

Final Fantasy Tactics Advance FAQ/Walkthrough Final

by me frog

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A FAQ/WALKTHROUGH FOR...

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|                FINAL FANTASY TACTICS ADVANCE                |
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For GAME BOY ADVANCE
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LAYOUT RECONSTRUCTION PROGRESS: 100%
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Hope you like the new look! :)
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----GUIDE IS COMPLETE----

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|                TABLE OF CONTENTS                |
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- (01) INTRODUCTION
- (2) GAME INFORMATION
- (3) CONTROLS
- (4) WALKTHROUGH
- (5) SUB-MISSIONS
- (6) ITEMS AND EQUIPMENT LIST
- (7) MISSION ITEMS
- (8) THE JOB SYSTEM
- (9) ABILITIES
- (10) ENEMIES
- (11) CLANS
- (12) RUMORS
- (13) LAWS AND LAW CARDS
- (14) THE MONSTER BANK
- (15) FAQ
- (16) SECRETS

friends discover a strange book. When they opened it, their town changed completely. Mewt and Ritz and Marche all enjoy the new place, but they are unsure whether they want to go back to their old town or live in their new one...

THE MAGIC BOOK

NOTE: This section was taken from the back of the Final Fantasy Tactics Advance Instruction Booklet.

Long before Noah built his ark, there were tales of an ancient land named Kiltia, which is a world where swords and sorcery reigned. Its learning and power were swept away in the great flood, but one clue to its secrets remained: an ancient book known as the Gran Grimoire, hidden in darkness by the powers that once were. It is not certain how many copies of the book still exist, but it is said that whoever should hold one holds the power to change the world. Many lived out their days searching the world for surviving copies, but none were ever found. It was an illusion, they said. A myth... but one worth dying for.

CHARACTERS

MARCHE RADIUJU

Marche is the main character in Final Fantasy TA. The game starts right after he moves in to St. Ivalice. They left their old home because Marche's parent's divorce finally settled after years so they were forced to leave their home. Also, Marche's little brother, Doned, has an illness he was born with and it became worse. Everyone though moving to the country would help it. Marche must master the art of war if he ever wants to change Ivalice back to the way it was...

MEWT RANDELL

Mewt is another main character in the game. He is very shy and odd, and he always carries a teddy bear given to him by his mother. His shyness and strangeness has led to him be picked on by bullies at school. When Mewt's mother died, his father lost all confidence and started having some difficulties at work, and the passing of his mother and the results of his father's poor work has only caused Mewt to get even shyer. Mewt is the one who discovered the strange book and everything changed when he opened it...

RITZ MALBEUR

The classmate of Marche and Mewt. Ritz is tough and outspoken, unlike Marche and Mewt, and she is very smart and athletic. Her spirit and sense of right and wrong has caused her to become very unpopular at school though. Ritz also has a secret... a secret that bothers her more than anything else in the world. Marche cannot find Ritz when Ivalice is transformed...

MONTBLANC

A moogler boy who saves Marche. When Marche first arrives in the transformed Ivalice, he gets into a bad situation with a bagna, and Montblanc comes to his rescue. He helps him around Ivalice and shows Marche his clan, which he lets Marche join. Montblanc is a very good companion and friend to Marche...

BABUS

Babus is Mewt's attendant who swears to protect Mewt. He and Marche run into each other quite a bit over the course of the game, but then Babus changes his ways during the end...

JUDGEMASTER CID

Father of Mewt, Cid lost all hope when his wife died. In the land of Ivalice, however, he is the Judgemaster, and is a good father to Mewt. He is against Marche, but when he and Marche witness something very odd, Cid's opinion's about Marche change... but are they positive opinions, or negatives?

LLEDNAR

You'll be introduced to Llednar about a third into the main storyline, and meet him and two-thirds in. Llednar seems to be invincible, and his past is hidden. Who is he? Only three others know...

QUEEN REMDI

Remdi Randell died in the real world, but in the land of Ivalice, she is the queen. Mewt calls to her whenever he is upset, and she'll always comfort her. She opposes anyone who does something against Mewt, and that gives her negative feelings to Marche and his friends...

NONO

Montblanc's little brother, Nono got his Airship wrecked by an evil clan. When Marche gets Nono's airship back, he turns it into a merchant ship for trading goods.

SHARA

Ritz's friend. Like Montblanc helped Marche, Shara helped Ritz when she arrived in the land of Ivalice. She is a veria who is kind to Marche, although she'll go along with whatever Ritz does.

EZEL

Ezel is a brilliant Nu Mou who invents the law and antilaw cards, which become of a great service to you. After you get Ezel out of a tight situation, you will be able to visit his secret shop of cards. Ezel plays an important part in Marche's plan to change back Ivalice.

RACES/JOBS

HUMAN RACE: Most common race found in the city of Ivalice. Their stats are well balanced, and they have a lot of jobs that you can choose from.

HUMAN JOBS: Soldier, Thief, White Mage, Black Mage, Hunter, Blue Mage, Archer, Illusionist, Fighter, Paladin, Ninja

VIERA: These long-eared girls are hunters with very good hearing. They are fast, and they can also handle monsters that are summoned. They have good agility, and that is what their jobs are based on.

VIERA JOBS: Archer, Fencer, White Mage, Summoner, Assassin, Sniper, Red Mage, Elementalist

MOOGLES: Moogles are somewhat of a combination of a fairy and a bunny.

They are small and their jobs are based on their special talents which are...

MOGGLE JOBS: Thief, Black Mage, Time Mage, Animist, Gadgetter, Mog knight, Gunner, Juggler

NU MOU: Nu Mous look like elders with long ears and a tail. They are respected by everybody, and because they don't enjoy fighting, their jobs are based on the arts of magic.

NU MOU JOBS: Beastmaster, Morpher, Alchemist, Sage, White Mage, Black Mage, Illusionist, Time Mage

BANGAA: While they look like lizards, calling them that offends them. They enjoy battles and are very touch. They are the strongest race also, and is a good choice in a touch battle.

BANGAA JOBS: White Monk, Warrior, Gladiator, Defender, Templar, Bishop, Dragoon.

MISSIONS

Missions are pretty much the main point of the game. You can find 300 missions, and this guide will tell you how to defeat all of them. But what are they, and how do you do them? There are four types of missions: Regular, Encounter, Free-Area, and Non-battle.

REGULAR missions are marked with a little sword and you mostly go through a little area/dungeon/etc. and then fight a "boss" battle at the end of them. These missions are really the game's core, since it allows the story to proceed.

ENCOUNTER missions are marked with a little blue enemy. The majority of these involve battles although you can sometimes avoid one.

FREE-AREA missions with a little white flag and usually don't have battle. They require you to go to a certain place or area or to deploy a unit.

NON-BATTLE missions have a little white scroll and they require you to send out a unit on a mission. Once the mission is completed, the unit will report back. If a certain unit was sent under certain mission requirements, the mission might fail. When you send out a unit, you may not have them join you in other missions/battles/etc.

To receive a mission, go to the pubs across Ivalice. Go to the pubmaster and select "missions" and you'll bring up a list of missions you can do. When you select a mission, you must pay an information fee. REMEMBER: If you ignore a mission for a while, it'll be classified as a fail. When you complete a mission, you can earn gil, items, and exp.

UNITS AND THEIR JOBS

Completing a mission can get you a new unit, although it doesn't get you one every time. You can choose to accept or not accept the unit. Accept them and they'll join your clan. Rejecting them means they'll leave.

The races and jobs of a unit are random every time, and there is no trick I have discovered for getting a new one. To also get a new unit that isn't random, you must complete a SPECIFIC battle or mission that usually has to do with the

game's story. If a unit has good jobs, it is a good idea to choose them while if you have multiple units of that race or the unit has some bad jobs, I suggest not selecting them. You are allowed to have up to 24 units.

JOBS

Each unit has jobs that have their own unique abilities and different abilities that the unit can learn. It is a little like the Class system in Golden Sun. You can change your job in the menu whenever you want and only certain jobs are available when you first receive a unit. To learn a new job you must have the required equipment.

LAWS OF IVALICE

There are laws of combat in Ivalice (you'll learn about them after your first battle) that you must obey or risk being sent to jail. Laws are different each day and you should follow them closely or you might have to force out some gil to restore a unit sent to jail.

There is a JUDGE that watches each battle and hands out RED and YELLOW cards to your units if you break a law. The YELLOW cards aren't as bad as the red ones. If you break a law to help yourself or damage an enemy, you'll receive a yellow card from the judge. Yellow cards lower stats and to release them, you must go to a prison, pay to have your unit LOCKED UP, fight a few battles, and then your unit will not have the card. RED cards are a pain. If you break the law a couple of times or if you KO an enemy by breaking the law, the judge will give a red card to you and the unit will be sent to jail. If MARCHE is locked up, your whole unit will have to wait for him, and this can cause problems because you can miss certain important things.

PRISON

Prison is where your units are sent when you are locked up. There are three options in prison:

RELEASE: You must pay a VERY LARGE amount of gil to release a unit locked up. I suggest you do this with every unit because you'll want them all for big battles.

PARDON: You can get your units a pardon. This means you pay for them to be locked up if they have a yellow card and then you'll have to wait several days or fight several battles before they have their card removed.

LEAVE: You can leave the prison.

LEVELING UP

Leveling up plays a big part in the game. Every time you hit an enemy, you'll gain a certain amount of experience points. When you hit a certain number, the words "Level Up!" will appear above your character. Leveling up increases all of your characters statistics. If you don't level up, you won't be able to progress throughout the game. The max level you can go to is 50.

The shops are useful for buying equipment and items needed throughout your adventure. All things here cost gil, and I suggest you save some gil for emergencies.

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CARD KEEPER

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You can trade "law cards" here to put laws out, or to make some laws null and void. Some cards are better than others, a require a lot of cards to be traded for them.

BATTLES

Battles are the main thing in the game. You'll fight TONS of them in Final Fantasy and it's good to know what to do when you get in one.

Step one: Choose your units. Use the control pad to cycle through the available units and then press the A button when you have chosen one you like to place it onto the battle arena. You may place your unit in any place that is blue. You'll then choose which direction you want it to face. You can choose north, south, east, or west. The max number of units allowed depends on where you are.

Step two: Fight. First, you'll see what you need to do to meet the conditions of the battle. Usually it is "Defeat all enemies" but it can vary with each battle. Who goes first depends on the speed stats of a unit. The unit with the highest speed will go first, the unit with the second-highest takes the next turn, etc. If all your unit's HP depletes to zero, you will lose the battle. However, if the enemy's HP depletes to zero, you win!

STAT CONDITIONS

I will describe the stat conditions in alphabetical order.

ADDLE: Unit can't do any actions except for Fight.

CURE: The spell Dispel

BERSERK: Unit will go on a rage and fight without you making any commands.

CURE: magic

BLIND: Unit's chance of attacking drops.

CURE: Eye Drops or magic

CHARM: Unit will be forced to attack allies.

CURE: Attack the unit

CONFUSE: Unit will take damage from healing magic and using items.

CURE: Cureall or magic

DOOM: Unit is KOed and cannot perform any type of command.

CURE: The spell Dispel

DISABLE: Unit can't do anything other than "move" or "wait".

CURE: Bandage or magic

FROG: Unit can't do any actions except for Fight.

CURE: Maiden Kiss

IMMOBILIZE: Unit is unable to move.

CURE: Bandage or magic

PETRIFY: Unit cannot do any action. Having all your units petrified forces you to lose.

CURE: Soft

POISON: Unit will take damage after every turn.

CURE: Antidote

SILENCE: Unit cannot use magic.

CURE: Echo grass or magic

SLEEP: Unit cannot do any action.

CURE: Cureall or magic or attack the unit.

ABBREVIATIONS

I've gotten several e-mails asking what certain two letter abbreviations stand for, so I've decided to put in this section.

HP

Hit points. The number of hit points you have increases with every level you gain. You lose hit points (not for good) by getting hit by a damaging attack. It varies how much HP you lose depending on the defense of your unit and attack of your enemy. If your unit's HP hits zero, then it will be knocked out and will be unable to do ANYTHING. If all of your units lose their HP, the game ends. Some spells can restore HP, like Cure. There are also items like potions that can restore your HP. You can use certain items and spells to revive your character like Phoenix Down, which revives your unit and gives half of its HP back. When a unit's HP gets low, it'll kneel down. That is a signal for you to heal that unit if you want it to stay in the battle for a long time.

MP

Magic power. The majority of your special techniques require you to use magic power. Depending on what job and level your unit starts out with, your unit will have different amounts of MP. There are certain attacks that drain MP instead of HP, but you can restore that lost MP with items and special moves. Each time you select a technique, it'll show the amount of MP it costs to use it. If you do it, you'll lose that much MP (for example, the Ninja move Oblivion requires 24 magic power points. So if you don't have 24 MP, you won't be able to use Oblivion). Once your MP hits zero, you won't be able to use any techniques.

EXP

Experience. Anyone who has played any other Final Fantasy, or basically any other RPG, knows that experience points are vital to your units' success. Each time you attack an enemy a bar at the top of your Game Boy Advance will say something like 20 EXP earned! although the number varies depending on the difference between your level and the enemies' level. When your experience points hit 100, you gain a level. Gaining levels will raise all of your stats, and depending on what job you are currently at, the stats raising will differ. The maximum level is 50. There is a special move that thieves learn which can steal EXP from an enemy, in addition to gaining experience for just using the move. You can also gain experience from using items.

JP

Judge Points are also important. You'll want to save up as many as possible because you can then summon powerful monsters. You get judge points from three different ways. One, you KO an enemy, which gives you one judge point. Two, you

use a recommended ability (the recommended abilities for the day can be found next to the laws of the day) which nets you one judge point. And three, you use the move Steal JP, which a thief can learn. You can use these judge points to do combos and summon totemas. To be able to do a combo, you must first master it. Mythril weapons will give you the combo ability. Combos cost one judge point. To use totemas, you must get to a certain point in the game, and also have ten judge points. Then you can select the option "totema" and you'll use one. Totemas can bring hell to your enemies, but they are expensive so save them for really tough battles.

I'll add more as I get more info on things.

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|                                     |
|                               (03) CONTROLS                               |
|                                     |
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```

This section will describe the controls and actions in battle, on the world map, and in all the other small sections.

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*****
BATTLE
*****
```

MOVE

This is the first option. Selecting it will allow your unit to move. The places your unit can move are shown in the blue panels. Moving next to or behind an enemy deals more damage.

ACTION

This menu opens the action menu. Selecting fight next will allow your unit to attack. The attack range is green. Select a target, and then press A a couple of times to do the action.

WAIT

You'll wait for your next turn, which will come quicker. You can select the direction you want to face when you select wait.

STATS

You can check the stats for your units.

BATTLE CONTROLS

L BUTTON: Use the shortcuts set under options.

R BUTTON: N/A

CONTROL PAD: Move the cursor

A BUTTON: Choose an action, display unit commands move cursor to current unit location

B BUTTON: Cancel a command, show locations of where a unit can move

START: Open menu

SELECT: Stats switch, display help

BEFORE A BATTLE...

L BUTTON: Show arena, display enemy stats

R BUTTON: Display unit stats, change equipment and abilities

CONTROL PAD: Cycle through the available units

A BUTTON: Choose command

B BUTTON: Cancel command

START: Start the battle
SELECT: Display current laws

WORLD MAP

L BUTTON: Display current laws
R BUTTON: Display information on area that is chosen

CONTROL PAD: Move cursor
CONTROL PAD+B BUTTON: Move cursor fast
A BUTTON: Choose command
B BUTTON: Cancel command, cancel clan move

START: Open menu
SELECT: Display help

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|                (04) WALKTHROUGH                |  
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This section covers the 24 mains story mode missions. It is now complete.

SPOILER NOTE! SPOILER NOTE! SPOILER NOTE!

This guide will explain all cinemas as they appear. Some of the cinemas have MAJOR plot events that will be recorded here. Read only up to the part you're stuck on if you don't want any spoilers. For some of the BIG spoilers, I'll mark ahead and after them.

SPOILER NOTE! SPOILER NOTE! SPOILER NOTE!

~~~~~  
SNOWBALL FIGHT  
~~~~~

The game begins as Mewt is being picked on by bullies. Ritz comes to his rescue. She'll then ask you your name and you'll have to enter your name here. The default is Marche but you can edit it any way you like. The teacher appears after that and explains you're about to have a snowball fight. There is now an explanation on how the battle rules work and all the options you can do. Listen to this, and listen again if needed. After that you'll begin the fight. It is really simple. About halfway through, you'll be stopped by the teacher and learn another lesson. At the end, the kids will get in a fight, and the battle will end.

You'll now go through a long series of cinema scenes. Marche, Mewt, and Ritz will talk a while and you'll then meet a new character: Mewt's dad. Suddenly Mewt will mention an old book he found at the bookstore. He invites you to come and pick it up with him. After some more talking in which you invite them to come over to your house later, you find yourself back home. Here, you'll meet a new character, Marche's brother. You'll talk for a while and Mewt and Ritz will arrive. The four of you will gather around the book and open it. Overnight you'll find that Ivalice has transformed into a strange world!

You'll find yourself in the middle of a town. You'll wonder where you are and then you'll spot a Bagnaa. You'll be startled by him and then call him a lizard by mistake. He'll get angry at you when suddenly, a chief character named Montblanc (who is a Moogles) will come to your rescue. You'll start to walk away when suddenly the Bagnaa will challenge you to a battle. A strange man will appear and you'll begin.

~~~~~  
YOUR FIRST BATTLE  
~~~~~

Your first fight is a two on two battle. You'll face two Bagnaas and it'll be you and Montblanc working together. This battle is basically another tutorial, except you'll earn experience points here. Just use your sword from the back and the side to cause a lot of damage. You'll learn here about the judges and the laws of Ivalice. Montblanc will do a lot of damage here, so you usually just have to deal with the finishing blow. Once you have felled both enemies, the battle will end and you'll gain a judge point, which can be used later for combos.

After you win, the Bagnaa will use a potion to heal himself. The judge will see this, and hand him a red card. He will be instantly warped to jail and there will be another explanation about prison. After that Montblanc will introduce to you his clan and then he'll let you join it. Your clan now consists of you, Montblanc, another human, a Viera, a Nu Mou, and a Bagnaa. You'll now get another explanation about symbols, and then your map will be marked with the location named Sprohm.

You can now explore freely and play around with the menus. I suggest first hearing all the rumors (ALWAYS a good thing. Do it whenever you get the chance) and then going to the shops. Buy some good equipment for your clan but save some money for later. When you're done doing all of that, head to the pub. You are about to do your first mission! Select the only mission available and pay 300 gil for it and then SAVE! YOU'LL WANT TO DO THAT BEFORE EVERY MISSION! Finally, you will begin "Herb Picking."

---NOTE---

All missions spawn RANDOM items, so only the items that you earn in EVERY game will be listed.

---NOTE TWO---

Since you can't repeat any story mode missions, and nothing is required except clearing the last story mode mission, these are the only things that will be listed:

- Description
- Cost
- Location
- Rewards
- Objection
- VS

~~~~~  
(001) Herb Picking  
~~~~~

Looking for people to gather the fever-reducing herb muscamaloi on the Giza Plains. No experience necessary.
-Ivalice Pharmacists Guild
Cost: 300 gil
Location: Giza Plains
Rewards: 600 Gil, 40 AP, Lutia Pass access
Objection: Defeat all enemies!

- VS
- Goblin lv. 1
 - Goblin lv. 1
 - Goblin lv. 1

Sprite lv. 1
Red Cap lv. 2

First, before you begin, check the laws. If your clan has anything forbidden, get rid of it! After that, you're ready to fight! The Sprite is a weak enemy, so send out a strong unit (like the Bagnaa) to attack it. After it is dead, focus your attention on the goblins. Attack them all, one after the other, until they are dead. Now turn your attention onto the Red Cap. It is strong, so use some powerful moves to defeat him. Once you finish the battle, the mission is clear!

Now you must choose to place a new thing on the map: Lutia Pass. After that, go back to the pub in Cyril. You'll find that a couple of new missions are available now. The first one progresses the story, but the other three will be covered later. When you're ready, select mission 002, Thesis Hunt.

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### (2) Thesis Hunt

~~~~~

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

-Dr. Coleman, Geologist

Cost: 900 gil

Location: Lutia Pass

Rewards: 4000 GIL, 40 AP, 100 CP, Nubswood access

Objection: Defeat all enemies!

VS

White Mage lv. 3

Thief lv. 4

Soldier lv. 3

Archer lv. 2

Soldier lv. 3

Thief lv. 3

First, make sure you have a White Mage in your clan, so you can heal. Then, get ready to battle! Take out the White Mage first, since it can heal, and then use your Bagnaa to take out the soldiers, because they have strong attacks. Attack the thieves from a distance, since they have counter. Remember, DON'T focus your attacks on any enemy until you have defeated the White Mage!

Now you can place Nubswood on the back. When that is done, go back to the pub in Cyril and you'll find that *joy!* there are more missions. You'll also learn here that clans are on the lose in the world, and you'll get to fight them for more experience and AP! The main mission is called The Cheetahs so when you're ready, select that.

~~~~~

### (3) The Cheetahs

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

-Bratt, Streetear

Cost: 1200 gil

Location: Nubswood

Rewards: 6000 gil, 40 AP, 100 CP, Eluut Sands access

Objection: Defeat all enemies!

VS
Fighter lv. 4
White Monk lv. 4
Thief lv. 3
Black Mage lv. 5
Archer lv. 5

---ALLIES---

Ritz: Fencer lv. 7
Shara: Archer lv. 6

Here, you'll meet up with Ritz again and then you'll meet her friend, named Shara. They'll help you in the battle, but you will not be able to control them. Bring in a White Mage just in case you need it, and take a bagnaas in and an Archer. Take out the White Monk first, and then follow Ritz's lead as they attack enemies. Follow this and the foes will be a breeze.

After, you and Ritz will talk a while and she'll say she doesn't want to go back to the old world. Marche does though. The two will split again and you'll get to place another area on the map: Elut Sands

When you go to Cyril, you'll see a cinema scene. Montblanc will ask Marche what's on his mind, and Marche will respond by saying he was just thinking about the next mission. They talk for a while and then suddenly Marche mentions Ritz. He says he was sure he could find a way home with her, but he was wrong. They'll talk for a little more and Montblanc will comfort Kupo. Then you'll return to the world map.

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#### (4) Desert Peril

~~~~~

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

-Eluut Civilian Militia

Cost: 1500 gil

Location: Eluut Sands

Rewards: 7000 gil, 40 AP, 100 CP, Ulei River access

Objection: Defeat all enemies!

VS

Coeurl lv. 6
Red Panther lv. 5
Red Panther lv. 5
Antlion lv. 5
Cream lv. 5

This is gonna be a tough battle if you haven't raised your units to at least level 6... You will also have wanted to pick up lots of Hi-Potions and Phoenix Downs. You'll want to bring out a Black Mage, a White Mage, an Archer, and the rest is your choice... just make sure they are level 6 or higher! If not, lose and then train some more with clans. You'll want to go for Smagur first, since he is a tough one and it'll be good to get him out of the way. Be careful though! His defense is HIGH so you'll want to use some combos. If you haven't been to the shop lately, some good things should be available so drop by. You can also use Blizzard from Montblanc. It'll guarantee around 30 damage. Now focus on Chantiko.

Focus only on Qusjil with Christine, but keep your distance! You do not want poison. The two Red Panthers are a little easier, but

they are still very strong. Use your best attacks on them to defeat them. Have patience this may take you a couple of tries.

Afterward, Marche and Montblanc will talk about how the monsters went crazy. Montblanc will suggest crystals and they'll talk about that a bit. Now you'll get to place Ulei River on the map. Go to the pub and select Twisted Flow.

~~~~~  
(5) Twisted Flow  
~~~~~

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

Cost: 1500 gil

Location: Ulei River

Rewards: 8000 gil, 80 AP, 100 CP, Cadoan access

Objection: Defeat the boss!

VS

Famfrit: Moogles Totema lv. 9

Floateye lv. 6

Floateye lv. 5

Ahriman lv. 6

Ahriman lv. 6

BEFORE MISSION...

You'll view a cinema first. Marche will talk about how the river seems normal, and suddenly he'll be warped into a strange room. He'll talk a little more and then he'll see a, you guessed it, crystal! A wrinkle in space! He'll get very excited and then start to walk away, when suddenly a strange voice shouts to him. A huge being will come out of the crystal and talk to him again. His name turns out to be Famfrit, wielder of the power. He'll guess that you are after the crystal and then he'll reveal that he is supposed to kill all that get near it. He'll call upon some demon dudes and then Marche will say that this is just like a normal engagement.

Battle!

You NEED an archer, black and white mage, and a strong sword wielder. Make sure the swords or fights law isn't in effect and then you're ready! You only need to defeat Famfrit to win, but the others can get in your way. Use your archer to hit Famfrit from a distance, and use Marche to get in really close and do some powerful attacks... I hope you have them! You should have gotten some good weapons at the shop! Famfrit's attacks are really powerful. He has very high defense and the counter attack, so let's hope your units have high defense also! His demi attack drains half HP, but it thankfully misses a lot. If your characters are in bad shape and you need to cure an enemy in order to cure your unit, do so! Your units health is very important! If you follow these steps, you can eventually defeat Famfrit.

MAJOR SPOILERS! MAJOR SPOILERS! MAJOR SPOILERS!

After you finally beat Famfrit, we'll see a cut to Mewt and his dad. They are in a huge room, and Mewt looks upset. Mewt will mention about the snowball with a rock in it that was thrown at him back at school and his dad has no idea what he is talking about. Then Mewt will say that he is a prince! He will become

very determined and then call for his mom. Mewt will say that he wants to make laws stronger. Listen to this because it'll affect you. We'll now see Marche again and he is talking to himself. He says that maybe if he destroys all the crystals he'll be able to return home.

END SPOILERS!

Save and enter Cadoan.

You'll walk by two people talking about how the laws were strengthened. Marche will continue walking and hear some more people talking about the laws. Someone will come up and talk to Marche, saying to him that soon, laws will be nothing but a memory. He'll overhear some more people talking about nullifying a law. Marche will question that and then he and the other man will talk a little more for a while. Save again if you didn't before and go back to Cadodan for an engagement!

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(6) Antilaws

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

-Numerous requests

Cost: Free

Location: Cadodan

Rewards: 9000 gil, 40 AP, 100 CP, Aisenfield access

Objection: Defeat all enemies!

VS

Gladiator lv.7

Illusionist lv. 6

Hunter lv. 8

Ninja lv. 8

Fighter lv. 8

Defender lv. 8

ALLIES

Ezel: Hermetic lv. 10

Marche will come in at night and see the man he was talking to earlier. A bunch of people will corner him and tell him he can't run forever. They will yell a bit more then the lady will tell the other men to capture him. It turns out that this guy is Ezel, and Marche says he has to save him. So the battle begins!

Fight!

Before you actually start, check the laws! Remember that there are TWO laws a day now, which can cause problems. Anyway, choose a White and Black Mage and an Archer for the battle. You can only bring in five in this one so choose wisely! You're at a disadvantage here now because you start at the bottom of the hill. Meaning you'll have to spend a turn or two climbing up if before you actually begin to battle. Ezel will actually help you, although he is pretty weak (or the guys or pretty strong I can't tell). Use your best sword dealers to take out the level eight units, and the rest should just but taken out with Montblanc and your Archer. After you strike the first blow (I think), Marche and Ezel will talk a bit.

When it is Marche's turn, run up to the left side of Olivar and hit her. When you can, USE FAMFRIT! He can easily take out at least two people, and make all

the others drop to their knees. Just repeat these strategies until they are all dead. You might have to use a couple of Potions and Phoenix Downs, but nothing more.

After the battle, Ezel and Marche will take a while. Ezel will say he has to run because some other people are chasing him. Suddenly a bunch of men will come down riding on something (couldn't tell who it was). The main man, who turns out to be Mewt's father, starts speaking to Ezel. Marche will be shocked at finding out that Mewt's father is the judgemaster. Cid will ask Ezel to come with him so that they can talk about the "antilaws". Cid will suddenly pull out a card and it'll flash and cover Ezel. Ezel will say that that is an advanced card, and that only the judgemaster is allowed to use them. Suddenly, Ezel will pull out another card, and call it an "antilaw card". He will use it and him and Marche will disappear. Cid will be surprised at learning that Ezel can stop an advanced law and then order everyone back to the palace.

There will be a cut to Ezel and Marche at the pub, talking about the antilaw card. Marche will be impressed and then they will talk some more about making laws suddenly without asking the people. Ezel will then tell Marche about his store, which is for trading law cards. THIS IS A VERY IMPORTANT PLACE! The screen will blacken and the mission results screen will pop up. You will now get to place Aisenfield onto the map. Go to a pub and select Diamond Rain.

~~~~~

(7) Diamond Rain

~~~~~

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

-Geyna, Steetear

Cost: 2100 gil

Location: Aisenfield

Rewards: 10600 gil, 40 AP, 100 CP, Roda Volcano access

Objection: Defeat all enemies!

VS

Lamia lv. 9

Icedrake lv. 9

Bomb lv. 8

Ice Flan lv. 8

Icedrake lv. 8

Your characters should be around level nine or ten by now. If not, good luck on this mission :) If one of your Bagnaas knows Air Render, USE IT because it'll help to damage the enemies from a distance. Famfrit is also really helpful here, because it causes massive damage. Take out the Ice Flan by using Marche's Fire, and focus your strong attackers on the Lamia. The Ice Flan can cause some type of major blizzard that can easily one-hit KO your units, and the two Icedrakes are VERY powerful. Make sure your white mage can last a long time, because you'll be using it A LOT here. Conz, the level 9 Icedrake, has Counter on him, so try to use Black Mage powers to defeat him. The counter can do around 60 damage!

Try to use as many combos as possible, because they never miss and hit for high damage. Also attempt to gather around three enemies close to each other, so the Black Mages can hit all at the same time. Have patience and don't break any laws and you'll defeat this mission.

After the battle, Marche will say that he wishes the "diamonds" were actually

crystals. Suddenly he'll see a little spark fall into the bushes. He'll walk over and then he'll see another spark fall. He'll say they disappeared, and then he'll say that maybe the rain has something to do with the crystals... You not get to place "Roda Volcano" onto the map. When you're ready, go to the pub and select "Hot Awakening".

~~~~~  
(8) Hot Awakening  
~~~~~

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

-Ramda, Geology Labs

Cost: 2400 gil

Location: Roda Volcano

Rewards: 11400 gil, 80 AP, 100 CP, Koringwood access

Objection: Destroy all targets!

VS

Ultima Crystal: Avatar lv. 9

Ultima Crystal: Avatar lv. 9

Ultima Crystal: Avatar lv. 10

Ultima Crystal: Avatar lv. 10

Ultima Crystal: Avatar lv. 10

Ultima Crystal: Avatar lv. 11

Ultima Crystal: Avatar lv. 12 (!)

Ultima Crystal: Avatar lv. 12 (!)

Marche will walk in and mention how hot it is. He'll wonder how he'll be able to get anything done when suddenly there will be an earthquake. It will stop and then he'll see the black warp like the one in Twisted Flow. He'll get excited and mention that there must be a crystal. He'll be warped into a room with a pink crystal and butterflies. He'll be surprised at the butterflies and take a few steps forward. He'll say that this place isn't at all like the last one and guess that maybe the crystal is different from the others. He'll be determined to destroy it and take a few steps forward. He'll think it's funny how there isn't a totoma guard here and then something will appear behind him. Then another thing will appear. Then they will start to appear everywhere!

Fight!

You can only bring four (!) people in here, so in addition to Marche and Montblanc, bring in a White Mage and an Archer. MAKE SURE your guys are level 12 or higher! You're facing eight powerful Ultima Crystals and you need all the health, defense, magic, etc. you can get! The good news is that the Crystals are

low in the HP category. The bad news? Some attacks you do deal a super-doooper jumbo killer amount of one damage. You should have gotten a really good bow from last mission, and if you are smart, you would've equipped that. You can deal about 35 damage with it from a distance, so always move away from them and fire. It's hard to tell whether you're facing the front or back or sides so don't worry about that. The crystals themselves have some good attacks. They use Logos a lot, which weakens your attack AND charms you (ugh!) so bring lots of bandaids with you. On the positive side, their regular Fight move does around 15 damage only.

Your Black Mage (I used Montblanc) should do Blizzard and it does about 30 damage. Keep your White Mage away from harm, and DON'T keep him near ANYONE who is charmed. Since White Mages usually have low HP, I usually bring around a lot of potions and Phoenix Downs since you'll be using them a bunch. If ANY of your units are KOed, don't waste a turn attacking! You need all four units active if

you want a chance at defeating these guys! Once you heal someone, put at least a square of distance between them or else the Crystals will use Logos and charm BOTH units! The Crystals can't move (JOY) so if you are weak in health, you can retreat to a corner or something without worrying if a crystal will follow you. I've never seen a Crystal dodge a move, so I'm also guessing that it is impossible for them to dodge. This battle, while long, can be easy if you bring the right materials and are at the proper levels.

MAJOR SPOILERS! MAJOR SPOILERS! MAJOR SPOILERS!

Marche will stare at the crystal for a while and talk, and he will wonder whether the pink crystal is allied to one of the races. He'll guess Nu Mou totema, and then the crystal will shatter and a voice will call out. Suddenly, Mewt will appear and he'll ask Marche why he is making him remember these things. He'll tell him to stop. Marche will be shocked and then Mewt will say that his mom isn't dead. He'll then ask who is trying to wreck his world and he'll tell Marche to get out of his world. He'll then disappear and Marche will find himself back at the volcano. He'll be all confused about Prince Mewt and "my world". He'll then suddenly realize something: Ivalice the country is a reflection of Mewt's desires!

He'll slowly put everything together, and then he'll realize another thing: He's living inside Mewt's dream! He'll then again realize, unfortunately, that if he destroys the crystals, he's destroying Mewt's dream world! Marche will bow his head and the screen will blacken...

END SPOILERS!

You now get to place Koringwood onto the map. Go to the pub when you're ready and select "Magic Wood".

~~~~~

(9) Magic Wood

~~~~~

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

-Guillaume, Ranger Captain

Cost: 2400 gil

Location: Koringwood

Rewards: 12000 gil, 40 AP, 100 CP, Salikawood access

Objection: Defeat all enemies!

VS

Thief lv. 9

Thief lv. 11

Summoner lv. 10

Time Mage lv. 9

Sniper lv. 11

Black Mage

Archer lv. 10

You should be at around levels 12 and 13 by the time you are here, so this should be a decent battle. You should bring out, in addition to Marche, a Black Mage, an archer, and a white mage. The enemies have decent HP, and their attacks are pretty good. You don't need to constantly worry about being KOed or anything, but don't slack off or you can get easily hurt. Their attacks can do around 50 damage. If you have Famfrit ready, don't use him since he is not needed for this battle. The other totema (forgot its name) should be used since it deals a decent amount of magic damage to all. Phoenix Downs should be brought here just in case you need them. Remember to use the poition exp trick on your units' first turn, because except for your archer, you won't be able to reach

that many enemy units. One of the units, Martha, has the ability to absorb your damage so use your archer to defeat her.

The judge will force the prisoners to follow him and then the women will thank you. She'll walk away and Marche will wonder about the magic forest. He'll take a guess that it has something to do with the crystals. You now get to place Salikawood onto the map.

Go to the pub and select "Emerald Keep".

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(10) Emerald Keep

~~~~~

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

-Levey, Search Team Member

Cost: 2700 gil

Location: Salikawood

Rewards: 13600 gil, 40 AP, 100 CP, Nargai Cave access

Objection: Defeat the boss!

VS

Babus: Runeseeker lv. 12

Templar lv. 10

Alchemist lv. 10

Bishop lv. 9

Templar lv. 11

Gunner lv. 10

Marche will enter the keep and he'll wonder if the emerald crystal talked about in the mission objection is another one of the crystals he's seen before. He'll then hear some other people asking him about the emerald and they'll talk for a bit. The person you're talking to will introduce himself as Babus, the personal mage to Prince Mewt. Babus will then speak of a person Mewt mentioned who means Mewt ill. He'll then ask Marche if he knows anything about the person (of course not... heh heh...). Marche will then shake his head and say he had no idea that Mewt wanted to change the world like this. Then Babus will figure it out that it's Marche who means Mewt ill and he'll order an attack on Marche!

BATTLE!

You only have to defeat Babus here so have your strongest three focus only on him. This is a super-easy battle, and to tell you the truth, I didn't find out what anyone except Babus does, because I defeated him so quickly, the others never even had a chance to attack! You should bring out a soldier, Black Mage, White Mage, and archer. It is unlikely that any of you will be able to attack the first turn, except for the archer and Marche, so aim both your attacks onto Babus. There will be some conversation after a couple of moves. After that Babus will attack. He knows stillness, which can stop time (freeze your unit in its tracks). A good thing about Babus is that he is low on defense, so your attacks should deal around 60 points to him.

Save your Totemas here, because you can defeat this battle easily without them. This battle should be short and sweet, and no healing items should be required.

Babus will threaten Marche and tell him he hurt the prince, and then he'll disappear. You now get to place a new area, Nargai Cave, onto the map. Go to the pub and select the mission "Pale Company".

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(11) Pale Company  
~~~~~

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

-Nargai Area Residents

Cost: 3000 gil

Location: Nargai Cave

Rewards: 15000 gil, 80 AP, 100 CP, Baguba Port access

Objection: Defeat the boss!

VS

Adrammelech: Bangaa Totema lv. 15

Icedrake lv. 13

Firewyrn lv. 13

Thundrake lv. 13

Marche will enter the cave and then a flame will appear directly over his head. Marche will find it funny that he is looking at a ghost but he isn't scared at all. The ghost will move back a bit and Marche will follow. Suddenly, the black warp will appear! Marche will be warped into a strange room similar to the one where he fought Famfrit. The crystal will glow and a totema will appear out of it and absorb the ghost! The totema will call Marche an intruder and then Marche will tell the totema he came to destroy the crystal and won't leave until he does (pretty stupid thing to say to a totema). The totema will summon three more monsters and then introduce himself as Adrammalech. He'll say that he will protect the world thread by his strength and destroy anyone who tries to disrupt it!

~~~~~

Fight!

~~~~~

Before you actually start the battle, MAKE SURE ALL OF YOUR CHARACTERS HAVE THE ITEM OPTION EQUIPPED ONTO THEM! You'll be using dozens of items here, and your hopeless if a unit can't use an item. Send in a White Mage, a Black Mage, and an archer. And then stare in horror at Adrammalech's attack damage. Yeah it hovers somewhere between 100-110. So basically, two hits and your dead. Another thing is that this attack can hit multiple enemies at once!!! A positive thing about Adrammalech is that he has no ability like Counter, Block Arrows, Return Fire, etc. I guess Square-Enix realized the difficulty of this guy, because you only have to defeat Adrammalech to win. The others should be destroyed though. They are extremely powerful also. Adrammalech's HP is 261, and his defense is 287, so unless your characters are around levels 14 and 15, you're going to have a hard time scoring any damage on him! The other three units' HP range is from 170 to 12.

Since the battle arena is VERY small (pretty much just a narrow hallway), you are going to have some difficulty keeping your units away from harm. Shrink to a corner if you need to and always keep your white mage at a safe place. Bring plenty of Phoenix Downs and X-Potions also; you'll be using them constantly. Also, use a potion, Hi-Potion, or X-Potion whenever one of your units' HP falls below 100! Otherwise, you'll be taken out in one hit. If your powerful characters only have around 110 HP, go back and train them if needed. You should first approach Adrammalech and do your strongest attack (combo, fight, ability, whatever) on him. If Adrammalech KOed one of your units already (yes he can do that), then use a Phoenix Down onto them instead. You need ALL of your units here.

You archer should always focus on Adrammalech, except if another enemy unit can die by one more hit. You can also attack the others if they are the only ones in your attack range. Black Magic is very important also because it can hit

multiple enemies from a distance although it is pretty weak (only around 15 points of damage) against the enemies. Remember to always use the potion trick; it will be really helpful for you to level up during the battle. Like stated earlier, the other enemies are very powerful and can hit for around 80 points of damage. They'll use things like fire and ice breath the most, which misses a lot (it is still very powerful, and they will also just do a normal fight if you're right next to them. You need to be very patient during this battle because it can be frustrating and difficult.

MAJOR SPOILERS! MAJOR SPOILERS! MAJOR SPOILERS!

After the battle Adrammalech will split into three ghosts and disappear. Marche will figure out the ghost must've been part of the crystal's power. He will guess that the crystals are more than just pure magic, he'll guess that they are some kind of incredible energy... that could've created all totema and races! The crystal will then explode and Marche will be warped back to the cave. Suddenly Babus will appear. Marche will freak out and then Babus will mention that the air is different in the cave. He'll deduce that Marche has been acting against the prince's wishes. There will then be a voice heard, screaming for "Mama". Marche will look around and then the black warp will appear. Marche will say that it was a seam left over and then Mewt will appear. He'll call out Babus's name.

Babus will be confused and Mewt will then ask where everyone is. Mewt will then disappear and Babus will talk to Marche. He'll say lets just pretend that there are two worlds and then he'll ask how much the "other world" is worth to Marche. He'll ask what Marche has there that he doesn't have here. Marche will fall silent and Babus asks Marche why he would make the prince suffer over nothing. Babus will state his farewell and disappear.

END SPOILERS

Now you must place Baguba Port on the map. Before you head to Baguba Port for your next mission, LEVEL UP A LOT! YOUR UNITS WILL BE GONE FOR GOOD ONCE THEY ARE KOed IN THE NEXT MISSION!

The first time you enter Baguba Port, you'll trigger a cutscene where you'll meet Montblanc's brother Nono. You'll talk a while and then you'll hear that Nono got hit by a ship. Marche will say that he has to go to where the people who hit him are, which is Jagd Dorsa when Montblanc will interrupt, saying he hasn't explained about jagds. He'll say that a jagd is a lawless zone, where there isn't a penalty for breaking the law. Marche will say that sounds great, but Montblanc will say no. He'll explain that death comes easily at jagds. Marche will not understand and Montblanc will explain that no one ever dies in jagds because of a judge there. Marche will still want to go so they'll head off to Jagd Dorsa. You'll now get to place Jagd Dorsa onto the map. Save and head over there.

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(012) Jagd Hunt

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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

COST: N/A

LOCATION: Jagd Dorsa

REWARDS: 16000 gil, 40 AP, 100 CP, Kudik Peak access
OBJECTION: Defeat all enemies!

VS
Ninja lv. 14
Blue Mage lv. 13
Hunter lv. 13
Assassin lv. 14
Antlion lv. 12
Toughskin lv. 12

Marche will be in the center of a deserted town full of bandits and a thief will tell him to leave if he wants to live. Marche will refuse (stupid thing to do).

BATTLE!

First, YOU MUST REALIZE THAT ONCE YOUR CHARACTERS DIE, THEY'RE GONE FOR __GOOD__ That includes Montblanc also! You WILL WANT to have saved before you enter this battle and you'll want to have all your totemas ready. The faster this battle goes, the better. If one of your good characters is KOed, use a Phoenix Down and make sure they're alive before the end or just turn your Game Boy off without saving! Begin by placing on of your characters on the bottom right and bottom left squares because there are two enemy units down there. Send out a Black and White Mage and an Archer for the battle. Once your all ready, begin!

You should be at around level 15 for this battle, or you'll have a tough time. All of the enemy units are high in attack and they have high speed and are likely to attack first. Your first goal is to take out the assassin. She is very powerful, and can have your units down in a few hits. Make sure you have some strong attacks when you are fighting the Toughskin, because as its name suggests, its defense is incredibly high. Your Black Mage should be attacking groups of enemies. Try to get four very close to each other, because then you can hit all at once. You should also try to do this to you, because then you White Mage can heal four of your units. This comes at a price though, because the enemy units can do some strong attacks.

The monsters down below are not as big a threat as at the top, so make sure the two characters you send down there aren't very strong. Keep the strong ones up at the top. Once the assassin is out of the picture, turn to Toby. He has some powerful attacks with him and some decent HP. Remember to USE PHEONIX DOWNSWHENEVER A CHARACTER IS KOed. It can't be said enough. Toby's regular attack is both powerful and strikes twice, coming to a total of about 100 damage! Have major patience and if you follow the strategies given, it shouldn't take you more than a couple of tries to defeat this clan.

Now you will have to palce Kudik Peaks onto the map. Head back to Baguba Port for a cinema scene. Nono will get very excited and he'll then offer his reward he got to Nono so that Nono can repair his airship. Nono will reveal then that he was thinking of making his ship into a Merchant Ship. Montblanc will think that sounds like a pretty good idea and then Nono will tell Marche to look out for him with rare items.

Head to the pub and purchase "The Bounty".

~~~~~  
(13) The Bounty  
~~~~~

PRICE: 3300 gil
LOCATION: N/A
REWARDS: 17200 gil, 40 AP, 100 CP, Jeraw Sands access
OBJECTION: Defeat all enemies!

VS
Paladin lv. 15
Time Mage lv. 14
Red Mage lv. 13
Sage lv. 11
Fighter lv. 14
Black Mage lv. 14

Run into the blue unit on the map to begin this mission. You'll talk to the clan a while and then you'll realize that the mission is actually to capture YOU. Ironic isn't it?

~~~~~  
Fight!  
~~~~~

Three of your units should be an archer, Black Mage, and White Mage. You'll also want to make sure you have an HP damaging Totema around. If you have a Bagnaa in you party, it should have enough JP already to summon one. I used it and it took out the Black Mage and the Time Mage, as well as highly damaging others. Your first target should be the Black Mage, since his magic is very powerful. After that, turn your attention onto Largo the Paladin. She knows how to revive a KO, and tha tis vrey dangerous. Next should be Sigmund. His regular attack is quite damaging. Your archer should never get within three squares of a unit because they have hard hitting attacks. Swena can heal so you should try to eliminate her quickly. Sigmund knows Strikeback, which is like counter. Gilbert has Reflex, so he can dodge every fight attack you have. You'll have to use your Black Mage to take him out.

You now need to place "Jeraw Sands" onto the map. Go to the pub when you're ready and select "Golden Clock".

~~~~~  
(14) Golden Clock  
~~~~~

Someone has been selling phoney copies of out "Golden Sandclock (tm)" in the Jeraw Sands area. Please investigate.
-Belta Clockworks Co.
PRICE: 3600 gil
LOCATION: Jeraw Sands
REWARDS: 18000 gil, 40 AP, 100 CP, Muscadet access
OBJECTION: Defeat all enemies!

VS
Alchemis lv. 16
Gadgeteer lv. 15
Time Mage lv. 16
Juggler lv. 14

ALLIES
Ritz: Elementalist lv. 19
Shara: Sniper lv. 18

When you enter the Sands, Shara will appear. Right after, Ritz will appear behind you. Ritz will assure Marche that they are not after his clan and they will say they are here for the same thing you are. Ritz will call out for the enemy units and they will appear.

Fight!-----

You can only bring in four units, but that's okay since Ritz and Shara are helping you. They are pretty powerful, at level 18 and 19. Shara will probably start first. Her arrows can take out some enemies with one hit. As for you, you probably want to be around levels 16 or 17. Bring out, as usual, an Archer, White Mage, and Black Mage. The archer should take care of the weaker enemies, while the Black Mage should take care of the Time Mage and Gadgeteer. Team Marche up with Ritz and Shara to defeat the units easily. You'll have to watch your White Mage. Use a Phoenix Down on it if it is KOed. Right before Ritz goes, you'll talk a while. Right before Marche goes, you'll talk some more. Marche will ask why Ritz wants to stay, and Ritz will get very surprised and stutter. If you make sure Ritz and Shara stay alive, this battle is incredibly simple.

MAJOR SPOILERS! MAJOR SPOILERS! MAJOR SPOILERS!

Marche will say that he hopes Ritz and Shara don't get bounties for helping Marche. They will respond by saying they'd turn you in if that happened. Marche will bow his head and leave, but Ritz will stop him and warn him that she might join sides with Mewt. Shara will try to tell Ritz to help Marche. She'll explain to Ritz that she and Marche both have families in the other world. Ritz will then reveal that she doesn't want to lose her hair... her "non-white" hair. She will say that she was born with pure white hair, and that she has to dye it every day in the other world. Ritz will get very sad over talking to Shara and then screen will fade to Mewt. He'll be very upset and ask why Clan Nutsy hasn't been captured yet. Mewt will say to hurry, or the world will shatter... Mewt will call for his mom and say that Marche is being mean to him.

END SPOILERS

Now place Muscadet on the map. Head to it to trigger a cutscene.

Marche will be sitting at the pub, saying that if there is a totema for each race, he only has two crystals left. Then Ezel will come in and they'll talk a little to each other about how things are doing in each other's lives. Ezel will explain that judges are searching clans one by one looking for Marche. They'll say their goodbyes and the screen will fade. Save and enter Muscadet again to begin the next mission.

~~~~~

(15) Scouring Time

~~~~~

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

-Bervenia Palace & Judges

COST: N/A

LOCATION: Muscadet

REWARDS: 19600 gil, 80 AP, 100 CP, Uladon Bog icon

OBJECTION: Defeat all enemies!

VS

Templar lv. 16

Templar lv. 17

Gunner lv. 16

Mog Knight lv. 15

Sage lv. 15

Mog Kinght lv. 16

Paladin lv. 17

You'll walk in to see a bunch of people talking and a moogle being checked out to see if it's really Marche. The judge will talk about their being a moogle with Marche and will want to send the moogle to prison. Marche will come out

and reveal himself and order the judge to release all the innocents.

Fight!

First off, MAKE SURE YOU BUY A LOT OF X-POTIONS! They are not needed for this battle, but this is a two battle mission. You can only bring in three units, in addition to Marche and Montblanc. The usual mages and archer are a must have here. This battle can be a bit of a problem since you are outnumbered five to seven by powerful units. Go for Homer first since he is a high level and can do some serious damage. Totemas are a must here, because they are so powerful. The lower level units (the level 15s) aren't that big of a threat so save them for last. You'll want to do your most powerful black mage attacks on Wilder. The Templars know Bonecrush, which is a powerful reaction ability so you should attack from a distance.

The units in the far back aren't very powerful, but except for the level 15s, take them out soon. You'll most likely be crowded around the center of the arena, where the two Templars are. That's good, because they are a danger to you. Use strong attacks, revive whenever you die, and heal when needed for a quick victory. But the mission isn't over...

MAJOR SPOILERS! MAJOR SPOILERS! MAJOR SPOILERS!

Cid will appear and he will talk to the judge. Cid will order all of Clan Nutsy to go to prison, but Marche will protest, saying the others had nothing to do with what happened. Cid will say yes they did by helping Marche. The screen will fade out, and Marche will be in prison with Cid and Babus. Cid will ask Marche if he has destroyed the crystals, and Marche will say yes. He will also say that he has defeated three totemas. Marche will explain why he was destroying the crystals. Babus will remember this and tell Cid about it. Marche will talk some more and then Cid will reveal that destroying the crystals will destroy Ivalice. Cid will ask Marche if there is no other way that he could return home. Marche will say he doesn't know and Cid will inform him that he must abandon the mission.

Cid will talk about all Marche has here and talk about Mewt, but Marche will say that this isn't right, that it is just an illusion. He will talk more and will be interrupted by a seam above the wall. Babus will blame the seam on Marche and then they will warp to the cave with the crystal. Marche will say that he only has to destroy the fruits to destroy the crystal and then Cid will inform him that he is alone now. Then Marche will make some wonderful speech and Babus and Cid won't buy it. Then, you'll enter a battle!

~~~~~  
SCOURING TIME PART TWO: EXODUS  
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VS

Babus: Runeseeker lv. 21
Exodus Fruit: Avatar lv. 18 (8 of them)

Your fighting Babus here. He is very powerful, although he does not need to be defeated to clear the battle. You must attack all the fruit trees, sort of like when you fought the crystals. DO NOT try to go around and destroy the crystals as long as Babus lives. He is too powerful. Babus will most likely start off the battle by using Demi (reduce HP by one-half). Heal instantly. His other attacks can kill you in one shot if you don't. If Babus uses Explode and it hits, it is basically all over for you, so just cross your fingers when "Heavy Fire Damage" appears at the top of the screen. Sometimes, Explode will hit and only deal

around 110 damage, so if you did what I said before and got those X-Potions, you can heal constantly until Babus' magic runs out.

If Marche is not an archer, you'll have to attack from short distances, which can be a pain. Use combos often, and otherwise just stick to the sword. Babus really only uses explode, so unless it misses, you aren't going to have much chances to attack him. You'll sometimes get a chance to attack twice in a row, so be thankful. Babus also knows Counter, so you'll have to deal with that if you attack from a close range. Once Babus is dead, just go around destroying the fruits to clear the mission.

EASY EXPERIENCE GAIN! READ!

First, MARCHE MUST KNOW FIRST AID! If he does, then once you defeat Babus go around and destroy all of the little trees except for ONE! Leave that one and proceed to use First Aid on Marche. You'll gain ten EXP every time, which means SUPER-EASY leveling up.

MAJOR SPOILERS! MAJOR SPOILERS! MAJOR SPOILERS!

The three will watch the crystal's power fade, and a seam will appear. Two humands will appear. Babus will recognize them as Cid and Mewt... in the real world! "Real World Cid" will speak, saying is really sorry and then he will disappear. "Real World Mewt" will turn to Marche and explain that when his mom died, his dad stopped caring. Then he will disappear. Cid will be shocked at what just happened and then it'll fade into white light. Marche, Cid, and Babus will be back at the prison, and Cid will say that it was him and he does remember. Babus will be confused, and Cid will talk some more about him and Mewt. Cid will announce that the judges are now separate from the palace. He will also order Marche and his clan to be free.

Marhce will thank Cid, but Cid will then thank Marche. Cid will walk out and the screen will fade.

END SPOILERS!

Go to Cyril and go to the pub now.

You'll overhear a conversation about what happened with the palace and the judges. The two will talk some more. The screen will fade to the palace. Cid and Mewt and Babus will be there. Cid will talk to Mewt, saying don't hesitate if he needs anything. Babus will beg Cid to stay, and Mewt will order him to be quiet. Mewt will say some bad things about his dad and his mom and a new character will walk in. Cid will leave and Mewt and his mom will talk. The new characters turns out to be Llednar, Cid's replacement.

You now get to place Uladon Bog onto the map. Go to a pub and select "The Big Find".

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(16) The Big Find

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

-Azare, Streetear

COST: 4200 gil

LOCATION: Uladon Bog

REWARDS: 20400 gil, 40 AP, 100 CP, Gotor Sands access

OBJECTION: Defeat all enemies!

VS

Thief lv. 19

Thief lv. 17
Fighter lv. 18
Fighter lv. 19
Bishop lv. 17

You'll see a view of a clan talking about someone being late when Marche will appear. Marche will be confused and they will explain that he still has a bounty.

BATTLE!

Bring in a Black and White Mage, an Archer, and a Thief for an easy battle. Make sure the thief you bring in knows Steal: Armor since that can greatly drop defense. Your enemies are pretty easy, and since your clan should have hit around level 18 by now, you shouldn't have that much trouble. Your White Mage needs to be around your weakest characters at all times, but if another character kneels, then move to them instantly. Your Black Mage should've learned some more powerful moves, and you hopefully have mythril weapons for him/her. Also, try as hard as you can to get your enemies bunched up, so the Black Mage can hurt all of them at once. Don't forget about the Bagnaa who is at the top of the hill. His attacks are strong. Bring with you Pheonix Downs (lots of them) and X-Potions because your enemies have strong attacks.

You should try to take out the Bishop soon, because it knows Cura which can heal around 90 HP to each enemy unit. The two fighters should be your next goal, because their attacks are very powerful. The thieves are also powerful, but aren't that big of a threat compared to the others. Use a totoma only if you must, because you need to save it for later. Have fun with this one.

Marche will wonder how the enemy units knew he'd be coming. He will then think that someone is watching him and the screen will fade.

Not place Gotor Sands on the map. Go to the pub and select "Desert Patrol".

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(17) Desert Patrol  
~~~~~

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

-Ivalice Tourism Board

COST: 4200 gil

LOCATION: Gotor Sands

REWARDS: 21400 gil, 40 AP, 100 CP, Delia Dunes access

OBJECTION: Defeat all enemies!

VS

Soldier lv. 19
Cassidy lv. 20
Brown lv. 20
White Monk lv. 17
Dragoon lv. 19
Soldier lv. 18
Bishop lv. 18

Marche will appear and then he'll spot another person which is... Doned! He is walking instead of in a wheelchair. Marche will call to Doned and Doned will back away. He'll jump up and run to three Bagnaas and he'll tell them that Marche is the one they're looking for. Marche will be very confused and then a host of enemy units will appear.

Fight!

5 is the limit on the amount of units you can take in here. Along with Marche, the regular Black and White Mages and an Archer with you. A thief is not a bad choice either since they can steal and bring down attack and defense by doing it. Okay... time to complain about the number you're up against. The units are STRONG and totemas are a MUST HAVE for this battle. The White Monk knows are powerful Earth move that goes in a straight line, which you'll want to watch out for. I suggest you also take him out first. It is unlikely that any of your units, even your archer, will be able to attack on the first turn and that is a serious disadvantage (you start at the bottom of a steep hill). Use the potion trick instead and you'll hopefully level up.

With the totema, this should be a quick battle but in case you don't have it, bring lots of Pheonix Downs. Even with the totema, this can be tough due to the fact that the enemy units have 150+ HP and totemas only take away 100 or so. Make sure you have some good abilities stored up also. You'll want to revive all your characters, due to the shortage you are given. If the battle is something like three against two your favor and the enemies are kneeling, you don't have to use the Downs.

Marche will look at one of the fallen bagnaas and he'll demand to know about the boy here before the engagement happened. The bagnaas told Marche that he said he would sell info about you- the fugitive. Marche will ask for any other information but the bagnaas will say no. Marche will dismiss him, and then he'll wonder what it means with Doned here.

You'll now get to place Delia Dunes on the map. Go to the pub after doing some sidequests and select "Quiet Sands".

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

-Acamel Tours Office
PRICE: 4500 gil
LOCATION: Delia Dunes
REWARDS: 22600 gil, 80 AP, 100 CP, Materiwood access
OBJECTION: Defeat the boss!

VS
Llednar: Biskmatar lv. 23
Templar lv. 20
Templar lv. 21
Titanita lv. 19
Titania lv. 20

Fight!

Thank Square-Enix for only making you defeat Llednar. Again, the usual Mages

(Black and White) and Archer are a must here. Also, do what I usually tell you to do during defeat the boss battles. One thing here... don't attack Llednar at all (I'll explain later). Instead, focus your attacks on the regular enemy units. Llednar is VERY powerful. He knows Abyss, which damages your units (around 70) and poisons them. If you are poisoned, you'll want to make sure that your White Mage knows Esuna, so he can heal great amounts of your units at a time. Um... one little thing about Llednar. There a little tiny itsey bitsey problem about him and his defense... you sort of can't hurt him. At all. Period. Zero damage. So what to do? Just focus your attacks on the enemy units and take them out.

Your White Mage should also know Curaga, the super-powerful cure move that cures your units by around 90-100 HP. With this move, you can stay alive FAR longer. Alright, you are very close to the end of the battle? Why? Cause soon after you do your second turns, Llednar will raise his sword again, but Cid will ask him if he has forgotten the law and send him away! MISSION CLEARED!sorta...

NON-BATTLE

MAJOR SPOILERS! MAJOR SPOILERS! MAJOR SPOILERS!

Cid will ask Marche if he wants to leave the seam, but Marche will shake his head saying that he has to find the last crystal. They'll show a scene of Marche with the last crystal and Cid will tell Marche to go ahead and destroy it. Marche will walk forward, but then a totema will appear. Damn and we were so close too! It turns out to be the totema of the humans. She'll ask why Marche seeks to destroy the world and Marche will be confused. Then the totema will transform and will reveal their true self. It's (this is your last warning!)... Ritz!

Ritz will tell Marche that she wants to stay, and she'll ask Marche doesn't he. Ritz will explain that Marche will become a normal boy again. Then she'll transform into Doned... okay so Ritz wasn't the totema, sue me. Doned will say how fun this world is, and that he can do anything here.

Doned will say that he can be a warrior, or a summoner, or anything (hey, he's got a point) in this world. Then Doned will transform into, you guessed it, Mewt. Mewt will say what is so great about going back, and then Mewt will ask Marche if his dad will come back! Marche will be angry at this but Mewt will remind him that all his parents do is fight. Mewt will tell Marche that he was always alone... just like Mewt and Marche will fall silent. Marche will say how wrong it is to stay here, even though he likes it. And then Mewt will transform into another person (try to guess) who is... Marche! Um... "False Marche" will tell "Real Marche" that he [Real Marche] is pretty strong. Strong enough to break out of the seam.

"Real Marche" will tell "False Marche" to stop, and "False Marche" will tell "Real Marche" that he is too tough to take on himself!"Real Marche" will tell "False Marche" to shut up, that he isn't strong, that he isn't powerful. "Real Marche" will tell "False Marche" to go away, that he isn't anyone, that he isn't a totema. Then "False Marche" will move aside, and the totema, Ritz, Doned, and Mewt will appear. Then Ritz, Doned, Mewt, and "False Marche" will transform into monsters.

END SPOILERS

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QUIET SANDS PART TWO: BATTLE AGAINST MATEUS!  
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OBJECTION: Defeat the boss!

VS

Mateus: Totema lv. 24

Vampire lv. 22

Vampire lv. 21

Vampire lv. 21

Vampire lv. 22

Okay, you know all of those people I told you to bring out in the first part of the mission (refer to it if you don't remember), bring them out again. And MAKE SURE you have Curaga, Esuna, Joint-combos (so you can do a co-op combo), and a hell of allota HP, ATK, and DEF. This is a very difficult battle, even if your characters are levels 22, 23, and 24 (they should be around that by now). Your arena is very small, and that has it good and bad points. It's good because you can attack on your first turn (some of your units), and bad because there isn't a good place to retreat when you are in pain. Okay, the enemy units... they are very powerful. The vampires can warp a long way and they have an area damage attack which deals around 60-70 points of damage AND poisons your units.

