0
Peytral	None	5	28	5	2	1	1	5	2
Platemail	None	0	38	0	3	0	0	0	0

Carabini Mail
+++++++
Ability: Bonecrusher (Templar)

Diamond Armor
+++++++
Ability: Weapon Defense + (Paladin, Defender)

Dragon Mail
+++++++
Effect: Reduces Fire attacks by 50%

Genji Armor
+++++++
Ability: Reflex (Paladin)

Gold Armor

+++++++

Ability: Last Haste (Mog Knight)

Mirror Mail

+++++++

Effect: Auto-Reflect of magic spells

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=Clothing=

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Jobs: All jobs except for Defender, Dragoon and Paladin

NOTE: Minerva Plate and Rubber Suit are for Viera ONLY

Name	ATTR	ATT	DF	M-ATT	M-DF	Move	Jump	Evade	Speed
Adaman Vest	None	0	30	0	3	0	0	0	0
Bone Plate	Dark	0	42	0	8	0	0	0	0
Brigandine	None	0	37	0	6	0	0	0	0
Brint Set	None	0	28	0	16	0	0	0	0
Chain Plate	None	0	28	0	4	0	0	0	0
Dark Gear	None	0	32	0	3	0	0	1	2
Gaia Gear	Earth	0	24	0	12	0	0	0	0
Galmia Set	None	0	28	0	18	0	0	0	0
Judge Coat	None	0	38	0	28	0	0	0	0
Judo Uniform	None	0	34	0	8	0	0	0	0
Leather Garb	None	0	18	0	4	0	0	0	0
Minerva Plate	None	0	28	0	14	0	0	0	0
Mirage Vest	Holy	0	32	0	16	0	0	0	0
Ninja Gear	None	0	30	0	6	0	0	2	1
Onlyone	None	0	34	0	24	0	0	0	0
Power Sash	None	2	34	0	10	0	0	0	0
Rubber Suit	None	0	28	0	16	0	0	0	0
Survival Vest	None	0	34	0	6	0	0	0	0
Temple Cloth	None	2	36	2	16	0	0	0	0
Wyggar	None	0	35	0	10	0	0	0	0

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=Robe=
=====

Jobs: Bishop, Black Mage, Blue Mage, Defender, Elementalist, Illusionist,
Morpher, Paladin, Red Mage, Sage, Summoner, Templar, Time Mage, White Mage

Name	ATTR	ATT	DF	M-ATT	M-DF	Move	Jump	Evade	Speed
Black Robe	None	0	21	2	36	0	0	0	0
Blaze Robe	Fire	0	19	0	30	0	0	0	0
Flurry Robe	Ice	0	19	0	30	0	0	0	0
Hempen Robe	None	0	15	0	22	0	0	0	0
Light Robe	None	0	25	0	40	0	0	0	0
Lordly Robe	None	0	28	0	42	0	0	0	0
Magic Robe	None	0	24	6	36	0	0	0	0
Magus Robe	None	0	15	0	30	0	0	0	0
Mistle Robe	Holy	0	19	0	30	0	0	0	0
Reaper Cloak	Dark	0	32	0	36	0	0	0	0
Red Robe	None	0	22	0	31	0	0	0	0
Sage Robe	None	0	24	0	52	0	0	0	0
Silken Robe	None	0	15	0	28	0	0	0	0
Silver Coat	None	0	30	0	38	0	0	0	0
Thunder Robe	Elec	0	19	0	30	0	0	0	0
White Robe	None	0	21	0	38	0	0	0	0

Black Robe
+++++++
Effect: Enhances Fire, Lightning, Ice Attacks
Ability: Return Magic (Black Mage, Bishop)

Blaze Robe
+++++++
Effect: Absorbs Fire Attacks

Flurry Robe
+++++++

Effect: Absorbs Ice Attacks

Light Robe

+++++

Ability: Half MP (Bishop, Summoner, Illusionist)

Ability: Last Quicken (Time Mage)

Mistle Robe

+++++

Effect: Nullifies KO, absorbs Holy

Sage Robe

+++++

Ability: Geomancy (Black Mage)

Thunder Robe

+++++

Effect: Absorbs Lightning Attacks

White Robe

+++++

Effect: Reduces Fire, Lightning and Ice Attacks by 50%

Ability: Turbo MP (White Mage)

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=Shields=

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Jobs: Fencer, Mog Knight, Paladin, Sage, Soldier, Warrior

