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I. REVISION HISTORY 00rev  
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---Version 7.02 (12/25/13)---

- I've added to the "Did You Notice?" section with notes on more unused game content, including some unused battle maps (e.g., Warjilis), two more unused abilities, and some entries in the Chronicle screen you can never see. Thanks to The Cutting Room Floor ( [www.tcrf.net](http://www.tcrf.net) ) for this information.
  - > I also added a link to The Cutting Room Floor in the Additional Resources section, so you can check out the images yourself.
  - > I added the names of the unused abilities to the Name Conversion Chart as well.
- Some updates to the sections on quickly raising JP/Exp:
  - > David Lim points out that before you have Toad or Induration, a very early game leveling tactic is to pin an enemy Archer (essentially harmless at close range) or low-HP Chocobo (which will just use Choco Cure) in a corner.
  - > Over the years, several people have written into advocate for Steal Gil as an ability with which to grind Exp/JP. I still think Focus is better because it has an 100% success rate and doesn't require an enemy target, but I've now given Steal Gil a bit more prominence in the Quickly Gaining Exp and JP section, and I've mentioned this secondary use of Steal Gil in the Thief's job chart. Thanks to Anthony Hannah and Timothy Abbott for making this case.
  - > Kwing points out that the Archer's Adrenaline Rush is a good reaction ability when grinding levels; it helps boost your Speed and won't accidentally counterattack and KO an enemy that you need to keep alive.
- Refined the "ultimate defensive character" build to incorporate better armor and a permanent Shell/Protect; thanks to Kwing for the suggestion.
- Added Ashura or Nether Ashura + Flame Shield as another ability combo, also

thanks to Kwing.

- Updated the battle strategy for The Switchback to note some of the best items to poach from the Type C enemy party, which is full of advanced monsters. Thanks to Kwing for the suggestion as well.
- The prolific Kwing also suggests a novel purpose for riding chocobos: By using a chocobo rider to help surround an enemy, you can have one character attack and climb off the chocobo and then another character climb on and attack while keeping the enemy trapped the whole time. I've added this tactic to the Basic Mechanics section.
- Linh Phuong informs me that sound test track #48, "Bad Times S," is used when you lose in Melee Mode; I've filled in this missing information in the Music and Soundtrack section.
- Corrected the Frequently Asked Question about the Agrias's Birthday quest with the correct list of locations where the event can occur. (It was correct in the walkthrough itself, but not in the Frequently Asked Questions section at the top of the document.)
- Updated the Disorder in the Order battle strategy to note the specific large monsters that you could climb on as a way of getting on top of the fort.
- Clarified in the Dark Knight's job description that Sanguine Sword and Infernal Strike are non-elemental since some of the Dark Knight's other abilities aren't. Thanks to Kwing for suggesting the clarification.
- More explicitly stated in the battle strategies and job charts that the enemy "demon" monsters can never be recruited. Thanks to Nayad Zepol for pointing out that this was unclear.
- Added my new Tumblr account to the header as well.
- Some typo/grammar corrections.
- This update finishes off my to-do list of changes to the FAQ, so future updates may not happen for a while, if ever. But, my inbox/Twitter always remains open, so if you have any suggestions/corrections (especially about the iOS version), I'm all ears! It's been a great experience working on the FAQ over the years, and I'm grateful to the many people whose contributions have greatly helped improve the FAQ.

---Version 7.01 (11/25/13)---

- Updated the description of Beowulf's Templar job to note that his Spellblade abilities cannot target himself. Thus, you can't use his Faith ability to raise his own Faith stat. Thanks to Kwing for the correction.
- Updated the Basic Mechanics and Tactics section the note that the effect range of most abilities is limited vertically as well as horizontally and that this usually means that aiming magick at an obstacle like a tree or a rock is an ineffective (because it doesn't have the vertical range to spread to the nearby tiles). Thanks to Nayad Zepol for pointing out this omission.
- Updated another item in the Frequently Asked Questions (about the post-game save) to cover the iOS version.
- Removed two non-existent sections that were still in the Table of Contents-- the "Spell Quotes" don't exist in the (English) War of the Lions, and that section was removed from the FAQ a long time ago, and the "Generic Character Names" were also integrated with the Character Quotes a long time ago.
- Added the Departure Quotes and FMV Movie List sections to the Table of Contents; these sections have been around for a long time, but never made it into the ToC for some reason.
- Corrected some more typos or references to PSone names where the iOS/PSP names should have been used.

---Version 7.00 (11/24/13)---

- Well, it's been over four years since the last update, so I figured that calls for a bump up to Version 7 :). It's been a long time, but I had some long-overdue corrections to make.
- Since the last update to this FAQ, FF Tactics has been made available on more platforms: War of the Lions was ported to Apple's iOS (and, in Japan only, to

Google's Android operating system). Meanwhile, the original PSone version (without the extra missions and with the awful translation) was released as a downloadable title on the PlayStation Network. This makes talking about "the PSone version" and "the PSP version" rather inadequate, so I now refer to "the original game" and "The War of the Lions." I've also updated the Version Changes section with information on the various releases. Thanks to Wikipedia, Jansim Jansim, and RPGFan.com for some of the information on the iOS and Android versions.

- The iOS version unfortunately doesn't include the two multiplayer modes from the PSP version. Instead, the new items are earned by finishing the game once and then going to a Poachers' Den. I've updated the FAQ throughout to reflect these version differences. Thanks to the Final Fantasy Wiki for this information. Unfortunately, I don't actually have access to the iOS version--I'm an Android guy--so the FAQ will still be based primarily on the PSP version.
- Corrected two of the Treasure Hunter items at Zeklaus Desert that were listed incorrectly: The height of the tile with the all-important Degenerator trap was mislisted, and the Blind Knife was listed on the wrong tile entirely. Thanks to SushmanX for the correction.
- Aoi, Zac Hill, and Aaron Voymas point out that it's possible to encounter human enemies and some additional monster types in random battles in Chapter 1, though the probability of doing so appears quite low (5%?). I've updated the Overworld Random Battles chart and the walkthrough accordingly.
- Corrected the requirements for getting inside a Poachers' Den: You need to have the Poach ability currently equipped on at least one character (or, Luso can be in his Game Hunter job, which has an innate Poach). But, it doesn't matter whether you've ever poached any monsters. I've updated this throughout the FAQ; thanks to Geomancer8 for the tip.
- Revised the battle strategy for Disorder in the Order to note that the two enemy Knights are actually trapped on top of the fort and that you need a Jump of 5 or greater (or equivalent movement ability) to climb up and steal from them. Thanks to Jon Surrell for the insight.
- Corrected the Knight's base movement range--it's 3, not 4. Thanks to Mark Denz for the catch.
- Corrected the JP cost for the Bard's Faith Boost and the total JP required to master the job. Thanks to both Michael Chen and Mark Denz for spotting this.
- Corrected the Rare Items guide: the Sortile'ge is the COMMON poach from the Red Dragon, not the rare one, as correctly stated elsewhere in the FAQ. Thanks to Anthony Hilton for pointing this out.
- Mike Lent reports that the Cherche perfume is another rare item winnable in Melee Mode.
- Corrected a typo in the rare battle at Baliastor: One of the possible guest monsters isn't a "Black Dragon" (there's no such thing in this game); it's a Black CHOCOBO. Thanks to Patrick Burchett for the correction.
- Corrected the strategy suggested in the Dual Wield section. The strategy of combining Dual Wield and Equip Swords to make your sword techniques key off a better weapon in the top weapon slot only works if you're a Ninja and have an innate Dual Wield; otherwise, those two abilities would be competing for the same slot. Thanks to Tim Janko for pointing out this error.
- Revised the description of Dual Wield to clarify that it works with barehanded attacks and even as a Frog! Thanks to Rhodan ten Kleij for the latter tip.
- Updated the "Did Your Notice...?" section with another bit of unused content: a doll-like weapon type.
- Clarified that the level-down/level-up stat-maxing strategy produces larger gains the more you level-down (and thus level back up).
- Clarified at the start of the Chapter 4 walkthrough the specific battles that provide an opportunity for Ramza to learn Ultima.
- Targeting a specific location on the map with magick is called Tile targeting rather than Panel targeting in War of the Lions; I've corrected this throughout the FAQ.

- Clarified the requirements for unlocking the Dark Knight job throughout the FAQ.
- Clarified in more places that elemental boosts from equipment do not "stack"; equipping two "Boosts: Ice" items is no better than just one.
- Added a note about another bug fixed between the original FF T to War of the Lions: the glitched Time Mage in The Crevasse that had a male sprite but was functionally female is now just a plain Time Mage. Thanks to Trevor Layhee for the reminder.
- Added further clarification to the procedure for Poaching monsters, as this is a perpetual sticking point for new players. Clarified in the Poached Items section that all three Trade Cities share the same Poachers' Den inventory.
- In the Bravery and Faith section, clarified that any ability/item that is not specifically on the list of things affected by Bravery or by Faith is unaffected by that stat.
- Clarified in the description of the enemy Undead Knight job that, although its Action Ability is called "Swordplay," it has the standard Arts of War abilities that any other Knight has.
- Added my Twitter contact info. to the header.
- Corrected some typos. Thanks to Kwing for pointing out some of these.

(Older updates not listed.)

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 II. FREQUENTLY ASKED QUESTIONS 00faq  
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---Basic Mechanics-----

Q. I just started the game; how do I learn new abilities?

A. New abilities are "purchased" using JP, which you earn from any successful action in battle. You earn JP separately for each job, so earning JP as an Archer only lets you buy Archer abilities. (Gaining JP also eventually unlocks new jobs for you to use.) To buy abilities, on the map screen, open the menu (with Triangle) and enter the Party Roster screen. Then point to a character, press Triangle to open the menu, and choose Abilities. The in-game tutorial, available from the title screen, can walk you through this step-by-step. If you check out the "Exp, JP, and Gil" section of this FAQ, you'll also find tips on maximizing your JP haul, though you don't \*need\* them at the start of the game.

Q. How do I use items like Potions or Phoenix Downs?

A. Items are used with the Items command, which belongs to the Chemist job. So, switch one of your characters to a Chemist -- or assign Items as a secondary Action Ability.

To learn how to use each type of item, the character must also learn the ability that goes along with it. For instance, to use Phoenix Downs, you must first learn the Chemist's "Phoenix Down" ability. These abilities can be bought on your status screen using JP (Job Points) earned by using the Chemist job.

Q. How can I revive a dead character?

A. If the character is simply KOed (lying down with a red counter over his/her head), you can use a Phoenix Down, the White Mage's Raise/Arise spells, or the Monk's Revive. Or, finish the battle before the counter expires and the character will also be restored.

If the counter counts down past 0, the character will turn into a treasure chest or crystal. Once this happens, the character is gone for good and there is unfortunately NO way to revive him or her, ever. You may recruit

replacement generic characters from the Warriors' Guild in any town. Special story characters are irreplaceable if killed.

- Q. What do the Bravery and Faith statistics mean? Do I want high or low Bravery and Faith?
- A. A high Bravery is almost always good. It increases your chance of using Reaction Abilities, and makes certain weapon types (fists, knight's swords, katanas, and most monster attacks) stronger. The only advantage of low Bravery is that it helps you find rare items with the Treasure Hunter ability, but you can just keep a single low-Bravery character for that purpose.

Faith makes a character's magicks stronger and makes allies' healing magicks more effective when used on the character. But, it also makes enemy magicks do more damage when used against you. So, generally, you'll want your magick users to have high Faith (to make their magick stronger) and characters not using magick to have low Faith (to defend them from enemy magick).

See the Bravery and Faith section for more specific details, as well as tips on raising/lowering Bravery and Faith.

---Version Changes-----

- Q. Are there different versions of Final Fantasy Tactics?
- A. Yes. The original version of the game was released on the PSone (and re-released on the PlayStation Network). The version of the game for the PSP and for iOS is called Final Fantasy Tactics: The War of the Lions and has some extra features and an improved translation.
- Q. Is Cloud still in The War of the Lions version, like he was in the original?
- A. Yes. In fact, you can actually recruit him earlier than you could before.
- Q. What's new in The War of the Lions / the PSP version of the game?
- A. Check out the Version Changes section - just hit Ctrl+F and type in 00changes to jump to that section of the FAQ.
- Q. Aren't there some new jobs added to The War of the Lions that weren't in the original version?
- A. The War of the Lions version does have two new jobs. To make a character into an Onion Knight, simply get their Squire and Chemist jobs up to level 6. The other new job, Dark Knight, is trickier to unlock. To become a Dark Knight, the same character must fulfill ALL of these three requirements:
1. Master Knight and Black Mage by learning all the abilities.
  2. Earn enough JP to raise the Dragoon, Geomancer, Samurai, and Ninja jobs to job level 8. While it's possible to master Geomancer without getting it to job level 8, you MUST continue to earn enough JP to get to job level 8 if you want to unlock Dark Knight.
  3. Kill 20 enemies with the character you want to turn into a Dark Knight. Just KOing them does NOT count; they must turn to chests or crystals. (And poaching does not count!) It doesn't matter whether or not you actually pick up the crystals/chests.

Yikes! :-)

- Q. What are the new subquests in The War of the Lions? How do I access them?
- A. There are three new subquests in Chapter IV, one revolving around Beowulf and the others revolving around Agrias. Beowulf's subquest is available after returning Reis to human form at Nelveska Temple and after completing Mullonde Cathedral in the main storyline. (Press Ctrl+F and enter 00lio to jump to the section with all the details on the Lionel's New Liege Lord

quest.)

Agrias has a couple of different subquests. First, if you still have Alicia and Lavian, the Tynar Rouge event can be accessed on 1 Cancer. Second, after Mullonde, travel to Zeltennia to open up another battle accessed via the Tavern at Gariland. For details on these events, press Ctrl+F and enter 00agr to jump to Agrias's Birthday or 00dis for Disorder in the Order, respectively.

Q. How do I get the new equipment in The War of the Lions?

A. A few of the items are obtained in the main single-player story: The Tynar Rouge is obtained from the Agrias's Birthday quest, and the Mirage Vest and Ras Algethi come with Balthier.

All of the other new items depend on which platform you're playing on:

- > On the PSP, the new items are obtained as prizes in one of the multiplayer modes. Some items can only be found in Melee Mode and some only in Rendezvous Mode; see the respective sections or the Rare Items List for a complete list.
- > On an iOS device (iPhone/iPad), simply complete the main game once, and all of the new items will become available for purchase at the Poachers' Den on ALL save files on your device. (Note that you need the Poach ability equipped to enter the Poachers' Den.)

Q. I'm playing the iOS version. Is there any way I can play the multiplayer modes?

A. As of the time of this writing, no. :(

---Character Recruitment-----

Q. How do I recruit Luso and Balthier?

A. Luso is recruited automatically in Chapter III as part of a story event. You CANNOT miss him! He'll join in a story event midway through the chapter, as you head through the Zeklaus Desert after revisiting Orbonne Monastery. There is NO way to recruit him any earlier in the game.

Balthier isn't available until you've completed the battle at the Free City of Bervenian in Chapter IV. Any time after that, read the "Rash of Thefts" rumor at the Gariland tavern, then go to the Dorter tavern and read the "Call for Guards" rumor. Win the battle that ensues when you try to leave town and Balthier joins.

Q. How do I get Cloud to join my party? And where do I find his sword?

A. See the "Walkthrough - Subquests" section of the FAQ. You need to complete the Gollund Colliery, Nelveska Temple, and Recruiting Cloud quests in sequence.

Q. I didn't buy the flower when I had the chance. Can I still get Cloud?

A. Unfortunately, it seems that you have only one chance to buy the flower. If you declined to buy it, you are not able to get Cloud, or complete the other sidequests that depend on the flower. Sorry :(

Q. How do I recruit monsters?

A. Use the Orator's Entice or Tame abilities on the monsters. If you switch to another non-Orator job, you'll need to also equip the Beast Tongue support skill to use Entice on monsters. (For more information, see "Recruiting Monsters" in the Monsters section.)

---Equipment & Items-----



Q. How do I get the Genji equipment? Can I steal it from the boss who has it?

A. Unfortunately, you can never steal from that boss in the War of the Lions version of the game, so he gets to keep his Genji gear to himself. Alas! However, you CAN get the Genji Armor and Masamune from the new "Lionel's New Liege Lord" subquest. Press Ctrl+F and enter 00lio to jump to the guide for that quest.

Q. How do I get good items / more items in multiplayer?

A. You'll get better items the higher your character level and (in Rendezvous Mode) the more difficult the mission you complete; most of the new items can only be obtained at a pretty high level. Winning Melee Mode battles and completing Rendezvous Mode missions with fewer characters deployed and more enemies KOed increases the NUMBER of items you get, but doesn't change their quality.

Q. How do I get the lipstick accessory (Tynar Rouge)?

A. First, you need to keep Agrias, Alicia, Lavian, and Mustadio on your roster until Chapter IV. Once Chapter IV begins, travel back and forth between Gollund and Lesalia until the calendar says 1 Cancer. If you have at least 500,000 gil and are standing on a town/castle (except Eagrose, Dorter or Zeltennia) when the calendar turns 1 Cancer, you should get the scene where you acquire the Tynar Rouge accessory.

Q. Where do I get all the Zodiac Stones?

A. You'll find a list at the end of the Artefacts, Wonders, and Zodiac Stones section -- press Ctrl+F and 00arte to jump there. Be warned that this list contains some spoilers.

Q. I completed an errand in a bar, and received an Artefact or a Wonder of the Ancient World. What does it do?

A. Nothing! These are just for decoration :)

Q. What is the best equipment to use?

A. Knight's swords are generally the best weapons for fighters, since they have high attack power and beneficial status effects. The Rod of Faith (found in Midlight's Deep) is best for a magick-user. Among accessories in the single-player game, the Tynar Rouge (see above) and Chantage are always handy. Ribbons can also be useful for protecting female characters (and Cloud!) from status changes. Or, check the equipment list and make your own selections!

---Poaching-----

Q. How do I poach enemies?

A. Equip the Thief ability Poach and KO a monster with a regular physical attack. Then go to a Poachers' Den in a trade city and you can purchase what you've poached. Each monster you poach will add 1 item to the Poachers' Den inventory. Different monsters will give you different kinds of items; see the Poaching List section for the full list.

Note that Poachers' Dens are NOT available in all cities; only Dorter, Warjilis, and Sal Ghidos have them, and they don't appear until the start of Chapter III.

Q. The guy at the Poachers' Den won't talk to me, or says the store is out of inventory.

A. To get inside the Poachers' Den, you must have the Poach support ability equipped on one of the characters in your roster. (Or, Luso's innate Poach counts if he's in his Game Hunter job.) Also, if you've already bought up all the items that you poached, the Den will say they're out of inventory and there won't be anything for you to buy. So get poaching!

---Midlight's Deep & Treasure Hunter-----

Q. Where is Midlight's Deep?

A. After you finish the battles at Mullonde Cathedral, go to the Port City of Warjilis. You will see a scene at the bar, then the way to Midlight's Deep will appear.

Q. How do I beat / find items in Midlight's Deep?

A. See the cleverly-titled Midlight's Deep section of the walkthrough ;) . Just hit Ctrl+F and type in 00md to jump to that section of the FAQ.

Q. How do I use the Treasure Hunter coordinates you've included in each battle strategy?

A. Use the analog stick in the lower left of the PSP. Every time you tap it left or right, the perspective changes. Rotate the perspective until the specified corner is the bottom of the map. (On an iOS device, swipe the screen instead to rotate the camera.) From this specified corner, use the LEFT and UP buttons on the D-pad to move the cursor to the correct tile. See the Treasure Hunter section (hit Ctrl+F and enter 00treasure ) for a more detailed explanation.

Q. I missed an item in Midlight's Deep. What can I do?

A. If you didn't touch the treasure tile at all, you can just go back to the same floor and try again.

If you picked up the Phoenix Down from the treasure tile instead of the "good" item, I'm afraid the good item is gone forever--even if you leave the map and re-enter. You'd have to restore to a previous save to get the item.

Q. I landed on a treasure tile in Midlight's Deep, but I sprung a trap instead of getting a treasure.

A. This might happen for one of two reasons. Either the character doesn't have the Treasure Hunter ability equipped, or someone (either yourself or an enemy) already took the treasure off the tile. Unfortunately, once EITHER item is taken from a tile (i.e. the good item OR the Phoenix Down), BOTH of the tile's items are gone forever.

Q. What's this about a treasure tile at Mount Bervenian that you can't get?

A. Yep, there's a treasure tile programmed into Mount Bervenian that you can never actually get. To get it, your Treasure Hunter would have to stop on a tile filled with lava. The only abilities that let you do this are Lavawalking and Levitate, neither of which can be equipped simultaneously with Treasure Hunter. Float magick and gear like the Winged Boots do NOT work because they only allow you to move THROUGH lava on the way to another tile, and never allow you to STOP on top of lava.

The tile only has a Flameburst Bomb and X-Potion anyway, so don't sweat it.

---Specific Battles-----

Q. How do I beat Wiegraf?

A. If you have a Chameleon Robe, equipping that will stop his sword techniques. (Otherwise, try using Auto-Potion or Mana Shield to protect yourself.) Run from Wiegraf and keep using the Tailwind ability to boost your speed. Repeat until you are getting seven or eight turns in a row, then start using Focus to raise your attack power. When you have high attack power, just attack and KO Wiegraf. Against Belias, run up and attack him repeatedly. (If you don't have these items or abilities, check out the Chapter III walkthrough for a slew of alternate strategies as well as a place you can find a Chameleon

Robe \*during\* the battle.)

Q. How do I win at Golgollada Gallows?

A. The easiest strategy is to immediately start climbing up the wooden gate behind you. Once you get up on top, you can use magicks, bows, and guns to attack the enemies from above. Try to use status ailments like Disable to reduce the number of enemies attacking you at once. For a more detailed strategy, see the Chapter II walkthrough.

Q. How do I beat the Lionel Castle Gate?

A. There are two main methods: One is to give Ramza the Chakra ability and have him use it every turn. The other is to use Teleport to warp outside the gate. Either way, don't open the gate until the fight outside is finished. To help beat the enemies outside the gate, equip Rubber Boots to block their lightning-elemental weapons. For more tips, see the walkthrough for Chapter II. Press Ctrl+F and type in 00walk2 to jump there.

Q. I just got ambushed at Dorter in Chapter IV. What's the deal?

A. If you have Meliadoul, there's an optional battle at Dorter as you go from Limberry to Eagrose. (This battle is new in the War of the Lions version.) There's not really anything special to earn in this battle, so you can either fight your way through it, or walk around Dorter to reach Eagrose. After you clear Eagrose, the ambush will disappear.