You are going to need your White Mage active at ALL times due to this, so keep it sheltered by keeping it near a powerful unit (unless that unit is surrounded by vampires or Mateus). Use Pheonix Downs whenever a unit dies; you need all of your units active in this mission if you want any chance of survival. Unless you have absolutely no other choice, DON'T DO ANY ATTACK THAT'LL DAMAGE YOUR UNITS! The enemies do enough of that. If any of your units are below 100 HP, HEAL THEM! All attacks except the enemies "Fight" attack are likely to deal over 100 damage. Mateus knows an attack that'll anger you greatly: Breath of God. You may remember this one from Famfrit, but then it only dealt 40 or 50 damage. Well it now deals 150-170 damage and it is an area damage attack, so it can hurt up to five untis at once.

If you have any totemas, USE THEM! You need these so badly, it's not even funny. Any totema you have should be used. Alright, the strategy to destroy Mateus. No, it isn't "Deploy three units on the boss, the rest on the other enemies." It's "deploy six units on the enemies, attack Mateus only when the enemies are dead, or when she gets in your way". The vampires are a huge frustration, and they are the ones that deal most of the damage. The quicker you get rid of them, the better. Only problem is, all of the enemey untis, especially Mateus, are very, very strong. Mateus has a whopping 412 HP and 211 MP. Not to mention its attack stat is 437 and its defense stat is 393. Any staff holder is going to have a hard time touching Mateus with any damage over 10.

Also, the vampires have around 250 HP, so it isn't going to be any easy thing getting rid of them either. Your Black Mage needs to know at least level two of the three elements it has (Fire, Thunder, and Ice). Mateus also knows Star Cross, which is an arena atatch and can damage all your units with, thankfully, only about 30-40 damage. I doubt your White Mage will even have a free turn since it'll be running around either reviving, healing, or nullifying status effects. You are at a weakness when you heal someone. When you heal someone, you are basically gambling. You know that you have to be right next to someone in order to heal them. But when you do, only half thier HP. If the zombies use zombify, HEAL IT!

Zombify can really mess you up. There is one good thing about it though. If any zombified character is KOed it will, like any other zombie, revive in three turns. So if you wait three turns then the zombie will become revived and you'll get be able to heal them when they're already at full health. Good luck on this mission. You will really need a good amount of it, and even if you have a good amount, this mission can take you many, many tries.

Okay you've destroyed the final crystal, so now you've beaten the game! Now run outside and say, "HA! PWNINATED YOU STOOPID CRYSTALS! EVERYONE! WORSHIP ME! FOR

I HAVE COMPLETED FINAL FANTASY TACTICS ADVANCE! MUHAHAHAH!" and continue laughing until an angry neighbor tells you to shut up and look at the screen, where you'll find the world hasn't changed back yet. Dammit, you were so convinced.

MAJOR SPOILERS! MAJOR SPOILERS! MAJOR SPOILERS!

The final crystal will shatter and Marche will wonder why the world didn't change back. He'll wonder if there is another crystal and Cid will say no. The disembodied voice will say that the world is still wanted. A seam will appear and the queen will show up. She'll explain that as long as people desire this world, it'll still exist. Marche will ask the queen who she is and Cid will answer, saying she's the queen. Marche will recognize her as Mewt's mother. The Queen will explain that Mewt still wants this world so the world remains. She'll also explain that Marche is not yet ready to say goodbye. The queen will disappear and Marche and Cid will return to the Sands. Cid will ask what Marche is going to do next.

Marche will respond by saying he'll go see Mewt. Cid will ask how Marche will get to Mewt if Mewt won't leave the palace. Marche will shake his head and Cid will explain that he cannot help Marche. Marche will say it's okay and Cid will wish him luck. Then Marche will nod and they'll part.

END SPOILERS

Go to Muscadet and you'll see a cinema scene. Marche will overhear some people talking about how the palace is going to be packed in a couple of days. Marche will walk over to Montblanc and ask what they are talking about. Montblanc will respond by saying it's Gift Day. Marche will be confused and Montblanc will say the "Audience Day" is the official name. Marche will ask if people can go into the palace during that day and Montblanc will say yes. Then Montblanc will add that it is only people with connections that can enter the palace. Marche will ask what kind of connections and Montblanc will tell Marche that if his gift is good enough, he can still get in. Marche will say he has to try and Montblanc will tell Marche that he'll ask Nono to help.

Montblanc will explain that Nono is really good with his hands and can make a fine gift. Marche will thank Montblanc and they'll walk into the pub.

You now get to place Materiwood on the map.

Go to the pub and select "Materite Now!".

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(19) Materite Now!

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

-Pallas, Alchemist

PRICE: 4800 gil

LOCATION: Materiwood

REWARDS: 23400 gil, 40 AP, 100 CP, Bervinia Palace access

OBJECTION: Defeat all enemies!

VS

Assassin lv. 23

Sniper: lv. 21

Elementalist lv. 23

Red Mage lv. 22

White Mage lv. 20

Summoner lv. 21

Marche will be walking in the woods and will wonder how much materite he needs. He'll get a lot and comment on how Nono will make something great. Then the screen will zoom up to some enemy units, and they'll comment on how good the streetkid's info was. They'll spot Marche carrying all the materiate and Marche will realize that they want his materiate. And he'll realize that the streetear is Doned!

Fight!

You're up against six tough opponents. If you got the Steal: Weapon ability from last mission (it's random), congratulations this battles a hell of a lot easier. Also, Marche and any other human that you have should easily have at least ten judge points so it's time to unleash Mateus. She is very powerful, and should take out at least one person and make all others kneel. Still, you should bring out a White and Black Mage out just in case you don't have enough JP. Also use the Nu Mou totema, which can drain a great deal of magic. This can be very helpful, since it prevents the enemy units from using their own abilities. The level 23 Assassin holds a Masamune, a poweful weapon so STEAL IT IF YOU HAVE STEAL: WEAPON!

The White Mage knows Curaga, so TAKE HER OUT A.S.A.P! Sloprain is one of the attacks the enemey units know, and they also know Shining Air, which damages and blinds. DON'T USE MAGIC ON THE ELEMENTALIST! She knows Abosorb MP, so any magic will heal her. Take out those specific characters first (White Mage and Elementalist) and the rest of the battle should be really easy.

Marche will be walking around and call for Doned. Doned will appear behind Marche and push him down. Doned will reveal something and Marche will recognize iu. It turns out to be materiate and Marche will demand to have it back. Doned will say how he knows all about Marche's plans about using the materiate to

make
a gift for Mewt. Doned will be taunting Marche and Marche will demand to have
to
materiate back. Doned will back away and throw the materiate down,
breaking
it.

Marche will be surprised at this action. He'll ask what's gotten into Doned, because he's been selling info about Marche and breaking his materiate.
Doned
will say that he never wants to go back to the real world. Doned will inform Marche that he'll do anything to stop him.

Doned will then tell Marche that he [Marche] has a reason to go back, that he can play with his friends. Marche will fall silent and Doned will comment that he [Doned] has nothing waiting for him back in the real world. Doned will then turn and run, and Marche will talk (to no one in particular) saying that Doned has something he wants more than anything.

Suddenly, a map town will appear and place itself down. It is Bervenian Palace. SAVE BEFORE YOU GO THERE! YOU WILL ENGAGE IN A BATTLE!

~~~~~  
(020) Present Day  
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Security at the palace is tight as ever with the public audience today. Come pay your respects to the prince and queen.

-Bervernia Spokesman

COST: N/A

LOCATION: Bervernia Palace

REWARDS: 25000 gil, 80 AP, 100 CP, Tubola Cave access

OBJECTION: Defeat all enemies!

VS

Templar lv. 24

Gladiator lv. 22

Mog Knight lv. 22

Gladiator lv. 23

Alchemist lv. 21

Montblanc will tell Marche that he gets to relax now and Marche will say it's hard when the palace has a bounty over his head. Montblanc will try to comfort Marche by saying no one knows who he is. They'll walk across the bridge and Marche will say how amazed he is that Nono did such a good job even when there was almost no materiate. Marche will say that Nono's "lugaborg" will get them into the palace for sure. They'll walk towards the door and the screen will fade. The next cinema shows Marche in an empty room. Marche will wonder why everything is taking so long because everyone else has already left. Montblanc will say that maybe something is wrong.

He'll say that maybe there was trouble during an audience and then he starts to say "or..." but then a bunch of people will walk in and Montblanc will finish his sentence by saying they might've figured out who Marche is. The enemy units will reveal that they recieved a tip from a concerned citizen. It's, you guessed it, Doned.

~~~~~

Fight!

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5 is the limit to the number of units you can bring in this tiny battle arena. Okay these guys are tough, so you defenitely want to bring in a White Mage. Make sure the W. Mage knows Curaga since it is such a powerful healing move. The regular Black Mage and Archer are a must. Leave out your weakest character (duh). If, by chance, you have any totemas left from your last battle, use them, since it'll shorten the battle by about a third. Except for Marche, no unit will be able to attack from a one-square range on your first turn. You should be at a higher level than these guys (I'd say around 25 and 26), so the battle shouldn't be that be of a deal especially if you did what I said before and summoned a totema. A positive thing about the first turn this time is that almost none of them will be able to attack either.

DO NOT, I repeat, DO NOT attack the Templar from a one-square range. He knows the reflex move bonecrusher, which can cause up to 110 damage! Use your Black Mage or Archer for him. The two Gladiators know strikeback, which isn't as powerful as bonecrusher, but you should still watch out for it. It can deal around 100 damage. Another thing you should know about strikeback is that it prevents you from attacking from a one-square distance. If you try, they'll block it. The Mog Knight and the Alchemist don't have any special abilities, so there is no need to worry about them. The level 22 Gladiator knows Beatdown, and that can do some serious damage, so I suggest you do a move that can raise your enemies defense. The other Gladiator can do a whirlwind move that damages all surrounding units for 80-90 damage, so keep you units either close to enemies or away from each other.

The Mog Knight is able to nullify all status effects, so don't waste time doing a move like sleep or poison on him. Make sure your White Mage is alive, since the two Gladiators have powerful moves. Until the Gladiators are dead (try to do that as soon as possible), have your White Mage simply run around and heal. If a

couple of your units are damaged by the whirlwind attack, you should be able to cure all of them at once since they are already close together. The battle arena can be frustrating, with the couches and table in the middle, so battle near the back, where there's more room.

The screen will fade when you win and Marche will start towards the door when three more enemy units will come in. Marche will be defenseless when suddenly Babus will appear and use time stop on the three enemy units. Marche will be incredibly confused and Babus will announce that he will take Marche to Mewt. Marche will still be confused, but Babus will explain that he didn't come to help Marche. He'll explain that he wants to know what the prince is thinking and that he needs Marche's help. Babus will say that he wants to know about the "other world" and that he doesn't want to ask, but he knows that he can only ask Marche.

Marche will step forward and the two will vaish. Cut to Price Mewt pacing back and forth in front of the throne. Babus will appear and Mewt will ask where he was. Babus will tell Mewt that he has a visitor and Mewt will think it's his mom. Marche will appear and call out Mewt's name. Mewt will be surprised at seeing Marche and he'll tell Babus that Marche isn't his mom (wow, smart kid) and that Babus betrayed him just like Judgemaster Cid did. Marche will defend Babus, saying that Babus wants what's best for Marche. Mewt will counter by saying that Babus wouldn't bring Marche here if he did. Mewt will inform Marche that he [Mewt] was the one who ordered your arrest.

Marche will tell Mewt that Babus wants to know if this world is really an escape, a dream, for Mewt. Babus will explain to Mewt that if this is really a dream world, it wouldn't be best for Mewt. Mewt will tell Babus to be quiet and Babus will tell Mewt that he is smart and that he should understand why and why he should and shouldn't live in a world like this. Mewt will order Babus to be quiet, that Babus doesn't understand. Babus will admit to this, and he'll explain that's why he brought Marche here. Mewt will ask Marche why doesn't he jsut go home, because he wants to stay here, in the dream world forever. Marche will say that somewhere in his heart, he also doesn't want to return, and that's why he didn't return when the final crystal was destroyed.

Mewt will say that if he goes back, he'll be picked on, and his dad'll go back to how he was, and that his mom will be dead. Mewt will call out to his mom, asking why she left him and his dad, and then Mewt's mom will appear. She'll hug Mewt and Marche will step forward, telling Mewt that she isn't really his mother. Mewt's mom will ask Marche why he troubles Mewt, and Marche will respond back. Mewt's mom will try to comfot Mewt, but Marche will demmand that Mewt makes his own decision. Mewt will say that he doesn't want to leave, that he wants to stay. Then the music will change and Mewt and his mom will disappear. Babus will step forward and then Llednar will appear. Babus will tell him to step aside, saying that if he is loyal to the prince, he won't let Mewt and his mother escape.

Llednar will say some weird thing about that he's him and he wants to be here. Marche will order Babus to leave, and that he should deal with this on his own. Babus will tell Marche that he sent for Cid, and that it won't be long before he arrives. Babus will tell Marche to fight well until Cid arrives. Then Babus will disappear and Llednar will tell Marche that he's interfering with matters that don't concern him.

Fight!

OBJECTION: Survive!

VS

Llednar lv. 25

DO NOT TRY TO FIGHT LLEDNAR! USE X-POTIONS EVERY TURN! He is too powerful for you. Simply run away from Llednar each turn and heal. Hope and hope that Llednar won't use Omega (he usually uses Abyss) and survive for a simple five turns to win this easy battle.

MAJOR SPOILERS! MAJOR SPOILERS! MAJOR SPOILERS!

Cid will appear after five turns and Llednar will comment on lucky timing. Then he'll disappear and you'll clear the mission. Cid will ask Marche where Mewt is and Marche will shake his head. Cid will understand and the screen will fade. The next scene is after Marche tells the story to Cid. Marche will ask who Llednar is and Cid will walk toward the window. He'll reveal that Llednar is (you ready for this?)

Mewt!

Marche will be incredibly confused and Cid will explain that he is rather a distillation of an aspect of Mewt. He'll add that it's the most violent, dangerous aspect. Then Marche will ask why Mewt would make such a thing and Cid will answer that Llednar is just like the totemas: He was created to protect Mewt and the crystals. Cid will walk toward Marche and tell him that he will also go and search for Mewt. Marche will say that he'll leave the searching to Cid and Babus, and that he will go talk to Ritz and Doned. He says they have to also be convinced and then Cid will tell Marche that he'll let Marche know when he finds Mewt and his mother.

Marche will thank Cid and Cid will disappear. Then Marche will say that there is one other that needs convincing: himself.

END SPOILERS

You will now get to place Tubola Cave onto the map. When you try to leave the palace, you'll go to a cutscene of Marche overhearing a conversation in the pub. The group will all be excited and they'll be talking about how the queen and Mewt left the palace.

Go to the pub and select "Hidden Vien".

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(21) Hidden Vein

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

-Cruu, Mine Foreman

COST: 5100 gil

LOCATION: Tubola Cave

REWARDS: 26200 gil, 40 AP, 100 CP, Deti Plains access

OBJECTION: Defeat all enemies!

VS

Mog Knight lv. 25

Sage lv. 26

Juggler lv. 24

Blue Mage lv. 25

Animist lv. 26

White Monk lv. 26

When you select the mission, you'll automatically go to a cinema scene with

Montblanc and Marche talking about the next mission. Marche will say that they need to find Mythrill Ore and Montblanc will ask Marche why he always picks the tough jobs. Marche will say that he is trying to make a name for their clan, and Montblanc will agree. Then Marche will admit that he lied, and he just wants Doned's attention. Marche will admit that he didn't think Doned would come if he just asked him, so he's trying to lure him in. Marche will say that Doned won't be able to resist interfering if he hears Marche's looking for Mythrill. Montblanc will comment on how Marche's changed since they met and that Marche's much older.

Montblanc will say he means that as a compliment, and Marche will say that he didn't really know what was going on and he still doesn't.

When you arrive at the cave Marche will be walking around looking for Mythrill and someone will shout at him to stop. Three people will appear and they'll accuse Marche of stealing Mythrill Ore. Marche will say that he just wanted to know if there was any here, but the others won't believe him. Marche will figure out that Doned told them, and then three more enemy units will appear.

Fight!

You're at an advantage here since you are in the middle of the arena. There are three enemies on each side, so send three on one side, and three on the other. The Mog Knight knows last haste, so try to take it out without it ever kneeling. The Sage knows reflex, and that makes it immune to all "Fight" attacks so use Black Magic to defeat it. The Juggler is able to catch, so don't throw anything at it. The Blue Mage has Damage > MP and Immunity, while the Animist can block your arrows. Finally, the White Monk knows the simple reflex move counter, although it can hurt a bit. The arena is basically a cave of ice, with a middle, a hill, and a downhill. You start in the middle, three units start downhill, and the other three are up.

The Blue Mage knows Roulette, and that is a Target Arena attack. What it does is it randomly decides a unit (it can be yours or an enemy unit) and does a One-Hit KO. It can actually be quite helpful, since you probably have so many Phoenix Downs. Your attacks do around 60-70 points of damage if you're at the recommended level (26). Don't use your totemas, since they aren't needed. You should have a level three Black Mage move by now, something like Fiagra, so use that because it causes around 120 points of damage. Be careful of the Sage, since he knows Bio which damages and poisons. Also, the Jugglers regular attack causes around 100 points of damage so take him out as soon as possible. The Blue Mage also has an attack that can reduce your HP by half, which is a target area attack so take her out as soon as possible also. Other than that, there are no other real tips I can give you.

Marche will be looking for Doned in the cave. He'll call to him and then Doned will reveal himself. Doned will realize that this was a trick. Doned will tell Marche he already knows what he's going to say, that Marche will tell him to come back. Doned will refuse and tell Marche he has everything, but Doned has nothing. Marche will tell Doned that isn't true and Doned will inform Marche that he isn't sick, that he can run around and have snowball fights. Then Doned will say that he has lots of things in the dream world. Doned will say he has friends here, and he can someday engage. Marche will tell Doned he doesn't have everything, and Doned will ask him what he doesn't have. Marche will say that he didn't want anything.

Marche will tell Doned that he [Doned] always said that he wanted this and that and the Marche always had to put up with it. Marche tells Doned that their mom

is so busy looking after Doned, that Marche gets nothing and that Doned gets all the attention. Marche will say yet again that he doesn't have everything. Doned will say it is too much fun to leave and that he doesn't want to go back to his wheelchair. Marche will say he doesn't think he'll lose anything, that he'll be able to run when he goes back. Then some really dramatic moment will happen and the screen will fade.

Now place Deti Plains on the map. Go to the pub in Musacdet and you'll see Doned and Marche talking. Doned will ask if Marche has any idea where Mewt went. Marche will say no, that Cid said Mewt would never leave the palace so they have no idea where they went. Doned will suggest if Ritz knows and Marche will tell him that everyone is too busy with clan wars to care. Doned will sigh and say they just have to wait. Then a bagna will appear and ask for Marche. The bagna will tell Marche that he has a message for him from Judgemaster Cid. Then Marche will realize that Cid found Mewt.

The bagna will tell Marche that the queen and prince were both found in Ambervale and that Cid wants to meet Marche on Deti Plains. Marche will tell the bagna that he'll leave right away and the bagna will leave. Then Doned will tell Marche that Ambervale is the royal valley. Marche will be surprised that Doned's heard of it and Doned will tell Marche that it's supposed to be the most beautiful place in Ivalice. Marche will walk away and Doned will tell him to be careful. Then Marche will turn to leave and the screen will fade.

SAVE before you enter Deti Plains.

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(22) To Ambervle

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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

COST: N/A

LOCATION: Deti Plains

REWARDS: 27000 gil, 40 AP, 100 CP, Siena Gorge access

OBJECTION: Defeat all enemies!

VS

Coeurl lv. 26

Jawbreaker lv. 25

Big Malboro lv. 26

Lilith lv. 26

Thundrake lv. 27

Eh... this is going to be a tough battle. Your enemies are all very strong and can deal around 80-100 points of damage to you. The Lilith is especially dangerous. She knows Poison Frog, which poisons you and turns you into a (no... wait for it!) frog. Bring along about twenty Maiden Kisses for this. You start at a handy-dandy disadvantage because you're at the bottom of a hill. There is a river flowing through the middle of the arena and then a higher level that is pretty plain. As for abilities, there aren't that many. The Coeurl knows Block Arrows and Reveal while the Jawbreaker knows Block Arrows and Weapon Atk+ (raises Weapon Atk). The Lilith knows no extra abilities and neither does the Big Malboro. The Thundrake, however, knows Geomancy.

Your archer might be able to attack on the first turn, but any short-range attacker probably won't. Be careful of the Coeurl also, since it knows Petrify. Remember, if all of your characters are petrified, it's Game Over. You should go for the Lilith first and then the Coeurl. After that, go for the Thundrake,

since it is so powerful. All the units have 200 something HP. If you put your archer in the square in the upper-right, it might be able to attack the Lilith on the first turn. There's a pretty big chance that the Coeurl will move down a bit, so you can attack on the second turn. Use your most powerful Red, White, Blue, and Black Magic to heal and damage. The battle will probably end up near the downs stairs area because that's where you start, but try to shift up to upper level because there is a lot more room.

The Thundrake won't attack the first turn (usually) so that's good. Don't use your totemas here; save them later, when you'll really need them.

After the battle Cid will appear, and he'll be surprised Marche made it so quickly. Marche will say he has nothing better to do and then he'll ask Cid if he's met them already. Cid will say no, and that there is something he needs to do first. He'll ask Marche if he could do something for him, which is go to Siena Gorge and find some amber. Marche will be confused and Cid will explain that it's a request from Ezel. He needs it to make a powerful antilaw and Cid will explain that the antilaw may be needed in Ambervale. Marche will ask if he's sure it's okay, since he's the judgemaster and Cid will tell him he's ready to take the consequences. The two will part and the screen will lower down to Ritz and Shara. Shara will ask Ritz if they should follow Marche and Ritz will fall silent.

You must now place Siena Gorge on the map.

SAVE and head to Siena Gorge.

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(23) Over the Hill

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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

COST: N/A

LOCATION: Siena Gorge

REWARDS: 28600 gil, 80 AP, 100 CP, Ambervale access

OBJECTION: Defeat the boss!

VS

Ritz: Red Mage lv. 30

Shara: Sniper lv. 29

Fencer lv. 28

Summoner lv. 28

Elementalist lv. 28

You'll see a view of Ritz and her clan at the top of the Gorge. Ritz will laugh and then she'll explain that Marche always got picked on over in the real world. Then she'll say when she imagined her clan engaging his head on it seemed funny. Shara will say that no one picks on Marche anymore here and Ritz will say it's true. Then Marche will come and mutter Ritz's name. Ritz will tell Marche she never hoped they would have to meet like this. Ritz will say she has to stop Marche and Marche will say that he's going through the valley.

Fight!

Nice plot twist. You knew it'd come to this, didn't you? :) White Mage, Black Mage, Archer, Thief. Okay two words: High levels. Really they are very powerful, and I admit, I wasn't at the recommended level when I got here. You'll probably

be around level 27 or 28, which is okay, but wait until you hit levels 29 and 30 before fighting. Just like you probably thought, Clan Ritz is loaded with extra abilities. Ritz can catch and she has Magic Pow+ which... you know. She also has the weapon Femme Fatale. STEAL THIS! Shara has auto-regen, which allows her to start getting back health each turn when she's hit.

The Fencer has no extra abilities (good, good) but the Summoner has half MP. The Elementalist can absorb your Color Magic. You are at a disadvantage here, since you start on the very bottom of a huge hill. In front of your starting position is a river and a pond below it. You'll have to climb to the top to fight Clan Ritz. Use a totoma here if you must; the quicker this battle ends the better. By your second turn, you will have probably reached the top. Before Marche moves, you'll have a little conversation, and then he'll move. High powered Mage techniques come in handy here (you should have some by now!).

Okay here's the deal: the fencer can deal around 150 damage with her REGULAR attack. o_0 The elementalist knows Shining Air, which is wind damage and blind. Ritz also has the super-evil attack doublecast. It allows her to summon two spells in one turn. You MUST GO FOR RITZ ONLY! The sooner this battle ends, the better. I know this is tempting but, like I said before, use totomas only if you must. The next battle is very difficult compared to this already difficult battle, and you'll need them there. If you have Aim: Legs use it on Ritz. As long as she can't move, the battle will go easier.

Pray that none of your attacks miss Ritz when you're up close, because her skill is powerful (another reason to steal her weapon!). Have the thief steal EVERYONE'S weapon actually, because they are pretty much defenseless without it. We're talking 20 points of damage. If you use powerful attacks and snatch up the enemies' weapons, this battle will go a lot easier.

Marche will tell Ritz that he doubts she'll come with Marche if he asks. Ritz will give Marche permission to pass, but her mind is still made up. Marche will bid goodbye to Ritz and turn to leave. Then he'll stop and ask Ritz if she'll hate him for bringing the real world back. Ritz will say no, and she also will tell Marche that she doesn't think what Marche's doing is wrong. She just wants to stay. Marche will nod and leave. Then Ritz will tell Shara that Marche's really going to do it. Ritz will add that the "old" Marche wouldn't have a chance, but the "new" one will. Ritz will then wonder why she hasn't changed and Shara will tell Ritz to come on, that the world hasn't changed yet. The screen will fade...

Ambervale will automatically be placed on the map. When you go to Ambervale, the game will ask if you want to save. YES, YOU DO! Enter, and get ready for the final set of battles!

When you select Ambervale, nothing will happen, but when you try to leave, ENGAGE!

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

-Judgemaster Cid

COST: N/A

LOCATION: Ambervale

REWARDS: N/A

OBJECTION: Defeat the boss! (All three battles)

RECOMMENDED ITEMS:

Pheonix Down (x30)
Potion (x 45)
Hi Potion (x 30)
X-Potion (x 45)
Ether (x 20)

RECOMMENDED ABILITIES:

Curaga
Life
Counter
Any lv. 3 Black Mage attack
Any disable move
Any immobilize move

BATTLTE ONE

VS
Llednar: Biskmaster lv. 30
Ninja lv. 29
Assassin lv. 29
Alchemist lv. 28
Gunner lv. 27
Illusionist lv. 28

BATTLE TWO

VS
Queen Remedi: Battle Queen lv 32
Adrammelech: Dephs lv. 30
Famfrit: Dephs lv. 30

FINAL BATTLE

VS
Remedi: Li-Grim lv. 36
Mateus: Dephs lv. 28 Mateus: Dephs lv. 28

NOTE: Before you enter Ambervale, make sure Holy isn't forbidden! You'll be healing a lot here!

Marche will walk in and he'll comment on how beautiful Ambervale really is. Cid will explain that is was built for prayer, and that it is more of a chapel than a palace. You'll walk forward and you'll see Babus lying on the ground. Marche will run over and ask what happened. Cid will say that he isn't dead, just unconcious. Then Llednar will appear (crap, and I thought we got away) and Cid will tell Llednar that he and Marche are here to see Mewt and the Queen. Llednar will tell Cid that even though he's the judgemaster, he cannot pass. Cid will tell Marche that it's his call, and Marche will say that he's going in. Cid will then tell Marche he'll help and he'll take out the powerful antilaw card.

Cid will comment on how glad he thought to bring it, and then he'll shout out that he nullifies all laws protecting Llednar (excellent!). The card will flash and an invisible barriar around Llednar will shatter. Llednar will be amazed at this and Cid will tell Llednar that he nullified the "Fortune" law put on Llednar. Llednar will say how foul this is, and the battle will start!

/\/\ /\ \.BATTLE ONE!/\ /\ /\

You can only bring in three people in addition to Marche, so make sure one's a Black Mage and another's a White Mage. The remaining one is your choice, but make him/her powerful. I recommend a thief to bring along, due to the fact that it can steal all weapons and weigh the odds greatly in your favor. Surprisingly,

the enemy units don't have a super amount of powerful extra abilities. Llednar doesn't have any extras (wow...), but the Assassin has Return Fire. The Ninja has Last Haste and Double Sword, which allows the ninja to make two strikes! Ack! The gunner has no extra abilities but the Alchemist has Mag Pow+. The Illusionist can absorb magic, and he also has Half MP. The battle arena is quite plain. It is perfect size with no obstacles in your way. Marche starts around in the middle, but your other units are in the way back.

The enemy units start near the door. Thankfully, you only have to defeat the boss to win. Unfortunately, your enemy units are so powerful it isn't funny at all. The Assassin causes around 160 points of damage, and Llednar himself still has his old abilities, although they are much more powerful now. His abyss causes around 100 points of damage while still poisoning. There is a very high chance that the enemy units will take out Marche first, so get to him as soon as you can. The Illusionist in the way back can do a Wild Tornado, which is a target arena attack that does around 30 points of damage. He also knows Stardust, which is a really cool looking attack although Your White Mage will be running around trying to cure everyone.

If your characters are both poisoned and have sustained damage, HEAL THEM FIRST! Heal their poison next. You cannot heal Babus so don't waste time going over there to try. Black Magic seems to do nothing to Llednar, so don't try. REVIVE ANY CHARACTER THAT FALLS! You need all of them if you plan on winning. Totemas should be used only when needed. Although they make the battle go a lot quicker, you're fighting two more after this one!

Llednar will say that he feels strange, and that he must win... but then he will turn to stone and crumble. Cool. Marche will call out to Babus and the next scene, Marche will be kneeling over Babus. Babus will start to stir and Marche will ask him if he's alright. Babus will ask where the prince is and Cid will respond by saying that he isn't here. Marche will say that Mewt is inside and Babus will verify that. Marche will run over to Babus and tell him that he can't walk in his condition. Babus will say that he seems to have taken more damage than he thought and Cid will tell him to stay. Babus will start to protest and Cid will tell him to be quiet. Babus will apologize and then Cid will say that he should be apologizing (I still think it should be Babus) and he'll say that if he got here sooner, Babus wouldn't have been injured.

Babus will say that he is fine, and that they must hurry to the prince. Babus will turn to Marche and tell him to please help Mewt. Marche will say that he's sure Mewt will listen this time and then he'll tell Cid to come on. They'll enter the palace... In the next scene you'll see the queen in front of a huge statue. She'll comment on how Llednar is gone and Marche will demand to see Mewt. The queen will say how Mewt now lost another friend and Marche will say that he hasn't lost anything- that he only thinks he has. The queen will say that this world is an illusion (oh NOW she gets it) and that you can hold it in your hand and still be holding nothing. The queen will ask Marche if he's accepted this and then she'll answer her own question by thinking that he hasn't. She'll say that here is has a happy family, power, friends...

Marche will say that he did want all those things but he felt like he'd become someone else when he arrived in the country of Ivalice. Then he'll say that he hadn't and that there is no "real him" out there. He'll say that he's right here. Marche will say that Mewt understands and that's why he's torn. He will ask the queen to let Marche talk to him, that he wants to go back home together. The queen will remind Mewt that she's on his side and she'll tell him to say what he wants to happen and she'll make it so. A disembodied voice will speak, and Marche will call out to Mewt, asking where he is. Then Mewt will appear

curled up in the giant statue's hands. The queen will ask Mewt if he wants her to leave and Mewt will say no.

Marche will be confused and then the queen will tell Marche to please leave. Then she'll transform into some warrior and summon two monsters. Cid will ask the queen if she's a part of Mewt also and the queen will say that she's the fulfiller of wishes. She'll say how Mewt's dearest wish is to stay here and that there's another who wishes the same. Marche will ask if it's him and then he'll say that he doesn't deny what the fulfiller says but the world is just a dream, and he's done with dreaming.

\\ \\ \\ \\BATTLE TWO!.....\\ \\ \\ \\ \\
ENGAGE WITH: QUEEN REMEDI

Heh, this is a living hell. Famrit and Addremalech are two tough enemy units and the queen will drive you insane. Strangely enough, if you check their abilities they have NOTHING! At all. Period. You will be able to bring out an additional five units so that should signal that this will be a hell of a battle since you're fighting only three. You need to start off by doing some kind of defense spell on your units if you have one. Remdi will attack and she'll probably just attack regularly. Ouch. You should be able to go (this is assuming all your characters are around levels 29 and 30) and attack Remedi for the first time. Even your strongest attacks will only deal around 60 damage to her. You should use totemas if you have them. Don't use them all since the final battle will require some, but use only one or two (you hopefully have around 5 or 6 ready to summon by now).

The two totemas keep all their old attacks. For example, Famrit still has Breath of God, except this time it's a lot stronger, dealing around 120 points. Addremmalech will use Firestream and strangely, it'll only deal around 60 damage to your units. You MUST have Life with you since sometimes, you'll have to revive units from a distance. You probably already figured this out, but DO NOT BOTHER AT ALL TO ATTACK ADDREMMALECH AND FAMFRIT! The queen is should be your only priority and if you do, you can end the battle a lot faster. If you have an ACCURATE attack that can disable, immobilize, or put Remedi to sleep USE IT! NO matter how many times you say it, it can't be said enough!

Something that might surprise you, Addrammelech and Famfrit's regular "Fight" attacks don't deal much damage at all. Something around 35 or so. Aside from those tips, there is no additional info I can give you.

After you defeat Queen Remedi she'll mutter Mewt's name and then Mewt will appear. Marche will call out to Mewt and say that he's here to see him. Judgemaster Cid will run forward to Mewt and Mewt will say that if he goes back, they'll pick on him. He'll tell his father that he's embarrassing him and then he'll tell his mom to not leave. Marche will tell Mewt that he can help him, that he can go home with him. Mewt will say that part of him understands, that part of him wants to go home. Then he'll say that he still wants things to stay like this. Then Remedi will stand up and walk below the statue. She'll turn and face Marche and will say that she's the wish-gatherer, that she's the world-maker. Then she'll say that desire is the thread that binds the worlds together.

Cid will back up and she'll summon some weird power and turn into a floating blue fairy thingybob. Cid will say that this is no longer Remedi. It's the pure essence of every wish that makes up the world. Marche will mutter "every wish" and then he'll realize that if he defeats the fairy dude they can go home. The fairy dude will call upon two Mateus's (hey don't you think that's a little unfair?), some cool music will play, and the final battle will begin.

Lalala... it has been all fun and games up until now. You thought the last battle was hard (no? ...shut up!), then wait till you fight this one. Picture your battle against the real Mateus. How long did it take you? Probably a really long time. Well now you have to face two level 28 (okay thanks Square-Enix) Mateus's. They are VERY powerful, and still use all the same old moves (especially Star Cross; thankfully, it only does around 30-45 points of damage). You should be around levels 32 and 33 by now which is a good level for this battle. Okay, again this is strange: The Li-Grim doesn't have any special abilities but she does have totemas 'glore. You know what sucks about totemas 'glore? Every totema.

You'll need to have about 20 X-Potions and Pheonix Downs. Use ANY totemas you might have left. Damage ones are good, and magic-sapping ones are nice. Also, use a move that raises any type of defense or attack on the first turn since you'll be needing those. Keep your White Mage alive. I don't care how you do it, just as long as he can heal, your battle will go a lot faster. Remedi will pretty much only use totemas. You know what sucks? Her damaging totemas will do amazing amounts of damage. We're talking 300 points here! You'll have to pray she doesn't use totemas like that if you want a chance at surviving. To weaken the chance of her doing this, use magic depleting moves. The Nu Mou and Viera totemas sap magic power from enemies, so use those also if you have them.

Like you probably guessed, don't focus on the two Mateus's. Instead focus on Remedi. She has an incredible damage attack called Alpha which causes... duh, incredible damage. Around 340 points or so. Fortunately, it isn't a target all attack so you can revive the characters. Watch out of Mateu's Spellbind, which causes around 160 damage AND reduces speed. Crap. Powerful Black Mage attacks should be used constantly here, as well as any other Color Magic. If you survive long enough, Marche will call out to Mewt and Mewt will talk to Marche, saying that he wants to go. Smart kid :) Back to Remedi, she has the power to change the laws so that can REALLY mess you up so make sure you have some good law cards. Other than that, all I can say is good luck.

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| ENDING |
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When you finally defeat the damn Li-Grim (hey, I messed up my game so I COULDN'T leave Ambervale at all and I couldn't go back and train; have some sympathy) Mewt will stand up and mutter "Mama" The Li-Grim will light up, rise into the air, and explode. Again, damn Li-Grim. Then Mewt will disappear and Marche will call out Mewt's name. The screen will blacken...

You'll see Ritz and Shara talking and then snow will fall. Shara will comment on how odd it is that snow's falling here, and then Ritz will realize that Marche must've completed his quest, that the world's trying to go back to the way it was. Shara will ask Ritz if she's mad and Ritz will say no. She'll just say she doesn't want to lose her hair and Shara will comment on how vieras have white hair. Ritz will say that she thinks that all vieras are beautiful. Shara will say that white hair isn't bad at all, and that Ritz should be proud of it. She'll say that Ritz is special in that she has white hair. Ritz will comment on how hard it is trying to be special. Shara will also say that she should laugh more often and then mayber her mother will be happy.

Ritz will comment on that maybe she's right. The screen will go back to outside Ambervale. Babus will ask where prince Mewt is, and Marche will shake his head

and tell Babus that he disappeared. Babus will be shocked at learning this news and Cid will tell Babus to keep calm. He will say that the wishes disappeared, so he did also. He'll also say that Marche wanted to search for him, but he wouldn't allow it. Marche will comment on how this world still exists, so that Mewt must still be in the world. Mewt will appear with the Gran Grimoire and Mewt will apologize for making everyone worry. Babus will say Mewt's name and Mewt will say that he had to say goodbye to his mom (what! After she just tried to kill us? Crazy kid!). He'll say that she told Mewt to look after his father and Cid will say that he probably needs it.

Mewt will tell Marche that they should go home, and Marche will tell Mewt that even if he leaves, his mom is still in his heart, and that'll never change. Mewt will open the book and then Mewt will wonder if going back to the real world will be as sudden as coming to the dream world. Marche will say that there probably won't be any time to say goodbye, but Montblanc will speak up and tell Marche to leave it to him. Marche will thank Montblanc, and he'll tell him that he would've never made it this far without him. They'll shake hands and the Gran Grimoire will flash. Mewt will tell Babus that he might forget him back in the real world, and that Babus did so much for him. Babus will shake his head and he'll tell Mewt that he'll remember him [Mewt].

Mewt will mutter Babus's name and then thank him. Then Marche will wonder if the country of Ivalice will vanish when they go back to the real world. Cid will say that that's a good question, and that if they wish it, the world will change. But if the people who belong to the country of Ivalice wish, their world will still remain. Then he'll say that they might never return, and Mewt will say he's right. Everyone will say goodbye to Ivalice, and Babus and Montblanc, and the the Gran Grimoire will flash again. Then it'll close and the screen will fade...

You'll see a view of Doned at the pub with a bunch of other clan members. Doned will stand up and a moogle will ask him what's wrong. Doned will say that he has to go home, and then he'll say goodbye to everyone. He'll walk out of the pub, and then one by one, the people in the pub will start to disappear.

You'll see a cut to a clan war. The "good" clan will take out an enemy, and then the enemy will vanish, and the units of the "good" clan will also...

Cut to the town of Ivalice. You'll see Ritz walking with someone. Her hair is now white. The other person will comment on how her hair is as white as snow, and then she'll ask if Ritz is going to dye it anymore. Ritz will respond by saying maybe, if she changes her mind. She'll say that green would be a good color. The other person will say how gross that is and Ritz would say that it'd be cool. Then a man will run up to Cid and he'll tell Cid that he used to work for him. Cid will recognize him as Biggs, and he'll tell him that he looks well. Biggs will comment on how there is a big project coming up, and that he thought that Cid would be the best man.

There will be a cut to a kid running up to Doned, who is in a wheelchair again. The kid will ask Doned how to defeat Final Fantasy (^_^), because he's stuck on Adremmalech. Doned will recommend Doublesword and Powerbreak (hey, I don't think you can get Doublesword that early in the game... and Doned was IN the game!). There will be a cut to Marche and Mewt walking and then the bullies will run up behind Mewt and throw a snowball at them. They'll fall to the ground and Marche will ask Mewt if he's okay. Mewt will say that he's fine and the bullies will tell Marche that he's real kind. Then one of them will add that he's kind... of dumb (yeah, that sucked...). Marche will stand up and he'll say that his name isn't "new kid" and that it's "Marche" and he'll tell the bullies not to forget that.

The bullies will be taken completely by surprise because of this action and then Marche and Mewt will bend down and gather snow. They'll throw snowballs at the bullies, and then Marche will tell Mewt that they should go home. They'll talk to the bullies, saying they'll see them at school tomorrow. They'll walk away, the screen will rise, and the credits will roll.

-----THE END-----

+=====+
| (05) SUB-MISSIONS |
+=====+

This chapter will tell you all the missions that AREN'T required to beat the game.

-----NOTE-----

I realize these missions are out of order so please stop persterring me with e-mails! When all of them are complete, they will be put in their proper order.

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(025) Wanted!

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This months wanted: Black Mage Dolce: 4600 gil

-Dangerous Magic Use

-Eating and Running

-Assorted misdemeanors

-Last spotted in forest

Price: 900 gil

LOCATION: Nubswood

REWARDS: 4600 gil, Flower Vase, 40 AP, 30 CP

Requirements: N/A

Cancel: Yes

Repeatable: No

Appears: Clear mission 002

OBJECTION: Defeat the boss!

VS

Dolce: Black Mage lv. 7

Skimble: Soldier lv. 6

Eugene: White Monk lv. 5

Zeeman: White Mage lv.5

Well they have a Black and White Mage... meaning you'll have to have some good units fighting this battle. Send your three strongest units out to attack Dolce; the other three need to go after the white mage. Once the White Mage is down, go to Dolce, and only attack the others if they interfere with you. You're at the bottom of a hill, putting you at a disatavantage. No worries. Just use the quick EXP gain (use a potion even if you don't need it) while your waiting. The enemies don't have very strong attacks, so you don't need to worry about keeping your distance either.

~~~~~

(26) Wanted!

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This Month's Wanted!

Gabbana Brothers: 13600 gil

-Theft (4 counts)

-Rosioti slaying

-Always together
-Target desert travelers
COST: 2700 gil
LOCATION: Jeraw Sands
REWARDS: 13600 gil, 40 AP, 30 CP
Requirements: N/A
Cancel: Yes
Repeatable: No
Appears: Clear mission 012
OBJECTION: Defeat the boss!

VS
Mog Knight lv. 16
Time Mage lv. 15
Juggler lv. 14
Thief lv. 14
White Monk lv. 14
Warrior lv. 15

Easy battle, even if you're around levels 16 or 17. Simply defeat the Mog Knight to win. The Mog Knight knows Last Haste which, when kneeling, speeds the unit up. The Time Mage knows nothing other than Time Magic and the Thief knows only Steal and Call. The juggler also knows Last Haste, in addition to Shieldbearer.

The two Bagnaas know nothing other than their main abilities. The Jugglers Dagger move can damage you and disable you, so beware of that. The warrior's Air Render does around 45 points of damage. The majority of your attacks should be able to bring the enemies down to kneeling stats if not KOing them, so this battle should last only one-two turns.

~~~~~

(27) Wanted!

~~~~~

This Month's Wanted!
Diaghilev Godeye: 2800 gil
-Use alchemy to make counterfeit gil
-Rumored to have a third eye
COST: 600 gil
LOCATION: Giza Plains
REWARDS: 2800 gil, 40 AP, 30 CP
Requirements: N/A
Cancel: Yes
Repeatable: No
Appears: Clear mission 001
OBJECTION: Defeat the boss!

VS
Dragoon lv. 4
Diaghilev: Alchemist lv. 5
Archer lv. 3
Gladiator lv. 4
Thief lv. 3

There are many enemies here, and they're pretty powerful. It'll be hard fighting your way through them, so make sure your characters are at least level 28. Make sure one of your characters is a Black Mage, and another an Archer, and one more a White Mage. For the remaining units, just make sure they have decent attacks and armor. It would actually be good to have multiple archers, so

you
can hit Diaghilev a lot from a distance. I suggest getting on one side of
the
river, and letting Diaghilev come near the other side. Then you can
continue
to
hit him for around ten points until he falls. As for the others, always make
sure you aren't facing your back or side to the enemy and use Pheonex Downs
whenever a unit is KOed.

Just stay patient and don't break any laws and this battle should be easy.

~~~~~

(29) Wanted!

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This Month's Wanted!

Swampking Kanan: 18000 gil

-Ex-palace guard (AWOL)-Raiding local towns from a camp in the Uladon Bog

COST: 3600 gil

LOCATION: Uladon Bog

REWARDS: 18000 gil, 40 AP, 35 CP

Requirements: N/A

Cancel: Yes

Repeatable: No

Appears: Sagemoon, Clear mission 015

OBJECTION: Defeat the boss!

VS

Kanan: Templar lv. 19

Dragoon lv. 18

Summoner lv. 18

Bishop lv. 18

Archer lv. 18

As long as you are above level 20, this should be an easy battle. Just focus on
Kanan, since the battle will only last about two or three turns if you do. Kanan
is loaded with abilities. He has Sacred Tech, Dragon Tech, Bonecrusher, and
Weapon Atk+. Keep away from him and use powerful long range attacks to avoid
bonecrusher, since it deals 3 times the normal damage that Kanan would deal! The
Dragoon knows Last Berserk and Doublehand, which are two good abilities. The
summoner's abilities are based on magic: Absorb MP and Half MP, two dangerous
abilities. The Bishop can defend as well as knowing Weapon Def+ (you should know
what that does by now!). Finally, the Archer can concentrate.

You're at a disadvantage here due to the fact that you start far away from the
enemy units. You are in the corner of a swamp. There is a bunch of water to the
right of you, down a drop, and there are waterfalls at the top of the arena. The
battle will probably meet where the enemy units start, but stay there since
there isn't really any "wide" space in this arena. The attacks of the enemy are
all basically short-range, so you can retreat and not have to worry about
getting hurt anymore if you are already in bad condition.

~~~~~

(30) Wanted!

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This Month's Wanted!

Killer Rayne: 4500 gil

-Fearsome female assassin

-Said to know all the skills of her trade

-Hiding in Jagd Helje
COST: 9000 gil
LOCATION: Jagd Helje
REWARDS: 45000 gil, Zanmatio, 40 AP, 30 CP
Requirements: N/A
Cancel: Yes
Repeatable: No
Appears: Clear missions 013, 025, 065, Kingmoon
OBJECTION: Defeat the boss!

VS

Rayne: Assassin lv. 26
Red Mage lv. 24
Gunner lv. 25
Sniper lv. 24

You notice how all the difficult Wanted! missions are in a jagd? This one costs a lot, and it gives you some great items in addition to a hefty amount of gil, but it really isn't all that special. The battle arena is like all the other jagds. It is a square with a couple things sticking out here and there, and barrels and rocks scattered around the edges. The buildings are the real obstacles here, but remember if you push a unit off one it gives you extra damage. You'll start off in the corner, while the enemies will be spread out over the rest of the arena. Head toward the middle when you start, since there only thing that resembles a buliding is a 4-square, 10h thing in the exact middle that shouldn't give you much trouble.

Now for abilities. Killer Rayne knows Corner as well as Aim, and she has the ability Auto-Regen, which activates when she's hit and heals about 20 HP each turn after. Her powerful Assassin abilities consist of Shadowbind, Last Breath, Nightmare, Auge, Oblivion, and the powerful, dreadful Ultima Masher. The Red Mage knows only Red Magic, but she does have Magic Pow+. The Red Magic consists of the weak healing move Cure, as well as Sleep, Poison, and *gasp!* Doublecast. The Gunner is able to use items as well as knowing Last Quicken. The four Gunmanship abilities it knows are Confushot, Charmshot, Blindshot, and Silenshot. Charmshot is the only worry here, due to the fact that it forces you to attack only your allies (remember, attacking the unit breaks the spell).

Finally, the Sniper is able to use items, and it also knows Concentrate. The powerful Sharpshoot abilities that it knows are Doubleshot, which allows it to attack with two consecutive arrows; Beso Toxico, which posions in addition to causing major damage; Death Sickle, which is quite accurate and dooms your unit to die in three turns; Doom Archer, which causes MP and HP damage; and finally, Aim: Weapon, which shatters your weapon. Okay, luckily, you only have to defeat the boss. Unluckily, Ultima Masher is a very powerful attack that can easily defeat you enemies in one hit. You should be able to defeat Killer Rayne before she is able to use Ultima Masher though if you focus only on her. Focusing on her ensures that you win in one turn, making this an easy battle.

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(31) Wanted!

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This Month's Wanted!

Dark Duke Lodion: 22600 gil

[Warning: Very Dangerous!]

-Powerful magic

-Numerous followers

-Actice in Jagd Ahli

COST: 4500 gil

LOCATION: Jagd Ahli

REWARDS: 22600 gil, Onlyone, 40 AP, 30 CP
Requirements: N/A
Cancel: Yes
Repeatable: No
Appears: Kingmoon, clear missions 013, 025, 065
OBJECTION: Defeat the boss!

VS

Assassin lv. 14
Archer lv. 15
Fighter lv. 15
Gladiator lv. 16
Lodion: Illusionist lv. 16
Dragoon lv. 16

Crap, a Jagd battle. Which means make sure your characters are all alive by the time the battle ends. I can't say that enough, keep them alive. Good news about the Jagd is that you can end battles quickly by doing things that held you back before. The people here are weak (you should be around level 18 or so), and they have almost no abilities. The Assassin knows Return Fire, which instantly blocks arrows and fires them right back at you, so don't use arrows to hurt her. The Archer in the way back doesn't know any additional abilities, but you'll probably never get to fighting him. The Fighter in front of Loion doesn't know anything other than Fighter Tech. The Gladiator, however, knows Weapon Def+ adding to his 255 weapon defense.

The Illusionist knows only one extra ability, which is Half MP. Finally, the only extra ability the Dragoon has is Dragonheart. The battle arena is quite big, but both sides start out bunched together on the left side. The battle will probably remain there, because that's where Lodion is. Their attacks are okay, not dealing a super amount of damage. If you just use your strongest attacks against the Illusionist (don't worry about the others), you can end this battle in about two turns.

~~~~~  
(031) Ruby Red  
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Our family heirloom, the fiery ruby known as the "Dragon's Eye," has been stolen.

Please retrieve.

-Viscount Rashie

COST: 3300 gil
LOCATION: Baguba Port
REWARDS: 16000 gil, Wurmstone, 40 AP, 30 CP
Requirements: N/A
Cancel: Yes
Repeatable: No
Appears: Clear missions 017, 102
OBJECTION: Defeat all enemies!

VS

Archer lv. 20
Hunter lv. 20
Beastmaster lv. 21
Blue Mage lv. 21
Icedrake lv. 20
Thundrake lv. 21

This battle is pretty easy. You only have to be around level 23 or so and you've got a guaranteed win. The only problem is you're up against six units instead of

the usual four or five. The battle arena is okay. It's just a plain square, with a rock covering the occasional square. There is also main pond in the center, and little batches of water scattered throughout the level. Your clan will start in the far upper-right corner of the level, and then enemy clan will begin in the far lower-right corner. Now for abilities. The level 20 Archer knows only Aim, and has only three attacks: Cupid, Faster, and Blackout. None of these are super-damaging, so you don't have to worry about him. The level 20 Hunter has only the Action ability Hunt.

His attacks are Advice, Aim: Vitals, and Addle. The Beastmaster knows the Action abilities Control and White Magic, and his support ability is Half MP. The Control agilities are Goblin, Dragon, and Panther, while his White Magic abilities consist of Cura, Shell, and Protect. The Blue Mage's action ability is Blue Magic, and it has the support ability Immunity. His attacks are Mighty Guard, Guard-Off, Dragon Force, and Angel Whisper. The Icedrake has only one action ability, which is Icewyrms. It also has Counter. The Icewyrms attack is Ice Breath (it is the only attack it has). Aside from its action ability Dragon Bolt, the Thundrake knows only Geomancy. Its Dragon Bolt attack (has only one) consists of Bolt Breath.

At the start, it is unlikely you'll be able to do any attacks other than long-range ones, so stick to the potion trick instead. The enemies all have long range moves (well, most of them do) so if they get to attack first, it is likely they'll hit you with something. The Icedrake's Ice Breath attack does around 80-90 damage to your units, and the Thundrake's Bolt Breath does about the same. You won't need totemas at all during this battle, so don't use them if you have one.

~~~~~  
(032) TOWER RUINS  
~~~~~

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

- "The Hero Gaol," Chapter 1

COST: 3000 gil

LOCATION: Koringwood

REWARDS: Random items, and 30 AP and CP

Requirements: N/A

Cancel: Yes

Repeatable: No

Appears: Clear mission 008, 062, and read The Hero Gaol

OBJECTION: Defeat all enemies~

VS

Goblin lv. 12

Icedrake lv. 11

Bomb lv. 11

Malboro lv. 11

Firewyrms lv. 11

This sucks for the enemies... I was at level 49 when I got this mission. Oh well. Anyway, the layout of this battlefield is a long path on the far left, and then a HUGE hill taking up most of the arena. You'll start at the top of the huge hill and the enemies will be scattered about the hill. To get down to the bottom of the hill quickly, equip Fairy Boots. The Goblin knows Punch, and his only attack is Goblin Punch, which is weak. There are VERY rare points where it can be strong though, because it does random damage. It also knows Counter, but its actual counter isn't that strong. The level eleven Icedrake only knows a single action ability: Icewyrms. Its only attack is Ice Breath, a long range,

somewhat powerful attack. The Bomb is weak also. It has no R-abilities or S-abilities, and only one A-ability.

It knows Blowup, which is a suicide attack that does some pretty good damage, and Flame Attack which is a... well, flame attack! The Malboro knows Bad Breath and Goo, but nothing else. Finally, the Firewyrms know two things and NOTHING else: Guard-Off and Fire Breath. Okay first, you're going to want to make sure that Dmg2: Animal isn't banned or you're stuck. You'll want to go for the Malboro first, because Bad Breath causes random status ailments that can really mess up your clan. Bring along White Mages that know Esuna, or some type of attack that instantly nullifies status ailments. Besides the Malboro, the others aren't much of a threat. The two Wyrms have strong "Fight" attacks and high defense, so it might be a little tough to take them out.

~~~~~  
(033) BATTLE IN AISEN  
~~~~~

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

- "The Hero Gaol," Chapter 2

COST: 3000 gil
LOCATION: Aisenfield
REWARDS: Random items, 40 AP, 30 CP
Requirements: N/A
Cancel: Yes
Repeatable: No
Appears: Clear missions 008, 032
OBJECTION: Defeat all enemies!

VS
Dragoon lv. 11
Fighter lv. 11
Fencer lv. 10
Archer lv. 10
Archer lv. 10

The arena of this mission is somewhat like chapter one of The Hero Gaol. You're battling in an old fortress, and the fortresses height gets higher and higher. You'll start out near the bottom of the fort, where there is a stream running through. Enemies will be around the fort, with one of them being at the very top. The level eleven Dragoon knows Weapon Def+, and it has Jump and Bangaa Cry. Jump is the more dangerous of the two, but neither of them are super-dangerous. The level eleven Fighter knows Doublehand, and it has Rush and two long range attacks: Air Render and Far Fist. Air Render does more damage than Far Fist, but it only hits one unit. Far Fist is a target area attack that hits for weak damage.

The Fencer has no reaction or support abilities, but she has many Lunge Techs. Swarmstrike, Featherblow, Shallowtail, Piercethrough, and Nighthawk. Nighthawk and Swarmstrike are the two most dangerous. Nighthawk deals medium damage, but has super long range, while Swarmstrike will damage and poison. The human Archer knows Maintenance, and his Aim abilities are Cupid, Take Aim, Faster, and Blackout. Beware of Cupid; it'll charm your units and that's always a bad thing. The viera Archer knows Concentrate, and also Boost, Cupid, Take Aim, and Blackout. Make sure techniques are forbidden when you enter this battle. It'll disable the Fencer, which means one less enemy you'll have to deal with.

You should also bring the missile law card, to disable the Archers. That'll simply mean that the Fighter and Dragoon are your only worries. Go for the Fighter first, due to his long range attacks. Then get the Dragoon. You can take

out the next three in any order, due to the fact that they won't really hurt you that much.

~~~~~  
(034) MAGEWYRM  
~~~~~

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

COST: 3000 gil
LOCATION: Delia Dunes
REWARDS: Random items, 50 AP, 30 CP
Requirements: Yes
Cancel: No
Repeatable: N/A
Appears: Clear missions 017, 033
OBJECTION: Defeat all enemies!

VS
Antlion lv. 20
Red Panther lv. 20
Firewyrn lv. 22
Icedrake lv. 21
Gerland: Thundrake lv. 20
Bomb lv. 21

Thankfully, this is a small battle arena. That's good (I hate large ones; enemies are too spread out). You start on one end of a little hallway while all of the enemies are grouped together on the other end. The Antlion knows Weapon Def+, and LV3 Def-less and Sandstorm. LV3 Def-less is a pretty dangerous attack that you should watch out for. The level 20 Red Panther knows Counter and Reveal, and its attacks are Poison Claw and Rend. Poison Claw um... poisons your unit so be careful of that attack. The Firewyrn knows Weapon Atk+, and it already has a powerful Weapon Attack of 328, so beware of its "Fight" move. It has Guard-Off and Fire Breath. The Icedrake has a powerful Counter and Weapon Def+.

Its attacks consist of Mighty Guard which greatly increases status, and Ice Breath. The Thundrake knows Geomancy, and Dragon Force and Bolt Breath. Finally, the Bomb knows two weak attacks: Blowup and Flame Attack. Gerland is a pretty nice threat to your clan, so take him out first. Use powerful Color Magic to defeat him. You should also use a summoner to cast Carbuncle on your clan. Once that's cast, you'll be immune to magic. Also, make sure your Summoner knows some powerful attacks. Due to the fact that the enemies are all close together, your summons could damage a lot of them at once. If you know Doublecast, it's even better!

~~~~~  
(035) SALIKA KEEP  
~~~~~

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

- "The Hero Gaol," Chapter 4

COST: 3000 gil
LOCATION: Salikawood
REWARDS: Random item, 60 AP, 30 CP, Ayviur Red
Requirements: N/A
Cancel: Yes
Repeatable: No
Appears: Clear missions 017, 034

OBJECTION: Defeat all enemies!

VS

White Mage lv. 21
Lord Ghost: Vampire lv. 23
Time Mage lv. 21
Defender lv. 21
Defender lv. 21

You will fight this battle on what looks like a happy, tropical island in the day. Oh, but we're fighting it at night. That sucks. Anyway, you'll start in the back corner, while the enemies will start off right in front of you. To the right of both clans, there is a HUGE spot to battle, but I suggest sticking to where you are. There's plenty of space anyway. Anyway, the main dude is Lord Ghost, who is pretty tough. He knows Block Arrows and Weapon Atk+. His powerful attacks consist of LV? S-Flare, Miasma, and Zombify. The White Mage knows Absorb MP and Turbo MP. Turbo MP doubles the amount of MP required for moves, but it also greatly increases the attack and accuracy of magic attacks. She knows Cura, which heals plenty of HP, Shell, and Protect.

The Time Mage knows Last Quicken as a reaction ability. Last Quicken allows the Time Mage to take the next turn whenever he becomes critical. That can be irritating, so take it out in one turn if you can. It also knows Shieldbearer. The Time Magic it knows is Haste, Quicken, and Slow. Haste makes a unit faster, Quicken makes a unit take the next turn, and Slow slows down a unit. Both Defenders know Hibernate and Mow Down, and the one on the left also knows Aura. You'll want to go for Lord Ghost boy first, due to his power. Bring along a Paladin who knows Holy Blade to take him out in a single hit. Or you can use Burial or Exorcise, but they have bad accuracy.

Go for the Time Mage next, because his time moves can really piss you off. After, go for the White Mage. Finally, the two Defenders. Everyone but Lord Ghost has no real weakness, so there isn't really any additional help I can give you. Don't use up all your magic though, just in case Lord Ghost is revived.

~~~~~  
(036) TWIN SWORDS  
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Seeing Gaol die horribly before his very eyes, Lini took his sword into the Eluut Sands to await the one worth to wield it.

- "The Hero Gaol," Epilogue

COST: 3000 gil
LOCATION: Elutt Sands
REWARDS: Random item, 40 AP, 30 CP, Ayvuir Blue
Requirements: Combat lv. 10
Cancel: Yes
Repeatable: No
Appears: Clear missions 005, 037, 062, read The Hero Gaol
OBJECTION: Defeat all enemies!

VS

Gunner lv. 7
Black Mage lv. 7
Time Mage lv. 7
Animist lv. 7
Mog Knight lv. 9
Mog Knight lv. 7

Yay, six dudes to fight. Anyway, here you'll get the other twin sword, Ayvuir Blue. But you'll have to fight your way through some pretty weak guys to do it.

If you read The Hero Gaol in order, then you should be over level 20 right now. If you went right to this mission after finishing the first chapter, you should be at about level 10. No matter what, this is a pretty easy battle to fight. Anyway, you're fighting on a bumpy V. As you get closer to the corner of the V, it becomes more bumpy. Okay, now for the wonderful abilities. The Gunner knows Concentrate, and has many Gunmanship moves. Confushot, Charmshot, Blindshot, and Silenshot. Charmshot is the most dangerous out of those, so avoid it at all costs.

The Black Mage is very weak, knowing only Fire, Thunder, and Blizzard. Even though it's a Black Mage, he's one of the least of your worries. The Time Mage knows Last Quicken, a very annoying reaction that allows the Mage to take the next turn the moment it becomes critical (kneeling). His attacks are Haste, Slow, Silence, and Quarter. The Animist knows Sheep Count, which puts units to sleep, 100% Wool, Tail Wag, and the most annoying Cuisine, which restores all lost HP. Take the Animist out in one hit or it'll restore all HP. The level seven Mog Knight has a ton of things. Mog Attack, Mog Lance, Mog Rush, Mog Shield, and Mog Aid. Finally, the level nine Mog Knight is easily the most powerful.

It knows two action abilities: Charge and Gunmanship. It also knows Last Haste and Geomancy. The two Charge abilities are Mog Guard and Mog Lance, while his Gunmanship abilities are Fireshot, Boltshot, and Iceshot. You'll want to go for the Mog Knight (level nine) first, due to his power. If you enter the battle when Missile is forbidden, you'll greatly decrease the Mog Knight's power and completely disable the Gunner. If you bring along a Color Magic law card, the Black Mage will be disabled also, leaving you with only Mog Knight abilities and the Animist.

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

-Barba, Junior Researcher

PRICE: 900 gil
LOCATION: Eluut Sands
REWARDS: 4200 gil, 40 AP, 30 CP
Requirements: N/A
Cancel: Yes
Repeatable: No
Appears: Clear mission 007
OBJECTION: Defeat all enemies!

VS
Ludora: Antlion lv. 7
Molag: Antlion lv. 7
Rilran: Antlion lv. 6
Asalulul: Coeurl lv. 7
Janowar: Goblin lv. 6

This is an easy battle. You'll want to be at a recommended level of 9 before facing them, and from there it just gets even easier. You'll want to have out an Archer, White Mage, Black Mage, and three other strong units. Ludora is the one you'll want to attack first, although it also knows counter, so your Black Mage and Archer should take care of it. The others are no problem. Just do some powerful attacks and they are down. It shouldn't take you more than a couple of turns. Have your strongest unit move out towards the back, where the stronger enemies lie instead of taking care of the one in front (let your two weakest units take care of Ludora).

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(038) Fire! Fire!