Name	ATTR	ATT	DF	M-ATT	M-DF	Move	Jump	Evade	Speed
Aegis Shield	Holy	0	5	0	5	0	0	10	0
Bronze Shield	None	0	0	0	2	0	0	4	0
Choco Shield	None	0	0	0	2	0	0	10	0
Flame Shield	Fire	0	0	0	6	0	0	9	0
Genji Shield	None	0	10	0	7	0	0	10	0
Ice Shield	Ice	0	0	0	6	0	0	9	0
La Seraphica	None	0	0	0	5	0	0	15	0
Opal Shield	None	0	2	0	6	0	0	7	0
Reverie Shield	None	0	5	0	10	0	0	10	0
Round Shield	None	0	0	0	4	0	0	5	0

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Sacri Shield	Holy	0	5	0	5	0	0	10	0
=====									
Shijin Shield	None	0	0	0	10	0	0	7	0
=====									

Aegis Shield
+++++++
Effect: Nullifies Petrify

Bronze Shield
+++++++
Ability: Shieldbearer (Soldier, Warrior, Fencer)

Flame Shield
+++++++
Effect: Absorbs Fire Attacks, Reduces Ice Attacks by 50%, weak to Water Attacks

Ice Shield
+++++++
Effect: Absorbs Ice Attacks, Reduces Fire Attacks by 50%, weak to Lightning Attacks

Opal Shield
+++++++
Ability: Shieldbearer (Soldier, Warrior, Mog Knight)

Round Shield
+++++++
Ability: Shieldbearer (Sage, Fencer, Mog Knight)

Sacri Shield
+++++++
Effect: Nullifies Zombie, Blind, Silence, Frog, Poison, Slow, Immobilize, Disable, Doom

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=Accessories=
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Name	ATTR	ATT	DF	M-ATT	M-DF	Move	Jump	Evade	Speed
Angel Ring	None	0	0	0	0	0	0	0	0
Battle Boots	None	0	7	0	0	0	0	0	0
Bone Armlets	None	3	6	0	8	0	0	5	0
Bracers	None	5	12	0	0	0	0	0	0

Caligula	None	3 10	0	0	0	0	0	0	0
Dash Boots	None	0 2	0	0	1	0	0	0	0
Fairy Shoes	None	0 3	0	2	0	0	0	0	0
Feather Boots	None	0 3	0	0	0	0	0	0	0
Fire Mitts	None	0 8	0	10	0	0	0	0	0
Fortune Ring	None	0 3	0	5	0	0	0	0	0
Galmia Shoes	None	0 3	0	0	0	0	0	0	2
Gauntlets	None	5 5	0	0	0	0	0	0	0
Genji Armlets	None	5 10	2	5	0	0	0	0	0
Germinas	None	0 3	0	0	0	2	0	0	0
Magic Ring	None	0 0	3	10	0	0	0	0	0
Mindu Gem	None	0 3	0	3	0	0	0	0	0
Ninja Tabi	None	0 3	0	0	2	0	0	0	0
Red Boots	None	0 3	0	5	0	0	2	0	0
Ruby Earring	None	0 3	0	6	0	0	0	0	0
Scarab	None	0 2	0	8	0	0	0	0	0
Spiked Boots	None	0 4	0	0	0	1	0	0	0
Star Armlet	None	0 4	6	4	0	0	0	0	2
Thief Armlets	None	0 3	3	0	0	0	0	0	0

Angel Ring

+++++

Effect: Bestows Auto-Raise, Nullifies Zombie, Blind, Silence, Frog, Poison, Slow, Immobilize, Disarm, Doom

Fairy Shoes

+++++

Effect: Teleportation

Feather Boots

+++++

Effect: Walk over water

Fire Mitts

+++++

Effect: Nullifies Fire Attacks

Fortune Ring

+++++

Effect: Nullifies Sleep, Doom

Galmia Shoes

+++++

Effect: Ignores Elevation (Cannot walk on water)

Mindu Gem

+++++

Effect: Nullifies Petrify, Frog, Confuse, Poison, Blind, Silence; Reduces Lightning Attacks by 50%

Ruby Earrings

+++++

Effect: Nullifies Confuse, Charm, Reduces Dark Attacks by 50%

Scarab

+++++

Effect: Nullifies Frog, Immobilize, Disarm

Star Armlet

+++++

Effect: Nullifies Stop, Slow

Thief Armlets

+++++

Effect: Improves chances to steal Items

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=Items=

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Jobs: All Jobs

Antidote	- Cures most forms of Poison
Bandage	- Cures Immobilize and Disable
Cureall	- Cures all Status ailments
Echo Grass	- Cures Silence
Elixir	- Fully heals both HP and MP, damages Zombies
Ether	- Restores 80 MP
Eye Drops	- Cures Darkness
Hi-Potion	- Restores 50 HP, damages Zombies
Holy Water	- Cures Zombification
Maiden Kiss	- Cures Frog
Phoenix Down	- Restores a KO'd unit, damages Zombies
Soft	- Cures Petrify
X-Potion	- Restores 100 HP, damages Zombies

8. Jobs/Abilities

JBAB

Go down for Abilities.

