

Jawbreaker	Adhere	None	W. Atk. +	None
Toughskin	Debilitate	None	None	None

Strategy

~~~~~

Here, another easy battle. All I have to say is kill the Bomb first, that way it won't keep using that stupid flame attack. Also, look out for the Antlions twister, which takes away half of your health and is an area attack.

=====

### Bloodthirsters

=====

| Enemy       | A-ability(s) | R-ability   | S-ability | Equipment                      |
|-------------|--------------|-------------|-----------|--------------------------------|
| Ahriman     | Glare        | None        | None      | None                           |
| Assasin     | Corner       | Return Fire | None      | Heaven's<br>Cloud<br>Dark Gear |
| Juggler     | Stunt, Item  | None        | None      | Rondell<br>Dagger<br>Wyggar    |
| Masterberry | Malice       | None        | None      | None                           |
| Vampire     | Illude       | None        | W. Atk. + | None                           |
| Vampire     | Illude       | None        | None      | None                           |

### Strategy

~~~~~

You may not fight the Bloodthirsters until later in the game, but again, not very hard. First get the Ahriman before he uses roulette, because it usually kills one of your clan members. Then take out the Masterberry, or he might use Voodoo, which is a souped up karma attack. Then get the Vampires last. Also, steal the Wygar if you don't have one, because it can teach strikeback. You could also steal the Heaven's Cloud and sell it for quick gil.

=====

Brass Dragoons

=====

Enemy	A-ability(s)	R-ability	S-ability	Equipment
Defender	Defend	Last Berserk	None	Vajra Maximillian
Dragoon	Dragon Tech	Strikeback	None	Partisan Platemail
Dragoon	Dragon Tech	None	None	Ice Lance Gold Armor
Paladin	Chivalry	None	W. Def +	Lohengrin Platemail
Templar	Sacred Skill	Bonecrusher	None	Lionheart Dragon Mail Cross Helm

Strategy

~~~~~

These guys are average, but none of these random battles should be hard. First, I recommend stealing the Vajra and Maximillian. The Maximillian armor is one of the best in the game. Try not to attack the Templar directly, but don't worry if you're guys are really strong. Other than that it's a snap.

=====

Clan Banisa

=====

| Enemy      | A-ability(s)            | R-ability    | S-ability   | Equipment                                  |
|------------|-------------------------|--------------|-------------|--------------------------------------------|
| Animist    | Call                    | Block Arrows | None        | War Trumpet<br>Adaman Vest                 |
| Fighter    | Fighter Tech            | Strikeback   | None        | Sun Blade<br>Survival<br>Vest              |
| Gladiator  | Spellblade Tech         | None         | Doublehand  | Atmos Blade<br>Power Sash                  |
| Warrior    | Battle Tech             | None         | Monkey Grip | Predator<br>Round<br>Shield<br>Adaman Vest |
| White Monk | Monk Tech, Item Counter |              | None        | Dream Claws<br>Survival<br>Vest            |

Strategy

~~~~~

If they have anything you want, kill everyone else first. Watch out for Strikeback, unless you've fought them a lot. Also, The White Monk really only uses potions (only potion) So don't worry about the item. The animist will probably stay behind and use Chocobo Rush so keep that in mind too.

=====

Clan Belmia

=====

Enemy	A-ability(s)	R-ability	S-ability	Equipment
Assassin	Corner	Return Fire	None	Zanmato Judo Uniform
Gunner	Gunmanship	None	Concentrate	Chaos Rifle Brigandine
Ninja	Ninja Skill	None	Double Sword	Ashura Petalchaser Ninja Gear
Sniper	Sharpshoot, Item	Auto-Regen	None	Twin Bow Gaia Gear
Thief	Steal	Counter	Maintenance	Rondell Dagger Survival Vest