~~~~~

[Breaking News]

Fire on Grasgreen Street!

Need help to quench the spreading blaze.

-Cyril Fire Chief

COST: 600 gil

LOCATION: Cyril

REWARDS: 3600 gil, Sprinkler, 40 AP, 30 CP

Requirements: N/A

Cancel: Yes

Repeatable: No

Appears: Clear mission 001

OBJECTION: Defeat all enemies!

VS

Bomb lv. 3

Bomb lv. 4

Bomb lv. 4

Bomb lv. 4

Very simple mission. Use Montblanc's "Blizzard" attack to greatly damage the bombs, and then just use your other characters to slowly bring down their HP. At the start, just bring out each character one at a time, and then start toward the first couple of bombs. There are two in the back corner, and you should take care of those last. They have a highly damaging attack when their HP is low, so make sure you either do one hit KOs or take off half their HP at a time.

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(039) The Wanderer

~~~~~

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

-Meiral, Palace Guard

COST: 11400 gil

LOCATION: Muscadet

REWARDS: 11400 gil, Tonberrian, 40 AP, 30 CP

Requirements: N/A

Cancel: Yes

Repeatable: No

Appears: Clear mission 015

OBJECTION: Defeat all enemies!

VS

Tonberry lv. 18

Tonberry lv. 19

Masterberry lv. 20

Three fat dudes are your enemies here. Surprisingly, you are allowed to bring in six units against their three so, as you probably already figured out by now, send out two units on each one. The battle arena is basically a square with many obstacles in it (mainly houses). It's large, and the enemy units start out spread apart. You'll start out on the bottom (south), and one enemy will each take up the north, east, and west sides. The Tonberry (level 18) knows two attacks, and one is pure evil. It knows karma, and then it knows knife, which reduces your unit's HP by... nine tenths! The level 19 Tonberry is the exact same as the level 18, and the Masterberry also knows knife (damn...), but it knows Voodoo as well.

If you keep your units spread out among the three, this battle shouldn't take more than three turns. Remember to heal if they use knife (you'll be doing that often; unfortunately, Knife is quite accurate). Once you have at least one of the berries dead shift to another, but you don't have to divide it 3 on each. Oh, and PRAY that the Tonberries don't use karma on you. It will do 999 damage to your unit :(

x

~~~~~

(040) Battle Tourney

~~~~~

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

-Bervenian Events Office

COST: 1500 gil

LOCATION: Bervenian Palace

REWARDS: 7000 gil, Sequence, 40 AP

Requirements: N/A

Cancel: Yes

Repeatable: Yes

Appears: Kingmoon, clear mission 020

OBJECTION: Defeat all enemies!

VS

Dragoon lv. 26

Paladin lv. 26

Defender lv. 25

Sage lv. 26

Illusionist lv. 24

You'll love this law: It only forbids law cards. Heh, that'd be cool if you used a law card to nullify the law, but we're getting off track here. The battle arena is perfect (why can't all battle arenas be like this?). It is basically a big square with absolutely no obstacles. Both clans start in the middle, so you should be able to attack on the first turn. You can only bring in five units, so bring in your strongest five (no, really?). They enemy units are loaded with abilities. The Dragoon has, in addition to Dragon Tech, Sacred Tech, Strikeback (so NO one-square range moves), and Shieldbearer. The Paladin to the left of the Dragoon knows White Magic and Half MP, so take him out quickly so he can't heal. The Defender knows Sacred Tech and Shieldbearer, but the Sage has no extras except for items.

Finally, the Illusionist knows, in addition to Phantasm Skill, Blue Magic and Half MP. You'll basically want to use all of your strongest attacks here, since that's what they are going to do. It should be a rough battle, since there are no laws (there's a judge though, in case you wanted to know). Since everyone starts off close together, you can do a Color Magic attack and hurt them easily. Their attacks will only deal around 70 damage to you, and you'll only need a couple of Phoenix Downs. This tourney is one of the easier ones, but take my word for it: they get harder.

~~~~~

(041) Mage Tourney

~~~~~

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

-Bervenian Events Office

COST: 1500 gil

LOCATION: Bervenian Palace

REWARDS: 7000 gil, Sapere Aude, 40 AP

Requirements: N/A
Cancel: Yes
Repeatable: Yes
Appears: Clear mission 020
OBJECTION: Defeat all enemies!

VS

Blue Mage lv. 26
Black Mage lv. 25
White Mage lv. 26
Red Mage lv. 26

You can only bring in four people for this tourney. The enemy units are strong and you should be at around level 26 before entering. A White Mage is a must have here, as well as a Black Mage with any powerful black magic. Archers are also recommended. They have a lot of abilities also that have to do with magic. The Blue Mage has Absorb MP and Half MP, so don't use any Black Magic on her. The Black Mage knows Return Magic, so when you do a magic attack to him, he'll do magic right back. Only attack if it is very powerful and you know you can take him out or if you can withstand the counter blow with lots of HP left. He also knows Geomancy.

The White Mage has the same extra abilities as the Blue Mage: Absorb MP and Half MP. The Red Mage knows, like the White and Blue, Absorb and Half MP. You aren't going to be able to use magic on the Red, White, and Blue (haha) mages and you'll have to use caution when using it on the Black Mage. I suggest you get your own absorb MP abilities for your units, since that is basically all they do. Um... the laws also prevent you from using No Color magic, so you have to use... Color magic. Crap, that means only the Black Mage can attack. Alright, seeing as how this is going to be impossible, you might have to bend the laws a little bit.

That is all the strategy I can give you, because Black Magic is the only allowed thing. You can risk some yellow cards, but always use Color Magic to finish the units off. Good luck.

~~~~~  
(042) Swimming Meet  
~~~~~

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

-Bervenia Events Office

COST: 1500 gil
LOCATION: Bervenia Palace
REWARDS: 7000 gil, Acacia Hat, Mage Masher, ????
OBJECTION: Defeat all enemies!

VS

Gladiator lv. 27
White Mage lv. 27
Archer lv. 27
Dragoon lv. 26

Um... what's wrong with this picture? You'll notice that the tournament grounds have been flooded. REALLY flooded. Oh what fun. This battle can take a long time due to the fact that NO ONE can attack in the water. Unless you have Feather Boots, which allow you to walk on water. Luckily, the enemy units also can't attack in the water. There is a TINY patch of land in the middle of the arena, which is about as big as the land will get, so fight there. There are also patches of land on each side which, if you didn't notice, was the place that you

and your enemy units started on. There is also the tiny area that the judge is on, and a couple of one-square little areas that are best suited for people with long range attacks, like Mages and Archers.

Okay first off Target All is forbidden (go figure) and Law Cards are also forbidden, so you can't ban Target All. Okay, now for the abilities. The Gladiator knows both Spellblade Tech and Monk Tech, as well as Doublehand. The Spellblade Techniques are Wild Swing and Ice Sword, while the Monk Techs consist of Air Render and Earth Render, two long range attacks but they are still nothing to worry about. The White Mage knows both White Magic and Summon Magic as well as Shieldbearer. Its White Magic consists of the two powerful attacks that are Curaga and Esuna, while it also has a minor attack of Shell. The Archer has both Archer and Sniper abilities, as well as Concentrate. Its Archer abilities are Aim: Legs which immobilizes your character, Cupid which charms your units to attack others, and Take Aim which is never-miss damage.

Its only Sniper ability is Doubleshot, which allows it to fire two consecutive arrows. Finally, the Dragoon has both Dragon Techs and Sacred Techs, as well as Weapon Def+. The Dragon Techs it has are Jump and Lancet, two attacks which you should be used to by now. The Sacred Techs are Warcry and Cheer. You should go for the White Mage first, due to Curaga and Esuna and its powerful summoner abilities. Your second goal should be the Archer, although you can do the rest in any order (Archer included) since none of them are that powerful. If you have a Heavy Damage Target Area attack, it could end the battle quickly, so use it if you have them.

-----NOTE: You must engage in four specific battles that aren't missions to be able to do the next mission, Clan League. I'll list the four missions here, in the order that they appear.-----

~~~~~  
Not a mission: Yellow Powerz  
~~~~~

Clan League battle one
COST: 600 gil
LOCATION: N/A
REWARDS: 2400 gil, Dmg2: Bangaa law card, 20 AP
Requirements: N/A
Cancel: No
Repeatable: Yes
Appears: Clear mission 022
OBJECTION: Defeat all enemies!

VS
Archer lv. 26
Warrior lv. 27
Fencer lv. 27

Don't surrender when they give you the chance. These guys are basically your lunch. Sure they aren't as pathetic as levels 14 and 15 but they are around the 27s, where as you should be around the 30s. The archer in front of you has an extra ability, "Concentrate" while the Warrior to the left of you has the extra ability, "Monkey Grip". The Fencer has, in addition to Lunge Tech, Spirit Magic and Shieldbearer. Finally, the Gladiator has Strikeback, which blocks any one-square range attack (it blocks it, don't even try) and hits the unit back. It also has the Support ability Doublehand. Their attacks are decent though. They deal around 90 points of damage, so you might have to use a Phoenix Down or two. Besides that, this should be one of the easier battles in the game.

~~~~~

Not a mission: Blue Genesis

~~~~~

Clan League battle two

COST: 600 gil

LOCATION: N/A

REWARDS: 2400 gil, Dmg2: Nu Mou law card, 20 AP

Requirements: N/A

Cancel: No

Repeatable: Yes

Appears: Clear mission 022 and Yellow Powerz

OBJECTION: Defeat all enemies!

VS

Alchemist lv. 27

Black Mage lv. 27

Time Mage lv. 28

White Mage lv. 25

Okay, this is your second battle of the Clan Leagues. And again, it is an easy battle. The highest level is 28, and you should be around 33 and 34 with (hopefully) a secret character or two. Since it is a wandering clan, I can't describe the layout of the battle arena, but here's their abilities: The Alchemist knows Abosrb MP (crap) and Magic Pow+. It has a ****load of attacks also. Meteor, Rasp, Flare, Poison, and Toad (this turns you into a frog that does a super-incredible-mecha amount of one damage, as well as dropping your defese pretty much all the way). The Black Mage knows Geomancy, and its attacks are Fira, Firaga, Thundara, Thundaga, Blizzara, and Blizzaga. The latter of the three are very dangerous, and you should try as hard as you can to stay out of the Black Mage's attack range until he falls.

The Time Mage knows both Last Quicken and Turbo MP. Its attacks are the regular Time Mage attacks: Hsate (speeds enemy units up), Slow (slows your units down A LOT), Stop (stops one of your units in its tracks), Silence (silences your unit), and Demi (really annoying; halves the HP of one of your units). Finally, the White Mage's abilities are Last Hast and Turbo MP. It, fortunately, doesn't know anything that can revive a unit, but it does have Cura, Curaga, Esuna, Shell, and Protect. Cura, Shell, and Protect aren't that bad, but Curaga and Esuna are dangerous due to the fact that Esuna heals all stats changes and Curaga is a very powerful healing move. I'd go for the Black Mage first, and then the Time Mage. Use your own magic and powerful attacks against the units for good results.

Make sure that none of your units are KOed, otherwise, the battle will go a lot longer.

~~~~~

Not a mission: Brown Rabbits

~~~~~

Clan League battle three

COST: 600 gil

LOCATION: N/A

REWARDS: 2400 gil, Dmg2: Viera law card, 20 AP

Requirements: N/A

Cancel: No

Repeatable: Yes

Appears: Clear mission 022 and Blue Genesis

OBJECTION: Defeat all enemies!

VS

Sniper lv. 32

Summoner lv. 29

Fencer lv. 31
White Mage lv. 30

They were the former champions, so as you would expect, it's no super easy battle like the last two. Again, random locations so I can't tell you the battle arena. The Sniper's abilities consist of Block Arrows and Concentrate. His attacks are few, but powerful. Beso Toxico damages and poisons, and its damage rests around 110. She also has Doom Archer, and Aim: Wallet. You should be relieved if Aim: Wallet is used since you should have at least a million gil by now. The Summoner has Magic Pow+, and it can summon Ifrit, Ramuh, Shiva, and Madeen (be thankful she doesn't have Doublecast!). The Fencer has no extra abilities, but her attacks consist of Checkmate, which dooms a unit in three turns, Featherblow, which is an aimed attack, Shallowtail, which reduces speed, Piercethrough, which attacks for two squares in front of the unit and goes through any obstacle, and Nighthawk.

The White Mage knows both White Magic and Spirit Magic. Its White Mage abilities consist of Cura, Esuna, Shell, and Protect. Nothing major, but Cura and Esuna can cause problems for you. Her Spirit Magic ability (she only has one) is Sliprain. You'll want to use powerful target area attacks often here, but don't use arrows on the Sniper (remember, she has Block Arrows). It might be good if you taught one of your units Return Magic, so whenever the Summoner attacked, you could attack right back. When you get to the White Mage, take her out since she can heal lots of HP. The Summoner should go next, and then the Sniper. Leave the Fencer for last, simply because its attacks aren't that strong.

~~~~~  
Not a mission: White Kupos  
~~~~~  
Clan League battle four
COST: 1500 gil
LOCATION: N/A
REWARDS: 7000 gil, Dmg2: Moogle law card, 20 AP
Requirements: N/A
Cancel: No
Repeatable: Yes
Appears: Clear mission 022 and Brown Rabbits
OBJECTION: Defeat all enemies!

VS
Gunner lv. 33
Thief lv. 31
Gunner lv. 29
Animist lv. 31

So here it is. The fourth match for the Clan League missions. Okay, again, random battle arena. These guys, surprisingly, don't present a lot more of a challenge than the last clan you fought. The level 33 Gunner knows Damage>MP and Concentrate, and his attacks consist of Fireshot, a shot that burns you, Blotshot, a lightning shot, Iceshot, an ice shot, and Stopshot, which stops one of your units in its tracks. The Thief has the Item ability, as well as Counter and Doublehand. He also has Steal: Helm, Steal: Gil, Steal: EXP, and Steal: JP. The level 29 Gunner knows Concentrate, as well as Confushot (confuses your units), Charmshot (charms your units to attack only your clan), Blindshot (blinds your units), and Silenshot (silences your units). Confushot, Charmshot, and Blindshot are the only three major things that you need to watch out for.

The Animist knows Shieldbearer, and its attacks consist of Cuisine, Tail Wag, Chocobo Rush (a stampede of Chocobos straight down a portion of the arena; does around 30 damage), Frogson (turns you into a frog... augh), and Catnip. Go for

the level 33 Gunner first, because of its strong attacks. The Animist should go second due to Chocobo Rush and Frogson. Go for the level 29 Gunner after that, due to Charmshot. The Thief should go last, since its attacks aren't that threatening. They all have decent attack stats and moderate defense. If you are at at least level 33, this is a very easy battle.

~~~~~  
(043) Clan League  
~~~~~

Clan League finals to be held in the Bervenia Palace courtyard! See the favorites, the Brown Rabbits, go against Clan Nutsy.

[Special laws in effect.]

COST: 4500 gil

LOCATION: Bervenia Palace

REWARDS: 22600 gil, Peytral, 80 AP, 40 CP

Requirements: N/A

Cancel: Yes

Repeatable: Yes

Appears: Clear mission 022 and White Kupos

OBJECTION: Defeat the boss!

VS

Assassin lv. 28

Summoner lv. 28

Sniper lv. 29

Elementalist lv. 28

Um... what's wrong with this picture? Anyone care to explain why they are weaker here than when you first fought them? That's just messed up but oh well! The only thing forbidden is Law Cards so basically, you have no laws here which is great. You can only bring out four but all you have to do is defeat the boss, which is great. The Assassin knows Concentrate, and its attacks consist of Shadowbind, Last Breath, Aponia, Nightmare, and Auge. The Summoner has both Summon magic and Red Magic, as well as Shieldbearer. Luckily, she doesn't know Doublecast, although Ifrit, Ramuh, and Shive are strong without it. Her Red Mage attacks consist of the inaccurate Sleep move, and Poison. The Sniper (who is the boss) has a lot of good abilities.

She knows Concentrate, and her attacks consist of Doubleshot, which is like Doublesword, Beso Toxic, which causes major damage as well as poisoning the unit, Death Sickle, which curses your units to die in three turns, Doom Archer, which damages both HP and MP, and Aim: Weapon, which shatters your weapon. The Elementalist knows Spirit Magic, and it can absorb magic as well as knowing Magic Pow+. Its attacks consist of White Flame, Shining Air, Evil Gaze, Heavy Dust, and Sliprain. Only focus on the Sniper, since her HP is around 200 and she can die in a turn or so. After that, you win. If the others get in your way, attack them but don't send a unit off to attack an enemy unit that isn't the boss.

~~~~~  
(044) Snow in Lutia  
~~~~~

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

-Auntie Larsu

COST: 600 gil

LOCATION: Lutia Pass

REWARDS: 3600 gil, 40 AP and CP

Requirements: N/A

Cancel: Yes

Repeatable: No
Appears: Clear mission 001
OBJECTION: Defeat all enemies!

VS
Red Panther lv. 3
Goblin lv. 4
Red Panther lv. 3

I can tell you that, first, bring out your whole clan. Go for the two red dog-type things first. Use your strongest attacks and use Montblancs Black Mage powers to easily defeat them. It is another good idea to use some combos. Use Christine's bow to take them out from a distance and use Roland's White Mage powers constantly. The goblin is easy. Just use simple attacks to defeat him. Once they're all dead, you've cleared the mission!

~~~~~  
(045) Frosty Mage  
~~~~~

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

-Laudy, Shopkeeper's Son

COST: 600 gil
LOCATION: Lutia Pass
REWARDS: 4000 gil, Laglace Sword, 40 AP and CP
Requirements: N/A
Cancel: Yes
Repeatable: No
Appears: Clear missions 001, 044
OBJECTION: Destroy all targets!

VS
Pragera: Floateye lv. 4
Ningilth: Red Panther lv. 3
Kamsotz: Red Panther lv. 3
Gelato: Black Mage lv. 6

If you've been doing a lot of missions, this is an EASY battle. Slowly move your units out, and wait if you can't attack. Make sure you've brought a White Mage, just in case you need it. It is likely that you won't be able to attack on your first turn, but on your second, start dealing major damage. Try to take out Gelato first, because he is a Black Mage. The Red Panthers aren't that big of a threat, unless you're at a low level. Pragera has 46 HP, and a combo from Marche can on hit KO him. Use Montblanc to take out two enemies at a time. This battle should be very easy, so you shouldn't have to worry about using healing items. Once you've defeated all the enemies, simply destroy the two blue orbs to clear the mission.

~~~~~  
(046) Prof in Trouble  
~~~~~

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

-Dag, Research Assistant

COST: 900 gil
LOCATION: Lutia Pass
REWARDS: 4000 gil, Gedegg Soup, 40 AP and CP
Requirements: N/A
Cancel: Yes
Repeatable: No

Appears: Clear missions 001, 044

OBJECTION: Defeat all enemies!

VS

Qusjil: Ice Flan lv. 4

Guinness: Lost One lv. 4

Colin: Lost One lv. 4

Lyle: Lost One lv. 4

Virr: Ice Flan lv. 5

All except Virr are at level four now, and your characters should be level 6+ making this an easy battle. Use Montblanc's Fire ability to take out the Ice Flans, and use Marche and a bagnaa to take out the Lost Ones. You should have brought in a White Mage, just in case. On your first turn, you'll rarely be able to reach anybody, so just move up close to the Professor. The Lost Ones aren't very powerful, so just use simple attacks. This battle is really easy if you don't overdo it.

~~~~~  
(047) Hot Recipe  
~~~~~

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

-Rolana, The Chocobo's Kewh

PRICE: 1000 gil

LOCATION: Roda Volcano

REWARDS: 7000 gil, 40 AP and CP, Gredegg soup

Requirements: N/A

Cancel: Yes

Repeatable: No

Appears: Clear mission 007

OBJECTION: Defeat all enemies!

VS

Viktranki: Firewyrn lv. 10

Sewels: Bomb lv. 9

Chimar: Bomb lv. 10

Nageeta: Bomb lv. 10

Femakk: Firewyrn lv. 9

I recommend being at least level twelve for this battle. Bring out, in addition to Marche, a black mage, a white mage, an archer and two other powerful units. The units are slow, so you should have the first move. Go for Viktranki, since he is pretty powerful. The Archer should be attacking the enemies in the back, so they are weak when you get to them. A Totema is recommended for the battle because it can seriously decrease your enemies health. The enemy units have low HP, and they are fond of fire damage. Your Black Mage should use Blizzard, since it is pretty powerful against the enemy units. The Firewyrms can attack with around 80 (!) HP, so take them out as soon as you can. Keep your White Mage active and out of harm, and bring along plenty of healing items.

~~~~~  
(048) S.O.S.  
~~~~~

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

-Clan Center

PRICE: 1500 gil

LOCATION: Koringwood

REWARDS: 7800 gil, Topaz Arming, 40 AP, 30 CP

Requirements: Track lv. 7
Cancel: Yes
Repeatable: No
Appears: Clear mission 008
OBJECTION: Defeat all enemies!

VS

Zombie lv. 12
Sprite lv. 11
Juggler lv. 11
Sprite lv. 10
Zombie lv. 11

You must assist Clan Ritz in this one. You can only bring in two additional units in... addition to Marche. This battle super-easy since Ritz and Shara are lv. 13 and lv. 12. Take out the Juggler first, since it knows Stop Time which can freeze your units in their tracks. Ritz and Shara are powerful enough, and should take out the majority of the enemies for you. The two sprites should be your next goal, because they are weak. You'll want to bring in a unit that knows Exorcise also, because you can use it on the zombies. Otherwise, they'll revive themselves after three turns. Still, if you save them for last they should both be dead.

~~~~~  
(049) A Lost Ring  
~~~~~

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

PRICE: 900 gil
LOCATION: Ulei River
REWARDS: 5200 gil, 40 AP, 30 CP
Requirements: N/A
Cancel: Yes
Repeatable: No
Appears: Clear mission 012
OBJECTION: Defeat all enemies!

VS

Farbazos: Lamia lv. 7
Isotriv: Sprite lv. 8
Pragera: Lamia lv. 7
Yugurta: Goblin lv.7
Tafmasib: Lilith lv. 8

The enemies are strong, and you should be at about level nine or up before you challenge them. You should be able to hit Farbazos on your first turn, so do that. The other enemies are quick, and have some strong attacks so make sure your units have some high defense. The Sprite is very weak, so use a soldier to hit it for a one-hit KO. The Goblin is so-so in attack and defense and it should take you only one-two hits to defeat it. As for the rest of the enemies, just use Montblanc. Keep your White Mage alive at all times in case you need him, and keep him away from serious harm.

~~~~~  
(050) Staring Eyes  
~~~~~

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

COST: 900 gil
LOCATION: Cyril
REWARDS: 4600 gil, Vesper, 50 AP, 30 CP
Requirements: Ahriman Eye
Cancel: Yes
Repeatable: No
Appears: Clear missions 003, 113
OBJECTION: Defeat all enemies!

VS
Floateye lv. 6
Ahriman lv. 7
Beastmaster lv. 6
Floateye lv. 5

Heh... this mission first appeared when I was around levels 38-40... so unfair. Anyway, you only need to be around level 7 or 8 to clear this mission. The battle arena is like any normal city. It is a square with pots located next to all the buildings, and there are buildings scattered about although the highest located is 15h. The enemies have almost no abilities. The level 6 Floateye knows Counter, and its only move is Stare. The Ahriman's only ability is Circle. The Beastmaster knows both control and White Magic though. The Control moves he knows consist of Floateye and Undead, and the White Mage moves consist of Cure, Shell, and Protect. Finally, the level 5 Floateye knows Stare and Devil Gaze (now do you see why this mission is called Staring Eyes?).

Go for the Beastmaster first due to its White Mage abilities. After it is dead, the others are basically left defenseless. Take out the level 5 Floateye next and then the Ahriman. Finally, go for the level 6 Floateye. Use powerful target area attacks to secure a victory within your first or second turn.

~~~~~  
(051) Desert Rose  
~~~~~

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

-Delman, Pub Customer

COST: 3000 gil
LOCATION: Gotor Sands
REWARDS: Blue Rose, 40 AP, 30 CP
Requirements: Flower Vase
Cancel: Yes
Repeatable: No
Appears: Clear mission 016
OBJECTION: Defeat all enemies!

VS
Red Panther lv. 21
Antlion lv. 19
Antlion lv. 19
Jawbreaker lv. 19
Red Panther lv. 19
Sprite lv. 18

You should be at a recommended level of around 23 or 24 by now, so this battle should be very easy. The Red Panther who's at level 21 knows Reveal (and Rake, its default). BOTH Antlions can counter while the Sprite has Weapon Def+ which raises Weapon Defense. The level 19 Red Panther also knows Reveal, while the Jawbreaker has no abilities. Stick to long range attacks for the farther ones, and use your strongest units to fight the Red Panthers, which you should try to

take out first due to their power. Go for the Antlions next, and then the Jawbreaker. The Sprite is very weak, so you should save it for last since it isn't that big of a threat.

~~~~~  
(052) Friend Trouble  
~~~~~

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

-Cheney, Hunter

COST: 1800 gil

LOCATION:

REWARDS: 9000 gil, 40 AP, 30 CP

Requirements: N/A

Cancel: Yes

Repeatable: No

Appears: Clear mission 012

OBJECTION: Defeat all enemies!

VS

Red Panther lv. 15

Red Panther lv. 13

Cream lv. 14

Coerl lv. 16

Red Panther lv. 16

By the time this mission appears, you should have at least hit level 17 so it should be short and sweet. The level 13 Red Panther has the ability to Counter, but the other two don't have any extra abilities. The Coerl can reveal, but other than that, no extra abilities. The Cream knows Germancy, but nothing other than that. The Coerl is very strong, so use your most powerful units to take it out. It should be taken out first, since it can really cause some damage. Focus your attacks on the Red Panther that is at level 16 next, and then the one at level 15. Your fourth target should be the Red Panther at level 13, and finally the Cream at level 14. Aside from the Coerl, the attacks are pretty weak unless you are around level 14 or so. If you are, I suggest leveling up a bit.

~~~~~  
(053) Flesh & Bones  
~~~~~

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

-Gayle, Babuba Streetear

COST: 3600 gil

LOCATION: Baguba Port

REWARDS: 18000 gil, Tiger Hide, 40 AP and CP

Requirements: N/A

Cancel: Yes

Repeatable: No

Appears: Clear imssions 016, 105

OBJECTION: Defeat all enemies!

VS

Thief lv. 19

Hunter lv. 20

Archer lv. 20

Hunter lv. 21

Thief lv. 20

Gunner lv. 21

This is a strange battle arena. It is shaped like a circle, but it has odd walls that are somewhat like that of an old castle (you can still walk on them), and many brick buildings scattered about. You'll start at the very top and the enemies will most likely start near the bottom. The fight should end up somewhere in the middle of the arena. Okay, this fight should be pretty simple as long as you are at level 21 (at least; I was at level 33 when I first fought this... bleh) Okay now for abilities. You're fighting six units here so this is going to take a while. The level 19 Thief knows both Thief abilities and Ninja abilities, as well as the dreaded Double Sword, which allows him to strike twice with two different swords!

His Steal abilities consist of Steal: Armor, Steal: Access. (stands for accessories), and Steal: Gil. He has only one Ninja Skill attack but it is very powerful: it's Oblivion. The level 20 Hunter has both Hunt and Fighter Techs, but nothing else. The Hunt abilities consist of Sonic Boom, Aim: Vitals, and Addle. The Fighter moves consist of Rush, Blitz, and Beatdown (remember this attack can be very powerful, but it is all or nothing). The viera Archer knows both Aim and Corner techniques, as well as the support move Concentrate. The Aim techniques consist of Aim: Legs, Aim: Arm, and Cupid. The Aim: Legs and Aim: Arm combination is very dangerous, so beware of that. Also, Cupid charms your units, so watch out for that attack.

The level 21 Hunter knows both Hunt moves and Battle Tech moves, and the support ability Concentrate. The Hunt moves it knows are Sonic Boom and Aim: Vitals while the Soldier abilities are all Breaks: Powerbreak, Mindbreak, Magicbreak, and Speedbreak. The level 20 thief knows Steal and Stunt moves, as well as the Reaction ability Damage > MP, which makes all MP damage moves HP damage moves. The Steal abilities it knows are Steal: Shield, Steal: Access., Steal: Helm, and Steal: Gil. Nothing to worry about, but if he steals your shield and helm, it can bring your defense down a TON. The Stunt abilities consist of Dagger, which damages and disables, and Smile. And finally, the level 21 Gunner. It is able to use items and it knows the Support ability Concentrate.

The Gunmanship abilities it has consist of Confusshot, Charmshot, Blindshot, Silenshot, and Stopshot. Charmshot and Stopshot are very dangerous to your units, and Confusshot can also mess you up. Now for a strategy. Since these guys are basically all equal in power, it seriously doesn't matter in what order you defeat them. If you want a quick battle you could use a totema, since you should be at a high enough level so that the totema takes them all out in a single hit. If you don't have a totema or don't wish to use one, group the enemy units together down in the middle so you can attack five at once and use a powerful target area attack. Remember that some critical hits can knock units off buildings, causing additional damage.

This battle can last a long time due to the fact that you are fighting six enemies, so I strongly suggest that you DO use a totema, like the human one which is the most powerful. If you have Double Sword, this battle can go a lot faster as you have guaranteed one-hit KOs. Otherwise, use strong abilities. If you have a move like Bonecrusher or Counter, it can also speed up the battle (Bonecrusher especially). Try to have a unit with Full-Life, since having all of your units alive speeds up the battle a lot.

~~~~~  
(054) For a Song  
~~~~~

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

-Leanan, Inn Songstress

COST: 3300 gil

LOCATION: Materiwood

REWARDS: 16000 gil, Trichord, 40 AP and CP

Requirements: N/A

Cancel: Yes

Repeatable: Yes

Appears: Clear mission 018

OBJECTION: Defeat all enemies!

VS

Red Panther lv. 24

Firewyrn lv. 23

Titania lv. 24

Sprite lv. 23

Malboro lv. 23

5 is the limit to the amount of people you can bring but then again, you have someone helping you. The enemies are weak compared to you, because you should be around levels 27 and 28. Leanan (the Summoner helping you) is incredibly weak, at level 15. But you CAN'T LET HER FALL! Use all healing magic to keep her alive. The Red Panther doesn't have any extra abilities except reveal, and the Firewyrn, Titania, Sprite, and Malboro have nothing extra. Go for the sprite first, since it is so weak. Use strong Black Magic here, and strong fighting attacks. Don't use fire against the Red Panther and Firewyrn, since they absorb it. Use any type of ice attack.

~~~~~  
(055) 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 my mom died.

-Temil, Town Youth

PRICE: 300 gil

LOCATION: Giza Plains

REWARDS: 1600 gil, White Flowers, 40 AP and CP

Requirements: N/A

Cancel: Yes

Repeatable: No

Appears: Clear mission 003

OBJECTION: Defeat all enemies!

VS

Flantus: Antlion lv. 6

Balmin: Antlion lv. 5

Dammuna: Red Cap lv. 7

Cutred: Antlion lv. 6

Gunaith: Goblin lv. 6

Hahaha... easy battle. It doesn't really matter what units you bring out as long as your units are above level 8, and they should have hit ten by the time this mission comes around! Their HP doesn't go above 80 except for Dammuna. Move all your characters out at first and use long distance attacks to take down quite a bit of their HP. Once you get up close, your attacks should be able to KO most of them in one hit! As I said before, very easy.

~~~~~  
(056) New Antilaw  
~~~~~

COST: 6900 gil

LOCATION: Siena Gorge

REWARDS: 34000 gil, Amber, Allmighty card

OBJECTION: Defeat all enemies!

VS

Ninja lv. 27

Sniper lv. 28

Defender lv. 25

Gunner lv. 26

Red Mage lv. 27

Time Mage lv. 28

First off, I'd like to tell you about the battle arena. You are at a major disadvantage since you start at the bottom of a steep hill. It is basically a bunch of bumps (small ones) that slowly get taller as you get further north. There are no major obstacles in your way, except for some trees around the edges of the area. There are a lot of enemies here, which is quite frustrating since the battle can go long. Your enemy units are around the near 30s (mostly 26 and 27), so you should be around the early 30s before you fight them. Now for their abilities. The Ninja at the front knows Last Haste and Double Sword, which allows him to strike twice when he does "Fight". It can be very dangerous, so take him out as soon as possible. He has a TON of attack moves however.

They are Wood Veil, Fire Veil, Earth Veil, Metal Veil, and Water Veil, which are pretty good. The Sniper above him knows Auto-Regen, and her attack moves are as follows: Doubleshot, Doom Archer, Aim: Armor (it knocks your armor off), Aim: Weapon (it forces you to drop your weapon), Aim: Wallet (not that much of a threat; it makes you lose gil, but barely any. The Defender to the left of the Sniper doesn't know that many attack moves. He knows both Defend and Monk Tech moves, and his abilities are Last Berserk and Shieldbearer. Beware of his Far Fist and Earth Render attack, since they are powerful target area moves. He also knows Aura and Mow Down, two things you'll learn to hate. The Gunner below you has practically no abilities.

He knows Last Quicken, which speeds him up when he is kneeling, but aside from that all you need to watch out for is his Blindshot. The Red Mage is very dangerous. She knows both Red Magic abilities and Fencer abilities, as well as Absorb MP and Magic Pow+. Her Red Magic consists of Sleep and Poison (sleep isn't that accurate and you wake up after you're hit, so don't worry about that). She knows Doublecast, which is the real threat. Doublecast allows her to cast two spells in one turn, so take her out soon. She also knows Checkmate, which dooms your character to die after three turns, and Nighthawk. Finally, I'll tell you about the Time Mage. He has both Time Magic and Alchemy Skills. He also knows the abilities Last Haste and Immunity.

Beware of his Demi attack, since it halves your units' HP, and also his slow attack. He also knows Meteor, a powerful attack. What you want to do is first go for the Ninja. Hopefully, you have a Heavy Damage attack that targets more than one, since it'll come in handy. You'll want to send out at least two of your strongest units on the Red Mage, since she is possibly the most dangerous. The others (the Time Mage, Sniper, Defender, and Gunner), aren't that big of a threat compared to the other two, but you should still beware of their attacks (the Sniper especially).

AFTER BATTLE...

Go to Ezel's card shop to see a cut scene. Marche will say hello to Ezel and Ezel will talk about how nice the timing is. He'll say he's been wanting to talk to Marche for a while and that he needs his help. Marche will guess that he wants Marche to gather ingredients for your antilaw cards and Ezel will say no, it's not like that. He'll reveal that he wants Marche to be a mediator with him. Marche will be shocked by this and Ezel will explain that the resistance and the palace have agreed to hold talks and Marche will say that he can't imagine

either of them in the same room, let alone talking. Ezel will say that no matter how amazing it is, they're willing to talk and they need a mediator. Ezel will say that he tried to weasel out [My clan name is Weasel :)] but they insisted.

Marche will ask Ezel if they talked him into it and Ezel will nod. Then Marche will ask Ezel where he comes into the picture, and he'll ask Ezel if he's enough of a mediator by himself. Ezel will say that some people are against the talks and they need a guard to make sure no one interferes (sense something here?). Marche will say he understands, and then he'll start to say that it doesn't sound that bad, but then he'll stop and Ezel will ask him what's wrong. Marche will explain that the palace still has a bounty on his head and that if he goes, they'll imprison him for sure. Ezel will say that there's no chance because they made Ezel the mediator, and he's at least the second most wanted man in the country.

Marche will fall silent and Ezel will tell him not to worry so much, and that if things begin to go wrong, just get out of there. Marche will slowly calm down and Ezel will say that he'll put up a request at the pub, just to make it official. Marche will say that Ezel has nerves of steel and the screen will fade...

~~~~~  
(057) Prison Break  
~~~~~

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

-Julian, Troubled Inmate

COST: 1500 gil

LOCATION: Sprohm

REWARDS: 7000 gil, Helje Key, 40 AP, 20 CP

Requirements: N/A

Cancel: Yes

Repeatable: Yes

Appears: Clear mission 019

OBJECTION: Defeat all enemies!

VS

Defender lv. 24

Defender lv. 25

Templar lv. 23

Templar lv. 24

First off, the Templar in the way back has SaveTheQueen, a VERY powerful weapon, so steal it if you have Steal: Weapon. Also the Templar in the back has Bonecrusher and Half MP, so don't attack from a one-square range. The other Templar has Weapon Atk+ which raises weapon defense, while the Defender in the front has Last Berserk, where the unit goes on a rage when it's kneeling. The final unit has Weapon Def+ which raises weapon defense (no, really?). A White Mage is CRUCIAL here, and so is a Black Mage. Archer is optional, but I strongly suggest you bring one in, although if your units are around levels 25 and 26, you'll do fine without one.

Since your units and the enemy units start on the way opposite sides of the room, short-range attacks will not be possible on the first turn. Even some long-range attacks won't be possible. The battle arena is basically a hallway with a stone blocking four squares in the center. This isn't a problem, since it is so small. You still have plenty of room to maneuver. Your battle will probably meet in the middle, so fight there. If you need to heal, run to the opposite side of the stone where no one will probably be and heal. You should have Cruaga by now and you should be at a good enough level so that it heals

around 200 HP.

Use your Black Mage to take out groups of units at one time. Save your totemas, since they are not needed here. The level 24 Defender knows Earth Render, a straight line attack that can deal around 70 damage. The Templar on the left knows jump, a powerful long range move, and the Templar at the top can speed time. Group combos are useful here, but other than that, just use your strongest moves within the law to easily clear this mission.

~~~~~  
(058) Royal Ruins  
~~~~~

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

-Meena, Streetear Courier

COST: 1500 gil
LOCATION: Naragi Cave
REWARDS: 7000 gil, 40 AP and CP
Requirements: N/A
Cancel: Yes
Repeatable: No
Appears: Clear missions 010, 114
OBJECTION: Destroy all targets!

VS
Ruin Ward lv. 14
Ruin Ward lv. 13
Ruin Ward lv. 11
Ruin Ward lv. 13
Odd Statue lv. 1
Odd Statue lv. 1

The mission objective will be "Destroy all targets" but there are no targets in plain view. They are all the way across from you, and they are two stone statues. The battle arena is quite bumpy, but there aren't really any obstacles to get in your way. There are small squares of water and some torches, but other than that you should have no problem getting to the statues. The Ruin Ward that's right in front of you blocks arrows, so stick to a strong one-square range attacker. The level 13 Ruin Ward that has a sword in its back has no extra abilities on him, but the Titania-looking Ruin Ward next to it knows Weapon Atk+ (she already has a Weaon Atk of 203). The red snake Ruin Ward knows Weapon Def+, and it already has a Weapon Def of 202.

Don't bother trying to attack the enemies; just stick to heading up the ledges until you get to the statue. An archer should be able to take them out in one hit, as well as a Color Magic attacker. They should go down in one hit.

~~~~~  
(059) Sketchy Thief  
~~~~~

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

-Estia, Friend of Laudy

COST: 3600 gil
LOCATION: Deti Plains
REWARDS: 18000 gil, Sketchbook, 40 AP and CP
OBJECTION: Defeat all enemies!

VS
Archer lv. 30

LOCATION: Ozmonfield
REWARDS: 36000 gil, 40 AP, 35 CP
Requirements: N/A
Cancel: Yes
Repeatable: No
Appears: Clear missions 018, 066
OBJECTION: Defeat all enemies!

VS

Mog Knight lv. 23
Summoner lv. 23
Paladin lv. 24
Dragoon lv. 23
Assassin lv. 25
Alchemist lv. 23

OMGWTFLOLBBQIMO here it is! The Showdown! Against the weakest clan in the world! Well, at least compared to you. The battle arena is too messed up to draw, but you start around the middle and there is a big open space south and to the left, and a big open space north. I'd head south since you'll need room for this battle. The Mog Knight knows both Charge and Gunmanship, as well as Geomancy. The Charge moves consist of Mog Guard, Mog Lance, and Mog Aid (very original, aren't they?). The Gunmanship moves are Fireshot, Boltshot, and Iceshot. The Gunmanship abilities don't do much extra damage than the regular gun shot, so don't worry. The Summoner knows Half MP, and her summon moves are Unicorn, which heals; Ramuh, Shive, Kirin, and Carbuncle (be thankful that she's missing Doublecast).

The Paladin knows Monkey Grip, and it can use items. It knows Nurse, Drop Weapon, and two powerful holy attacks: Saint Cross, which is a target area holy attack and Holy Blade, which attacks only one unit, but causes major damage. The Dragoon knows Weapon Atk+, and its attacks consist of Jump, Lancet, Fire Breath, Bolt Breath, and Ice Breath. Jump is the only one there you need to watch out for but luckily, it's innacurate. The Assassin knows Shieldbearer, and it also knows Last Breath, Agua, Rockseal, Oblivion, and Return Fire (blocks all arrows shoots an arrow back instead). The Alchemist knows Magic Pow+, and it knows Astra, Meteor, Rasp, Flare, Poison, and the dreaded attack that turns you into a frog: Toad (heh).

Okay the Paladin should be your first goal, and then go for the Summoner. Use powerful Target Area or All attacks to get them both at once. The Alchemist should go next due to its power. Beware of Meteor from the Alchemist, since it is a powerful heavy damage attack. Go for the Assassin next and then the Dragoon. Finally, go for the Mog Knight. This should be an easy battle if you keep all your units alive.

~~~~~

(061) Hit Again

~~~~~

They got me again, kupo...

And they went running off to Jagd Dorsa again, too, kupo...

I give up, kupo...

-Nono, Once Again

PRICE: 1500 gil

LOCATION: Jagd Dorsa

REWARDS: 7000 gil, 40 AP, 35 CP

Requirements: N/A

Cancel: Yes

Repeatable: No

Appears: Clear mission 013

OBJECTION: Defeat all enemies!

VS

Rolan: Ninja lv. 16

Nate: Blue Mage lv. 17

Macgregor: Black Mage lv. 16

Nume: Thief lv. 15

Louize: Red Mage lv. 16

Cassidy: Gunner lv. 17

Once again NO JUDGES! Remember don't end the battle with any unit dead! Use Pheonix Downs when needed! The enemy units seem more powerful this time. Choboco Rush is one of them and Nume performs it. It is powerful, so take Nume out. Your at an advantage here, because you begin at the top of the hill. The first enemy unit you should take out is the Black Mage. Its magic is VERY strong and can be performed from a distance. I'm serious about the Black Mage. The damage is around 70! Your archer should focus on the gunner, while your most powerful unit needs to be focused on the following enemy units in turn: Black Mage, Gunner, Ninja, Red Mage, Blue Mage, and Thief if not yet KOed. Don't use your totemas unless all the enemy units will die in a hit by it AND if you have all your units alive.

Remember, on the way to the recommended enemy units, use the potion trick and attack anything in your way.

~~~~~

(062) Oasis Frogs

~~~~~

I haven't been hearing the frogs from the town oasis lately. Hope nobody is earting them! Woul you stand watch till night?

-Donya, Pub Customer

PRICE: 900 gil

LOCATION: Cadoan

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

OBJECTION: Defeat all enemies!

VS

Nestor: Lamia lv. 10Tontihuh: Lamia lv. 9

Rasksas: Lamia lv. 8

Your enemies are few, but powerful. Likewise, you can only bring in five people for this mission. Choose a soldier, a Black Mage, a White Mage, and two other powerful units that you have. You might want to bring out an archer, if you have one level 9 or higher, so you can do some good long distance attacks. You will most likely not be able to reach anyone on the first move so just use potions. The Lamia like to do Hand Slaps, and they delay the next turn AND are pretty powerful, so either have good defense or make sure it misses! Since your White Mage probably has low HP, keep it close to a strong unit, so it can be protected, and heal when needed. Your black mage (preferably Montblanc) should use fire and ice to attack the Lamia. Have patience, this may be a difficult battle.

~~~~~

(063) Missing Prof

~~~~~

Help! Professor Auggie has gone missing during his investigation of the cave at Tubola! He was lsat seen near a statue.

-Quin, Search Party Member

COST: 3600 gil

LOCATION: Tubola Cave

REWARDS: 18000 gil, 40 AP, 35 CP
Requirements: N/A
Cancel: Yes
Repeatable: No
Appears: Clear missions 020, 046
OBJECTION: Destroy all targets!

VS

Ruin Ward lv. 26
Ruin Ward lv. 25
Ruin Ward lv. 28
Ruin Ward lv. 24
Odd Statue lv. 1
Odd Statue lv. 1

You simply have to destroy the two targets near the top of the right side of the arena. Problem is there are a bunch of difficult enemies to get in your way but don't bother fighting them. If you do for the experience keep their abilities in mind. The Ruin Ward (gargoyle looking thing) can counter for major damage. The flame Ruin Ward has no additional abilities (yay). The Titania-type Ruin Ward has Weapon Atk+ adding to her already high Weapon Atk stat. The floating-eyeball type Ruin Ward also has Weapon Atk+ which adds to its 330 Weapon Atk stat. The two targets are actually the odd statues. A hit from a bow can do them in. Remember the Floating Eyeball Ruin Ward knows Roulette, the random death move (he took himself out when I did the mission... loser) which is sometimes good and sometimes bad...

Other than that, you just need to avoid the Gargoyle looking Ruin Ward because his attacks are the most damaging. Bring along an X-Potion or two just in case.

~~~~~  
(064) Den of Evil  
~~~~~

There's a place free of laws beyond Tubola Cave, but you need a pass to get in. Paradise or Purgatory? You find out!

-Da'aye, Streetear

COST: 4500 gil
LOCATION: Tubola Cave
REWARDS: 22600 gil, 40 AP, 35 CP, Jagd Helje access
Requirements: Helje Key (used), Combat lv. 25
Cancel: Yes
Repeatable: No
Appears: Clear mission 020
OBJECTION: Defeat all enemies!

VS

Elementalist lv. 28
Bishop lv. 25
Black Mage lv. 26
Time Mage lv. 25
Gadgeteer lv. 26
White Mage lv. 28

Oooh... scary mission name ;) Okay this battle arena is VERY bumpy. It has rises in falls in it at the south end, and it slowly gets higher (with the occasional bump down) as you near north. The highest point is 15H, and that isn't a very big area. I suggest you battle where the height is 10H and 11H. Okay now for the abilities. You're fighting an evil amount of six here, so there are a lot of different attacks to describe... crap. The Elementalist has both

Spirit Magic and Red Magic, and she can also absorb magic and she has Magic Powt. Her Spirit Magic consists of Fire Whip, Evil Gaze and Sliprain (this attack damages and really slows your unit down). Her Red Mage abilities consist of Sleep and (NOOOOOOOO!!!) Doublecast.

Since Doublecast allows her to cast two spells in one turn, this can make her very dangerous, so take her out as soon as you get the chance. She has about 220 HP, so if you are at the recommended level of around 31, it should only take you a turn. The Bishop knows Half MP, but aside from that he knows nothing except his standard action ability attacks, which are a lot. He knows Cura, Dispel, Holy, Water, Aero, and Break. Cura can get really annoying, since it can cause you to waste a turn or so going back to kill an enemy that was already severely damaged, so take him out after the Elementalist. The Black Mage is dangerous also. It has two action abilities, which are Black Magic and Blue Magic, and its reaction ability is Return Magic. It also knows Turbo MP.

The Black Magic he has is Fire, Fira, and the powerful Firaga. The Blue Mage abilities it knows are Stare, Night, and LV? S-Flare. LV? S-Flare is VERY damaging, and you need to pray that he avoids using it. The Time Mage knows only Time Magic and Shieldbearer. Its Time Magic consists of Slow, Stop, Silence, and Demi. The two major things there are Stop and Demi, since stop halts your characters so it can't do anything at all and Demi halves a unit's HP. Slow is pretty bad also, because it reduces your unit's speed by a TON! The Gadgeteer knows Pandora and Damage > MP. Damage > MP makes all MP damage HP damage. Its only attack is Silver Disc. Finally, the White Mage has both White Magic and Alchemy Skills. It also has the support ability Turbo MP.

The White Magic is simply Cura and Esuna, although those are two dangerous attacks. The Alchemist skills are also very dangerous: They are Death and Poison. Your first goal, as stated before, should be the Elementalist. Next go for the Black Mage. The one after that should be the Bishop, then the Time Mage, the White Mage, and the Gadgeteer. Don't be afraid to use totemas here. Magic-sapping totemas are very helpful, due to the powerful magical attacks the enemy clan has. If you have Doublesword, this battle will be very simple. If not, just use powerful Color Magic to damage (summons are also recommended).

-----NOTE----- After you complete this mission, you get to place something new on the map: Jagd Helje!

~~~~~

(065) Exploration

~~~~~

-Exploration Tour

Want to travel to unspoilt wilderness where not even desert dwellers fare? Just 1000 gil at the pub!

-Ivalice Tourism Board

PRICE: 1500 gil

LOCATION: Gotor Sands

REWARDS: 40 AP, 35 CP, Jagd Ahli access

Requirements: N/A

Cancel: Yes

Repeatable: No

Appears: Clear mission 016

OBJECTION: Defeat all enemies!

VS

Coeurl lv. 18

Grenade lv. 19

Ice Flan lv. 21

Jawbreaker lv. 18

Fire is very good here, so use it. The Coeurl knows Petrify, so MAKE SURE YOU BRING SOFTS WITH YOU! If you don't have them, your units will be picked off one by one. You should be at around levels 20 and 21 thanks to your last couple missions, so this shouldn't be of any major challenge to you. A second plus is that there is four enemy units to your six. (I hope you bring out six!) A Black Mage that knows any type of fire move is good here, and you should always bring along a White Mage. The arena has a river here, and you will start on the bottom section of a hill. There enemy units should be quite close to you though, so attacking them your first turn shouldn't be a problem. Taking an archer with you is your choice. This battle can be beaten on your first try easily, as long as none of your units slack.

BIG NOTE: You get to place a new area (a jagd) onto the map now: Jagd Ahli

~~~~~  
(066) A Dragon's Aid  
~~~~~

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

-Kiti, Baguba Watch Chief

COST: 6300 gil
LOCATION: Delia Dunes
REWARDS: 31600 gil, 40 AP and CP, Ozmonfield access
Requirements: Wurmstone
Cancel: Yes
Repeatable: No
Appears: Clear missions 017, 102
OBJECTION: Defeat the boss!

VS
Firewurm lv. 19
Icedrake lv. 20
Dragoon lv. 21
Thundrake lv. 21
Dragoon lv. 22

You're fighting five people here. The battle arena is pretty unique, so I'll just show you a map:

```
-----  
|                                     |  
|          ENEMIES SPREAD OUT        |  
|          -----                   |  
|          |  3  |                    |  
|          | square |                  |  
|          |  pit  |   START|         |  
|-----|-----|
```

The enemies are really spread out, all the way to the other side of the starting point, so it can take some time getting there. You'll likely meet up in the middle of the arena, where you should simply stay due to the nice amount of room you have. There are almost no obstacles in the middle, except for the cactuses on each side. The enemies have some good attacks also. The Firewurm's ONLY ability (including Action, Reaction, and Combat Combo) is Fire Breath although it is strong. The Icedrake has only one attack ability, Icewurm, and the two attacks that branch from that are Mighty Guard and Ice Breath. The Dragoon (level 21) has Dragon Tech and Shieldbearer. Its Dragon Tech abilities are Lancet, Fire Breath, Bolt Breath, and Ice Breath (three breath attacks? *shudder*).

The Thundrake has Dragonbolt only, and the two attacks branching off of that are Dragon Force and Bolt Breath. The level 22 Dragoon has Dragon Tech and Last Berserk, and its two Dragon Tech moves are Jump, which jumps onto the unit and causes some heavy damage (luckily it is inaccurate) and Lancet. You luckily have to defeat only the boss to complete this mission, and that is the level 21 Dragoon. Focus your attacks only on him if you want the battle to end quickly. Since he'll probably start far away (the enemy locations are random although they've always started out far apart for me). If you have a heavy damage move, you can use that and instantly KO the Dragoon, but only if the character doing the move is at a high level.

The Dragoon boss doesn't have a good range of movement, so it might take you two turns if your units don't have a good range either. If any of your units know Double Sword, and they have a high attack, you can also end the battle quickly.

-----NOTE----- You now get to place a new location on the map: Ozmonfield.

~~~~~

(067) Missing Meow

~~~~~

Please find my pet. His name is "meow" because he goes "meow meow." He likes rabbit tails. Thank you!

-Amelie, Owner of Meow

COST: ???

LOCATION: Deti Plains

REWARDS: 27000 gil, Ally Finder 2, 40 AP, 30 CP

Requirements: Rabbit Tail (used)

Cancel: Yes

Repeatable: No

Appears: Clear missions 024, 191

OBJECTION: Defeat the boss!

VS

Meow: Coeurl lv. 35

Woah, who carries around a Coeurl as a pet? And what Coeurls go "meow"? Anyway, Meow has some pretty good attacks. He is able to block all arrows, and he has the Support ability Reveal. His attacks are Hastebreak and Blaster. Those are okay attacks, and Blaster is the more dangerous out of the two. You can only bring along four units, but that is more than enough here. I suggest one of your units is an Alchemist that knows Death. Death is an incredibly useful move that causes an instant KO and it is quite accurate. If you don't have an Alchemist then bring along some units with heavy damage attacks. You should at least have one heavy damage attack by now. Meow should only take about a turn to defeat due to the fact that it has around 360 HP.

~~~~~

(068) Fowl Thief

~~~~~

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

-Kariena, Little Girl

PRICE: 600 gil

LOCATION: Cyril

REWARDS: 3600 gil, 40 AP, 30 CP

Requirements: N/A

Cancel: Yes

Repeatable: No

Appears: Clear mission 002

OBJECTION: Defeat the boss!

VS

Dabrosa: Burglar lv. 7

You can only send three units into battle, so make it your three highest levels. It really doesn't matter though, since you are only fighting a level seven. She knows counter, and its powerful, but you should be able to easily defeat her. No Black or White Mage skills are required here, just do regular fight attacks. It should only take about four turns (three if your lucky).

~~~~~  
(069) FREE SPROHM!  
~~~~~

One of the Borzoi Capos is in the mountain town of Sprohm! Keep an eye on him until we and the Sprohm Watch are ready!

-Cyril Town Watch

COST: 400 gil
LOCATION: Sprohm
REWARDS: 2400 Gil, random items, 40 AP, 50 CP
Requirements: N/A
Cancel: Yes
Repeatable: No
Appears: Clear mission 002, read "Area Freed!"
OBJECTION: Defeat all enemies!

VS

White Mage lv. 8
Warose: Thief lv. 9
Warrior lv. 6

Most of you have probably let an area be taken after you having to free it dozens of times. If you ever want to see missions 69-87, you'll need to start collecting turf from the dispatch missions. Eventually the Area Freed! rumor will appear and you can do these missions. Okay, these guys are very easy. The White Mage has only White Magic, and no action or reaction abilities. He has a White Staff, which is a terrible item so you don't have to worry about his "Fight" move. He can be annoying due to the fact that he can cure HP and status. The Thief knows the reaction ability Counter but other than that, all he knows is Steal. He has a Survival Vest, which is a decent item early in the game, so steal it if you can.

The Warrior is very weak, only at level six. He has decent armor and a decent weapon though, but due to his weak status, he isn't much of a threat. He also knows the reactoin ability Counter. Go for the units in the order that I just listed them. If you are above level ten, then it doesn't matter in what order since you are likely going to take them all out in one hit. But the White Mage will keep running around and healing, so eliminate him first if you can't deal one-hit KOs.

~~~~~  
(070) RAVEN'S OATH  
~~~~~

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

-Rave, Borzoi Captain

COST: 800 gil
LOCATION: Giza Plains
REWARDS: Random items, 6400 gil, 40 AP, 30 CP
Requirements: N/A
Cancel: Yes

Repeatable: No

Appears: Clear missions 002, read Our Heroes!

OBJECTION: Defeat all enemies!

VS

Raven: Paladin lv. 9

Black Mage lv. 8

Okay, if you're at a level of nine to thirteen, Raven is freaking hell for you. His holy magic attacks are a pain, usually eliminating your units within a single hit. If you are at a high level though, Raven is meat for you. He knows Counter and Monkey Grip. If you are at levels 9-13 like I said before, don't attack Raven from close up, because his counter is strong. He has a Diamond Sword, which is good so you should try to steal it if you have to ability. The Black Mage isn't as bad as Raven, but he is still a pretty big pain. He knows both Black Magic AND Blue Magic, as well as the reaction ability Return Magic. If you are using a powerful magic spell against the Mage, be prepared to eat up the same spell.

His regular "Fight" move isn't that strong, but you still have to worry about his long range magic attacks. Go for Raven first, because he can eliminate your characters easily. If the Black Mage is causing a big problem, put Raven to sleep, or stop time or something. Just make sure you get him out of the way.

~~~~~  
(071) NUBSWOOD BASE  
~~~~~

We've discovered a Brozoi Base in the Nubswood. Help us root this evil out of our lands forever!

-Sprohm Town Watch

COST: 1000 gil

LOCATION: Nubswood

REWARDS: Random items, 7000 gil, 40 AP, 30 CP

Requirements: N/A

Cancel: Yes

Repeatable: No

Appears: Clear mission 006, read Borzoi's Plan

OBJECTION: Defeat all enemies!

VS

Batalise: White Mage lv. 10

Hejatt: Red Mage lv. 12

Goltaire: Black Mage lv. 11

This little clan of three is strong, but they have one MAJOR weakness: They are all Mages. If you bring along a Color Magic law card, then you'll completely disable them, except for the Red Mage, who knows Spirit Magic. To make it so that the Red Mage can't cast Spirit Magic on you, bring along a Summoner. Give her Carbuncle, which casts reflect on all of your units. If you do that, and ban Color Magic, your enemies are TOTALLY disabled. If you steal their weapons, you're practically invincible!

~~~~~  
(072) LUTIA MOP-UP  
~~~~~

We found another nest of those Borzoi worms in Lutia Pass! We've got four of their capos already, only three to go!

-Sprohm Town Watch

COST: 800 gil

LOCATION: Lutia Pass

REWARDS: Random items, 6000 gil, 40 AP, 30 CP

Requirements: N/A

Cancel: Yes

Repeatable: No

Appears: Clear missions 006, 071

OBJECTION: Defeat all enemies!

VS

Bishon: Sniper lv. 15

Steraiz: Time Mage lv. 12

Black Mage lv. 12

This Borzoi match has you fighting a level fifteen, then two level twelves. If you're at least level sixteen, you'll have no problem against these guys. The Sniper knows both Sharpshoot abilities and Aim abilities, and it also knows Concentrate, which increases hit rate. The Time Mage knows Time Magic and White Magic. Time Magic can be very dangerous, and White Magic is plain annoying due to the fact that it constantly heals. The Black Mage has an Angel Ring. This item is incredibly rare and if you wear it, it'll bestow Auto-Life and cure a bunch of different status ailments. Bring along a thief with Steal: Access. to take it from the Black Mage. You'll get it, and prevent the Black Mage from instantly reviving!

~~~~~  
(073) BORZOI FALLING  
~~~~~

The Clan Borzoi boss, Gukko, has turned up in Cyril, and he plans on escaping overseas! Now's our chance to get him!

-Cyril Town Watch

COST: 1000 gil

LOCATION: Cyril

REWARDS: Random item, Shijin Shield, 7200 gil, 40 AP, 40 CP

Requirements: Combat lv. 12

Cancel: Yes

Repeatable: No

Appears: Clear missions 006, 072

OBJECTION: Defeat all enemies!

VS

Gukko: Fighter lv. 15

Sniper lv. 13

White Monk lv. 11

White Mage lv. 13

Okay, in this final Borzoi match, you're fighting Gukko, the leader. He is tough, and so are his three allies. Make sure you have all of your clan members equip Fairy Shoes, because you'll start way up high in the arena and there isn't much room. With Fairy Shoes, you can instantly teleport to the bottom. Gukko has Far Fist, which is a long range, target area attack so make sure you don't cramp all your units together. He also has the dreaded ability Double Sword, and his two swords are the Atmos Blade and Kwigon Blade. If you have any units that are weak in HP or defense, he can take them out in one hit. Gukko is definitely the first guy you'll want to eliminate on the battlefield. The Sniper has both Sniper abilities and Fencer abilities.

She also knows Concentrate, which increases hit rate. The White Monk has Monk Tech as his action ability, but no second A-ability or R or S-abilities. The White Mage knows White Magic and Shieldbearer, and he has a Cure Staff. Cure Staffs heal units instead of damaging them when units are hit, so even if you have a move that takes away all of his MP, he'll still have the ability to heal.

Put the White Mage to sleep or stop him while you are focusing on Gukko. Otherwise, he'll keep healing Gukko and you'll eventually die. The White Mage is your second target after Gukko. Good job, Clan Borzoi is out of business.

~~~~~  
(074) CADOAN WATCH  
~~~~~

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

-Cadoan Town Watch

COST: 1500 gil
LOCATION: Cadoan
REWARDS: Random items, 8200 gil, 40 AP, 40 CP
Requirements: N/A
Cancel: Yes
Repeatable: No
Appears: Clear mission 006, read Crime Ring
OBJECTION: Defeat all enemies!

VS
Bomb lv. 11
Bomb lv. 10
Bomb lv. 10
Bombo lv. 9
Mombomb lv. 14

Here, you're up against four bombs and a mombomb. Thinking what I'm thinking? Yeah, make sure you bring along a law card that makes fire illegal. Beware of the first level 10 Bombo and the level 9 and 14 Bombs; they all know Counter, so stay away from them. All you need is a Black Mage with Blizzara and Blizzaga. If you bring that Mage along, you'll instantly KO the Bombs using those moves. This is quite an easy battle, even if you are around levels eleven and twelve.

~~~~~  
(075) FREE CADOAN!  
~~~~~

The Redwings have reared their ugly head in Cyril. Help us and the Sprohm Town Watch drive them out!