Listed alphabetically. In order to remain as filler-free as possible, but to still provide the same info in many spots so the reader will not have to scroll around the FAQ, I've given the Ability Name, Required Item and AP, but do not have the MP or Range.

- A = Action Ability
- S = Support Ability
- R = Reflexive Ability
- C = Combo

The * represents how oriented that job is in gaining that stats, with three asterisks being the most.

When in one line, there's just a piece of equipment, and no name or AP count, it means that the ability above can be learned from two pieces of equipment.

Under C-Abilities, you do not get AP to learn it; rather, you get CP, Combo Points.

Alchemist

Alchemy Skill

Races: Nu Mou

HP - ** MP - *** W-Att - * W-DF - ** M-Att - *** M-DF - *** SPEED - *

Raw Stats

=====

Move: 3

Jump: 3

Evade: 35

Equippables

=====

Weapon: Mace

Head: Hat

Body: Clothing

Shield: None

Abilities

| Ability Name | Required Item | Required AP |

	Astra	Sage Crosier	200
	Death	Life Crosier	200
	Meteor	Scorpion Tail	300
A	Rasp	Energy Mace	100
	Flare	Lotus Mace	300
	Poison	Druid Mace	100
	Toad	Mandragora	200
	Item	Default	-

S	Magic Power+	Morning Star	300
	Maintenance	Adaman Vest	300

	Chakra	Cat Claws	200
	Revive	Survivor	300
	Exorcise	Rising Sun	300
	Holy Sign	White Fangs	200

=====

R	Reflex	Mythril Vest	300
	Counter	Brigandine	300

=====

C	Monk Combo	Mythril Claws	100
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Abilities

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Action Abilities

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Dark

=====

Name	Category	MP	Range	AP
Death	Alchemy	36	3	200
Evil Gaze	Spirit Magic	12	4	300
Last Breath	Corner	12	1	300
Lifebreak	Sacred Tech	-	Varies	300
Poison	Alchemy, Red Magic	10	4	100

Earth

=====

Name	Category	MP	Range	AP
Earth Heal	Spirit Magic	12	4	200
Earth Render	Monk Tech	-	Line	200
Earth Veil	Ninja Skill	4	4	200
Heavy Dust	Spirit Magic	12	4	200
Soil Evidence	Phantasm Skill	32	All Foes	200

Fire

=====

Name	Category	MP	Range	AP
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Backdraft	Fighter Tech	-	1	300
=====				
Fira	Black Magic	12	4	200
=====				
Firaga	Black Magic	24	4	300
=====				
Fire	Black/Red Magic	6	4	100
=====				
Fire Breath	Dragon Tech	-	Area	300
=====				
Fire Sword	Spellblade	10	1	200
=====				
Fire Veil	Ninja Skill	4	4	200
=====				
Fire Whip	Spirit Magic	12	4	100
=====				
Firebomb	Stunt	-	4	300
=====				
Fireshot	Gunmanship	-	Varies	100
=====				
Ifrit	Summon Magic	18	4	200
=====				
Prominence	Phantasm	32	All Foes	100
=====				
White Flame	Spirit Magic	24	3	100
=====				

Holy

=====

Name	Category	MP	Range	AP
=====				
Auto-Life	White Magic	16	4	200
=====				
Cura	White Magic, Prayer	6	4	100
=====				
Curaga	White Magic	10	4	200
=====				
Cure	White/Red Magic	16	4	300
=====				
Elixir	Item	-	-	-
=====				
Exorcise	Monk Tech	-	1	300
=====				
Full-Life	White Magic	20	4	300
=====				
Hi-Potion	Item	-	-	-
=====				
Holy	Prayer	32	3	200
=====				
Holy Blade	Chivalry	32	Varies	300
=====				
Life	White Magic	10	4	300
=====				
Madeen	Summon Magic	36	4	300
=====				
Phoenix	Summon Magic	24	4	300
=====				
Phoenix Down	Item	-	-	-

Potion	Item	-	-	-
Raise	Sagacity	12	4	200
Saint Cross	Chivalry	24	All Sides	300
Star Cross	Phantasm	32	All Foes	300
Unicorn	Summon Magic	12	4	200
X-Potion	Item	-	-	-