Strategy

~~~~~

This is about as hard as it gets. Steal the Zanmato, if you don't have one already, because it'll take a long time to get. The Ninja can attack you twice in one turn, and he'll also inflict status ailments with his skills. The Assassin is real strong, and the Gunner has long range + accuracy. But still, not much trouble if you're at the right level.

=====

Clan Clatz

=====

| Enemy | A-ability(s) | R-ability | S-ability | Equipment |
|-------|--------------|-----------|-----------|-----------|
|-------|--------------|-----------|-----------|-----------|

```

=====
Animist      Call      None      Maintenance  Satyr Flute
Power Sash
Gadgeteer   Pandora   Auto-Regen  None         Dream Claws
Gaia Gear
Juggler     Stunt     Catch      None         Khukuri
Power Sash
Thief       Steal     Counter    Maintenance  Kard
Wygara
Time Mage   Time Magic Return Fire  None         Terre Rod
Magus Robe

```

Strategy

~~~~~

You might not fight these guys until later too. Beware of Gadgeteer's Chroma Gem. Don't fire arrows at the Time Mage, if you don't know what Return Fire does already (and you should!) That's all folks!

=====

Clan Dip

=====

Enemy	A-ability(s)	R-ability	S-ability	Equipment
Archer	Aim	None	Concentrate	Longbow Leather Garb
Archer	Aim	Block Arrows	None	Char Bow Feather Cap Leather Garb
Soldier	Battle Tech	None	None	Short Sword Cuirass
Thief	Steal	Counter	None	Jack Knife Leather Garb
White Mage	White Magic	None	None	White Staff Hempen Robe

Strategy

~~~~~

Wonder why they're called Clan Dip? Their clan name represents their toughness. No strategy for this one. If you have trouble with this, return the game NOW! I'm not kidding! Go to the store and return the game NOW! But really...

=====

Clan Hounds

=====

| Enemy              | A-ability(s)                 | R-ability         | S-ability      | Equipment                                |
|--------------------|------------------------------|-------------------|----------------|------------------------------------------|
| Blue Mage          | Blue Magic, Item Damage > MP |                   | None           | Aqua Saber<br>Brigandine                 |
| Coeurl<br>Element. | Scratch<br>Spirit Magic      | None<br>Absorb MP | Reveal<br>None | None<br>Survival<br>Vest<br>Colichemarde |
| Gunner             | Gunmanship                   | None              | None           | Lost Gun<br>Survival                     |

|             |      |         |           |      |
|-------------|------|---------|-----------|------|
| Lamia       | Song | Counter | None      | Vest |
| Red Cap Hit |      | None    | W. Atk. + | None |

Strategy  
 ~~~~~

Nothing good to steal here either. All I have to say is this is a good place to catch monsters, if you haven't gotten them already.

=====
 Clan Marble
 =====

Enemy	A-ability(s)	R-ability	S-ability	Equipment
Animist	Call	Block Arrows	None	Glass Bell Leather Garb
Archer	Aim	None	None	Longbow Leather Garb
Fencer	Lunge Tech	Reflex	None	Stinger Chain Plate
Soldier	Battle Tech	None	None	Silver Sword Bronze Armor
Warrior	Battle Tech	None	None	Samson Sword Bronze Armor

Strategy
 ~~~~~

Almost as horrible as Clan Dip. You don't need a strategy for this one either.

=====  
 Clan Shalo  
 =====

| Enemy        | A-ability(s) | R-ability    | S-ability | Equipment                       |
|--------------|--------------|--------------|-----------|---------------------------------|
| Warrior      | Battle Tech  | None         | None      | Shortsword<br>Bronze<br>Armor   |
| Defender     | Defend       | Last Berserk | None      | Defender<br>Bronze<br>Armor     |
| White Monk   | Monk Tech    | Counter      | None      | Hard<br>Knuckles<br>Chain Plate |
| White Mage   | White Magic  | None         | None      | Guard Staff<br>Magus Robe       |
| Animist Call |              | None         | None      | Demon Bell<br>Leather<br>Garb   |

Strategy

~~~~~

NOTE!!! In order to save space I am indicating here that all members of Clan Shalo have Feather Boots equipped. They're about average. OK, now.... try not to fight them on water, unless you can provide feather boots for your own clan members, because then, they may actually have a 0.2% chance of hitting you!