-Cadoan Town Watch

COST: 600 gil
LOCATION: Cadoan
REWARDS: Random item, Red Robe, 2400 gil, 50 AP, 50 CP
Requirements: N/A
Cancel: Yes
Repeatable: No
Appears: Clear mission 006, read The Redwings
OBJECTION: Defeat all enemies!

VS
Mog Knight lv. 13
Mog Knight lv. 12

This is quite an easy battle. You'll fight two very weak Mog Knights here. The level 13 one knows both Mog Knight abilities and Juggler abilities, as well as Damage>MP and Concentrate. Damage>MP means as long as the Mog Knight has at least one magic point, he'll lose only MP. That means you'll have to take out all of his MP and then attack him in the same turn. I suggest using either a magic totema or simply a unit with powerful moves to take out his MP, and then use Quicken on your most powerful unit so he/she can kill the Mog Knight. The level twelve Mog Knight is easier because he doesn't know Damage>MP. He does know

Charge and Gunmanship, and the Support ability Concentrate.

~~~~~  
(076) FIRE SIGIL  
~~~~~

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

-The Mysterious Minstrel

COST: 600 gil

LOCATION: Road Volcano

REWARDS: Random item, Fire Sigil, 4600 gil, 40 AP, 30 CP

Requirements: N/A

Cancel: Yes

Repeatable: No

Appears: Clear mission 007, read The Falgabird

OBJECTION: Defeat all enemies!

VS

Mog Knight lv. 12

Mog Knight lv. 10

Mog Knight lv. 11

Maliris: Lamia lv. 13

If you make Charge illegal, you'll prevent the three Mog Knights from using Charge. That'll make you battle much easier. Take out Maliris first. She knows the Action ability Song, but nothing else which is surprising. Use powerful magic against her. The level 12 Mog Knight knows Steal in addition to Charge, and the level 10 Mog Knight knows Call in addition to Charge. He also knows Counter. The level eleven Mog Knight is able to use Black Magic and also knows Geromancy. Take out the level eleven Mog Knight first, then the one with Steal, and then the one with Call.

~~~~~  
(077) FREE BAGUBA!  
~~~~~

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

Baguba Town Watch

COST: 600 gil

LOCATION: Baguba Port

REWARDS: Delta Fang, random item, 2400 gil, 50 AP and CP

Requirements: N/A

Cancel: Yes

Repeatable: No

Appears: Clear mission 012, read The Spiritstone

OBJECTION: Defeat all enemies!

VS

Cindy: Lilith lv. 18

Mindy: Lilith lv. 19

Sandy: Lilith lv. 20

It's three against six in this battle, in your favor. This makes the battle very easy, even if your clan members are only around levels 16 and 17. If you REALLY want the battle to go quickly, you should level up your characters to twenty-one and twenty-two, it's your choice. The Liliths only know Poison Fang, and nothing else except for the level nineteen Lilith, which knows Weapon Atk+. Make sure you bring someone with Astra or someone with Esuna. The Liliths have some good status ailments they can cause, but if you use Astra on your units, it'll instantly nullify a status ailment. And Esuna can cure all status ailments, too!

~~~~~  
(078) WATER SIGIL  
~~~~~

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

-The Mysterious Minstrel

COST: 2400 gil

LOCATION: Nargai Cave

REWARDS: Water Sigil, Random Item, 18000 gil, 40 AP, 30 CP

Requirements: N/A

Cancel: Yes

Repeatable: No

Appears: Clear mission 012, read The Sages

OBJECTION: Defeat all enemies!

VS

Mog Knight lv. 17

Mog Knight lv. 18

Mog Knight lv. 14

Kraken: Ice Flan lv. 20

If your clan is at least level seventeen, then you'll have no problem with this battle. Problem with Kraken is that it knows Blizzaga, a powerful magic attack. Bring along someone that knows Reflect, or a Summoner that knows Carbuncle, and cast the moves on your unit. It'll make them immune to any magical attacks. Or you could ban ice, but I suggest banning missile. Since all the Mog Knights know Gunmanship, they'll be reduced to using only Charge. All the Mog Knights know Geomancy, and Kraken knows Weapon Atk+. If anyone in your clan knows Fiagra/Thundaga, then use it on Kraken for a one-hit KO.

~~~~~  
(079) WIND SIGIL  
~~~~~

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

-The Mysterious Minstrel

COST: 3600 gil

LOCATION: Koringwood

REWARDS: Wind Sigil, Random item, 18000 gil, 40 AP, 30 CP

Requirements: N/A

Cancel: Yes

Repeatable: No

Appears: Clear mission 012, read The Sages

OBJECTION: Defeat all enemies!

VS

Tiamat: Thundrake lv. 16

Mog Knight lv. 14

Mog Knight lv. 14

Mog Knight lv. 15

One Thundrake and three Mog Knights. This is a bit easier than mission 79, mainly because everyone is at a lower level. Again, ban Gunmanship and then if there is a law that bans Charge, wait for it to come around and then battle. That'll make the Thundrake your only dude you have to fight, which is very nice, of course. EVERYONE here knows Geomancy, just a heads up. Go for the Thundrake first, and then take out the Mog Knights in whatever order you choose. I suggest using a Paladin with Double Sword for Tiamat. Otherwise, put it to sleep and then use powerful magic.

~~~~~(080) EARTH SIGIL

~~~~~

Lich De Mort, Falgabird of earth and stone, has been seen at Aisen Plains. Your duty is clear! Godspeed.

-The Mysterious Minstrel

COST: 2400 gil

LOCATION: Aisenfield

REWARDS: Earth Sigil, random item, 18000 gil, 40 AP, 30 CP

Requirements: N/A

Cancel: Yes

Repeatable: No

Appears: Clear mission 012, read The Sages

OBJECTION: Defeat all enemimes!

VS

Lich: Zombie lv. 19

Mog Knight lv. 17

Mog Knight lv. 17

Mog Knight lv. 18

First, you'll want to have an Archer with Burial or a White Monk with Exorcise. Put Lich to sleep and then use one of those moves on him to instantly KO him. This will also prevent him from coming back to life after three turns. He konws the ability Counter, and it packs a decent punch, so if you don't have an Archer or White Monk, use long distance attacks. Also bring a law card that bans status ailments and use it AFTER you put Lich to sleep. This'll prevent the Mog Knights from using Stunt. In addition to Stunt, the Mog Knights know Charge and Concentrate.

~~~~~

(081) THE REDWINGS

~~~~~

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

-The Mysterious Minstrel

COST: 5000 gil

LOCATION: Salikawood

REWARDS: Reaper Cloack, random item, 22600 gil, 40 AP and CP

Requirements: Spiritstone

Cancel: Yes

Repeatable: No

Appears: Claer mission 012, read The Sages

OBJECTION: Defeat the boss!

VS

Glasm: Paladin lv. 19

Defender lv. 16

Mog Knight lv. 14

Mog Knight lv. 17

Defender lv. 15

This is a pretty nice clan. Annoying thing here is that everyone has two action abilities and a support ability. Glasm knows Chivalry and Aim, as well as Weapon Def+. The defender knows Defend and Dragon Tech. He has the reaction ability Last Berserk and the support ability Shieldbearer. The Mog Knight knows Charge and Stunt, and has the Support ability Concentrate. The other Mog Knight (level seventeen one) knows Charge and Gunmanship, as well as Geomancy. Finally, the level fifteen Defender is able to use Defend and Spellblade Techs, and he knows Last Berserk and Weapon Atk+. Since Glasm is your only target here, bring along

characters with powerful moves that strike only one person. If you have someone with Death or Last Breath, bring them since those moves cause an instant KO.

~~~~~  
(082) FREE MUSCADET!  
~~~~~

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

-Muscadet Town Watch

COST: 600 gil
LOCATION: Muscadet
REWARDS: Hanya Helm, random item, 2400 gil, 50 AP and CP
Requirements: N/A
Cancel: Yes
Repeatable: No
Appears: Clear mission 015, read Weird Minstrel
OBJECTION: Defeat all enemies!

VS

Celia: Assassin lv. 23
Redy: Assassin lv. 22
Silverlock: Templar lv. 21

You thought you had finished with Clan Borzoi but no, there are some leftovers you still have to fight. There are some pretty rare items here that the Assassins contain. Steal the Masamun, Genji Shield, Master Bow, Dark Gear, and Cachusha since they are all powerful. To make it easy, stop them or put them to sleep. Once you've taken their stuff, you'll have rare things and their stats will drop like a rock. The annoying thing about the Assassins is that they both have both Corner and Sharpshoot. Celia also knows Concentrate, and Redy knows Shieldbearer. To take care of both Assassins (you should go for them first), don't use physical attacks.

Instead, stick with long-distance magic. If you have an instant KO move, you can get up a little closer and use that. Once the Assassins are gone, just focus on Silverlock. Be careful; he knows Bonecrusher, which counters with 1.5x the normal damage he deals.

~~~~~  
(083) FOREIGN FIEND  
~~~~~

A giant snake is attacking our traveling merchants! We can't make our rounds like this. Someone please stop that thing!

-Davoi, Merchant

COST: 2400 gil
LOCATION: Ulei River
REWARDS: Random items, 15000 gil, 50 AP, 30 CP
Requirements: N/A
Cancel: Yes
Repeatable: No
Appears: Clear mission 015, read Foreign Fiends
OBJECTION: Defeat all enemies!

VS

Queen Lamia lv. 38

You're fighting one enemy here, Queen Lamia. She is a powerful Lamia that has some VERY annoying status ailments. You'll start quite a distance away from her. You'll be in one corner of the arena, where you're allowed to bring out four clan members. She'll be in the exact opposite corner, way in the back. If you

bring along people with long distance moves, you can strike her early. Also, you'll want to beware of her two most dangerous attacks: Frog and Night. Frog will turn you units into frogs, making them practically useless. Night will put all of your clan members to sleep. You want someone with Astra here or with Esuna.

~~~~~  
(084) FOREIGN FIEND  
~~~~~

A biazarre turtle-like monster is attacking the town! Somebody stop it!

-Crusoi Inn

COST: 2800 gil

LOCATION: Baguba Port

REWARDS: Random items, 20400 gil, 60 AP, 30 CP

Requirements: N/A

Cancel: Yes

Repeatable: No

Appears: CLeign missions 015, 083, read Foreign Fiend

OBJECTION: Defeat all enemies!

VS

Adamantoise lv. 38

This one-of-a-kind Blade Biter is very powerful, and has a VERY, VERY high Weapon Defense rating. He also has a very hard punch, and Weapon Atk+ adds to that punch. He can also block arrows, but I doubt you'll be sending anyone that shoots arrows since people with magic are your best bet. Don't get too close; he knows Munch, which instantly crushes your weapon. Bad if you're trying to learn a powerful ability, or if it's a rare weapon. If you bring along people that can stop the Adamantoise or put him to sleep, then it'll be a whole lot easier.

~~~~~  
~~~~~  
(085) FOREIGN FIEND
~~~~~

A plant monster is attacking people, and the body count is rising! We need a weeder, quick!

-Bokum, Townsperson

COST: 3000 gil

LOCATION: Uladon Bog

REWARDS: Random items, 22600 gil, 70 AP, 30 CP

Requirements: N/A

Cancel: Yes

Repeatable: No

Appears: Clear missions 015, 083, read Foreign Fiend

OBJECTION: Defeat all enemies!

VS

Neochu lv. 42

Ochu lv. 36

This is the only foreign fiend mission where you're fighting two enemies. They are both VERY powerful. Don't come here until you're at around levels 43 or 44. Since they both have high Attack, Defense, and HP it can be difficult to take them down without your clan members being hurt. If you bring along a Time Mage, an Alchemist, and a White Mage things will get much easier. First, stop the Neochu with the Time Mage, and then use your Alchemist's Death move to take the Neochu out. Do the same thing for the Ochu. Make sure your White Mage knows Full-Life, Esuna and Curaga. Those are basically the only three spells it needs to know and you'll be fine. You need Esuna because of Bad Breath; it causes a



number of random status ailments, and can be VERY annoying.

~~~~~  
(086) LAST STAND
~~~~~

I sense...a life-force possessing unfathomable magic powers! It would be folly to let it roam wild. Kill it! Kill it!

COST: 4600 gil  
LOCATION: Nubswood  
REWARDS: Dread Soul, Judge Coat, 34000 gil, 80 AP, 30 CP  
Requirements: N/A  
Cancel: Yes  
Repeatable: No  
Appears: Clear missoins 015, 085, read Foreign Fiend  
OBJECTION: Defeat all enemies!

VS  
Dread Lord lv. 46

Before I begin, I'd like to tell you to BRING AN INSIGNIA AS A MISSION ITEM! It doubles your AP recieved, and since you get 80 AP here, you'll get 160 AP. That's a pretty nice deal. Anyway, this is the final Foreign Fiend mission and you're up against a VERY powerful Dread Lord. A Dread Lord is basically a powerful vampire. One of the quickest ways to take the Dread Lord out is to bring out a Paladin that knows Holy Blade. Use it on the Dread Lord and it'll cause massive damage. If you don't have a Paladin (how could you not?) then use Demi until it gets to where you can take it out in a couple of hits.

~~~~~  
~~~~~  
(087) FREE BERVENIA!  
~~~~~

Gukko is back in Cryil and planning to attack the palace with his newfound magical powers. Calling every town watch to arms!

-Cyril Town Watch

COST: 400 gil
LOCATION: Cyril
REWARDS: Random item, Rukavi Soul, 2400 gil, 50 AP and CP
Requirements: N/A
Cancel: Yes
Repeatable: No
Appears: 50 AP and CP
OBJECTION: Defeat all enemimes!

VS
Gutskor: Vampire lv. 39
Apanda lv. 36
Apanda lv. 32
Archademon lv. 35
Archademon lv. 34

Unlike all the other missions in this game that are pathetically easy, this mission is TOUGH. One thing that really sucks is that if you fail this mission, sorry but you won't get another chance. You should be around levels 44 and 45 before attempting this if you want a solid chance. Gukko has aparently returned, as a vampire who is pretty powerful. He knows the reaction Block Arrows, so you can't use Archers, and he also knows Weapon Atk+. The two Apandas (basically Ahrimans) know Weapon Atk+, and one of them knows Roulette, which is probably the most annoying thing in the world. The two Archademons are tough, and they both know Counter. Use powerful magic from a distance to stop them. Okay here,

you'll want to bring out a Time Mage.

Stop all of the units to make things a LOT easier. Go for the Ahriman with Roulete first, and then proceed to take out the other Ahriman, and then the two Archademons. Save Gukko for last because he is able to revive every three turns (he's a vampire now, remember?). Use powerful holy magic on him to shut him up. Good job, you rule Ivalice now.

~~~~~  
(088) The Worldwyrn  
~~~~~

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

-Jemingo, Geomancer

COST: 4500 gil

LOCATION: Roda Volcano

REWARDS: 22600 gil, Omga's Seal, Allmighty card, 40 AP, 20 CP

Requirements: N/A

Cancel: Yes

Repeatable: No

Appears: Clear mission 024

OBJECTION: Defeat the boss!

VS

Ogma: World Wyrn lv. 46 (!)

Holy crap, the World Wyrn can talk. Okay sorry. This is a big-time, very fun battle. You can bring in four people to fight this powerful, level 46 World Wyrn. He doesn't know any extra abilities except Geomancy. The battle arena is filled with lava. You start out at the bottom, on rock and the outer edges of the arena are all rock. All down the middle is lava, so bring a lot of things that allow you to float. Hopefully, you have any type of secret character by now (Semi or non-semi, doesn't matter) so you can use them to deal massive damage. The Omga has an insane amount of HP (561) so it's going to be a long battle. Also, his attacks deal around 230 damage to your characters, AND they're long range. A move that can disable Omga is recommended here.

A totema isn't needed here if any of your characters have a "Heavy Damage" attack, or any attack that does over 110 damage basically. If worst comes to worst, use one, but don't do it the moment you start your battle. Bolt Breath and his regular "Fight" attack are the only moves World Wyrn seems to use, so very long range attacks are recommended here also. You might have to revive characters a couple of times, but aside from that this is an easy battle.

~~~~~  
(089) Moogles Bride  
~~~~~

My dearest Montblanc,

I think of you always. If we could meet, I would much like to tell you how I feel in person.

-Mogumi, Townsgirl

COST: 3600 gil

LOCATION: Materiwood

REWARDS: 18000 gil, Esteroth, 40 AP, 10 CP

Requirements: N/A

Cancel: Yes

Repeatable: No

Appears: Clear missions 024, 088

OBJECTION: Defeat all enemies!

VS

Mog Knight lv. 34

Time Mage lv. 30

Juggler lv. 32

Black Mage lv. 31

Thief lv. 32

Wow... that moogles is so mean... yeah this is a trap. God, how cruel. I can't stand it... oh yeah the guide. First the enemies. The Mog Knight is at a nice level of 34, so make sure you're around levels 33 or 34 before fighting. In addition to Charge, the Mog Knight has Call and Counter. Its attacks consist of Mog Attack, Mog Rush (All or nothing attack), and Mog Aid. It also has 100% Wool (that's an attack), Tail Wag, and Friend. Don't take the nice, cute names for granted though; this guy is dangerous, and you should take him out as soon as possible. The Time Mage has many abilities. It knows Time Magic, Black Magic, Return Magic (if you do a magic attack at it, it'll do the same one right back), and Geomancy.

His attacks consist of Haste, Slow, Silence, and Demi. Demi is the only major threat of these three, due to the fact that your HP is reduced by half. The Juggler knows, in addition to Stunt, Call and Last Haste. Its attacks consist of Hurl, which attacks with a thrown items, Ring, Ball, and Smile. It also knows the attacks 100% Wool and Tail Wag. The Black Mage knows, in addition to Black Magic, Call and Return Magic. Its attack are super strong. They consist of Firaga, Thundaga, and Blizzaga which can all deal 100+ damage (not to mention it's a target area attack!). It also knows Chocobo Rush, Frogson, and Friend. Chocobo Rush and Frogson are very dangerous attacks, so you should watch out for them.

Now for a strategy. Your first target should definitely be the Mog Knight, due to the power of its attacks. It should only take about a turn to defeat them if you have the right equipment and are at a high level. You should go for the Black Mage next, because of its three Black Magic attacks. I'm assuming you have a Heavy Damage attack, because you should've gotten one at this point in the game. Next go for the Time Mage, since its Black Magic attacks are also very powerful. The Juggler should go last, since it isn't that powerful at all. If you are at the right levels and have some strong moves, this is a very easy battle.

~~~~~

(090) Clan Law

~~~~~

We clans were made to steal work, to gain turf, were we not? All you fat and lazy clans, get ready for a rude awakening!

-Secret Clan Coalition

COST: 2700 gil

LOCATION: Ozmonfield

REWARDS: 13600 gil, Master Brave, 40 AP, 20 CP

Requirements: N/A

Cancel: Yes

Repeatable: No

Appears: Clear missions 024, 089

OBJECTION: Defeat all enemies!

VS

Fes Boss lv. 37

Kagle Boss lv. 35

Hel Boss lv. 38

Ba Boss lv. 39

Gelm Boss lv. 36

Location: Deti Plains
Rewards: 18000 gil, Chirijaraden, 40 AP, 30 CP
Requirements: N/A
Cancel: Yes
Repeatable: No
Appears: Clear missoins 017, 152

VS
Fighter lv. 32

You're only fighting one guy here, and he's really easy. He has two abilities, Fighter Tech and Aim. He also knows Strikeback, so no regular "Fight" attacks will work. He also has Weapon Atk+. Just use a person with ultima damage to take this guy out in a single hit. You can also disable his Strikeback with an Archer.

~~~~~  
(092) Cursed Bride  
~~~~~

Save my son! He's been odd ever since he married that girl, and the other day I saw her turn into a snake and bite him!

-Marcello, Merchant Recluse

COST: 1500 gil
LOCATION: Elut Sands
REWARDS: 8200 gil, Last Letter, 40 AP, 30 CP
Requirements: N/A
Cancel: Yes
Repeatable: No
Appears: Clear missions 010, 124
OBJECTION: Defeat the boss!

VS
Inverlilth lv. 26

Okay, you're fighting a sooper-doooper mega, ultra-hard, one-hour battle amount of one enemy! And it's a friggin level 26 Inverlilth! But she does have some good abilities up her... uh... forget it. Anyway, Block Arrows is one of them and Weapon Atk+ is another. She also has Twister and Kiss which seems to be her only two attacks. The battle arena is nothing special it is a square with a bunch of wooden decks scattered around it and some flagpoles around the edges. The Inverlilth will be in the north, at the center of the area and you'll start down at the center of the south area. Surprisingly, you can bring out four people here (I thought it would only be two or three people), so take out your strongest.

This battle should only last a turn if you are at a level of at least 20.

~~~~~  
(093) Flan Breakout!  
~~~~~

There's been an outbreak of flan near our logging site! They'll eat all the trees, and we'll be out of a job! Help!

-Dals, Lumberjack

COST: 2700 gil
LOCATION: Salikawood
REWARDS: 13600 gil, Heretic Rod, 40 AP, 30 CP
Requirements: N/A
Cancel: Yes
Repeatable: No

Appears: Clear mission 015
OBJECTION: Defeat all enemies!

VS
Ice Flan lv. 25
Jelly lv. 26
Mamaflan lv. 24
Ice Flan lv. 21
Jelly lv. 24

Gimmie a B! L! A! C! K! SPACE! M! A! G! I! C! BLACK MAGIC! You can do constant one-hit KOs with this. Just do a blizzard attack on the Jelly and they're dead. Fire attack on the Mamaflan or Ice Flan and they're gone! Your arena is the perfect size: You start off on the top of a small hill, and there are pretty much NOTHING in the way of the arena. You will probably be able to attack the first turn thanks to this. As for abilities, they don't have much. The Ice Flan on the left knows Weapon Atk+ and the Jelly behind it has Counter and Weapon Def+. The Mamaflan knows Geomancy while the Ice Flan that's in the center can block your arrows and knows Weapon Atk+. The Jelly on the right knows Weapon Def+. Their attacks are quite weak, and you shouldn't have to use any healing items.

~~~~~  
(094) Sorry, Friend  
~~~~~

We learned a summoning spell at school, but when I tried it at home, I couldn't get the monster to leave! Help me!

-Orvis, Mage School Junior

COST: 2700 gil
LOCATION: Deti Plains
REWARDS: 13600 gil, Bangaa Helm, 40 AP, 30 CP
Requirements: N/A
Cancel: Yes
Repeatable: No
Appears: Clear mission 020
OBJECTION: Defeat all enemies!

VS
Jawbreaker lv. 34

Um... what's wrong with this picture. Seriously, that kid's an idiot trying to take on a level 34 Jawbreaker. The battle arena is small, but it is the perfect size for fighting only just one enemy unit. There are no obstacles except for two trees on each side in the middle of the arena. The Jawbreaker also doesn't have that many abilities; only two, which are Block Arrows and Weapon Atk+. You can bring in four units to fight the Jawbreaker, but that's more than enough. Your characters should be strong enough by now to take out the enemy in one turn, maybe even less. His attacks are strong at least. They deal around 125 points of damage, so you guys should be kneeling, but since he only gets one turn before your units go, you can take him out the second turn if he hasn't gone yet.

~~~~~  
(095) Carrot!  
~~~~~

Oh my, what to do? My pet, Carrot, is hiding in her house and won't come out! Bring a spear, you may need it!

-Mrs. Nanabu

COST: 8100 gil LOCATION: Jagd Helje

REWARDS: 40600 gil, Malbow, 40 AP, 30 CP
Requirements: Rusty Spear (used)
Cancel: Yes
Repeatable: No
Appears: Clear missions 024, 064, 193
OBJECTION: Defeat the boss!

VS

Carrot: Devilboro lv. 48

No offense to whoever requested this mission, but what kind of a guy has a Devilboro at level 48 as a pet? Named Carrot! He must've been drunk. On another note, how are we supposed to give Carrot back if we're fighting in a JAGD? Oh well. Anyway, our buddy Carrot here is the only enemy you'll have to fight. That's good too, since Carrot has around 530 HP and is very powerful. It knows the Action ability Stentch, and it has Counter and Weapon Def+. It knows Bad Breath and Goo, which are its only attacks. Bad Breath is VERY dangerous, since it causes multiple random status ailments. Due to the fact that Carrot has some high er... EVERYTHING, you'll want to bring along a character that knows Double Sword and Demi. Use Demi on Carrot first to half his HP, then use Double Sword to finish him off.

It's also a good idea to do a multi-character combo. Those things can cause some major damage. Anyway, Carrot can be very easy if you bring along characters that excel in attack and defense.

~~~~~

(096) Shadow Clan

~~~~~

[Clan Nutsy!]

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

-Hanzou, ShadowClan Boss

COST: 7200 gil

LOCATION: Jagd Ahli

REWARDS: 3600 gil, Ninja Tabi, 40 AP, 30 CP

Requirements: N/A

Cancel: Yes

Repeatable: No

Appears: Clear missions 024, 065, 067

OBJECTION: Defeat the boss!

VS

Hanzou: Ninja lv. 43

Ninja lv. 41

Assassin lv. 41

Assassin lv. 39

Ninja lv. 38

This is easily one of the hardest clans you're ever going to have to fight. Sucks that it's in a jagd doesn't it? Good thing is, you only have to defeat Hanzou. But you're going to have to fight your way through everyone else, and they are very, very strong. They are also all very fast so you'll probably have to wait for all of them to move and attack before you can go. You really need to bring along lots of healing items here, due to the fact that they all have very strong attacks. Hanzou has the Reaction ability Auto-Regen and the Support ability Turbo MP, which makes his magic attacks very strong. He has two powerful Action abilities: Ninja Skill and Phantasm Skill. His only Ninja Skill consists of Throw, but he has many Phantasm Skills.

He knows Prominence, Tempest, Freezeblink, Deluge, Soil Evidence, and Wild Tornado. The level 41 Ninja has the super-dangerous Support ability Double Sword. He also has Ninja Skills and Blue Mage Skills. His only Ninja Skill is, like Hanzos, Throw but he has many Blue Mage skills. Blowup, Night, Twister, Poison Claw, Stare, and Immunity are the Blue Magic attacks that he knows. Blowup is a suicide attack, but it causes major damage and Night targets every unit in the arena and puts them all to sleep, so it can be helpful and it can be hell. Also, Twister is very dangerous because it's a Target Area attack that halves HP.

Now for the level 41 Assassin. She knows Return Fire, so don't bother trying to shoot arrows at her. She also has two Action abilities: Corner and Sharpshoot. Her Corner abilities are Rockseal and Oblivion, and her Sniper abilities are Aim: Armor, Aim: Weapon, and Aim: Wallet. If you have valuable weapons and armor on your characters, take this Assassin out as soon as you get the chance to. The level 39 Assassin also knows Corner and Sharpshoot. Her Corner abilities are Shadowbind, Last Breath, Nightmare, and Agree. Her Sniper abilities are Doubleshot, Beso Toxico, and Death Sickle. Doubleshot allows her to fire two arrows, Beso Toxico is a high damaging attack that poisons, and Death Sickle dooms your character.

Finally, the level 38 Ninja. He knows Counter and Double Sword, which means he can counter with two sword slashes. If you have an attack that can destroy the Ninja's weapons, do so. He only has Ninja Skills, and they are Wood Veil, Fire Veil, Unspell, and Oblivion. Bring along characters with very high damaging attacks, or instant KO attacks. Alchemists and Summoners with Doublecast are good. You shouldn't focus on any of the units other than Hanzou, unless you want the experience points. Hanzo is way in the back of the area, so it might take a turn or two to get to him. Use Quicken on your units to reach him faster. If you know Double Sword, you might be able to take him out in a turn.

~~~~~  
(097) THE DARK BLADE  
~~~~~

He killed them all... with his dark blade, he slew all the men that went to rescue their comrade who fell to the Redwings...

-Deetz, Streetear

COST: 3000 gil

LOCATION: Jagd Dorsa

REWARDS: Random item, Ebon Blade, 22600 gil, 40 AP, 30 CP

Requirements: Spiritstone (used)

Cancel: Yes

Repeatable: No

Appears: Clear missions 024, 084

OBJECTION: Defeat the boss!

VS

Dark Knight (Paladin) lv. 48

This guy is a Paladin, and Paladins are tough. You'll want to bring along your own Paladin with two powerful weapons and Double Sword (as many as you can). Also, a Summoner with Unicorn and Phoenix can be useful to your clan if any of your members fall. Aside from Chivalry, the Dark Knight also has Blue Magic. He knows Auto-Regen and Monkey Grip also. One good thing to do would be to stop him, and then get close and do your most powerful physical attacks.

~~~~~  
(098) THE HERO BLADE  
~~~~~


Blacksmith Buckles lives outside town. Bring him materials and defeat him in battle, and he'll make a sword of legend for you!

-Deetz, Streetear

COST: 3600 gil

LOCATION: Baguba Port

REWARDS: Random item, Excalibur2, 27000 gil, 40 AP, 30 CP

Requirements: Rusty Sword (used), Mysidia Alloy (used)

Cancel: Yes

Repeatable: No

Appears: Clear missions 024, 064, 095

OBJECTION: Defeat the boss!

VS

Buckles: Templar lv. 48

You'll want to bring along a thief with the Steal: Armor ability and the Steal: Weapon ability. The Dragon Whisker and Genji Armor are two very useful weapons. If you want even more and if your thief has the abilities, you can steal his Genji Helm and Genji Armlets. You'll be swimming in rare items and he'll be totally defenseless. Aside from Sacred Techs, he also knows Dragon Techs. Also, unless you have really high defense, DON'T attack from up close because he knows Bonecrusher. To end this battle quickly, take him out with an instant KO move, like Death.

~~~~~  
(099) The Fey Blade  
~~~~~

Wanna fight me? I'm the traveling swordsmith, Gagatoh! Defeat me, and I'll make you a fey blade, the likes of which have never been seen!

COST: 6300 gil

LOCATION: Siena Gorge

REWARDS: 31600 gil, Masamune 100, 40 AP, 30 CP

Requirements: Zodiac Ore (used), Blood Apple (used)

Cancel: Yes

Repeatable: No

Appears: Clear missions 024, 192

OBJECTION: Defeat the boss!

VS

Gagat: Bladesmith lv. 49

Whew! Level 49! That is VERY strong. Luckily, you are only fighting Gagat and you can bring out four clan members. You MUST have a very high damaging attack here, or an instant KO move. I suggest bringing along characters who know Death or Last Breath, which instantly KOs and does major damage respectively. Also, a powerful Summoner with Doublecast isn't bad, since you can cast two summons on Gagat. Once again, a good character to bring along would be a Paladin with Double Sword. If you equip strong weapons on the Paladin, each hit can deal around 175 damage! Okay, the Bladesmith knows two Action abilities: Spellblade Tech and Dragon Tech. He also knows Counter, which is bad due to the fact that he's so powerful. If you can steal his weapon or destroy it, do so to reduce his power.

He has the Support ability Doublehand. His Spellblade Techs consist of Fire Sword, Bolt Sword, and Ice Sword. His only Dragon Tech is a powerful one: Lancet. Okay so if you bring along any of the characters that I suggested, this battle instantly becomes a whole lot easier. If you have a Time Mage that knows Quicken, use it on your strongest character so they can go and damage Gagat. Gagat is fast so it's likely that he'll go after your first unit does. If his weapon is already destroyed, you don't need to worry about him that much.

~~~~~  
(100) FIEND RUN  
~~~~~

There was a flood at the monster bank, and many of the monsters got out! Please capture those still on the lose.

-Monster Bank Administration

COST: 1200

LOCATION: N/A

REWARDS: Random item, 8800 gil, 40 AP, 30 CP

Requirements: N/A

Cancel: Yes

Repeatable: No

Appears: Clear mission 009 and capture five monsters, then talk to the Nu Mou at the Monster Bank

OBJECTION: Defeat all enemies!

VS.

Coreurl lv. 11

Ahriman lv. 11

Big Malboro lv. 11

Red Cap lv. 11

This is a very easy encounter and the only enemy you really have to worry about is the Coreurl. He knows Petrify, and that's basically the same thing as a KO. Bring along a couple of Softs to make sure that none of your units gets petrified. Once he's dead, the battle gets VERY easy.

~~~~~  
(101) Clan Roundup  
~~~~~

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

-Clan Center

COST: 600 gil

LOCATION: N/A

REWARDS: ???? gil, Random Item, Random Item, Random Card, Random Card

OBJECTION: Defeat all enemies!

VS

Archer lv. 8

White Mage lv. 6

Thief lv. 7

Black Mage lv. 7

Warrior lv. 8

This should be one of the first Encounter missions you have (unfortunately for them, I was around level 35 when I fought them :)). You should be at a recommended level of ten before you engage with these guys. The Archer has no Reaction or Support abilities, but its attacks are Boost, Aim: Legs (immobilizes you), Aim: Arm (disables you), and Cupid. The White Mage knows only White Magic, and his three moves are Cure, Esuna (the only real danger), and Protect. The Thief knows Counter, and his moves are Steal: Shield, Steal: Gil, Steal: EXP, and Steal: JP. The Black Mage has no additional abilities, and it has only Fire, Thunder, and Blizzard.

Finally, the Warrior knows Monkey Grip, and his attacking abilities consist of Powerbreak, Mindbreak, Body Slam, and Greased Bolt. You'll want to go for the Black Mage first, and then the Warrior, since they both have some good attacks. The Archer should go next, and then the White Mage. Save the thief for last,

since he is no real threat.

~~~~~  
(102) Wyrms Awaken  
~~~~~

The dragons sleeping in Roda Volcano are awak and heading towards Baguba! Please help us hold them off.

-Delia Royal Watchpost

COST: 4500 gil

LOCATION: N/A

REWARDS: 22600 gil, Arch Sword, Petalchaser, Hunt card, Confuse card

OBJECTION: Defeat all enemies!

VS

Icedrake lv. 21

Firewyrn lv. 22

Firewyrn lv. 19

Thundrake lv. 20

Thundrake lv 21

There are five Wyrms here, and you should be at least level 25, so this battle should be very simple (not for me, I fought in a Jagd!). The Icedrake has no extra abilities and only two attacks: Mighty Guard and Ice Breath, which is a powerful ice attack. The Firewyrn knows Weapon Atk+, and its attacks consist of Guard-Off and Fire Breath. The other Firewyrn (the one at level 19) also has Weaopn Atk+, but its only attack is Guard-Off. The first of the two Thundrakes, the one at level 20, knows Geomancy, has only two attacks: Dragon Force and Bolt Breath. The second of the two (the one at level 21), also knows Geomancy and has only Dragon Force as an attack. You should go for the two Firewryms first. Try to get them near each other, then do an attack like Blizzaga.

Watch out for their regular attack, since it is very powerful. Getting rid of the Firewyrms should take, at the max, two turns. Then focus you attacks on the Icedrake, by using things such as Firaga. Turn your attention to the Thundrakes last, since there isn't any specific move that'll greatly weaken them. Taking out the Thundrakes should take about two turns each. If you keep your units alive, you can end the battle quickly and easily.

~~~~~  
(103) Mythril Rush  
~~~~~

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

-Carnen, Streetear

COST: 1500 gil

LOCATION: N/A

REWARDS: 7000 gil, Silvril, 40 AP, 20 CP

Requirements: N/A

Cancel: Yes

Repeatable: Yes

Appears: Clear missions 020, 063

OBJECTION: Defeat all enemies!

VS

Sage lv. 25

Fencer lv. 23

Illusionist lv. 24

Juggler lv. 22

If you want, you can be a nice guy and trade silvril for 10,000 gil. That's what

I'd do (but I didn't so I could write this). If you just take it, then you'll be forced to engage! Okay if you decided to be really cruel and ambush the old nu mou, here's how to beat them. First off, the Sage knows Weapon Def+ and his attacks are Water, Aero, Raise (it heals HP AND revives), Giga Flare (Heavy damage, target area attack), Bio, and Reflex. The Fencer's attacks consist of both Luge Techs and Spirit Magic. SHe also has Magic Pow+. The four she has are Shallowtail, Piercethrough, Nighthawk, and Reflex. Her Spirit Magic attacks are Earth Heal and White Flame. The Illusionist can absorb your magic, and she also has Half MP.

Her target all attacks are Star Cross, Stardust, Soil Evidence, and Wild Tornado. The Juggler knows Return Fire and Concentrate, and its attacks consist of Hurl, which throws an item at you, Ring, Firebomb, Ball, Dagger, which damages and disables, and Smile. You should be at least level 25 when you fight these guys so the battle should be quick. Go for the Illusionist first, since the target all attacks she has can be dangerous. Your next goal should be the Sage, due to Raise and Giga Flare. The next two can be defeated in any order since none of them have too much power. Try to get them close together so you can do some good target area damage on them. Their HP is moderate, so if you are above at least level 26, some of your attacks will be able to one-hit KO them.

~~~~~  
(104) Stolen Scoop  
~~~~~

Someone stole my latest scoop article, and I'll bet it was those guys at the Sprohm News. Get them before they reach Sprohm!

-Eraile, Daily Baguba

COST: 1800 gil
LOCATION: N/A
REWARDS: 9000 gil, 40 AP, 20 CP
Requirements: N/A
Cancel: Yes
Repeatable: No
Appears: Clear mission 016
OBJECTION: Defeat all enemies!
VS
Thief lv. 20
Fencer lv. 19
Soldier lv. 21
White Monk lv. 19
Thief lv. 20

Well you can let the guy go and get 2000 gil to clear the mission, but hey, stealing's a bad thing so I just fought him and you should too. It's not like it's gonna be hard. Heh. The guy that stole the scoop is a Thief. Go figure. His attacks consist of Steal: Gil, Steal: EXP, and Steal: JP. He also has the ability to use items and counter. The Fencer knows no Reaction or Support abilities, but her attacks are strong: Shallowtail, which slows you down, Piercethrough, which has a two-square range and can go through any obstacle, and Nighthawk, which is simply a damaging attack. The Soldier has Weapon Def+, and it also has First Aid (which heals the user, but not by much), Mug (it steals gil and damages), and Provoke.

The White Monk knows Counter, and he also has Earth Render, Chakra, Revive (the name says it all, unfortunately), and Holy Sign (this is powerful). Finally, the moogle thief (also at level 20), can use items, but konws no Reaction or Support abilities. It has Steal: Shield, Steal: Access. (that steals accessorys), Steal: Helm, and Steal: Gil. The White Monk needs to go first due to revive and Holy Sign. After that, go for the Soldier, and then the Fencer. I'd go for the human thief first, since it is more powerful than the moogle, but then again, the

moogles can steal your shield and your helm, which seriously drops defense. Get bunches of the enemies in groups to attack. If you have heavy damage, use it! Don't use totemas here if you have them, since they aren't needed.

~~~~~  
(105) Smuggle Bust  
~~~~~

We suspect a clan is smuggling rare monsters in boxes, but we can't move until we have proof! Can you look into it?

-Dellar, Palace Guard

COST: 2700 gil
LOCATION: N/A
REWARDS: 13600 gil, Chocobo Skin, 40 AP, 20 CP
Requirements: N/A
Cancel: Yes
Repeatable: No
Appears: Clear missoins 016, 108
OBJECTION: Defeat all enemies!

VS
Hunter lv. 19
Beastmaster lv. 21
Malboro lv. 18
Malboro lv. 17
Mystery Box lv. 1
Mystery Box lv. 1

Ummm... what's with the jumping boxes? Yeah weird but hey, this is Final Fantasy. Anyway, it's an encounter mission so I can't describe the battle arena. These guys are relatively easy if you are around at least level 20. The level 19 Hunter knows Weapon Atk+, and its Hunt attacks are Sonic Boom, AIm: Vitals, and Addle. The Beastmaster knows Geomancy, and the two control techniques it knows are Bomb and Malboro. The level 18 Malboro knows Counter and its two attacks consist of Bad Breath and Goo. The level 17 Malboro knows the same things (Counter, Bad Breath, and Goo). The Mystery Boxes have nothing because they're... well, a freakin box what do you expect? Go for the Hunter first, since he seems to be the most powerful one.

Save the Mystery Boxes for last due to the fact that they are, again, a stupid box. After you defeat the Hunter, go for the Beastmaster. It has two powerful attacks that you need to watch out for. It doesn't really matter in what order you defeat the two Malboros, just go to whoever is closest at first. You don't need totemas here; everybody can be easily defeated without them if you just keep all your characters alive and use strong attacks and abilities, especially heavy damage and target area ones.

~~~~~  
(106) Resistance  
~~~~~

There's an underground resistance, trading antilaws to defy the palace's rule! Try trading, you might get something good!

-Ezel

COST: 1200 gil
LOCATION: N/A
REWARDS: 6000 gil, 40 AP, 20 CP
Requirements: N/A
Cancel: Yes
Repeatable: No
Appears: Clear mission 006 and talk to Ezel
OBJECTION: Defeat all enemies!

Um... okay if your negotiation level is high, this is gonna be no problem. They'll ask for a trade, and if you have the items, trade. If you don't have the items, GET the items and trade to complete the mission. It is a Pheonix Down, so you should have one anyway.

~~~~~

(107) Old Friends

~~~~~

We've run into a tough blade biter, and well, we've bit off more than we can chew! Please help!

-Ritz

COST: 900 gil

LOCATION: N/A

REWARDS: 4600 gil, Beastspear, 80 AP, 30 CP

Requirements: N/A

Cancel: Yes

Repeatable: No

Appears: Clear missions 018, 048

OBJECTION: Defeat all enemies!

VS

Blade Biter lv. 25

Antlion lv. 21

Bomb lv. 22

You can give a blue flower to the clan, but I doubt you'll have one so you will probably be forced to fight. Okay... You can bring in a whopping amount of two people! But I guess that's okay since Ritz and Shara and two other of Clan Ritz's members are helping... fine that comes to six, sue me. The Blade Biter is the most dangerous, and I suggest you eliminate it first. It has the Block Arrows ability and Weapon + which increases his weapon power. The Bomb knows counter, but it only hits for around 30 points of damage. The Antlion also knows Counter and Weapon Def+. Those are the only three enemies you're against, and if you take out the Blade Biter first, it becomes as easy as one of the early missions (around the single diget missions).

The Blade Biter's main attack is Crush, which hits for around 110 points of damage. A white mage is not needed here, since Clan Ritz has one. I suggest a Black Mage in addition to Marche is good, since a regular fight attack against the Blade Biter does a whopping point of damage. Ritz, Shara, and the other two clan members will do most of the work for you. Ritz knows heavy dust, which can damage and make units unable to move, and she'll use that often. Ritz also knows Absorb MP, so you can heal her with your Black Mage if she's in trouble. Aside from those tips, just use your best moves to easily win.

~~~~~

(108) Poachers

~~~~~

Oh, the fur of the kudik tiger--that sheen! That silky feel! It's hard to come by, unless you happen to know a good poacher...

-Flore, Ample Noblewoman

COST: 2400 gil

LOCATION: N/A

REWARDS: 11400 gil, Tiger Hide, 40 AP, 30 CP

Requirements: N/A

Cancel: Yes

Repeatable: No

Appears: Clear missions 012, 052

OBJECTION: Defeat all enemies!

VS
Hunter lv. 17
Archer lv. 16
Hunter lv. 14
Archer lv. 15
Gunner lv. 13
Gunner lv. 15

If I were you, I'd buy the skin and then realize how stupid that was due to the fact that you instantly fail the mission. So instead, choose to destroy the dude for hurting endangered animals (idiot). Okay, due to the fact that this is an encounter mission, I can't describe the battle arena. I'll just skip right to the abilities. The level 17 Hunter knows Auto-Regen and Weapon Atk+, two good abilities. His hunt moves consist of Sonic Boom and Advice (nothing else). The human Archer is able to block all arrows and he knows Concentrate. He has three good moves which consist of Aim: Legs (immobilizes you), Aim: Arm (disables you) and Cupid (charms your units to attack only their allies). If he uses both Aim: Legs and Aim: Arm on you, you're as good as dead, so pray that he doesn't.

The level 14 Hunter also knows Auto-Regen and Weapon Atk+. His attacks are also the same as the other Hunter: Sonic Boom and Advice. The viera Archer can block arrows and she knows Concentrate. Her moves are also the same as the human's moves: Aim: Legs, Aim: Arm, and Cupid. The level 13 Gunner knows Last Haste as well as Concentrate. Its Gunmanship abilities consist of Confushot, Charmshot, Blindshot, and Silenshot. Charmshot is the only big thing out of the four, the others you don't need to worry about as much. Finally, the level 15 Gunner knows the exact same moves and abilities as the level 13 Gunner. I'd go for the Hunter (level 17) first since it is the most powerful. After he's dead go for the human Archer.

Next, go for the level 14 Hunter, and then the viera Archer. Finally, go for the level 15 and 13 Gunners (in that order). None of them have any attacks you need to dreadfully worry about, so just stick to your strongest attacks to win.

~~~~~  
(109) Snow Fairy  
~~~~~

Signs of snow spotted! When the earth shines in seven hues, the snow fairies appear. Watch the weather with care!

-Cadaon Academy

COST: 1800 gil
LOCATION: N/A
REWARDS: 9000 gil, 40 AP, 20 CP
Requirements: N/A
Cancel: Yes
Repeatable: No
Appears: Clear mission 013
OBJECTION: Defeat all enemies!

VS
Sprite lv. 17
Grenade lv. 12
Ice Flan lv. 13

This is an easy battle, but make sure Dmg2: Animal isn't activated since you're fighting three animal units. The Sprite has Counter in addition to Trick, and its Trick moves consist of only White Wind. The Grenade knows, in addition to Boom!, Weapon Atk+. The two Boom! attacks are Blowup, which KOs the user but causes major damage, and Chill. Finally, the Ice Flan knows only Chill, and its two chill attacks are Acid and Blizzard. Their HP varies dramatically, but the

Sprite is at the highest level and has around 90 HP, so it should only take a turn to defeat her. She's fast, so she'll probably go first. The Grendade has decent speed, but its attacks aren't that great. It can heal itself with Chill though, so be careful.

The Ice Flan's Blizzard move is decent, but remember that it's a target area. Also keep in mind that the Ice Flan almost always dies in one hit from a fire attack, so use those if you have them.

~~~~~  
(110) Revenge

~~~~~  
H-Help! A man named Weaver wants me dead. Yes, it was my fault his family died, but I've repented!

-Celebrant, Gelzak Church

COST: 2700 gil

LOCATION: N/A

REWARDS: 13600 gil, 40 AP, 20 CP

Requirements: Clear missions 011, 287

Cancel: Yes

Repeatable: No

Appears: Clear missions 011, 287

OBJECTION: Defeat the boss!

VS

Weaver: Fighter lv. 17

Fighter lv. 14

Archer lv. 13

Gladiator lv. 14

Black Mage lv. 15

Joy for you having to defeat only the boss here. This is quite a simple battle. You should be around level 18 minimum when this appears and everyone you're facing is a much lower level. There's Weaver, who knows Weapon Atk. + and has Fighter Techs consisting of Beatdown, Air Render, Far Fist, and Backdraft. Beatdown can be dangerous, so make sure your units have strong defense. The other Fighter knows only the action ability Fighter Tech, and his three attacks are Rush, Wild Swing, and Blitz. The Archer has the reaction ability Block Arrows, and he has some good attacks. Boost, Aim: Legs, Aim: Arm, and Take Aim. Avoid him, and if you have a unit that can block arrows, bring it out due to the fact that he can disable you completely.

The Gladiator knows Beatdown and three Sword moves: Fire Sword, Bolt Sword, and Ice Sword. Finally, the Black Mage has the support ability Geomancy, and it knows all level one and two Fire, Thunder, and Ice moves (so it knows Fira, Thundara, and Blizzara in addition to Fire, Thunder, and Ice). Since you only have to defeat Weaver, this should be a very easy battle. Get a couple of units to surround him and then use a group combo on him to take him out in one hit. If you don't have multiple units with combos (although you should by now) just use regular "Fight" attacks to defeat him.

~~~~~  
(111) Retrieve Mail!~~~~~

I mis-sorted the mail, and now the delivery man's off to Cadoan! Stop that mail, use ANY MEANS NECESSARY. I'll take responsibility.

-Marko, Mail Sorter

COST: 2400 gil

LOCATION: N/A

REWARDS: 11400 gil, 40 AP, 20 CP

Requirements: N/A



Cancel: Yes  
Repeatable: No  
Appears: Clear mission 011  
OBJECTION: Defeat all enemies!

VS  
Warrior lv. 15  
Gunner lv. 13  
Archer lv. 13  
Soldier lv. 14  
Animist lv. 14

You can try to explain but I think you'll have to fight anyway. I dunno. Maybe you have to have a high negotiation level. Anyway, I suggest you fight for the AP and EXP. It is a REALLY easy battle anyway. You are against five low level people and your units should have hit around level 20 by now. The majority of you attacks can do around 90 points of damage, so this battle can last a turn if you are strong enough. (I was at level 25 when I did this, but it appeared when I was around level 22.) I can't tell you what the battle arena looks like because you will be traveling. I can tell you the abilities of the enemy units. The warrior has nothing additional except for Monkey Grip. The Animist can Block Arrows, so don't send your archer to attack him.

The gunner can concentrate, and so can the archer. The soldier has Weapon Def+ which will raise Weapon Defense (duh). An archer should be here, as well as a Black Mage, but I doubt a White Mage will be needed. Bring one out anyway, just for emergencies. Color magic is highly recommended, since it can one-hit KO multiple enemy units at once. Aside from that, there isn't really anything else I can say except for don't slack and obey the law.

~~~~~  
(112) A Challenge
~~~~~

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

COST: 900 gil  
LOCATION: N/A  
REWARDS: 4200 gil, 40 AP, 30 CP  
Requirements: Negotiate lv. 4  
Cancel: Yes  
Repeatable: No  
Appears: Clear mission 004  
OBJECTION: Defeat all enemies!

VS  
Soldier lv. 9  
Archer lv. 7  
White Mage lv. 8  
Black Mage lv. 7  
Thief lv. 7

You can join Clan Baham, but'll it will change your clan title. I refused this offer due to the fact that "Clan Weasel" is the best clan name there is. Besides, theres AP and EXP to be earned! If you want to change your clan title then select "Join Clan Baham". Otherwise, Engage! This should be one of your first Encounter missions you see. When you select it, make sure you are at or above level 10 [I was at level 23 so that sort of dropped their chances :)]. Anyway, you should still have some strong attacks at level ten. Black Mage

powers like Fire, Ice, and Thunder are good, but if you have any higher level B. Mage powers at that point, they are good also.

The level 9 Soldier knows Weapon Atk+ (raises Weapon Atk) while the Archer knows Concentrate. The Black Mage knows nothing other than Black Magic and the Thief can't do anything but Steal. The White Mage also can't do anything but White Magic. Since you should be a couple levels higher than them and since they have almost no extra abilities, this battle will be super easy.

=====

| DISPATCH MISSIONS |

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~~~~~

(113) Watching You

~~~~~

I think I'm being watched. People say I'm just paranoid, but I've been hearing flapping wings at night! Please investigate.

Titi, Shy Student.

Cost: 600 gil  
Duration: 2 battles  
When: Clear mission 003  
Cancel: Yes  
Repeatable: No  
Requirements: N/A  
Rewards: 28000 gil, Ahriman Eye, 70 AP

~~~~~

(114) Golden Gil

~~~~~

I want you to research the origin of the golden gil in my shop. If it's really from the Age of Kings, it could be good for sales.

-Shopkeeper, The Golden Gil

Cost: 1200 gil  
Duration: 20 days  
When: Clear mission 010  
Cancel: Yes  
Repeatable: No  
Requirements: N/A  
Rewards: 6400 gil, Ancient Coins, 70 AP

~~~~~

(115) Dueling Sub

~~~~~

I've been challenged to a dual, but I'm scared. Will you go in my place? Just pretend to be me, OK?

-Viscount Gatt

Cost: 300 gil  
Duration: 3 days  
When: Clear mission 001  
Cancel: Yes  
Repeatable: No  
Requirements: Soldier  
Rewards: 1800 gil, 30 APe need someone to offer

~~~~~

(116) Gulug Ghost

~~~~~

We need someone to offer holy water at the shrine on the old Gulug Volcano. The female ghost is up to her old tricks again.

-Oktoma, Townsperson

Cost: 1600 gil  
Duration: 2 battles  
When: Huntmoon, Clear mission 020  
Cancel: Yes  
Repeatable: Yes  
Requirements: N/A  
Rewards: 2800 gil, Fire Sigil, 50 AP

~~~~~  
(117) Water City
~~~~~

A legendary city of water lies at the bottom of Bisebina Lake. We need constant updates--please dive and report.

-Hickle, Legend Researcher

Cost: 1200 gil  
Duration: 2 battles  
When: Madmoon, Clear mission 020  
Cancel: Yes  
Repeatable: Yes  
Requirements: N/A  
Rewards: 10000 gil, Water Sigil, 50 AP

~~~~~  
(118) Mirage Tower
~~~~~

They say there's a mirage tower in the desert, where you can find crystalized wind! The wind's good this year, maybe some's there?

-Brian, Streetear

Cost: 1600 gil  
Duration: 2 battles  
When: Bardmoon, Clear mission 020  
Cancel: Yes  
Repeatable: Yes  
Requirements: Mog Knight  
Rewards: 11800 gil, Wind Sigil, 50 AP

~~~~~  
(119) A Barren Land
~~~~~

There is a barren land to the east, where no grass will grown. I want to know why! Bring me soil, as much as you can.

-Powell, Researcher

Cost: 1800 gil  
Duration: 2 battles  
When: Sagemoon, Clear mission 020  
Cancel: Yes  
Repeatable: Yes  
Requirements: N/A  
Rewards: 13200 gil, Earth Sigil, 50 AP

~~~~~  
(120) Cadoan Meet
~~~~~

Mages! Want to compete in the Cadoan Mage Tournet? The tourney will be split by class in a fight to see who's the strongest!

-Mage Tourney Committee

Cost: 1200 gil  
Duration: 1 battle  
When: Sagemoon, Clear mission 018

Cancel: Yes  
Repeatable: Yes  
Requirements: Black Mage  
Rewards: 10600 gil, Magic Trophy, 40 AP

~~~~~  
(121) Sprohm Meet
~~~~~

The Sprohm Battle Tourney is accepting contestants. Fight for glory and honor!  
We've also prepared the usual monetart award...

-Battle Tourney Committee

Cost: 1200 gil  
Duration: 1 battle  
When: Madmoon, Clear mission 015  
Cancel: Yes  
Repeatable: Yes  
Requirements: Fighter  
Rewards: 4200 gil, Fight Trophy, 40 AP

~~~~~  
(122) Run For Fun
~~~~~

There will be a sporting event at our academy soon, but missing one member for  
our popular marathon team. Looking for a replacement.

-Pollan, Blue Team Leader

Cost: 600 gil  
Duration: 1 battle  
When: Clear mission 007  
Cancel: Yes  
Repeatable: No  
Requirements: Juggler  
Rewards: 5200 gil, Sport Trophy, 50 AP

~~~~~  
(123) Hungry Ghost
~~~~~

A hungry ghost hound is causing a panic at the Earlchad Monastery and raiding  
the pantry. Please put it to rest.

-Baldi, Head Monk

Cost: 600 gil  
Duration: 10 days  
When: Clear mission 006  
Cancel: Yes  
Repeatable: No  
Requirements: Dragon Bone (used)  
Rewards: 4200 gil, Elda's Cup, 50 AP

~~~~~  
(124) Pirates Ahoy
~~~~~

We have reports that a large pirate band will be passing through our waters  
soon. We need good steel and young muscles!

-Wilhem, Coast Guard

Cost: 1200 gil  
Duration: 2 battles  
When: Clear mission 010  
Cancel: Yes  
Repeatable: No  
Requirements: N/A  
Rewards: 6400 gil, Coast Medal, 70 AP

~~~~~  
(125) Castle Sit-In
~~~~~

A group of youths are protesting the capture of their friends at a castle in the south. Talk sense into them!

-Hansrich, Security Chief

Cost: 600 gil  
Duration: 1 battle  
When: Clear missions 008, 051  
Cancel: Yes  
Repeatable: No  
Requirements: N/A  
Rewards: 4600 gil, Guard Medal, 50 AP

~~~~~  
(126) Wine Delivery
~~~~~

Looking for brave souls who will bring wine to sooth the parched throats of our heroes in battle. Come equipped for combat.

-Devon, War Council Officer

Duration: 10 days  
When: Clear mission 015  
Cancel: Yes  
Repeatable: No  
Requirements: N/A  
Rewards: 7000 gil, Rainbowite, 50 AP

~~~~~  
(127) Broken Tunes
~~~~~

I've broken my lady's favorite music box. Please, repair it if you can. I would so much like to see her smile again.

-Tirara, Maidservant

Cost: 1400 gil  
Duration: 15 days  
When: Clear missions 017, 276  
Cancel: Yes  
Repeatable: No  
Requirements: N/A  
Rewards: 11400 gil, Cat's Tears, 50 AP

~~~~~  
(128) Falcon Flown
~~~~~

My best hunting falcon, "Hyperion", has been gone for a day. Perhaps he is looking for his late master? Please find him!

-Arno, Falconer

Cost: 1400 gil  
Duration: 10 days  
When: Clear missions 018, 277  
Cancel: Yes  
Repeatable: No  
Requirements: Skull (used)  
Rewards: 11400 gil, Dame's Blush, 50 AP

~~~~~  
(129) Danger Pass
~~~~~

Bandits are active in Goras Pass and are cutting off our trade routes. Please

stop them before we go out of business!

-Feugo, Wilhem & Co.

Cost: 1000 gil

Duration: 15 enemies

When: Clear missions 015, 165

Cancel: Yes

Repeatable: No

Requirements: N/A

Rewards: 7800 gil, Thunderstone, 80 AP

~~~~~

(130) Mist Stars

~~~~~

Many of our children have never seen the stars due to the mists that cover our land most of the year. Can you help us?