Ice

====

Name	Category	MP	Range	AP
Blizzaga	Black Magic	24	4	300
Blizzara	Black Magic	12	4	200
Blizzard	Black/Red Magic	6	4	100
Freezeblink	Phantasm	32	All Foes	100
Ice Breath	Dragon Tech	-	Area	300
Ice Sword	Spellblade	10	1	200
Iceshot	Gunmanship	-	Varies	100
Shiva	Summon Magic	18	4	200

Lightning

====

Name	Category	MP	Range	AP
Bolt Breath	Dragon Tech	-	Area	300
Bolt Sword	Spellblade	10	1	200
Boltshot	Gunmanship	-	Varies	100
Ramuh	Summon Magic	18	4	200
Tempest	Phantasm	32	All Foes	100
Thundaga	Black Magic	24	4	300
Thundara	Black Magic	12	4	200
Thunder	Black/Red Magic	6	4	100

Water

=====

Name	Category	MP	Range	AP
Deluge	Phantasm	32	All Foes	200
Sliprain	Spirit Magic	12	4	200
Water	Prayer, Sagacity	12	3	200
Water Veil	Ninja Skill	4	4	200

Wind

=====

Name	Category	MP	Range	AP
Aero	Prayer, Sagacity	12	3	200
Air Blast	Fighter Tech	-	Area	300
Shining Air	Spirit Magic	12	4	200
Wild Tornado	Phantasm	32	All Foes	200

No Attribute

=====

Name	Category	MP	Range	AP
100% Wool	Call	8	Self	100
Acid	Blue Magic	12	3	-
Addle	Hunt	-	Varies	200
Adrammelech	Totema (Bangaa)	Requires 10 JP		
Advice	Hunt	-	1	100
Ague	Corner	12	1	200
Angel Whisper	Blue Magic	24	3	-
Aim: Arm	Aim	-	Bow Range	200
Aim: Armor	Sharpshoot	-	Varies	300
Aim: Legs	Aim	-	Bow Range	200
Aim: Vitals	Hunt	-	Varies	300

Aim: Wallet	Sharpshoot	-	Varies	200
Aim: Weapon	Sharpshoot	-	Varies	300
Air Render	Fighter Tech	-	3	200
Antidote	Item	-	-	-
Aphonia	Corner	12	1	200
Astra	Alchemy, Sacred Tech	8	4	200
Aura	Defend	-	Self	300
Bad Breath	Blue Magic	20	1	-
Ball	Stunt	-	4	200
Bandage	Item	-	-	-
Bangaa Cry	Dragon Tech	-	Area	200
Barrier	Prayer, Red Magic	10	3	300
Beatdown	Fighter, Spellblade	-	Varies	200
Beso Toxic	Sharpshoot	-	Varies	200
Bio	Sagacity	12	3	300
Black Ingot	Pandora	12	All	200
Blackout	Aim	-	Bow Range	200
Blind	Sagacity	12	4	100
Blindshot	Gunmanship	-	Varies	100
Blitz	Fighter, Spellblade	-	Varies	200
Blowup	Blue Magic	2	All Sides	-
Blue Screw	Pandora	12	All	200
Body Slam	Battle Tech(Warrior)	-	Varies	300
Bomb	Control	-	4	200
Bomb	Morph	-	-	200
Boost	Aim	-	Self	100
Break	Prayer	20	3	200
Bug	Control	-	4	200
Bug	Morph	-	-	200
Burial	Aim	-	Bow Range	300

Capture		Hunt		-	Varies	200
Carbuncle		Summon Magic	12		4	300
Catnip		Call	12		1	100
Chakra		Monk Tech		-	Self	200
Charmshot		Gunmanship		-	Varies	300
Checkmate		Lunge Tech		-	Varies	300
Cheer		Sacred Tech		-	Self	100
Chocobo Rush		Call	12		Line	300
Chroma Gem		Pandora	12		All	200
Conceal		Sharpshoot		-	Self	100
Confushot		Gunmanship		-	Varies	200
Cover		Chivalry		-	4	200
Cuisine		Call	32		1	300
Cupid		Aim		-	Bow Range	200
Cureall		Item		-	-	-
Dagger		Stunt		-	4	300
Death Sickle		Sharpshoot		-	Varies	300
Defense		Chivalry, Defend		-	Self	200
Demi		Time Magic	24		3	300
Dispel		Prayer	12		3	200
Doom Archer		Sharpshoot		-	Varies	300
Doublecast		Red Magic	Varies		Varies	999
Doubleshot		Sharpshoot		-	Varies	300
Downsize		Battle Tech (Warrior)	24		Varies	200
Dragon		Control		-	4	200
Dragon		Morph		-	-	200
Dragon Force		Blue Magic	12		1	-
Drain		Sagacity	12		4	100
Drain Touch		Blue Magic	10		1	-
Draw Weapon		-		-	-	-