Q. I got into a random battle and was facing a weird set of enemies. Is this some special event? What's going on?

A. Each wilderness location has a "special" random battle that you can randomly encounter at low odds in Chapter IV. These special battles pit you against unusual enemy parties -- mostly collections of human enemies. You don't get anything special for winning these battles and they have no relation to the story, but they can be an interesting extra challenge! For a list of all these special battles, see the Random Battles section.

---Jobs & Abilities-----

Q. How do I unlock the \_\_\_\_\_ job?

A. I've put together a Quick Reference chart with all the job requirements; press Ctrl+F and enter 00req to get there.

Q. I'm having trouble unlocking Dark Knight. What am I missing?

A. It's pretty tricky! To make a character into Dark Knight, s/he must meet ALL of these three requirements (in any order):

1. Master Knight and Black Mage by learning all the abilities. Make sure you've actually used your JP to buy the abilities.
2. Earn enough JP to raise the Dragoon, Geomancer, Samurai, and Ninja jobs to job level 8. While it's possible to master Geomancer without getting it to job level 8, you MUST continue to earn enough Geomancer JP to get to job level 8 if you want to unlock Dark Knight.
3. Kill 20 enemies with the character you want to turn into a Dark Knight. Just KOing them does NOT count; they must turn to chests or crystals. (And poaching does not count!) It doesn't matter whether or not you actually pick up the crystals/chests. There is no way to actually see how many enemies a character has killed, so just keep on killing until the job unlocks.

Q. How do I use the Samurai's ability Iaido?

A. First learn the ability you want to use. Then buy several of the corresponding Samurai sword. During battle, you can use the ability if you have the appropriate type of sword in your inventory (NOT equipped). Note that this may break the sword, so I'd buy several copies.

- Q. What job should I use for the best HP? The best attack power?
- A. I've added a Job Statistics Comparison chart to the FAQ to quickly compare each job's stats. Ctrl+F and 00jobstat will get you there.
- Q. Why don't my Reaction Abilities always work?
- A. For almost all Reaction Abilities, the chance of using the ability is equal to your Bravery stat. Use Ramza's skills or an Orator to raise the character's Bravery and your Reaction Abilities will activate more.
- Q. I've learned all the abilities for one of my jobs, but it still doesn't show up as Mastered. Why not?
- A. Ramza's Squire job and Luso's Game Hunter job also require that you learn their hidden Ultima ability. The Summoner job also requires that you get the Zodiark summon. See the FAQs below.
- Q. How do I learn Ultima?
- A. Only Ramza and Luso can learn Ultima. Ramza or Luso must be in their base job; then, if someone casts the spell on him, he will learn it. (As long as just one of the two characters learns it, you can have him cast it on the other to learn it later.) The best time to learn the spell is from the assassins outside Limberry Castle in Chapter IV, but you can also have Luso learn it on the Riovanes Castle Roof in Chapter III, from Ultima Demons in other battles, or from another player in Rendezvous Mode. (The guest character during the final battle can also learn Ultima if it's cast on her.)
- Q. How do I learn Zodiark?
- A. You can only learn Zodiark from Elidibus, the boss of Midlight's Deep, by having him cast it on one of your Summoners. Equip the Mana Shield ability to survive it. (You only have a 90% chance to learn Zodiark when you're hit with it, so if you don't learn it the first time, try again!) If you don't learn Zodiark during that battle, the only other place to find Elidibus is in the Brave Story multiplayer mission.
- Q. What's the deal with Onion Knights? They seem horrible. Is there any way to make them stronger?
- A. Actually, yes. The Onion Knight's job level goes up as you master other jobs, and if you can get the Onion Knight up to job level 8, they'll become more powerful. Also, if you play the game's multiplayer modes, you can earn some powerful "Onion" equipment that only Onion Knights can equip.
- Q. What's the best team to use?
- A. Well, you can win the game with all sorts of different combinations of abilities and characters, so feel to experiment and find a team that suits your play style :). If you're looking for a quick victory, Agrias, Orlandeau, and Balthier (and Mustadio, before you get Balthier) are all very powerful. Construct 8 is also quite good for simply playing through the single-player game, though it ends up being less useful at higher levels. For generic characters, the Dark Knight is the best overall physical fighter and a Black Mage with Arithmeticks and all magicks learned is the best overall mage. Before you unlock those jobs, I like Ninjas and Monks for fighting and Chemists for healing. Monsters, in general, are not too useful. For specific strategies for configuring individual characters, see the Ability and Character Strategies section.
- Q. What are the best / strongest magicks and abilities?
- A. I've put together a Strongest Abilities section that compares abilities from a number of different categories. (Ctrl+F and 00strong will take you there.) As far as sheer damage goes, Holy is the strongest magick (and can be used with Arithmeticks!) aside from the hidden Zodiark summon. Divine Ruination

is the strongest swordskill.

---Miscellany-----

Q. Are there items or events in this game that I can permanently miss? What do I need to do to see them?

A. I've put together a Missable Items and Events list -- just press Ctrl+F and enter 00miss to jump to that section.

Q. Help! I beat the last boss and the game said it was saving afterwards, but when I load up my last save, I'm just at the last boss fight again. Can I go anywhere else?

A. Unfortunately, no :( . The game clear save is just to unlock some of the multiplayer missions (on the PSP) or to unlock additional equipment in the Poachers' Den (in iOS). If you want to continue roving the world map, you need to keep a separate save from before you began the final sequence of battles.

Q. Is there a way I can quickly gain levels?

A. Sure, see the Quickly Gaining Exp & JP (00quick) for strategies for this. With the right magicks, it's even possible to make this process completely automatic! But keep in mind you never \*need\* to do this to finish the game. Usually, a change of strategy should be enough to get you past the next battle and you don't need to spend time leveling if you don't want to.

Q. How do I ride a Chocobo?

A. Move the character onto the same square as the Chocobo. Riding a Chocobo will expand your movement range and protect you from status ailments. Otherwise, you have the same abilities as when you are on foot.

Q. Is there any kind of New Game+ mode, so that I can start from the beginning but keep all my levels and items?

A. Unfortunately, no. FF Tactics dates back to a time before this feature started becoming common in RPGs. Whenever you start a new game, you always have to start from scratch.

Q. One of my characters is threatening to desert the team. What do I do?

A. This is happening because your character has either a very low Bravery or a very high Faith. To keep the character from leaving your roster, make sure the character's Bravery or Faith doesn't get any more extreme. To stop the threats, use Orator skills to increase the character's Bravery or lower his/her Faith. (Note that neither HIGH Bravery nor LOW Faith will ever cause a character to desert.)

Q. Why don't any of the characters have noses?

A. Your guess is as good as mine. Some genetic defect or something, I suppose.

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III. BASIC MECHANICS AND TACTICS 00basic  
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Final Fantasy Tactics includes a pretty extensive in-game tutorial that explains most of the basics of gameplay like fighting in battle, changing Jobs, equipping items and abilities, and gaining levels.

You can access the tutorial from the title screen (just choose "Tutorial"), or during the game by choosing "Tutorial" from the map screen menu.

%%JOB SYSTEM INTRO%%00jobs

### ---ABOUT JOBS---

FF Tactics is one of several Final Fantasy games that uses the Job System. Jobs are basically like character classes, except you can frequently switch them and combine their abilities.

The job you have determines the abilities you can learn, your stats, and the equipment you can use. For instance, the Knight job has high Physical Attack and HP, can use swords and heavy armor, and has abilities that break the enemy's items. The Wizard casts offensive magicks, has high magick strength, and wield rods.

You can change characters' jobs on the Party Roster screen between battles. Press Triangle on the map screen to open the menu, point to a character, and press Triangle to open his/her menu.

Switching between jobs and combining their abilities is the key to success in this game!

You cannot switch jobs or abilities DURING a battle.

A complete list of all the jobs and their abilities is in the Jobs section.

### ---ABILITIES---

Each job has a category of Action Abilities (e.g. "Black Magicks" or "Steal"). This category of abilities is always available for use by the job. In addition, each job can equip one other job's Action Ability category. So, you can have a Knight who casts White Magicks, or a Monk who uses her own Martial Arts abilities plus the Thief's ability to steal Items.

Action Abilities are denoted with a lightning bolt icon.

Each character can also equip one ability in each of three other categories:

- > Reaction Abilities (righwards-pointing arrow icon) take effect when you are targeted by another unit. The chance of using most Reaction Abilities is equal to your Bravery stat (described below in a bit more detail).
- > Support Abilities (circle icon) have general effects that you don't have to "fire" during a battle. They are always active.
- > Movement Abilities (foot icon) control how you move, or take effect when you move.

The Reaction/Support/Movement Abilities that a job can learn are NOT automatically available. You must use your slots to equip them!

To equip abilities, on the map screen, open the menu (with Triangle) and enter the Party Roster screen. Then point to a character, press Triangle to open the menu, and choose Abilities -> Assign.

### ---LEARNING ABILITIES---

New abilities are "purchased" using JP, which you earn from any successful action in battle. You earn JP separately for each job, so earning JP as an Archer only lets you buy Archer abilities. (Gaining JP also eventually unlocks new jobs for you to use.)

To buy abilities, on the map screen, open the menu (with Triangle) and enter the Party Roster screen. Then point to a character, press Triangle to open the menu, and choose Abilities -> Learn.

### ---HOW TO UNLOCK NEW JOBS---

Most new jobs are unlocked by gaining JP with existing jobs. See the Job Requirements Chart for a quick reference to how to unlock each job.

### ---STORY CHARACTER JOBS---

Some story characters that join your party have special jobs available for that character. They aren't available to generic characters. In all cases where a story character has a special job, the special job replaces the Squire job for that character.

%%CHARACTER STATISTICS%%00stats

### ---BASIC STATS---

There are 7 basic stats for each character in FF Tactics. In addition to these, your evasion rates and Bravery/Faith are also really important, and covered in subsections below this.

- > HP: HP represents your health. Enemy attacks reduce your HP. If you run out of HP, the character is Dead and unable to fight. Moreover, a Dead character will vanish permanently after a few turns (see next section). Fortunately, there are many ways to restore HP during a battle, and your HP is also restored completely between battles.
- > MP: MP is consumed when you cast magick. More powerful spells generally cost more MP. If you run out of MP, you won't be able to cast magick. MP is restored after a battle, and a few abilities can restore MP during battle.
- > Physical Attack: Increases the power of physical attacks. This includes most weapons, as well as some other special abilities like sword techniques and Punch Art.
- > Magick Attack: Increases the power of magick attacks. Aside from the obvious (White Magick, etc.), this also includes some other special commands (like the Samurai's Iaido) and even a few weapons.
- > Speed: The primary function of Speed is to determine how quickly you get your next turn. If you have high Speed; you'll earn more turns relative to your opponents. Speed also improves the effectiveness of certain abilities (like Steal and Jump) and a few weapon types.
- > Move: Your Move rating is simply the number of tiles you can move per turn.
- > Jump: Jump determines your ability to move across high and low tiles on the battlefield. Each tile has a Height rating, and you can't move between two tiles if the height difference is greater than your Jump. For instance, a Jump stat of 3 would let you move from a height 1 tile to a height 4 tile, but not height 1 to height 5.

FF Tactics has no "defense" stat, unlike many RPGs. Armor increases your HP rather than defense. So, the main way to survive more attacks is to raise your HP!

### ---EVASION RATES---

You've probably noticed that the status screen features \*three\* numbers for each character's evade rate. The first number, C-Ev, comes from the character's current class/job. The second number, S-Ev, comes from the character's shield. The final number, A-Ev, comes from the character's accessory (i.e., cloaks). You also have separate evade rates for evading physical attacks and evading magick attacks.

For physical attacks, your evade rate depends on which direction the attack is

coming from. C-Ev is only effective against attacks from the FRONT. Shields (S-Ev) are effective against attacks from the front and side, but NOT from the back. A-Ev is effective against ALL attacks.

For magick attacks, S-Ev and A-Ev are effective against all attacks regardless of direction. No job actually has a magick C-Ev greater than 0, so magick can be evaded only with a shield or cloak.

C-Ev, S-Ev, and A-Ev do not completely "stack" because they are combined multiplicatively. If you have a shield with S-Ev 50% and a cloak with A-Ev 50%, the shield will reduce the enemy's hit rate by 50% (to 50%), and the cloak will reduce THAT by another 50% to a 25% hit rate (NOT 0%). That means you get "diminishing returns" from equipping multiple boosts to your evade rate.

You can plan your attacks with these evade rates in mind. If an enemy has a shield, attack him or her from behind. (If an enemy doesn't have a shield, attacking from the side or behind are equally effective.) If an enemy has a high overall physical evade rate, use magick -- or guns, which ignore evade rates completely. Equipping the Archer's Concentration ability will completely prevent your physical attacks from being evaded. And, of course, positioning your own characters so that their backs/sides can't be attacked helps you evade enemy attacks.

Some status conditions affect evade rates. If you're Blind, the enemy's evade rate is doubled versus your physical attacks. If you're Defending, YOUR evade rate versus both physical and magickal attacks is doubled. Of course, since these conditions only double an existing evade rate, they have NO effect on attacks with a 100% hit rate. (So, attacking from behind is often still effective even if you're Blind or the enemy is Defending!) Finally, while you're charging up magicks or other abilities, your evade rates versus both physical and magickal attacks drop to ZERO!

The Shirahadori, First Strike, and Archer's Bane reaction abilities stop attacks outright and are independent of evade rate.

#### ---BRAVERY AND FAITH---

Bravery and Faith are two really important statistics that each character has. They're so important, in fact, that I've created an entire section about them! See "Bravery and Faith" under Statistics and Leveling for a full description of how these statistics work.

In short, a high Bravery increases a chance of a character using his or her Reaction Abilities and raises your attack power with certain kinds of weapons (fists, knight's swords, katanas, and some monster attacks). A high Bravery is almost always a good thing to have! The only benefit to a low Bravery is that it improves your odds of finding good items with the Treasure Hunter ability, but even the "good" items are rarely worth picking up.

Faith affects a character's affinity for magick. Having a high Faith stat makes your offensive magicks do more damage, your healing magicks restore more HP, and your status change magicks more likely to succeed. It also makes your allies' healing magicks more effective when used on you. BUT, it also makes enemy magicks more effective against you! You'll want your magick-users to have high Faith (so their magick is most effective), but you may want your other characters to have low Faith so they are less susceptible to enemy magicks.

#### ---ZODIAC SIGNS & COMPATIBILITY---

Each character has a fixed Zodiac sign. Each sign has "good" or "bad" compatibility with certain other signs (in some cases, the compatibility depends on the characters' genders). In short, having "good" compatibility with another



character increases the damage you do, the HP restored by healing abilities, and the success rate of status magicks. Having "bad" compatibility does the reverse.

Aside from the bosses, enemy Zodiac signs are generally random, so it's pretty hard to plan your deployments around Zodiac signs. However, you can sometimes exploit your Zodiac signs within a battle to squeeze out a little extra damage.

See the Zodiac Compatibility section under Other Game Information for a more detailed treatment of Zodiac signs.

---MEN ARE FROM IVALICE, WOMEN ARE FROM SPIRA---

Human characters in FF Tactics can be either male or female. Overall, the differences between genders are fairly small. However, men and women do differ in a few ways:

INITIAL EQUIPMENT: Male recruits start with a Broadsword, Leather Cap, and Clothing and cost 1500 gil; female recruits start with a Dagger instead of a Broadsword and cost 1400 gil. The 100 gil difference is due to the fact that the Broadsword costs 100 gil more than the Dagger.

JOBS: Males get the Bard job, while females get the Dancer job. They also differ slightly in how they learn Move +3 and Jump +3: Males get Move +3 from Bard and Jump +3 from Dark Knight, while females get Move +3 from Dark Knight and Jump +3 from Dancer.

STATS: Males tend to have somewhat more HP and Physical Attack power, while females tend to have somewhat more MP and Magick Attack power. There are no gender differences in Speed.

IN BATTLE: Some Zodiac compatibility calculations depend on the gender of the characters involved. In addition, the Thief's Steal Heart and Balthier's Plunder Heart only work on characters of the opposite gender from the user.

EQUIPMENT: Bags, hair adornments, lip rouge, perfume, and the Minerva Bustier can only generally be equipped only by female characters. (Male Onion Knights can also use all of these items, and Cloud can equip hair adornments.) There are no male-exclusive items. These female-only items include some of the best items in the game, such as the Ribbon, Tynar Rouge, and Chantage -- which means that in the long run, female characters tend to end up more powerful than males.

%%KOED CHARACTERS & CRYSTALS/CHESTS%%00ko

---KO COUNTDOWN, CRYSTALS, & CHESTS---

A character who's been KOed (lost all his or her HP) has a countdown over his or her head that ticks down to his or her death.

The countdown starts at 3 and counts down to 2, 1, 0, and finally death. The countdown ticks downward each time the character's "turn" comes up. (Of course, you don't get an actual turn when you're KOed.) This means that characters with higher Speed will have a faster countdown.

When a character's KO countdown counts down to death, the character permanently dies and turns into either a chest or a crystal that someone else can pick up.

> Chest: This contains an item -- either a consumable Item, or a piece of equipment that the character was wearing. (Monsters will only yield consumable Items, which makes these chests pretty poor.)

> Crystals: Picking up a crystal gives you a choice of EITHER fully restoring

your HP and MP, OR learning some of the dead character's abilities.

Don't be fooled by the fact that the cursor only points to one of the abilities on the list. If you select Acquire Abilities, you will learn ALL of the abilities listed. This makes collecting crystals a great way to learn abilities quickly! Since monsters don't have any abilities you can learn, crystals from monsters only allow you to restore HP/MP.

Crystals don't allow a character to learn abilities for a job he/she hasn't unlocked yet. (Those abilities won't even show up in the list.) So, when you pick up a crystal, do it with a character who can benefit from it. For instance, a crystal left by a White Mage would be beneficial for a character who has unlocked White Mage but doesn't have many White Mage abilities yet.

A character who is currently KOed with a countdown can be cured with many different abilities (e.g. Phoenix Down, Raise, Revive, etc.) or by completing the battle before the countdown expires.

However, there is NO way to bring back a character who has been turned into a chest or crystal (aside from reloading from a previous save).

If you're trying to get a particular item that an enemy has equipped, one way to improve your odds of it dropping in a chest is to use the Knight's Arts of War skills (or the Unyielding Blade skills used by some story characters) to break the enemy's other equipment before you KO the enemy. Or, you can just use Thief abilities to steal it, of course :).

---REVIVE THE LIVING---

Annoyed by long charge times for Raise magicks? Well, who says you can't start charging the magick before the target dies? If somebody's low on HP and you know they're going to get KOed, start charging up Raise or (preferably) Arise. And if they fail to be KOed for Arise, KO them yourself and the Arise will bring them back to full health! (why waste the magick?)

---DISMISSAL VIA CRYSTAL---

If you have a character you're going to dismiss anyway, you can instead send him or her into a battle, get him or her killed, and have one of your other characters pick up the crystal. This will allow the other character to at least learn some of the "dismissed" character's abilities, and you were going to remove him/her from your roster anyway. (There's only a random chance of getting a crystal, but you can keep trying this until you get a crystal.)

Of course, doing this will count as a Casualty on your Chronicle screen, so if you want a spotless save file, you won't want to use this tactic.

%%TURN ORDER & CHARGING ABILITIES%%00ct

---ON YOUR TURN---

On a character's turn, he or she may perform one, both, or neither of two actions:

> MOVE -- to a new location on the battle map. The maximum number of tiles you can move is determined by your Move statistic.

> ACT -- perform a standard physical attack, or use one of the Action Abilities you have equipped. A couple of Support Abilities (Defend and Reequip) will also add new Act commands.

You can Move or Act in either order. However, it's not possible to Move twice or Act twice in one turn.

You can also choose to end your turn early by choosing Wait. This is used if you don't want to Move or Act, or to get your next turn faster (see below).

### ---CT GAUGE & RAPID TURNS---

The CT gauge controls when each character gets a turn. When your CT gauge fills, you get a turn. (Unlike many Final Fantasy games, there is no real-time ATB element here. The CT gauge does not fill while you're looking at a menu.) Your character's Speed determines how quickly the CT gauge fills; raising your Speed will get you more turns!

Normally, you can both Move and Act during a turn. If you do both, your CT gauge empties to 0. However, if you do only ONE and then select Wait, your CT gauge only drops back to 20, and if you do neither (just Waiting out your turn), the CT gauge drops back to 40. This means that you can get turns much more quickly! So, you shouldn't have each character always Move AND Act if they don't actually need to do one or the other. Using Wait to get extra turns like this is a CRUCIAL tactic on maps where you're outnumbered and need to get as many turns as you can. Have your characters attack while remaining stationary whenever possible.

(The Immobilize and Disable status conditions, which prevent you from Moving or Acting, respectively, actually penalize your CT gauge as if you DID Move or Act. Alas.)

The Haste status makes a character's CT gauge fill 50% faster and the Quick magick makes it fill to 100 instantly. On the other hand, the Slow status makes it fill 50% more slowly and the Stop status makes it fill not at all.

When you're KOed, you don't get any turns. Instead, when your CT reaches 100, your death countdown decreased by 1 -- from 3 to 2 to 1 to 0 to permanent death. This means that a speedy character will die sooner!

### ---PAUSE BATTLES---

If you push Triangle while the enemies are moving, the game will pause after the current enemy stops moving. (When you press Triangle, you'll hear a chime sound indicating the pause was activated.) Once paused, you can check out everyone's status. When you're done, just click on any character and choose Done to resume.

### ---TURN LIST---

The Turn List is a very helpful screen that displays which characters will be getting their turns next, and when magicks currently charging will activate.

To look at the Turn List, press Triangle during battle to get out of the current menu. (You can also do this using the Pause Battles command above.) Then click on any blank tile and choose "Turn List."

You can also access the Turn List when selecting an ability. Simply press the right arrow when you're on the list of ability. This will show you when the selected ability when finish charging.

While you're looking at the Turn List, if you click on an ability that's being charged, it will show you what character/tiles will be affected.

There are many reasons to check the Turn List. For example, you can make sure a charged attack will activate before the enemy moves, you can get out of the way before an enemy magick activates, you can focus your attacks to KO the enemy who will move next, and you can make sure to pick up crystals before an enemy will have a turn to collect them.

Note that the Turn List always assumes that characters will both Move and Act on their turns. If they use Wait to keep some of their CT gauge filled, or if Haste or Slow is cast on them, their position on the Turn List may of course change.

#### ---UNIT VS. PANEL TARGETING---

Most abilities that do not activate instantly give you a choice between Unit and Tile targeting when you select a target.

- > Unit targeting: The magick will target the unit you've selected, even if he/she moves to another tile. Note that it does NOT matter if the unit is no longer within the magick's original range.
- > Tile targeting: The magick will target the tile on the map that you've selected, even if the unit that's currently there moves out.