-Ulg, Astronomer

Cost: 1200 gil

Duration: 2 battles

When: Clear mission 016

Cancel: Yes

Repeatable: No

Requirements: N/A

Rewards: 9000 gil, Stormstone, 70 AP

(131) Adaman Alloy

~~~~~

I'm afraid we've run out of adamantite. We can't run a business like this! Find us some, and I will make adaman alloy for you.

-Elbo, Workshop Vargi

Duration: 2 battles

When: Clear mission 013

Cancel: Yes

Repeatable: No

Requirements: Adamantite (used), Adamantite (used), Smithing lv. 15

Rewards: Adaman Alloy, 70 AP

~~~~~

(132) Mysidia Alloy

~~~~~

Now taking orders for mysidia alloy. Only ten orders can be filled, first come first served. Thank you.

-Deunon, Workshop Rool

Duration: 15 days

When: Clear mission 012

Cancel: Yes

Repeatable: No

Requirements: Adamantite (used), Silvril (used), Smithing lv. 15

Rewards: Mysidia Alloy, 50 AP

~~~~~

(133) Crusite Alloy

~~~~~

It's time for us to get back to work. Bring us materials, and we'll make the best crusite alloy gil can buy!

-Sabak, Workshop Berk

Duration: 10 days

When: Clear mission 011

Cancel: Yes

Repeatable: No

Requirements: Zodiac Ore (used), Zodiac Ore (used), Smithing lv. 15

Rewards: Crusite Alloy, 50 AP

~~~~~  
(134) Faceless Dolls  
~~~~~

I found a creepy road in the Ophanwood with faceless dolls all lined up. I can't bring myself to walk past--are they safe?

-Edist, Tailor

Cost: 2100 gil
Duration: 10 enemies
When: Clear mission 018
Cancel: Yes
Repeatable: No
Requirements: N/A
Rewards: 10800 gil, Blood Shawl, 70 AP

~~~~~  
(135) Faithful Fairy  
~~~~~

I quit work, but I'm still concerned about my old co-workers. Please bring them fairy wings that they may sweep in style!

-Mables, Former Maidservant

Cost: 1200 gil
Duration: 5 enemies
When: Clear mission 019
Cancel: Yes
Repeatable: No
Requirements: Fairy Wing (used)
Rewards: 10000 gil, Ahriman Wing, 50 AP

~~~~~  
(136) For The Lady  
~~~~~

A large amount of gil, meant to pay for Lady Tiana's medicine, has been stolen from Baron Ianna, and he wants it back.

-Carnen, Streetear

Cost: 1200 gil
Duration: 2 battles
When: Clear mission 019
Cancel: Yes
Repeatable: No
Requirements: Stolen Gil (used)
Rewards: 10600 gil, Fairy Wing, 70 AP

~~~~~  
(137) Seven Nights  
~~~~~

My teacher's secret recipe says "stir without rest for seven days and seven nights". Will someone please stir for me?

Cost: 1600 gil
Duration: 15 days
When: Clear mission 020
Cancel: Yes
Repeatable: No
Requirements: Ancient Bills (used)
Rewards: 11800 gil, Goldcap, 50 AP

~~~~~  
(138) Shady Deals  
~~~~~

Selbaden Church is up to something. The Father has been meeting in secret with

merchant types. I bet there's shady deals afoot.

-Sayen, Townsperson

Cost: 1400 gil
Duration: 10 days
When: Clear mission 020, 281
Cancel: Yes
Repeatable: No
Requirements: Secret Books (used)
Rewards: 10600 gil, Life Water, 50 AP

~~~~~  
(139) Earthy Colors  
~~~~~

I restore artwork for a living, but I'm out of paints. I need some rock from the mountains... Only the hardy need apply.

-Rosseni, Atelier Wite

Cost: 600 gil
Duration: 5 days
When: Complete missions 003, 210
Cancel: Yes
Repeatable: No
Requirements: N/A
Rewards: 2800 gil, Ancient Text, 30 AP

~~~~~  
(140) Lost Heirloom  
~~~~~

Please retrieve Estel's heirloom from the HQ of the greedy "Neighbor" merchant network! Justice must be done!

-Fago, Ally of Justice

Cost: 800 gil
Duration: 3 battles
When: Clear mission 009
Cancel: Yes
Repeatable: No
Requirements: Neighbor Pin (used)
Rewards: 6000 gil, Justice Badge, 80 AP

~~~~~  
(141) Young Love  
~~~~~

I must tell her how I feel yet I lack the courage to life a quill. Perhaps the air-light feather from an ahriman wing would do.

-Hernie, Timid Youth

Cost: 1800 gil
Duration: 10 days
When: Clear mission 022
Cancel: Yes
Repeatable: No
Requirements: Ahriman Wing (used)
Rewards: 13220 gil, Friend Pin, 50 AP

~~~~~  
(142) Ghosts of War  
~~~~~

The wails of a soldier's ghost are troubling folk near the ruins of a church on an old battlefield in the east. Please help.

-Marvin, Town Official

Cost: 1400 gil
Duration: 30 days

When: Clear missions 022, 141
Cancel: Yes
Repeatable: No
Requirements: Tranquill Box (used) Track lv. 40
Rewards: 12400 gil, Edaroya Tome, 80 AP

~~~~~

(143) The Last Day

~~~~~My whole class's "Ancient Studies" homework was stolen! If we had some ancient object, we could do it again... Help!

-Babins, 4th Grad Swords

Cost: 300 gil
Duration: 5 days
When: Clear mission 002
Cancel: Yes
Repeatable: No
Requirements: Ancient Medal (used)
Rewards: 1800 gil, Homework, 30 AP

~~~~~

(144) The Bell Tolls

~~~~~

They're rebuilding the Sart Clocktower that burned the other day. Never know what you might find in the rubble, eh?

-Tysner, Streetear

Cost: 1800 gil
Duration: 10 days
When: Clear mission 017
Cancel: Yes
Repeatable: No
Requirements: N/A
Rewards: 9000 gil, Dictionary, 50 AP

~~~~~

(145) Goblin Town

~~~~~

A goblin stole my favorite monster guide and buried it under a rock! I'll give you a copy if you get mine back for me!

-Ian, Inquisitive Youth

Cost: 600 gil
Duration: 1 battle
When: Clear mission 004
Cancel: Yes
Repeatable: No
Requirements: Mythril Pick (used)
Rewards: 3600 gil, Monster Guide, 50 AP

~~~~~

(146) Secret Books

~~~~~

We got the secret books proving Selbaden Church's shady deals, but I'm scared they'll find it! How can I relax?

-Anonymous

Cost: 1600 gil
Duration: 10 days
When: Clear mission 022
Cancel: Yes
Repeatable: No
Requirements: Stilpool Scroll (used)

Rewards: 11400 gil, Secret Books, 50 AP

~~~~~  
(147) Words of Love  
~~~~~

Ah, Locuna! I am but a servant, and you a noble's daughter. Our love cannot be, but I must tell you how I feel! Poem, anyone?

-Cristo, Lovestruck Youth

Cost: 2100 gil
Duration: 10 days
When: Clear mission 018
Cancel: Yes
Repeatable: No
Requirements: N/A
Rewards: 10000 gil, Rat Tail, 50 AP

~~~~~  
(148) You, Immortal  
~~~~~

Looking for someone to model for a statue to be put in the Royal Library's new wing. Youth, beauty, and physique a plus.

-Cesare, Artist

Cost: 600 gil
Duration: 30 days
When: Clear mission 005
Cancel: Yes
Repeatable: No
Requirements: Tonberry Lamp (used), Craft lv. 10
Rewards: 4600 gil, Stradivari, 80 AP

~~~~~  
(149) Clocktower  
~~~~~

The town clocktower has been struck by lightning, and the 12:00 gemstone lost. Need people to help with restoration.

-Market Sqaure Association

Cost: 1280 gil
Duration: 20 days
When: Clear mission 016
Cancel: Yes
Repeatable: No
Requirements: Cat's Tear (used), Gadgeteer
Rewards: 11400 gil, Clock Post, 70 AP

~~~~~  
(150) An Education  
~~~~~

Nothing is more dear to me than my son, Lukei, yet he has never done well on tests. Won't someone tutor him?

Cost: 400 gil
Duration: 5 days
When: Clear mission 006
Cancel: Yes
Repeatable: No
Requirements: N/A
Rewards: 3600 gil, Fountain Pen, 30 AP

~~~~~  
(151) Morning Woes  
~~~~~

Our rooster, Nikki, has taken to crowing well before sunrise. Now the neighbors

are complaining! Won't someone please help?

Cost: 600 gil

Duration: 5 days

When: Clear mission 008

Cancel: Yes

Repeatable: No

Requirements: N/A

Rewards: 5200 gil, Earplugs, 30 AP

~~~~~  
(152) Down to Earth  
~~~~~

I have the incredible power to make things float just by looking at them.

Problem is, I can't make them stop floating! Help!

-Talkof, Psychic

Cost: 600 gil

Duration: 5 days

When: Clear mission 004

Cancel: Yes

Repeatable: No

Requirements: N/A

Rewards: 3400 gil, Crystal, 30 AP

~~~~~  
(153) To Meden  
~~~~~

I had a dog when I worked in the Meden Mines. Could you find her bones and hold a memorial service in the mines for her?

-Hugo, Baker

Cost: 100 gil

Duration: 20 days

When: Clear mission 008

Cancel: Yes

Repeatable: No

Requirements: Animal Bone (used)

Rewards: 8200 gil, Old Statue, 70 AP

~~~~~  
(154) Neighbor!  
~~~~~

We're looking for a few good "neighbors"! Won't you join our world-wide network?

-Pewl, Neighbor Network

Cost: 900 gil

Duration: 5 days

When: Clear mission 010

Cancel: Yes

Repeatable: No

Requirements: N/A

Rewards: 5200 gil, Neighbor Pin, 30 AP

~~~~~  
(155) Honor Lost  
~~~~~

Cost: 600 gil

Duration: 1 battle

When: Clear mission 007

Cancel: Yes

Repeatable: No

Requirements: Bomb Shell (used)

Rewards: 5400 gil, Rusty Sword, 50 AP

~~~~~  
(156) Inspiration  
~~~~~

I can't think of a single plot hook! Not a word of dialogue! Somebody please bring me an action-packed adventure novel.

-Ruel, Novelist Apprentice

Cost: 1200 gil
Duration: 1 battle
When: Clear mission 012
Cancel: Yes
Repeatable: No
Requirements: Runba's Tale (used)
Rewards: 10000 gil, Broken Sword, 50 AP

~~~~~  
(157) Coo's Break  
~~~~~

"Coo", the star of our Royal Zoo, has escaped and the zookeeper blames himself. An adventure novel should cheer him up.

Cost: 1400 gil
Duration: 5 days
When: Clear mission 013
Cancel: Yes
Repeatable: No
Requirements: Runba's Tale (used)
Rewards: 10000 gil, Bent Sword, 30 AP

~~~~~  
(158) The Match  
~~~~~

Looking for someone to judge the final match in a historic fight. My blade vs. his spells! Current score: 100 to 100

-Nukkie, Soldier

Cost: 1200 gil
Duration: 2 battles
When: Clear mission 008
Cancel: Yes
Repeatable: No
Requirements: N/A
Rewards: 8800 gil, Rusty Spear, 70 AP

~~~~~  
159. The Deep Sea  
~~~~~

Could you help me appraise a work by Clif Lusac, the Muse of the Sea? Someone said

it's a fake! I'll give you a badge!

-Olwen, Art Dealer

Cost: 1600 gil
Duration: 3 battles
When: Clear mission 019
Cancel: Yes
Repeatable: No
Requirements: N/A
Rewards: 11400 Gil, Feather Badge, 80 AP

~~~~~  
(160) A Worthy Eye  
~~~~~

Only a sharp eye can find the best items! If you need an "insignia", bring me an item worth of my eye!

-Eoi the Elder

Cost: 3000 gil

Duration: 15 enemies

When: Clear mission 011

Cancel: Yes

Repeatable: No

Requirements: Feather Badge (used), Delta Fange (used)

Rewards: Insignia, 80 AP

~~~~~

(161) Lost in Mist

~~~~~

Our hill, once called "The Sun's Home" is now called "The Hill of Mists". Can you find out why?

-Nache, Townsperson

Cost: 2100 gil

Duration: 20 days

When: Clear mission 017

Cancel: Yes

Repeatable: No

Requirements: N/A

Rewards: 10000 gil, Ally Finder, 70 AP

~~~~~

(162) Darn Kids

~~~~~

Lately, kids have been forming gangs and beating up on other kids. Maybe if we distract them with something, they'd stop.

-Victor, School Principal

Cost: 1400 gil

Duration: 1 battle

When: Clear mission 009

Cancel: Yes

Repeatable: No

Requirements: Dame's Blush (used), Ally Finder (used), Smithing lv 20

Rewards: 11400 gil, Ally Finder2, 50 AP

~~~~~

(163) Stage Fright

~~~~~

Needed: charm for curing stage fright. I want the cutest girl in town, Ms. Rina, to notice me in the play, but I'm too nervous!

-Emporio, Young Actor

Cost: 2000 gil

Duration: 15 days

When: Clear mission 018

Cancel: Yes

Repeatable: No

Requirements: Old Statue (used)

Rewards: 10600 gil, Tranquil Box, 50 AP

~~~~~

(164) Diary Dilemma

~~~~~

My little brother hid my diary somewhere in my house. I need you to find it before *gasp* my parents do!

-Edwina, Concerned Girl

Cost: 600 gil

Duration: 2 battles
When: Clear mission 005
Cancel: Yes
Repeatable: No
Requirements: N/A
Rewards: 3600 gil, Loaded Dice, 70 AP

~~~~~  
(165) Hundred-Eye  
~~~~~

The great hunter Hundred-Eye's daughter, Kaliea, has just started hunting. But frankly, she sucks. Someone please train her!

-Falco, Rumormonger

Cost: 1200 gil
Duration: 5 enemies
When: Clear missions 015, 126
Cancel: Yes
Repeatable: No
Requirements: N/A
Rewards: 9000 gil, Snake Shield, 50 AP

~~~~~  
(166) Runaway Boy  
~~~~~

Need someone to find a runaway child and give him some homeknit clothes. The clothes will be read as soon as I find thread.

-Gina, Marun Orphanage

Cost: 1200 gil
Duration: 10 days
When: Clear mission 009
Cancel: Yes
Repeatable: No
Requirements: Black Thread (used)
Rewards: 5400 gil, Stasis Rope, 50 AP

~~~~~  
(167) Mad Alchemist  
~~~~~

Dig me a nice cave home. My bizarre experiments have earned me the moniker of "Mad Alchemist". Now I want to live alone.

-Galdinas, Alchemist

Cost: 600 gil
Duration: 10 days
When: Clear mission 003
Cancel: Yes
Repeatable: No
Requirements: N/A
Rewards: 3400 gil, Mythril Pick, 50 AP

~~~~~  
(168) Caravan Guard  
~~~~~

Wanted: caravan guards. We are traveling merchants who sell our goods from town to town. We expect bandits in the pass ahead.

-Sirocco, Caravan Leader

Cost: 600 gil
Duration: 20 days
When: Clear mission 007
Cancel: Yes
Repeatable: No

Requirements: Elda's Cup (used)
Rewards: 4600 gil, Caravan Musk, 70 AP

~~~~~  
(169) Lifework  
~~~~~

Needed: potion advice. Making the ultimate love potion if my lifework. I'll be rich and famous for all time!

-Dandarc, Palace Alchemist

Cost: 1200 gil
Duration: 15 days
When: Clear mission 010
Cancel: Yes
Repeatable: No
Requirements: Alchemist
Rewards: 6000 gil, Love Potion, 50 AP

~~~~~  
(170) Cheap Laughs  
~~~~~

Our husband-and-wife comedy routine needs some pizzazz. Flashy magic and headdresses should do the trick. Can you help?

-Will and Tita

Cost: 600 gil
Duration: 5 days
When: Clear mission 008
Cancel: Yes
Repeatable: No
Requirements: Bomb Shell (used)
Rewards: 4600 gil, Tonberry Lamp, 30 AP

~~~~~  
(171) T.L.C.  
~~~~~

I need someone to heal my wounds so I can get my revenge on those stinking lizard bangaas that lured my platoon into a trap!

-Gecklan, Platoon Leader

Cost: 4000 gil
Duration: 2 battles
When: Clear mission 017
Cancel: Yes
Repeatable: No
Requirements: White Mage, Magic lv. 25
Rewards: 7600 gil, Stilpool Scroll, 70 AP

~~~~~  
(172) Frozen Spring  
~~~~~

Someone's frozen our village's only spring, and it's not thawing. Our children are thirsty! Please help us.

-Nino, Shepard

Cost: 600 gil
Duration: 20 days
When: Clear mission 005
Cancel: Yes
Repeatable: No
Requirements: N/A
Rewards: 3400 gil, Dragon Bone, 70 AP

~~~~~

(173) No Scents

~~~~~

Tonight's the night of my big date, and my dress shoes are perfect, but I can't find my perfume anywhere! Help!

-Lucy, Party Girl

Cost: 600 gil

Duration: 15 days

When: Clear mission 009

Cancel: Yes

Repeatable: No

Requirements: Caravan Musk (used)

Rewards: 5200 gil, Animal Bone, 50 AP

~~~~~

(174) On the Waves

~~~~~

I found a message in a bottle: a cry for help from a southern isle! If only I could send something--water even!

-Luis, Flower Seller

Cost: 1800 gil

Duration: 5 enemies

When: Clear mission 022

Cancel: Yes

Repeatable: No

Requirements: Life Water (used), Time Mage

Rewards: 13200 gil, Skull, 50 AP

~~~~~

(175) Spirited Boy

~~~~~

My son is in the attic, pretending to be a monster that doesn't like homework! Maybe showing him a dictionary would work.

-Sihaya, Mother of Three

Cost: 1200 gil

Duration: 5 days

When: Clear mission 006

Cancel: Yes

Repeatable: No

Requirements: Dictionary (used)

Rewards: 6400 gil, Clock Gear, 30 AP

~~~~~

(176) Powder Worries

~~~~~

There's a lot of firearms coming into town lately. Thankfully, we've had no injuries... yet. Check into this matter with me.

-Senole, Town Watch

Cost: 800 gil

Duration: 3 enemies

When: Clear mission 010

Cancel: Yes

Repeatable: No

Requirements: Gunner

Rewards: 5400 gil, Gun Gear, 70 AP

~~~~~

(177) The Blue Bolt

~~~~~

Our editor used to be so fast we called him "Blue Bolt". But now he's lost it of late. We need something to jog his memory!

-Elu, Cyril Times Reporter

Cost: 1200 gil
Duration: 15 enemies
When: Clear mission 018
Cancel: Yes
Repeatable: No
Requirements: N/A
Rewards: 9000 gil, Silk Bloom, 80 AP

~~~~~  
(178) Sweet Talk  
~~~~~

Needed: speech trainer. I can't speak well. I'm always saying too much, or not enough! Please help!

-Luhoche, Little Girl

Cost: 1000 gil
Duration: 10 enemies
When: Clear mission 013
Cancel: Yes
Repeatable: No
Requirements: N/A
Rewards: 7000 gil, Moon Bloom, 70 AP

~~~~~  
(179) Scarface  
~~~~~

My face was cut in a duel that I recklessly started. I wish to keep the scar as a penance, but how do I keep it from healing?

-Tingel, Knight

Cost: 1200 gil
Duration: 3 battles
When: Clear mission 008
Cancel: Yes
Repeatable: No
Requirements: N/A
Rewards: 9000 gil, Blood Apple, 80 AP

~~~~~  
(180) Mirage Town  
~~~~~

Adventurer Phis seeks for the sign to the sky mirage city of Punevam. Get this: he says it's some kind of mushroom! Ridiculous!

-Hoysun, Pub Customer

Cost: 1600 gil
Duration: 10 days
When: Clear mission 018
Cancel: Yes
Repeatable: No
Requirements: Goldcap (used)
Rewards: 11400 gil, Magic Fruit, 50 AP

~~~~~  
(181) Soldier's Wish  
~~~~~

I'm not long for this world, but I would like to see the town clock again before I go... Grandma always loved it.

-Barus, Old Soldier

Cost: 1400 gil
Duration: 1 battle
When: Clear mission 016

Cancel: Yes
Repeatable: No
Requirements: Clock Gear (used), Clock Post (used)
Rewards: 10600 gil, Power Fruit, 50 AP

~~~~~  
(182) Dry Spell  
~~~~~

With all the sun we've been getting, we fear a drought. We need people to help open the sluice gates at Mitoralo.

-Hinnel, Dam Official

Cost: 1800 gil
Duration: 20 days
When: Clear mission 018
Cancel: Yes
Repeatable: No
Requirements: N/A
Rewards: 9600 gil, Stolen Gil, 70 AP

~~~~~  
(183) Swap Meet  
~~~~~

I found stacks of old bills at my house, but I want medals with pictures of the goddess on them! Like to trade?

-Gelp, Antiques Collector

Cost: 1800 gil
Duration: 5 days
When: Clear mission 020
Cancel: Yes
Repeatable: No
Requirements: Ancient Medal (used)
Rewards: 1200 gil, Ancient Bills, 30 AP

~~~~~  
(184) Adaman Order  
~~~~~

Has your clan put in its order for adaman alloy? It sells out quick, so get your order in soon! How about our shop?

-Elbo, Workshop Vargi

Cost: 3000 gil
Duration: 15 days
When: Clear mission 087
Cancel: Yes
Repeatable: No
Requirements: Adamantite (used), Adamantite (used), Smithing lv. 35
Rewards: Adaman Alloy, 50 AP

~~~~~  
(185) Magic Mysidia  
~~~~~

It was recently discovered that mysidia alloy is enchanted with ancient magic! Better buy some before the prices go up!

-Deunon, Workshop Rool

Cost: 3000 gil
Duration: 2 battles
When: Clear mission 184
Cancel: Yes
Repeatable: No
Requirements: Adamantite (used), Silvril (used), Smithing lv. 35
Rewards: Mysidia Alloy, 70 AP

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

Cost: 3000 gil

Duration: 10 enemies

When: Clear mission 024

Cancel: Yes

Repeatable: No

Requirements: Zodiac Ore (used), Zodiac Ore (used), Smithing lv. 35

Rewards: Crusite Alloy, 70 AP

~~~~~

(187) Lucky Night

~~~~~

Announcing: Casino Party. Test your luck at our one night only casino party! All welcome!

-Matim, Steward

Cost: 2400 gil

Duration: 15 days

When: Clear mission 024

Cancel: Yes

Repeatable: No

Requirements: N/A

Rewards: 18000 gil, Rat Tail, 50 AP

~~~~~

(188) Tutor Search

~~~~~

I seek my childhood tutor, Yoel. I have a promise to keep to him. It means very much to me.

-Count Anet

Cost: 1600 gil

Duration: 15 enemies

When: Clear mission 187

Cancel: Yes

Repeatable: No

Requirements: N/A

Rewards: 11400 gil, Rusty Sword, 80 AP

~~~~~

(189) Why Am I Wet?

~~~~~

I don't want to have to move, but it has started raining far too much around my house. Please find out why.

-Ivan, Gold Sculptor

Cost: 1800 gil

Duration: 15 enemies

When: Clear mission 187

Cancel: Yes

Repeatable: No

Requirements: Red Mage

Rewards: 13600 gil, Broken Sword, 80 AP

~~~~~

(190) Run With Us

~~~~~

We are the Lightning Brothers, bound by blood-oath and iron law! Why don't you try joining us and see if you like it?

-LBS, Emissaries of Justice

Cost: 2400 gil
Duration: 40 days
When: Clear mission 189
Cancel: Yes
Repeatable: No
Requirements: N/A
Rewards: 18000 gil, Bent Sword, 80 AP

~~~~~  
(191) Lucky Charm  
~~~~~

Someone please find me an item that will lose to no bad luck, and a charm or spell to ward off evil spells. I'm fighting!

-Milea, Determined Lady

Cost: 1200 gil
Duration: 40 days
When: Clear mission 189
Cancel: Yes
Repeatable: No
Requirements: Rat Tail (used)
Rewards: 9000 gil, Rusty Spear, 80 AP

~~~~~  
(192) Alchemist Boy  
~~~~~

Please stop my brother, Hasmir, before someone gets hurt. He thinks he's an alchemist but all he makes is smoke and explosions!

-Gretzel, Townsgirl

Cost: 600 gil
Duration: 2 battles
When: Clear mission 191
Cancel: Yes
Repeatable: No
Requirements: N/A
Rewards: 4600 gil, Insignia, 70 AP

~~~~~  
(193) Thorny Dreams  
~~~~~

The bangaa girl "Eleono" ssleepss in the Thoussand-Thorn Wood. Looking for a clanner to find out why she ssleepss.

-Vajiri, Bangaa

Cost: 2200 gil
Duration: 20 days
When: Clear mission 187
Cancel: Yes
Repeatable: No
Requirements: N/A
Rewards: 16000 gil, Blood Apple, 70 AP

~~~~~  
(194) Free Cyril  
~~~~~

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

Cost: 600 gil
Duration: 3 days
When: Clear mission 002 and read "Thief Exposed!"
Cancel: Yes

Repeatable: No
Requirements: N/A
Rewards: 2400 gil, Choco Shield, 30 AP

~~~~~  
(195) Ship Needed  
~~~~~

I need a ship to take me to the barbarian lands. It's just me, so a small craft would do.

-Strange Warrior
Cost: 600 gil
Duration: 1 battle
When: Clear mission 006 and read "Borzoi's End"
Cancel: Yes
Repeatable: No
Requirements: N/A
Rewards: 4200 gil, 50 AP

~~~~~  
(196) Mind Ceffyl  
~~~~~

Bring me the sigils of "fire" and "wind". I shall craft from them a mind ceffyl, needed to make a spiritstone.

-Melmin, Sage of the West
Cost: 6000 gil
Duration: 3 battles
When: Clear mission 012 and read "The Sages"
Cancel: Yes
Repeatable: Yes
Requirements: Fire Sigil (used), Wind Sigil (used)
Rewards: Mind Ceffyl, 80 AP

~~~~~  
(197) Body Ceffyl  
~~~~~

Bring me the sigils of "earth" and "water". I shall craft from them a body ceffyl, needed to make a spiritstone.

-Bastra, Sage of the East
Cost: 4000 gil
Duration: 3 battles
When: Clear mission 012 and read "The Sages"
Cancel: Yes
Repeatable: Yes
Requirements: Earth Sigil (used), Water Sigil (used)
Rewards: Body Ceffyl, 80 AP

~~~~~  
(198) The Spiritstone  
~~~~~

Bring the two ceffyls to me, and I shall use my alchemy to craft a spiritstone of you.

-Kespas, Sage of the South
Cost: 4000 gil
Duration: 4 battles
When: Clear mission 012 and read "The Sages"
Cancel: Yes
Repeatable: No
Requirements: Mind Ceffyl (used), Body Ceffyl (used)
Rewards: Spiritstone, 90 AP

NOTE: Bring an Insignia with you; rarely are you going to be awarded 90 AP, so

doubling that to 180 is very good for learning abilities that cost 999 AP

~~~~~  
(199) Girl in Love  
~~~~~

I've got a new boyfriend! He's a brave knight, with chestnut hair. Could you tell our fortune with the white thread?

-Carena, Young Girl

Cost: 400 gil
Duration: 2 battles
When: Clear mission 002
Cancel: Yes
Repeatable: No
Requirements: White Thread (used)
Rewards: 3400 gil, Magic Medal, 70 AP

~~~~~  
(200) Chocobo Help!  
~~~~~

Need: Help during the chocobo spawning season.

-Private room
-Meals
-No experience required
-Childcare
-Any race
-Sasasha, Chocobo Ranch

Cost: 200 gil
Duration: 5 days
When: Bardmoon, clear mission 002
Cancel: Yes
Repeatable: Yes
Requirements: N/A
Rewards: 1000 gil, Chocobo Egg, 30 AP

~~~~~  
(201) The Skypole  
~~~~~

Have you heard of the skypole on the southern peninsula? They say it's a stairway to the gods! I'd like to see that!

-Tay, Streetear

Cost: 600 gil
Duration: 10 days
When: Clear mission 002
Cancel: Yes
Repeatable: No
Requirements: N/A
Rewards: 2400 gil, Ancient Medal, 50 AP

~~~~~  
(202) Ruins Survey  
~~~~~

Looking for people to join in a survey of the Istar Ruins to be held again this year. See ancient history first hand!

-Rekka, Relics Board

Cost: 1200 gil
Duration: 10 days
When: Sagemoon, clear mission 019
Cancel: Yes Repeatable: Yes
Requirements: N/A
Rewards: 10800 gil, Ancient Medal, 50 AP

~~~~~  
(203) Dig Dig Dig  
~~~~~

Zezena Mines: Discovery of the Parum Family, scene of mechanist innovation! We must dig until we find a new mine shaft! Dig!

-Zezena Mines Co.

Cost: 1600 gil
Duration: 1 battle
When: Madmoon, clear mission 020
Cancel: Yes
Repeatable: Yes
Requirements: N/A
Rewards: 11800 gil, Zodiac Ore, 50 AP

~~~~~  
(204) Seeking Silver  
~~~~~

Before the Bell Mines became known for mythrill, they were silver mines. Help me look for leftover silver near the west wall.

-Hoholum, Gayl Stoneworks

Cost: 400 gil
Duration: 15 days
When: Kingmoon, clear mission 012
Cancel: Yes
Repeatable: Yes
Requirements: N/A
Rewards: 3400 gil, Silvril, 30 AP

~~~~~  
(205) Materite  
~~~~~

In the western edge of the Materiwood, materite can be gathered with ease if you go at the right time. Go have a look!

-Sals, Pub Customer

Cost: 1000 gil
Duration: 10 days
When: Kingmoon, clear mission 005
Cancel: Yes
Repeatable: Yes
Requirements: N/A
Rewards: Materite, 30 AP

~~~~~  
(206) The Wormhole  
~~~~~

A giant worm is causing considerable damage to our fields as it looks for leestones in the ground. Someone please stop it!

-Anton, Farmers' Guild

Cost: 600 gil
Duration: 10 days
When: Huntmoon, clear missions 010, 148
Cancel: Yes
Repeatable: Yes
Requirements: N/A
Rewards: 2800 gil, Leestone, 30 AP

~~~~~  
(207) Metal Hunt  
~~~~~

I found a turtle burial ground at a mountain shrine. I keep going back in hopes that I might find some adamantite!

-Catess, Traveler

Cost: 400 gil
Duration: 15 days
When: Clear missions 006, 123
Cancel: Yes
Repeatable: Yes
Requirements: N/A
Rewards: 2400 gil, Adamantite, 30 AP

~~~~~  
(208) Math Is Hard  
~~~~~

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

Cost: 600 days
Duration: 10 days
When: Clear mission 007
Cancel: Yes
Repeatable: No
Requirements: N/A
Rewards: 4200 gil, Black Thread, 50 AP

~~~~~  
(209) The Witness  
~~~~~

Wanted: bodyguard. I witnessed a crime and now must appear in court. Please protect me until the day of the trial.

-Bode, Townsperson

Cost: 600 gil
Duration: 5 enemies
When: Sagemoon, clear mission 007
Cancel: Yes
Repeatable: No
Requirements: Defender
Rewards: 4600 gil, Black Thread, 50 AP

~~~~~  
(210) Life or Death  
~~~~~

I'll never finish on time. I have to borrow someone's notes. Can you find some for me, or I'll never get this homework done!

-Felhon, Student

Cost: 600 gil
Duration: 1 battle
When: Clear mission 003
Cancel: Yes
Repeatable: No
Requirements: Homework (used)
Rewards: 2400 gil, Black Thread, 50 AP

~~~~~  
(211) Karlos's Day  
~~~~~

Wanted: performer to enteratin at the birthday part of Karlos, the second son of the Marquis Ealdoring.

-Jung, Streetear

Cost: 900 gil

Duration: 5 days
When: Clear mission 009
Cancel: Yes
Repeatable: No
Requirements: N/A
Rewards: 4600 gil, White Thread, 30 AP

~~~~~  
(212) To Father  
~~~~~

Could you bring my father to me? I promise I won't speak harshly to him. I just want to visit Mother's grave. Thank you.

-Ren, Notary Public

Cost: 1400 gil
Duration: 10 days
When: Clear mission 270
Cancel: Yes
Repeatable: No
Requirements: N/A
Rewards: 11400 gil, White Thread, 50 AP

~~~~~  
(213) Oh Milese  
~~~~~

Know you Milese of the Kefeus acting troupe? I'm her biggest fan! Won't you give her this song I've written?

-Valerio, Composer

Cost: 600 gil
Duration: 15 days
When: Clear mission 004
Cancel: Yes
Repeatable: No
Requirements: N/A
Rewards: 2400 gil, White Thread, 50 AP

~~~~~  
(214) Skinning Time  
~~~~~

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

Cost: 400 gil
Duration: 10 days
When: Bardmoon, clear mission 011
Cancel: Yes
Repeatable: Yes
Requirements: N/A
Rewards: 3600 gil, Chocobo Skin, 30 AP

~~~~~  
(215) Wild River  
~~~~~

We need workers to help rein in the wild waters of the Pilos River in Andarna before it floods again! Please help.

-Haagen, Townsperson

Cost: 800 gil
Duration: 2 battles
When: Clear mission 011
Cancel: Yes
Repeatable: No
Requirements: N/A

Rewards: 5400 gil, Magic Cloth, 70 AP

~~~~~

(216) Magic Cloth

~~~~~

Hello again! It's me, Gonzales, from the magic cloth shop! I'm trading magic cloth for magic cotton--got any?

-Gonzales, Magic Cloth Shop

Cost: 1400 gil

Duration: 10 days

When: Sagemoon, clear mission 008

Cancel: Yes

Repeatable: Yes

Requirements: Magic Cotton (used)

Rewards: Magic Cloth, 50 AP

~~~~~

(217) Cotton Guard

~~~~~

It's the season when the typhoons come blowing from the south again. I need to find a way to protect my cotton crop!

-Kerney, Townsperson

Cost: 1000 gil

Duration: 1 battle

When: Huntmoon, clear mission 013

Cancel: Yes

Repeatable: Yes

Requirements: N/A

Rewards: 7000 gil, Magic Cotton, 50 AP

~~~~~

(218) Help Dad

~~~~~

My son wants me to win him a toy in the shooting game at the next carnival. Won't somebody give me shooting lessons?

-Bijard, Theologian

Cost: 1000 gil

Duration: 10 days

When: Clear mission 013

Cancel: Yes

Repeatable: No

Requirements: N/A

Rewards: 7800 gil, Bomb Shell, 50 AP

~~~~~

(219) Rubber or Real

~~~~~

My favorite toy is the champion of justice, but my friend Amigoh says it's just a rubber monster. Who's right?

-Zels, Young Boy

Cost: 600 gil

Duration: 5 days

When: Clear mission 010

Cancel: Yes

Repeatable: No

Requirements: Monster Guide (used)

Rewards: 5200 gil, Bomb Shell, 30 AP

~~~~~

(220) Into the Wood

~~~~~  
A pack of panthers has appeared in a wood far to the south. Somebody clear them out before they hurt someone!

-Iguas, Townsperson

Cost: 600 gil

Duration: 5 days

When: Huntmoon, clear mission 015

Cancel: Yes

Repeatable: Yes

Requirements: N/A

Rewards: 4600 gil, Panther Hide, 30 AP

~~~~~  
(221) Jerky Days  
~~~~~

Want some delicious jerky? Come help out at my store! We have to make 5,000 sticks of jerky this year.

-Godon, Butcher

Cost: 600 gil

Duration: 5 days

When: Kingmoon, clear mission 015

Cancel: Yes

Repeatable: Yes

Requirements: N/A

Rewards: 4200 gil, Jerky, 30 AP

~~~~~  
(222) New Fields  
~~~~~

Needed: live-in help. We're looking to increase our fields again this year. All welcome! Don't worry, you'll be paid!

-Farmers' Guild

Cost: 600 gil

Duration: 10 days

When: Madmoon, clear mission 012

Cancel: Yes

Repeatable: Yes

Requirements: N/A

Rewards: 3600 gil, Gysahl Greens, 50 AP

~~~~~  
(223) Strange Fires  
~~~~~

Strange fires have been breaking out near our powder store. It has to be a rival guild. Maybe you could ambush them?

-Dabum, Fireworks Guild

Cost: 1200 gil

Duration: 5 days

When: Clear mission 016

Cancel: Yes

Repeatable: No

Requirements: N/A

Rewards: 9600 gil, Magic Medal, 30 AP

~~~~~  
(224) Better Living  
~~~~~

Wanted: tester. Help test our amazing new form of illumination, guaranteed to change the lives of city dwellers!

-Better Living Labs

Cost: 1400 gil
Duration: 10 days
When: Clear mission 016
Cancel: Yes
Repeatable: No
Requirements: N/A
Rewards: 10000 gil, Chocobo Egg, 50 AP

~~~~~(225) Malboro Hunt

~~~~~  
A lost malboro child from a nest in the pond has wandered into town! Please return it to its parents before someone gets hurt!

-Jonnia, Ice Cream Man

Cost: 600 gil
Duration: 15 days
When: Madmoon, clear mission 013
Cancel: Yes
Repeatable: Yes
Requirements: Chocobo Egg (used)
Rewards: 4200 gil, Cyril Ice, 40 AP

~~~~~  
(226) Chocobo Work

~~~~~  
Wanted: register clerk & part-time floor scrubber at The Chocobo's Kewh.

-Rolana, The Chocobo's Kweh

Cost: 600 gil
Duration: 10 days
When: Bardmoon, Clear mission 018
Cancel: Yes
Repeatable: Yes
Requirements: N/A
Rewards: 4600 gil, Choco Bread, 40 AP

~~~~~  
(227) Party Night

~~~~~  
They're holding a welcome party at the furniture store, and they want me to perform some tricks! Somebody teach me!

-Xiao, Furniture Seller

Cost: 1200 gil
Duration: 15 days
When: Clear mission 018
Cancel: Yes
Repeatable: No
Requirements: N/A
Rewards: 9600 gil, Choco Gratin, 50 AP

~~~~~  
(228) Mama's Taste

~~~~~  
Being away from home for 10 years, I've started to really miss my mama's gratin. Won't someone make me kupo gratin?

-Takatoka, Machinist

Cost: 1400 gil
Duration: 15 days
When: Clear mission 015
Cancel: Yes
Repeatable: No
Requirements: Chocobo Egg (used), Gysahl Greens (used)

Rewards: 9000 gil, Choco Gratin, 50 AP

~~~~~  
(229) The Well Maze  
~~~~~

I ran into a cave while I was digging in a well, and there's something inside!
Maybe you could lure it out with some bread?

-Meuk, Well Digger

Cost: 1200 gil

Duration: 15 days

When: Clear mission 019

Cancel: Yes

Repeatable: No

Requirements: Choco Bread (used)

Rewards: 9600 gil, Grownup Bread, 50 AP

~~~~~  
(230) She's Gone  
~~~~~

For years I gave her my all and now she's left and taken my savings with her.
I'm going for a drink, want to come along?

-Omar, Townsperson

Cost: 1200 gil

Duration: 5 days

When: Clear mission 234

Cancel: Yes

Repeatable: No

Requirements: N/A

Rewards: 10600 gil, Malboro Wine, 30 AP

~~~~~  
(231) Magic Vellum  
~~~~~

Come make magic sheepskin vellum with me! I'll show you the pen is mightier than
the sword. Bring some magic cotton with you!

-Chikk, Paper Maker

Cost: 600 gil

Duration: 1 battle

When: Sagemoon, clear mission 017

Cancel: Yes

Repeatable: Yes

Requirements: Magic Cotton (used)

Rewards: 4600 gil, Magic Vellum, 50 AP

~~~~~  
(232) Novel Ascent  
~~~~~

I want to write novels about mountain climbing, but I'm not very good at it. I
need a rope that won't ever break!

-Torfo, Apprentice Novelist

Cost: 1600 gil

Duration: 10 enemies

When: Clear mission 020

Cancel: Yes

Repeatable: No

Requirements: Stasis Rope (used)

Rewards: 11400 gil, Runba's Tale, 70 AP

~~~~~  
(233) Shiver

~~~~~  
Someone please drive off the wailing spirit that haunts the pass near town.
Hearing it sucks the strength right out of me!

-Gillom, Townsperson

Cost: 1600 gil
Duration: 20 days
When: Clear mission 020
Cancel: Yes
Repeatable: No
Requirements: N/A
Rewards: 11800 gil, Runba's Tale, 70 AP

~~~~~  
(234) Bread Woes  
~~~~~

I've been trying to make a bread that kids will love, but it's tough going. What I need now is a good bread to sooth MY taste buds.

-Noluado, Baker

Cost: 1200 gil
Duration: 20 days
When: Clear mission 018
Cancel: Yes
Repeatable: No
Requirements: Choco Bread (used)
Rewards: 10800 gil, Kiddy Bread, 70 AP

~~~~~  
(235) Book Mess  
~~~~~

Needed: able clan members to help clean my room. All you have to do is put a few thousand books back on their shelves!

-Mimin, Scholar

Cost: 1600 gil
Duration: 10 days
When: Sagemoon, clear mission 020
Cancel: Yes
Repeatable: Yes
Requirements: N/A
Rewards: 12400 gil, Encyclopedia, 40 AP

~~~~~  
(236) One More Tail  
~~~~~

My lucky rabbit tail found me a wonderful husband! But now we're married, and I think I need a little more luck. Got a tail for me?

-Bibilina, Lucky Lady

Cost: 1200 gil
Duration: 10 days
When: Madmoon, clear mission 020
Cancel: Yes
Repeatable: Yes
Requirements: N/A
Rewards: 10800 gil, Rabbit Tail, 40 AP

~~~~~  
(237) Relax Time!  
~~~~~

Come enjoy the Danbukwood and get back to nature! Buy some wood and bring it home for that woodsy feeling all year long! -Yeesa Tourism Board

Cost: 600 gil

Duration: 15 days
When: Huntmoon, clear mission 022
Cancel: Yes
Repeatable: Yes
Requirements: N/A
Rewards: 4600 gil, Danbukwood, 50 AP

~~~~~  
(238) Foma Jungle  
~~~~~

I've got tons of orders for moonwood chairs! Get me some moonwood from the deep Foma Jungle, if you would. No pun intended.

-Gueguerre, Wood Craftsman

Cost: 600 gil
Duration: 15 days
When: Huntmoon, clear mission 022
Cancel: Yes
Repeatable: Yes
Requirements: N/A
Rewards: 4600 gil, Moonwood, 50 AP

~~~~~  
(239) For a Flower  
~~~~~

I need a telaq flower, a strange blossom that blooms only a few times a year deep within a cave--a cave with monsters.

-Shelm, Alchemist

Cost: 700 gil
Duration: 2 battles
When: Clear mission 022
Cancel: Yes
Repeatable: Yes
Requirements: N/A
Rewards: 6000 gil, Telaq Flower, 70 AP

~~~~~  
(240) Giza Plains  
~~~~~

A bug infestation has hit Giza Plainst, and it will reach the town if we don't take action! Someone help drive these critters away!

-Norris, Townsperson

Cost: 600 gil
Duration: 3 enemies
When: Clear mission 002
Cancel: Yes
Repeatable: Yes
Requirements: N/A
Rewards: 2400 gil, 50 AP, 20 CP

~~~~~  
(241) Lutia Pass  
~~~~~

I opened a shop in Lutia Pass, but not a single customer has come yet! I think I need to advertise. Could you pass otu flyers?

-Bintz, Tool Shop

Cost: 400 gil
Duration: 3 enemies
When: Clear mission 004
Cancel: Yes
Repeatable: Yes

Requirements: N/A

Rewards: 2400 gil, 50 AP, 20 CP

~~~~~

(242) The Nubswood

~~~~~

Rock turtles have been attacking travelers in the Nubswood. Use this "shellout" to get rid of them, please.

-Heolik, Townsperson

Cost: 400 gil

Duration: 3 enemies

When: Clear mission 006 and 070

Cancel: Yes

Repeatable: Yes

Requirements: N/A

Rewards: 2400 gil, 50 AP, 20 CP

~~~~~

(243) Eluut Sands

~~~~~

I'm trying to reforest the Eluut Sands in an attempt to tame the beasts that live there. Bring me a desert plant for study.

-Karenne, Herbologist

Cost: 400 gil

Duration: 3 enemies

When: Clear mission 007

Cancel: Yes

Repeatable: Yes

Requirements: N/A

Rewards: 2400 gil, 50 AP, 20 CP

~~~~~

(244) Ulei River

~~~~~

Somebody get the word out: there's fine fish to be had in the upper waters of the Ulei River!

-Holt, Angler

Cost: 400 gil

Duration: 3 enemies

When: Clear mission 008

Cancel: Yes

Repeatable: Yes

Requirements: N/A

Rewards: 2400 gil, 50 AP, 20 CP

~~~~~

(245) Aisenfield

~~~~~

Somebody spread the word that those rumors of bandits in Aisenfield are a bunch of lies. It's bad for business!

-Chocobo Shop, Aisen Branch

Cost: 600 gil

Duration: 3 enemies

When: Clear mission 009

Cancel: Yes

Repeatable: Yes

Requirements: N/A

Rewards: 2400 gil, 50 AP, 20 CP

~~~~~



(246) Roda Volcano

~~~~~

Roda Volcano's been active lately. Someone needs to go to the road at the base of the cone and clean off the chunks of lava.

-Naricys, Geologist

Cost: 600 gil

Duration: 3 enemies

When: Clear mission 010

Cancel: Yes

Repeatable: Yes

Requirements: N/A

Rewards: 2400 gil, 50 AP, 20 CP

~~~~~

(247) Travel Aid

~~~~~

Please light the waypoints in the Koringwood. They are vital landmarks for helping travelers find their way. Thank you.

-Zeshika, Woodland Guide

Cost: 400 gil

Duration: 3 enemies

When: Clear mission 011

Cancel: Yes

Repeatable: Yes

Requirements: N/A

Rewards: 2400 gil, 50 AP, 20 CP

~~~~~

(248) The Salikawood

~~~~~

I plan on cutting a path through the Salikawood. I'll do some reforestation, too. I can't pay much, but I really need help.

-Laycher, Innkeeper

Cost: 600 gil

Duration: 3 enemies

When: Clear mission 012

Cancel: Yes

Repeatable: Yes

Requirements: N/A

Rewards: 2400 gil, 50 AP, 20 CP

~~~~~

(249) Nargai Cave

~~~~~

Monsters can't stand the smell of the flower that grows deep in Nargai Cave. Great for ensuring a safe voyage! Help me get one.

-Buck, Botanist

Cost: 400 gil

Duration: 3 enemies

When: Clear mission 013

Cancel: Yes

Repeatable: Yes

Requirements: N/A

Rewards: 2400 gil, 50 AP, 20 CP

~~~~~

(250) Kudik Peaks

~~~~~

A rock slide has blocked off the road to the Kudik Peaks. Looking for people to help clear it off.

-Jagark, Mountain Patrol

Cost: 400 gil
Duration: 3 enemies
When: Clear mission 015
Cancel: Yes
Repeatable: Yes
Requirements: N/A
Rewards: 2400 gil, 50 AP, 20 CP

~~~~~  
(251) Jeraw Sands  
~~~~~

One of the ruins in Jeraw Sands is supposed to be the entrance to an underground cave! Please investigate.

-Gadfly, Ivalice Tours

Cost: 400 gil
Duration: 3 enemies
When: Clear mission 015
Cancel: Yes
Repeatable: Yes
Requirements: N/A
Rewards: 2400 gil, 50 AP, 20 CP

~~~~~  
(252) Uladon Bog  
~~~~~

Won't someone help me build a bridge over Uladon Bog? It would really speed up travel.

-Ilulna, Young Girl

Cost: 400 gil
Duration: 7 enemies
When: Clear mission 015
Cancel: Yes
Repeatable: Yes
Requirements: N/A
Rewards: 2400 gil, 70 AP, 20 CP

~~~~~  
(253) Gotor Sands  
~~~~~

Find the oasis said to lay hidden in Gotor Sands. If we could draw water from there, it would be a great boon to travelers.

-Gabela, Traveling Merchant

Cost: 600 gil
Duration: 7 enemies
When: Clear mission 016
Cancel: Yes
Repeatable: Yes
Requirements: N/A
Rewards: 2400 gil, 70 AP, 20 CP

~~~~~  
(254) Delia Dunes  
~~~~~

Please find out where the dragonflies of Delia Dunes live. Their wings are a vital ingredient for making medicine.

-Carulea, Alchemist

Cost: 400 gil
Duration: 7 enemies
When: Clear mission 017

Cancel: Yes
Repeatable: Yes
Requirements: N/A
Rewards: 2400 gil, 70 AP, 20 CP

~~~~~  
(255) Bugbusters  
~~~~~

Bladebugs, the natural enemy of all monsters, are said to gather on the river that flows deep in the Materiwood. Find them!

-Winetz, Entomologist

Cost: 400 gil
Duration: 7 enemies
When: Clear mission 018
Cancel: Yes
Repeatable: Yes
Requirements: N/A
Rewards: 2400 gil, 70 AP, 20 CP

~~~~~  
(256) Tubloa Cave  
~~~~~

They say that the crystals are making monsters go crazy...I wonder about silvril? Get some from Tubola Cave for me!

-Phol, Researcher

Cost: 400 gil
Duration: 7 enemies
When: Clear mission 020
Cancel: Yes
Repeatable: Yes
Requirements: N/A
Rewards: 2400 gil, 70 AP, 20 CP

~~~~~  
(257) Deti Plains  
~~~~~

They say armor fashioned from a wyrmgod scale will withstand any attack! Find a scale in the ruins on the Deti Plains for me.

-Takukulu, Armorer

Cost: 400 gil
Duration: 10 enemies
When: Clear mission 022
Cancel: Yes
Repeatable: Yes
Requirements: N/A
Rewards: 2400 gil, 70 AP, 20 CP

~~~~~  
(258) Siena Gorge  
~~~~~

I want you to confirm the old rumor that there is poison on the winds that blow through Siena Gorge. I'll pay you!

-Cal, Lover of Gossip

Cost: 400 gil
Duration: 10 enemies
When: Clear mission 022
Cancel: Yes
Repeatable: Yes
Requirements: N/A
Rewards: 2400 gil, 70 AP, 20 CP

~~~~~  
(259) Jagd Ahli  
~~~~~

I'm thinking of building a gladiator arena in Jagd Ahli. A lawless sport for a lawless zone! Help me find a good spot.

-Pakanon, Architect

Cost: 400 gil
Duration: 15 enemies
When: Clear missions 024, 065
Cancel: Yes
Repeatable: Yes
Requirements: N/A
Rewards: 2400 gil, 80 AP, 20 CP

~~~~~  
(260) Jagd Helje  
~~~~~

I dropped something very important to me in a ruin in Jagd Helje. Please find it!

-Ekal, Astorloger

Cost: 400 gil
Duration: 15 enemies
When: Clear missions 024, 064
Cancel: Yes
Repeatable: Yes
Requirements: N/A
Rewards: 2400 gil, 70 AP, 20 CP

~~~~~  
(261) Jagd Dorsa  
~~~~~

Please kill the jagdaurus that plagues Jagd Dorsa. He'll come out if you go in there alone, I guarantee it.

-Handog, Townsperson

Cost: 400 gil
Duration: 15 enemies
When: Clear mission 024 and read "Gukko Gone"
Cancel: Yes
Repeatable: Yes
Requirements: N/A
Rewards: 2400 gil, 80 AP, 20 CP

~~~~~  
(262) Ambervale  
~~~~~

The nest of the copper beetles from Ozmonfield was found in Ambervale! Please use this "bugoff" to drive them away!

-Dalaben, Ranch Manager

Cost: 400 gil
Duration: 7 enemies
When: Clear missions 024, 063
Cancel: Yes
Repeatable: Yes
Requirements: N/A
Rewards: 2400 gil, 70 AP, 20 CP

~~~~~  
(263) Ozmonfield  
~~~~~

The comper beetles found in Ozmonfield are eating my chocobo feed. Please use this "bug-B-gone" to drive them away!

-Dalaben, Ranch Manager

Cost: 400 gil

Duration: 7 enemies

When: Clear missions 024, 066

Cancel: Yes

Repeatable: Yes

Requirements: N/A

Rewards: 2400 gil, 70 AP, 20 CP

~~~~~  
(264) Swords in Cyril  
~~~~~

Announcing the biggest even of the year: the Cyril Swordmanship Competition!

Test your strength and skill!

-Cyril Event Committee

Cost: 300 gil

Duration: 1 battle

When: Madmoon, clear mission 002

Cancel: Yes

Repeatable: Yes

Requirements: Fencer

Rewards: 1800 gil, Victor Sword, 50 AP, 20 CP

~~~~~  
(265) Newbie Hall  
~~~~~

Need: part-time teachers. Help apprentices in a wide variety of jobs learn the tricks of your trade!

-Oks, Newbie Hall Chief

Cost: 600 gil

Duration: 10 days

When: Clear missions 003, 139

Cancel: Yes

Repeatable: No

Requirements: Combat lv. 5

Rewards: 2400 gil, Onion Sword, 50 AP

~~~~~  
(266) Voodoo Doll  
~~~~~

I saw the matron casting a spell on the nasty doll! That must be the cause of my lady's illness, it must be. Please, help my lady!

-Eselle, Maidservant

Cost: 600 gil

Duration: 5 days

When: Clear mission 005

Cancel: Yes

Repeatable: No

Requirements: N/A

Rewards: 3400 gil, Soulsaber, 30 AP

~~~~~  
(267) Come On Out  
~~~~~

My son is so overweight he can hardly move. Someone get him out of his room! I don't care how you do it.

-Joyce, Warehouse Montior

Cost: 1200 gil

Duration: 10 days
When: Clear mission 006
Cancel: Yes
Repeatable: No
Requirements: Jerky (used)
Rewards: 5400 gil, Oblige, 50 AP

~~~~~  
(268) Food For Truth  
~~~~~

My friend was arrested unfairly! While we look for the real criminal, I'd like to send him some good food. Do you know of any?

-Theo, Fruitseller

Cost: 1200 gil
Duration: 20 days
When: Clear missions 007, 209
Cancel: Yes
Repeatable: No
Requirements: Choco Gratin (used), Appraise lv. 18
Rewards: 6000 gil, Rhomphaia, 70 AP

~~~~~  
(269) Alba Cave  
~~~~~

A turtle monster guards a fabulous treasure at an ancient shrine in Alba Cave. Distract him with some food and it's yours!

-Mumusen, Pub Customer

Cost: 600 gil
Duration: 4 battles
When: Clear mission 008
Cancel: Yes
Repeatable: No
Requirements: Jerky (used), Blue Mage
Rewards: 6000 gil, Beastsword, 90 AP
Remember the Insignia, so you can get 180 AP!

~~~~~  
(270) The Performer  
~~~~~

I've performed in many lands, but I've never had a hit. Maybe it's just bad luck? Got anything to make a fortune smile on me?

-Mamek, Traveling Performer

Cost: 1200 gil
Duration: 15 days
When: Clear mission 009
Cancel: Yes
Repeatable: No
Requirements: Rabbit Tail (used)
Rewards: 9600 gil, Tonberrian, 50 AP

~~~~~  
(271) One More Time  
~~~~~

That guy in the corner's a fabulous tenor. We want him for our chorus group, but he refuses to join. Won't you convince him?

-Arthin, Chorus Lead

Cost: 800 gil
Duration: 15 days
When: Clear mission 011
Cancel: Yes

Repeatable: No
Requirements: N/A
Rewards: 6400 gil, Aerial Hole, 50 AP

~~~~~  
(272) Spring Tree  
~~~~~

A tree grows on the duke's land, and every spring a woman comes and looks at its roots. Could you check if something's there?

-Eukanne, Ducal Maid

Cost: 1000 gil
Duration: 2 battles
When: Clear mission 012
Cancel: Yes
Repeatable: No
Requirements: N/A
Rewards: 7000 gil, Charfire, 70 AP

~~~~~  
(273) Who Am I?  
~~~~~

I woke in this town with no memory or items but this staff. Please trade me magical medal for it-I must repay the innkeep.

-Weathervane Inn, Room 3

Cost: 200 gil
Duration: 15 days
When: Clear missions 013, 131
Cancel: Yes
Repeatable: No
Requirements: Magic Medal (used), Magic Medal (used)
Rewards: 600 gil, Power Staff, 50 AP

~~~~~  
(274) Reaper Rumors  
~~~~~

My buddy says that on full moon nights, the reaper comes down from the moon to a manse on the hill and someone dies! Is it true?

-Nud, Future Streetear

Cost: 1200 gil
Duration: 10 days
When: Mission 018
Cancel: Yes
Repeatable: No
Requirements: N/A
Rewards: 8800 gil, Crescent Bow, 50 AP

~~~~~  
(275) Dog Days  
~~~~~

My father is a postman, but he fell off his dogsled and hurt himself bad. I have to help him! Teach me how to ride a dogsled!

-Rikk, Postman's Son

Cost: 1080 gil
Duration: 10 days
When: Clear mission 016
Cancel: Yes
Repeatable: No
Requirements: N/A
Rewards: 8800 gil, Marduk Bow, 50 AP

~~~~~  
(276) Good Bread  
~~~~~

There's a bowyer outside town that makes the best bows in the land, but he only makes them if bring him good bread!

-Arco, Pub Customer

Cost: 1000 gil

Duration: 5 days

When: Clear mission 018

Cancel: Yes

Repeatable: No

Requirements: Kiddy Bread (used), Grownup Bread (used)

Rewards: Arbalest, 30 AP

~~~~~  
(277) Sword Needed  
~~~~~

There's a sword fighting competition coming up, and one of our team can't make it. Looking for a good swordsman to replace her!

-Lotus, Swordsman

Cost: 1200 gil

Duration: 2 battles

When: Clear mission 018

Cancel: Yes

Repeatable: No

Requirements: N/A

Rewards: 9000 gil, Bangaa Spike, 70 AP

~~~~~  
(278) El Ritmo  
~~~~~

Those Nightwailers are out there singing every night. Noisy bunch, but bring 'em materials, and they'll make you an instrument.

-Dedeka, Pub Customer

Cost: 1600 gil

Duration: 10 enemies

When: Clear mission 018

Cancel: Yes

Repeatable: No

Requirements: Danbukwood (used), Moonwood (used)

Rewards: 12400 gil, Fell Castanets, 70 AP

~~~~~  
(279) Her Big Move  
~~~~~

The best dancer in town has gone off to the city to be a star... I'd like to make a toast to her success. Got a drink?

-Deuxhart, Townsperson

Cost: 1200 gil

Duration: 7 days

When: Clear mission 019

Cancel: Yes

Repeatable: No

Requirements: Malboro Wine (used)

Rewards: 9600 gil, Magic Hands, 40 AP

~~~~~  
(280) Don't Look!  
~~~~~

They say that on full-moon nights something scary happens if you look at the

mirror in one of the dorm rooms! Is this true? Help!

-Eluiotte, Frightened Girl

Cost: 1400 gil

Duration: 10 enemies

When: Clear mission 019

Cancel: Yes

Repeatable: No

Requirements: N/A

Rewards: 10800 gil, Reverie Shield, 70 AP

~~~~~  
(281) Janitor Duty  
~~~~~

What a great parade that was! Which reminds me, they're looking for people to help clean up all the trash. You interested?

-Grek, Pub Customer

Cost: 1600 gil

Duration: 20 days

When: Clear mission 020

Cancel: Yes

Repeatable: No

Requirements: N/A

Rewards: 11400 gil, Parade Helm, 70 AP

~~~~~  
(282) Unlucky Star  
~~~~~

I live a cursed life, but now I'm getting married, and nothing can go wrong! I need some kind of charm to ward off evil spirits!

-Domure, Unlucky Man

Cost: 1900 gil

Duration: 3 enemies

When: Clear mission 020

Cancel: Yes

Repeatable: No

Requirements: Blood Shawl (used)

Rewards: 13200 gil, Magic Robe, 50 AP

~~~~~  
(283) Corral Care  
~~~~~

The rainbow-furred corral is the fastest animal in the world, and one's loose on Duke Casell's land. Someone please feed it!

-Falco, Animal Lover

Cost: 1600 gil

Duration: 10 days

When: Clear mission 022

Cancel: Yes

Repeatable: No

Requirements: Choco Gratin (used)

Rewards: 12600 gil, Fire Mitts, 50 AP

~~~~~  
(284) Beastly Gun  
~~~~~

Want a gun as strong and fast as a wild beast? Just bring me two little items I need, and it's all yours, free.

-Strives, Musketeer

Cost: 1600 gil

Duration: 10 days

When: Clear missions 024, 185
Cancel: Yes
Repeatable: No
Requirements: Insignia (used), Ally Finder2 (used)
Rewards: Calling Gun, 50 AP

~~~~~  
(285) Blade & Turtle  
~~~~~

You can make amazingly strong swords with just a little adaman alloy. Too bad it's so hard to come by...

-Gilgame, Young Blacksmith

Cost: 1400 gil
Duration: 2 battles
When: Clear missions 019, 230
Cancel: Yes
Repeatable: No
Requirements: Adaman Alloy (used), Broken Sword (used)
Rewards: 10600 gil, Adaman Blade, 70 AP

~~~~~  
(286) Valuabe Fake  
~~~~~

I finally got the famed sword "ragnarok", but it's a fake! Just bring me the right materials and I can make one of these, easy!

-Hoek, Swordsmith

Cost: 1200 gil
Duration: 1 battle
When: Clear missions 007, 122
Cancel: Yes
Repeatable: No
Requirements: Bent Sword (used), Rainbowite (used)
Rewards: 9000 gil, Nagrarok, 50 AP

~~~~~  
(287) Weaver's War  
~~~~~

I lost my family to those godless scoundrels in the Gelzak Church. Help me make a good sword so that I might avenge them!

-Weaver, Knight

Cost: 1400 gil
Duration: 5 enemies
When: Clear mission 011
Cancel: Yes
Repeatable: No
Requirements: Crusite Alloy (used), Blood Apple (used)
Rewards: 10600 gil, Zankplus, 50 AP

~~~~~  
(288) Fabled Sword  
~~~~~

I found the designs for making the same sword used by a legendary swordsman! But, the ingredients are hard to find. Please help.

-Belitz, Archaeologist

Cost: 1600 gil
Duration: 3 battles
When: Clear missions 020, 232
Cancel: Yes
Repeatable: No
Requirements: Thunderstone (used), Stormstone (used)

Rewards: 12600 gil, Master Sword, 80 AP

Heh, it's nice that they put a Legend of Zelda reference in here.

~~~~~

(289) Refurbishing

~~~~~

Due to the recent drop in weapon availability, we at Teldot Workshop are now offering refurbishing. Make old blades new!

-Workshop Teldot

Cost: 6000 gil

Duration: 20 days

When: Clear missions 004, 213

Cancel: Yes

Repeatable: No

Requirements: Broken Sword (used)

Rewards: Luebreaker, 70 AP

~~~~~

(290) Stone Secret

~~~~~

I've found a way to make the usually brittle leestone hard as steel! Bring me leestone and I'll make you a weapon.

-Ukes, Traveling Smith

Cost: 4200 gil

Duration: 3 battles

When: Clear mission 022

Cancel: Yes

Repeatable: No

Requirements: Rusty Sword (used), Leestone (used)

Rewards: Tabarise, 80 AP

~~~~~

(291) Sword Stuff

~~~~~

I hope to use the smithing knowledge I gained abroad to make swords with the materials available here. Know any good materials?

-Da'jerma, Swordsmith

Cost: 4800 gil

Duration: 4 battles

When: Clear missions 020, 094

Cancel: Yes

Repeatable: No

Requirements: Silk Bloom (used), Moon Bloom (used)

Rewards: Silmoon, 90 AP

Insignia. I say no more.

~~~~~

(292) A Stormy Night

~~~~~

Once, long ago, a bolt of godfire hit a shrine to the esper Odin. When the smoke cleared, they found a spear--the Odinance.

-Fujas, Pub Customer

Cost: 1600 gil

Duration: 4 battles

When: Clear missions 022, 142

Cancel: Yes

Repeatable: No

Requirements: Rusty Spear (used), Mysidia Alloy (used)

Rewards: 12600 gil, Odinance, 90 AP

Insignia for 180 AP.