Drop Weapon	Chivalry, Defend	-	Varies	200
Echo Grass	Item	-	-	-
Elemental Shift	Spirit Magic	6	4	300
Esuna	White Magic	18	4	200
Ether	Item	-	-	-
Exodus	Totema (Viera)	Requires 10 JP		
Expert Guard	Defend	-	Self	300
Eye Drops	Item	-	-	-
Fairy	Control	-	4	200
Famfrit	Totema (Moogles)	Requires 10 JP		
Far Fist	Fighter/Monk Tech	-	4	200
Faster	Aim	-	Bow Range	200
Featherblow	Lunge Tech	-	Varies	200
First Aid	Battle Tech	-	Self	100
Flan	Control	-	4	200
Flan	Morph	-	-	200
Flare	Alchemy	36	3	300
Floateye	Control	-	4	200
Floateye	Morph	-	-	200
Friend	Call	12	4	300
Frogsong	Call	18	4	200
Giga Flare	Sagacity	40	3	300
Gil Toss	Stunt	-	4	100
Goblin	Control	-	4	200
Goblin	Morph	-	-	200
Goblin Punch	Blue Magic	8	1	-
Gold Battery	Pandora	12	All	200
Greased Bolt	Battle Tech (Warrior)	-	Varies	300
Green Gear	Pandora	12	All	200
Guard-Off	Blue Magic	10	1	-

Haste	Time Magic, Sacred	24	3	200
Hastebreak	Blue Magic	10	1	-
Hibernate	Defend	-	Self	100
Holy Sign	Monk Tech	-	1	200
Holy Water	Item	-	-	-
Hunting	Hunt	-	Varies	300
Hurl	Stunt	-	4	100
Item	-	-	-	-
Judge	Prayer	6	3	300
Jump	Dragon Tech	-	4	100
Kirin	Summon Magic	24	4	200
Lamia	Control	-	4	200
Lamia	Morph	-	-	200
Lancet	Dragon Tech	-	1	300
Lifebreak	Sacred Tech	-	Varies	300
LV3 Def-Less	Blue Magic	12	3	-
LV? Flare	Blue Magic	30	All Foes	-
Magicbreak	Battle Tech	-	Varies	200
Magic Hammer	Blue Magic	8	3	-
Maiden Kiss	Item	-	-	-
Malboro	Control	-	4	200
Malboro	Morph	-	-	200
Manastrike	Lunge Tech	-	Varies	300
Mateus	Totema (Human)	Requires 10 JP		
Matra Magic	Blue Magic	24	3	-
Meltdown	Defend	-	All Sides	200
Metal Veil	Ninja Skill	4	4	200
Meteor	Alchemy Skill	40	3	300
Mighty Guard	Blue Magic	8	1	-
Mindbreak	Battle Tech	-	Varies	200

Mog Aid		Charge		-		Self		300
=====								
Mog Attack		Charge		-		Varies		100
=====								
Mog Guard		Charge		-		Self		200
=====								
Mog Lance		Charge		-		3		200
=====								
Mog Peek		Charge		-		4		300
=====								
Mog Rush		Charge		-		Varies		200
=====								
Mog Shield		Charge		-		4		300
=====								
Mow Down		Defend		-		All Sides		200
=====								
Mug		Battle Tech (Soldier)		-		Varies		300
=====								
Night		Blue Magic		24		All		-
=====								
Nighthawk		Lunge Tech		-		4		200
=====								
Nightmare		Corner		18		1		300
=====								
Nurse		Chivalry		-		All Sides		100
=====								
Oblivion		Ninja Skill, Corner		24		1		300
=====								
Oust		Hunt		-		Varies		200
=====								
Panther		Control		-		4		200
=====								
Panther		Morph		-		-		200
=====								
Parley		Chivalry		-		1		200
=====								
Piercethrough		Lunge Tech		-		Varies		100
=====								
Poison Claw		Blue Magic		8		1		-
=====								
Powerbreak		Battle Tech		-		2		200
=====								
Protect		White Magic		6		4		100
=====								
Provoke		Battle Tech (Soldier)		-		1		300
=====								
Quarter		Time Magic		10		3		200
=====								
Quicken		Time Magic		24		3		300
=====								
Rasp		Sacred Tech, Alchemy		24		3		300
=====								
Red Spring		Pandora		12		All		200
=====								
Reflect		Time Magic		8		3		300
=====								
Revive		Monk Tech		-		1		300
=====								
Ring		Stunt		-		4		200
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Rockbeast		Control	-	4	200
Rockseal		Corner	24	1	300
Roulette		Blue Magic	20	Random	-
Rush	Fighter, Spellblade		-	Varies	100
Sensor	Battle Tech(Soldier)		-	4	300
Shadowbind		Lunge Tech	12	1	200
Shadowstick		Call	-	Varies	200
Sheep Count		Animist	8	4	100
Shell		White Magic	6	4	100
Sidewinder		Hunt	-	Varies	300
Silence	Time Magic, Sacred		8	3	200
Silenshot		Gunmanship	-	Varies	200
Silver Disk		Pandora	12	All	200
Sleep		Red Magic	10	4	200
Slow		Time Magic	12	3	200
Smile		Stunt	-	4	300
Soft		Item	-	-	-
Sonic Boom		Hunt	-	4	200
Soul Sphere		Sacred Tech	-	4	300
Speedbreak		Battle Tech	-	Varies	200
Stardust		Phantasm	32	All Foes	300
Stare		Blue Magic	12	Area	-
Steal: Ability		Steal	-	1	300
Steal: Access		Steal	-	1	300
Steal: Armor		Steal	-	1	300
Steal: EXP		Steal	-	1	100
Steal: Gil		Steal	-	1	100
Steal: Helmet		Steal	-	1	300
Steal: JP		Steal	-	1	200
Steal: Shield		Steal	-	1	200