=====

Cyril Band

=====

Enemy	A-ability(s)	R-ability	S-ability	Equipment
Archer	Aim	None	None	Longbow Chain Plate
Soldier Bronze Armor	Battle Tech	None	None	Short Sword
Thief Leather Garb	Steal	None	None	Kris Knife
Thief	Steal	Counter	None	Jack Knife Leather Garb
White Monk	Monk Tech	Counter	None	Rising Sun Survival Vest

Strategy

~~~~~

No strategy that's gonna keep you from beating the crap out of them :)

=====

Doned Faction

=====

| Enemy     | A-ability(s)   | R-ability    | S-ability | Equipment                       |
|-----------|----------------|--------------|-----------|---------------------------------|
| Dragoon   | Dragon Tech    | Counter      | None      | Dragon<br>Whisker<br>Gold Armor |
| Fighter   | Fighter Tech   | Bonecrusher  | None      | Venus Blade<br>Wygat            |
| Sage      | Sagacity Skill | Reflex       | None      | Lotus Mace<br>Gaia Gear         |
| Sniper    | Sharpshoot     | Auto-Regen   | None      | Nike Bow<br>Dark Gear           |
| Time Mage | Time Magic     | Last Quicken | None      | Sleet Rod<br>White Robe         |

Strategy

~~~~~

Well, steal Nike Bow and Dragon Whisker for some cash. Try to kill the Time Mage quick before he uses his good moves but, you're a pro at this already aren't you?

=====

Gaja Band

=====

Enemy	A-ability(s)	R-ability	S-ability	Equipment
Dragoon	Dragon Tech	None	None	Gae Bolg Platemail
Gunner	Gunmanship	None	None	Riot Gun Survival Vest
Hunter	Hunt	None	W. Atk +	Cranequin Brigandine
Ninja	Ninja Skill	None	Double Sword	Petalchaser Osafune Ninja Gear
Red Mage	Red Magic	None	M. Pow +	Fleuret Survival Vest Circlet

Strategy

~~~~~

For some reason, Gaja sounds like a Gladiator. Whatever, just thinking out loud. Reeeally not worth your time, unless you and your Cinquedeas are after some good abilities.

#### ===== Gertai Band =====

| Enemy     | A-ability(s)                 | R-ability   | S-ability    | Equipment                                  |
|-----------|------------------------------|-------------|--------------|--------------------------------------------|
| Assassin  | Corner                       | Return Fire | None         | Hades Bow<br>Dark Gear                     |
| Blue Mage | Blue Magic                   | Damage > MP | Immunity     | Manganese<br>Brigandine                    |
| Juggler   | Stunt                        | Return Fire | None         | Jambiya<br>Power Sash                      |
| Ninja     | Ninja Skill, Item Last Haste |             | Double Sword | Kotetsu<br>Heaven's<br>Cloud<br>Ninja Gear |
| Sniper    | Sharpshoot                   | Auto-Regen  | None         | Hunt Bow<br>Survival<br>Vest               |

#### Strategy

~~~~~

Ummmm..... next? Not hard at all, do whatever you think will work.

===== Guard Patrol =====

Enemy	A-ability(s)	R-ability	S-ability	Equipment
Bishop	Prayer	Return Magic	None	Judge Staff Survival Vest
Defender	Defend	None	W. Def +	Lionheart Gold Armor Bracers
Mog Knight	Charge	Last Haste	None	Flametongue

Paladin	Chivalry	None	Monkey Grip	Platemail Vigilante Round Shield Iron Armor
Sage	Sagacity Skill	None	Shieldbearer	Druid Mace Blaze Robe
Templar	Sacred Tech,Item	Bonecrusher	None	Gae Bolg Platemail Cross Helm