~~~~~  
(293) Minstrel Song  
~~~~~

I met a bard in the woods who said he'd sold his soul to some fiend. If you want a dark instrument, he's the one ask.

-Rayches, Pub Customer

Cost: 6000 gil
Duration: 3 battles
When: Clear mission 019
Cancel: Yes
Repeatable: No
Requirements: Black Thread (used), Stradivari (used)
Rewards: Dark Fiddle, 80 AP

~~~~~  
(294) Gun Crazy  
~~~~~

I heard that Thousand-Barrel, that gun maker that lives up in Gilba Pass, invented a new gun! Got to be powerful, that.

-Tetero, Pub Customer

Cost: 4400 gil
Duration: 3 battles
When: Clear missions 020, 291
Cancel: Yes
Repeatable: No
Requirements: Crusite Alloy (used), Gun Gear (used)
Rewards: Bindsnipe, 80 AP

~~~~~  
(295) Black Hat  
~~~~~

To all black mages: in order to raise the status of our clan brothers, we will give you a black hat. Wear it well!

-Black Mage Society

Cost: 2400 gil
Duration: 3 battles
When: Clear mission 018
Cancel: Yes
Repeatable: No
Requirements: Magic Cloth (used), Black Thread (used), Black Mage
Rewards: Black Hat, 80 AP

~~~~~  
(296) Hat For a Girl  
~~~~~

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

Cost: 1200 gil
Duration: 30 days
When: Clear mission 020
Cancel: Yes
Repeatable: No
Requirements: Magic Cloth (used), White Thread (used)
Rewards: 10800 gil, White Hat, 80 AP

~~~~~  
(297) Armor & Turtle  
~~~~~

I could make some wicked strong armor if I had some adamant alloy. Just... it's so

hard to get, you know?

-Gilgame, Young Blacksmith

Cost: 1200 gil

Duration: 2 battles

When: Clear missions 015, 228

Cancel: Yes

Repeatable: No

Requirements: Adaman Alloy (used), Rat Tail (used)

Rewards: 9000 gil, Adaman Armor

~~~~~  
(298) Dark Armor  
~~~~~

If you can bring me some materite, I believe I can make an outstanding suit of armor. I'll give you the suit. How about it?

-Pepeiro, Alchemist

Cost: 3000 gil

Duration: 10 enemies

When: Clear missions 016, 275

Cancel: Yes

Repeatable: No

Requirements: Materite (used), Materite (used)

Rewards: Materia Armor, 70 AP

~~~~~  
(299) Fashion World  
~~~~~

Cost: I hear Bring Mea, the popular brand, is looking for new designs. Probably trying to win customers back from Galmia Pepe!

-Mit, Pub Customer

Duration: 10 days

When: Clear missions 006, 150

Cancel: Yes

Repeatable: No

Requirements: Chocobo Skin (used), Magic Cotton (used)

Rewards: 4600 gil, Brint Set, 50 AP

~~~~~  
(300) Fashion Hoopla  
~~~~~

Both Galmia Pepe and Brint Mea are looking for new designs! The fate of the fashion world hangs on the balance on this one!

-Phale, Fashion Expert

Cost: 1400 gil

Duration: 5 days

When: Clear missions 009, 270

Cancel: Yes

Repeatable: No

Requirements: Chocobo Skin (used), Magic Cotton (used)

Rewards: 11800 gil, Galmia Set, 30 AP

Once you clear all missions, sit back and enjoy Cid!

-----Corrupt Judge missions

This is what happens once you clear all 300 missions:

Head to Bervenja Palace. Cid will be looking out of a window, and a Ninja will knock. He'll tell Cid that he's reporting. Cid will ask if he found any proof of

corruption and the Ninja will shake his head and comment that whoever was responsible is very good at covering up. He'll say that it's hard to catch a judge who doesn't want to be found. Cid will say that the split from the palace is a two-edged sword and that it's his responsibility. The Ninja will mumble Cid's name and Cid will walk a few steps. He'll say that if their resources are at their limits and the Ninja will interrupt and comment on the clans. Cid will say that the clans are the ones most affected by the corrupt judges' actions. He'll then comment that the clans should be willing to help.

The Ninja will ask Cid if they could trust the clans, and then he'll say that it's a possibility that the judges might bribe them. Cid will tell the Ninja not to worry because there is one clan that they can trust (can you guess?). The screen will fade... Then go to the pub and select "Cleanup Time", which will be there. Complete it...

~~~~~  
CJ mission: Cleanup Time

~~~~~  
Rumors are flying about strange law changes in Cadoan. Help us expose the corrupt officials and judges behind this!

-Mau, JudgeWatch

Cost: 3000 gil
Location: Cadoan
Rewards: 6000 gil, 40 AP
Requirements: N/A
Cancel: Yes
Repeatable: No
Appears: Clear all 300 missions
Objection: Defeat all enemies!

VS
Warrior lv. 36
Sage lv. 36
Defender lv. 36
Templar lv. 36
Time Mage lv. 37

Glad to know that there are more than 300 missions. Okay, when you start, you'll see a judge talking to a human. The judge will tell the human that he bestows him with "justice" which is the red card immunity (the little medal). Suddenly, a voice will ask what the judge is doing, and that the judge pledged to defend the law. Cid will walk out, and the judge will tell Cid that he's done nothing. He'll say that he was just passing judgement on the human near him. Cid will ask the human if it's true, and the human is... Marche! Marche will say that he was about to give him immunity to red cards. Cid will tell the judge that giving out immunity on your own is illegal. Marche will say that he was asked to root out corruption, and the request came from an official at the JudgeWatch board. The judge will finally figure out that Marche and Cid were in this trap together. Smart guy -_-

Cid will say that it's true, and that his checkers were unable to catch judges like the one who was giving out justice. He'll say that he had to go to clans for assistance and the judge will get really pissed. Cid will say that he will take the "curses" as an admission of guilt and will remind the judge that he'll be punished. The judge will blow his whistle and a bunch of units will appear. Cid will ask the judge if that's his answer and then Cid will take out a sword. Cid will then tell Marche that he'll be fighting alongside him. The judge will laugh, and tell Cid that he hopes he can follow the law. Cid will tell him that of course he can, and that he expects to be judged fairly.

Fight!

These guys are all at level 36 (except for one at 37). You've completed all 300 missions, so you should be at what is easily level 50. Judgemaster Cid is at level 37 (faints) and he is VERY cool. He has the Advanced Law techniques, which I'll explain after the battle (you get to play as him, remember?) So anyway, these guys should be pathetically easy. The Warrior knows both Battle Techs and Monk Techs, as well as Counter and Weapon Atk+. His Battle Techs are Body Slam and Greased Bolt, and his Monk Techs are Whirlwind, Air Render, and Chakra. Air Render is somewhat powerful, but the others you don't really have to worry about. Body Slam can do the most damage, but it also damages the attacker. The Defender knows Weapon Def+, and his Defend techs are Tremor, Defense, Mow Down, and Aura.

The Sage is able to use items, and it knows Return Magic and Half MP. His attacks are Drain, Blind, Raise, and Bio. Okay, again you've cleared all 300 missions and this guy doesn't even have a heavy damage attack? Square-Enix must've been drunk when they were creating this battle or something, these guys are POWERLESS! Anyway, Raise can revive and heal HP, so be careful. The Templar knows Last Berserk, and his Sacred Techs are Warcry, Rasp, Cheer, and Lifebreak. Now for the Time Mage. He can use Black Magic as well as Time Magic, and knows Last Haste and Maintenance. His Time Magic consists of Quicken, Slow, and Stop. Stop is very dangerous, and Quicken can be annoying. He also knows Firaga and Blizzaga.

Cid is amazing. He has super high HP and defense, and supercool attacks. The guys that you fight aren't that hard. You'll do most of the work because Cid will not do that much until you get him near some enemies. They aren't that hard. You should have Ultima by now, so just use it against the enemies to take them out in a single blow.

The judge will back up, and Cid will tell the judge that they have absolute power, and that the power shouldn't be abused. Cid will ask the judge if he understands the consequences and the judge won't say anything. Cid will raise an invisible card and the judge will disappear. Cid will then thank Marche for his help and Marche will say on how he's glad that they were able to catch the rotten judge. Cid will agree, but he'll also comment that there's probably more. He'll talk to Marche about the split, and Marche will say that without the ordering force of the palace, the judges have more power. Cid will say how they could montier cities, but not outlaying areas. He'll then wish that he could patrol himself. Marche will ask if there is anything he could do and Cid will think.

He'll then ask Marche if he could join his clan. Marche will be shocked, and Cid will explain that joining a clan would be a perfect way to monitor the country. He'll say how he could devote himself into the task. Marche will agree and then Cid will ask if it could be just until he's completed his survey. His status will pop up...

If you refuse Judgemaster Cid, you're a freaking idiot.

Marche will welcome Cid and Cid will say that he's in Marche's hands. He'll ask Marche to treat him as any other new recruit. Marche will comment on how it'd be hard to give orders to the judgemaster. Cid will comment on how he'll do his best so Marche won't have to give that many orders.

Go and accept "No Arms Rule". Then...

Head to a town (I went to Sprohm), and you'll see Babus walking back and forth. He'll be muttering something about alta orran, and then he'll say that that wasn't it. A voice will ask Babus if he's trying to cast spells. Cid will appear and Babus will say that it wasn't a spell, but something stuck in his head. He'll say that he couldn't remember where he heard it from. Then he'll suddenly realize that Mewt kept saying it to himself: Alta Oron Sondus Kameela. Babus will say that at the time, it sounded like some ancient spell. Cid will ask what the words mean and Babus will say that he doesn't know. He'll say that ancient tongues placed a lot of value on sounds, and good sounds often mean good things. Cid will wonder if Mewt knows what the words mean. He'll then say that it's strange that he knows such a thing at all.

Cid will then ask Babus what he was doing here. Babus will say that he was just spending the day here. Cid will comment on how that's good, because Babus always worked too hard for his age. Babus will thank Cid and then Cid will tell Babus that it wasn't a compliment. Cid will then say that he worked so hard, no one could slack. Babus will get very serious and apologize and Cid will laugh and tell Babus that he was joking. Babus will say how he's never been good with jokes. Cid will remind Babus that he's the personal mage to the prince, and Babus will fall silent. The screen will fade...

~~~~~  
CJ mission: No Arms Rule  
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Some official came to my barracks in Giza Plains and took away my weapon, saying something about a "no arms rule"! What!?

-Zelbeth, New Recruit

Cost: 4000 gil
Location: Giza Plains
Rewards: 6000 gil, 50 AP
Requirements: N/A
Cancel: Yes
Repeatable: No
Appears: Clear "Cleanup Time"
Objection: Defeat all enemies!

VS
Official lv. 38
Paladin lv. 38
Bishop lv. 38
Time Mage lv. 37
Black Mage lv. 36

Corrupt officials this time! Collecting weapons! Anyway, it's pretty sad that these guys are only at level 38. Okay, the corrupt official knows Phantasm Skills and a single move that falls under the expert category called Blank Card. She all can absorb magic and she has the support ability Half MP. Her many Illusionist abilities consist of Stardust, Deluge, Soil Evidence, and Wild Tornado. The Paladin knows Chivalry and Battle Techs, as well as Counter and Shieldbearer. His only two Chivalry techniques are Cover and Holy Blade. Holy Blade is very powerful, and you'll want to make sure your units have high weapon defense. His only Soldier ability is Speedbreak. The Bishop has only one Action ability, no Reaction abilities, and his support ability is Weapon Defense+.

His four Prayer moves are Dispel, Barrier, Judge, and Break. The Time Mage is able to use items, and he knows Auto-Regen. Luckily, he doesn't know Stop, but he does know Haste and Quicken, two moves that can't HURT your clan, but they can be extremely annoying. He also knows Slow, another irritating move, and Silence. Finally, the Black Mage is able to use both Black and White magic, and he knows Half MP. His Black Magic consists of Fira, Thundara, and Blizzara, and

his White Mage moves are Cura and Esuna. So here's your first chance to try out Judgemaster Cid! You'll find him to be a very cool dude who can nullify yellow cards, steal JP while damaging, make a Judge skip a turn, and he has really high HP and Defense.

Basically, your characters are never going to prison again because of this guy. Cool, isn't it? He can also give cards to enemies. Now THAT'S cool. Can't argue with that. Okay, first off, you'll want to freeze the judge with Cid if there is something forbidden that puts you at a big disadvantage. Remember that the judge only skips a single turn, so don't hesitate to use your moves. You'll want to take out the Official first because she is easily the most powerful. The Paladin comes in second. He has high attack and his Holy Blade is the MOST ANNOYING THING. EVAR. The Time Mage needs to go next, because Quicken, Haste, and Slow can really piss you off. You notice I haven't said White Mage yet, which is rare.

The White Mage doesn't heal THAT much HP, so it really isn't a problem. Still, take him out next. You should use summons to take everyone out at once, since it has a super long range.

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CJ mission: Kissing Rule  
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This "free kissing rule" is ruining my life! I have to spend all day turning down date offers, now!

-Rolana, The Chocobo's Kweh

Cost: 4000 gil
Location: Nubswood
Rewards: 6000 gil, 50 AP
Requirements: N/A
Cancel: Yes
Repeatable: No
Appears: Clear "No Arms Rule"
Objection: Defeat all enemies!

VS
Official lv. 38
Sniper lv. 38
White Monk lv. 37
Gladiator lv. 36
Archer lv. 36

A kissing law? What the hell will they think of next? Anyway, this is a slight bit tougher than the last battle, but not by much. Again, low levels here, and all people should now be at level 50 (except for Judgemaster Cid, who should be around 42 or 43). The Official also knows Blank Card, and his Hunt moves are Sonic Boom, Aim: Vitals, and (OMGWTFLOL) Ultima Shot. Yeah, your worst nightmare come true. A long range ultima attack used against you. Ouch. Anyway, he also knows Last Haste, so make sure you take him out in one blow if you don't want him to speed up, and he knows Concentrate, so his Ultima Shot is a lot more accurate. Crap. The Sniper knows Return Fire, so don't bother shooting any arrows at her.

She also knows Sharpshoot and Lunge Techs. Her Sharpshoot abilities are Doubleshot, Beso Toxic, Death Sickle, and Aim: Weapon. Those are all dangerous attacks. Aim: Weapon can be a killer if you are using some of the powerful weapons you got back in the "Blade" missions. I lost a Nagnarok to that piece of crap. And Doubleshot, while the attack power lowers, still hits for more than a normal "Fight" move would. The only good thing is that you don't suffer much damage if you dodge one of the arrows. Death Sickle isn't really a problem,

since you'll probably end this battle in three turns anyway. And Beso Toxic hits for high damage AND poisons you. Her only Lunge Tech move is Night Hawk. Okay, now for the White Monk. Surprisingly, he doesn't have that much stuff.

He only has three weak things equipped, and knows only one action ability and a reaction. Only problem is the reaction is Bonecrusher, and his attack is 406. 406 times 1.5 is... 609. So he'll hit you with a weapon attack power of 609. Ouch. Use long range moves to get rid of that one. The Monk Techs he has are Whirlwind, Air Render, Chakra, and Revive. Revive. Grrrr... The Gladiator also doesn't know that much, except for Weapon Defense+ and Spellblade Techs. The Spellblade Techs it knows are Rush, Wild Swing, Beatdown, and Blitz. Beatdown is pretty dangerous, even though it's an all or nothing attack. If it hits, it'll do high damage. Finally, the Archer. He knows Aim and Battle Tech abilities, and has the Support ability Concentrate.

His Aim abilities are Aim: Legs, Cupid, Burial, and Concentrate. His Soldier abilities are Powerbreak and Magicbreak. Okay, you probably have figured this out by now, but in case you haven't, this is the thing you WANT BANNED: Techniques. You'll disable everyone but the Official (not completely disable, only some things), which will make the battle even easier than it already is. You can ban missile, but it won't do anything to the Official since he has a medal.

When you try to leave Nubswood, and cinema scene will occur. You'll see a Nu Mou standing in front of a regular judge. The Nu Mou will tell the judge that in the last month, their income has gone up ten percent. He'll then say that the "blank card" laws are to thank. The Nu Mou will also comment that he thinks the "seals of immunity" are also helping. The judge will say that he likes the numbers, and then he'll ask about other regions. The Nu Mou will say that they've spread to all but a few certain areas. The judge will get angry and ask what the deal is with "a few certain areas". The Nu Mou will take a small step forward and tell the judge that it's only a rumor, but that people say that the Judgemaster is on some kind of crackdown.

The judge will question what the Nu Mou just said, and the Nu Mou will say that the judgemaster is using the clans to help him out. He'll say that Cid is seizing immunity seals and blank cards. The Nu Mou will ask if they should reduce the production of the seals. The judge will say that he sees no reason to change the current operations as long as their secrecy remains uncompromised. The Nu Mou will tell the judge that he understands. The Nu Mou will leave and the judge will mutter how Cid is finally making his move. The screen will fade...

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CJ mission: Immunity Pass  
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I hear that you can buy red card immunity on the street in Cyril! How about buying one? They're only 100,000 gil a pop!

-Untrustworth Gent

Cost: 3800 gil

Location: Cyril

Rewards: 6000 gil

Requirements: N/A

Cancel: Yes

Repeatable: No

Appears: Clear "Kissing Rule"

Objection: Defeat the boss!

VS

Corrupt Judge lv. 38

Sage lv. 37

Sage lv. 37

You'll see a cinema scene with the judge and the Nu Mou that you just saw a different cut scene with. The judge will be standing and then Nu Mou will come running in. The Nu Mou will comment on how the "seal of immunity" was discovered and that the judge must leave the area at once. Suddenly, Cid and Marche will walk in. Cid will tell the judge that he was looking for him. Cid will ask the judge if he was on his way somewhere just as he was arriving. The judge will stutter that he didn't know Cid would come. The judge will then say that he'll stay and then Cid will say that his search for a wanted criminal led him here. Cid will comment on that he has to make a brief investigation. The judge will fall silent.

Marche will turn to leave and then the judge will call out Cid's name. Marche will turn and Cid will ask if there is a problem. Cid will ask the judge if he's hiding any "seals of immunity". The judge will back away and admit to being behind the seals. The judge will tell Cid that he must then die and then you'll engage!

Fight!

Ah, finally! A battle against a corrupt judge itself! Nice! This is a very fun battle because you're actually fighting a judge. The judge is freaking strong. He has an Angel Ring, which grants him auto-life and he can withstand a number of status ailments, and an Excalibur. He has one action ability: Judgement. It's scary. He knows Judge Sword, just like Cid, Yellow Card *shiver*, and Palaistra. The judge also already has reflect cast on him, so don't try to do any magic unless you want it reflected right back at you! The two Sages are totally different. The closest Sage to Cid knows White Magic in addition to Sagacity Skills, and then he knows Weapon Defense+. His Sage abilities consist of Drain and Blind.

Drain is annoying, and Blind can piss you off also since it dramatically lowers your accuracy. The Sage farthest from Cid and closest to the Corrupt Judge is EXTREMELY DANGEROUS. He knows Sagacity Skills and Time Magic, as well as Absorb MP and Magic Power+. His three Sagacity Skills are Giga Flare (target-area heavy damage), Bio, and Ultima Blow (That isn't good). His two Time Mage abilities consist of Slow and Reflect. Don't let him slow you down, because it can really mess you up. You'll want to bring out a couple of units who have ultima attacks. An assassin with Ultima Masher is good, and then if you have any of the semi-secret characters (you probably do by now), they all have Ultima already with them.

The good thing here is that there are no laws, so there is nothing holding you back. That means that some of Cid's abilities are useless though. The Corrupt Judge will constantly use Judge Sword, so Cid should use Judge Sword on him to get the stolen JP. Bring along a Summoner with Carbuncle, Unicorn, and Pheonix to ensure some good safety. Just use Unicorn to heal and Pheonix to revive, and you should be fine. Remember, DON'T focus on the Sages; focus only on the corrupt judge and you'll do great.

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CJ mission: No Full HP

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I was walking along the plains the other day, and this guy cam up and hit me! He said "No Full HP allowed!" Is that a law?

-Alran, Merchant

Cost: 3800 gil
Location: Aisenfield
Rewards: 6000 gil
Requirements: N/A
Cancel: Yes
Repeatable: No
Appears: Clear "Immunity Pass"
Objection: Defeat all enemies!

VS
Official lv. 38
Lamia lv. 38
Lilith lv. 37
Animist lv. 37

Well, you're back to fighting officials again. Damn, and that last mission was so fun. Anyway, I think the "No Full HP" law is a little more original than the past ones, don't you think? But that's not the point. I don't have a point. Sorry, let's move on. Okay, the official only knows Blue Magic and Blank Card. His Blue Magic is Magic Hammer, Mighty Guard, Matra Magic, and Bad Breath. Bad Breath causes a number of random status ailments, and can be very annoying :(The Lamia knows Counter, and its attacks are Night, Hand Slap, and Poison Frog. The Lilith knows Weapon Attack+, and Twister, Poison Frog, and Kiss. Twister is a target area that halves HP, so be careful. Finally, the Animist knows both Call and Stunt abilities, as well as Catch. The Call abilities are Chocobo Rush and Catnip, and the Stunt abilities are Ring and Dagger.

Unfortunately, there are no real laws that can make this battle easier. If you bring along a Summoner who knows Carbuncle and use it on all of your units, the Blue Magic will have no effect on you, so the Official will be pretty much totally disabled.

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CJ mission: No Literacy  
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Help! Some official in Uladon made a new law: no reading or writing allowed! How am I supposed to keep my ship's log?

-Ienda, Captain

Cost: 4000 gil
Location: Uladon Bog
Rewards: 6000 gil
Requirements: N/A
Cancel: Yes
Repeatable: No
Appears: Clear "No Full HP"
Objection: Defeat all enemies!

VS
Official lv. 38
Ninja lv. 37
Templar lv. 38
Beastmaster lv. 37
Red Panther lv. 38

No reading and writing? Then WHAT THE HELL ARE YOU DOING LOOK AT THIS FAQ? Okay, sorry for the stupid joke, I couldn't resist. Anyway, these guys are, again, easy. The Official is a Thief who knows Steal abilities and Blank Card, as well as Reflex and Maintenance. The annoying ability he has is Steal: Weapon, so take him out as fast as possible. The Ninja has two swords: Osafune and Heaven's Cloud so that means he has, you guessed it, Double Sword :(He is also able to

block arrows. The Templar isn't that dangerous at all, knowing only a few attacks like Rasp, Soul Sphere, and Lifebreak. The Beastmaster knows Control, which is pretty much no threat, but his Alchemist skills are hell. Astra, Death, Meteor, and Toad. Death is quite accurate, so be careful.

The Red Panther can counter, and it knows Poison Claw. Its other attack, Rend, isn't that powerful so don't worry. If I were you, I'd ban Techniques here to prevent the Beastmaster from using Death. If that would disable you, then just take out the Beastmaster or the Official first (which do you prefer; having a weapon stolen for good, or a unit temporarily KOed?)

When you try to leave, you'll see a cut scene of a bangaa reporting to a judge. The judge will ask what's going on and the bangaa will say that they are expecting a visit from the judgemaster soon. The judge will simply say, "I see." The bangaa will tell the judge that Cyril's judge was sent to prison, and then he'll ask the judge what he intends to do. The judge will turn and tell the bangaa that he doesn't sell seals of immunity and that all he does is judge engagements. The door will open and a viera will walk in. The viera will tell the judge that the donations for the month are in and that nine clans donated. The judge will tell the viera to add the two new clans onto the law benefits list. The screen will fade...

Go to Baguba and select "Favoritism"

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CJ mission: Favoritism

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I was 'gaging with the son of a Baguba official, and the judge was totally playing favorites! I'm off to the jagds, man.

-Blik, Clan Marble

Cost: 4000 gil

Location: Baguba Port

Rewards: 6000 gil, 50 AP

Requirements: N/A

Cancel: Yes

Repeatable: No

Appears: Clear "No Literacy"

Objection: Defeat the boss!

VS

Corrupt Judge lv. 37

Dragoon lv. 38

White Mage lv. 36

Warrior lv. 38

You'll see the judge standing before the chair and then you'll hear the door opening. Cid will walk in and the judge will "greet" him. Cid will tell the judge that he [the judge] knows why he [Cid] is here. Cid will say that they've recieved word that Baguba's judging is unfairly biased. The judge will act all innocent and ask Cid what he would gain from playing favorites. Cid will ask what the judge DOES hope to gain and then Marche will run into the room. He'll exclaim that he "found it". Then Marche will explain that it's the list of clan donations. Cid will thank Marche and the judge will be shocked. Cid will ask what the judge hopes to gain again and the judge will back away.

Fight!

This is an easy battle. The judge knows the same techniques as the other judge

you fought, so he shouldn't be of any type of problem. You don't even have to fight the other guys, so there's no worry there. They are all pretty weak anyway. This is judge is, in a way, easier than the other because he doesn't have an angel ring or reflect cast on him. It only took me one slash attack with Marche, who was a Paladin with Double Sword and a Nagnarok/Excalibur2. Even if you don't have those types of weapons, it should only take you about a turn to defeat this guy. Use ultima damage often, and you should easily win this super easy battle.

~~~~~  
CJ mission: No Answers  
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I went to Elen's place and she didn't say anything! Now I hear there's a "no answering" law? What's that about?

-Mel, Clan Ritz Member

Cost: 400 gil
Location: Muscadet
Rewards: 6000 gil
Objection: Defeat all enemies!

VS
Official lv. 37
Assasin lv. 38
Templar lv. 38
Gunner lv. 36
Time Mage lv. 37

A relatively easy battle. You're fighting against another official and his little allies here. The official knows Blank Card, just like all of the others. But he also knows the dreaded skill Double Sword *shudder*, and he uses a Masamune and a Zanmato for his two swords. He also knows Last Haste, so if you're planning to take him out in more than one blow, make sure your first blow doesn't make him critical. His Ninja skills consist of Throw, Fire Veil, Metal Veil, Water Veil, and Oblivion. You don't need to worry much about the others, since they aren't that powerful. If they prove to be too much of a nuisance, then you can always take 'em out easily. Just focus mainly on the Official and this battle should be over in a short amount of time.

Once you're done with the official, the rest are very easy.

~~~~~  
CJ mission: No Jumping  
~~~~~

What are those officials in Roda thinking? They've banned jumping! We can't even climb up stairs now!

-Hulick, Swordsman

Cost: 4000
Location: Roda Volacno
Rewards: 6000 gil
Objection: Defeat all enemies!

VS
Official lv. 37
Sniper lv. 37
Archer lv. 38
Soldier lv. 37
Illusionist lv. 37
Fighter lv. 38

Very easy battle, yet again. The official is a Black Mage, who knows Firaga,

Thundaga, and Blizzaga. Those are the three most powerful Black Magic spells, so you should be on guard at all times. I suggest casting Carbuncle on your units so they can't be hit by the spells. He also knows, like all others, Blank Card. His reaction ability is Absorb MP and he has the support ability Gemonacy. The others, while there are five others, don't pose much of a threat at all. If you just take out the Official first, the others are very easy. It's just one of the longer battles, that's all.

Once you try to leave Roda, you'll see a cut scene of Cid, a Nu Mou, a human, and a judge talking. Cid will tell the others that the judges in Cyril and Baguba have been sent to prison because they were abusing their power as judges. The judge will mention the "seals of immunity", "blank cards", and judicial bribery. He'll then say that the split from the palace was supposed to be good, but now corruption's worse than ever. The Nu Mou will say that the split from the palace turned out to be an unwise decision. The judge will say that he believed the judges should be separate from the palace, but that maybe the timing was too soon.

The human will say that timing has nothing to do with what's going on, and that it's simply a problem of the moral fiber of the corrupt judges. The nu mou will be shocked that the human said that the judges are morally lacking. Cid will ask the nu mou if he thinks their morals are in top shape. The judge will be shocked and will ask Cid if he's admitting a personal failing. Cid will nod and say that he feels responsible. He'll then say that he's prepared to resign once he finishes his current survey. The judge will get REALLY shocked at this. Cid will say that he has learned something already. It's that both judges that they have captured were following orders from higher up. The human will say that it's someone who knows the judges, the laws, and the prison.

Cid will say "If come across any information" OMGWTFLOL they forgot to put the "you" in there. Ha! Anyway, he'll ask the dudes to let him know if they come across any information. The screen will fade...

~~~~~

CJ mission (Final): Decision Time

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The judge you caught has given us important evidence. Apparently, the person behind all this is in Sprohm! Come quickly!

-Mau, JudgeWatch

Cost: 4000 gil

Location: Sprohm

Rewards: Nothing

Objection: Defeat all enemies!

VS

Judge: Judge lv. 37

Judge: Judge lv. 36

Judge: Judge lv. 36

There will be a scene of Cid, Marche, and a bangaa in the place where you did the "Prison Break" mission. Cid will ask the bangaa what the source of all the corruption is and the bangaa will back away. Cid will ask the bangaa if he knows. The bangaa will say that it's the judge right in Sprohm. Marche will exclaim that it's the judge in charge of the prison, not willing to believe it. Cid will ask the bangaa what the Sprohm judge wants. A disembodied voice will answer, saying that he wants the rank of judgemaster. Three judges will walk forward and Marche will repeat the Sprohm judge's answer. Cid will tell the judges that he sees what they're trying to do.

He'll say that if judges everywhere are cheating, people will blaim it on him

[Cid]. Marche will be shocked that the judges are trying to force Judgemaster Cid to resign. The Sprohm judge will say that he had no idea Cid was going to resign anyway. Cid will exclaim that he'd never pass his judge sword onto the likes of the Sprohm judge. The Sprohm judge will tell Cid that he doesn't need Cid to pass him anything, and that he'll just take it.

Fight!

LOL! The judge's names are "Judge"! Ah, the irony. Anyway, no jump in difficulty here, which is a shame. This is the final battle (literally), and it's extremely fun. The judges simply know everything that all the other judges do, and it isn't that hard. It is something for you to really enjoy though, so have fun!

*****-----=====+++++-----
| CORRUPT JUDGE ENDING |
+++++-----=====*****-----

Marhce and Cid will be standing in a room and Cid will thank Marche for helping, and comment on how he went beyond the call of duty. Marche will say that he was glad to help. Then Cid will start to say something, then hesitate. Marche will ask, "What?" and Cid will tell Marche that he would give Marche his judge sword. Marche will be surprised and Cid will laugh, asking if that Marche was surprised. Marche will stutter and Cid will tell Marche that he simply said that he'd give it to Marche, not that he'd actually give it. He'll say that Marche just like he is now when he grows older, he'd deserve it. Marche will thank Cid and tell him that he'll do his best...

=====END OF CORRUPT JUDGE MISSIONS=====

-----Secret character recruit missions

~~~~~  
SC mission: Mortal Snow  
~~~~~  
COST: 6000 gil
LOCATION: Lutia Pass
REWARDS: 8000 gil
Requirements: N/A
Cancel: No
Repeatable: No
Appears: Clear mission 024
OBJECTION: Defeat all enemies!
VS
Vampire lv. 25
Vampire lv. 25
Vampire lv. 25

When you purchase the mission, the screen will blacken and the you'll see Marche talking to the pubmaster. The pubmaster will thank Marche and he'll say how hard it is to find people for these snowy missions. Marche would say that's right, because no one here would be used to snow. He'll then remember how scared he was when he moved to a snowy area. The pubmaster will say that there is good news though: there's hazard pay. Marche will nod and turn to leave and then Ritz will run in and ask the pubmaster if the snow mission is still available. Marche will ask what Ritz wants to know about the snow mission and Ritz will look at Marche and she'll figure that he took it. She'll then say that that works out perfectly and Ritz will ask if Marche wants to take her along.

Marche will say yes, but he'll also ask her why she wants to go so much. Ritz will say that dead people in the snow intrigue her. Ritz will start to beg, and she'll assure Marche that she won't get in his way. Marche will nod and say that's fine, that they can go together (awww...). Ritz will thank Marche and the pubmaster will warn them to watch themselves. They'll nod and leave...

When you enter Lutia Pass Marche will tell Ritz to look and three vampires will appear.

Fight!

Since you have Ritz with you, you can only bring in two people in addition to Marche. Ritz is at level 23, and she is a Fencer (even though she's human). One of the vampires (the one at the right when you start) can block arrows, another (the one in the back) doesn't have any additional abilities, and the one on the left has Weapon Def+. Still, it should be a very easy battle for you since this mission is only available after game completion so you should be at a level of around 29 or 30. Ritz is at a lower level than she was when you fought her, but her regular attack still does about 75 points of damage. The vampires can respawn after three turns when you KO them, and you need to remember that. They also know Miasma, which damages and poisons, and Lv S Flare, which is a killer attack that does around 160 points of damage, and heals the vampires about 160 points!

That move can, of course, bring your units down to their knees at once and if the other vampires still have a turn waiting, they can KO your units. About five Phoenix Downs a recommended here, and a couple of X-Potions but other than that, you shouldn't need anything. Ritz will usually spread out her attacks instead of focusing on only one vampire, but you should stick to one.

After battle

Ritz will give a scream of triumph saying that she and Marche won, and that the snowball fight is over. Marche will ask Ritz when she said "Snowball Fight" what did she mean. Ritz will explain that they were throwing snowballs and hurting people and she'll ask if it reminded Marche of anything. Marche will realize that it's Mewt and then Ritz will say that he's right. She'll also explain that she isn't saying that the vampire's were Lyle's (the bully at the beginning of the game) bunch, but when she saw the mission listed back at the pub, she just had to take it. Marche will say that he wishes he could do the same back there and Ritz will be confused. Marche will say that he means in the real world, throwing the snowballs back at the bullies.

Ritz will say that he can, that it's easy. Marche will tell her that it never seemed easy, but he guesses she's right. Ritz will then ask Marche if he wants her to help out and Marche will ask help out with what. She'll say she means with Marche's clan, that she'll join them. Marche will ask why all of a sudden and Ritz will say why not. She'll say she thought it might be fun but if Marche's got a problem with it, he can just let her know.

Now choose between yes or no. I chose yes (duh).

~~~~~

SC mission: Reconciliation

~~~~~

COST: 6000 gil

LOCATION: Koringwood

REWARDS: 12000 gil

OBJECTION: Defeat all enemies!

VS

Fighter lv. 30

Elementalist lv. 28

White Mage lv. 28

White Monk lv. 28

Soldier lv. 28

Umm... yeah why someone would hold a meeting in the woods is confusing beyond reason, but oh well. Okay the two sides will be talking and Marche will say that things seem to be going pretty well. Ezel will say that he hopes so and then one side will ask the other if they'll sign the non-action treaty. The other side will ask if they'll allow limmited use of antilaws and promise not to prosecute ex-members of the resistance. The other side will nod and say that Bervinia Palace agrees to both of those demands. Suddenly, someone will scream and five people will appear on the other side. One of the enemy units will scream not to listen to the palace, and that they're playing them for fools. He'll say that the palace has only lied to them in the past, and that they shouldn't trust them.

A judge will appear and Ezel will step forward. He'll say that trust or on trust, they're here to get the treaty signed and that he'll stand witness to its signing. The enemy unit will shout out that they'll bury them along with the treaty.

BATTLE!

You can bring in four additional people to fight with Ezel and Marche. You'll start on opposite sides of the arena, and this is bad for you, since the other side has long range attacks. The battle arena is the perfet size, with the center being the lowest, and the two ends being higher up. The enemy units have many abilities. The Fighter is very, very dangerous. He has both Fighter techniques AND Paladin techniques. He also can block arrows and he knows Immunity. His attacks are dangerous. His fighter attacks are Beatdown, which deals either VERY serious damage or none at all, and Blitz. His Paladin attacks are a pain. He knows Cover, which shields one of his fellow units (he'll take the damage instead of them).

He also knows Drop Weapon, which forces you to waste a turn drawing your weapon. His major and most dangerous attack, however, is Holy Blade. This Holy attack deals major damage and his Weapon Atk is already 417! The Elementalist behind him is not as dangerous, but she is still powerful. She knows Auto-Regen, which activates as soon as she is damaged, and she'll recover a bit of HP every turn after that. Her attacks are Fire Whip, White Flame, and Evil Gaze. The White Mage isn't powerful, but he is still a huge pain. He knows Weapon Def+, which adds to is Weapon Def of 307, and his cure attacks consist of Cura, which heals a ton of damage, Curaga, which heals a ****load of damage, Esuna which, as you know, heals all status problems, and Auto-Life (AUGH!).

The White Monk knows both Monk Techs and Battle Techs, in addition to knowing a powerful Counter and Weapon Def+. His attacks consist of Air Render, which is a medium range, decent attack, Earth Render, which attacks in a straight line, hurting everyone in its path, and Charkra. He also knows Body Slam which hurts both the attacker and the user (although the user barely suffers), and Greased Bolt. Finally, the Soldier has both Battle Techs and Steal abilities. His Soldier abilities consist of First Aid, Provoke, and Shieldbearer, while his Steal abilities are Steal: Helm, Steal: Weapon, and Steal: JP. Beware of Steal: Weapon. You don't want to lose your weapon since it leaves you pretty much hopeless when it comes to attacking.

The Fighter has a very big movement range, so he'll probably be able to attack on his first turn. His regular attack alone does around 150 damage to your units *shudder*. Remember, Fire Whipe damages and disables, so take out the Elementalist soon. Still, you need to go for the Fighter first, since he is very, very powerful. Go for the White Mage second, due to its healing powers, and from there, it doesn't really matter. You might have to use a totoma if things get really tough, but try to avoid it. Ezel is pretty powerful. His Azoth move is a target all, sleep move which can really come in handy. Once you have the White Mage and Fighter taken out, this battle will be incredibly easy, and then you get Ezel!

AFTER BATTLE...Ezel will ask if anymore people are hiding out in the woods and he'll say that one engagement a day is enough for him (but not for us...). Marche will say that the coast is clear and Ezel will say that they should get on with the singing of the treaty. The judge will speak, saying that may the words spoken here be honored for all time. He'll turn to leave and the two sides will follow out. Ezel will be glad that it's over and that his shoulders are stiff. Marche will say that he's glad they managed to make peace with the palace. Ezel will say that it's going to mean more free time for him. Then Marche will ask why, and Ezel will explain that Anitlaws are now legal, so he doesn't have to hide and run. Marche will say how great that is and Ezel will say that he has to thank Marche for it.

Marche will tell him not to mention it, and that he's now all embarrassed. Ezel will ask how he should pay him for helping out. Marche will say that he's fine and that Ezel doesn't have to pay him. He'll say that he already got paid for the mission anyway. Ezel will insist on giving Marche something after all. Marche will think and then Ezel will say that he has a great gift: himself. He'll say that he can join Marche's clan. Marche will be surprised at this and ask Ezel if he's serious. Ezel will say that he'll be busy with his shop most days, and that he can maybe be a kind of honorary memer. His stat screen will pop up...

I said yes, so Ezel will say that he's reporting. Marche will welcome Ezel to the clan and they'll turn to leave. Ezel will stop and tell Marche just one thing. Marche will ask what it is and Ezel will tell Marche not to expect any favors at the shop, and that business is business. Marche will understand and they'll leave.

~~~~~  
SC mission: Left Behind  
~~~~~

COST: 6000 gil
LOCATION: N/A
REWARDS: 8000 gil, Time Magic card, Skills card
OBJECTION: Dispatch (10 days)
10 day dispatch mission. When you complete "Left Behind", go to Muscadet

When you enter Muscadet, you'll see a cutscene of Babus. He'll mention that he's unused to these types of places, and then he'll walk a little further and notice Doned. Doned will mention his name and Babus will ask who he is. The two people behind Doned will walk away, and Doned will walk up to Babus and introduce himself as Doned Radijiu, Marche's little brother. Doned will inform Babus that Marche will be here soon and then Marche will walk in. Doned will call to him and Marche will be surprised that Babus came all the way to Muscadet. He'll say that he had some time on his hands and the three will walk down. Doned will ask Marche how it went and Marche will mention that it's likely to be in Ambervale. Babus will ask what and Marche will repeat that he hopes Babus finds whatever it

is that Mewt lost. Babus will ask if Marche wants to come along and Marche will ask if Babus is sure of this.

Babus will tell him of course it's fine, and that it might be better for Marche to go than him. Marche will ask why and Babus will tell him to forget that he said anything. Babus will walk away and tell Marche to drop by if he feels like going with Babus. He'll then thank Marche for finding the location and then he'll leave. Doned will ask what Marche is going to do, and that he's curious to find out what Mewt lost. Marche will tell Doned that he's also curious and the screen will fade.

~~~~~

SC mission: With Babus

~~~~~

COST: 6000 gil

LOCATION: Ambervale

REWARDS: 8000 gil, Stufed Bear, Bind card, Items card

OBJECTION: Defeat the boss!

VS

Remedi: Battle Queen lv. 28

Ahriman lv. 29

Floateye lv. 28

When you enter Ambervale, you'll be in a different part than in the final three battles. It's a cave, and Marche and Babus will enter. They'll stop and Marche will ask Babus what Mewt left behind. Babus will hesitate and he'll turn away. Marche will ask what, and Babus will tell Marche that he feels a strong force that's magical and violent. Suddenly, the Fulfiller of Wishes will appear and Babus will be shocked. Remedi will ask what Babus is doing here and Babus will reply that he's looking for something Prince Mewt lost. Remedi will feel sorry for Mewt because he's devoting himself to a dream, and then she'll inform Babus that Mewt's long forgotten the Babus had ever existed. Babus will say that he still follows Prince Mewt, that he'll always be loyal.

Babus will ask Remedi to please don't stop him from doing his sworn duty. Remedi will ask what will happen if she stops him. Babus will simply tell her to not forget, and Remedi will ask if he would really raise a sword against his queen. Babus will say that he has no problem about fighting him, that she's a ghost and that the real queen left with Mewt. The queen will bow her head and then two additional enemy units will appear.

BATTLE!

You can only bring in two additional people, due to the fact that Marche and Babus are helping you. Babus is at level 30 and he is quite strong. He has Weapon Def+, and some great attacks. They are Explode, Stillness, Quarter and Demi. He also has Counter, but it doesn't seem to be active in the battle. The queen is not as strong as she was when you fought her for the first time. She is now at level 28, whereas you should be around the 30s, and she has NO weapons equipped, and knows NO abilities. That's it. She can only do a regular attack, but it packs a hard hit, due to the fact that her Weapon Atk is 433. The Ahriman (at a higher level then Remedi? Okay...) doesn't have that many attacks. It has only one support and two action.

They are as follows: Roulette, which you should be used to by now (remember, it is a random instant KO attack, which can be good and bad), and Circle. It also knows Weapon Atk+, which adds to its 378 weapon atk stat. The Floateye seems to like using its eye, since its only two action attacks are Stare and Devil Gaze.

It also has a powerful counter move. Since Babus will basically take care of the Floateye and Ahriman, just focus on Remedi. She is at a serious disadvantage, since she starts away from you and can only attack from a one square range. This battle should be very simple if you stick to powerful long range attacks and let Babus do the rest.

AFTER BATTLE...

The queen be kneeling and she'll transform into (>_<) a stuffed teddy bear (>_<)! Marche will be surprised at this and Babus will say that this is what Mewt forgot. Marche will say that the bear is proof the Mewt was in this world. He'll say that it's all people they have to remember him by. Babus will be silent and Marche will ask Babus if he's going to bring the bear back to his palace room. Babus will say yes, that it belongs to the prince. Marche will tell Babus that he's been thinking about them maybe being friends. Babus will be surprised at this and Marche will say that he knows they had their troubles in the past, but now why not. Babus will say that he sees no reason to object and his stat screen will come up.

Now you can select if you want Babus to join your party!

Babus will say that their friends (if you say yes), but not close friends. Fine, you join Clan Nutsy but you aren't that much of Marche's friend. See if I care.

~~~~~  
SC mission: A Maiden's Cry  
~~~~~  

COST: 1200 gil
LOCATION: N/A
REWARDS: 6000 gil, Morph card
OBJECTION: Dispatch (10 days)

10 day dispatch mission. Once you complete it head to a town. There, you'll see a cutscene with you and Shara. Shara will thank Marche and Marche will tell Shara that he had no idea she was here. Shara will say that she had no idea she Marche was here and that she couldn't believe someone put up a notice at the pub. Doned, who is sitting at a table, will tell Shara that she must've been really screaming. Marche will be shocked that Doned said this. Marche will apologize to Shara about Doned and explain that he's his brother. Shara will shake her head and will say that he's probably right, and that she thought she was going to lose her head. Marche will ask what was in the cave and Shara will fall silent.

Marche will say that he understands if she doesn't want to talk about it. Shara will say that it fell on her and Marche will be confused. She'll say that an antlion larva fell right on her head. Doned will say that it's one of those big white grubs as big as one's arm. Shara will scream and say to stop talking about it, to not make her remember. Marche will exclaim that that must've been pretty rough. Then he'll tell her she's safe now and that's what matters. Shara will agree and thank Marche once more. Then Shara will say that she'll be getting back and she'll turn to leave. Doned will jump up and tell Shara to wait. Then he'll ask if she can help them. Marche will be confused. Doned will explain that it's about Marche and Ritz and then Shara will be confused.

Doned will say that they're both pretty bad at talking, and that he was wondering if Shara could help Marche and Ritz out. Shara will say that she wouldn't mind doing that, and then Doned will ask Marche if Shara can join the clan. Her stat screen will pop up...

If you say yes (like I did), Shara will step forward and tell Marche to let her know what he wants her to do. She'll say that she'll help whenever she's able

and Doned will exclaim how that's great. Marche will thank Shara and the screen will fade...

Now head to another town to see a cutscene with Shara and Ritz. Ritz will exclaim that she's bushed and Shara will say that she [Ritz] was going all out in "that engagement". She'll ask Ritz how many she KOed and Ritz will say that they weren't much of a challenge. Shara will say that she's too good, and Ritz will walk towards the table. Shara will ask Ritz what the problem is and Ritz will tell Shara to be honest with her. Shara will ask what and Ritz will walk away. She'll say that she isn't very cute and Shara will get very confused at this. Ritz will tell her that she says what she thinks all the time and that she loves swinging her sword around in engagements. Shara and Ritz will both fall silent.

The Shara will laugh and Ritz will get angry, because she's being serious. She'll say that she doesn't the she fits the "cute" model at all. Shara will tell Ritz to ask Marche what he thinks. Ritz will be shocked and say no, because she doesn't think that Marche would care. Then Marche will appear and he'll call to Ritz and Shara. Shara will tell Marche that he's here just at the right time. Ritz will get angry at Shara and Marche will take a step back. Ritz will say it's nothing and then she'll ask Marche what's up. Marche will exclaim that it's nothing much and he'll take another step back. Shara will tell Ritz that she can't leave Marche hanging like that and Ritz will say that she can. Then she'll say sorry and say that it's really nothing at all.

Then she'll say that they should talk about the next mission. Marche will nod, and Shara will shake her head. The screen will fade...

Link missions

~~~~~  
Link mission (1): Pam Le Fey  
~~~~~  
Rewards: Increase Sequence stats
Appears: Clear mission 003
Objection: Defeat all enemies!

VS
Pam Le Fey: Titania lv. 11
Sprite lv. 7
Sprite lv. 7
Sprite lv. 7
Sprite lv. 7

In this, like all other missions, each person can bring out two people, so make them your strongest people. None of them know any second action/reaction abilities, and only Pam Le Fey knows a Support ability, which is Weapon Atk+. You should focus only on Pam Le Fey first, since she is the strongest and can be pretty annoying. The Sprites are weak, and if you use dark attacks, they can be taken out in a single hit.

~~~~~  
Link mission (2): Dark Wanderer  
~~~~~  
Rewards: Increase Sequence stats
Appears: Clear mission 003 and Link Mission 1
Objection: Defeat all enemies!

VS
Delusiah: Vampire lv. 19
Sprite lv. 13
Sprite lv. 13
Titania lv. 13
Titania lv. 13

This is a tad bit harder than Pam Le Fey, but not by much. You don't want to defeat Delusiah first, since it is able to revive in three turns. If you have a Paladin, bring it out and use Holy Blade on it once everyone else is taken out. For everyone else, you should just use dark magic. I recommend something like Death since it is an instant KO move. If you don't have Death, then just use powerful magic. Remember that these guys are immune to holy though (except for Delusiah, who's weak against holy)!

~~~~~  
Link mission (3): Demon Redux  
~~~~~  
Rewards: Increase Sequence stats
Appears: Clear mission 003 and Link Mission 2
Objection: Defeat all enemies!

VS
Delusiah: Masterberry lb. 29
Vampire lv. 19
Vampire lv. 19
Titania lv. 17
Titania lv. 17

This will present some sort of a challenge to you. No one here knows any reaction abilities, or second action abilities, and only Delusiah and the Titania to the right of Delusiah know a support ability, and both of them are Weapon Atk+. You should take out the two Titanias first, and then go for the Masterberry. Beware of Knife, which saps 9/10 of your HP! If you don't have a powerful character that can take Delusiah out in a single hit, then keep your distance to avoid Knife.

~~~~~  
Link mission (4): Newbie Hunt  
~~~~~  
Rewards: Increase Sapere Aude stats
Appears: Clear mission 003
Objection: Defeat all enemies!

VS
Goblin lv. 5
Goblin lv. 5
Goblin lv. 5
Goblin lv. 5
Goblin lv. 5
Goblin lv. 5
Goblin lv. 5

By the time you clear mission 003, The Cheetahs, you should be at at least level seven. So that means that even if you do this mission RIGHT after you beat mission 003, you and your friend should have no trouble doing it. The Goblins all know Counter, but that isn't a worry because Goblins are pretty weak. What you want to do is bring a Summoner and use summon spells on the Goblins; they have a huge attack range so you can easily hit all the Goblins at once. If you don't have a Summoner, then use your most powerful target area color magic.

~~~~~  
Link mission (5): Real Hunt  
~~~~~

Rewards: Sapere Aude stats
Appears: Clear mission 003 and Link mission 4
Objection: Defeat all enemies!

VS
Red Panther lv. 7
Red Panther lv. 7
Red Panther lv. 7
Red Panther lv. 7
Red Panther lv. 7
Red Panther lv. 7
Red Panther lv. 7

So this shouldn't be that much of a challenge, mainly because you should be at around level nine. If not, level up until you're there. Red Panthers are a little tougher than Goblins, so it might be a good idea to even level up more, like to level ten or eleven. I beat this at level nine, and had no problems with it, so you shouldn't either. All of the Red Panthers know Counter and Reveal, so if you are using units with weak Weapon Defense, then attack from a distance. You really don't need to have ultra-powerful attacks here. Just make sure you bring along a white mage just in case you need it, and you'll do perfectly fine on this mission.

~~~~~  
Link mission (6): Expert Hunt  
~~~~~

Rewards: Increase Sapere Aude stats
Appears: Clear mission 003 and Real Hunt
Objection: Defeat all enemies!

VS
Tonberry lv. 17
Tonberry lv. 17
Tonberry lv. 17
Tonberry lv. 17
Tonberry lv. 17
Tonberry lv. 17
Tonberry lv. 17

Unlike the last two missions, you SHOULD NOT tackle this until you are at, at the least, level twenty. You're up against seven Tonberries here, and you are going to have to keep your distance in order to survive. Use a Summoner with Doublecast; make sure she knows some damaging summons, Carbuncle, Pheonix, and Unicorn. Cast Carbuncle on your units the moment the battle starts, and use Unicorn whenever you are severely damaged. Phenoix should be used only when units are KOed, but make sure you aren't going to revive any tonberries!

~~~~~  
Link mission (7): Ezel's Letter  
~~~~~

Rewards: Increase Acacia Hat stats
Appears: Clear mission 024
Objection: Defeat all enemies!

VS
Ezel: Hermetic lv. 29

Babus: Runeseeker lv. 31

One you defeat the Li-Grim, you should be at around level 30 or 31, maybe higher. You should level up to at least level 33 or 34 before attempting this mission. It's four against two here, so you will have an easier time. Ezel uses Azoth, and that can put your whole party to sleep. Make sure you have a White Mage that knows Esuna, just in case you are hit. Also, Ezel knows Block Arrows and Weapon Atk+, while Babus knows Counter and Weapon Def+. I suggest having a Paladin with Double Sword here; you probably have one already but if not, get one! They can do major damage, which will seriously make the battle easier.

~~~~~

Link mission (8): Ritz's Letter

~~~~~

Rewards: Increase Acacia Hat stats
Appears: Clear mission 024 and Link mission 7
Objection: Defeat all enemies!

VS

Shara: Sniper lv. 33
Ritz: Elementalist lv. 37
Llednar: Biskmatar lv. 41

The suggested level here is 45. Yes, it is high, but trust me, this is one difficult battle otherwise. All you really need to have is at least two powerful characters at level 45, while the rest can be lower levels. A Paladin with Double Sword is a MUST here and the stronger the weapons, the better. Remember though, that Llednar is immune to Holy attacks, so you'll have to use someone else to defeat him. Still, holy weapons are very strong, so bring them along so you can use them against Ritz and Shara! Shara knows Auto-Regen, Llednar knows Counter, and Ritz knows Absorb MP. Llednar also has the action ability called Flair.

~~~~~

Link mission (9): Cid's Letter

~~~~~

Rewards: Increase Acacia Hat stats
Appears: Clear mission 024 and Link mission 8
Objection: Defeat all enemies!

VS

Ezel: Hermetic lv. 29
Babus: Runeseeker lv. 31
Shara: Sniper lv. 33
Ritz: Elementalist lv. 37
Llednar: Biskmatar lv. 41

The recommended level stays the same as last time: level 45. Really, if you beat the last mission, you should have no trouble with this one, although if the last two gave you trouble, this might give you hell. Still, as long as you have powerful people fighting, it's easy. The recommended jobs here are a Paladin with Double Sword, a Summoner with Doublecast, an Assassin with Ultima Masher and Last Breath, and an Alchemist with Death, Meteor, and Flare. That's one strong party there, and it makes this battle really easy. All of the enemies have the same reaction/support abilities, but Shara know has Red Magic, and Ritz now has Corner, the Assassin job. That's cold, so you should take Ritz out second, after Llednar. Good luck on this, you might need it.

+=====+

+=====+

This section will tell you all the items and equipment there are. I will post all equipment that I have gotten. The section is now edited so it is in a type of graph which is hopefully easier to read. It'll definitely prevent you from scrolling down so much to get to a certain section.

EQUIPMENT COUNT SO FAR: 335

OPTION ONE: HEADGEAR

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-----
Bronze Helm   | Iron Helm    | Opal Helm    | Cross Helm   | Diamond Helm |
Weapon Atk: 0 | Weapon Atk: 0 | Weapon Atk: 0 | Weapon Atk: 0 | Weapon Atk: 0 |
Wapon Def: 4  | Weapon Def: 5 | Weapon Def: 7 | Weapon Def: 9 | Weapon Def: 11|
Magic Pow: 0  | Magic Pow: 0  | Magic Pow: 0  | Mag Pow: 0    | Mag Pow: 0    |
Res: 2        | Res: 2        | Res: 3        | Res: 4        | Res: 5        |
Speed: 0      | Speed: 0      | Speed: 0      | Speed: 0      | Speed: 0      |
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Parade Helm   | Hanya Helm   | Bangaa Helm   | Cachusha     | Barette      |
Weapon Atk: 0 | Weapon Atk: 0 | Weapon Atk: 0 | Weapon Atk: 0 | Weapon Atk: 0 |
Weapon Def: 13| Weapon Def: 12| Weapon Def: 16| Weapon Def: 2 | Weapon Def: 2 |
Mag Pow: 0    | Mag Pow: 0    | Mag Pow: 0    | Mag Pow: 0    | Mag Pow: 0    |
Res: 4        | Res: 8        | Res: 6        | Res: 5        | Res: 5        |
Speed: 0      | Speed: 0      | Speed: 0      | Speed: 0      | Speed: 0      |
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Ribbon        | Feather Cap  | Circlet       | Green Baret  | Headband     |
Weapon Atk: 0 | Weapon Atk: 0 | Weapon Atk: 0 | Weapon Atk: 0 | Weapon Atk: 5 |
Weapon Def: 2 | Weapon Def: 0 | Weapon Def: 3 | Weapon Def: 2 | Weapon Def: 6 |
Mag Pow: 0    | Mag Pow: 0    | Mag Pow: 0    | Mag Pow: 0    | Mag Pow: 0    |
Res: 5        | Res: 4        | Res: 3        | Res: 2        | Res: 2        |
Speed: 0      | Speed: 0      | Speed: 0      | Speed: 0      | Speed: 0      |
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Wizard Hat    | Gold Hairpin | Thief Hat     | Black Hat    | White Hat    |
Weapon Atk: 0 | Weapon Atk: 0 | Weapon Atk: 0 | Weapon Atk: 0 | Weapon Atk: 0 |
Weapon Def: 3 | Weapon Def: 4 | Weapon Def: 8 | Weapon Def: 4 | Weapon Def: 4 |
Mag Pow: 1    | Mag Pow: 2    | Mag Pow: 2    | Mag Pow: 4    | Mag Pow: 0    |
Res: 10       | Res: 12       | Res: 12       | Res: 16       | Res: 14       |
Speed: 0      | Speed: 0      | Speed: 0      | Speed: 0      | Speed: 0      |
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```

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-----
Acacia Hat    |              | Cuirass       | Bronze Armor | Iron Armor    |
Weapon Atk: 0 |              | Weapon Atk: 0 | Weapon Atk: 0 | Weapon Atk: 0 |
Weapon Def: 2 | OPTION TWO  | Weapon Def: 28| Weapon Def: 30| Weapon Def: 34|
Mag Pow: 5    | ARMOR       | Mag Pow: 0    | Mag Pow: 0    | Mag Pow: 0    |
Res: 2        |             | Res: 2        | Res: 6        | Res: 3        |
Speed: 2      |             | Speed: 0      | Speed: 0      | Speed: 0      |
-----
```

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-----
Gold Armor    | Diamond Armor | Opal Armor    | Carabini Mail | Mirror Mail   |
Weapon Atk: 0 | Weapon Atk: 0 | Weapon Atk: 0 | Weapon Atk: 0 | Weapon Atk: 0 |
Weapon Def: 42| Weapon Def: 40| Weapon Def: 42| Weapon Def: 38| Weapon Def: 36|
Mag Pow: 0    | Mag Pow: 0    | Mag Pow: 0    | Mag Pow: 0    | Mag Pow: 0    |
Res: 6        | Res: 3        | Res: 3        | Res: 8        | Res: 8        |
Speed: 0      | Speed: 0      | Speed: 0      | Speed: 0      | Speed: 0      |
-----
```