Use Unit targeting if you want to target a specific character -- say, to heal a specific ally or attack a specific enemy. (This is probably what you'll use most of the time.) Another nice thing about Unit targeting is that you can use it to hit an enemy even if s/he tries to flee out of range. You can also target an enemy with Unit targeting, then retreat from danger. The magick will still hit its chosen target even though you're now well away from the enemies!

Use Tile targeting if you're more concerned with hitting a group of targets than any specific individual. This way, even if one individual unit moves, you can still cast the magick on all the other units. Another good time to use Tile targeting is when you're aiming a magick at a particular "choke-point" on the map (such as a bridge or hallway). Here, you're not trying to hit any particular enemy so much as blasting whatever enemy approaches you.

One caveat with Tile targeting: Be careful when aiming at obstacles such as rocks and trees. Most of these obstacles are at much higher Height than the surrounding terrain, and if you target the obstacle itself, the magick won't have the vertical range to spread to the surrounding tiles. (See "Friendly (And Unfriendly) Fire" below for elaboration.)

The Archer's Aim attack, the Dragoon's Jump attack, and Cloud's Limit abilities can ONLY use Tile targeting. If the enemy moves out of the way while these attacks are charging, you're out of luck.

#### ---BATTLE CLOCK & CHARGING ABILITIES---

Characters get to take a turn when their CT gauge fills up from 0 to 100. How does the CT gauge fill? It's controlled by an invisible "battle clock" that ticks forward between turns.

Between turns, the in-game clock "ticks" forward. During each "tick," all characters' CT gauges increase by an amount equal to their Speed statistic. If a character reaches 100 CT, he or she gets a turn. If no character gets a turn, the clock ticks forward again and again until someone DOES get a turn. If more than one character hits 100 CT on the same tick, all those characters get to take a turn before the clock continues.

The clock calculations are done automatically, so you won't see any actual pause between turns. It's just the mechanic that controls the order of turns.

Since the rate at which your CT gauge fills is based on your Speed, increasing your Speed statistic fills your CT gauge more rapidly and allows you to get more turns relative to the enemy!

Some abilities (magicks, mostly) must be "charged up." After being selected, these abilities are delayed by a fixed number of clock ticks before they

activate. For example, when you choose to have a character cast Curaga, it takes 7 clock ticks for Curaga to charge up, and then it activates. The number of ticks varies by ability, with more powerful abilities requiring more ticks to charge. Before you begin charging an ability, you can use the Turn List (see above) to preview when it will activate. (In-game, the charge time for abilities is displayed as a "speed" number; the number of required ticks is equal to 100 divided by this number.)

Generally, the charge time of magicks is FIXED. Increasing a character's personal Speed statistic has NO effect on the charge time of abilities. The exception is the Dragoon's Jump ability -- this ability DOES charge faster if you have a higher Speed. For all other abilities, Speed does not improve their charge time, but you can HALVE the charge time of magicks and Limit by equipping the Time Mage's Swiftess ability. (Swiftess has no effect on Jump, Aim, or Bardsong/Dance.)

The Haste status also has NO effect on the charge time of magicks or the charge time of Jump. Similarly, Slow status does not impede charge time.

Since Speed goes up but the number of ticks required for delayed abilities remains fixed, abilities that require charge time tend to get less useful as you gain levels and increase Speed. You can get more "regular" (non-charge) turns relative to the charge time of delayed abilities.

FF Tactics is completely turn-based. While you are looking at the menu and thinking, the battle clock does NOT tick. (It is not an ATB system.) The clock only ticks between turns.

---MORE ON CHARGING ABILITIES---

Once you've started charging an ability, you can continue moving around the battlefield without losing your charge. You can even move out of the original targeting range of the ability, or face a different direction from your target, and it will still strike!

The exception is the Archer's Aim attacks: these attacks do not work if you move away from your target, although you can still change the direction you're facing.

While charging up an ability that takes a long time to charge, the character may receive additional turns before the charging is complete. Again, you can use these turns to move around the battlefield. However, do NOT take another action or it will cancel the ability you were charging.

While charging an ability, you take more damage from physical attacks, and you cannot evade any attacks. However, Reaction Abilities can still be used.

---SAVE YOURSELF!---

If you get a turn in time, you can move out of the way of an enemy ability that's targeting a Tile or targeting a different unit.

If you WON'T get a turn in time, you might still be able to escape. Have another unit hit the potential with the Squire abilities Rush or Stone; these abilities have a high chance of knocking the unit back a tile and potentially pushing them out of the effect radius. (Of course, this won't help you escape magicks that are directly targeting you.)

---STATUS CONDITIONS & BATTLE CLOCK---

The battle clock also controls the duration of many status conditions (both positive and negative). For example, Poison status ends after 36 ticks of the battle clock. A list of the duration of each status condition can be found in

the Status Changes section.

%%MORE ON MAGICKS%%00magick

---FRIENDLY (AND UNFRIENDLY) FIRE---

Most magicks affect not just the targeted character or tile, but also the surrounding panels. (The radius of this effect varies from magick to magick.) Geomancy, Iaido, and a number of sword techniques and monster abilities also have this effect. This area effect can of course be used to hit multiple enemies, but you can also exploit it in a number of other ways. If an enemy is a little too far out of range to target directly with the magick, you may still be able to target a somewhat closer tile and catch the enemy in the wider effect radius. (This is a good tactic for hitting more distant enemies.) The same is true for using White Magick or Time Magick to assist distant allies.

Of course, you also need to watch out for a "friendly fire" effect when casting magicks -- you don't want to hit your own characters in the effect radius! If one of your allies is standing close to an enemy, you'll hurt him or her if you target the enemy directly. So, one solution is to target a more remote panel that will catch the enemy in the effect radius of your spell, but leave your ally out of range. (Of course, this also works in reverse for when you want to heal an ally, but not an enemy.) Just make sure the enemy won't be able to move before the magick is cast.

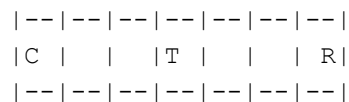
The radius of most magicks is limited not just horizontally, but by the Height of the tiles as well. That means a magick targeted a high castle wall won't hit an adjacent ground tile, and vice versa. Be careful when aiming your magicks at obstacles like trees and rocks; in most cases, these objects have a Height high enough that the magick won't strike any of the surrounding tiles.

Note that Summons and Iaido abilities ONLY target the "correct" units. They won't hurt allies, or heal enemies.

---REFLECT & RANGE EXTENSION---

The Reflect status condition (from the Time Mage's Reflect magick and the Mirror Mail armor, among others) causes most magicks to bounce off the character and strike another tile. This protects you from enemy magicks, but it also means that beneficial magicks won't affect you. On the other hand, you can also cast Reflect on an enemy unit so that it can't be healed by White Magicks!

When a magick bounces off a character with Reflect, it strikes a tile that is the same direction and distance from the target as the target was from the original caster. For example, in the diagram below, the target (T) is 3 tiles to the right of the caster (C). So, the magick gets reflected onto a new tile (R) that is 3 tiles to the right of the target.



You can use Reflect to extend the range of your magicks. Position a unit with Reflect (ally or enemy, it doesn't matter) halfway towards your intended target, then bounce the magick off the unit to reach a distant target. You can give your magicks a range of 8 tiles or more this way!

---CURE/BUFF TRAPS---

When you start charging a healing magick (e.g. Cure) or status buff (e.g. Protect), enemy units will often move into the effect radius to try to pick up the benefit of the magick as well.

You can use this AI pattern to your advantage! Start charging a Cure magick (you can even just target an empty tile!) to draw enemy mages/archers forward so you can attack them. Or, target Cure on a distant tile to lure enemies away from your own allies. Note, though, that enemies will only chase the Cure magick if they need healing; they won't if their HP is full.

This trick also works with positive "buffs" like Protect and Haste. Of course, enemies won't chase after these magicks if they already have the buff in question.

You CANNOT use Summons this way because they only ever target your own units.

#### ---LAST-SECOND SILENCE CURE---

Silence status prevents you from casting magick or summons, but all that matters is whether or not you're Silenced at the time the magick is actually CAST, not when you start charging. It's possible to start charging magick while you're Silenced and \*then\* have someone else remove the Silence effect, as long as you do so before the magick finishes charging. This can come in handy if your magick-user happens to get his/her turn before the character who can remove Silence. It's also useful if you get Silenced while in the middle of charging a magick -- if you quickly cure the Silence, you can still use your magick.

You can also use the timing of Silence in dealing with enemy magicks. Casting Silence on an enemy shortly before his or her magick activates will cancel the spell.

Silence also prevents the use of Speechcraft, but since Speechcraft abilities all activate instantaneously, these timing effects don't come into play.

#### ---RAINSTORMS, THUNDERSTORM, AND SNOWSTORMS---

During a heavy rain or thunderstorm, lightning-elemental attacks do 125% normal damage, making them stronger, and fire-elemental attacks do 75% normal damage, making them weaker. (During a storm, movement through swamp tiles is also slowed.) These effects occur only during a thunderstorm (when the screen occasionally flashes) or heavy rainstorm (when there is lots of rain on-screen), and not during a light rain (when there is only a little rain).

During a snowstorm, ice-elemental attacks do 125% normal damage. A "snowstorm" is when the snow is blowing from side-to-side on the screen; a light snow (when the snow is moving only vertically) has no effect on ice damage. Snowstorms are pretty rare: they only occur during a handful of optional single-player story battles and in multiplayer. They never occur during random battles in single-player.

Rainstorms and thunderstorms also multiply evade rates versus bows (and crossbows). Night time battles have the same effect. And if it's both night and storming, evade rates against bows increase even more!

Rainstorms and thunderstorms become more common during certain months. See the Weather Effects & Ivalician Calendar section for more on weather effects.

#### %%USING ITEMS & EQUIPMENT%%00using

#### ---CONSUMABLE ITEMS---

Like most RPGs, Final Fantasy Tactics has consumable items (e.g. Potions, Phoenix Down) that you can use to heal yourself. However, not all characters can use items. Instead, using items is a special ability of the Chemist job. To use items, you must either turn the character into a Chemist, or learn some

of the Chemist's abilities and then equip "Items" as your secondary Action Ability.

Each type of item requires you to learn a corresponding Chemist ability before it can be used. For instance, to use Hi-Potions, you must learn the "Hi-Potion" ability.

A nice advantage of using Items is that, unlike White Magicks, they require no charge time or MP. On the other hand, they can only heal one character at a time.

Items normally have a range of 1, which means that you have to be standing in a tile adjacent to the character you want to heal (or be using the item on yourself). The Chemist's Throw Items ability extends this range to 4. Chemists have this ability innately, but you'll have to learn and equip it if you're using Items as another job. Items always have an infinite vertical range, meaning it doesn't matter how big the height difference is between you and the character you're trying to heal.

### ---EQUIPMENT---

Other gear like weapons, shields, headgear, armor, and accessories is equipped on characters between battles. The type of equipment you can use depends on your current job; you can also use abilities like "Equip Swords" to expand the range of equipment you can use.

Different classes of weapons depend on different statistics in determining the damage they do. For instance, swords just rely on the user's Physical Attack stat, while Knives also take your Speed into account. A complete list of weapon classes and the relevant stats can be found in the Weapons list.

As far as armor goes, shields are used to block attacks completely by raising your evade rate. Headgear and armor both raise your HP; some types of armor will raise your MP as well. Unlike in many games, armor in FF Tactics does not reduce the damage you take; it just gives you more HP so you can stay alive longer.

Accessories either raise your evade rate (cloaks) or provide stat boosts, buffs, or immunity to status ailments or elements (other kinds of accessories).

With the Chemist's Reequip ability, you can change equipment DURING a battle, but this is a pretty useless capability and not worth an ability slot.

### ---IAIDO COMMAND---

The Samurai's Iaido ability lets you use the hidden powers of katanas to cast magick-like effects. To use these abilities, you must have at least 1 copy of the corresponding katana in your inventory (NOT equipped). For example, to use the Kiku-ichimonji ability, you must have a Kiku-ichimonji katana in your inventory.

There is about a 10% chance that the corresponding katana will break whenever you use Iaido.

%%MOVING AROUND A BATTLEFIELD%%00move

### ---MOVING THROUGH UNITS---

When moving, it's possible to move "through" friendly units but not enemy units. Enemy units must be navigated AROUND rather than through. KOed allied and KOed enemies follow the same rules as their conscious counterparts. (The Teleport and Fly movement abilities \*will\* let you move through enemy units.)



---OVER MY DEAD BODY---

It's not possible to stand on the same tile as a KOed character. This means you can actually use KOed bodies as a pretty good "shield" to guard your back, which can come in handy in maps with a lot of enemies.

---MOVING & FIGHTING IN WATER---

For the most part, there aren't too many terrain effects in FF Tactics, unlike some other strategy RPGs. The main type of special terrain is water, which appears on a number of maps.

Water affects battle in several major ways.

**DEEP WATER:** If you're standing in water of depth 2, you cannot take action or use Reaction Abilities. You can still evade attacks, though.

**SHORTENED MOVEMENT:** Second, water also shortens your movement range. Normally, the number of tiles you can move is equal to your Move statistic. However, when you move through tiles containing clear water (including Canal, River, Lake, Ocean, and Waterfall tiles), you move at half the usual rate. In other words, it requires two "points" of Move to move through a clear water tile.

Swamp, Poisonous Fen, and Marsh tiles do not normally slow your movement, except during a rainstorm or thunderstorm. During a rainstorm, it requires 2 points of Move to move through these tiles; during a thunderstorm, it requires THREE points of Move. (A light rain has no effect on movement.) These swampy tiles only appear on a handful of maps: The Siedge Weald, Tchigolith Fenlands, Riovanes Castle Gate, and Dorvauldar Marsh.

**BLOCKED TILES:** Many monster types and some monster-like special story characters are completely unable to enter water tiles, even as part of a longer move.

Also, water of depth 4 can never be entered by human OR by monsters, unless you have some of the special abilities listed below. Water this deep only appears on two maps: Orbonne Monastery and the Fort Besselat Sluice.

**HEIGHT CHANGE:** Standing in water reduces your character's vertical position on the map. The depth of the water is subtracted from the tile's height to determine your actual height. For example, if Ramza is on a Height 5 tile but standing in Depth 2 water, he's considered to actually be at a height of 3. Height mostly matters for targeting abilities and for casting magicks using the Arithmeticks ability.

If you have the Swim movement ability, all water is treated as having only a depth of 1, so you won't sink as low in Depth 2 water.

---WATER-RELATED MOVEMENT ABILITIES---

Several movement abilities can remove some of the penalties from moving in water. Below is a table of these abilities and which penalties they remove.

| ABILITY                       | Movement in clear water | Act in water of Depth 2? | Swampy tiles during storms | Move/act in Depth 4 water? |
|-------------------------------|-------------------------|--------------------------|----------------------------|----------------------------|
| No special ability            | Slowed                  | No                       | Slowed                     | No                         |
| Ignore Weather<br>[Mystic]    | Slowed                  | No                       | Normal                     | No                         |
| Ignore Terrain<br>[Geomancer] | Normal                  | No                       | Slowed                     | No                         |

|                              |        |    |        |    |
|------------------------------|--------|----|--------|----|
| Waterbreathing<br>[monsters] | Normal | No | Normal | No |
|------------------------------|--------|----|--------|----|

|                |        |      |        |      |
|----------------|--------|------|--------|------|
| Swim [Samurai] | Normal | Yes* | Normal | Yes* |
|----------------|--------|------|--------|------|

\* Swim also keeps you from sinking so low in deep water. Essentially, it makes all water treated as Depth 1 water.

|                      |        |     |        |     |
|----------------------|--------|-----|--------|-----|
| Waterwalking [Ninja] | Normal | Yes | Normal | Yes |
|----------------------|--------|-----|--------|-----|

Float status (These three abilities let you move over the top  
Levitate [Time Mage] of water, so it becomes like regular ground.)

---OTHER TERRAIN EFFECTS---

Aside from water, there are a few other special terrain tiles:

> LAVA: Characters cannot normally walk across Lava tiles, but Float status (including Levitate) and the Geomancer's Lavawalking movement ability will allow you to do so. Levitate and Lavawalking will also allow you to STOP atop lava tiles, whereas Float magick and accessories do not.

Lava tiles appear ONLY on the optional Mount Bervenian battlefield.

> DARKNESS: Empty pits or chasms are referred to as Darkness tiles in the game. These show up on a few story maps and in the bonus dungeon. You can only "walk" through these with Float status or Levitate, and you can never stop over them.

> POISONOUS FENS: If you end your turn standing on a Poisonous Fen tile (found only at Tchigolith Fenlands), the Poison status will be inflicted on you. Float and Levitate will protect against this; Waterwalking, Swim, and Ignore Terrain do not.

%%UNDEAD UNITS%%00undead

The Undead status has two major effects: It affects healing and draining magicks, and it changes what happens when the character is KOed.

---WHO IS UNDEAD?---

Undead characters include monsters from the Skeleton and Ghost families, as well as human enemies in a few story battles. There are also several abilities and items that will make a unit Undead for the duration of the current battle:

- > The Mystic's magick Corruption
- > The Templar's magick Zombie (this job is exclusive to one of the special story characters)
- > The Revenant monster's Zombie Touch ability (only usable if the Revenant is near a human ally with Beastmaster)
- > Equipping the Cursed Ring found in the bonus dungeon.

---CURING & DRAINING---

As per Final Fantasy standards, undead enemies take damage when hit with Cure magicks or healing Items. Phoenix Down and the Arise magicks both work like an instant KO attack! And, Raise does damage equal to 1/2 of the enemy's max HP -- thus KOing if it's at half HP or below.

On the other hand, undead characters are \*immune\* to attacks that drain HP to the user, such as the Blood Sword weapon or the Mystic's Invigoration magick. These attacks backfire if used against an undead monster! The undead character gains HP, and the attacker loses HP! (This is true even if the attacker is also undead.)

The Monk's Chakra DOES still work on an undead character. The Black Mage's Death magick, when cast on an undead character, restores the undead unit to full HP.

#### ---UNDEAD REVIVAL---

Normally, KOed units disappear and turn into a crystal or chest when their countdown ticks past 0. For an undead character, it's a little different. There's a 50% chance that an undead character will REVIVE (with a random amount of HP) when their counter ends. But, there's also a 50% chance the character will turn into a crystal or chest like usual. It's random!

Undead characters CANNOT be revived with Phoenix Down or the Raise/Arise magicks. But, the Monk's "Revive" ability does work.

#### ---STOP UNDEAD REVIVAL---

When fighting undead enemies, you probably don't want them to keep reviving themselves. Fortunately, there's two easy ways to stop this: First, you can turn the undead unit to stone, so it's never actually KOed. The Seal Evil ability used by Mustadio and Balthier works great for this. Second, for undead monsters, you can Poach or Tame them. Poached monsters disappear from the map completely (and hence can't resurrect), and Tamed monsters will actually fight on your side!

#### ---UNDEAD & OTHER STATUS CONDITIONS---

The Undead status blocks the Reraise status, and vice versa. This means that an Undead character can't receive Reraise status. And, you can prevent a character from becoming Undead by putting Reraise status.

Some undead units are also immune to Poison and Regen status. This includes Skeleton- and Ghost-family monsters, and the undead enemies you encounter in random battles. It does NOT include units that have temporarily been made Undead with a magick or the Cursed Ring.

%%RECRUITING & USING CHOCOBOS AND MONSTERS%%00mon

#### ---ABOUT MONSTERS---

In addition to human characters, you can also recruit monsters (including chocobos) to fight on your team. Monsters have some specialized abilities that humans can't use, and typically have higher HP and attack power. But, they are NOT able to change jobs or use equipment, and are often slower than humans. Many monsters also have strengths or weaknesses vs. certain elements of magick.

This section covers general information about how to recruit monsters and use them. A list of each specific monster and its abilities is in the Jobs section of the FAQ (press Ctrl+F and 00job3 to jump there.)

#### ---MONSTER TYPES---

Monsters are divided by Family and Rank. Each monster Family has three Ranks: for instance, the chocobo family contains Chocobo (Rank I), Black Chocobo (Rank II), and Red Chocobo (Rank III).

Within a Family, the monsters look the same but simply have different color schemes. Each monster's color scheme is listed in the table below. The color scheme will help you quickly identify a monster. It can also be used to help identify the monster inside an egg (see Monster Egg Preview below). The color of an EGG is random and doesn't tell you anything about what kind of monster inside the egg.

#### ---RECRUITING & BREEDING MONSTERS---

Monsters can be recruited into your party in six ways:

1. Use the Orator's Entice skill to recruit an enemy monster onto your team. After the battle, you'll be able to permanently sign the monster up for your team. Note that in order to use Entice (or any other Speechcraft skill) on monsters, you must have the Beast Tongue support ability (also from Orator). Beast Tongue is an innate ability for Orators and doesn't need to be learned or equipped as long as you're an Orator, but if you switch to another job, you'll have to equip Beast Tongue to Entice monsters. Reis's Dragon's Charm ability also has the same effect and does not require Beast Tongue, but only works on the dragon and hydra families.

Raising your Magick Attack with equipment or by switching to a job with a high Magick Attack stat (e.g. Black Mage or Summoner) will increase Entice's rate of success, although it will always be somewhat low.

If your roster is already full when you recruit a new monster or other character in battle (either with Entice or with Tame, below), you'll have the chance to kick out an existing character in order to make room for the new ally.

2. With the Orator's Tame support ability equipped, attack a monster. If the monster is in critical (low) HP after the attack, you can recruit the monster. Reis's Dragonkin job has Tame as an innate ability.

3. Once you have recruited a monster onto your team, the monster will lay eggs and produce other monsters in the same family. Eggs are laid and hatch as you move around the world map. A monster has about a 2 in 15 chance of laying an egg with each move you make -- or, on average, you get 1 egg every 7-8 days.

The Rank of the monster laying the egg determines which kind of Ranks you're likely to find inside of the egg:

| Egg laid by | Produces... | Rank I | Rank II | Rank III |
|-------------|-------------|--------|---------|----------|
| Rank I      |             | 80%    | 20%     | 0%       |
| Rank II     |             | 50%    | 25%     | 25%      |
| Rank III    |             | 55%    | 35%     | 10%      |

(As stated above, the color of the egg is random and has nothing to do with the monster inside.)

Rank I monsters can never produce Rank III monsters directly. However, you can use a Rank I monster to breed a Rank II monster, which can then go on to produce a Rank III monster.

Note that Rank II monsters are actually MORE likely than Rank III monsters to give birth to Rank III monsters. So, if you want to breed multiple copies of a Rank III monster (e.g. for poaching), keep a Rank II monster on your squad.