Strategy

~~~~~

They have a variety of crap to use on you, but not a problem. Try to concentrate on killing the Templar so he won't use any Phoenix Downs. Get those Bracers if you care.

=====

Jagd Emissaries

=====

| Enemy     | A-ability(s)    | R-ability   | S-ability    | Equipment                      |
|-----------|-----------------|-------------|--------------|--------------------------------|
| Ahriman   | Glare           | None        | W. Atk +     | None                           |
| Gladiator | Spellblade Tech | Strikeback  | Doublehand   | Flametongue<br>Brigandine      |
| Lamia     | Song            | Counter     | None         | None                           |
| Ninja     | Ninja Skill     | Last Haste  | Double Sword | Kikuichimonji                  |
| Sniper    | Sharpshoot      | Auto-Regen  | None         | Master Bow<br>Survival<br>Vest |
| Summoner  | Summon Magic    | Return Fire | Half-MP      | Pure Staff<br>Black Robe       |

Strategy

~~~~~

Get yourself that Master Bow if you please. As always, get rid of that Ahriman first before, (gulp), you know, Roulette.

=====

Koring Band

=====

Enemy	A-ability(s)	R-ability	S-ability	Equipment
Animist	Call, Item	Block Arrows	None	Glass Bell Adaman Vest
Archer	Aim	None	Concentrate	Char Bow Chain Plate
Bishop	Prayer	None	None	Guard Staff Chain Plate
White Mage	White Magic	None	None	Cure Staff Silken Robe
White Monk	Monk Tech	Counter	None	Rising Sun Survival Vest

Strategy

~~~~~

No strategy. Not even worth coming onto the map.

=====  
 Kudik Beasts  
 =====

| Enemy       | A-ability(s) | R-ability | S-ability | Equipment |
|-------------|--------------|-----------|-----------|-----------|
| Antlion     | Sandstorm    | None      | W. Def +  | None      |
| Red Panther | Rake         | Counter   | Reveal    | None      |
| Red Panther | Rake         | Counter   | Reveal    | None      |
| Sprite      | Trick        | None      | None      | None      |
| Toughskin   | Debilitate   | Counter   | W. Def +  | None      |

Strategy  
 ~~~~~

I have but one thing to say: CAPTURE!

=====
 Lost Monsters
 =====

Enemy	A-ability(s)	R-ability	S-ability	Equipment
Big Malboro	Reek	None	W. Atk +	None
Floateye	Gaze	Counter	None	None
Grenade Boom!	None	None	None	None
Malboro Stench	None	None	None	None
Sprite Trick	None	None	None	None

Strategy
 ~~~~~

See above strategy.

=====  
 Ramble Band  
 =====

| Enemy     | A-ability(s)  | R-ability  | S-ability    | Equipment                                         |
|-----------|---------------|------------|--------------|---------------------------------------------------|
| Alchemist | Alchemy Skill | N/A        | M Pow.+      | Mandragora                                        |
| Fighter   | Fighter Tech  | Strikeback | N/A          | Sun Blade<br>Brigandine                           |
| Ninja     | Ninja Skill   | N/A        | Double Sword | Heaven's<br>Cloud<br>Petalchaser<br>Ninja<br>Gear |
| Sniper    | Sharpshoot    | Auto-Regen | N/A          | Hades Bow<br>Dark Gear                            |
| Thief     | Steal         | Counter    | N/A          | Zorlin<br>Shape<br>Power<br>Sash<br>Gaia Gear     |

Strategy  
 ~~~~~

Nothing, except to watch for the Ninja so he doesn't pull any crap.