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-----
Dragon Mail   | Genji Armor   | Maximillian   | Adaman Armor  | Materia Armor |
Weapon Atk: 0 | Weapon Atk: 0 | Weapon Atk: 3 | Weapon Atk: 0 | Weapon Atk: 0 |
Weapon Def: 40| Weapon Def: 46| Weapon Def: 46| Weapon Def: 58| Weapon Def: 52|
Mag Pow: 0    | Mag Pow: 0    | Mag Pow: 0    | Mag Pow: 0    | Mag Pow: 0    |
Res: 8        | Res: 12       | Res: 10       | Res: 3        | Res: 16       |
Speed: 0      | Speed: 0      | Speed: 0      | Speed: 0      | Speed: 0      |
-----
```

Peytral	Leather Garb	Chain Plate	Adaman Vest	Survival Vest
Weapon Atk: 5	Weapon Atk: 0	Weapon Atk: 0	Weapon Atk: 0	Weapon Atk: 0
Weapon Def: 29	Weapon Def: 18	Weapon Def: 28	Weapon Def: 30	Weapon Def: 30
Mag Pow: 5	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0
Res: 2	Res: 4	Res: 4	Res: 3	Res: 3
Speed: 2	Speed: 0	Speed: 0	Speed: 0	Speed: 0

Brigandine	Judo Uniform	Power Slash	Gaia Gear	Ninja Gear
Weapon Atk: 0	Weapon Atk: 0	Weapon Atk: 2	Weapon Atk: 0	Weapon Atk: 0
Weapon Def: 37	Weapon Def: 34	Weapon Def: 34	Weapon Def: 24	Weapon Def: 24
Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0
Res: 6	Res: 8	Res: 12	Res: 12	Res: 12
Speed: 0	Speed: 0	Speed: 0	Speed: 0	Speed: 0

Dark Gear	Wygar	Mirage Vest	Bone Plate	Onlyone
Weapon Atk: 0	Weapon Atk: 0	Weapon Atk: 0	Weapon Atk: 0	Weapon Atk: 0
Weapon Def: 32	Weapon Def: 35	Weapon Def: 32	Weapon Def: 42	Weapon Def: 34
Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0
Res: 3	Res: 10	Res: 16	Res: 8	Res: 24
Speed: 2	Speed: 0	Speed: 0	Speed: 0	Speed: 0

Brint Set	Hempen Robe	Silken Robe	Magus Robe	Mistle Robe
Weapon Atk: 0	Weapon Atk: 0	Weapon Atk: 0	Weapon Atk: 0	Weapon Atk: 0
Weapon Def: 28	Weapon Def: 15	Weapon Def: 15	Weapon Def: 15	Weapon Def: 15
Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0
Res: 16	Res: 22	Res: 28	Res: 30	Res: 30
Speed: 0	Speed: 0	Speed: 0	Speed: 0	Speed: 0

Blaze Robe	Thunder Robe	Flurry Robe	White Robe	Black Robe
Weapon Atk: 0	Weapon Atk: 0	Weapon Atk: 0	Weapon Atk: 0	Weapon Atk: 0
Weapon Def: 19	Weapon Def: 19	Weapon Def: 19	Weapon Def: 21	Weapon Def: 21
Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 2
Res: 30	Res: 30	Res: 30	Res: 38	Res: 36
Speed: 0	Speed: 0	Speed: 0	Speed: 0	Speed: 0

Light Robe	Lordly Robe	Silver Coat	Red Robe	Sage Robe
Weapon Atk: 0	Weapon Atk: 0	Weapon Atk: 0	Weapon Atk: 0	Weapon Atk: 0
Weapon Def: 25	Weapon Def: 28	Weapon Def: 30	Weapon Def: 22	Weapon Def: 24
Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0
Res: 40	Res: 42	Res: 38	Mag Res: 31	Res: 52
Speed: 0	Speed: 0	Speed: 0	Speed: 0	Speed: 0

Magic Robe	Reaper Cloak		Shortsword	Silver Sword
Weapon Atk: 0	Weapon Atk: 0		Weapon Atk: 25	Weapon Atk: 30
Weapon Def: 24	Weapon Def: 32	OPTION THREE	Weapon Def: 0	Weapon Def: 0
Mag Pow: 6	Mag Pow: 0	WEAPONS	Mag Pow: 0	Mag Pow: 0
Res: 36	Res: 36		Res: 0	Res: 0
Speed: 0	Speed: 0		Speed: 0	Speed: 0

Buster Sword	Burglar Sword	Gale Sword	Blood Sword	Restorer
Weapon Atk: 35	Weapon Atk: 39	Weapon Atk: 36	Weapon Atk: 18	Weapon Atk: 40
Weapon Def: 5	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0
Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 5
Res: 0	Res: 0	Res: 0	Res: 0	Res: 5
Speed: 0	Speed: 0	Speed: 1	Speed: 1	Speed: 0

Vitanova	Mythril Sword	Victor Sword	Onion	Chirijiraden
Weapon Atk: 38	Weapon Atk: 33	Weapon Atk: 33	Weapon Atk: 29	Weapon Atk: 65
Weapon Def: 0	Weapon Def: 0	Weapon Def: 10	Weapon Def: 5	Weapon Def: 0

Mag Pow: 2	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0
Res: 0	Res: 0	Res: 10	Res: 5	Res: 0
Speed: 0	Speed: 0	Speed: 0	Speed: 0	Speed: 0

Leglace Sword	Sweep Blade	Shadow Blade	Sun Blade	Atmos Blade
Weapon Atk: 41	Weapon Atk: 28	Weapon Atk: 32	Weapon Atk: 37	Weapon Atk: 36
Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0
Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0
Res: 0	Res: 0	Res: 0	Res: 0	Res: 0
Speed: 0	Speed: 0	Speed: 0	Speed: 2	Speed: 0

Flametounge	Air Blade	Icebrand	Kwaigon Blade	Ogun Blade
Weapon Atk: 38	Weapon Atk: 40	Weapon Atk: 42	Weapon Atk: 40	Weapon Atk: 42
Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 3	Weapon Def: 0
Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 2
Res: 0	Res: 0	Res: 0	Res: 3	Res: 0
Speed: 0	Speed: 0	Speed: 0	Speed: 0	Speed: 0

Pearl Blade	Paraiba Blade	Venus Blade	Ebon Blade	Adaman Blade
Weapon Atk: 46	Weapon Atk: 33	Weapon Atk: 45	Weapon Atk: 84	Weapon Atk: 35
Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 5	Weapon Def: 15
Mag Pow: 0	Mag Pow: 20	Mag Pow: 2	Mag Pow: 0	Mag Pow: 0
Res: 0	Res: 0	Res: 0	Res: 0	Res: 0
Speed: 0	Speed: 0	Speed: 2	Speed: 0	Speed: 0

Ayvuir Red	Ayvuir Blue	Blue Saber	Shamshir	Aqua Saber
Weapon Atk: 62	Weapon Atk: 51	Weapon Atk: 25	Weapon Atk: 31	Weapon Atk: 36
Weapon Def: 10	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0
Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0
Res: 0	Res: 10	Res: 0	Res: 0	Res: 0
Speed: 2	Speed: 0	Speed: 2	Speed: 0	Speed: 0

Harpe	Manganese	Mythril Saber	Soulsaber	Defender
Weapon Atk: 42	Weapon Atk: 47	Weapon Atk: 32	Weapon Atk: 39	Weapon Atk: 37
Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0
Mag Pow: 5	Mag Pow: 10	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0
Res: 0	Res: 0	Res: 0	Res: 10	Res: 0
Speed: 0	Speed: 0	Speed: 0	Speed: 0	Speed: 0

Apocalypse	Lionheart	Ragnarok	Lohengrin	Save the Queen
Weapon Atk: 32	Weapon Atk: 34	Weapon Atk: 36	Weapon Atk: 46	Weapon Atk: 45
Weapon Def: 0	Weapon Def: 2	Weapon Def: 0	Weapon Def: 0	Weapon Def: 3
Mag Pow: 0	Mag Pow: 0	Mag Pow: 5	Mag Pow: 0	Mag Pow: 0
Res: 0	Res: 1	Res: 0	Res: 0	Res: 3
Speed: 0	Speed: 0	Speed: 0	Speed: 0	Speed: 0

Arch Sword	Excalibur	Nagrarok	Sequence	Barong
Weapon Atk: 48	Weapon Atk: 47	Weapon Atk: 75	Weapon Atk: 32	Weapon Atk: 30
Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 2	Weapon Def: 0
Mag Pow: 0	Mag Pow: 2	Mag Pow: 0	Mag Pow: 5	Mag Pow: 0
Res: 0	Res: 0	Res: 0	Res: 2	Res: 0
Speed: 0	Speed: 1	Speed: 6	Speed: 2	Speed: 0

Ancient Sword	Diamond Sword	Hardedge	Vigilante	Zankplus
Weapon Atk: 32	Weapon Atk: 32	Weapon Atk: 42	Weapon Atk: 37	Weapon Atk: 49
Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0
Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0
Res: 0	Res: 0	Res: 0	Res: 0	Res: 0
Speed: 0	Speed: 0	Speed: 0	Speed: 0	Speed: 0

Master Sword	Oblige	Lurebreaker	Samson Sword	Falchion
Weapon Atk: 59	Weapon Atk: 48	Weapon Atk: 51	Weapon Atk: 32	Weapon Atk: 27
Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 5	Weapon Def: 5
Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0
Res: 0	Res: 0	Res: 0	Res: 0	Res: 0
Speed: 0	Speed: 0	Speed: 0	Speed: 0	Speed: 0

Predator	Striborg	El Cid Sword	Claymore	Vajra
Weapon Atk: 37	Weapon Atk: 33	Weapon Atk: 47	Weapon Atk: 49	Weapon Atk: 45
Weapon Def: 5	Weapon Def: 5	Weapon Def: 10	Weapon Def: 5	Weapon Def: 5
Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0
Res: 0	Res: 0	Res: 0	Res: 0	Res: 5
Speed: 0	Speed: 0	Speed: 0	Speed: 0	Speed: 0

Tabarise	Rhomphaia	Beastsword	Eclipse	Estreledge
Weapon Atk: 47	Weapon Atk: 57	Weapon Atk: 50	Weapon Atk: 76	Weapon Atk: 75
Weapon Def: 5	Weapon Def: 5	Weapon Def: 5	Weapon Def: 5	Weapon Def: 5
Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 5	Mag Pow: 0
Res: 0	Res: 0	Res: 0	Res: 0	Res: 5
Speed: 2	Speed: 0	Speed: 0	Speed: 0	Speed: 0

Jack Knife	Kris Knife	Khukuri	Kard	Scramasax
Weapon Atk: 22	Weapon Atk: 30	Weapon Atk: 37	Weapon Atk: 35	Weapon Atk: 29
Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0
Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0
Res: 0	Res: 5	Res: 0	Res: 0	Res: 0
Speed: 0	Speed: 0	Speed: 2	Speed: 0	Speed: 0

Rondell Dagger	Jambiya	Zorlin Shape	Sword Breaker	Orichalcum
Weapon Atk: 33	Weapon Atk: 31	Weapon Atk: 38	Weapon Atk: 39	Weapon Atk: 60
Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0
Mag Pow: 0	Mag Pow: 2	Mag Pow: 0	Mag Pow: 0	Mag Pow: 2
Res: 0	Res: 0	Res: 0	Res: 0	Res: 0
Speed: 0	Speed: 0	Speed: 1	Speed: 0	Speed: 0

Cinquedea	Mythril Knife	Tonberrian	Tiptaptwo	Stinger
Weapon Atk: 57	Weapon Atk: 32	Weapon Atk: 37	Weapon Atk: 35	Weapon Atk: 25
Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0
Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0
Res: 0	Res: 0	Res: 0	Res: 0	Res: 0
Speed: 5	Speed: 0	Speed: 10	Speed: 15	Speed: 2

Estoc	Fleuret	Scarlette	Flamberge	Djinn Flyssa
Weapon Atk: 32	Weapon Atk: 27	Weapon Atk: 27	Weapon Atk: 35	Weapon Atk: 34
Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 5	Weapon Def: 0
Mag Pow: 0	Mag Pow: 0	Mag Pow: 2	Mag Pow: 0	Mag Pow: 2
Res: 0	Res: 0	Res: 0	Res: 0	Res: 0
Speed: 2	Speed: 2	Speed: 2	Speed: 0	Speed: 2

Joyeuse	Mage Masher	Colichmarde	Gupti Aga	Madu
Weapon Atk: 37	Weapon Atk: 34	Weapon Atk: 36	Weapon Atk: 38	Weapon Atk: 33
Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0
Mag Pow: 0	Mag Pow: 5	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0
Res: 5	Res: 10	Res: 0	Res: 0	Res: 0
Speed: 2	Speed: 2	Speed: 2	Speed: 2	Speed: 2

Epeprism	Last Letter	Femme Fatale	Aerial Hole	Ninja Knife
Weapon Atk: 37	Weapon Atk: 45	Weapon Atk: 49	Weapon Atk: 43	Weapon Atk: 31
Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0
Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 8	Mag Pow: 0

Res: 0	Res: 0	Res: 0	Res: 0	Res: 0
Speed: 2	Speed: 2	Speed: 2	Speed: 2	Speed: 0

Murasame	Ashura	Osafune	Petalchaser	Kotetsu
Weapon Atk: 31	Weapon Atk: 33	Weapon Def: 35	Weapon Atk: 34	Weapon Atk: 37
Weapon Def: 0	Weapon Def: 0	Weapon Def: 5	Weapon Def: 0	Weapon Def: 0
Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0
Res: 0	Res: 0	Res: 0	Res: 0	Res: 0
Speed: 0	Speed: 0	Speed: 0	Speed: 0	Speed: 0

Kikuichimonji	Heaven's Cloud	Nosada	Masamune	Zanmato
Weapon Atk: 40	Weapon Atk: 39	Weapon Atk: 42	Weapon Atk: 65	Weapon Atk: 22
Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0
Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 2
Res: 5	Res: 5	Res: 0	Res: 0	Res: 0
Speed: 0	Speed: 0	Speed: 0	Speed: 0	Speed: 0

Mythril Epee	Charfire	Silkmoon	White Staff	Guard Staff
Weapon Atk: 32	Weapon Atk: 47	Weapon Atk: 55	Weapon Atk: 19	Weapon Atk: 25
Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 5
Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0
Res: 0	Res: 0	Res: 0	Res: 5	Res: 5
Speed: 0	Speed: 2	Speed: 0	Speed: 0	Speed: 0

Guard Staff	Judge Staff	Cure Staff	Pure Staff	Bless Staff
Weapon Atk: 21	Weapon Atk: 21	Weapon Atk: 29	Weapon Atk: 23	Weapon Atk: 23
Weapon Def: 5	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0
Mag Pow: 0	Mag Pow: 3	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0
Res: 5	Res: 5	Res: 5	Res: 5	Res: 5
Speed: 0	Speed: 0	Speed: 0	Speed: 0	Speed: 0

Snake Staff	Spring Staff	Garnett Staff	Cheer Staff	Nirvana Staff
Weapon Atk: 29	Weapon Atk: 28	Weapon Atk: 31	Weapon Atk: 32	Weapon Atk: 34
Weapon Def: 0	Weapon Def: 0	Weapon Def: 5	Weapon Def: 0	Weapon Def: 0
Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0
Mag Res: 5	Res: 5	Res: 5	Res: 5	Res: 10
Speed: 0	Speed: 0	Speed: 0	Speed: 0	Speed: 0

Power Staff	Dream Watcher	Rod	Firewheel Rod	Thunder Rod
Weapon Atk: 45	Weapon Atk: 43	Weapon Atk: 18	Weapon Atk: 21	Weapon Atk: 21
Weapon Def: 6	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0
Mag Pow: 0	Mag Pow: 10	Mag Pow: 2	Mag Pow: 2	Mag Pow: 2
Res: 5	Res: 15	Res: 0	Res: 0	Res: 0
Speed: 0	Speed: 0	Speed: 0	Speed: 0	Speed: 0

Sleet Rod	Terre Rod	Force Rod	Flame Rod	Thor Rod
Weapon Atk: 21	Weapon Atk: 23	Weapon Atk: 25	Weapon Atk: 27	Weapon Atk: 27
Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0
Mag Pow: 2	Mag Pow: 2	Mag Pow: 5	Mag Pow: 2	Mag Pow: 2
Res: 0	Res: 0	Res: 0	Res: 0	Res: 0
Speed: 0	Speed: 0	Speed: 0	Speed: 0	Speed: 0

Chill Rod	Stardust Rod	Princess Rod	Mythril Rod	Heretic Rod
Weapon Atk: 27	Weapon Atk: 29	Weapon Atk: 35	Weapon Atk: 32	Weapon Atk: 31
Weapon Def: 0	Weapon Def: 0	Weapon Def: 5	Weapon Def: 0	Weapon Def: 0
Mag Pow: 2	Mag Pow: 5	Mag Pow: 2	Mag Pow: 2	Mag Pow: 20
Res: 0	Res: 0	Res: 5	Res: 0	Res: 0
Speed: 0	Speed: 0	Speed: 0	Speed: 0	Speed: 0

Sapere Aude	Battle Mace	Energy Mace	Druid Mace	Sage Crosier
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Weapon Atk: 18	Weapon Atk: 31	Weapon Atk: 29	Weapon Atk: 33	Weapon Atk: 31
Weapon Def: 2	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0
Mag Pow: 6	Mag Pow: 0	Mag Pow: 2	Mag Pow: 3	Mag Pow: 8
Mag Res: 2	Res: 0	Res: 5	Res: 5	Res: 8
Speed: 2	Speed: 0	Speed: 0	Speed: 0	Speed: 0

Morning Staf	Mandragora	Life Crosier	Lotus Mace	Scorpion Tail
Weapon Atk: 33	Weapon Atk: 37	Weapon Atk: 35	Weapon Atk: 37	Weapon Atk: 38
Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0
Mag Pow: 2	Mag Pow: 2	Mag Pow: 2	Mag Pow: 2	Mag Pow: 2
Res: 5	Res: 5	Res: 10	Res: 5	Res: 5
Speed: 0	Speed: 0	Speed: 0	Speed: 0	Speed: 0

Mythril Mace	Cactus Stick	Vesper	Longbow	Char Bow
Weapon Atk: 32	Weapon Atk: 62	Weapon Atk: 39	Weapon Atk: 19	Weapon Atk: 21
Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0
Mag Pow: 2	Mag Pow: 2	Mag Pow: 2	Mag Pow: 0	Mag Pow: 0
Res: 5	Res: 5	Res: 5	Res: 0	Res: 0
Speed: 0	Speed: 0	Speed: 0	Speed: 0	Speed: 0

Thorn Bow	Nail Bow	Silver Bow	Artemis Bow	Yoichi Bow
Weapon Atk: 25	Weapon Atk: 29	Weapon Atk: 23	Weapon Atk: 27	Weapon Atk: 33
Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0
Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0
Res: 0	Res: 0	Res: 0	Res: 0	Res: 0
Speed: 0	Speed: 0	Speed: 0	Speed: 0	Speed: 0

Target Bow	Perseus Bow	Crescent Bow	Windslash Bow	Ranger Bow
Weapon Atk: 35	Weapon Atk: 42	Weapon Atk: 45	Weapon Atk: 25	Weapon Atk: 23
Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0
Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0
Res: 0	Res: 0	Res: 0	Res: 0	Res: 0
Speed: 0	Speed: 0	Speed: 0	Speed: 0	Speed: 0

Pranequin	Twin Bow	Hunt Bow	Fey Bow	Hades Bow
Weapon Atk: 29	Weapon Atk: 31	Weapon Atk: 33	Weapon Atk: 31	Weapon Atk: 33
Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0
Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0
Res: 0	Res: 0	Res: 0	Res: 0	Res: 0
Speed: 0	Speed: 0	Speed: 0	Speed: 0	Speed: 0

Nike Bow	Master Bow	Max's Oathbow	Seventh Heaven	Marduk Bow
Weapon Atk: 37	Weapon Atk: 41	Weapon Atk: 61	Weapon Atk: 15	Weapon Atk: 39
Weapon Def: 5	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0
Mag Pow: 0	Mag Pow: 0	Mag Pow: 2	Mag Pow: 0	Mag Pow: 0
Res: 0	Res: 0	Res: 0	Res: 0	Res: 0
Speed: 0	Speed: 0	Speed: 0	Speed: 0	Speed: 0

ARbalest	Javelin	Lava Spear	Gae Bolg	Ice Lane
Weapon Atk: 42	Weapon Atk: 31	Weapon Atk: 33	Weapon Atk: 39	Weapon Atk: 35
Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0
Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0
Res: 0	Res: 0	Res: 0	Res: 0	Res: 0
Speed: 0	Speed: 0	Speed: 0	Speed: 0	Speed: 0

Partisan	Kain's Lance	Trident	Dragon Whisker	Mythril Spear
Weapon Atk: 42	Weapon Atk: 47	Weapon Atk: 50	Weapon Atk: 45	Weapon Atk: 32
Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0
Mag Pow: 0	Mag Pow: 0	Mag Pow: 2	Mag Pow: 0	Mag Pow: 0
Res: 0	Res: 0	Res: 0	Res: 0	Res: 0

Speed: 0 | Speed: 0 | Speed: 0 | Speed: 0 | Speed: 0 |

Odin Lance | Beastspear | Bagnaa Spike | Demon Bell | Glass Bell |
Weapon Atk: 55 | Weapon Atk: 51 | Weapon Atk: 53 | Weapon Atk: 22 | Weapon Atk: 25 |
Weapon Def: 0 | Weapon Def: 10 | Weapon Def: 5 | Weapon Def: 0 | Weapon Def: 0 |
Mag Pow: 0 | Mag Pow: 0 | Res: 5 | Mag Pow: 0 | Mag Pow: 0 |
Res: 0 | Res: 0 | Res: 0 | Res: 0 | Res: 1 |
Speed: 0 | Speed: 0 | Speed: 0 | Speed: 0 | Speed: 0 |

War Trumpet | Conch Shell | Earth Bell | Black Quena | Satyr Flute |
Weapon Atk: 25 | Weapon Atk: 31 | Weapon Atk: 31 | Weapon Atk: 33 | Weapon Atk: 35 |
Weapon Def: 0 | Weapon Def: 2 | Weapon Df: 3 | Weapon Def: 0 | Weapon Def: 0 |
Mag Pow: 0 | Mag Pow: 0 | Mag Pow: 0 | Mag Pow: 0 | Mag Pow: 0 |
Res: 0 | Res: 0 | Res: 0 | Res: 2 | Res: 0 |
Speed: 0 | Speed: 0 | Speed: 0 | Speed: 0 | Speed: 0 |

Fairy Harp | Anoa Flute | Heal Chime | Blood Strings | Mythril Bell |
Weapon Atk: 29 | Weapon Atk: 32 | Weapon Atk: 39 | Weapon Atk: 22 | Weapon Atk: 32 |
Weapon Def: 0 | Weapon Def: 0 | Weapon Def: 0 | Weapon Def: 0 | Weapon Def: 0 |
Mag Pow: 2 | Mag Pow: 0 | Mag Pow: 0 | Mag Pow: 0 | Mag Pow: 0 |
Res: 0 | Res: 2 | Res: 0 | Res: 0 | Res: 0 |
Speed: 0 | Speed: 0 | Speed: 0 | Speed: 0 | Speed: 0 |

Dark Fiddle | Hard Knuckles | Rising Sun | Sick Knuckles | Dream Claws |
Weapon Atk: 45 | Weapon Atk: 29 | Weapon Atk: 31 | Weapon Atk: 35 | Weapon Atk: 39 |
Weapon Def: 0 | Weapon Def: 0 | Weapon Def: 0 | Weapon Def: 0 | Weapon Def: 0 |
Mag Pow: 0 | Mag Pow: 0 | Mag Pow: 0 | Mag Pow: 0 | Mag Pow: 0 |
Res: 0 | Res: 0 | Res: 0 | Res: 0 | Res: 0 |
Speed: 0 | Speed: 0 | Speed: 0 | Speed: 0 | Speed: 0 |

Kaiser | Cat Claws | Survivor | White Fangs | Godhand |
Weapon Atk: 42 | Weapon Atk: 35 | Weapon Atk: 37 | Weapon Atk: 39 | Weapon Atk: 39 |
Weapon Def: 0 | Weapon Def: 0 | Weapon Def: 2 | Weapon Def: 0 | Weapon Def: 0 |
Mag Pow: 0 | Mag Pow: 0 | Mag Pow: 0 | Mag Pow: 0 | Mag Pow: 3 |
Res: 0 | Res: 0 | Res: 0 | Res: 0 | Res: 0 |
Speed: 0 | Speed: 2 | Speed: 0 | Speed: 0 | Speed: 1 |

Tiger Fnags | Death Claws | Mythril Claws | Greaseburts | Magic Hands |
Weapon Atk: 41 | Weapon Atk: 43 | Weapon Atk: 32 | Weapon Atk: 59 | Weapon Atk: 0 |
Weapon Def: 0 | Weapon Def: 0 | Weapon Def: 0 | Weapon Def: 0 | Weapon Def: 0 |
Mag Pow: 0 | Mag Pow: 0 | Mag Pow: 0 | Mag Pow: 0 | Mag Pow: 0 |
Res: 0 | Res: 0 | Res: 0 | Res: 0 | Res: 0 |
Speed: 0 | Speed: 0 | Speed: 0 | Speed: 0 | Speed: 0 |

Goblin Soul | Bomb soul | Dragon Soul | Lamia Soul | Bug Soul |
Weapon Atk: 32 | Weapon Atk: 36 | Weapon Atk: 43 | Weapon Atk: 41 | Weapon Atk: 39 |
Weapon Def: 0 | Weapon Def: 0 | Weapon Def: 5 | Weapon Def: 0 | Weapon Def: 2 |
Mag Pow: 2 | Mag Pow: 2 | Mag Pow: 2 | Mag Pow: 2 | Mag Pow: 2 |
Res: 0 | Res: 0 | Res: 0 | Res: 0 | Res: 0 |
Speed: 0 | Speed: 0 | Speed: 0 | Speed: 0 | Speed: 0 |

Panther Soul | Eye Soul | Dread Soul | Rukhavi Soul | Aiot Gun |
Weapon Atk: 39 | Weapon Atk: 45 | Weapon Atk: 49 | Weapon Atk: 67 | Weapon Atk: 27 |
Weapon Def: 0 | Weapon Def: 0 | Weapon Def: 0 | Weapon Def: 0 | Weapon Def: 0 |
Mag Pow: 2 | Mag Pow: 2 | Mag Pow: 2 | Mag Pow: 2 | Mag Pow: 0 |
Res: 0 | Res: 0 | Res: 0 | Res: 0 | Res: 0 |
Speed: 0 | Speed: 0 | Speed: 0 | Speed: 0 | Speed: 0 |

Silver Cannon | Riot Gun | Chaos Rifle | Lost Gun | Peacemaker |
Weapon Atk: 31 | Weapon Atk: 31 | Weapon Atk: 33 | Weapon Atk: 31 | Weapon Atk: 33 |

Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0
Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0
Res: 0	Res: 0	Res: 0	Res: 0	Res: 0
Speed: 0	Speed: 0	Speed: 0	Speed: 0	Speed: 0

Giot Gun	Longbarrel	Outsider	Mythril Gun	Bindsnipe
Weapon Atk: 37	Weapon Atk: 39	Weapon Atk: 41	Weapon Atk: 32	Weapon Atk: 47
Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 0
Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0
Res: 0	Res: 0	Res: 0	Res: 0	Res: 0
Speed: 0	Speed: 0	Speed: 0	Speed: 0	Speed: 0

Calling Gun		Bronze Shield	Round Shield	Opal Shield
Weapon Atk: 59		Weapon Atk: 0	Weapon Atk: 0	Weapon Atk: 0
Weapon Def: 0	OPTION FOUR	Weapon Def: 0	Weapon Def: 0	Weapon Def: 2
Mag Pow: 0	SHIELDS	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0
Res: 0		Res: 2	Res: 4	Res: 6
Speed: 0		Speed: 0	Speed: 0	Speed: 0

Ice Shield	Flame Shield	Aegis Shield	Genji Shield	Sacri Shield
Weapon Atk: 0	Weapon Atk: 0	Weapon Atk: 0	Weapon Atk: 0	Weapon Atk: 0
Weapon Def: 0	Weapon Def: 0	Weapon Def: 5	Weapon Def: 10	Weapon Def: 5
Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0
Res: 6	Res: 6	Res: 5	Res: 7	Res: 5
Speed: 0	Speed: 0	Speed: 0	Speed: 0	Speed: 0

Shigin Shield	Choco Shield	La Seraphica	Reverie Shield	
Weapon Atk: 0	Weapon Atk: 0	Weapon Atk: 0	Weapon Atk: 0	
Weapon Def: 0	Weapon Def: 0	Weapon Def: 0	Weapon Def: 5	OPTION FIVE
Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	ADDITONAL
Res: 10	Res: 0	Res: 5	Res: 10	
Speed: 0	Speed: 0	Speed: 0	Speed: 0	

Shoes	Spiked Boots	Dash Shoes	Red Shoes	Feather Boots
Weapon Atk: 0	Weapon Atk: 0	Weapon Atk: 0	Weapon Atk: 0	Weapon Atk: 0
Weapon Def: 7	Weapon Def: 4	Weapon Def: 2	Weapon Def: 3	Weapon Def: 3
Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0
Res: 0	Res: 0	Res: 0	Res: 5	Res: 0
Speed: 0	Speed: 0	Speed: 0	Speed: 0	Speed: 0

Germinas	Caligula	Gauntlets	Thief Armlets	Bracers
Weapon Atk: 0	Weapon Atk: 3	Weapon Atk: 5	Weapon Atk: 3	Weapon Atk: 5
Weapon Def: 3	Weapon Def: 10	Weapon Def: 5	Weapon Def: 3	Weapon Def: 12
Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0
Res: 0	Res: 0	Res: 0	Res: 0	Res: 0
Speed: 0	Speed: 0	Speed: 0	Speed: 0	Speed: 0

Genji Armlets	Fire Mitts	Bone Armlets	Fortune Ring	Magic Ring
Weapon Atk: 5	Weapon Atk: 0	Weapon Atk: 3	Weapon Atk: 0	Weapon Atk: 0
Weapon Def: 10	Weapon Def: 8	Weapon Def: 6	Weapon Def: 3	Weapon Def: 0
Mag Pow: 2	Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 3
Res: 5	Res: 10	Res: 8	Res: 5	Res: 10
Speed: 0	Speed: 0	Speed: 0	Speed: 0	Speed: 0

Angel Ring	Scarab	Ruby Earring	Star Armlet	
Weapon Atk: 0	Weapon Atk: 0	Weapon Atk: 0	Weapon Atk: 0	
Weapon Def: 0	Weapon Def: 2	Weapon Def: 3	Weapon Def: 4	
Mag Pow: 0	Mag Pow: 0	Mag Pow: 0	Mag Pow: 6	
Mag Res: 0	Res: 8	Res: 6	Res: 4	
Speed: 0	Speed: 0	Speed: 0	Speed: 2	

(07) MISSION ITEMS

This part of the guide will list all of the mission items, and what they do, how to get them, and where they're required.

~~~~~	~~~~~
Adaman Alloy	Adamantite
~~~~~	~~~~~
Get By: Complete Adaman Alloy (131)	Get by: Metal Hunt (207)
Adaman Order (184)	---
---	Required: Mysidia Alloy (132)
Required: Armor & Turtle (297)	Adaman Alloy (131) Adaman Order (184)
Blade & Turtle (285)	Magic Mysidia Missions (185)
---	---
Effects: Raise defense a small amount	Effects: Raise defense small amount

~~~~~	~~~~~
Ahriman Eye	Ahriman Wing
~~~~~	~~~~~
Get by: Watching You (113)	Get by: Faithful Fairy (135)
---	---
Required: Staring Eyes (050)	Required: Young Love (141)
---	---
Effects: M-Pow. +, Enhances Dark	Effects: N/A

~~~~~	~~~~~
Ally Finder	Ally Finder 2
~~~~~	~~~~~
Get by: Lost In Mist (161)	Get by: Darn Kids (162)
---	Missing Meow (067)
Required: Darn Kids (162)	---
---	Required: Beastly Gun (284)
Effects: N/A	---
	Effects: N/A

~~~~~	~~~~~
Amber	Ancient Bills
~~~~~	~~~~~
Get by: New Antilaw (056)	Get by: Swap Meet (183)
---	---
Required: N/A	Required: N/A
---	---
Effects: Def.+ and Res.+	Effects: N/A

~~~~~	~~~~~
Ancient Coins	Ancient Medal
~~~~~	~~~~~
Get by: Golden Gil (114)	Get by: The Skypole (201)
---	Ruins Survey (202)
Required: N/A	---

---	Required: The Last Day (143)	
Effects: Attack+ and Mag. Res.+	Swap Meet (183)	

	Effects: Mag. Res.+	

~~~~~	~~~~~	
Ancient Text	Animal Bone	
~~~~~	~~~~~	
Get by: Earth Colors (139)	Get by: No Scents (173)	
---	---	
Required: N/A	Required: To Meden (153)	
---	---	
Effects: Defense+	Effects: Defense+	

~~~~~	~~~~~	
Badge	Bent Sword	
~~~~~	~~~~~	
Get by: White Kupos (not a mission)	Get by: Coo's Break (157)	
---	Run With Us (190)	
Required: N/A	---	
---	Required: Valuable Fake (286)	
Effects: Defense+, Mag. Res.+	---	
	Effects: N/A	

~~~~~	~~~~~	
Black Thread	Blood Apple	
~~~~~	~~~~~	
Get by: Life Or Death (210)	Get by: Scarface (179)	
The Witness (209) Math is Hard (208)	Thorny Dreams (193)	
---	---	
Required: Runaway Boy (166)	Required: Weaver's War (287)	
Black Hat (166) Minstrel Song (293)	The Fey Blade (099)	
---	---	
Effects: Mag. Pow.+	Effects: Defense+ and Mag. Res.+	

~~~~~	~~~~~	
Blood Shawl	Blue Rose	
~~~~~	~~~~~	
Get by: Faceless Dolls (134)	Get by: Desert Rose (051)	
---	---	
Required: Unlucky Star (282)	Required: Negotate w/ Old Friends (107)	
---	---	
Effects: Defense+ and Mag. Res.+	Effects: Enhances dark	

~~~~~	~~~~~	
Body Ceffyl	Bomb Shell	
~~~~~	~~~~~	
Get by: Body Ceffyl (197)	Get by: Rubber or Real (219)	
---	Help Dad (218)	
Required: The Spiritstone (198)	---	
---	Required: Honor Lost (155)	
Effects: Attack+ and Defense+	Cheap Laughs (170)	

	Effects: Defense+	

~~~~~	~~~~~	
Broken Sword	Caravan Musk	
~~~~~	~~~~~	
Get by: Inspiration (156)	Get by: Caravan Guard (168)	
Why Am I Wet? (189)	Mirage Tower (118)	
---	---	
Required: Refurbishing (289)	Required: No Scents (173)	
Blade & Turtle	---	
---	Effects: N/A	
Effects: Attack+		

~~~~~	~~~~~	
Cat's Tears	Choco Bread	
~~~~~	~~~~~	
Get by: Broken Tunes (127)	Get by: Chocobo Work (226)	
---	---	
Required: Clocktower (149)	Required: Bread Woes (234)	
---	The Well Maze (229)	
Effects: N/A	---	
	Effects: N/A	

~~~~~	~~~~~	
Choco Gratin	Chocobo Egg	
~~~~~	~~~~~	
Get by: Mama's Taste (228)	Get by: Chocobo Help! (200)	
Party Night (227)	Better Living (224)	
---	---	
Required: Food For Truth (268)	Required: No Scents (173)	
Corral Cave (283)	Malboro Hunt (225)	
---	---	
Effects: N/A	Effects: N/A	

~~~~~	~~~~~	
Chocobo Skin	Clock Gear	
~~~~~	~~~~~	
Get by: Skinning Time (214)	Get by: Spirited Boy (175)	
Smuggle Bust (105)	---	
---	Required: Soldier's Wish (181)	
Required: Fashion World (299)	---	
Fashion Hoopla (300)	Effects: N/A	

Effects: N/A		

~~~~~	~~~~~	
Clock Post	Coast Medal	
~~~~~	~~~~~	
Get by: Clocktower (149)	Get by: Pirates Ahoy (124)	
---	---	
Required: Soldier's Wish (181)	Required: N/A	
---	---	
Effects: N/A	Effects: N/A	

~~~~~	~~~~~	
Crusite Alloy	Crystal	
~~~~~	~~~~~	
Get by: Crusite Alloy (133)	Get by: Down to Earth (152)	
Conundrum (186)	---	

---	Required: N/A	
Required: Weaver's War (287)	---	
Gun Crazy (294)	Effects: Attack+ and Mag. Res.+	

Effects: Defense+		

~~~~~	~~~~~	
Cyril Ice	Dame's Blush	
~~~~~	~~~~~	
Get by: Malboro Hunt (225)	Get by: Falcon Flown (128)	
---	---	
Required: Negotiate Snow Fairy (109)	Required: Darn Kids (162)	
---	---	
Effects: Enhances ice	Effects: N/A	

~~~~~	~~~~~	
Danbukwood	Delta Fang	
~~~~~	~~~~~	
Get by: Relax Time! (237)	Get by: Free Baguba! (077)	
---	---	
Required: El Ritmo (278)	Required: A Worthy Eye (160)	
---	---	
Effects: N/A	Effects: N/A	

~~~~~	~~~~~	
Dictionary	Dragon Bone	
~~~~~	~~~~~	
Get by: The Bell Tolls (144)	Get by: Frozen Spring (172)	
---	---	
Required: Spirited Boy (175)	Required: An Education (150)	
---	---	
Effects: N/A	Effects: Defense+	

~~~~~	~~~~~	
Earplugs	Earth Sigil	
~~~~~	~~~~~	
Get by: Morning Woes (151)	Get by: Earth Sigil (080)	
---	A Barren Land (119)	
Required: N/A	---	
---	Required: Body Ceffyl (197)	
Effects: Defense+	---	
	Effects: Mag. Pow+	

~~~~~	~~~~~	
Edaroya Tome	Elda's Cup	
~~~~~	~~~~~	
Get by: Ghosts Of War (142)	Get by: Hungry Ghost (123)	
---	---	
Required: N/A	Required: Caravan Guard (168)	
---	---	
Effects: Atk.+, Mag. Pow.+ Enhances Holy and Dark	Effects: Mag. Pow.+	

~~~~~ Eldagusto ~~~~~	~~~~~ Encyclopedia ~~~~~	
Get by: Sauce Recipe (No number) ---	Get by: Book Mess (235) ---	
Required: My Mission (No number) ---	Required: N/A ---	
Effects: N/A	Effects: Defense+ and Mag. Res.+	

~~~~~ Esteroth ~~~~~	~~~~~ Fairy Wing ~~~~~	
Get by: Moogle Bride (089) ---	Get by: For The Lady (136) ---	
Required: N/A ---	Required: Faithful Fairy (135) ---	
Effects: Atk.+, Def.+, Mag. Pow.+, and Mag. Res.+	Effects: N/A	

~~~~~ Feather Badge ~~~~~	~~~~~ Fight Trophy ~~~~~	
Get by: The Deep Sea (158) ---	Get by: Sprohm Meet (121) ---	
Required: A Worthy Eye (160) ---	Required: N/A ---	
Effects: N/A	Effects: N/A	

~~~~~ Fire Sigil ~~~~~	~~~~~ Flower Vase ~~~~~	
Get by: Fire Sigil (076) Gulug Ghost (116) ---	Get by: Wanted! (025) --- Required: Desert Rose (051)	
Required: Mind Ceffyl (196) ---	--- Effects: N/A	
Effects: Mag. Pow.+		

~~~~~ Fountain Pen ~~~~~	~~~~~ Friend Badge ~~~~~	
Get by: An Education (150) ---	Get by: Young Love (141) ---	
Required: N/A ---	Required: N/A ---	
Effects: Mag. Pow.+	Effects: Defense+	

~~~~~ Gedegg Soup ~~~~~	~~~~~ Gold Vessel ~~~~~	
Get by: Prof. In Trouble (046)	Get by: Sparkling Lake	

Hot Recipe (047)	---	
---		Required: My Mission (maybe)
Required: N/A	---	
---		Effects: N/A
Effects: Defense+ and Mag. Res+		

~~~~~	~~~~~	
Goldcap	Grownup Bread	
~~~~~	~~~~~	
Get by: Seven Nights (137)	Get by: Inspiration (156)	
---	---	
Required: Mirage Town (180)	Required: Good Bread (276)	
---	---	
Effects: N/A	Effects: N/A	

~~~~~	~~~~~	
Guard Medal	Gysahl Greens	
~~~~~	~~~~~	
Get by: Castle Sit-In (125)	Get by: New Fields (222)	
---	---	
Required: N/A	Required: Mama's Taste (228)	
---	---	
Effects: Attack+	Effects: N/A	

~~~~~	~~~~~	
Helje Key	The Hero Gaol	
~~~~~	~~~~~	
Get by: Prison Break (057)	Get by: Oasis Frogs (062)	
---	---	
Required: Den of Evil (064)	Required: Obtain secret character Lini	
---	---	
Effects: Enhances fire	Effects: N/A	

~~~~~	~~~~~	
Homework	Insignia	
~~~~~	~~~~~	
Get by: The Last Day (143)	Get by: A Worthy Eye (160)	
---	Alchemist Boy (192)	
Required: Life Or Death (210)	---	
---	Required: Beastly Gun (284)	
Effects: N/A	---	
	Effects: N/A	

~~~~~	~~~~~	
Jerky	Justice Badge	
~~~~~	~~~~~	
Get by: Jerky Days (221)	Get by: Lost Heirloom (140)	
---	---	
Required: Come On Out (267)	Required: N/A	
---	---	
Effects: N/A	Effects: Enhances holy	

~~~~~	~~~~~
Kiddy Bread	Leestone
~~~~~	~~~~~
Get by: Bread Woes (234)	Get by: The Wormhole (206)
---	---
Required: Good Bread (276)	Required: Stone Secret (290)
---	---
Effects: N/A	Effects: Defense+
~~~~~	~~~~~
Life Water	Loaded Dice
~~~~~	~~~~~
Get by: Clear Shady Deals (138)	Get by: Diary Dilemma (164)
---	---
Required: On the Waves (174)	Required: N/A
---	---
Effects: N/A	Effects: Atttack+
~~~~~	~~~~~
Love Potion	Magic Cloth
~~~~~	~~~~~
Get by: Lifework (169)	Get by: Wild River (215)
---	Magic Cloth (216)
Required: N/A	---
---	Required: Black Hat (295)
Effects: N/A	Hat For a Girl (296)

	Effects: Magic Power+
~~~~~	~~~~~
Magic Cotton	Magic Fruit
~~~~~	~~~~~
Get by: Cotton Guard (217)	Get by: Clear Mirage Town (180)
---	---
Required: Magic Cloth (216)	Required: N/A
Fashion World (299)	---
Fashion Hoopla (300)	Effects: Magic Power+

Effects: Magic Power+	
~~~~~	~~~~~
Magic Medal	Magic Trophy
~~~~~	~~~~~
Get by: Girl in Love (199)	Get by: Cadoan Meet (120)
Strange Fires (223)	---
---	Required: N/A
Required: Who Am I? (273)	---
---	Effects: N/A
Effects: Magic Power+	
~~~~~	~~~~~
Magic Vellum	Malboro Wine



~~~~~ Get by: Magic Vellum (231) --- Required: N/A --- Effects: Magic Power+	~~~~~ Get by: She's Gone (230) --- Required: Her Big Move (279) --- Effects: N/A
---	---

~~~~~ Master Brave ~~~~~ Get by: Clan Law (090) --- Required: N/A --- Effects: Wep. Atk., Def., MA+, Res+	~~~~~ Materite ~~~~~ Get by: Materite (205) --- Required: Dark Armor (298) --- Effects: Defense+
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~~~~~ Mind Ceffyl ~~~~~ Get by: Mind Ceffyl (196) --- Required: The Spiritstone (198) --- Effects: Magic Attack+, Resistance+	~~~~~ Monster Guide ~~~~~ Get by: Goblin Town (145) --- Required: N/A --- Effects: N/A
--	---

~~~~~ Moon Bloom ~~~~~ Get by: Sweet Talk (178) --- Required: Sword Stuff (291) --- Effects: Magic Power+	~~~~~ Moonwood ~~~~~ Get by: Foma Jungle (238) --- Required: El Ritmo (278) --- Effects: N/A
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~~~~~ Mysidia Alloy ~~~~~ Get by: Mysidia Alloy (132) Magic Mysidia (185) --- Required: A Stormy Night (292) The Hero Blade (098) --- Effects: Defense+	~~~~~ Mythril Pick ~~~~~ Get by: Mad Alchemist --- Required: Goblin Town (145) --- Effects: Weapon Attack+
--	---

~~~~~ Neighbor Pin ~~~~~ Get by: Neighbor! (154) ---	~~~~~ Ogma's Seal ~~~~~ Get by: The Worldwyrn (088) ---
------------------------------------------------------------------	---------------------------------------------------------------------

Required: Lost Heirloom (140)	Required: N/A
---	---
Effects: N/A	Effects: Wep. Atk., Def+, MA+, Res+
-----	-----
~~~~~	~~~~~
Old Statue	Panther Hide
~~~~~	~~~~~
Get by: To Meden (153)	Get by: Into the Wood (220)
---	---
Required: Stage Fright (163)	Required: N/A
---	---
Effects: Wep. Atk., Def+, MA+, Res+	Effect: Defense+, Resistance+
-----	-----
~~~~~	~~~~~
Power Fruit	Rabbit Tail
~~~~~	~~~~~
Get by: Soldier's Wish (181)	Get by: One More Tail (236)
---	---
Required: N/A	Required: Missing Meow (067)
---	The Performer (270)
Effects: Defense+	---
	Effects: N/A
-----	-----
~~~~~	~~~~~
Rainbowite	Rat Tail
~~~~~	~~~~~
Get by: Wine Delivery (126)	Get by: Words of Love (147)
---	Lucky Night (187)
Valuable Fake (286)	---
---	Required: Armor & Turtle (297)
Effects: N/A	Lucky Charm (191)
	---
	Effects: N/A
-----	-----
~~~~~	~~~~~
Runba's Tale	Rusty Spear
~~~~~	~~~~~
Get by: Novel Ascent (232)	Get by: The Match (158)
Shiver (233)	Lucky Charm (191)
---	---
Required: Inspiration (156)	Required: Carrot! (095)
Coo's Break (157)	Stone Secret (290)
---	---
Effects: N/A	Effects: N/A
-----	-----
~~~~~	~~~~~
Rusty Sword	Secret Books
~~~~~	~~~~~
Get by: Honor Lost (155)	Get by: Secret Books (146)
Tutor Search (188)	---
---	Required: Shady Deals (138)
Required: The Hero Blade (098)	---
Stone Secret (290)	Effects: N/A
---	
Effects: Weapon Attack+	

~~~~~		~~~~~	
Silk Bloom		Silvril	
~~~~~		~~~~~	
Get by: The Blue Bolt (177)		Get by: Mythril Rush (103)	
---		Seeking Silver (204)	
Required: Sword Stuff (291)		---	
---		Required: Mysdia Alloy (132)	
Effects: Magic Power+		Magic Mysdia (185)	
		---	
		Effects: Magic Attack+	

~~~~~		~~~~~	
Sketchbook		Skull	
~~~~~		~~~~~	
Get by: Sketchy Thief (059)		Get by: On the Waves (174)	
---		---	
Required: N/A		Required: Falcon Flown (128)	
---		---	
Effects: N/A		Effects: Defense+	

~~~~~		~~~~~	
Snake Shield		Spiritstone	
~~~~~		~~~~~	
Get by: Hundred-Eye (165)		Get by: The Spiristone (198)	
---		---	
Required: Recruit the unit "Cheney"		Required: The Dark Blade (097)	
---		---	
Effects: Weapon Defense+		Effects: Attack+, Def., MA+, Res.+	

~~~~~		~~~~~	
Sport Trophy		Sprinkler	
~~~~~		~~~~~	
Get by: Run For Fun (122)		Get by: Fire! Fire! (038)	
---		---	
Required: N/A		Required: N/A	
---		---	
Effects: N/A		Effects: Enhances ice and water	

~~~~~		~~~~~	
Stasis Rope		Stilpool Scroll	
~~~~~		~~~~~	
Get by: Runaway Boy (166)		Get by: T.L.C. (171)	
---		---	
Required: Novel Ascent (232)		Required: Secret Books (146)	
---		---	
Effects: Defense+, Resistance+		Effects: N/A	

~~~~~		~~~~~	
Stolen Gil		Stormstone	
~~~~~		~~~~~	
Get by: Dry Spell (182)		Get by: Mist Stars (130)	

---	---
Required: For the Lady (136)	Required: Fabled Sword (288)
---	---
Effects: N/A	Effects: Enhances wind
-----	-----
~~~~~	~~~~~
Stradivari	Stuffed Bear
~~~~~	~~~~~
Get by: You, Immortal (148)	Get by: With Babus (special mission)
---	---
Minstrel Song (293)	Required: N/A
---	---
Effects: N/A	Effects: N/A
-----	-----
~~~~~	~~~~~
Telaq Flower	The Hero Gaol
~~~~~	~~~~~
Get by: For a Flower (239)	Get by: Oasis Frogs (062)
---	---
Required: N/A	Required: Recruit "Lini"; also read to
---	unlock The Hero Gaol story missions
Effects: Res+, enhances thunder	---
-----	Effects: N/A
-----	-----
~~~~~	~~~~~
Thunderstone	Tiger Hide
~~~~~	~~~~~
Get by: Danger Pass (129)	Get by: Flesh & Bones (108)
---	Poachers (108)
Required: Fabled Sword (288)	---
---	Required: N/A
Effects: Enhances thunder	---
-----	Effects: Defense+, Resistance+
-----	-----
~~~~~	~~~~~
Tonberry Lamp	Topaz Armring
~~~~~	~~~~~
Get by: Cheap Laughs (170)	Get by: S.O.S. (048)
---	---
Required: You, Immortal (148)	Required: N/A
---	---
Effects: Weapon Attack+	Effects: Enhances earth
-----	-----
~~~~~	~~~~~
Tranquil Box	Trichord
~~~~~	~~~~~
Get by: Stage Fright (163)	Get by: For a Song (054)
---	---
Required: Ghosts of War (142)	Required: N/A
---	---
Effects: N/A	Effects: Res+, enhances wind and water
-----	-----

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~~~~~
Vermillion | Water Sigil |
~~~~~
Get by: Hero of Yore (reserve mission) | Get by: Water Sigil (078) |
--- | Water City (117) |
Required: My Mission (reserve mission) | --- |
--- | Requiried: Body Ceffyl (197) |
Effects: N/A | --- |
| Effects: Magic Power+ |
-----

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~~~~~
White Flowers | White Thread |
~~~~~
Get by: White Flowers (055) | Get by: Oh Milese (213) |
--- | Karlos's Day (211) To Father (212) |
Required: N/A | --- |
--- | Required: Girl In Love (199) |
Effects: enhances holy | Hat For a Girl (296) |
| --- |
| Effects: Resistance+ |
-----

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-----
~~~~~
Wind Sigil | Wurmstone |
~~~~~
Get by: Wind Sigil (079) | Get by: Ruby Red (031) |
--- | --- |
Required: Mind Ceffyl (196) | Required: Recruit Palanza |
--- | --- |
Effects: Magic Power+ | Effects: Enhances fire |
| |
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~~~~~
Zodiac Ore |
~~~~~
Get by: Dig Dig Dig (203) |
--- |
Required: Crusite Alloy (133) |
The Fey Blade (099) Conundrum (186) |
--- |
Effects: Defense+ |
|
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+=====+
| (08) THE JOB SYSTEM |
+=====+

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There are 34 jobs in Final Fantasy Tactics Advance and only certain races can learn some. Also, you must master a certain amount of abilites to be able to choose that job. This chapter will list all the jobs, in alphabetical order, that a certain race can learn. This is how I'll lay it out:

- Name: The name of the job
- Races that can learn: The races that are able to learn the job
- Required abilities: The required abilities that you must have mastered to learn the job

-----  
Name: Alchemist  
Races that can learn: Nu Mou  
Required abilities: 5 Black Mage abilities and 3 White Mage abilities

Name: Animist  
Races that can learn: Moogles  
Required abilities: None

Name: Archer  
Races that can learn: Human, Viera  
Required abilities: None

Name: Assassin  
Races that can learn: Viera  
Required abilities: 2 Elemental abilities and 1 sniper ability

Name: Beastmaster  
Races that can learn: Nu Mou  
Required abilities: None

Name: Bishop  
Races that can learn: Bagnaa  
Required abilities: 2 White Monk abilities

Name: Black Mage  
Races that can learn: Human, Nu Mou, Moogles  
Required abilities: None

Name: Blue Mage  
Races that can learn: Human  
Required abilities: 1 Black Mage ability

Name: Defender  
Races that can learn: Bagnaa  
Required abilities: 2 Warrior abilities

Name: Dragoon  
Races that can learn: Bagnaa  
Required abilities: 2 Warrior abilities

Name: Elementalist  
Races that can learn: Viera  
Required abilities: 1 Fencer ability and 1 White Mage ability

Name: Fencer  
Races that can learn: Viera  
Required abilities: None

Name: Fighter  
Races that can learn: Human  
Required abilities: 2 Soldier abilities

Name: Gadgeteer  
Races that can learn: Moogles  
Required abilities: 2 Thief abilities

Name: Gladiator  
Races that can learn: Bagnaa  
Required abilities: 2 Warrior abilities

Name: Gunner  
Races that can learn: Moogles  
Required abilities: 1 Animist ability

Name: Hunter  
Races that can learn: Human  
Required abilities: 2 Archer abilities

Name: Illusionist  
Races that can learn: Human, Nu Mou  
Required abilities: 5 Black Mage abilities and 3 Warrior abilities

Name: Juggler  
Races that can learn: Moogles  
Required abilities: 2 Thief abilities

Name: Mog Knight  
Races that can learn: Moogles  
Required abilities: 1 Animist ability

Name: Morpher  
Races that can learn: Nu Mou  
Required abilities: 5 Beastmaster abilities

Name: Ninja  
Races that can learn: Human  
Required abilities: 2 Thief abilities

Name: Paladin  
Races that can learn: Human  
Required abilities: 2 Soldier abilities

Name: Red Mage  
Races that can learn: Viera  
Required abilities: 1 Fencer ability

Name: Sage  
Races that can learn: Nu Mou  
Required abilities: 2 Beastmaster abilities and 3 White Mage abilities

Name: Sniper  
Races that can learn: Viera  
Required abilities: 2 Archer abilities

Name: Soldier  
Races that can learn: Human  
Required abilities: None

Name: Summoner  
Races that can learn: Viera  
Required abilities: 2 Elementalist abilities and 2 White Mage abilities

Name: Templar  
Races that can learn: Bagnaa  
Required abilities: 2 White Monk abilities

Name: Thief  
Races that can learn: Human, Moogles  
Required abilities: None









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-----
Thief Combo      |      0 | Mythril Knife | 100   | Perform a combo with a |
                 |       |               |       | thief                   |
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><<<>-----<><<>
><<<><<<><<<><>          PALADIN ABILITIES          <><<<><<<><<<>
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NAME              | MP COST | REQUIRED WEAPON | AP COST | DESCRIPTION              |
-----
```

NAME	MP COST	REQUIRED WEAPON	AP COST	DESCRIPTION
Nurse	0	Defender	100	Heals HP and status effects
Defense	0	Lionheart	200	Raise DEF and RES for a single turn
Cover	0	SaveTheQueen	200	Cover a unit by taking their damage for a single turn
Subdue	0	Ancient Sword	200	Deals damage to a unit
Drop Weapon	0	Ragnarok	200	Makes the target drop their weapon (they must waste a turn by picking it up again)
Parley	0	Barong	200	Target must leave the battle
Saint Cross	24	Arch Sword	300	Target area holy damage
Holy Blade	32	Excalibur	300	Powerful holy damage
Reflex	0	Genji Armor	300	User becomes immune to "Fight" attacks
Weapon Def+	0	Diamond Armor	300	Raises defense
Knight combo	0	Mythril Brand	100	Perform a combo with a paladin