Steal: Weapon	Steal	-	1	300
Stop	Time Magic	24	3	300
Stopshot	Gunmanship	-	Varies	300
Subdue	Chivalry	-	Varies	300
Swallowtail	Lunge Tech	-	All Sides	100
Swarmstrike	Lunge Tech	-	Varies	100
Tail Wag	Call	8	1	200
Take Aim	Aim	-	Bow Range	200
Throw	Ninja Skill	-	4	100
Toad	Alchemy	36	3	200
Tonberry	Control	-	4	200
Tremor	Defend	-	All Sides	100
Twister	Blue Magic	20	3	-
Ultima	Totema (Nu Mou)	Requires 10 JP		
Ultima Blow	Sagacity	60	Varies	999
Ultima Charge	Charge	60	Varies	999
Ultima Masher	Corner	60	Varies	999
Ultima Shot	Hunt	60	Varies	999
Ultima Sword	Spellblade	60	Varies	999
Undead	Control	-	4	200
Unspell	Ninja	4	1	300
Warcry	Sacred Tech	-	All Sides	300
Whirlwind	Monk Tech	-	All Sides	100
White Wind	Blue Magic	12	3	-
Wild Swing	Fighter, Spellblade	-	All Sides	200
Wood Veil	Ninja	4	4	200
Wyrmslayer	Dragon Tech	-	Varies	300
Wyrmtamer	Dragon Tech	-	1	200
Yellow Spring	Pandora	12	All	200

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 Reaction Abilities  
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Name	Category	AP
Absorb MP	Phantasm, Spirit Magic	300
Auto-Regen	Hunt, Sharpshoot, Pandora	300
Block Arrows	Aim, Call	300
Bonecrusher	Fighter Tech, Sacred Tech	300
Catch	Red Magic, Stunt	300
Counter	Steal, Monk Tech	300
Damage > MP	Blue Magic, Pandora, Morph	300
Dragonheart	Dragon Tech	300
Last Beserk	Defend	300
Last Haste	Ninja, Control, Charge	300
Last Quicken	Time Magic	300
Reflex	Chivalry, Monk Tech, Lunge Tech, Sagacity	300
Return Fire	Corner, Stunt	300
Return Magic	Black Magic, Prayer	300
Strikeback	Fighter Tech, Spellblade	300

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 Support Abilities  
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Name	Category	AP
Concentrate	Aim, Gunmanship	300
Doublesword	Ninja	999
Doublehand	Fighter Tech, Spellblade	300
Geomancy	Black Magic	300
Half MP	Phantasm, Prayer, Spirit	300
Immunity	Blue Magic, Control	300
Learning	Blue Magic	400

Magic Power +	Alchemy	300
=====		
Maintenance	Steal, Alchemy	300
=====		
Monkey Grip	Battle Tech	300
=====		
Shieldbearer	Battle Tech, Sagacity,	300
	Lunge Tech, Charge	
=====		
Turbo MP	White Magic	300
=====		
Weapon Attack +	Hunt, Sacred Tech	300
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Weapon Defense +	Chivalry, Defend, Sagacity	300

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 Combo Abilities
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NOTE: All Combo Abilities require 100 Combo Points to learn. Combo Points can be gained during regular missions, but not Dispatch Missions.