A newborn monster is assigned the Zodiac sign of the month it was born. Newborn monsters are randomly assigned the exact experience level of one other member of your roster (monster OR human). For instance, if your entire roster consisted of three characters at level 24, 63, and 99, then a newborn monster would be either level 24, 63, or 99 -- but never any other number.

So, if you recruit a monster type you like but the monster is at a low experience level, one strategy is to let it breed and you may get a higher-level version of the same monster if you have other high-level characters on your roster.

Eggs are never laid if your roster is already full. If you want your

monsters to breed but have a full team roster (24 characters), you'll need to delete one or more existing characters.

4. A Chocobo will be automatically offered to the party after winning a Chapter II story battle.

5. There are two locations where a friendly monster may join your party after a random battle:

> Mandalia Plain (north entrance) - Chocobo

> Dorvauldar Marsh (west entrance) - Swine

Rarely at each of these locations, you may get into a random battle where the respective monster fights as a Guest on your team. Complete the battle and you'll be able to sign up the monster as a permanent party member. (Other Guest monsters in random battles are not recruitable in this way.)

6. The Dragon's Charm ability, used by one of the optional story characters, has a 100% chance of recruiting any dragon or hydra onto your team. It has no effect on other monster types.

#### ---RIDING A CHOCOBO---

It's not actually too useful, but you can ride chocobos. Move a human character onto the same tile as a friendly chocobo (of any color). The character will mount the chocobo and they'll move and act as a single unit.

Riding a chocobo essentially allows you to have a human character with the movement range of a chocobo. The rider uses his/her abilities and has his or her regular stats, such as attack power and speed.

But, you get the benefit of the chocobo's movement. All chocobos have a nice movement range (6), plus Black Chocobos can fly and Red Chocobos have Ignore Elevation. While you are on a chocobo, your own movement range and movement abilities are ignored -- so if you equip Teleport and then get on a chocobo, you don't have a teleporting chocobo.

Chocobos cannot use their own abilities while someone is riding them.

While you're riding a chocobo, all the damage gets inflicted on the rider, and the chocobo cannot take damage. (Even if the rider is in the middle of Jumping, attacks directed towards the chocobo will miss!) This has the small benefit that it prevents your whole team from being KOed at once. If the rider gets KOed, he or she is thrown off the chocobo and the chocobo can act by itself again.

A chocobo/rider combination is immune to all negative status conditions except Charm. Float status also does not work on a chocobo+rider unit. It's important to note that a riderless chocobo is NOT immune to status ailments; this is a special property of a chocobo/rider combo.

One other way you can use chocobos is to get more attacks against an enemy you've cornered or surrounded with your characters. Use a character riding a chocobo to help surround the enemy or pin the enemy a corner. After the character riding the chocobo attacks, he or she can hop off the chocobo and allow another character to climb on and attack the enemy--while keeping the enemy pinned down and unable to move the whole time.

#### ---STEPPING STONES---

You can use large monsters as stepping stones to reach high places. Other characters can move onto the monster's head as if it were a normal panel, and move from there to somewhere else. The monster will give you a boost of 3 height "units", allowing to reach panels 3 height units higher than you could

normally get to! You can't END your move on top of the monster, but you can use it for a mid-move boost. You can do this even if the monster is an enemy that's not on your team!

Monster types that can be used as stepping stones including malboros, behemoths, dragons (including Holy Dragon Reis), hydras, and Automatons (i.e., Construct 8).

#### ---MONSTER EGG PREVIEW---

Trying to breed a particular kind of monster? You can actually take a "sneak peek" as to what an egg will hatch into. Open your party roster, position the cursor over the egg in question, and move the cursor back and forth to another party member to the left or right. When you move over the egg, the future monster's portrait will display for a fraction of a second, and if you can move back and forth quickly, you can get a decent glimpse of what the monster is going to be. You can identify the monster family by its portrait, and from the color scheme, you might even be able to tell which monster it is within that family. (See the Monsters list for the color scheme of each monster type.) If the monster in the egg is not what you want, you can go ahead and dismiss the egg.

While the eggs themselves vary in color, the color of eggs is just random and doesn't tell you anything about what kind of monster is inside.

#### %%WORLD MAP%%00map

FF Tactics uses a "point and click"-style world map. You just click on a location to head towards it.

You can't walk around or explore the "interior" of any of these locations. All of your movement is on the world map only.

The world map has several kind of locations:

- > A RED DOT indicates the location of the next battle in the story.
- > LARGE BLUE DOTS are towns where you can buy items and perform other helpful functions.
- > SMALL BLUE DOTS are plot locations that are no longer active. Nothing happens when you move there.
- > GREEN DOTS are wilderness locations. When you pass through these dots or pass through them, you may get into a random battle.

If you click on a distant location, Ramza will first have to move through all of the locations on the way. This means you may run into random battles at any green dots along the route.

#### ---MAIN MENU---

Press Triangle on the world map to access the menu. Choosing the Formation option lets you view your team and change their equipment, jobs, and abilities.

#### ---RANDOM BATTLES---

When you pass through a green dot location, you may get into a random battle at that location.

Random battles function mostly like regular story battles. But, they tend to feature a more monster-heavy enemy party and you are not required to deploy Ramza.

The Random Battles section of this FAQ has a detailed list of the monsters you can encounter at each location.

---TOWNS---

Large blue dots represent towns and castle. When you're standing on one of these, click on the blue dot again and you can visit one of the buildings in the town. Towns are purely menu-driven in FF Tactics; you never wander around them.

> The OUTFITTER lets you spend your gil (money) to buy new equipment and items. You can also sell your existing items for gil.

Outfitters in different towns will sell different kinds of equipment (e.g., castles sell heavy armor & weapons, while towns sell gear for magic-users). As you progress through the game, new equipment also becomes available in the Shops. The Shops section has a complete of when and where you can buy each item.

> The TAVERN has several functions. At the beginning of the game, the Tavern is just to read rumors. These rumors tell you more about the game's story/world, and in some cases open up optional plot events.

The Tavern also hosts the game's multiplayer modes. You won't be able to access these until you've progressed midway through Chapter I. Rendezvous Mode lets you complete co-op missions with another player, while Melee Mode lets you pit your party against a friend's in battle.

Finally, beginning in Chapter II, the Tavern also allows you send generic characters on Errands for extra JP and gil. Errands are covered in the FAQ section of the same name ;)

> The SOLDIER OFFICE lets you recruit new generic human characters. They come with bare minimum equipment and abilities, so this is pretty useless once you've progressed even a little into the game.

> The POACHERS' DEN lets you buy poached items. To get poached items, you must KO monsters with physical attacks while you have the Thief's Poach support ability equipped. Poaching is often the best--or only!--way to get some rare items. Poachers' Den do not appear until Chapter III, and even then appear in only three locations: Dorter, Warjilis, and Zarghidas.

The Poachers' Den also functions like a pawn shop: you can sell your items to the Poachers' Den to add them to the Den's inventory and then buy them back for the same price later. This is helpful if you need some quick cash but don't want to lose your rare items.

In order to enter the Poachers' Den, you must equip the Poach support ability on at least one character (or have Luso in his Game Hunter job, which has an innate Poach).

---NAVIGATION BY NAME---

Instead of scrolling around the map to choose a location to visit, you can also open the menu with Triangle, choose "Move", and then choose from any of the map locations. You'll still have to pass through all of the locations on the way, and may get into random battles at the green dots.

%%TRICKS RELATED TO SPECIFIC ABILITIES OR ITEMS%%00tricks

---SHOOT ENEMIES NEXT TO YOU---

Normally, you can't shoot enemies close to you with a bow or gun, but all you have to do is target a square in a straight line behind the enemy you want to hit (there doesn't even have to be anybody in the square). You'll end up hitting the enemy in front of you.

### ---CRITICAL HITS---

A few types of abilities can inflict "critical hits" when you attack with them. A critical hit occurs completely at random and has a low chance of occurring. When you DO land a critical hit, the damage from your attack is increased, and the enemy you're striking may be knocked back. If this attack knocks an enemy off a high ledge, they'll also take damage from the fall!

Attacks that can inflict critical hits are mostly regular physical attacks, Monk abilities, the first ability on each monster's ability list, and the sword techniques used by some of the special story characters.

Since critical hits occur at such low odds, though, you don't really want to depend on them.

### ---IMPROVE STEALING ODDS---

You can boost the success rate of the Thief's ability to Steal items in a number of ways:

- > Put the enemy to Sleep - using a Sleep Blade weapon, Mimic Darlavon (Orator), Repose (Mystic), etc.
- > Target the enemy from behind or to the side, so the steal will be harder to evade.
- > Putting Disable status on the enemy (e.g. with Arm Shot) will also prevent the enemy from evading, although the steal may still fail.
- > Equipping Concentration (Archer) as a support ability will prevent the enemy from evading your steal attempts. This means your success rate at stealing will be higher, but not 100%. If you're using Concentration, then there's no need to try to steal from behind as the enemy can't evade anyway. Note, though, that if the enemy has a pretty low evade rate to start with, equipping Concentration won't make much of a difference.
- > Equipping Brawler (Monk) as a support ability raises your success rate when Stealing -- whether you're barehanded or not!
- > Increase your Speed statistic with equipment or abilities and/or switch your stealing character to a job that has a high Speed rating, like Thief or Ninja.
- > Use Balthier's Plunder abilities, which have a somewhat higher success rate than the regular Steal command.
- > Turn the enemy into a Chicken by lowering their Bravery below 10 (e.g. with the Mystic's Trepidation or Beowulf's Chicken magicks). A Chicken enemy will run away from you and into the corner, though, and you'll have to chase after it -- so this often isn't all that useful.
- > Surround the character from whom you're trying to steal with both your main thief and a Mime; the Mime will duplicate all of your Steal attempts
- > And, of course, stealing using a character who has good Zodiac compatibility with the target will improve your success, though you often don't have a lot of options here...

It's helpful to use one or more of these tactics if you're interested in stealing enemy gear, as the Steal command has a pretty low success rate otherwise.

### ---AUTO-X-POTION AND MORE---

The Auto-Potion reaction ability normally causes you to (sometimes) use a Potion when attacked. However, if there aren't any Potions in your inventory, you'll use a Hi-Potion instead, and if there aren't any Hi-Potions, you'll use an X-Potion. Once you start getting Hi-Potions and X-Potions, then, it's actually a great idea to throw out your weaker potions so Auto-Potion will only use Hi-Potions or X-Potions -- you can heal yourself for a lot more HP that way! (This trick is particularly important in the Wiegraf battle in Chapter III.)

Another useful trick with Auto-Potion (and other healing or defensive Reaction



Abilities) is that you can have another ally trigger them by using a weak attack on the target. For example, if Agrias needs healing, hit her with the Squire ability Stone; it does a few points of damage but can trigger her Auto-Potion and restore a lot more HP than that.

#### ---DUAL WIELD (AND DOUBLEHAND) TRICKS---

The Ninja's Dual Wield support ability lets you equip two weapons at once. This is a great ability with a number of applications. First, it can make your regular attack up to twice as strong if you equip two copies of the same weapon or have a strong barehanded attack. (It even works a Frog!) You can also use it to equip weapons with two different beneficial status effects (e.g., auto-Haste from an Excalibur and auto-Regen from a Chaos Blade). Dual-Wielding a weapon that inflicts a status ailment also gives you two chances to inflict that ailment! For magick-users, Dual-Wielding rods or staves lets you equip two weapons to boost your magick attack, although in most cases you're better off simply with Arcane Strength.

If you're equipping a weapon that can drain enemy HP (i.e., the Blood Sword or Orochi ninja blade), be sure to equip that in the top slot. Otherwise, your first attack may KO the enemy and you won't get a chance to drain its HP!

When pairing Dual Wield with abilities that depend on your weapon strength (e.g. sword techniques like Holy Sword and Darkness), be sure to equip the stronger weapon in the TOP slot. This is because only the FIRST weapon you're holding determines the power of these abilities.

Note that this is true for sword techniques, even if the first weapon isn't a sword! For example, you can equip a flail in the top slot and a sword in the second, and your sword technique power will be determined by the flail power!

So, one trick is to equip a sword in your second slot (to activate the sword technique command) and then a more powerful weapon in the top slot! In practice, this trick isn't all \*that\* great because knight's swords are more powerful than most other single-handed weapons. However, if you're currently using the Ninja job and are using Equip Swords to enable your sword techniques, then you're limited to "regular" swords, which are substantially weaker. In this case, this trick can be quite useful as there may be a stronger weapon to equip in the top slot!

Finally, Dual Wield paired with Arts of War gives you two chances to perform a Rend attack.

The Samurai's Doublehand ability, which allows you to wield one weapon two-handed to increase its attack power, is somewhat similar to Dual Wield. Both sacrifice your shield slot for a potential doubling of your attack power. In general, Dual Wield is the better ability. It allows you to perform the above tricks, works with fist attacks (Doublehand does not), and also divides your attack strength over two attacks, which means you can often land at least one attack even if the enemy dodges or blocks the other. And there are many times when one attack is enough to KO an enemy! (This is particularly useful against enemies with Shirahadori, since they can only block the first of your two attacks.)

Doublehand, however, is useful when you're equipped with a pole or polearm, which can be used with Doublehand but not Dual Wield. It can also be good if you only have 1 copy of your strongest weapon in a category and nothing good to Dual Wield in the other hand.

The Shoot Enemies Next To You trick above can be combined with Balthier's Barrage ability to attack two or more different enemies in one turn. This only works if Balthier has a weapon with a range of 2 or more, and if the enemies are both in a line from Balthier (and within range of his weapon). Target the enemy that's further back with Barrage. Balthier will use a series of four attacks; of course, the initial strikes will actually hit the enemy closer to Balthier. However, once that first enemy is KOed, Balthier will continue attacking and hit his "original" target -- the enemy in back! This way, you can divide your damage between two targets instead of wasting a lot of damage finishing off an enemy that was already low on HP. This trick works with guns, bows, polearms, and any other weapon with a range of 2 or more.

#### ---HEALING STAFF---

The Healing Staff weapon works just like any other weapon, except that it \*adds\* HP to whomever you strike, instead of \*removing\* HP. So, you can use it to heal your allies! It can be a good tool for a magick-user who isn't likely to be doing much physical fighting. Unfortunately, your allies will still try to evade/block the Healing Staff.

The Healing Staff isn't sold in stores. You can find it by de-equipping it from a guest in Chapter III, from poaching a Dryad, from Rendezvous Mode, or from using Treasure Hunter in Story Battle 49 (see the walkthrough for the exact location).

#### ---ROD OF FAITH---

The Rod of Faith, found on the fourth floor (The Catacombs) of the Midlight's Deep bonus dungeon, has an interesting effect. While equipped with the Rod, a character has permanent Faith status, giving him or her 100 Faith. Of course, this is good simply for making your own magick maximally powerful, but it also allows you to make a more versatile character. Whenever the Rod is removed, the character's Faith reverts back to its "normal" value. So, if you want a flexible character who can also defend well against enemy magick, lower his or her Faith very low (as close to 03 as you can). Without the Rod equipped, the character is virtually invulnerable to enemy magick and makes a good fighter. But \*with\* the Rod equipped, s/he is now a high-Faith magick user! Using the Reequip ability, you could even make this change mid-battle, although it costs you a turn.

Of course, this only works if you're planning on using a job that can equip Rods. That includes Black Mages, Summoners, Mystics, but not White Mages, Time Mages, or Arithmeticians. Fortunately, Black Mages and Summoners have the best magick stats anyway.

The Rod of Faith can also be particularly useful for Marach. Normally, his Nether Mantra abilities require LOW Faith while other magicks require HIGH Faith, meaning he can't really effectively use both. However, the Faith effect maximizes the damage from both regular magick and Nether Mantra, allowing him to use both types of abilities effectively.

Since there's only one Rod of Faith available, though, you can only use this tactic with a single character at a time.

#### ---STONESHOOTER---

The Stoneshooter is a rare but fairly powerful gun.

The big downside to equipping the Stoneshooter is that you will start all battles in the Stone status, unable to do anything. To use the character, you must remove the Stone status (e.g. with a Gold Needle, Remedy, or Esuna magick). Or, use the Re-equip command to equip the Stoneshooter \*during\* a battle, and you won't be petrified.

Equipping gear that normally makes you immune to Stone status does NOT prevent the Stoneshooter from turning you to Stone at the start of a battle.

The Stoneshooter can be poached from Dark Behemoths. It can also be stolen from enemy Chemists in the rare random battle you sometimes occur when you enter Mount Germinas from the north. (In order to steal the Stoneshooter from the enemy that's carrying it, you must first de-Stone him/her.)

---ALL 9 FEVER---

Once you max out at level 99 and 99 experience, you can easily cast healing or defensive magicks to your whole party using Arithmeticks and Level Multiple of 3 or Exp Multiple of 3. (Of course, you might hit a few enemies too.)

%%%MENUS%%%00menu

---REWATCH STORY SCENES---

Didn't catch what happened during a story scene? You can rewatch most of the game's story scenes. On the world map, open the menu and choose Chronicle and then Events. You'll see a list of the major story events that you've seen so far. Choose a scene to read a text description of it, and press Triangle if you want to rewatch the scene.

Pressing the Start button will exit out of a scene you're watching and return you to the Chronicle menu.

---REWIND TEXT---

At any place where a single text box spans several pages (e.g. one character is talking a bunch), you can "rewind" to a previous page of text by holding the Square and pressing up. This is pretty useful if you missed something that was said earlier, or need to recap.

This doesn't work if a separate text box has been opened -- like if a different character has started talking.

---QUICK SCROLL---

The Square button can also be used to scroll quickly up and down a menu.

---QUICK UNEQUIP---

When removing characters' equipment, if you select Remove and then tap left on the D-pad, all of the character's item slots will be highlighted. You can then equip all of the character's gear in a single click. This is handy when you're stripping a character you won't be using for a while, or when you're transferring one character's set of equipment to another equipment.

---SOUND TEST---

To access a "sound test" where you can listen to all the game's music, select New Game on the title screen and then enter your name as PolkaPolka . You'll immediately be brought to the sound test. When you're done, press the Circle key to return to the main menu.

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IV. WALKTHROUGH AND BATTLE STRATEGIES - MAIN QUEST 00walk0  
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You'll begin by entering the protagonist's name. Ramza is the default, so that's what I'll be using throughout the guide.

---CHOOSING YOUR BIRTHDATE---

Next up is your birthdate, which determines your Zodiac sign. A character's

Zodiac sign affects his/her compatibility with other units, which can make your attacks and/or healing somewhat more or less effective.

In a regular game, it's not too important to give Ramza a particular Zodiac sign, so you can enter your own birthday or whatever else you want if you'd like. But, if you're feeling especially strategic, you may want to give him a particular sign depending on your game plans:

- > If you want to maximize the damage Ramza can do to enemy bosses, Capricorn is probably your best bet; you'll get this sign if you enter a birthdate between December 23rd and January 19th.
- > If you plan to use Ramza as a support/healing character, Pisces will give him good compatibility with a number of key allies. You'll get this sign with a birthdate between February 19th and March 20th. (Virgo -- August 23rd to September 22nd -- will give him compatibility with quite a few party members as well.)
- > If you want as wide a range of Zodiac signs as possible, you could make Ramza a Taurus, Virgo, or Sagittarius, as no other story characters have these signs.

---THE FIRST BATTLE---

The game starts at Orbonne Monastery. A band of enemy knights shows up, and you have to fight.

---Battle 0: Orbonne Monastery-----

YOUR FORCES: Ramza, Agrias [guest], Gaffgarion [guest], Ladd [guest],  
Alicia [guest], Lavian [guest]

ENEMY FORCES: Lezales (lv 9 Knight) Fuchs (lv 6 Chemist) Biggs (lv 7 Archer)  
Diesch (lv 6 Archer) Wezlef (lv 7 Archer)

VICTORY CONDITION: KO all enemies

LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Day, light rain (no special effects)

| MAP SIZE: | TERRAIN TYPES     | GEOMANCY         | MAP AREA |
|-----------|-------------------|------------------|----------|
| 14 x 10   | Grassland         | Tanglevine       | 50%      |
|           | Wooden Floor      | Will-o'-the-Wisp | 16%      |
|           | Ocean             | Torrent          | 14%      |
|           | Obstructed        | --               | 9%       |
|           | Flagstone         | Contortion       | 9%       |
|           | Stone Outcropping | Tremor           | 1%       |

--STRATEGY--

This battle is pretty much automatic, as everyone except Ramza is controlled by the computer. Gaffgarion and Agrias will take care of most of the enemies without any trouble. You can have Ramza attack the enemies with low HP to help finish them off, and let Gaffgarion and Agrias save their attacks for the stronger enemies. Even if Ramza just stands still, though, the other characters should be able to finish off the enemies on their own, though, so it doesn't matter too much what Ramza does.

It's possible that one or more of your weaker teammates--Alicia, Lavian, and Ladd--will get KOed. Don't worry; none of them can die permanently in this intro battle. It also doesn't matter if any of their items get broken, as those will come back as well.

BATTLE TROPHIES: None

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After Gaffgarion and Agrias finish wiping out the enemies, there will be some

story scenes, and Ramza will enter into an extended flashback.

%%CHAPTER I: THE MEAGER%%00walk1

All of Chapter I is a flashback to Ramza's days as a knight-in-training with the Order of the Northern Sky a year prior. You (Ramza) and Delita will be at the academy in Gariland, where you receive the assignment to defeat some thieves entering the town. You are automatically joined by four other Squires and two Chemists.

---INITIAL PREPARATION---

Before the first battle begins, you'll be given a chance to save. Save your game so that you won't have to repeat the intro battle! After you save, you'll deploy your characters for the battle.

If this is your first Final Fantasy Tactics experience, you might want to check out the "Basic Mechanics and Tactics" section for some general gameplay information. (Some of this information is also in the tutorial, but I've included some additional material not covered there.) Press Ctrl+F and enter 00basic to jump back up there.

---Battle 1: Gariland-----

YOUR FORCES: Ramza, Delita [guest], 4 others  
ENEMY FORCES: Chemist (lv 1, male) Squire (lv 1, male) Squire (lv 1, male)  
Squire (lv 1, male) Squire (lv 1, female)

ALLY: Ramza - lv 1 Squire - Bravery 70, Faith 70  
Equipment : Broadsword, Leather Cap, Clothing, Battle Boots  
Abilities : Mettle

GUEST: Delita [Sagittarius] - lv 1 Squire - Bravery 71, Faith 55  
Equipment : Broadsword, Leather Cap, Clothing  
Abilities : Mettle, other abilities random

VICTORY CONDITION: KO all enemies  
LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Clear day (no special effects)

| MAP SIZE: | TERRAIN TYPES        | GEOMANCY         | MAP AREA |
|-----------|----------------------|------------------|----------|
| 15 x 10   | Flagstone            | Contortion       | 28%      |
|           | Canal                | Torrent          | 25%      |
|           | Roof, Chimney        | Wind Blast       | 17%      |
|           | Grassland            | Tanglevine       | 17%      |
|           | Wooden Floor, Coffer | Will-o'-the-Wisp | 8%       |
|           | Bridge               | Wind Slash       | 3%       |
|           | Obstructed           | --               | 1%       |

--STRATEGY--

The key in this battle is to advance slowly and not to let your characters get spread out. Stay on the left side, away from the bulk of the houses.