=====

Rangers

=====

Enemy	A-ability(s)	R-ability	S-ability	Equipment
Animist	Call	N/A	N/A	Demon Bell Survival Vest
Archer	Aim	Block Arrows	N/A	Char Bow Leather Garb
Elemental.	Spirit Magic	N/A	N/A	Fleuret Adaman Vest
Fencer	Lunge Tech	N/A	N/A	Estoc Chain Plate
White Mage	White Magic	N/A	N/A	White Staff Hempen Robe

Strategy

~~~~~

I think you can get through this one without a strategy ;)

=====

Roaming Naiads

=====

| Enemy    | A-ability(s) | R-ability    | S-ability | Equipment |
|----------|--------------|--------------|-----------|-----------|
| Icedrake | Icewyrn      | N/A          | W. Def.+  | N/A       |
| Ice Flan | Chill        | N/A          | N/A       | N/A       |
| Lamia    | Song         | Counter      | N/A       | N/A       |
| Lilith   | Poison Fang  | Block Arrows | N/A       | N/A       |
| Sprite   | Trick        | N/A          | N/A       | N/A       |

Strategy

~~~~~

sigh..... just capture.

=====

Roda Dragons

=====

Enemy	A-ability(s)	R-ability	S-ability	Equipment
Bomb	Blaze	Counter	N/A	N/A
Firewyrn	Dragon Blaze	N/A	N/A	N/A
Firewyrn	Dragon Blaze	N/A	W. Atk.+	N/A
Jelly	Melt	Counter	N/A	N/A
Toughskin	Debilitate	N/A	N/A	N/A

Strategy

~~~~~

Why are they called the Roda DRAGONS if only 2/5 of their team are Dragons?  
Hmmm..... something to ponder.

=====

Sprohmknights

=====

| Enemy | A-ability(s) | R-ability | S-ability | Equipment |
|-------|--------------|-----------|-----------|-----------|
|-------|--------------|-----------|-----------|-----------|

```

=====
Fighter      Fighter Tech  Counter      N/A          Shadow
              Blade
              Chain
              Plate
Soldier      Battle Tech   N/A          N/A          Shortsword
              Bronze
              Armor
Warrior      Battle Tech   N/A          N/A          Samson
              Sword
              Bronze
              Armor
White Mage   White Magic   N/A          N/A          White Staff
              Hemen
              Robe
White Monk   Monk Tech     Counter      N/A          Rising Sun
              Chain
              Plate

```

Strategy

~~~~~

Why can't any clan have good jobs!? HUH!? No but these strategies are getting too easy!

=====

Tribites

=====

Enemy	A-ability(s)	R-ability	S-ability	Equipment
Blade Biter	Crush	N/A	W. Atk.+	N/A
Coeurl	Scratch	N/A	Reveal	N/A
Red Panther	Rake	Counter	Reveal	N/A
Red Panther	Rake	Counter	Reveal	N/A
Toughskin	Debiliate	N/A	W. Def.+	N/A

Strategy

~~~~~

The writer of this guide chose not to write a strategy for the reason that it is the same as all the other monster only clans.

=====

Tricky Spirits

=====

| Enemy   | A-ability(s) | R-ability    | S-ability | Equipment |
|---------|--------------|--------------|-----------|-----------|
| Cream   | Scorch       | N/A          | Geomancy  | N/A       |
| 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 | W. Atk.+  | N/A       |

Strategy

~~~~~

Just one note that Titanias are uncapturable.

=====

Tubola Bandits

```

=====
Enemy      A-ability(s)    R-ability      S-ability      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            M. Pow.+      Gupti Aga
                                         Mirage
                                         Vest
Thief      Steal          Counter        N/A            Circlet
                                         Scramasax
                                         Survival
                                         Vest

```

Strategy

~~~~~

Just don't bring your best items so that the Thief won't get them. Also, kill the illusionist first.

```

=====
Wild Monsters
=====
Enemy      A-ability(s)    R-ability      S-ability      Equipment
=====
Coeurl     Scratch         N/A            Reveal         N/A
Grenade    Boom!           N/A            N/A            N/A
Icedrake   Icewyrms       Counter        W. Def.+      N/A
Jelly      Melt            N/A            N/A            N/A
Malboro    Stench          N/A            N/A            N/A

```

Strategy

~~~~~

See every other all monster clan.

```

=====
Zoara Sect
=====
Enemy      A-ability(s)    R-ability      S-ability      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            W. 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

```

Strategy

~~~~~