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><<<>-----<><<>
><<<><<<><<<><>          ARCHER ABILITIES          <><<<><<<><<<>
<><<<<-----<><<<>
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-----
NAME              | MP COST | REQUIRED WEAPON | AP COST | DESCRIPTION              |
-----
```

NAME	MP COST	REQUIRED WEAPON	AP COST	DESCRIPTION
Boost	0	Longbow	100	Increases damage for your next attack
Aim: Legs	0	Thorn Bow	200	Immobilizes target
Aim: Arms	0	Nail Bow	200	Disables target
Cupid	0	Artemis Bow	200	Charms target to

				attack only thier clan members
Burial	0	Silver Bow	300	KOs zombies for good
Take Aim	0	Yoichi Bow	300	Never-miss damage with low attack
Faster	0	Perseus Bow	300	Nullifies reaction abiltiy
Blackout	0	Char Bow	200	Blinds target
Concentrate	0	Target Bow	300	Increases user's accuracy
Bow Combo	0	Mythril Bow	100	Perform a combo with an archer

<<<<----->>>>  
 >>>>>>>>>> HUNTER ABILITIES <<<<<<<<<<<<  
 <<<<----->>>>

NAME	MP COST	REQUIRED WEAPON	AP COST	DESCRIPTION
Sonic Boom	0	Cranequin	200	Long range attack with moderate damage
Oust	0	Twin Bow	100	Increases chance of critical hit rate
Advice	0	Windslash Bow	200	Forces monsters to exit a battle
Aim: Vitals	0	Fey Bow	300	Causes staus effects
Hunting	0	Hunt Bow	300	Gets you additional JP
Addle	0	Master Bow	200	Causes addle
Sidewinder	0	Hades Bow	300	Causes powerful damage (monsters)
Capture	0	Ranger Bow	200	Capture monsters to raise at the Monster Bank
Ultima Shot	60	Seventh Heave	999	Causes ultimate damage
Auto-Regen	0	Gaia Gear	300	After you're hit once, you'll gain a little HP every turn
Weapon Atk+	0	Nike Bow	300	Increases attack
Hunt Combo	0	Mythril Shot	100	Perform a combo with a hunter



				ailments
Life	10	Bless Staff	200	Revives unit to half of their HP
Full-Life	20	Nirvana Staff	300	Revives unit to all of their HP
Auto-Life	16	Cheer Staff	200	Revives unit instantly if KOed
Shell	6	Judge Staff	100	Raise magic resistance
Protect	6	Guard Staff	100	Raise defense
Turbo MP	0	White Robe	300	Cost of attack is doubled, but deals high damage and has excellent accuracy
White Combo	0	Mythril Staff	100	Perform a combo with a White Mage

<<<<-----<<<<  
 >>>>>>>>>> BLACK MAGE ABILITIES <<<<<<<<<<<<  
 <<<<-----<<<<

NAME	MP COST	REQUIRED WEAPON	AP COST	DESCRIPTION
Fire	6	Rod	100	Minor fire damage
Fira	12	Firewheel Rod	200	Moderate fire damage
Firaga	24	Flame Rod	300	Mega fire damage
Thunder	6	Rod	100	Minor thunder damage
Thundara	12	Thunder Rod	200	Moderate thunder damage
Thundaga	24	Thor Rod	300	Mega thunder damage
Blizzard	6	Rod	100	Minor ice damage
Blizzara	12	Sleet Rod	200	Moderate ice damage
Blizzaga	24	Chill Rod	300	Mega ice damage
Return Magic	0	Black Robe	300	Counter attack that does the same magic right back at the attacker
Geomancy	0	Sage Robe	300	Lowers resistance of magic elements
Black Combo	0	Mythril Rod	100	Perform a combo with a Black Mage





























Half MP	0	Light Robe	300	Halves MP cost	
Pray Combo	0	Mythril staff	100	Perform a combo with a	Bishop

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 ><><><><><><>                      TEMPLAR ABILITIES                      <><><><><><><>  
 <><><<-----<><><><>

NAME	MP COST	REQUIRED WEAPON	AP COST	DESCRIPTION	
Astra	8	SaveTheQueen	200	Nullifies one stat	ailment
Warcry	0	Javelin	300	Lowers speed of	surrounding units
Rasp	24	Apocalypse	100	MP damage	
Cheer	0	Partisan	100	Raises damage of next	attack
Silence	8	Ragnarok	200	Prevents unit from	using magic
Soul Sphere	0	Arch Sword	300	MP damage	
Haste	24	Lohengrin	200	Raises speed	
Lifebreak	0	Kain's Lance	300	Deals damage equal to	the amount of lost HP
Bonecrusher	0	Carabini Mail	300	Counters with 1.5x the	attack power
Weapon Atk+	0	Trident	300	Raises weapon attack	
Sacred Combo	0	Mythril Brand	100	Perform a combo with a	Templar

><><>-----<><><>  
 ><><><><><><>                      ALCHEMIST ABILITIES                      <><><><><><><>  
 <><><<-----<><><><>

NAME	MP COST	REQUIRED WEAPON	AP COST	DESCRIPTION	
Astra	8	Sage Crosier	200	Nullifies a status	ailment
Death	36	Life Crosier	200	Instant KO	
Meteor	40	Scorpion Tail	300	Heavy, target area	damage
Rasp	28	Energy Mace	100	MP damage	

Flare	36	Lotus Mace	300	Heavy damage	
Poison	10	Druid Mace	100	Causes poison	
Toad	36	Mandragora	200	Turns target into frog	
Item	0	0	0	Can use items even	
				with two A-abilities	
Magic Pow+	0	Morning Star	300	Raises magic damage	
Maintenance	0	Adaman Vest	300	Prevents destruction	
				or stealing of	
				equipped items	
Gold Combo	0	Mythril Mace	100	Perform a combo with	
				an Alchemist	

<<<<-----<<<<  
 >>>>>>>>>> BEASTMASTER ABILITIES <<<<<<<<<<<<  
 <<<<-----<<<<

NAME	MP COST	REQUIRED WEAPON	AP COST	DESCRIPTION	
Goblin	0	Demon Bell	200	Control Goblin class	
		War Trumpet			
Flan	0	Demon Bell	200	Control Flan class	
		Glass Bell			
Bomb	0	Demon Bell	200	Control Bomb class	
		Aona Flute			
Dragon	0	Earth Bell	200	Control Dragon class	
Lamia	0	Glass Bell	200	Control Lamia class	
Bug	0	Fairy Harp	200	Control Bug class	
Tonberry	0	Blood Strings	200	Control Tonberry class	
Panther	0	War Trumpet	200	Control Panther class	
Malboro	0	Aona Flute	200	Control Malboro class	
Floateye	0	Black Quena	200	Control Floateye class	
Undead	0	Black Quena	200	Control Undead class	
Fairy	0	Fairy Harp	200	Control Fairy class	
Rockbeast	0	Conch Shell	200	Control Rockbeast class	
Last Haste	0	Ninja Gear	300	Activates Haste when	
				critical	
Immunity	0	Survival Vest	300	Resist certain status	



Ultima Blow	60	Zeus Mace	999	Ultima damage	
Reflex	0	Mirage Vest	300	Dodge normal attacks	
Weapon Def+	0	Dark Gear	300	Improve weapon defense	
Shieldbearer	0	Round Shield	300	Wear shield w/ any job	
Sagity Combo	0	Mythril Mace	100	Perform a combo with a	
				Sage	

+=====+  
| (10) RUMORS |  
+=====+

This guide will list all the rumors in the game. If you have some rumors I do not have, e-mail me!

#### LAWS: A HISTORY

[How laws came to be]

Laws have been a part of life in Ivalice for hundreds of years. The king in those days used powerful magic to create the first laws. The king then established the judicial system to enforce his laws. Knowledge of the means to control the law has been passed down the royal line ever since.

#### UNFAI LAWS!

[Laws are unfair]

Resentment towards Queen Remedi has been building these last few years. The reason? Frequent and seemingly arbitrary changes in the laws. It's gone so far that some pundits wryly say she's "...doing it to please that brat, the prince."

#### CRAZY MONSTERS

[The cause of crazy monsters]

Reports of crazy monsters have been increasing all over Ivalice. While the cause is unknown, experts believe it has something to do with the crystals. The crystals--pure magic in a solid form--are supposed to be somewhere in this kingdom. Rumors say the place made the crystals--rumors the palace firmly denies.

#### THE CRYSTALS

[What Are The Crystals?]

Bervenia Palace, silent on the matter up until now, has radically reversed its policy concerning the crystals. According to information just released, crystals exist in special folds in space, called "seams." The report goes on to state that "as the crystal's magic is beneficial to all Ivalice, special means are being employed to protect them."

#### STRONG LAWS

[Laws get tougher]

By the order of Queen Remedit, laws are getting tougher once again. Protest movements have already started in some clans. The reason given for this latest strengthening of the law is "to maintain public order." This is likely a reaction to the recent surge in clan warring.

#### SECRET SHOP

[Ezel's Secret Shop]

The famed Exel Berbier has apparently opened a secret shop in the town of Cadoan. The new shop reportedly caters to law card traders.

#### THE JAGDS

[Jagds: The Bitter Truth]

The law is absolute in Ivalice, but there are some areas it cannot reach: the jagds, lawless slums where no judge will ever go. While this may sound appealing to some, even hardened class-A criminals avoid the jagds, for without judges and laws, there is nothing to prevent true death.

TRADE GOODS

[Trading Boom]

One-man trade merchants using small airships to do their business are on the rise. Many of the merchants sell rare items, and the number of shops selling traded goods is growing daily.

WANTED POSTER

[Wanted!]

Bervenia Palace has put a fat bounty on someone's head--but who? All the palace can say is the fugitive is "a human member of some clan."

JUDGES ALONE

[Judges go independent]

Yesterday, Judgemaster Cid announced that the judicial system would hereafter operate independently of the palace. This establishes the judicial system as a truly neutral entity, free from palace politics. The decision was made with the queen's approval.

ROYAL VACATION

[Queen On Vacation]

Her majesty Queen Remedi, along with Prince Mewt have decided to take a break from the hectic administration of Ivalice and go on vacation. There has been no announcement of where they are headed, nor any indication yet of when they will return.

NEW ADVENTURE

[A New Adventure Awaits?]

The Pubkeepers Association recently announced the introduction of "expert" missions, kept secret up until now. Clans across Ivalice have high expectations for the new missions.

AUDIENCE DAY

[Audience Day]

The day of the yearly audience ceremony for Queen Remedi and Prince Mewt is fast approaching. Also called "Gift Day," this day is an opportunity for people to bring gifts to the royal mother and son. Will somebody find that special something to satisfy them this year?

PRICES SOAR

[Materite Prices Soaring]

With Audience Day near, prices for materite, a prized manufacturing material, are rising sharply. The price hike is thought to be due to a rise in demand as craftsmen and mechinists work around the clock to make the ultimate gift for the royal mother and son.

NEW CLOCK

[A New Clock From Belta]

Belta Co., renown for their exacting and professional work, has announced a new product: the "Golden Sandclock." Belta timepieces are widely praised by judges for their accuracy.

CLAN BORZOI

[Clan Borzoi]

I hear Clan Borzoi's on the war path these days, challenging other clans, fighting for turf. Ach, things just aren't the way they used to be.

#### DIRTY SECRET[Borzoi's Dirty Secret]

Word on the street's that Clan Borzoi's got the blacking of a foreign criminal ring! Maybe one with the eyes on Ivalice itself...

#### THIEF EXPOSED

[The thief they caught was identified as a member of Clan Borzoi. I dare say they won't be sitting around quietly with one of their own in prison...

#### THE TOURNEYS

[Swords and Sorcery]

Swordsmen and sorcerers alike are competing in monthly tourneys across Ivalice. There's even a few "tourney pros" who live off their winnings!

#### TOURNEY

[Bervenian Tourney's Back]

The Bervenian Tourney is scheduled to be held again this year in the palace courtyard, and everyone's excited to see the best in the land compete!

#### SNOWY PASS

[Snow in Lutia!]

Snow was reported falling in large amounts in Lutia. While the parents worry about the cause of this strange weather, the kids are out enjoying the snow.

#### CLAN LEAGUE

[Best Clan In The Land?]

The Clan League will be running again this year. While the favorites are last year's winner, the Brown Rabbits, they'll have a lot of competition.

--About the Clan League--

The Clan League is a tiered competition to determine the best clan in the land. Winners are chosen by popular vote and engagement standings. League Committee Chair Cid expects a good turnout this year. The winners last year were the Brown Rabbits, led by the Viera, Vili.

#### !ABILITIES

[! Abilities !]

If you want to win when you engage, master some abilities! Your weapons and armor determine which abilities you can use, so choose carefully. You'll also need some Ability Points (AP) to learn abilities; you can get those by equipping armor and weapons, or by clearing missions. Everybody who goes on a mission has a chance of getting AP, so be sure to take along your friends! That's all, good luck to you!

#### !ABILITY TYPES

[! Ability Types !]

Action Abilities:

Standard actions, like Black Magic or Monk Tech.

Reaction Abilities:

Dodging or striking back when attacked.

Support abilities:

Enhancement abilities such as Double Sword.

Combo Abilities:

Abilities triggered when an ally uses a "combo."

#### JOB CHANGE

[! Job Change !]

Job changing can come in handy. Any soldier can cast spells by changing jobs to mage. Choose the right job to maximize your engagement potential. One thing



though, your race determines what jobs you can be. Only vieras can become quick-footed fencers, and bagnaas are tailor-made warriors... so make lots of friends!

#### EXPERT JOBS

[! Expert Jobs !]

The better you are at one job, the more job options that become available. Expert jobs give access to powerful abilities, like Double Sword and Jump.

#### CONDITIONS

[! Win/Lose Conditions !]

Thought engaging was all about defeating your enemy? Think again--there are many kinds of win condition depending on the engagement. You can check the win condition during an engagement by selecting "Mission" from the main menu. But, there's a lose condition as well, so be careful! If Marche leaves an engagement, whether he's sent to prison or even zombified and then snuffed, you lose!

#### COMBOS

[! Combos !]

Ever notice the judge gives you a Judge Point (JP) when you defeat an enemy? You can use those points to cooperate on "combo" attacks. Stock up those Judge Points and do some real damage! Just make sure your allies have combo abilities so they can pitch in!

#### EXEMPTION

[! Prison Exemption !]

You know there's people out there that never get a red card when they engage? There's a special law that turns all their red cards yellow! You can tell one by the ribbon they wear... the lucky bums.

#### THE TOTEMA

[! The Totema !]

The totema's appearance in Ivalice was sudden, and their origin unknown. Unfathomable, too, is their incredible power. One thing we can say is, they seem willing to lend that power to us. It is possible to summon the totema using Judge Points (JP) obtained by defeating an enemy in an engagement. Only members of the race that a tetema represents may summon that totema. In other words, you'd get further talking to a rock than trying to summon another race's totema.

#### LAWS

[! Laws and Penalties !]

Laws, set by the palace, reign in Ivalice. Judges enforce those laws, and those who break them are penalized--evensent to prison in the worst cases. There are two kinds of cards you can get for braking a law. A minor infraction gets you a yellow card. A major infraction will earn you a red card. Whichever penalty card you get, it'll go down on you record--and the more cards on your record the steeper your penalty becomes, so watch out!

#### LAW RANKINGS

[! Law Rankings !]

The judges use a ranking system to classify laws. The scriter the law, the higher its rank. [R1] laws are reasy, but an [R5] law is nothing but trouble.

#### IMPRISONED

[! Imprisoned !]

One of your friends in jail? That means they can't fight, and that's bad. But, if you got the gil, you can get them out and that's good! A "release" gets them out of prison, but their penalty record stays. A "pardon" erases one person's past record, but you have to go to prison in their place!

#### LAW CARDS

## [! Law Cards !]

Thanks to Ezel, there's these cards out on the market now that can change the laws. Select "Law Cards" after engaging to see what you have. If there's a particular card you want, try trading with Ezel. White cards add new laws. Black cards, or "antilaw cards" nullify laws, and the judges can't do a darn thing about it!

## NEGOTIATING

### [! Engage or Negotiate? !]

Clan competition is fierce and engaging is the order of the day, but try negotiating with the friendler clans to avoid needless engagements!

## TREASURE HUNT

### [! Treasure Hunt !]

Sometimes treasure appears when you place a symbol on the world map. When you see a symbol shaking, that's where the treasure is, so go get it.

## REQUESTS

### [! Mission Requests !]

You can advance your clan by accepting mission requests at the pub. You can use the gil and items you earn on missions to equip your clan!

## MISSION ITEMS

### [! Mission Items !]

So you got yourself a mission item, eh? You can't equip those, but you can bring them along on your missions. Mission items are good for boosting an ally's capabilities--and some missions require certain items, so get as many as you can.

## CLAN LEVEL

### [! Clan Level !]

Take a look at your clan level to see how well your clanwork's going. You also have a skill level that goes up when you complete a mission. You need skill levels to take on new missions. The higher you skill and clan levels go, the better your clan title gets, and that means more items and cheaper prices!

## SKILL LEVELS

### [! Skill Levels !]

There are eight kinds of skill levels:

Combat	Magic
Smithing	Craft
Appraise	Gather
Negotiate	Track

## CLAN TURF

### [! Clans And Their Turf !]

The area of a clan's influence is called its "turf"--and some clans think that means they can exploit whoever lives on land under their control. If you look at the map, you'll see that only your turf is colored in. Take care if you're going to try to liberate any areas under the control of another clan--if you see a free area go red, it means that another clan's trying to take it! If you don't engage them quick and drive them off, it's all theirs.

## LINKING

### [! Link !]

Attach a Game Boy Advance Game Link cable to link with others. You can fight together, trade items, and even trade clan members!

## TRADE GOODS

### [! Trade Items !]



sure you take out a Jawbreaker first if you meet with one. Their Lev 3 Def-less move can seriously lower your Magic Resistance and Weapon Defense, so you'll have to be careful about that. Don't be fooled by their color; although the Antlion is blue, it isn't weak against fire and although the Jawbreaker is red, Ice won't do any additional damage to it. Their other attacks which are Sandstorm and Suffocate can hurt your units, but it isn't anything major to worry about.

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><<>-----<><>
      ><<><><><><>          DRAGON          <><><><><><><>
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NAME	A-ABILITY	R-ABLITY	S-ABILITY	ABSORB/WEAKNESS
Firewyrn	Guard-Off, Fire Breath	Block Arrows	Wep. Atk+	ABSORBS: Fire WEAK: none
Icedrake	Mighty guard, Ice Breath	Counter	Wep. Def+	ABSORBS: Ice WEAK: none
Thundrake	Dragon Force, Bolt Breath	Reflex	Geomancy	ABSORBS: Lightning WEAK: none

Dragons are probably the most powerful, if not THE most powerful, regular enemy in the game. Their breaths can be devastating, and if you add the fact that they know Weapon Attack+ and Weapon Defense+, they can be a pain to take down. Their regular "Fight" attack can cause major damage to a character that is about their level, and it can usually end up giving a weak character an instant KO. I guess the Dragons realize this also, because they'll usually lower your defense with Guard-Off and raise their attack with Dragon Force. If those two moves have been successfully used, you're their meat lunch. They have very high attack and defense ratings, and if an Icedrake uses Mighty Guard and a Thundrake uses Dragon Force, their defense and attack will be raised by a large amount, making them very hard to defeat.

Although their names suggest that they have weaknesses, they don't so don't bring out a character with Color Magic that includes things like Blizzaga and Fiagra just because you think it'll defeat them a lot faster.

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><<>-----<><>
      ><<><><><><>          FAIRY          <><><><><><><>
<><><<-----<><><
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NAME	A-ABILITY	R-ABLITY	S-ABILITY	ABSORB/WEAKNESS
Sprite	White Wind, Meteorite	Counter	Wep. Def+	ABSORBS: Holy WEAK: Dark
Titania	Angel Whisper, Lv?DHoly	Block Arrows	Wep. Atk+	ABSORBS: Holy WEAK: Dark

Fairies have very low HP, and somewhat low attack and defense, but their attacks can drive you mad. First, about the HP. I'd say that the Sprite is probably one of the weakest regular enemies in the game, due to the fact that even a level 30ish Sprite can have only around 110 HP, and decent Weapon Attack and Defense.

The Titania is a little better than the Sprite, but not by much. The Sprite's Whtie Wind can be good and bad. It heals a unit so their HP equals the HP of the Sprite using it. So it can heal only a few points of damage, or it can heal maybe over a third to two thirds of damage. The Titania's Angel Whisper is a pain; it will heal HP and bestow Auto-Raise. Auto-Raise will instantly revive a character if they are KOed, so don't sit back when you KO everyone.

Lv?DHoly causes damage to characters whose level matches the day of the month, so when you're just starting out your game and are below level 21, make sure none of your character's levels match the day of the month. Meteorite causes minor damage to a character, and isn't that much of a deal.

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><><>-----<><><
  ><><><><><><>          FLANS          <><><><><><><>
<><><<-----<><><<
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NAME	A-ABILITY	R-ABLITY	S-ABILITY	ABSORB/WEAKNESS
Cream	Acid, Sacrifice, Thunder	Reflex	Geomancy	ABSORBS: Lightning WEAK: Water
Ice Flan	Acid, Sacrifice, Blizzard	Block Arrows	Wep. Atk+	ABSORBS: Ice WEAK: Fire
Jelly	Acid, Sacrifice, Fire	Counter	Wep. Def+	ABSORBS: Fire WEAK: Ice

If you just stick to simply physical attackers like Soldiers, Ninjas, and Thieves (or basically any job that doesn't know a magical attack) Flans can be the biggest pain you'll even meet. Their defense is insanely high. Even if you're at level 40 and they're at level 15, a regular "Fight" attack could only end up doing an amazing one or two points of damage to them. Even a totema won't damage them at all (it defenitely won't damage higher than five). If you rely on people with jobs such as Mages, these guys are the weakest things ever. They have VERY low magic defense, so low that even a simple magic attack that they aren't weak against can instantly KO them. That's about the only way you can damage these guys.

Their attacks are moderate. Acid and their color magic attacks don't deal much damage unless you are using a really weak character. Sacrifice won't affect your party, but it'll heal all status ailments and HP to another characer while performing a self-KO. It can be irritating, but hey that's one less flan you need to deal with.

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><><>-----<><><
  ><><><><><><>          FLOATEYE          <><><><><><><>
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NAME	A-ABILITY	R-ABLITY	S-ABILITY	ABSORB/WEAKNESS
Ahriman	Roulette, Circle	Block Arrows	Wep. Atk+	ABSORBS: none WEAK: none
Floateye	Stare, Devil Gaze	Counter	Wep. Def+	ABSORBS: none WEAK: none

The Floateyes are one of those enemies in Final Fantasy Tactics Advance that aren't too much of a pain, but aren't too little of a pain either. They are somewhere in the middle. Roulette will instantly KO a random character, but it can be either a friend or foe so it is can be good or bad. Unfortunately, if you're doing some big important mission where you're required to defeat a powerful main character, Roulette will miss. On anyone else, it doesn't. Even though Roulette can help you, I'd take the Ahrimans out first if they end up in a battle with you. They can be difficult to get to, since they often run to corners of the arena and constantly use roulette.

The other three attacks that Floateyes know aren't that bad. Circle can lower some of your status, but not by much. Devil Gaze causes silence and darkness, although that isn't terribly bad. Stare will confuse multiple units, and that is probably the second-worst attack besides Roulette.

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  ><<><><><><>          GOBLIN          <<<><><><><><>
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NAME	A-ABILITY	R-ABLITY	S-ABILITY	ABSORB/WEAKNESS
Goblin	Goblin Punch	Counter	Wep. Def+	ABSORBS: none   WEAK: none
Redcap	Magic Hammer, Mutilate	Block Arrows	Wep. Atk+	ABSORBS: none   WEAK: none

Meet the job class of the goblins. They are incredibly weak enemeies that have very few attacks, and the attacks that they have aren't that powerful at all. You'll see them in the first mission, and then they'll pretty much disappear. I myself haven't come across one since Herb Picking. Anyway, Goblin Punch will simply do a small amount of damage to your units. Magic Hammer causes MP damage, and that can somewhat hurt you if you rely on a character that uses magic to deal damage. You'll almost never see the Redcaps use Mutilate, which will absorb HP. It's a small amoutn and is nothing to worry about. Overall, these guys can easily be taken out in one hit if you are at the right level.

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  ><<><><><><>          LAMIMA          <<<><><><><><>
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NAME	A-ABILITY	R-ABLITY	S-ABILITY	ABSORB/WEAKNESS
Lamia	Night, Hand Slap, Poison Frog	Counter	Wep. Def+	ABSORBS: none   WEAK: none
Lilith	Twister, Poison Frog, Kiss	Block Arrows	Wep. Atk+	ABSORBS: none   WEAK: none

The Lamias rank in the "slightly dangerous" category. Hand Slap can deal major damage to your character if they are weak, but other than that it isn't that strong. Poison Frog is the REALLY annoying attack. First, it poisons you and second, it turns you into a frog. You know what happens when you're turned into a frog? Your defense drops like an anchor and your attack reduces to a whopping

1 point of damage. Ouch, painful. The Liliths are the bigger danger here, due to the fact that they have Poison Frog AND Twister, which is an attack that halves a unit's HP. It can never kill you, but it can get you down to critical in a short amount of time. If you ever encounter a Lilith in a battle, eliminate it as soon as possible.

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  ><<<><<<><<<>                MALBORO                <<<<><<<><<<>
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NAME	A-ABILITY	R-ABLITY	S-ABILITY	ABSORB/WEAKNESS
Big Malboro	Bad Breath, Soundwave	Block Arrows	Wep. Atk+	ABSORBS: none WEAK: none
Malboro	Bad Breath, Goo	Counter	Wep. Def+	ABSORBS: none WEAK: none

Malboros are basically good in only one category: Status ailments. The only attack they have that doesn't affect your status is Goo,k which immobilizes your character. Bad Breath is probably one of the BIGGEST. PAINS. EVAR. It causes around five status ailments AT ONCE to you unit. Make sure you bring lots of healing items before a battle with a Malboro. Don't try to counter Bad Breath with your own staus ailment attacks; the Big Malboro knows Soundwave, and that attack nullifies all stat ailments. Use powerful magic on these guys when you encounter them in battle, and be prepared to suffer through some status effects.

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  ><<<><<<><<<>                PANTHER                <<<<><<<><<<>
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NAME	A-ABILITY	R-ABLITY	S-ABILITY	ABSORB/WEAKNESS
Coeurl	Hastebreak, Blaster	Block Arrows	Reveal	ABSORBS: none WEAK: none
Red Panther	Poison Claw, Rend	Counter	Reveal	ABSORBS: none WEAK: none

The Panther job class is, like most others, a "not too dangerous and not too weak" kind of enemy. Their Blaster move can be very annoying, since it can petrify units and that makes them as good as a KOed character. Poison Claw causes minor damage while poisoning, but it isn't that big of a deal if you have an antidote with you. Rend will deal some decent damage to your character, while will increase the panther's speed. Overall, just use powerful attacks to defeat these guys and you'll be fine.

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><<<>-----<><<>
  ><<<><<<><<<>                ROCKBEAST                <<<<><<<><<<>
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NAME	A-ABILITY	R-ABLITY	S-ABILITY	ABSORB/WEAKNESS
Blade Biter	Limit Glove, Munch,	Block Arrows	Wep. Atk+	ABSORBS: none WEAK: none
	Resonate			

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| Toughskin | Resonate, Matra Magic | Counter      | Wep. Def+ | ABSORBS: none |
|           |                       |              |           | WEAK: none    |
-----

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The Rockbeast job class is somewhat rare, but they are very, very strong. In defense I mean. Really, even the strongest characters will only end up doing around fifty to sixty damage to these guys, and they have around 350 HP. The move Limit Glove is very, very annoying. When the Blade Biter is critical, it'll probably use Limit Glove. It deals a TON of damage to your units. Munch can also be very annoying, and if the Blade Biter uses it on all of your units, you are pretty much SCREWED! Why? Munch will crush your equipped weapon and will deal HP damage. Without a weapon, your attack drops like a rock so you'll only be doing around the damage to the Rockbeasts. Resonate disables units, which can be really irritating.

If you don't have anything to cure disable, move away from the battle until you are able to act again. Matra Magic will switch your HP and MP amount for the battle, which can be good or bad depending on the unit's HP and MP count.

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><><>-----<><><
><><><><><><>          TONBERRY          <><><><><><><>
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NAME	A-ABILITY	R-ABILITY	S-ABILITY	ABSORB/WEAKNESS
Masterberry	Knife, Voodoo	Block Arrows	Wep. Atk+	ABSORBS: none WEAK: none
Tonberry	Knife, Karma	Counter	Wep. Def+	ABSORBS: none WEAK: none

The tonberries are easily one of the most dangerous enemies in this game, or in any Final Fantasy game. Why? One word: Knife. The name doesn't sound bad, but what Knife does is reduce your HP by 9/10! That, of course, will instantly put your character to critical status and unless you don't do something fast to heal yourself, you're dead by the next turn. Just your luck, both berries know it. Voodoo is a curse attack that'll doom your character, and karma is very dangerous. Its attack will slowly rise as the Tonberry KOs more and more units. If you ever run into a berry, take them out of the fight or at least disable them because Knife is basically what makes them dangerous.

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><><>-----<><><
><><><><><><>          UNDEAD          <><><><><><><>
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NAME	A-ABILITY	R-ABILITY	S-ABILITY	ABSORB/WEAKNESS
Vampire	Lv?S-Flare, Miasma, Zombify	Block Arrows	Wep. Atk+	ABSORBS: Dark WEAK: Holy
Zombie	Drain Touch, Miasma	Counter	Wep. Def+	ABSORBS: Dark WEAK: Holy

What, you didn't think the undead would be in this game? Anyway, the Undead class comes close to being one of the most dangerous classes. No, let me



rephrase that. The VAPMIRE comes close to being one of the most dangerous ENEMIES. The Zombie is pretty much nothing, except for the fact that it knows Miasma which poisons and damages your character. Lv?S-Flare is like all the other LV attacks because it causes major damage. This specific LV attack causes damage to all units that are the same level as the attacker. So if you have a powerful character that's the same level as the vampire, either don't bring it in or level up FAST! One positive thing about the undead (in your favor) is that they are weak against holy.

This means that any holy attack will cause SERIOUS damage to your enemies. Another thing is that a potion, hi-potion, x-potion, or pheonix down will do some huge damage to the zombies. Also, any attack that cures units will do damage to zombies. So your white mages can actually do some nice damage for once! Yay! :) Anyway, one bad thing about the undead is the fact that when they are KOed, they are instantly revived three turns later. Not with full health, but enough for them to go on a little while longer. So if you take out an undead, finish the rest of the enemies off FAST!

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|                                     ENEMY ABILITY LIST                                     |
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This section will list all of the abilities that enemies know.

NAME	TYPE	ATTRIBUTE	MP	RANGE	DESCRIPTION
Abyss	A	N/A	12	3	Damages and poisons a target
Acid	A	N/A	12	3	Inflicts a random status ailment
Alpha	A	N/A	N/A	4	Does tremendous damage
Amber Gleam	A	N/A	N/A	All	Nullifies all of your unit's status enhancements
Angel Whisper	A	Holy	24	3	Heals HP and grants Auto-Raise
Bad Breath	A	N/A	20	1	Breath that brings about many status ailments
Blank Card	A	N/A	N/A	N/A	Magic card that changes the law
Blaster	A	N/A	N/A	3	Petrifies a unit with a blast
Blowup	A	N/A	2	1	Suicide attack that deals major damage
Breath of God	A	N/A	N/A	4	Massive target area damage
Chill	A	Ice	N/A	1	Target area ice damage
Circle	A	Ice	N/A	3	Lowers Wep. Atk. and Mag. Pow.
Descent	A	Random	N/A	All	Summons a random totema
Devil Gaze	A	N/A	N/A	1	Causes silence and darkness
Dragon Force	A	N/A	12	1	Raises status

Drain Touch	A	N/A	10	1	Drains and absorbs HP from unit
Firestream	A	Fire	N/A	Line	Damage in a straight line
Flame Attack	A	Fire	N/A	3	Deals damage with fire
Fury Circe	A	N/A	N/A	1	Knock-backs a damages units
Goblin Punch	A	N/A	8	1	Random damage attack
Goo	A	N/A	N/A	1	Immobilizes target
Guard-Off	A	N/A	10	1	Lowers Weap. Def. and Mag. Res.
Hand Slap	A	N/A	N/A	1	Delays turn and damages
Hastebreak	A	N/A	12	1	Increases speed
Heart Render	A	N/A	12	1	MP damage
Howl of Rage	A	N/A	1	1	Reduces speed of multiple units
Ice Breath	A	Ice	N/A	4	Deals damage with icy breath
Karma	A	N/A	N/A	1	Power of attack rises with each unit the target has KOed
Kiss	A	N/A	N/A	1	Charms and dooms a unit
Knife	A	N/A	8	1	Stabs unit with a knife and takes away 9/10 of their HP
Lawshift	A	N/A	N/A	All	Changes laws randomly
Life Render	A	N/A	N/A	1	Damages and dooms
Lightspeed	A	N/A	N/A	1	Nullifies reaction ability
Limit Glove	A	N/A	4	1	Deals 999 damage when user is critical (kneeling)
Logos	A	N/A	N/A	3	Charms unit and weakens Wep. Def and Mag Res
LV?D-Holy	A	Holy	32	All	Deals heavy damage to untis whose levels equal the day of the current month
LV?S-Flare	A	Dark	30	All	Deals damage to units with double-digit levels (ex: lv. 22)
LV3 Def-less	A	N/A	12	3	Lowers Res. and Wep. Def to all units who's levels are multiples of 3 (ex: lv. 6, lv. 12, lv. 24)
LV5 Death	A	Dark	24	3	Instant KO to units who's levels are multiples of 5 (ex: lv. 20)
Magi	A	N/A	N/A	All	Massive damage to all enemies

Magic Hammer	A	N/A	8	2	MP damage
Matra Magic	A	N/A	24	3	Switchs HP and MP amount
Meteorite	A	N/A	22	3	Damage with a meteor
Miasma	A	N/A	N/A	3	Damage and poisons
Mighty Guard	A	N/A	8	1	Riases Wep. Def. and Mag. Res.
Munch	A	N/A	N/A	1	Deals damage to target and user
Mutilate	A	N/A	18	1	Absorbs HP
Night	A	N/A	24	All	Puts enemies to sleep
Omega	A	N/A	10	1	Deals Omega damage
Palaistra	A	N/A	N/A	1	Deals damage with a whirlwind
Poison Claw	A	N/A	8	1	Damage and poison
Poison Frog	A	N/A	N/A	3	Poisons unit and turns them into a frog
Presence	A	N/A	N/A	1	Damage and knock back
Rend	A	N/A	N/A	1	Deals damage
Resonate	A	N/A	20	All	Disables targets
Reveal	S	N/A	N/A	All	Finds any concealed units
Ripcircle	A	N/A	N/A	1	Damages surrounding units
Roulette	A	Dark	20	All	KOs ANY active unit on the arena
Sacrifice	A	N/A	N/A	1	Heals an ally's HP and stauts; suicide move
Sandstorm	A	Earth	N/A	1	Damage and darkness
Soundwave	A	N/A	N/A	3	Stops all status enhancements
Spell Bind	A	N/A	N/A	4	Damage and slow
Stare	A	N/A	12	4	Confuses units
Suffocate	A	N/A	N/A	1	Target loses its next turn
Twister	A	N/A	20	3	Target area attack that halves HP
Voodoo	A	N/A	N/A	1	Deadly curse
White Wind	A	N/A	12	3	Heals units HP so it equals user's HP

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|                                     |
|                               (12) CLANS                               |
|                                     |
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This section tells you the party members of all the clans that you face during the clan wars. The members never change but their levels do depending on your levels. All of them will be listed in alphabetical order.

NOTE: About two-thirds of this section was due to the Official Nintendo Power Player's Guide.

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><<<<<<<<<<>                AISEN GHOSTS                <<<<<<<<<<<>
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JOB	A-ABILITY	R-ABILITY	S-ABLIITY	EQUIPMENT
Floateye	Gaze	N/A	Wep. Def. +	N/A
Jawbreaker	Adhere	N/A	N/A	N/A
Tonberry	Grudge	N/A	N/A	N/A
Zombie	Rot	Counter	N/A	N/A
Zombie	Rot	N/A	N/A	N/A

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><<<>-----<><<<
><<<<<<<<<<>                ANTLIONS                <<<<<<<<<<<>
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JOB	A-ABILITY	R-ABILITY	S-ABLIITY	EQUIPMENT
Antlion	Sandstorm	Counter	N/A	N/A
Antlion	Sandstorm	Counter	N/A	N/A
Bomb	Blaze	N/A	N/A	N/A
Jawbreaker	Adhere	N/A	Wep. Atk. +	N/A
Toughskin	Debilate	N/A	N/A	N/A

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><<<<<<<<<<>                BLOODTHIRSTERS                <<<<<<<<<<<>
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JOB	A-ABILITY	R-ABILITY	S-ABLIITY	EQUIPMENT
Ahriman	Glare	N/A	N/A	N/A
Assassin	Corner	Return Fire	N/A	Heaven's Cloud, Dark Gear





				Vest
Gunner	Gunmanship	N/A	N/A	Lost Gun, Survival Vest
Lamia	Song	Counter	N/A	N/A
Red Cap	Hit	N/A	Wep. Atk. +	N/A

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 ><><><><><>< CLAN MARBLE <><><><><><><  
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JOB	A-ABILITY	R-ABILITY	S-ABLIITY	EQUIPMENT
Animist	Call	Block Arrows	N/A	Glass Bell, Leather Garb
Archer	Aim	N/A	N/A	Longbow, Leather Garb
Fencer	Lunge Tech	Reflex	N/A	Stinger, Chain Plate
Soldier	Battle Tech	N/A	N/A	Silver Sword, Bronze Armor
Warrior	Battle Tech	N/A	N/A	Samson Sword, Bronze Armor

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 ><><><><><>< CLAN SHALO <><><><><><><  
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JOB	A-ABILITY	R-ABILITY	S-ABLIITY	EQUIPMENT
Warrior	Battle Tech	N/A	N/A	Shortsword, Bronze Armor, Feather Boots
Defender	Defend	Last Berserk	N/A	Defender, Bronze Armor, Feather Boots
White Monk	Monk Tech	Counter	N/A	Hard Knuckles, Chain Plate, Feather Boots
White Mage	White Magic	N/A	N/A	Guard Staff, Magus Robe, Feather Boots
Animist	Call	N/A	N/A	Demon Bell, Leather Garb, Feather Boots

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 ><><><><><>< CYRIL BAND <><><><><><><  
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JOB	A-ABILITY	R-ABILITY	S-ABLIITY	EQUIPMENT
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KORING BAND

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JOB	A-ABILITY	R-ABILITY	S-ABLIITY	EQUIPMENT
Animist	Call, Item	Block Arrows	N/A	Glass Bell, Adaman Vest
Archer	Aim	N/A	Concentrate	Char Bow, Chain Plate
Bishop	Prayer	N/A	N/A	Guard Staff, Chain Pate
White Mage	White Magic	N/A	N/A	Cure Staff, Silken Robe
White Monk	Monk Tech	Counter	N/A	Rising Sun, Survival Vest

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KUDIK BEASTS

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JOB	A-ABILITY	R-ABILITY	S-ABLIITY	EQUIPMENT
Antlion	Sandstorm	N/A	Wep. Def. +	N/A
Red Panther	Rake	Counter	Reveal	N/A
Red Panther	Rake	Counter	Reveal	N/A
Sprite	Trick	N/A	N/A	N/A
Toughskin	Debilitate	Counter	Wep. Def. +	N/A

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LOST MONSTERS

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JOB	A-ABILITY	R-ABILITY	S-ABLIITY	EQUIPMENT
Big Malboro	Reek	N/A	Wep. Atk. +	N/A
Floateye	Gaze	Counter	N/A	N/A
Grenade	Boom!	N/A	N/A	N/A
Malboro	Stench	N/A	N/A	N/A
Sprite	Trick	N/A	N/A	N/A

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RAMBLE BAND

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JOB	A-ABILITY	R-ABILITY	S-ABLIITY	EQUIPMENT
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Red Cap	Hit	N/A	N/A	N/A
Sprite	Trick	Counter	N/A	N/A
Sprite	Trick	N/A	N/A	N/A
Titania	Fluoresce	Block Arrows	Wep. Atk. +	N/A

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 ><<><><><><> TUBOLA BANDITS <><><><><><>  
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JOB	A-ABILITY	R-ABILITY	S-ABLIITY	EQUIPMENT
Blue Mage	Blue Magic	N/A	N/A	Shamshir, Adaman Vest
Hunter	Hunt	N/A	N/A	Master Bow, Survival Vest
Illusionist	Phantasm Skill	N/A	Half-MP	Force Rod, Mistle Robe
Red Mage	Red Magic	N/A	Mag. Pow. +	Gupti Aga, Mirage Vest, Circlet
Thief	Steal	Counter	N/A	Scramasax, Survival Vest

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 ><<><><><><> WILD MONSTERS <><><><><><>  
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JOB	A-ABILITY	R-ABILITY	S-ABLIITY	EQUIPMENT
Coerl	Scratch	N/A	Reveal	N/A
Grenade	Boom!	N/A	N/A	N/A
Icedrake	Icewyrn	Counter	Wep. Def. +	N/A
Jelly	Melt	N/A	N/A	N/A
Malboro	Stench	N/A	N/A	N/A

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 ><<><><><><><> ZOARA SECT <><><><><><>  
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JOB	A-ABILITY	R-ABILITY	S-ABLIITY	EQUIPMENT
Gladiator	Spellblade Tech	Strikeback	N/A	Atmos Blade, Wygar
Illusionist	Phantasm Skill	Absorb MP	N/A	Force Rod, Flurry Robe

Sage	Sagacity Skill  N/A	Wep. Def. +	Lotus Mace, Gaia Gear
Templar	Sacred Tech   Bonecrusher  N/A		Arch Sword, Diamond     Armor, Cross Helm
Time Mage	Time Magic  Last Quicken  N/A		Flame Rod, Blaze Robe

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%  
 ADDITIONAL CLAN INFO  
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This part of the chapter will list info about Marche's clan, and some additional info about enemy clans.

There are specific titles that you clan can obtain, and they are listed by rank. 47 is the lowest rank and 1 is the highest rank. Clan ranks don't affect you clan in any way; they're just for bragging rights.

RANK	TITLE	REQUIREMENTS
47	1 in 10	Fight at least ten battles
46	Dreamer	Clear at least 20 missions
45	Ratcatcher	Track skill at level 10 (at least)
44	Taleteller	Negotiate skill at level 10 (at least)
43	Reednose	Gather skill at level 10 (at least)
42	Squinteye	Appraise skill at level 10 (at least)
41	Copperhand	Craft skill at level 10 (at least)
40	Craftsman	Smithing skill at level 10 (at least)
39	Amagus	Magic skill at level 10 (at least)
38	Warrior	Combat skill at level 10 (at least)
37	Beginner	Clan level at 20 (at least)
36	1 in 100	Fight at least 50 battles
35	Squire	Clear at least 70 missions
34	Shepard	Track skill at level 20 (at least)
33	Know-It-All	Negotiate skill at level 20 (at least)
32	Funginose	Gather skill at level 20 (at least)
31	Cleareye	Appraise skill at level 20 (at least)
30	Silverhand	Craft skill at level 20 (at least)
29	Blacksmith	Smithing skill at level 20 (at least)

28	Ramagus	Magic skill at level 20 (at least)	
27	Commander	Combat skill at level 20 (at least)	
26	Intermediate	Clan level at 35 (at least)	
25	1 in 1,000	Fight at least 100 battles	
24	Traveler	Clear at least 120 missions	
	Bearkiller	Track skill at level 40 (at least)	
22	Counselor	Negotiate skill at level 40 (at least)	
21	Strawnose	Gather skill at level 40 (at least)	
20	Trueeye	Appraise skill at level 40 (at least)	
19	Goldhand	Craft skill at level 40 (at least)	
18	Mastersmith	Smithing skill at level 40 (at least)	
17	Gamagus	Magic skill at level 40 (at least)	
16	Warmaster	Combat skill at level 40 (at least)	
15	Expert	Clan level at 60 (at least)	
14	1 in 10,000	Fight at least 200 battles	
13	Adventurer	Clear at least 200 missions	
12	Wyrmslayer	Track skill at level 70 (at least)	
11	Negotiator	Negotiate skill at level 70 (at least)	
10	Trufflenose	Gather skill at level 70 (at least)	
9	Godeye	Appraise skill at level 70 (at least)	
8	Defthand	Craft skill at level 70 (at least)	
7	Meister	Smithing skill at level 70 (at least)	
6	Jamagus	Magic skill at level 70 (at least)	
5	Riskbreaker	Combat skill at level 70 (at least)	
4	Super	Clan level at 85 (at least)	
3	Peerless	Fight at least 500 battles	
2	Master	Clan level at 99	
1	Explorer	Clear all 300 missions	

23 |

While going through that, you might have noticed that some things like clan skills and clan levels sounded strange to you. Well, let me explain. Whenever

you fight a battle or complete a mission, you'll gain clan points. You clan points are saved until you hit 100. Then your clan level will rise by one and the clan point counter will reset back to zero. There are small "sub-level" clan levels also. There are eight levels: Comat, Smithing, Appraise, Negotiate, Magic, Craft, Gather, and Track. COMBAT looks like a little sword. SMITHING looks like an ax with a block attached to it. APPRAISE looks a little like a magnifying glass. NEGOTIATE is two hands shaking. MAGIC is a lightning bolt. CRAFT looks like some plyers. GATHER is a little net and TRACK is two feet.

By getting smaller amounts of clan points (not 100) you can raise those eight sub-levels. Raising the sub-levels improves your clan title, and it also gives you certain items whenever a skill hits a certain level. These are the items gained, listed in alphabetical order.

ITEM	REQUIREMENTS
Aegis Shield	Appraise skill at level 20
Angel Ring	Craft skill at level 20
Arch Sword	Combat and Magic skills at level 10
Barette	Craft skill at level 35
Black Robe	Magic skill at level 15
Blood Strings	Craft skill at level 25
Blood Sword	Combat skill at level 5
Bone Armlets	Appraise skill at level 30
Cachussha	Craft skill at level 30
Cactus Stick	Magic skill at level 40
Caligula	Craft skill at level 45
Cinquedea	Negotiate skill at level 30
Colichemarde	Negotiateskill 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 8 skills at level 15
Dream Watcher	Magic skill at level 50
Eclipse	Smithing skill at level 40
El Cid Sword	Smithing skill at level 15
Ether (5)	Gather skill at level 15
Excalibur	Combat and Magic skills at level 20



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	
Hi-Potion (10)	Appraise skill at level 3	
Holy Water	Combat skill at level 3	
Kain's Lance	Combat skill at level 20	
La Seraphica	Appraise skill at level 40	
Longbarrel	Appraise skill at level 25	
Madu	Negotiate skill at level 40	
Manganese	Gather skill at level 35	
Max's Oathbow	Track skill at level 40	
Maximillian	All skills at level 30	
Mirror Mail	All skills at level 5	
Ninja Gear	Track skill at level 20	
Nosada	Smithing skill at level 20	
Orichalcum	Negotiate skill at level 25	
Petalchaser	Smithing skill at level 10	
Phoenix Down (5)	Gather skill at level 5	
Restorer	Combat skill at level 10	
Ribbon	Craft skill at level 50	
Ruby Earring	Craft skill at 10	
Sage Robe	Magic skill at level 45	
Scarab	Craft skill at level 5	
Spring Staff	Magic skill at level 10	
Stardust Rod	Magic skill at level 30	
Thief Armlets	Appraise skill at level 12	
Thief Hat	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	
Wyggar	Track skill at level 30	
X-Potion (10)	Appraise skill at level 7	
Yoichi Bow	Track skill at level 5	
Zanmato	Smithing skill at level 50	

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
THE CLAN MENU
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

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This part will list the clan menu and what each option is and does.

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-----
MISSION LIST
-----

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Here, you can check out the status of missions of have contracted. If you select the mission, you can view the report, how many days you have left, who you sent out, etc. This option will appear in black if no missions are currently contracted.

```

-----
REPORT
-----

```

This is a nice option. Here, you can view the report of all the missions you have completed. This report looks nice when you have a ton of missions completed. Anyway, if a mission is highlighted, then it has been completed. If a mission is in black, it has not been completed. If you select a highlighted mission, you can view the report, or description, of the mission.

```

-----
CLAN TURF
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At the clan turf menu, you can see what turf you clan currently has. The more turf your clan has, the more money you can save at the shops (although money isn't really a problem in this game). To get turf, you must complete a free-area mission, which is a dispatch mission marked with a little flag. All of your clan turf appears colored in. Gray turf is turf that has not yet been conquered, and red turf is turf that you have, but is under attack. If you own turf, sometimes it'll suddenly shake while you're walking on the world map. If that happens, you

have a set number of days (usually forty days) to get to the area and fight a battle to gain your turf back.

=====
MISSION ITEMS
=====

Here, you can view the mission items you have, its status, and you can select whether or not you want to discard the item. Discarding mission items can sometimes be tough to do, mainly because some mission items you gain can never be gained again and you'll have to trade with another clan to get them back. (I'll put in a list of mission items that are safe to throw away eventually.) You can carry up to 64 mission items, which seems like a lot, but once you hit the limit, you're staying up there for a while. Some missions require you to have certain mission items, while other missions can reward you with additional bonuses other than the ones that you'd get regularly if you take a certain mission item with you.

If you press select, you can view how a mission item can raise your clan's status if you bring it along.

=====
LAW CARDS
=====

Here, you can view how many law cards you have, and what law cards you have. You can carry up to twenty law cards. Law cards are marked in pink, and antilaw cards are marked brown with a yellow X. See the next chapter for more info on laws and law cards.

=====
SUPPORT CLANS
=====

Here, you can view support clans, which are clans that you link up with. So if you link up with a friend, your friend's clan will be regarded as a support clan. You can view your support clan's status in this option.

+=====+
| (13) LAWS AND LAW CARDS |
+=====+

This part will list all the laws in the game, and what they do, as well as the recommended abilities. It also describes law cards, how to use them, and some special law cards.

Laws are very important in Ivalice. There are many laws, and they change every day. To look at the current laws on the world map press [L]. To look at the current laws before a battle (on the select character screen) press [Select]. To view a law DURING a battle, press B and move the yellow square to an empty spot. Then press [Start] and select Laws.

The judge is there to give out punishments for laws. Breaking a law once simply by doing an attack and successfully completing it without KOing anyone will get you a YELLOW CARD. Yellow cards are minor and after the battle, you get a punishment for getting the card. These punishments involve losing all equipped equipment, status permanently down, gil fines, item fines, and law card fines.

If you KO someone by doing something against the law or if you get two yellow cards, you'll instantly get a RED CARD. Red cards are the worst punishment you

can get. Your unit is instantly sent to jail and cannot participate in the rest of the battle. It also unequips all equipment when sent to jail, and loses all judge points that have been saved up. At the end of the battle, an additional punishment will be granted that includes losing all equipped equipment, status permanetely down, gil fines, item fines, and law card fines. After the battle, you can go to a prison and release the unit. Releasing a unit costs gil, and the cost can get extremely high sometimes.

Once you get a yellow or red card it goes down on your record. You can view your record in the status screen. It shows how many red and yellow cards you've gotten. Your record plays an important role in the game, since the punishments get more severe as your record gets worse. For example, if your record is 0 yellow cards and 0 red cards, and you get a yellow card, you'll get only a minor punishment, like losing an item. The yellow card will remain on your record. If you have 0 yellow cards and 0 red cards, and you get a red card, you'll get a slightly worse punishment, like a card or gil fine, but it won't be terrible. If you have a terrible record (say for exapmple you have 3 yellow cards and 2 red cards) and you get a yellow or red card, the punishments can be a killer. It is usually status down FOR GOOD.

Even worse than that, you can end up losing all equipment that is currently on you. If your record is VERY BAD (say you have around 9 yellow cards and 9 red cards) you can get a major status down. I once got defense down by 86 points. So of course, you need to reset if you want any hope of succeeding with that unit. Your record also applies to the amount of gil that is required for a release. So if you have 6 red cards and 8 yellow cards, you'll get a mad fine, but something like 0 yellow cards and 1 red card will cost around 1,000 to 2,000 gil.

You can clear your record though. If you go to the prison and select pardon, you can pay gil (again, depends on the unit's record) to lock them up for a certain amount of time. This certain amount of time applies to battles. So if you have, lets say one yellow card and three red cards, a unit can be suspended for three battles. Once you fight three battles, you can go to the prison and pick up your unit. When you check their record, it'll be clear. I know this doesn't seem worth it but trust me, it is.

There is one more thing that I need to tell you before I list the laws. It is about jagds. There are three jagds in the game, and each one is marked by a skull. Jagds are places the judges cannot reach, so there are no laws there. This is good in one way and VERY bad in another. It is good because there is nothing holding you back and you can do anything you want without having to use law cards up. It is bad due to the fact that if your units are KOed there, and are still KOed by the end of the battle, they are gone FOR GOOD! This includes everyone but Marche (so that means Montblanc). So if you don't want to lose your units, make sure you revive them before the battle ends!

Now the laws. I'll tell you all the laws that are found in the land of Ivalice. You start the game out with having only one law a day, but after you complete the fifth mission, it'll raise to two laws a day. Later in the game (forgot when), the laws will increase to three laws a day.

This is how I'll lay out a law (they'll be listed in alphabetical order):

FORBIDDEN  
RECOMMENDED  
RANK AND DESCRIPTION

Addle  
Stop

[R4] Penalty for addling  
Judge point bonus for stopping a unit.

Control

Morph

[R2]Penalty for a successful: "Control" A-abilities.  
Judge point bonus for successful: "Morph" A-abilities.

Fire

Ice

[R1]Penalty for a successful hit with: Fire actions/A-abilities. Fire weapons  
are not  
penalized.

Ganging Up

Copycat

[R3]Penalty for: Using combos. Only the initiating unit is penalized.

Gunmanship

Summon

[R4]Penalty for a successful hit with: "Gunmanship" A-abilities.

Hunt

Defend

[R5]Penalty for a successful hit with: "Hunt" A-abilities.

Holy

Dark

[R5]Penalty for a successful hit with: Holy actions/A-abilities. Holy weapons  
are not penalized.

Ice

Fire

[R1]Penalty for a successful hit with: Ice actions/A-abilities. Ice weapons are  
not penalized.

Katanas

Maces

[R4]Penalty for a katana hit.

Knuckles

Soul

[R4]Penalty for a knuckles hit.

Lightning

Wind

[R2]Penalty for a successful hit with: Lightning actions/A-abilities. Lightning  
weapons are not penalized.

Petrify

Frog

[R5]Penalty for petrifying.

Sabers

Knives

[R5]Penalty for a saber hit.

Sharpshoot

Call

[R5]Penalty for a successful hit with: "Sharpshoot" A-abilities.

Silence

Addle

[R3]Penalty for silencing

Steal

Aim

[R3]Penalty for a successful: "Steal" A-abilities.

Stop

Silence

[R5]Penalty for stopping a unit,

Target Area

Target All

[R4]Penalty for a successful hit with: A-abilities with area effect of 2+ panels.

Techniques

Skills

[R6]Penalty for a successful hit with: "Tech" A-abilities. (ex: "Combat Tech")

Time Magic

Spirit Magic

[R4]Penalty for a successful hit with: "Time Magic" A-abilities

Now for law cards. Law cards may not seem that important early in the game (like when there's only two laws), but once you get to having three laws a day, it is usually going to end up with at least one of the laws being against you. So of course, you can use a law card to nullify that law FOR THE BATTLE. There are two types of law cards: Add-law and antilaw.

Add-law cards are shown in pink, and they add laws to a battle. This can work in your favor though. Say for example, the enemy has a very damaging target all attack. If you use the law card that makes target all illegal, they can no longer use it. Of course, this means that you can't use one either, so be careful!

Antilaws are shown in black. Antilaws are good, because they nullify laws. Say that healing is forbidden and you need to revive a character. If you have the healing antilaw card, you can use it and healing will be legal! This also means, however, that the enemy can do stuff that they couldn't do before, so watch out!

Well now the question is, "How do I use my law cards?" Well it is quite simple. First, during a battle, bring the laws up (remember, it must be DURING the battle; if you don't remember how to bring the laws up, refer to the top of the chapter). Then press the (A) button to bring your law cards up. You can now select what add-law and antilaw cards you want to use!

Now how do you get law cards, you ask? Well you get them by two things: rewards and trades. You get them from rewards by winning battles. You usually get a max of two cards, but on rare occasions, you'll only get one. Now for trading. In some towns (Candoran I think), there is an option called "Card Shop". Go here to visit Ezel's secret card shop, which contains all the different law cards. He doesn't have all the cards each time, but visit often and he'll get new cards.

Trading cards isn't that simple. Each card has a rank, and that rank shows how much it is worth. Then there is a cost (the highest is 24). To trade cards, you must meet that cost. So say for example, you want to receive an R6 Antilaw card (more on those later). The cost of that is 24. So if you just choose to trade an

Ice card, whose rank is only one, you'll need to select more cards to trade until you meet the required cost. The better the card is, the more it's worth and the more it costs. Weak cards, like adding and nullifying ice, only cost a rank of 6, and they are worth only one.

I will list the cards, their cost, and how much they're worth later. For now, I'll tell you about some certain cards that'll help you a lot throughout the game.

#### R1 ANTILAW

WORTH: 6

COST: 24

This is the first of the six Rank antilaws. This is also powerful, but not as powerful as the allmighty. An R1 Antilaw nullifies all Rank 1 laws in effect. So it can end up nullifying only one, but then again it can end up nullifying all three!

#### R2 ANTILAW

WORTH: 6

COST: 24

The second of the six Rank antilaws. Since R2 laws become more common later in the game, you'll need this card a lot. It'll nullify all Rank 2 law cards that are currently in effect.

#### R3 ANTILAW

WORTH: 6

COST: 24

As you guessed, the third of the six Rank antilaws nullifies all Rank 2 laws that are currently in effect. Save it for the halfway point through the main storyline, because more Rank 3 laws will appear then.

#### R4 ANTILAW

WORTH: 6

COST: 24

The fourth of the six Rank antilaws will nullify all Rank 4 laws in effect. Near the end of the game, R4 antilaws will start appearing like crazy, and it is important to have this card then.

#### R5 ANTILAW

WORTH: 6

COST: 24

The fifth of the six Rank antilaws will nullify all of the Rank 5 laws that are currently in effect. At the end of the game, you'll see almost nothing but this in all three slots, so make sure you have many saved up.

#### R6 ANTILAW

WORTH: 6

COST: 24

The final of the six Rank antilaw cards will nullify all Rank 6 laws currently in effect. By the end of the game, and after the game, you'll see almost NOTHING but Rank 6 antilaws (a few Rank 5 antilaws, but almost nothing else), so this card can be as powerful as the Allmighty card! Speaking of Allmighty...

#### ALLMIGHTY

WORTH: 7

COST: ???

This is the best card you can get, and so far I have not found any in the card shop. The Allmighty card nullifies ALL laws in effect. It doesn't matter what, they'll just be nullified. I have found only two of these powerful cards, and

that has been through specific missions that are from Ezel only. Use this card wisely, like when everything is against you. Otherwise, you might not have it when you really need it!

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+=====+
|                (14) THE MONSTER BANK                |
+-----+
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Since I have been receiving many e-mails lately about the Monster Bank, I've decided to make a chapter going in-depth on how the monster bank works.

The Monster Bank is, for people who don't know, a place where captured monsters go when they are... captured. The Monster Bank is located in Cyril, and it can hold up to 20 monsters at one time. Beware of the dreaded law penalty that releases a random monster from the bank!

Well, the first question you might have is, "How do I capture a monster?" Capturing monsters is not as obvious as you may think. To capture a monster, you must first get a Hunter. The Hunter job can be obtained by mastering two ARCHER abilities. Once you master the abilities, the Hunter job will become available for humans only. Using the Ranger Bow, you can learn the ability "Capture" for 200 AP. If you use capture on a monster and it is successful, they'll glow black, then disappear.

You need to know that capturing a monster is not that easy. You can't just use Capture the moment the battle starts. If you do, there is a 99.999% chance that you'll miss. You first must weaken the monster until it is at critical status. Then you should weaken it even more, until its HP is lower than 15 or so. If you use Subdue, which is a move only Paladins can learn by using the Ancient Sword, it'll make things easier. Subdue causes light damage and its main purpose is to help you capture monsters. Once a monster is very, very weak, THEN you're ready to capture it. Keep in mind that there is still around a 50-60% chance that you'll still miss even when the monster is really weak. You should get behind the monster to increase your chances of succeeding in capturing.

Also, if you have the move Concentrate, which is a support ability that increases your hit rate, it'll make things even easier. When you capture a monster, it'll disappear from the battle, and you'll get a "soul".

```
#####
WHAT IS A SOUL?
#####
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Souls are "items" that you get when you capture a monster. A Soul is an item that only a Morpher can use. The only race that can learn the job Morpher is the Nu Mou race, and Souls are the Morpher's source of power. If a Morpher equips a Soul, he or she can learn the abilities of the monster that contained the soul that the Nu Mou has. For example, if you capture a Dragon, you'll get a Dragon Soul. If you give a Dragon Soul to a Morpher, the Morpher can learn all the moves a Dragon has! There are nine different Souls in the game, and each one is exclusive to a certain monster. If a Morpher learns all the moves from every soul, they can be very powerful. Training a Morpher requires patience though, so clear your schedule if you plan to make the ultamite Morpher. On a final note, the job Morpher only becomes available after you capture five monsters.

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#####
I'VE CAPTURED A MONSTER. WHAT NEXT?
#####
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Bomb	Bomb Soul	
-----		
Dragon	Dragon Soul	
-----		
Flan	Flan Soul	
-----		
Floateye	Eye Soul	
-----		
Lamia	Lamia Soul	
-----		
Malboro	Malboro Soul	
-----		
Panther	Panther Soul	
-----		

Remember that these are the RACES of monsters. You can capture all monsters within that specific race.

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|                                     |
|                               (15) FAQ                               |
|                                     |
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Alert the weasels! A FAQ! Yeah! All those Final Fantasy Tactics Advance info you wanted to know, but were afraid to ask!

Q: What does the WT at the bottom stand for?  
A: How many turns your character has to wait.

Q: Can I help with this FAQ?  
A: No. I currently need no help.

Q: How do I do [insert mission here]?  
A: If it isn't in the FAQ, I haven't gotten to it. I type a strategy right after I complete a mission, so wait a couple days and I'll reach it.

Q: How many missions are there?  
A: 300

Q: Can you list all the jobs?  
A: All jobs can be found in chapter two.

Q: I need extra help on [insert mission here]!  
A: If my strategy isn't working for you, I'll send you an alternate strategy

Q: Yur faq is kewl, lol!!!!!!!!!!!!!!!!!!!!111  
A: Please, anyone, don't ever send me an e-mail like this.

Q: How do I use antilaw cards?  
A: Check the FAQ before asking these types of questions.

Q: How do I get more missions? The same ones keep appearing!  
A: Yeah this can happen once you've completed a lot of missions. You just need to walk around, fight a few battles, and walk around some more a missions will start to appear again.

Q: I heard you can get Ezel, Ritz, Shara, Cid, and Babus! Is this true?  
A: Yes it is.

Q: How do I get a morpher?  
A: You must capture five monsters first.

Q: How much does ultima damage cost?

A: Well, the MP cost is usually 60, but the AP cost is 999!

Q: Should I get this or Final Fantasy Tactics?

A: I personally think that Final Fantasy Tactics has some more positive things than this game, but this game has excellent replay value and a very deep game length.

Q: How many units can I have in my clan?

A: 24

Q: How come my abilities keep disappearing! I equip learn one, but later it vanishes!

A: This is because you haven't mastered an ability. Once you equip and item, you must keep that item and job until you gain the required AP for that ability. Then you can use it even after you unequip the item. If that's not the cause, then you got the AP down penalty for breaking a law.

Q: I used a totema, but then the option disappeared! Help!

A: You must have 10 judge points saved up to use a totema.

Those are all I've recieved so far.

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|                                     |
|                               (16) SECRETS                               |
|                                     |
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When you enter a clan battle kill all the enemies but one, use your archers arm and leg aim. The move all you characters except your archer to a corner then If they are soldiers and have the aid skill they may use this and you other party members may use potions or cure magic etc. Your archer may also use these skills or their own skills just anytime an enemies leg disablement wears off just use it again and I think you will see that it is an excellent way to gain levels!

Basically, you get more experience points if you carry out an action on a character of a higher level - the higher the better, as you get 2 exp points for every level higher than you. So you get 20 points if you're a level 20 character who hits a level 25 one. ...But that also applies to the nice things, like potions, or white magic. So to level up quickly, always take along a higher level character and use your potions on them for extra EXP! This is no good, of course, if you have a hard-core of 6 characters you always use, but if you have an extended party and some get left behind, then use an easy level to do this on. Even better, do it on a level with animals, as you can have one character keep a rockbeast or something under control while your others collect experience for a while.

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|                                     |
|                               (17) VERSION HISTORY                               |
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09/11/03 I got the walkthrough up to mission three done, a lot of the game

basics done, and got the control section done. Look for more in the next day or so!

9/11/03 Minor update. Added ASCII art and fixed spelling mistakes. More game coverage will come tomorrow.

9/12/03 Removed ASCII art, added a TON of more stuff, also added two new chapters: Sub-quests and Items and Equipment list. More to come soon!

9/14/03 More missions added and added lots more equipment.

9/17/03 Added a FAQ section, but the big change you'll notice is that all the weapons are now in a chart (took me three days... ugh!) so it should be easier to read... I hope.

9/18/03 Weapons guide COMPLETE! Oh yeah! Also added a couple more FAQ questions.

9/19/03 Added a lot more missions, but that's all.

9/20/03 More rumors and missions added.

09/21/03 More missions, especially dispatch missions, added.

09/25/03 Added and finished a new chapter.

09/27/03 Lots more missions added.

09/28/03 More missions added.

09/28/03 (Later) More missions and rumors added. I'm almost done with story mode, just need to finish up with the second and third parts of the final mission.

09/30/03 Heh, you'll notice that nothing big has changed. Just added some more characters in the character section.

10/01/03 Again, nothing major but I added a new section to game information. A bigger update than last, but not by much.

10/04/03 Finished story mode and added a bunch of side-quests.

10/05/03 TONS of side-quests added.

10/05/03 (later) TONS of side-quests added again. Also, this FAQ has hit 100 pages! Yay!

10/06/03 Added a new chapter: Laws and law cards.

10/07/03 Nothing much. Added some stuff to the law chapter.

10/08/03 Added a new chapter: Abilities.

10/09/03 Well it seems that the abilities list won't take as long as I thought, because I got a lot of it done today.

10/10/03 Nice update here. Got a good 37 sub-missions done. This FAQ has AROUND 159 missions or so. Good.

10/12/03 Well, my game has suddenly stopped giving me new missions so I only have 18 missions completed here, and ALL of them are dispatch. On the nice,

bright side, I added a ton more to the ability section and added a new chapter.

10/13/03 For the most part, missions are temporarily on hold until some new ones actually come in! I've been focusing mostly on the other chapters, like descriptions and abilities and laws and such.

10/13/03 (Later) Today, when I played my game a HUGE total of 0 new missions appeared, so no missions were added today. Damn, they better start appearing soon. I only added about four KB of information here, with some new jobs.

10/17/03 Over the weekend, you'll find almost no new missions added. Instead, I'll be working to death trying to complete all other chapters so I can simply focus on the missions.

10/20/03 If you saw the last update, you might have noticed a chapter in the Table Of Contents that was nowhere to be found in the guide. It's up and complete now, as well as me adding some more abilities to the list. Also added more mission requirements.

10/26/03 Well, it seems that missions have started appearing again, so I'll be writing those guides in now. Also finished the clans chapter. Yay.

11/02/03 Added a few more missions and abilities in here. I'm not gonna add anymore dispatch missions until all of the other missions are complete, so if you're waiting for those, you'll just have to be a bit patient.

11/02/03 (LATER) Heh, I stopped my monster guide halfway through a sentence in the last update. Woops. Anyway, that section is complete and added a lot more abilities. I'm still working a ton on all the additional chapters, and some new ones are going to be added soon (like within a week or so)!

11/07/03 Added a new chapter and got almost halfway through it. Also added some more stuff to the other additional chapters.

11/09/03 Added more stuff to the abilities and mission items. And got five more missions in the sub-mission chapter. Yay.

11/10/03 More missions added and got a new chapter in: Clan critiques. If you send me your clans, I can critique them and tell you what's good and bad, and how to improve them.

11/11/03 I only have two more battle missions and one more encounter mission! I'll probably post all of the dispatch missions in one update. This FAQ should be complete by the end of the week! Yay!

11/12/03 Well, I was wrong. I didn't tackle all of the dispatch missions in one update. I'd say by Friday this FAQ will be complete. I added TONS of dispatch missions, though.

11/13/03 Okay, got two KB worth of dispatch missions in. Yay. Tomorrow, I'll get in at least 110 more missions, if not getting all of them in.

11/14/03 I did it! I actually completed this FAQ! Yay! All that's left now are a few multiplayer-only missions, and some reserve missions. Also, mission items and abilities, but that's it. I'm going to try to do all of that tomorrow.

11/15/03 Started the layout reconstruction. It's completed status is at about 65%. Everything will get done tomorrow.

11/16/03 Finished abilities, almost all of the missions are in. I added a lot

more corrupt judge missions and the layout reconstruction is at about 70% completion. By the end of the week, you should see all rumors, abilities, and they layout in.

11/17/03 Whoa! This is the thirty-ninth update! This is one big project! Anyway, all abilities are done, and I finished all link missions. All that's left are a few corrupt judge missions and abilities, which will be done Friday. After that, there won't be as many constant updates (I usually update them every day, or every two days but now, maybe once a week or every two weeks), and by the end of the month, you'll probably be seeing the final version. I am waiting until Friday to finish because I want to get all my other stuff done. I also need to start working on my next project, and I don't want to have to work on this at the same time.

11/18/03 Okay, all abilities done.

11/22/03 EVERYTHING done. Every little thing in the damn game is complete. All of the leftover rumors are in and the final corrupt judge missions are in. That means that this is a TOTALLY complete FAQ! I'm not marking it as "Final" yet, because I still love this game and I might want to go back and update it. But I have started on another project already, so don't expect many more updates.

11/25/03 I thought I'd never do this but... I added yet another new chapter. Secrets. I can't believe I forgot about that. Expect to see TONS of information on secret characters later, since I haven't included that yet.

01/04/04 Added ASCII art

01/02/05 The final update I am making to this FAQ.

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+=====+
|                (18) CONTACT                |
+=====+
```

My e-mail address is cskull@frogdesign.com. There are a few things that you can e-mail me about, and few things that you can't. First the things that are okay.

Information on the game. No this does NOT mean five long page mission strategies or something I haven't covered because if it isn't there, it will be soon.

It means additional TIPS on beating a mission or correcting information that I messed up. Secrets are TOTALLY accepted.

Asking permission to use this FAQ. You can see full details on this in the final chapter.

Suggestions for the FAQ. Something like, "Why don't you add such and such in your FAQ. NOT "Why don't you totally re-do your FAQ because it sucks!" That is just plain rude and annoying. If you don't like my FAQ, tell me things to make it better!

The things that you CAN'T e-mail me about are...

Spam. This is the NUMBER ONE thing that you must not send. I get at least twenty spam e-mails a day and I don't need yours it doesn't help. Please don't send any.

Praise/Hate mail. Yes I appreciate it if you praise my FAQ. No I don't

appreciate it if you send me an e-mail saying, "Your FAQ is the biggest piece of **** ever created! It sucks!" Those two things just fill up my inbox and it really annoys me.

Spelling/Grammar mistakes. I used to get about ten e-mails a day saying, "You spelled these two words wrong." or something like, "You used inappropriate grammar in this chapter." Please people! I can find those on my own!

And that wraps up the contact. Once again my e-mail is: cskull@frogdesign.com

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+=====+
|                (19) CREDITS/LEGAL                |
+=====+
```

The credits so far go to...

Devin Morgan: Ahh... the irony in this chapter... if you know where to look. Parts of the dispatch missions (cost, rewards, location, and duration) were used as source from his guide (which can be found at [http://db.gamefaqs.com/portable/gbadvance/file/final_fantasy_tactics_advance_b.t](http://db.gamefaqs.com/portable/gbadvance/file/final_fantasy_tactics_advance_b.t) xt) Sorry about that little incident... you know what I'm talking about. And thanks for giving me a second chance :)

Square-Enix: May they live long. After all, they brought Final Fantasy back to Nintendo!

CJayC: For putting this up on his awesome game site.

KoopaKid: He provided the excellent ASCII art

ChIcKeNwInG: For providing LOTS of weapon info

Nintendo Power Official Players Guide: They were a good source for some of my info, mainly weapons

omega-flare: submitted a secret for me

John M.: submitted a secret

tgfcoder: awesome ASCII art you see at the top

No other credits so far. Now the legal...

Some of you people have no idea how annoying it is to see your FAQ on someone else's site. DON'T put this on your site or in your book or magazine. Don't take any PARTS of this guide without my permission. I will find out somehow by someone who e-mails me and I will get very mad at them. You can, however, print this guide out for your own use.

The big sin: DON'T GIVE YOURSELF CREDIT FOR THIS FAQ!

Ever, ever, ever! Plagiarism is the number one thing that pisses me off. If I find this FAQ on someone's site without my permission AND without my name on it, I'm not even going to send a nice little e-mail telling you to remove it. I'll get serious FAST! Using this guide as your own is against the law, and can result in severe punishments. Altering this section is also against U.S. law and can result in severe punishments.

THE FOLLOWING SITES ARE ALLOWED TO USE MY FAQ WITHOUT MY PERMISSION:

GameFAQs  
NeoseekerIGN  
Gamenotover

***BIG NOTE*** [www.cheatcc.com](http://www.cheatcc.com) is NOT allowed to use this guide. EVER.

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Thanks a bunch for reading this FAQ! I hope it helps you!

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