Dark

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Name	Category	Range
Black Combo	Black Magic	4
Ninja Combo	Ninja	2
Summon Combo	Summon Magic	4

Holy

=====

Name	Category	Range
Knight Combo	Chivalry	1
Pray Combo	Prayer	4
Spirit Combo	Spirit Magic	3
White Combo	White Magic	4
Wise Combo	Sagacity	2

No Attribute

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Name	Category	Range
Animal Combo	Call	1

Whenever you get a certain level with a certain clan attribute, you will gain a special piece of equipment. Listed alphabetically.

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Aegis Shield

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Appraise Skill at Level 20

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Angel Ring

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Craft Skill at Level 20

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Arch Sword

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Combat and Mage Skills at Level 20

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Barette

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Combat Skill at Level 35

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Black Robe

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Magic Skill at Level 15

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Blood Strings

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Craft Skill at Level 25

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Blood Sword

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Combat Skill at Level 5

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Bone Armlets

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Appraise Skill at Level 30

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Cachusha

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Craft Skill at Level 30

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Cactus Stick

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Magic Skill at Level 40

~~~~~  
Caligula  
~~~~~  
Craft Skill at Level 45

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Cinquedea  
~~~~~  
Negotiate Skill at Level 30

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Colichemarde  
~~~~~  
Negotiate Skill at Level 20

~~~~~  
Cross Helm  
~~~~~  
Negotiate Skill at Level 10

~~~~~  
Cureall  
~~~~~  
Gather Skill at Level 10

~~~~~  
Diamond Helm  
~~~~~  
Negotiate Skill at Level 15

~~~~~  
Dragon Mail  
~~~~~  
All Skills at Level 15

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Dream Watcher  
~~~~~  
Magic Skill at Level 50

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Eclipse  
~~~~~  
Smithing Skills at Level 40

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El Cid Sword



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Smithing Skills at Level 15

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Ether x5  
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Gather Skill at Level 15

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Excalibur  
~~~~~  
Combat and Magic Skills at Level 20

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Giot Gun  
~~~~~  
Appraise Skill at Level 15

~~~~~  
Greaseburst  
~~~~~  
Gather Skill at Level 40

~~~~~  
Hades Bow  
~~~~~  
Track Skill at Level 15

~~~~~  
Hardedge  
~~~~~  
Smithing Skill at Level 5

~~~~~  
Heal Chime  
~~~~~  
Craft Skill at Level 15

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Hi-Potion x10  
~~~~~  
Appraise Skill at Level 3

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Holy Water  
~~~~~  
Combat Skill at Level 3

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Kain's Lance

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Combat Skill at Level 20

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La Seraphica  
~~~~~  
Appraise Skill at Level 40

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Longbarrel  
~~~~~  
Appraise Skill at Level 25

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Madu  
~~~~~  
Negotiate Skill at Level 40

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Manganese  
~~~~~  
Gather Skill at Level 35

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Max's Oathbow  
~~~~~  
Track Skill at Level 40

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Maximillian  
~~~~~  
All Skills at Level 30

~~~~~  
Mirror Mail  
~~~~~  
All Skills at Level 5

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Ninja Gear  
~~~~~  
Track Skill at Level 20

~~~~~  
Nosada  
~~~~~  
Smithing Skill at Level 20

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Orichalcum

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Negotiate Skill at Level 25

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Petalchase  
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Smithing Skill at Level 10

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Phoenix Down x5  
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Gather Skill at Level 5

~~~~~  
Restorer  
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Combat Skill at Level 10

~~~~~  
Ribbon  
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Craft Skill at Level 50

~~~~~  
Ruby Earring  
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Craft Skill at Level 10

~~~~~  
Sage Robe  
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Magic Skill at Level 45

~~~~~  
Scarab  
~~~~~

Craft Skill at Level 5

~~~~~  
Spring Staff  
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Magic Skill at Level 10

~~~~~  
Stardust Rod  
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Magic Skill at Level 30

~~~~~  
Thief Armlets

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Appraise Skill at Level 12

~~~~~  
Thief Hat  
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Track Skill at Level 10

~~~~~  
Thor Rod  
~~~~~  
Magic Skill at Level 25

~~~~~  
Tiara  
~~~~~  
Track Skill at Level 45

~~~~~  
Tiger Fangs  
~~~~~  
Gather Skill at Level 25

~~~~~  
Trident  
~~~~~  
Combat Skill at Level 25

~~~~~  
Vajra  
~~~~~  
Smithing Skill at Level 30

~~~~~  
Venus Blade  
~~~~~  
Combat Skill at Level 15

~~~~~  
White Fangs  
~~~~~  
Gather Skill at Level 20

~~~~~  
White Robe  
~~~~~  
Magic Skill at Level 5

~~~~~  
Wygarr

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Track Skill at Level 30

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X-Potion x10

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Appraise Skill at Level 10

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Yoichi Bow

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Track Skill at Level 5

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Zanmato

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Smithing Skill at Level 50

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Version Updates

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VSUP

29/03/05 Version Final 469 KB

-Finished this FAQ after over a year of working on it.