The enemy Chemist has the ability to heal the other enemies, which can be a pain. If you have the chance to take him out, do so; otherwise, he'll heal the enemy soldiers you've been attacking. Actually, you can stop him from doing this even if you attack him just once. He'll use up his turn healing himself instead of healing any of the other enemies.

Attack from the enemy from behind or from the side whenever possible, as you're more likely to land a hit that way. In general, rear attacks are best as they

also cancel out enemy shields -- but at this point, no enemies have shields, so side and rear attacks will be equally effective. At the end of each character's turn, you choose which direction they facing. Make sure you end your turns facing the enemies, which will make it harder for them to hit you from behind! (When possible, you can even put your back to the side of a building to protect it completely!)

Make good use of your Chemists for healing--you start out with 5 Potions and you can use them to heal a character who gets injured. If you don't have teammates who need healing, the Chemists can also attack. (Chemists have an inherent Throw Items ability, so they don't have to be next to a character to use an item on him/her. This is NOT true for other characters using the Item ability.)

Don't worry about Delita. The Guest AI is pretty reckless and it's likely he'll get himself KOed. But since he's a Guest character, he can't die permanently and will be revived at the end of the battle.

BATTLE TROPHIES: 2000 gil, Mythril Knife, Phoenix Down, Potion

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#### ---THE MAP SCREEN---

After you win the battle against the thieves, you will go to the map screen. You can click on Gariland to visit its shops. The Tavern is used to hear information about the game's story and world. Later on, you can also use it to enter the multiplayer mode and to run Errands for extra JP and money. The Outfitter is used to buy equipment and items. Finally, the Warriors' Guild allows you to recruit new human characters to your roster.

#### ---RECRUITING CHARACTERS---

You may want to stop at the Warriors' Guild to recruit some new characters. In particular, look for characters with reasonably high Bravery, especially if your current characters don't have very good Bravery. Bravery affects the your chance of using Reaction Abilities and the strength of some attacks -- higher is better, of course! (Although there are abilities to raise Bravery later, you probably won't get them right away.) You may also want a character or two with high Faith to turn into a magick-user.

A second thing to look at is the character's Zodiac sign. Taurus and Capricorn characters will be particularly effective against the bosses in this chapter and the next, so getting some of those signs on your roster will give you a bit of a leg up.

If you want to spend the time, you can mine the Guild until you get just the character you want. If you don't like the character that appears; simply select "Don't Hire." You won't be charged anything and you can select Male Soldier or Female Soldier to roll another character. You can keep doing this until you get some high Bravery characters ... but it's certainly not necessary to spend the time here if you don't want to.

There are a few gender differences to be aware of. Male characters tend to have more HP and Physical Attack, while females have more MP and Magick Attack. So, if you have a gender-mixed team, it's best develop female characters towards being mages and males towards being fighters. More importantly, however, many of the game's most powerful items can only be used by female characters, so female recruits tend to be more useful overall in the long run.

This is probably the only time in the game that you'll want to use the Warriors' Guild. If you lose any of your main team members later in the game, you're usually better off resetting. It's tough to replace high-level

characters who have already been built up with a lot of abilities!

### ---SHOPPING---

Each town has an Outfitter where you can buy items. As you progress through the game, you'll see new items available in the Outfitter. Different towns will offer different items, as well. Broadly speaking, castles have one set of equipment, whereas towns and cities have a different set.

### ---New Items for Purchase-----

|              | TYPE    | PRICE | WHERE        | DETAILS                          |
|--------------|---------|-------|--------------|----------------------------------|
| Broadsword   | Sword   | 200   | Garil./Castl | Atk: 4, 5% Parry                 |
| Dagger       | Knife   | 100   | City/Castle  | Atk: 3, 5% Parry                 |
| Rod          | Rod     | 200   | City/TrCity  | Atk: 3, 20% Parry                |
| Oak Staff    | Staff   | 120   | City/TrCity  | Atk: 3, 15% Parry                |
| Leather Cap  | Hat     | 150   | City/TrCity  | HP +8                            |
| Clothing     | Clothes | 150   | City/TrCity  | HP +5                            |
| Potion       | Item    | 50    | Any          | Restores 30 HP                   |
| Antidote     | Item    | 50    | Any          | Removes: Poison                  |
| Eye Drops    | Item    | 50    | Any          | Removes: Blind                   |
| Phoenix Down | Item    | 300   | Any          | Removes: KO, restores minimal HP |

You should definitely stop by the Outfitter in Gariland to buy some Potions. If one or both of your Chemists has enough JP to learn the Phoenix Down ability, learn that ability and then buy a few (1-2) Phoenix Downs at the store. Phoenix Downs are great to have as they allow you to revive a KOed character. You'll also want to equip one of your Chemists with the Mythril Knife that you picked up as a Battle Trophy in the first battle; it's stronger than the Daggers they currently have.

If you recruited some female characters and plan on using them as fighting units, buy them Broadswords to replace the Daggers they start off with. Male characters already start with a Broadsword.

### ---A NOTE ABOUT TREASURE HUNTER---

From this point forward, you can use the Chemist's Treasure Hunter movement ability to find hidden items on each battle map.

In my opinion, the Treasure Hunter ability is rarely worth using. The items that you can get with Treasure Hunter are usually just gear that you can already buy in stores. Moreover, you need a LOW Bravery statistic to get the equipment with Treasure Hunter, but a HIGH Bravery statistic is better for everything else in the game. It's just not worth it. Much later in the game, there will be some rare items that you can get with Treasure Hunter, but I'll alert you to these when they appear and you don't really need to worry about Treasure Hunter until then.

But, if you DO want to go for the Treasure Hunter items, I've listed their coordinates in each battle strategy. The coordinates are given relative to a particular corner. First, identify which corner is the reference corner using the tile height and terrain type information I've provided. Then, tap the analog stick (on the PSP) or swipe the screen (on an iPhone/iPad) to change your perspective. Keep doing this until the reference corner is at the bottom of the screen. Start at this corner. Then, tap the LEFT and UP arrows on the D-pad to move the cursor the specified number of spaces (e.g., Left: 2, Up: 3 means 2 tiles to the left and 3 tiles up).

(See the Treasure Hunter & Traps section for a more complete description of the Treasure Hunter mechanics.)

---ONWARD---

Save the game by pressing Triangle and choosing Data, then head west to Mandalia Plain. As soon as you try to leave the city, you'll have a flashback (yes, a flashback within a flashback) to the death of Ramza's father Barbaneth. After that sequence has ended, you'll be back in Gariland. Click on Mandalia Plain once again and this time you'll actually get there.

---Battle 2: Mandalia Plain-----

YOUR FORCES: Ramza, Delita [guest], Argath [guest], 3 others

ENEMY FORCES: Thief (lv 2, male) Squire (lv 1, male) Squire (lv 1, male)  
Squire (lv 1, male) Squire (lv 1, male) Red Panther (lv 1)

GUEST: Argath [Virgo] - lv 2 Squire - Bravery 73, Faith 59

Equipment : Longsword, Leather Cap, Clothing, Battle Boots

Abilities : Fundaments, other abilities random

VICTORY CONDITION: KO all enemies

LOSS CONDITION: Top option - Ramza dies or all allies are KOed/Stone  
Bottom option - Argath is KOed or Ramza dies

WEATHER: Clear day (no special effects)

| MAP SIZE: | TERRAIN TYPES     | GEOMANCY   | MAP AREA |
|-----------|-------------------|------------|----------|
| 13 x 12   | Grassland         | Tanglevine | 70%      |
|           | Obstructed        | --         | 17%      |
|           | Stone Outcropping | Tremor     | 13%      |

--STRATEGY--

At Mandalia Plain, you'll meet Argath, under attack by the Corpse Brigade. You can choose whether or not to help him (bottom option) or just go after the Corpse Brigade (top option).

- > If you choose not to help Argath (top choice), your goal is just to defeat all the enemies. It doesn't matter if Argath is KOed during the battle or not. Choosing this option also adds 10 points to the Bravery score of every character in your current squad, including Delita and Argath. 2 points of this change will remain even after the battle.
- > Choosing to help Argath (bottom choice) adds an additional requirement to the battle: you'll have to keep Argath from getting KOed during the battle. This option has no effect on your team's Bravery.

Neither option has any real long-term effect on the storyline. (They only change the dialogue in one other story scene.) So, the first option is clearly the best as it makes the battle easier AND gives you a boost in Bravery.

If you DO choose the second option for whatever reason, you will need to protect Argath from being KOed. In this case, you'll need to start moving a Chemist towards Argath right away. Fortunately, Argath will probably flee away from the enemies and into one corner. Heal him just to be on the safe side, and then you're free to concentrate on the enemies.

Attack the enemies from above if you can, and guard your back with the rocks scattered about the battlefield or with other ally units. Remember that if you act without moving, or move without acting, your next turn will come sooner than if you both act AND move. So if there's no real need for a character to move or to take action, don't do it just for the heck of it. Your next turn will come sooner if you don't.

You'll encounter your first monster here in the form of a Red Panther. It's the toughest unit in the enemy forces, but it's not too bad. Be warned that, like all monsters, it may counterattack you whenever you attack it. Don't attack the Red Panther using a character who's low on HP, or the counterattack



is liable to KO you! (You CAN avoid the counterattack by using the Squire ability Stone to attack from a distance, but this ability is really too weak to be worth using.) The Red Panther can also poison you, which causes you to lose a little HP after each turn you take. You can cure this with an Antidote if you want, but it's probably not necessary--the poison wears off after a short amount of time, anyway.

This may be your first chance to pick up crystals or chests. When the counter over a KOed enemy unit goes down past 0, the unit vanishes and is replaced with a crystal or treasure chest. Pick these up by moving onto the tile with the crystal or chest.

- > Picking up a chest will give you an item. These are typically items you can buy at the Outfitter anyway and generally are not too important to collect. But early on, chests can still be useful to grab as money is tighter.
- > Picking up a crystal will either heal the unit, or in some cases give you the option of learning many of the defeated enemy's abilities. (Note that although you point the cursor at an individual ability, you actually learn ALL of the abilities offered, regardless of what you pick!) Crystals from monsters will only ever give you the option to heal.

When given the chance to learn abilities, that's generally the best choice (unless you're in desperate need of healing), as this permanently adds abilities to the character! Crystals from humans are great to pick up as they can teach you new abilities, so grab them when you see them. Monster crystals are only necessary to pick up if you need healing. You may also want to grab crystals just to prevent the enemies from claiming them, as enemies can heal themselves with crystals too!

If one of your OWN units gets KOed, you must act to revive the character before the countdown runs down and the character is lost permanently. Right now, you've got two ways to revive a character. If one of your Chemists learned the Phoenix Down ability and you have Phoenix Downs in stock, you can use a Phoenix Down to revive the character. Or, you can hurry and clear the battle before the countdown runs out -- when you win a battle, any characters who have been KOed but not completely erased will be brought back to life.

BATTLE TROPHIES: Potion x2

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 1, Stone Outcropping

|  | POOR ITEM | GOOD ITEM  | TRAP |
|--|-----------|------------|------|
| Left: 4, Up: 8 (height: 2, Grassland)  | Hi-Potion | Broadsword | none |
| Left: 0, Up: 12 (height: 1, Grassland) | Potion    | Dagger     | none |
| Left: 8, Up: 6 (height: 0, Grassland)  | Eye Drops | Oak Staff  | none |
| Left: 4, Up: 0 (height: 0, Grassland)  | Antidote  | Rod        | none |

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---STORY EVENTS---

When the fight concludes, Argath will join as a guest regardless of which option you chose before the battle. Back on the map, go on up to Eagrose Castle. You'll have a brief chat with Dycedarg, then Zalbaag will send you to rendezvous with his spy at Dorter.

---JOB CHANGES---

At this point, you might want to consider changing some of your characters to new jobs. Chemists are really more useful than either White Mages or Black Mages, so keep your Chemists as-is. But you might want to change some of your Squires to Knights, since Knights have more HP and damage potential than Squires. (I made Ramza into a Knight at this point.) Archers should also be

available at this time. They can be useful in the early game, but for the next few battles you may want to focus on melee combat. At any rate, it may be a good idea to keep at least one Squire, though. Why is that? As long as you have at least one Squire active in battle, everyone will earn some JP towards that job, and that will help you buy useful Squire abilities like Counter Tackle, Move +1, and JP Boost. Move +1 and JP Boost are particularly useful. JP Boost increases the amount of JP you earn, and will help you learn all the other abilities faster. Learning this ability is a VERY good investment.

It'll also help you out in some of the future battles if you're able to teach Argath a simple Black Magick spell. This is pretty tricky, though, since he doesn't participate in any of the random battles and can only earn JP in the story battles. So, the only way to do this is to have your Chemists take enough actions during the story battles that Argath gains some JP in the Chemist job and is able to unlock the Black Mage job. It's cool if you can do this, but don't worry too much about it if you can't; it's not \*necessary\*.

#### ---SHOPPING AT EAGROSE---

Before you leave Eagrose, stop by the Outfitter. There's new equipment for sale here.

#### ---New Items for Purchase-----

|                  | TYPE    | PRICE | WHERE       | DETAILS                       |
|------------------|---------|-------|-------------|-------------------------------|
| Plumed Hat       | Hat     | 350   | TrCity/City | HP +16, MP +5                 |
| Leather Clothing | Clothes | 300   | TrCity/City | HP +10                        |
| Mythril Knife    | Knife   | 500   | Castle/City | Atk: 4, 5% Parry              |
| Longsword        | Sword   | 500   | Castle      | Atk: 5, 10% Parry             |
| Bowgun           | Crossbw | 400   | Castle      | Atk: 3, 5% Parry              |
| Escutcheon       | Shield  | 400   | Castle      | Phy.Evade: 10%, Mag.Evade: 3% |
| Leather Helm     | Helm    | 200   | Castle      | HP +10                        |
| Bronze Helm      | Helm    | 500   | Castle      | HP +20                        |
| Leather Armor    | Armor   | 200   | Castle      | HP +10                        |
| Linen Cuirass    | Armor   | 600   | Castle      | HP +20                        |
| Battle Boots     | Shoes   | 1000  | Any         | Move +1                       |
| Echo Herbs       | Item    | 50    | Any         | Removes: Silence              |
| Maiden's Kiss    | Item    | 50    | Any         | Removes: Toad                 |
| Gold Needle      | Item    | 100   | Any         | Removes: Stone                |

Stock up on Potions, then arm your characters with the new gear. Make sure all your Squires and Knights have Longswords, the best weapon available to them right now. And if you changed any of your characters' jobs, be sure they have equipment that goes with the new jobs. You can safely skip the Mythril Knife, though--it only increase a Chemist's attack power by 1 point, and they don't do much fighting, anyway.

The shop also sells Battle Boots, which increase your movement range by 1 tile. As handy as this is, they're pricey, so you won't be able to afford them for your whole team.

#### ---TRAVEL & RANDOM BATTLES---

Your next story destination is the Siedge Weald, to the east of Gariland. Head down that direction.

Mandalia Plain is now a green dot on the map, which means there's a chance you'll get into a random battle when crossing it. Random battles are similar to story battles, but feature a somewhat random selection of enemies and contain mostly monsters rather than human enemies. In Chapter I, you'll mostly fight basic monsters, but there's a rare chance you'll encounter a second type of enemy party that may include humans or more advanced monsters.

Because Delita and Argath are Guest characters, they will not participate in random battles, only story ones. In random battles, you do have the choice of whether or not to deploy Ramza, whereas he is always REQUIRED for story battles.

#### ---MULTIPLAYER MODES---

On the PSP version, when you get to Gariland, you'll see a scene at the Tavern about the game's multiplayer modes. Both of these modes are now unlocked, and you can play them by visiting a Tavern in any town. Melee Mode is a "versus" mode that pits your party against another player's. Rendezvous Mode is a co-op mode in which you team up with another player to challenge various missions that will become unlocked as you play through the game. Right now, there's only one mission available, "Chocobo Defense." Both modes allow you to earn and keep JP and items; when you get to a high enough experience level, you can even obtain items that you can't get anywhere else. Another nice thing about these modes is that you can't permanently lose any items or characters, so they're risk-free. (Melee Mode does cost gil to play, though.) You can check them out now if you want, although at this point, the Rendezvous Mode mission may still be pretty challenging. Check out the Multiplayer Modes section below for more information on the modes' rules and for strategies for the Rendezvous Mode missions. (Note that both modes are playable only over a local, "ad hoc" connection.)

The iOS version unfortunately does not have the multiplayer modes (at least as of this writing), but you'll eventually be able to buy the special rare items that PSP users can find in the multiplayer modes.

If you don't have a chance to play the multiplayer modes, don't worry, you definitely don't need to play multiplayer in order to complete the single-player game.

#### ---SHOPPING AT GARILAND---

The shop in Gariland sells different items than the one in Eagrose, so stop by the Outfitter before you leave town. The Gariland shop offers Plumed Hats and Leather Clothing, which are better armor for your Squires and Chemists. (Unlike in a lot of games, armor in FF Tactics doesn't actually reduce the damage you take; it gives you more HP or MP. Still, it helps you stay alive longer!) Pick up these upgrades as well; you want to make sure your Chemists stay alive so they can heal people! The Plumed Hat in particular is a good buy; it costs less than the Leather Clothing but gives you a bigger HP bonus!

Don't forget that you can change Delita's and Argath's equipment, too, despite the fact that they're guest characters. You can (and should!) have them learn new abilities, too!

Continue on to the Weald and you'll encounter a third story battle.

#### ---Battle 3: The Siedge Weald-----

YOUR FORCES: Ramza, Delita [guest], Argath [guest], 3 others

ENEMY FORCES: Bomb\*      Bomb\*      Red Panther\*      Black Goblin\*      Black Goblin\*  
                  Goblin\*      Goblin\*

\* The levels of these enemies depends on the highest level on your own roster.

VICTORY CONDITION: KO, petrify, or recruit all enemies

LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Day, light rain (no special effects)

| MAP SIZE: | TERRAIN TYPES | GEOMANCY   | MAP AREA |
|-----------|---------------|------------|----------|
| 12 x 11   | Grassland     | Tanglevine | 65%      |

|                   |            |     |
|-------------------|------------|-----|
| Marsh             | Quicksand  | 21% |
| Bridge            | Wind Slash | 5%  |
| Soil              | Sinkhole   | 4%  |
| Obstructed        | --         | 4%  |
| Stone Outcropping | Tremor     | 1%  |

--STRATEGY--

This battle is nothing but monsters; watch out for their counterattacks! If you do have some range attacks, those will keep you safe from the counterattacks -- all monsters can only counterattack at a range of 1 panel. But it doesn't really matter either way, since these monsters aren't too tough for the most part anyway. Take out on the enemies on the higher ground first before you start crossing the water. Otherwise, you'll expose yourself to attack from above.

BATTLE TROPHIES: None

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 4.5, Grassland

|  | POOR ITEM    | GOOD ITEM    | TRAP |
|--|--------------|--------------|------|
| Left: 0, Up: 10 (height: 3.5, Grassl.) | Echo Herbs   | Bowgun       | none |
| Left: 6, Up: 5 (height: 2, Grassland)  | Hi-Potion    | Leather Cap  | none |
| Left: 1, Up: 3 (height: 3.5, Grassl.)  | Phoenix Down | Escutcheon   | none |
| Left: 5, Up: 0 (height: 1.5, Grassl.)  | Potion       | Leather Helm | none |

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You may want to gain some levels and abilities before proceeding on to Dorter. You can do this by strolling back and forth across the Mandalia Plain or the Siedge Weald until you get into a random battle. Beat up the monsters to earn extra Exp and JP.

Make sure your Chemists have learned both Potion and Phoenix Down. You can skip the abilities for all the items that cure individual status condition; most of these conditions aren't that bad and when you get Remedies, those will cure \*any\* negative status. Learning Move +1 for as many characters as possible is also very helpful.

When you enter Dorter, there will be a cutscene, and then you'll be tossed into a battle at the Dorter Slums.

---Battle 4: Dorter Slums-----

YOUR FORCES: Ramza, Delita [guest], Argath [guest], 3 others

ENEMY FORCES: Knight (lv 4, male) Archer (lv 3, male)  
 Archer (lv 3, male) Archer (lv 3, male)  
 Black Mage (lv 3, male) Black Mage (lv 2, male)

VICTORY CONDITION: KO, petrify, recruit, or Vampirize all enemies

LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Clear day (no special effects)

| MAP SIZE: | TERRAIN TYPES | GEOMANCY         | MAP AREA |
|-----------|---------------|------------------|----------|
| 16 x 10   | Roof          | Wind Blast       | 39%      |
|           | Soil          | Sinkhole         | 36%      |
|           | Ocean         | Torrent          | 11%      |
|           | Grassland     | Tanglevine       | 9%       |
|           | Coffer        | Will-o'-the-Wisp | 3%       |
|           | Flagstone     | Contortion       | 3%       |

--STRATEGY--

The enemy has Archers and Black Mages, who both have ranged attacks and can hit you from a distance. This means that you'll need to be more aggressive; if you hang back at a distance, the enemy can keep hitting you from afar!

Since you start on the street and the enemy has the high ground, Archers are not particularly useful here; they won't have a clear shot with their bows. On the other hand, Move +1 is a great ability to have as it helps you quickly close the distance between you and the enemy's ranged attackers.

When one of your characters gets hit with a Black Magick spell, the characters in adjacent tiles also take damage. There are two ways to avoid this. While the spell is still charging, you can move the other characters out of the way, or you can kill the Black Mage charging the spell and stop the attack entirely! Since the spells do quite a bit of damage, it's great to take out the Black Mages as soon as you have the chance. They don't have much HP so you can finish them off easily. (Note that spells can also have a "friendly fire" effect -- if another enemy is in range of the spell when it goes off, they get hurt too! You can sometimes use this to your advantage by positioning targeted characters next to enemy units.) To check when the spell is going to be fired, press the Circle button when it's your turn, then use the Triangle button to bring up the menu and choose Turn List.

If you have Black Mages of your own, you can also use these area damage effects to extend the effective range of your magicks. If the range of your magick is one tile too short to hit an enemy, you can target the tile directly in front of the enemy and the magick will still hit the enemy thanks to the area effect. This is a good tactic for hitting more distant enemies, like you see in this battle. Just make sure the enemy won't be able to move out of the way before the magick activates!

Two of the enemy Archers are on the tall building beside where you start. At the beginning of the battle, Delita and Argath will begin climbing up the building to attack them. Let Delita and Argath handle those two Archers, and send at most one other character up the building. The rest of your team should advance down the street. Take out the Black Mages first since they can do so much damage.

It's likely that one or more of your characters will get KOed during the battle. Remember that if the counter over their head goes below 0, you lose the character permanently. To avoid this, when a character's counter gets low (0 or 1), use a Phoenix Down on him or her. Even if another attack KOs the character again right away, the counter will be reset and you've bought yourself a few more turns to finish the battle.

This is a pretty tough battle. If you don't win at first, try again, or build up your levels first.

BATTLE TROPHIES: 500 gil, Iron Sword, Hempoen Robe, Ether

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 1.5, Soil

|  | POOR ITEM    | GOOD ITEM     | TRAP |
|--|--------------|---------------|------|
| Left: 0, Up: 4 (height: 1, Soil)       | Antidote     | Leather Armor | none |
| Left: 6, Up: 1 (height: 9, Roof)       | Echo Herbs   | Mythril Knife | none |
| Left: 4, Up: 12 (height: 3.5, Grassl.) | Eye Drops    | Clothing      | none |
| Left: 7, Up: 14 (height: 1.5, Soil)    | Phoenix Down | Longsword     | none |

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Upon your victory, you'll be able to visit the town. There's no new equipment to buy, but stock up on items. You'll want at least 10 Potions and 4 Phoenix

Downs. Potions are cheap (50 gil each), so there's no reason not to carry plenty. Also, winning the battle at the Slums will have netted you an Iron Sword, which is a better weapon than anything you can find in stores. Equip it on one of your characters.

Again, you may want to build levels before proceeding to the next battle. When you're ready, go on up to the Zeklaus Desert, where you'll have a battle at the Sand Rat's Sietch.

---Battle 5: The Sand Rat's Sietch-----

YOUR FORCES:

1st Squad - Ramza, Delita [guest], 1 other

2nd Squad - Argath [guest], 2 others

ENEMY FORCES: Knight (lv 5, male) Knight (lv 4, male) Knight (lv 3, male)  
Monk (lv 4, male) Monk (lv 3, male) Archer (lv 3, male)

VICTORY CONDITION: KO, petrify, recruit, or Vampirize all enemies

LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Clear day (no special effects)

| MAP SIZE: | TERRAIN TYPES         | GEOMANCY         | MAP AREA |
|-----------|-----------------------|------------------|----------|
| 11 x 10   | Soil                  | Sinkhole         | 38%      |
|           | Grassland             | Tanglevine       | 26%      |
|           | Flagstone, Stone Wall | Contortion       | 26%      |
|           | Obstructed            | --               | 9%       |
|           | Coffer                | Will-o'-the-Wisp | 1%       |

--STRATEGY--

You'll deploy your characters in two squads for this battle. Be sure to deploy somebody with the Items command (either a Chemist, or another character who's learned the ability) in the second group.

There are two entrances to the fort. When the battle begins, send most of your characters towards the entrance that's closer to Argath. This is where the bulk of the fighting will take place. Argath will probably make a suicide run into the building, but keep healing him anyway. If you were able to give him a Black Magick spell, he'll be very helpful. Don't crowd the doorway or you'll get in trouble. Let the enemies come outside to you.

Meanwhile, Delita will head towards the other entrance. You might want to send one other character with him. Hopefully, Delita's squad have the chance to sneak up on the enemy Archer from the rear and take him out so he can't keep shooting at the main squad.

Remember that if a character doesn't move on a particular turn, his or her next turn will come quicker. If you don't need to move to land an attack, stay put and you'll get more turns. This is especially helpful for your Chemist; by having him/her remain stationary and throw items to the characters who need healing, you'll get more turns and more chances to heal.

This is a difficult fight--the toughest in Chapter I--so it may take you a couple tries.

BATTLE TROPHIES: 500 gil, Hi-Potion, Blind Knife

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 3, Soil

|  | POOR ITEM | GOOD ITEM       | TRAP |
|--|-----------|-----------------|------|
| Left: 9, Up: 10 (height: 3, Grassland) | Eye Drops | Leather Clothes | none |

|                                       |           |               |      |
|---------------------------------------|-----------|---------------|------|
| Left: 4, Up: 5 (height: 0, Grassland) | Potion    | Bronze Helm   | none |
| Left: 2, Up: 6 (height: 2, Coffer)    | Hi-Potion | Plumed Hat    | none |
| Left: 0, Up: 10 (height: 0, Soil)     | Antidote  | Linen Cuirass | none |

---

After you win at the Sietch, you'll rescue the Marquis. You'll also pick up a Blind Knife. It's not stronger than the other knives you already have, but it does inflict Blind status on enemies (making their attacks easier for you to dodge), so give it to a Chemist.

---ZEKLAUS WILDERNESS---

Zeklaus Desert now becomes another "wilderness" location where you can get into random battles. The map you'll see in random battles at Zeklaus Desert is actually completely different from the Sand Rat's Sietch map.

---Extra Battlefield: Zeklaus Desert-----

| MAP SIZE: | TERRAIN TYPES     | GEOMANCY  | MAP AREA |
|-----------|-------------------|-----------|----------|
| 18 x 10   | Sand              | Sandstorm | 62%      |
|           | Stone Outcropping | Tremor    | 36%      |
|           | Obstructed        | --        | 2%       |

Note that there's a very valuable pair of Battle Boots stashed on this map that you can acquire with the Treasure Hunter movement ability. As with most good Treasure Hunter items, your chance of getting this item goes UP with LOWER Bravery.

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 1, Sand

|                                    | POOR ITEM    | GOOD ITEM    | TRAP        |
|------------------------------------|--------------|--------------|-------------|
| Left: 2, Up: 7 (height: 2.5, Sand) | Phoenix Down | Blind Knife  | Sten Needle |
| Left: 0, Up: 11 (height: 0, Sand)  | Echo Herbs   | Battle Boots | Degenerator |
| Left: 6, Up: 8 (height: 0, Sand)   | Hi-Potion    | Thunder Rod  | none        |
| Left: 6, Up: 17 (height: 0, Sand)  | Potion       | Iron Sword   | Hypnogas    |

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---NEW MISSION & SHOPPING---

Return to Eagrose Castle. You'll meet Duke Larg, and then Dycedarg will let Ramza and friends in on the next mission against the Corpse Brigade.

The shops at all three towns will now be stocked with new items.

---New Items for Purchase-----

|               | TYPE    | PRICE | WHERE       | DETAILS  |
|---------------|---------|-------|-------------|--|
| Ice Rod       | Rod     | 400   | TrCity/City | Atk: 3, 20% Parry, ice elemental, Boosts: Ice, Spell Effect: Ice                 |
| Flame Rod     | Rod     | 400   | TrCity/City | Atk: 3, 20% Parry, fire elemental, Boosts: Fire, Spell Effect: Fire              |
| Thunder Rod   | Rod     | 400   | TrCity/City | Atk: 3, 20% Parry, lightning elemental, Boosts: Lightning, Spell Effect: Thunder |
| White Staff   | Staff   | 800   | TrCity/City | Atk: 3, 15% Parry, Removes (from target): Doom                                   |
| Red Hood      | Hat     | 800   | TrCity/City | HP +24, MP +8  |
| Leather Plate | Clothes | 500   | TrCity/City | HP +18   |
| Hempen Robe   | Robe    | 1200  | TrCity/City | HP +10, MP +10   |
| Blind Knife   | Knife   | 800   | Castle/City | Atk: 4, 5% Parry, Inflicts: Blind  |
| Iron Sword    | Sword   | 900   | Castle      | Atk: 6, 5% Parry   |
| Longbow       | Bow     | 800   | Castle      | Atk: 4, 0% Parry   |
| Buckler       | Shield  | 700   | Castle      | Phy.Evade: 13%, Mag.Evade: 3%  |
| Iron Helm     | Helm    | 1000  | Castle      | HP +30   |

|               |       |     |        |                                |
|---------------|-------|-----|--------|--------------------------------|
| Bronze Armor  | Armor | 800 | Castle | HP +30                         |
| Shoulder Cape | Cloak | 300 | Any    | Phy.Evade: 10%, Mag.Evade: 10% |
| Hi-Potion     | Item  | 200 | Any    | Restores 70 HP                 |

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At Eagrose, you can buy Iron Swords for both your Squires and Knights, as well as Escutcheons, Iron Helms, and Bronze Armor for any Knights you have. Gariland has better light armor, used by jobs other than Knights. If you're using mages, you can buy new rods and staves at Gariland and Dorter, as well as Hempen Robes, which will give them more MP. All towns also carry a new accessory: the Shoulder Cape, which will boost both your physical and magick evade rates by a little bit (10%). It's not really as useful as the Battle Boots, though.

But the most important new item isn't actually an equipment--it's the Hi-Potion, which is now for sale under Items! Hi-Potions restore 70 HP instead of the 30 you get from a regular Potion. Since you should have a lot more than 30 HP by now, you'll need the healing boost. You can't use Hi-Potions unless you've learned the Chemist's Hi-Potion ability, so be sure to have your item-users learn this ability.

Since there's a lot to buy, you might not be able to afford to buy all of the new gear. Aside from restocking your item supply, the priorities are probably the Iron Swords and Bronze Armor at Eagrose, and the Leather Plate or Red Hood at Gariland. Note that the Iron Helm and Bronze Armor both give you the same HP bonus, but the Bronze Armor is cheaper! If you can't buy all the armor, the Bronze Armor is definitely a better buy than the Iron Helm.

After you're done shopping, your new destination is the Brigands' Den, south of the Mandalia Plain.

---Battle 6: Brigands' Den-----  
YOUR FORCES: Ramza, Delita [guest], Argath [guest], 3 others  
ENEMY FORCES: Milleuda (lv 7 Knight)           Thief (lv 6, male)  
                  Thief (lv 5, male)            White Mage (lv 6, female)  
                  White Mage (lv 5, female)

BOSS: Milleuda [Virgo] - lv 7 female Knight - Bravery 68, Faith 58  
Equipment : Iron Shield, Bronze Shield, Iron Helm, Chainmail, Power Gauntlet  
Abilities : Arts of War, random action ability, Parry, random Squire support ability, Move +1

VICTORY CONDITION: KO Milleuda  
LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Day, rainstorm (evade rate vs. bows x 1.33,  
                  fire dmg -25%, lightning dmg +25%)

| MAP SIZE: | TERRAIN TYPES | GEOMANCY         | MAP AREA |
|-----------|---------------|------------------|----------|
| 12 x 10   | Wooden Floor  | Will-o'-the-Wisp | 37%      |
|           | Ocean         | Torrent          | 30%      |
|           | Flagstone     | Contortion       | 21%      |
|           | Grassland     | Tanglevine       | 12%      |

--STRATEGY--

You may want to deploy more male characters than female ones here since there's a chance that one of the male Thieves can Charm a female character, making her temporarily fight against you. But this is pretty unlikely, so don't go out of your way to adjust your roster.

Also, if you happen to have any male Pisces characters, or Taurus and Capricorns



of either gender, deploying them here can be useful. Milleuda, the boss here, is always a female Virgo, and the three Zodiac signs listed above will do extra damage to her. (You can only prepare your Zodiac signs in this way when fighting bosses; non-boss enemies have randomized Zodiac signs.) It's definitely not essential to have them, but it'll help you out if you do.

I recommend standing up on the cliffs on the left side of the fort when possible; you have a height advantage there. Since you should have Hi-Potions now, use them for all your healing needs--the 30 HP from a regular Potion just doesn't cut it now.

There are two White Mages here. Check their status; at least one of them will have Black Magicks as a secondary ability. A Black Magick-wielding mage is the most dangerous, so if either or both have Black Magick, you'll generally want to target them first. (You can use the same tricks you used in Dorter to avoid their magick.) However, one of the White Mages might have the Items ability. If an Item-using Mage comes out of the fort and starts using Hi-Potions, you'll need to concentrate on KOing her instead to prevent her from healing all the other enemies. If either mage starts casting Cure, note that you can stop it more or less same way you can stop a Black Magick spell -- either take out the enemy they're trying to heal, or KO the Mage herself.

After you've taken out the White Mages, concentrate on Milleuda. Her attacks are quite strong. If you have the Rend Weapon or Rend Armor abilities (both from the Knight job), you may want to try them on her. Breaking her weapon will greatly reduce her attack power, and breaking her armor will reduce her HP total. If you already have a Thief, you could try stealing her equipment too, as she's got a nice set of gear, but you'll be able to buy all her stuff eventually.

The Thieves here may swipe some of your armor, or at least your headgear. Although this might be annoying, it's not really too bad; you can just re-buy the items after the battle. What's more deadly is the Steal Heart attack they may use on your female characters, which will temporarily turn them to the enemy side. That's why it can be advantageous to deploy more male characters here.

Milleuda is the game's first boss character. KOing a boss will end the battle instantly, even if there are other enemies left standing. If you're in danger, you can take her out quickly to end the fight. But if you've got Milleuda cornered or otherwise have the upper hand, you may want to finish off the other enemies for more Exp & JP, then let them die completely so they turn into a chest or crystal.

BATTLE TROPHIES: 700 gil, Iron Sword, Bronze Shield

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 2, Wooden Floor

|  | POOR ITEM    | GOOD ITEM   | TRAP |
|--|--------------|-------------|------|
| Left: 0, Up: 0 (height: 2, Wooden Fl.)   | Phoenix Down | Longbow     | none |
| Left: 8, Up: 10 (height: 2, Grassland)   | Antidote     | Flame Rod   | none |
| Left: 4, Up: 9 (height: 3, Wooden Fl.)   | Echo Herbs   | White Staff | none |
| *Left: 7, Up: 10 (height: 10, Wooden F.) | Eye Drops    | Ice Rod     | none |

\* Requires Jump of 4 or greater.

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---STORY SCENES---

The Brigands' Den is easier than the Sand Rat's Sieve, so if you won there, you should be able to attain victory here. Following the battle, there will be a cutscene at Eagrose as the Corpse Brigade strikes back.

Victory at the Brigands' Den will have earned you a Bronze Shield, which is a more effective shield than anything else you've got at this point. Don't forget to equip it.

Strip Argath of all his equipment, as he'll be leaving your party shortly. Go back up to Eagrose. A series of scenes will follow in which Ramza and Delita decide to rescue Tietra, and Argath leaves.

Return to Gariland. As you cross Mandalia Plain, an animated cutscene will play.

---JOB CHANGES---

At this point, you'll probably want to start changing jobs, if you haven't already. If you can change any of your characters to Monks, do so; they're very strong fighters. If any of your characters have enough JP to buy the Knight ability Equip Heavy Armor, a good strategy is to learn that ability and then make the character into a Monk--the heavy armor will make up for the Monk's otherwise poor HP count.

It would also help to have a Black Mage and Archer. But, you'll still want a healer, so the best move is to change a Chemist to another job and then equip Items as a secondary ability. Before switching out of the Chemist job, though, you need to learn (and equip) the Throw Items ability. Without Throw Items, your items will have a range of only 1 tile, and, as Sonic would say, that's NO GOOD!

Keep in mind that male characters generally have somewhat higher HP and Physical Attack, while females have somewhat more HP and Magick Attack. So, it makes the most sense to assign fighting jobs like Knight and Archer to males, and magick-oriented jobs like Black and White Mage to females.

Also remember that a higher Faith makes your magick stronger, so when you're deciding what character(s) to turn into a mage, it's advantageous to pick someone with a high Faith.

If you change jobs, be sure to buy matching equipment for your new jobs. If you've got an Archer, you'll need to decide whether to use a crossbow or a regular bow. A crossbow only require one hand, allowing you to equip a shield. On the other hand, bows deal more damage, have a longer range (which increases even more when you have a height advantage), and fire in an "arc" pattern that often allows you to shoot over obstacles in your way. Since Archers are usually in the back line and don't get attacked too much, a shield isn't too important. Regular bows are almost always the best choice.

For Black Mages, you can choose between the Flame, Ice, and Thunder Rods (sold at Gariland and Dorter). These rods boost the damage dealt by your Fire-family, Blizzard-family, and Thunder-family magicks, respectively. A good trick is to buy a particular Rod and then learn some of the spells that go along with it (e.g., buy the Ice Rod and then try to learn Blizzard and Blizzara). This will increase the damage you can do with your magick. (The rods will also increase the power of the Ifrit, Shiva, and Ramuh summons, respectively.) These rods also sometimes cast Fire, Blizzard, or Thunder when executing a physical attack, if your Black Mage happens to get caught in a melee.

As far as choosing between the Fire, Blizzard, and Thunder families of magick, they all do the same amounts of raw damage under normal circumstances. They differ only in their elemental affinities, which means they can do more or less damage in certain cases:

- > Fire magick does extra damage to a number of early-game monster types (Skeletons and Ghosts), but it gets weaker during thunderstorms and doesn't

work against the Bomb family. (It also does more damage to enemies afflicted with Oil status, but this status condition almost never happens.)

- > Blizzard magick is good against many late-game monsters, but the only early-game monster family weak to ice is Goblins, which are pretty easy anyway. Blizzard magick gets stronger during a snowstorm, but these are very rare.
- > Thunder magick gets stronger during a thunderstorm, and no monsters are immune to it. But, only one monster family (Mindflayers) is weak to it.

Overall, Thunder is probably your best pick early on. Nothing is immune to it, so you can use it against any enemy, and it gets stronger during thunderstorms, which are pretty common during the rainy months. Fire is OK too, but Skeletons and Ghosts it's effective against are usually fairly easy to defeat anyway. Blizzard is less useful at first because fewer monsters are weak to it, but you'll definitely want to learn it later in the game since it's the best against late-game monsters like Malboros, Hydras, and Red Dragons.

---ITEM SUPPLY---

Aside from re-outfitting yourself after any job changes, you may want to hold off on any equipment purchases. While you could now buy some of the equipment upgrades you might not have been able to afford after the Brigands' Den, there are even better items coming after the next battle. So, you're probably better off saving your money for those.

Of course, if any of your equipment was stolen by the Thieves or broken by Milleuda in the last battle, be sure to replace it. You'll also want a good stock of Hi-Potions (12 or so) and Phoenix Down (6 should be sufficient).

After restocking your item supply, go north from Gariland to the Lenalian Plateau for another battle against Milleuda.

---Battle 7: Lenalian Plateau-----

YOUR FORCES: Ramza, Delita [guest], 4 others  
ENEMY FORCES: Milleuda (lv 8 Knight) Knight (lv 6, female)  
Knight (lv 5, female) Black Mage (lv 6, male)  
Black Mage (lv 5, male) Time Mage (lv 5, female)

BOSS: Milleuda [Virgo] - lv 8 female Knight - Bravery 68, Faith 58  
Equipment : Mythril Sword, Bronze Shield, Barbut, Chainmail, Shoulder Cape  
Abilities : Arts of War, random action ability, Counter,  
random Squire support ability, Jump +1

VICTORY CONDITION: KO Milleuda

LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Clear day (no special effects)

| MAP SIZE: | TERRAIN TYPES     | GEOMANCY   | MAP AREA |
|-----------|-------------------|------------|----------|
| 11 x 11   | Grassland         | Tanglevine | 50%      |
|           | Stone Outcropping | Tremor     | 24%      |
|           | Lake              | Torrent    | 21%      |
|           | Soil              | Sinkhole   | 3%       |
|           | Obstructed        | --         | 1%       |

--STRATEGY--

Again, Taurus, Capricorn, and male Pisces characters will do extra damage against Milleuda since she's a female Virgo.

Play the first few rounds defensively to prevent any early casualties, and use the high ground to your advantage. Send one or two characters after the Black Mages, and possibly the Time Mage as well. If you have an Archer, send him/her up onto the tall ridge and shoot down on the enemies. Firing from a

high place increases the range of bows.

After knocking out the Black Mages, concentrate on Milleuda. This time, she has the Counter ability, which means that whenever you hit her with a close-range attack, she has a chance of striking back. So, be sure not to use any close-range attacks against her unless your HP is high. A good strategy is to attack her with long-distance attacks like bows and Black Magick, which won't allow her to counterattack. As in the last battle, Milleuda might use her Rend abilities to break your gear.

Again, as soon as Milleuda goes down, the battle ends, even if other enemies are still standing.

BATTLE TROPHIES: 1000 gil, Silken Robe, Battle Boots

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 7.5, Grassland

|                |                        | POOR ITEM | GOOD ITEM    | TRAP |
|----------------|------------------------|-----------|--------------|------|
| Left: 6, Up: 6 | (height: 2.5, Grassl.) | Hi-Potion | Iron Helm    | none |
| Left: 4, Up: 8 | (height: 5, Grassland) | Potion    | Buckler      | none |
| Left: 4, Up: 0 | (height: 5.5, Grassl.) | Eye Drops | Bronze Armor | none |
| Left: 0, Up: 5 | (height: 4, Grassland) | Antidote  | Red Hood     | none |

---EQUIPMENT UPGRADES---

After you win the battle at the Plateau, the shops will again update their shelves with new equipment.

---New Items for Purchase---

|               | TYPE    | PRICE | WHERE       | DETAILS                             |
|---------------|---------|-------|-------------|-------------------------------------|
| Ringmail      | Clothes | 900   | TrCity/City | HP +24                              |
| Silken Robe   | Robe    | 2400  | TrCity/City | HP +20, MP +16                      |
| Mage Masher   | Knife   | 1500  | Castle/City | Atk: 4, 5% Parry, Inflicts: Silence |
| Mythril Sword | Sword   | 1600  | Castle      | Atk: 7, 8% Parry                    |
| Battle Axe    | Axe     | 1500  | Castle      | Atk: 9, 0% Parry                    |
| Knightslayer  | Crossbw | 1500  | Castle      | Atk: 3, 5% Parry, Inflicts: Blind   |
| Silver Bow    | Bow     | 1500  | Castle      | Atk: 5, 0% Parry                    |
| Bronze Shield | Shield  | 1200  | Castle      | Phy.Evade: 16%, Mag.Evade: 0%       |
| Chainmail     | Armor   | 1300  | Castle      | HP +40                              |

As before, you'll find heavy armor and most kinds of weapons in Eagrose, and lighter armor in Gariland and Dorter. Buy what you can and replace any items that Milleuda may have broken.

Skip the axe. Although it looks powerful, the amount of damage it deals is randomly determined, and not exactly what you see previewed. That means it may fail to deliver a killing blow when you need it most!