22/03/05 Version 2.7 376 KB

-Some missions.

-Up to and finished World Screen on Overview.

20/01/05 Version 2.6 341 KB

-More of the same.

20/11/04 Version 2.5 300 KB

-More of the same.

14/11/04 Version 2.4 264 KB

-Got a bunch of sub-missions done.

11/11/04 Version 2.3 249 KB

-Completed the walkthrough.

-Did Mission #25 of the Sub-Missions.

9/11/04 Version 2.2 233 KB

-Did up to Quiet Sands Part 1, added a small part onto Overview > Battle.

02/11/04 Version 2.1 203 KB

-Did Desert Peril, Twisted Flow, and Antilaws.

01/11/04 Version 2 194 KB

-Did Thesis Hunt and The Cheetahs.

31/10/04 Version 1.9 189 KB

-Eliminated the entire walkthrough, and started from scratch.

27/03/04 Version 1.8 259 KB

-Completed the whole Abilities list today. That's right, the whole f'ing Abilities list.

26/03/04 Version 1.7 237 KB

-Finished Magic Wood and Emerald Keep.

-Fixed a few problems with some white space.

-Did a characters section, completed it.

25/03/04 Version 1.6 216 KB

-Finished off Diamond Rain, started on Emerald Keep. Should be able to complete both tomorrow, and start on Abilities list.

23/03/04 Version 1.5 210 KB

-Finished Hot Awakening, started work on Magic Wood.

22/03/04 Version 1.4 204 KB

-Completed Diamond Rain and Hot Awakening on walkthrough, but only some parts of them.

21/03/04 Version 1.3 200 KB

-Did Antilaws on Walkthrough.

20/03/04 Version 1.2 190 KB

-Did The Cheetahs, Desert Peril, and Twisted Flow on Walkthrough.

-On Jobs, got done Sniper, Animist, Mog Knight, Gunner, Juggler, and Gadgeteer to finish off the Jobs.

-Did some more work on Battle Overview.

19/03/04 Version 1.1

-Did Thesis Hunt on the Walkthrough

-Did Contact Information.

-On Jobs, Summoner and Assassin were completed.

18/03/04 Version 1.0

-On Jobs, Alchemist, Beastmaster, Morpher, Sage, Fencer, Elementalist, and Red Mage were completed.

-Did Herb Picking on the Walkthrough.

13/03/04 Version 0.9

-On Jobs, Warrior, Defender, Gladiator, White Monk, Bishop, Templar, and Time Mage were completed.

-Did some work on Overview - Battle.

12/03/04 Version 0.8

-Added Ninja, White Mage, Black Mage, Illusionist, Blue Mage, Archer, and Hunter Jobs.

-Set up Battle Overview, with battle layout in my FAQ.

11/03/04 Version 0.7

-Congratulations to the winners of January and February FotM.

-On Equipment, Hats, Armor, Clothing, Robes, Shields, Accessories, and Items were all done to complete the Equipment (and Items) section.

-Added story.

-Added copyright.

-Did all scenes up to before Herb Picking Mission in walkthrough.

-On Jobs, Soldier, Paladin, Fighter, and Thief were completed.

10/03/04 Version 0.6

-On Equipment, Souls, Guns, Helmets, and Ribbons were done.

-Layout for jobs was created, along with the Dragoon Job.

9/03/04 Version 0.5

-On Equipment, Bows, Greatbows, Spears, Instruments, and Knuckles were completed.

8/03/04 Version 0.4

-On Equipment, Rods, Staffs, and Maces were completed.

7/03/04 Version 0.3

-On Equipment, Knightswords, Greatswords, Broadswords, Knives, and Rapiers were completed.

6/03/04 Version 0.2

-Equipment section started, with Swords, Blades, and Sabers

2/03/04 Version 0.1

-St. Ivalice Scene completed in walkthrough.

xx

Credits

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Thanks make their way out to...

-Respective hosters of this FAQ

-Nintendo Power Official Players Guide for a bootleg of enemy stats that I would probably have been too incredibly lazy to obtain otherwise.

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