---DRAGONS---

If you're crossing the Lenalian Plateau after the initial battle, you may sometimes encounter a Dragon monster in random battles (only when entering from Dorter). If you already have an Orator on your team, you can use Entice or Tame to recruit the Dragon onto your team. Although monsters aren't usually the most useful units, this is a much stronger monster than you can usually find at this point in the game. You can also breed it to get even stronger dragons: Blue Dragons and Red Dragons!

---RENDEZVOUS MODE---

At this point, you should be in great shape to win the Chocobo Defense mission

in Rendezvous Mode, so if you'd like to check that out, you can earn some extra items and JP. Strategies for these missions are available in the Rendezvous Mode section.

Otherwise, forge on from the Lenalian Plateau to Fovoham Windflats, where you'll square off against Wiegraf and his Chocobo Boco (a reference to Final Fantasy V).

---Battle 8: Windflat Mill-----

YOUR FORCES: Ramza, Delita [guest], 3 others

ENEMY FORCES: Wiegraf (lv 9 White Knight)    Boco (lv 7 Chocobo)  
                  Monk (lv 7, female)                    Monk (lv 6, female)  
                  Knight (lv 6, female)

BOSS: Wiegraf [Virgo] - lv 9 White Knight - Bravery 71, Faith 64

Equipment : Mythril Sword, Round Shield, Barbut, Chainmail, Shoulder Cape

Abilities : Holy Sword, random action ability, Counter,  
                  random Squire support ability, Jump +1

Immune : All negative status except Blind, Silence, Oil, Slow, Stop,  
          Immobilize, and Disable

ENEMY: Boco [Aries] - lv 7 Chocobo - Bravery 68, Faith 48

VICTORY CONDITION: Reduce Wiegraf to critical HP (< 20% of max HP)

LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Clear day (no special effects)

| MAP SIZE: | TERRAIN TYPES     | GEOMANCY   | MAP AREA |
|-----------|-------------------|------------|----------|
| 10 x 8    | Grassland         | Tanglevine | 48%      |
|           | Soil              | Sinkhole   | 21%      |
|           | Obstructed        | --         | 18%      |
|           | Brick             | Wind Slash | 5%       |
|           | Roof              | Wind Blast | 4%       |
|           | Stone Outcropping | Tremor     | 3%       |
|           | Flagstone         | Contortion | 3%       |

--STRATEGY--

Like his sister, Wiegraf is a Virgo. He's male, though, so this time Taurus, Capricorn, and FEMALE Pisces characters are the ones to deploy (if you happen to have them -- if not, don't sweat it).

Wiegraf is the only real threat here; most of his companions are pretty weak. Start moving along the bottom of the cliff and quickly take out the Chocobo (Boco) and the Monk. Wiegraf and the other enemies will soon move down to fight you. Finish off any enemies that are low on HP, then go after Wiegraf.

Wiegraf uses a couple different special sword techniques that allow him to attack from a distance and (unlike magick) don't require any charge time. Most of the time, he'll use Northswain's Strike, which strikes a single character (usually for about 35 HP or so). If your characters are close together, he may also use Judgment Blade to attack a "plus-shaped" group of tiles. These attacks are pretty strong, but Wiegraf doesn't have a great defense. If you hit him with a few strong attacks (Mythril Swords, black magick), he'll go down quickly. Just stay healed!

Because you're fighting in such close quarters, watch out for the "friendly fire" effects of your own magicks! In general, if one of your allies is standing right next to an enemy, a useful trick is to target the tile right BEHIND the enemy to avoid hitting your ally when the magick goes off. For

instance, if your characters are positioned like below, target the space marked with a \*:

\*EA (A = ally, E = enemy)

This way, you'll still hit the enemy, but the magick is positioned so as not to harm your ally. But make sure that the magick will activate before the enemy can move.

This battle isn't too difficult if you have good jobs. You need only Wiegraf's HP to critical status to win. (If your last hit manages to KO him outright, the outcome is the same.)

BATTLE TROPHIES: Hi-Potion

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 1, Grassland

|                                       |  | POOR ITEM    | GOOD ITEM     | TRAP |
|---------------------------------------|--|--------------|---------------|------|
| Left: 6, Up: 9 (height: 4, Grassland) |  | Hi-Potion    | Mage Masher   | none |
| Left: 3, Up: 5 (height: 6, Grassland) |  | Phoenix Down | Hempen Robe   | none |
| Left: 0, Up: 0 (height: 1, Grassland) |  | Echo Herbs   | Leather Plate | none |
| Left: 5, Up: 1 (height: 1, Grassland) |  | Potion       | Shoulder Cape | none |

-----

Like Zeklaus Desert, Fovoham Windflats now becomes an entirely different map if you return to it for random battles.

---Extra Battlefield: Fovoham Windflats-----

| MAP SIZE: | TERRAIN TYPES     | GEOMANCY   | MAP AREA |
|-----------|-------------------|------------|----------|
| 14 x 9    | Grassland         | Tanglevine | 62%      |
|           | Stone Outcropping | Tremor     | 24%      |
|           | Ocean             | Torrent    | 12%      |
|           | Obstructed        | --         | 2%       |

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 10.5, Grassland

|  |  | POOR ITEM    | GOOD ITEM     | TRAP        |
|--|--|--------------|---------------|-------------|
| Left: 0, Up: 2 (height: 10, Grassland) |  | Phoenix Down | Silver Bow    | Sten Needle |
| Left: 2, Up: 7 (height: 1, Stone Out.) |  | Eye Drops    | Battle Axe    | Death Trap  |
| Left: 5, Up: 8 (height: 1, Stone Out.) |  | Antidote     | Mythril Sword | Hypnogas    |
| Left: 11, Up: 4 (height: 1, Grassland) |  | Echo Herbs   | Knightslayer  | Degenerator |

-----

Nothing is added to the shops after the battle at Fovoham, so if your item supply is okay, you can continue directly on to Ziekden Fortress, the final battle of the chapter. There, you'll find Tietra being held captive by a Gragoroth, a Corpse Brigade knight. Argath arrive with some troops, and you'll find yourself battling an unexpected enemy.

---Battle 9: Ziekden Fortress-----

YOUR FORCES:

1st Squad - Ramza, Delita [guest], 1 other

2nd Squad - 2 others

ENEMY FORCES: Argath (lv 10 Knight) Knight (lv 8, male)  
Knight (lv 8, male) Knight (lv 7, male)  
Black Mage (lv 9, female) Black Mage (lv 8, female)

BOSS: Argath [Virgo] - lv 10 Knight - Bravery 32, Faith 67

Equipment : Knightslayer, Round Shield, Barbut, Chainmail, Power Gauntlet

Abilities : Arts of War, random action ability, Auto-Potion, Equip Crossbows,  
Move +1

VICTORY CONDITION: KO Argath

LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Day, light snow (no special effects)

| MAP SIZE: | TERRAIN TYPES | GEOMANCY         | MAP AREA |
|-----------|---------------|------------------|----------|
| 13 x 9    | Snow          | Snowstorm        | 96%      |
|           | Bridge        | Wind Slash       | 3%       |
|           | Wooden Floor  | Will-o'-the-Wisp | 2%       |

--STRATEGY--

You'll deploy in two squads again for this battle. Deploy your best damage-dealer along with Ramza in the first squad. The characters in the second squad are going to be largely useless as they start far away from the action. If you want to pick and choose Zodiac signs, Argath is again a Virgo and susceptible to Taurus, Capricorn, and female Pisces attacks.

Luckily, you can almost beat the whole fight just using Ramza. Just go after Argath and completely ignore the other enemies. Argath only has a crossbow, so he can't do much damage to you and is useless at close ranges. Just chase him down and hit him with your strongest attacks, like Knight and Monk attacks and Black Magicks. You'll want to block Argath from climbing up the stairs to the roof of the fort, as he has a good sniping point if he gets up there and it's slow climbing up after him. If you position your characters between him and the stairs, he shouldn't be able to climb up there.

Argath does have the Auto-Potion ability, which gives him a random chance to heal himself with a Potion when you hit him, so you may want to avoid using very weak attacks against him--the gain from the Auto-Potion may heal him more than you hurt him for! (The ability isn't always activated, though. And Auto-Potion also can't protect him whenever you land the killing blow.) Again, as you soon as you knock down Argath, the fight--and the chapter--ends.

The dialogue between Argath, Ramza, and Delita here will be a little bit different depending on whether or not you chose to help Argath back on Mandalia Plain.

BATTLE TROPHIES: None

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 1, Snow

|  | POOR ITEM | GOOD ITEM     | TRAP |
|--|-----------|---------------|------|
| Left: 0, Up: 0 (height: 1, Snow)       | Eye Drops | Silken Robe   | none |
| Left: 2, Up: 6 (height: 2, Snow)       | Hi-Potion | Chainmail     | none |
| Left: 5, Up: 4 (height: 0, Snow)       | Antidote  | Ringmail      | none |
| Left: 9, Up: 5 (height: 7, Wooden Fl.) | Potion    | Bronze Shield | none |

-----  
After you kill Argath, there are a couple FMV scenes, the fort blows up, and the chapter ends. The game will give you a chance to save, and then you'll move on to Chapter II.

%%CHAPTER II: THE MANIPULATIVE & THE SUBSERVIENT%%00walk2

You now return to the present, at Orbonne Monastery. It's one year after the events of Chapter I and your current mission is to rescue Princess Ovelia.

---CHARACTER RECRUITMENT---

After a brief chat, you'll be given a chance to add Ramza's fellow mercenary Ladd and both of Agrias's Knights (Alicia and Lavian) to the party. There's no

real reason not to take them along, so sign them up! They start with a bare minimum of abilities, though, so they probably won't see much use compared to the characters you're carrying over from Chapter I.

However, you MUST keep Alicia and Lavian (as well as Agrias, of course) on your roster to complete the Agrias's Birthday sidequest in Chapter IV. Don't dismiss them or let them get permanently killed if you want to complete all the sidequests. (It's fine if they're KOed as long as they don't ever turn into a crystal or chest.) Ladd, on the other hand, is not required for any of the quests.

Agrias and Gaffgarion will also join as Guests. You still have all your characters from Chapter I (except Delita) as well.

ALLY: Ladd [Capricorn] - lv 8 Squire - Bravery 63, Faith 60  
Equipment : Iron Sword, Red Hood, Ringmail  
Abilities : Fundamentals, random other action ability

ALLY: Alicia [Pisces] - lv 8 Knight - Bravery 61, Faith 62  
Equipment : Iron Sword, Buckler, Iron Helm, Linen Cuirass  
Abilities : Arts of War, random other action ability

ALLY: Lavian [Aries] - lv 8 Knight - Bravery 62, Faith 61  
Equipment : Longsword, Escutcheon, Bronze Helm, Bronze Armor  
Abilities : Arts of War, random other action ability

GUEST: Agrias [Cancer] - lv 10 Holy Knight - Bravery 71, Faith 63  
Equipment : Mythril Sword, Mythril Shield, Golden Helm, Golden Armor  
Abilities : Holy Sword, random other action ability

GUEST: Gaffgarion [Virgo] - lv 10 Fell Knight - Bravery 61, Faith 67  
Equipment : Mythril Sword, Golden Shield, Close Helmet, Plate Mail,  
Power Gauntlet  
Abilities : Fell Sword, random other action ability

#### ---JOB & ABILITY UPGRADES---

You'll see that Ramza's appearance has changed at the start of the chapter. His Squire job is now able to equip heavy armor and shields, plus he has a new ability to learn, Steel. Steel gives a character a +5 Bravery boost during a battle, and some of this increase will remain even after the battle. Raising your Bravery makes your Reaction Abilities and some attacks stronger, so this is a good ability to learn. If Ramza has some spare turns near the end of a battle, you can spend them using Steel to boost up characters' Bravery.

At this point, you should have had all your characters upgraded from the beginning Jobs (Squire or Chemist) to more advanced ones. In particular, you'll want to have a Monk, Archer, Black Mage, and maybe a White Mage somewhere in the party. I like making Ramza into a Monk. You'll want to have him learn either the Monk's Chakra ability or the Time Mage's Teleport for use in a battle near the end of the chapter. An Orator can also be useful to have on the team, but might take some time to get, as you have to get the Mystic job up to job level 3, and Mystic itself requires job level 3 of White Mage. If you want to take the time to unlock Orator, you can also have another character acquire the Thief Job, which is unlocked by getting Archer to job level 3.

When you've got your team organized, go north to the only location available to you: Dorter, where a battle awaits you.

---Battle 10: Dorter-----  
YOUR FORCES: Ramza, Gaffgarion [guest], Agrias [guest], 3 others



ENEMY FORCES: Thief (lv 11, male)           Thief (lv 9, male)  
                  Black Mage (lv 10, male)   Black Mage (lv 9, male)  
                  Archer (lv 10, female)   Archer (lv 9, female)

VICTORY CONDITION: KO, petrify, recruit, or Vampirize all enemies

LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Clear day (no special effects)

| MAP SIZE: | TERRAIN TYPES | GEOMANCY   | MAP AREA |
|-----------|---------------|------------|----------|
| 11 x 9    | Roof, Chimney | Wind Blast | 36%      |
|           | Flagstone     | Contortion | 36%      |
|           | Grassland     | Tanglevine | 26%      |
|           | Obstructed    | --         | 1%       |

--STRATEGY--

There's no boss here, so you'll have to wipe out every enemy on the map to win. If you've got good jobs, though, this battle should be no problem. Just move up the path and take out the enemies as you go. The Black Mages and Archers do the most damage, so when you've got a choice, go after them instead of the Thieves.

Agrias is given a random action ability when she joins. If it's a magick ability, beware; the goofy Guest AI has a nasty habit of casting spells indiscriminately on your own people. You can either de-equip Agrias's magicks from the menu beforehand, or pay attention to which she enemy she is targeting and stay clear.

One other small caution: A character with Jump 4 can climb up onto the house nearest your start point, but can't get back down. Of course, you'll get the character back after the battle, but they'll be out of action for the rest of this battle. So, either don't climb up there (there's not much reason to do so, except one Treasure Hunter tile) or use a character that has Jump 5.

BATTLE TROPHIES: 1000 gil, Flame Rod, Mage Masher, Phoenix Down

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 16, Chimney

|                                       | POOR ITEM  | GOOD ITEM    | TRAP |
|---------------------------------------|------------|--------------|------|
| *Left: 9, Up: 8 (height: 9, Chimney)  | Potion     | Ice Bow      | none |
| Left: 6, Up: 0 (height: 5, Grassland) | Ether      | Round Shield | none |
| Left: 4, Up: 6 (height: 9, Roof)      | Hi-Potion  | Shuriken     | none |
| #Left: 0, Up: 0 (height: 16, Chimney) | Echo Herbs | Barbut       | none |

\* Requires Jump of 4 or more to reach.

# Requires Jump of 5 to reach.

-----  
Once you've cleared this battle, you'll have access to all of the map again.

---MONSTER CHANGES---

Most of the random battle locations (green dots) now have a somewhat different mix of monsters. The second type of enemy party, which often includes more powerful monsters as well as the occasional human, now shows more frequently than it did in Chapter I, though the basic set of monsters is still the most common. Check the Random Battles section if you want the complete list.

---ERRANDS---

You also now have the ability to take Errands at taverns. These involve sending your generic (non-story) characters away for a few days in exchange for gil and a small amount of JP. The amount you earn isn't generally huge, but this can be

a good way to use characters you weren't going to deploy in active combat.

While the characters are away, you can continue on without them. Or, if you just want to pass time, you can walk back and forth between two blue dots on the map, which will never trigger any random battles. (You can use Eagrose & Ziekden Fortress, or Dorter & the Monastery.)

Once the Errand is done, you'll have to return the appropriate Tavern to collect your characters and reward.

Four main errands are available right now:

---New Errands-----

|                           | CITY     | DAYS  | COST | APPROX. REWARD              |
|---------------------------|----------|-------|------|-----------------------------|
| Mount Gulg Mother Lode    | Eagrose  | 15-16 | 600  | 2549 gil, 103 JP, artefact  |
| Bandits                   | Dorter   | 11-13 | 3100 | 14400 gil, 137 JP           |
| Shoreline Defense         | Gariland | 8-9   | 3050 | 11114 gil, 94 JP            |
| Miner's Tale              | Gariland | 8-11  | 600  | 2726 gil, 108 JP            |
| The Gariland Magick Melee | Gariland | 14-16 | 0    | 22265 gil, 166 JP, artefact |
| > Month of Virgo only     |          |       |      |                             |

-----

"Bandits" at Dorter and "Shoreline Defense" at Gariland are likely to be the most profitable. If it happens to be the month of Virgo, Gariland will offer another errand, "The Gariland Magick Melee." This one doesn't cost anything and has a great payday, so take it! But, if it's a different month, it's not really worth passing time just to get that one errand.

As noted above, two of the errands will yield artefacts. These don't actually do anything; they just show up on your Chronicle screen to add more background to the game world.

You can maximize your reward from each errand if you send characters for the maximize number of days. Having the right jobs, Bravery/Faith stats, and experience levels will also add a few extra points, but the differences are actually pretty small and not usually worth bothering with. If you want to squeeze out the maximum gil, though, I've covered this system in more depth in the Errands section.

#### ---RENDEZVOUS MISSIONS---

Two new Rendezvous Mode missions are now available in Taverns: Chicken Race and Treasure Hunt, both of which offer better items than the Chocobo Defense mission from chapter I. Chicken Race can be completed quite easily by a small party of Chemists and is great for collecting items at this stage. Treasure Hunt is a bit harder, but if you pick up the chest on the map, you'll get a good piece of equipment.

#### ---EQUIPMENT UPGRADES---

All the stores have new equipment, so pay them a visit to gear up your characters.

---New Items for Purchase-----

|              | TYPE    | PRICE | WHERE       | DETAILS                         |
|--------------|---------|-------|-------------|---------------------------------|
| Headgear     | Hat     | 1200  | TrCity/City | HP +32, Phys.Attack +1          |
| Mythril Vest | Clothes | 1500  | TrCity/City | HP +30                          |
| Shuriken     | Star    | 50    | TrCity/City | Atk: 4                          |
| Ice Bow      | Bow     | 2000  | Castle      | Atk: 5, 0% Parry, ice elemental |
| Javelin      | Polearm | 1000  | Castle      | Atk: 8, 10% Parry               |
| Round Shield | Shield  | 1600  | Castle      | Phy.Evade: 19%, Mag.Evade: 0%   |
| Barbut       | Helm    | 1500  | Castle      | HP: 40                          |

|               |       |      |        |                                |
|---------------|-------|------|--------|--------------------------------|
| Mythril Armor | Armor | 2000 | Castle | HP: 50                         |
| Spiked Boots  | Shoes | 1200 | Any    | Jump +1                        |
| Leather Cloak | Cloak | 800  | Any    | Phy.Evade: 15%, Mag.Evade: 15% |
| Holy Water    | Item  | 2000 | Any    | Removes: Undead, Vampire       |

---

Remember that you'll have to hike back to Eagrose to purchase heavy armor and most weapons. Conversely, you'll only find lighter armor at the other two cities.

Stock up on Hi-Potions and Phoenix Downs, but don't buy any equipment for Gaffgarion. (It's OK to get stuff for Agrias, but her equipment is already really good.) The Headgear is also quite a good buy. It's a good hat, cheaper more effective than the Mythril Vest, and it raises your attack power as well.

This is a good chance to build up your characters if you want. But as long as you have new equipment for your main squad of characters and the jobs recommended above, you should be fine. When you feel confident that you're done preparing, go to Araguay Woods, east of Dorter.

---

---Battle 11: Araguay Woods-----

YOUR FORCES: Ramza, Gaffgarion [guest], Agrias [guest], Boco [guest], 3 others

ENEMY FORCES: Black Goblin (lv 13)    Goblin (lv 10)    Goblin (lv 9)  
   Goblin (lv 9)            Goblin (lv 8)    Goblin (lv 8)

GUEST: Boco [Aries] - lv 10 Chocobo - Bravery 68, Faith 48

VICTORY CONDITION: KO, petrify, or recruit all enemies

LOSS CONDITION: Top option - Ramza dies or all allies are KOed/Stone  
   Bottom option - Boco is KOed or Ramza dies

WEATHER: Clear day (no special effects)

| MAP SIZE: | TERRAIN TYPES | GEOMANCY   | MAP AREA |
|-----------|---------------|------------|----------|
| 12 x 10   | Grassland     | Tanglevine | 82%      |
|           | Tree          | Wind Slash | 8%       |
|           | Obstructed    | --         | 6%       |
|           | Soil          | Sinkhole   | 4%       |

--STRATEGY--

Here you have to save Boco the chocobo from goblins. As when you met Argath, you're given two options, which will affect your victory conditions:

- If you choose not to help Boco (top choice), your goal is just to defeat all the enemies, and you don't have to keep Boco from being KOed. However, you'll also suffer a 10 point PENALTY to everyone's Bravery, 2 points of which will remain even after the battle.
- Choosing to help Boco (bottom choice) means you must keep Boco from getting KOed during the battle, but does not penalize your Bravery.

This time, the top choice still gives you an easier battle, but you'll take a hit to your Bravery for selecting it. Since protecting Boco during the battle isn't hard at all, choose the second option to keep from losing Bravery.

Boco will usually retreat into a corner, where will be chased by the lone Black Goblin. Boco can take care of himself just fine, so don't bother going after the Black Goblin unless you've mopped up all the other enemies.

The Goblins aren't very strong, especially with Agrias's and Gaffgarion's help, so I recommend just rushing them. Stay out of the ditches.

BATTLE TROPHIES: Hi-Potion

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 17, Cross Section

|  | POOR ITEM    | GOOD ITEM     | TRAP |
|--|--------------|---------------|------|
| Left: 5, Up: 3 (height: 0, Grassland)  | Gold Needle  | Headgear      | none |
| Left: 2, Up: 4 (height: 1, Grassland)  | Phoenix Down | Mythril Armor | none |
| Left: 5, Up: 8 (height: 0, Grassland)  | Potion       | Mythril Vest  | none |
| Left: 9, Up: 11 (height: 7, Grassland) | Hi-Potion    | Spiked Boots  | none |

-----

---BOCO---

After the battle, Boco will join. Boco just has the same stats and abilities as any other generic Chocobo, so he's of somewhat limited use. (He does have a unique help message when you use the Select button and check his name, but this has no effect on gameplay.)

But, if nothing else, you can keep Boco in your party and use him to breed a Black Chocobo, which in turn can give you a Red Chocobo. These colored chocobos are somewhat more useful, so you may want to get one of them.

---ADJUSTING GAFFGARION---

Back on the map, go into your roster screen and change Gaffgarion into a Time Mage or White Mage, or some other crummy job.

You have a couple of choices as to do what to do with Gaffgarion's equipment:

- 1) The next battle will be easiest if you strip Gaffgarion of all his gear, and equip it on one of your other characters. Gaffgarion has good armor, and the Power Gauntlet will give you an attack boost. (It's great for an Archer, or another character who doesn't need the movement bonus of the Battle Boots.)
- 2) Alternately, there's a bug in the game that you can exploit to duplicate an item. Equip the item on Gaffgarion, then have a Thief steal it during the battle, and you'll end up with two copies. The Power Gauntlet is especially valuable, if you decide to do this.

Once you've finished adjusting Gaffgarion's equipment, continue on to Zeirchele Falls.

---Battle 12: Zeirchele Falls-----

YOUR FORCES: Ramza, Agrias [guest], Delita [guest], Ovelia [guest], 3 others

ENEMY FORCES: Gaffgarion (Fell Knight) Knight (lv 11, male)  
Knight (lv 10, male) Knight (lv 9, male)  
Knight (lv 8, male) Knight (lv 8, male)

GUEST: Delita [Sagittarius] - lv 11 Holy Knight - Bravery 75, Faith 50

Equipment : Coral Sword, Mythril Shield, Plate Mail, other equipment random

Abilities : Holy Sword, other abilities random

Immune : Chicken, Toad, Charm, and Doom

GUEST: Ovelia [Taurus] - lv 5 Princess - Bravery 53, Faith 72

Equipment : White Staff, Wizard's Hat, Wizard's Robe

Abilities : Holy Magicks, other abilities random

VICTORY CONDITION: KO, petrify, recruit, or Vampirize all enemies

LOSS CONDITION: Ovelia is KOed or Ramza dies

WEATHER: Clear day (no special effects)

|           |                   |          |          |
|-----------|-------------------|----------|----------|
| MAP SIZE: | TERRAIN TYPES     | GEOMANCY | MAP AREA |
| 11 x 10   | Stone Outcropping | Tremor   | 33%      |

|                  |            |     |
|------------------|------------|-----|
| Grassland        | Tanglevine | 30% |
| River, Waterfall | Torrent    | 30% |
| Bridge           | Wind Slash | 4%  |
| Obstructed       | --         | 4%  |

--STRATEGY--

The mission here is to protect Ovelia, which means you can't let her get KOed. She isn't in too much danger since she can cast Aegis, which puts a whole lot of good defensive buffs on her. She only has enough MP to cast this once, though, and it wears off after a few turns. Just to be on the safe side, keep a healer reasonably close to her.

Gaffgarion is now your enemy, but if you turned him into a weak job and stripped his equipment, he can't do much to hurt you. So, worry about the other Knights first. (Plus, if you don't KO Gaffgarion right away, there's a bit of extra dialogue.)

Start off by taking out the Knights on your side of the falls. (Delita can do a lot of damage to the Knights on the other side just by himself.) One of the Knights from the far side will probably try to cross over by wading through the base of the falls. Position an Archer on the corner of the cliff and shoot down at the guy. Agrias tends to loiter in the water and may finish him off; if not, send a character or two down after him.

A great trick here is to KO one of the enemy Knights while he's standing on the bridge, and then position yourself right behind his body. Until the body decays into a chest/crystal, it will block the Knights from getting close enough to hit you with close-range attacks. Since the Knights have NO ranged attacks, they're helpless and you can pick them off from afar with your own ranged attacks. If you have a Dragoon, you can also use polearms, which have a range of two tiles.

If any of the Knights drops to critical HP, he may try to flee up the cliffs. You'll have to chase after him, so it may be useful to bring a character with a good Move range to this battle. (Battle Shoes and Move +1 or +2 will increase your Move range.)

If you have a Thief and don't mind exploiting a bug in the game, you can also use this battle to duplicate any piece of equipment you have. First, equip the item on Gaffgarion before the battle. Then, steal it from him during the battle. You'll get one copy then, and a second copy when Gaffgarion's items are added to your inventory after the battle. The downside is that if you give Gaffgarion powerful items, it will make him harder to defeat. But, just giving him the Power Gauntlet works pretty well -- if you turn him into a mage beforehand, he can't do very much damage to even *with* the Gauntlet.

BATTLE TROPHIES: None

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 7, Stone Outcropping

|                                       | POOR ITEM    | GOOD ITEM       | TRAP |
|---------------------------------------|--------------|-----------------|------|
| Left: 1, Up: 3 (height: 3.5, Grassl.) | Ether        | Leather Cloak   | none |
| Left: 5, Up: 2 (height: 9.5, Grassl.) | Echo Herbs   | Platinum Dagger | none |
| Left: 7, Up: 4 (height: 8.5, Waterf.) | Gold Needle  | Coral Sword     | none |
| Left: 8, Up: 4 (height: 8.5, Waterf.) | Phoenix Down | Poison Rod      | none |

-----

After the battle, Delita will leave you with Ovelia. Ramza sets a new course for Lionel Castle, so Fort Besselat disappears from your map, not to return until much later in the game.

---SHUFFLING YOUR EQUIPMENT---

Back on the map, Gaffgarion's items are added to your inventory if you didn't already take it from him. (There's also a bug here that allows you to copy Gaffgarion's items; see the battle strategy above.) Be sure to equip it on your characters since it's good stuff.

While Ovelia is listed on your roster as a Guest, she won't actually participate in any more battles. So, you're safe de-equipping her Wizard's Hat and Wizard's Robe and giving them to another character. The Wizard's Robe is an especially nice pick-up since you can't buy them in stores yet. It raises your magick attack, so give it to one of your mages.

There's also some new equipment for sale at Dorter and at Eagrose.

---New Items for Purchase-----

|                 | TYPE    | PRICE | WHERE       | DETAILS                             |
|-----------------|---------|-------|-------------|-------------------------------------|
| Poison Rod      | Rod     | 500   | TrCity/City | Atk: 3, 20% Parry, Inflicts: Poison |
| Serpent Staff   | Staff   | 2200  | TrCity/City | Atk: 5, 15% Parry                   |
| Cypress Pole    | Pole    | 1000  | TrCity/City | Atk: 6, 20% Parry                   |
| Wizard's Hat    | Hat     | 1800  | TrCity/City | HP +40, MP +12, Magick Attack +1    |
| Adamant Vest    | Clothes | 1600  | TrCity/City | HP +36                              |
| Platinum Dagger | Knife   | 1800  | Castle/City | Atk: 5, 10% Parry                   |
| Coral Sword     | Sword   | 3300  | Castle      | Atk: 8, 5% Parry                    |
| Mythril Shield  | Shield  | 2500  | Castle      | Phy.Evade: 22%, Mag.Evade: 5%       |
| Mythril Helm    | Helm    | 2100  | Castle      | HP +50                              |
| Plate Mail      | Armor   | 3000  | Castle      | HP +60                              |
| Power Gauntlet  | Gauntlt | 5000  | Any         | Physical Attack +1                  |

It's probably worth making the trip back to Dorter and Eagrose as you'll want the new gear for the next battle.

In particular, the Wizard's Hat is a nice purchase for magick-users. It's the best hat so far, and it gives you a nice MP and Magick Attack best too. However, you may want to pass on the Poison Rod for your Black Mages. While it does a little more damage physically than the other rods and sometimes poisons its target, it doesn't boost the power of any of your Black Magicks like the Flame, Ice, and Thunder Rods do. Since your Black Mages usually attack with magicks most of the time (I assume ;), you're probably better off sticking with your existing rod.

The Power Gauntlet now appears in stores, but it's pretty pricey.

---BATTLE PREPARATION---

The next battle is a tough one, so be prepared. You'll want Archers and Black Mages, and, if you don't include a White Mage in the party, one of the characters should have White Magick as a secondary ability. A Black Chocobo can also be helpful, if you can get one. (Boco will randomly lay eggs and they may hatch into Black Chocobos, but there's obviously an element of luck/randomness to this.) I ended up using Ramza, two Archers, and a Black Mage.

If you don't have the abilities you want, you can move back and forth across any green dot on the map to fight random battles and earn more JP. When you're ready, go south past the falls to the Castled City of Zaland.

---Battle 13: Zaland-----

YOUR FORCES: Ramza, Agrias [guest], Mustadio [guest], 3 others

ENEMY FORCES: Knight (lv 13, male) Knight (lv 11, male)  
Black Mage (lv 12, male) Black Mage (lv 11, male)  
Archer (lv 12, female) Archer (lv 11, female)

GUEST: Mustadio [Libra] - lv 10 Machinist - Bravery 60, Faith 62  
Equipment : Romandan Pistol, Headgear, Mythril Vest, Battle Boots  
Abilities : Aimed Shot, other abilities random

VICTORY CONDITION: KO, petrify, recruit, or Vampirize all enemies  
LOSS CONDITION: Top option - Ramza dies or all allies are KOed/Stone  
Bottom option - Mustadio is KOed or Ramza dies

WEATHER: Clear day (no special effects)

| MAP SIZE: | TERRAIN TYPES | GEOMANCY         | MAP AREA |
|-----------|---------------|------------------|----------|
| 13 x 10   | Flagstone     | Contortion       | 38%      |
|           | Grassland     | Tanglevine       | 27%      |
|           | Roof          | Wind Blast       | 17%      |
|           | Soil          | Sinkhole         | 14%      |
|           | Coffer        | Will-o'-the-Wisp | 5%       |

--STRATEGY--

When deploying your characters, deploy them in the "front" row (i.e., the row where Ramza is already standing). This starts them closer to the gate and allows them to get into the city faster.

You'll meet Mustadio, who is being chased by some bad guys. Once again, you're given two options for the upcoming battle:

- Choosing the first option means that you DO NOT have to keep Mustadio from getting KOed during the battle. This option raises the Bravery of each character on your current squad (including Agrias and Mustadio) by 5, 1 point of which is permanent.
- Choosing the second option means that you DO have to keep from getting Mustadio from getting KOed. However, this option raises all the characters' Bravery by 10, 2 points of which are permanent.

In other words, you'll get a Bravery increase either way, but you'll get a BIGGER increase for helping Mustadio. Of course, this also makes the battle harder. So, there's no clear "best option" here. It's up to you which to choose. Since this battle can be pretty challenging, you might want to just pick the first option; it makes the fight quite a bit easier and you're only missing out on 1 extra point of Bravery.

The enemy is holed up inside Zaland and launches arrows and powerful Black Magick at you through (and over) the wall. Any melee characters you have will need to rush for the gates. In the mean time, your Archers and mages can fire back with their own ranged attacks. Equip the Archer's Bane reaction ability on any character who has it, as it will help protect you against the enemy arrows.

Mustadio will initially do one of two things. Most likely, he'll run up on the top of the gate and attack with his gun from them. This is the "good" outcome since it keeps him relatively out of harm's way. But sometimes he'll stay on the ground inside the city. That's bad news, as all the enemies will pick on him and it's hard to reach for him healing. In this case, your best option is to cast Shell on him to reduce the magick damage he takes. Although you can't throw items through the wall, you CAN cast White Magick through it, so you're probably best off with a White Mage for healing here.

If you've been building Ramza mostly for close-range attacks, he may not be much help here. On his first turn, you can have him use Tailwind on one of your Archers or Black Mages to boost their Speed and get them more turns. Then start him running towards the gate so he can get into the city and use melee attacks.

Make the Black Mages your first target, since their magick attacks are so strong. Use Black Magick, bows, and the Black Chocobo (if you brought one) to take them out as quickly as possible. Until the Mages go down, keep your characters spread out so enemy magicks can't hit more than one of your characters at a time. After the Mages go down, go after the Archers, then the Knights.

If you have a Black Chocobo, you should also check out Mustadio's initial abilities by clicking on his tile. His abilities are randomly determined, but he may have the Beastmaster skill. If so, land the Black Chocobo next to him. Beastmaster will allow the Black Chocobo to cast Choco Meteor, a really strong attack.

Mustadio also uses his Aimed Shot abilities to put status conditions on the enemies. Immobilize (from Leg Shot) will keep an enemy from moving for a few turns, and Disable (from Arm Shot) will keep an enemy from taking action. If a bad guy gets hit with Disable, don't bother targeting them any further, since they can't do anything to hurt you for a few turns. A Knight that's been Immobilized is also a low-priority target since he can't move to attack you as long as you stay out of the tiles directly next to him. But the Black Mages and Archers can still shoot even if they're Immobilized!

As for the Knights, they'll probably try to climb over the wall on the side of the map opposite the gate into the city. Agrias will attack them, but she can't take them out her own, so help her out with your ranged attacks.

The Knights may also use Phoenix Downs to revive any Mages and Archers you KO. Characters revived with Phoenix Down come back with only a little HP, though, so you should be able to knock them back out again with just a single attack.

BATTLE TROPHIES: 2000 gil, Mythril Sword, Hi-Potion

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 0, Grassland

|                                       | POOR ITEM  | GOOD ITEM      | TRAP |
|---------------------------------------|------------|----------------|------|
| Left: 2, Up: 0 (height: 5, Grassland) | Potion     | Serpent Staff  | none |
| Left: 6, Up: 7 (height: 3.5, Grassl.) | Echo Herbs | Mythril Helm   | none |
| Left: 9, Up: 0 (height: 3, Grassland) | Hi-Potion  | Cypress Pole   | none |
| Left: 12, Up: 4 (height: 10, Chimney) | Ether      | Mythril Shield | none |

-----  
Again, no matter what option you picked at the start of the battle, Mustadio joins you afterwards as a Guest.

---IN ZALAND---

When all the talking is finished, you're now able to visit the stores in Zaland. There's not very much in the way of selection, but if you didn't upgrade your equipment after Zeirchele Falls, the Adamant Vest, Wizard's Hat, and Serpent Staff are all for sale here. (There's nothing \*brand\* new.)

The Tavern here boasts several new errands:

---New Errands-----

|                         | CITY   | DAYS  | COST | APPROX. REWARD            |
|-------------------------|--------|-------|------|---------------------------|
| The Hindenburg          | Zaland | 8-15  | 100  | 23029 gil, 108 JP         |
| Zaland Embassy Antiques | Zaland | 10-12 | 6000 | 954 gil, 105 JP, artefact |
| The Zaland Melee        | Zaland | 14-16 | 0    | 20865 gil, 250 JP         |

> Month of Aries only

-----



"The Hindenburg" has a good gil payout, but you're likely to lose money on "Zaland Embassy Antiques"! There's another very profitable time-sensitive errand here, "The Zaland Melee," that only appears during Aries. Again, it's not worth \*waiting\* for, but definitely take this errand if it's offered!

A new Rendezvous Mode mission is also available in the Tavern.

---LEAVING ZALAND---

Your next stop is Balias Tor. When you first try to leave Zaland, there will be a cutscene. Afterwards, you'll be back on the map, but Balias Tor is still red. Travel there for real this time, and you'll get into a fight.

---Battle 14: Balias Tor-----

YOUR FORCES: Ramza, Agrias [guest], Mustadio [guest], 3 others

ENEMY FORCES: Knight (lv 14, male) Knight (lv 13, male)  
Archer (lv 13, female) Archer (lv 11, female)  
Summoner (lv 12, female) Summoner (lv 11, female)

VICTORY CONDITION: KO, petrify, recruit, or Vampirize all enemies

LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Clear day (no special effects)

| MAP SIZE: | TERRAIN TYPES     | GEOMANCY   | MAP AREA |
|-----------|-------------------|------------|----------|
| 14 x 9    | Grassland         | Tanglevine | 62%      |
|           | Stone Outcropping | Tremor     | 36%      |
|           | Obstructed        | --         | 2%       |

--STRATEGY--

This battle can be harder than it looks. The enemy squad has Summoners for the first time (one positioned on each side of the hill), and their summons can do big damage to your team.

On the first turn, Mustadio will probably chase after one of the Summoners. Send a fast and/or magic-using character around the opposite side of the hill to take out the other Summoner. The Summoners don't have much HP, so you should be able to finish them off in a couple turns. Meanwhile, have the rest of your squad attack the center of the hill. If you can attack the enemies quickly, the Summoners may squander their turns casting Moogle to heal their allies instead of using damaging summons on you.

You're not \*required\* to keep Mustadio alive in this battle -- if he gets KOed, you won't lose the battle -- but it's a good idea to keep him standing, as his gun is quite helpful. As in Zaland, don't waste your turns attacking enemies that Mustadio has Immobilized or Disabled.

A cool trick here is to use the Squire ability Rush to knock the Knights and Archers off the hill. They'll take damage if they fall too far, and you'll put them out of range of attacking you.

Since this battle isn't especially difficult, you may want to try to send someone with Treasure Hunter to try to grab the Power Gauntlet at the far side of the map. (The exact coordinates are below.) Power Gauntlets normally cost you 5000 gil, so a free one is great!

BATTLE TROPHIES: 1000 gil, Holy Water

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 3.5, Stone Outcropping

|   | POOR ITEM    | GOOD ITEM      | TRAP |
|---|--------------|----------------|------|
| Left: 6, Up: 3 (height: 7, Grassland)   | Gold Needle  | Wizard's Hat   | none |
| Left: 0, Up: 8 (height: 1, Grassland)   | Phoenix Down | Plate Mail     | none |
| Left: 6, Up: 11 (height: 7.5, Stone O.) | Potion       | Adamant Vest   | none |
| Left: 2, Up: 13 (height: 3, Grassland)  | Hi-Potion    | Power Gauntlet | none |

---

Following the fight, a cut scene will pop up back at Eagrose Castle with Dycedarg and Gaffgarion scheming.

---ON TO LIONEL CASTLE---

You can now finally get to Lionel Castle--don't worry; there's no battle! You'll chat with Delacroix and learn about the Zodiac Stones. Agrias and Ovelia will then leave the party.

---PARTY SIZE CHANGE & SHOPPING---

Now that you've reached Lionel Castle, you'll be able to deploy 5 characters in both story and random battles, instead of just 4. If you've been using a core team of just four characters, be sure to get a fifth equipped.

Reaching Lionel Castle also opens up a TON of new items in the shops:

---New Items for Purchase-----

|                   | TYPE    | PRICE | WHERE       | DETAILS  |
|-------------------|---------|-------|-------------|--|
| Battle Bamboo     | Pole    | 1400  | TrCity/City | Atk: 7, 20% Parry  |
| Green Beret       | Hat     | 3000  | TrCity/City | HP +48, Speed +1   |
| Wizard Clothing   | Clothes | 1900  | TrCity/City | HP +42, MP +15   |
| Wizard's Robe     | Robe    | 4000  | TrCity/City | HP +30, MP +22, Magick Attack +2                                     |
| Ashura            | Katana  | 1600  | TrCity      | Atk: 7, 15% Parry  |
| Kotetsu           | Katana  | 3000  | TrCity      | Atk: 8, 15% Parry  |
| Lamia's Harp      | Instrmt | 5000  | TrCity      | Atk: 10, 10% Parry,<br>Inflicts: Confuse                             |
| Battle Folio      | Book    | 3000  | TrCity      | Atk: 7, 15% Parry  |
| Giant's Axe       | Axe     | 3000  | Castle      | Atk: 12, 0% Parry  |
| Lightning Bow     | Bow     | 3000  | Castle      | Atk: 6, 0% Parry, lightning<br>elemental, Spell Effect: Thundaga     |
| Spear             | Polearm | 2000  | Castle      | Atk: 9, 10% Parry  |
| Golden Shield     | Shield  | 3500  | Castle      | Phy.Evade: 25%, Mag.Evade: 0%  |
| Golden Helm       | Helm    | 2800  | Castle      | HP +60   |
| Golden Armor      | Armor   | 3600  | Castle      | HP +70   |
| Crossbow          | Crossbw | 2000  | Castle/Goug | Atk: 4, 5% Parry   |
| Flameburst Bomb   | Bomb    | 250   | Most        | Atk: 8, fire elemental   |
| Snowmelt Bomb     | Bomb    | 250   | Most        | Atk: 8, water elemental  |
| Spark Bomb        | Bomb    | 250   | Most        | Atk: 8, lightning elemental  |
| Rubber Boots      | Shoes   | 1500  | Any         | Immune: Immobilize, Lightning  |
| Protect Ring      | Ring    | 5000  | Any         | Immune: Sleep, Doom  |
| Guardian Bracelet | Armlet  | 7000  | Any         | Immune: Immobilize, Disable  |
| Mage's Cloak      | Cloak   | 2000  | Any         | Phy.Evade: 18%, Mag.Evade: 18%,<br>Magick Attack +1                  |
| Ether             | Item    | 200   | Any         | Restores 20 MP   |
| Remedy            | Item    | 350   | Any         | Removes: Stone, Blind, Confuse,<br>Silence, Oil, Toad, Poison, Sleep |

---

Lionel Castle has a lot of really powerful equipment, so load up on it -- you should have a lot of money by now. The Lightning Bow is a great weapon for any Archers you have; it has a fairly high attack power and sometimes casts the Thundaga spell. The Outfitter also has a lot of new accessories -- you might want to pick up a Mage's Cloak or two for your magick users.



|         |                   |            |     |
|---------|-------------------|------------|-----|
| 12 x 12 | Poisonous Fen     | Quicksand  | 36% |
|         | Grassland         | Tanglevine | 33% |
|         | Wasteland, Soil   | Sinkhole   | 17% |
|         | Obstructed        | --         | 7%  |
|         | Tree              | Wind Slash | 6%  |
|         | Stone Outcropping | Tremor     | 1%  |

--STRATEGY--

The last member of the enemy forces is randomly determined: it could be a Floating Eye, Malboro, or Pig.

Randomness aside, this is a fairly normal (and easy) battle with a few quirks. First, if you end your turn in the swamp, you get poisoned. (Simply passing through the swamp as part of a move won't poison you, as long as you end the move on dry land.) This isn't that bad, but if you have a choice, stand on land. And be sure not to end your turn in any water where the Depth is displayed as 2. If you stop in water of Depth 2, you won't be able to take any actions, as you're up to your head in water. (The Ninja ability Waterwalking or the Samurai ability Swim would prevent this, should you have either already.)

Second, all of the enemies except the randomly determined member are undead. This means you can use heal spells and items to damage them, which is quite effective. And if Mustadio has Seal Evil ability, he may also use that to turn the undead monsters to turn them to stone.

Finally, since there's a rainstorm going on, fire magicks will be less powerful while lightning magicks will be more powerful. Use those Thunder magicks if you have them! The storm also means that the enemies are a little more likely to dodge bow attacks, but in most cases the difference isn't big, so go ahead and keep using bows.

Other than those three exceptions, there's nothing here you haven't seen before.

The Pig shows up pretty infrequently, but if you DO see it, it's definitely worth trying to recruit it using the Orator's Entice or Tame abilities. (Remember that if you're not currently an Orator, you must equip the Beast Tongue support ability to use Entice on monsters.) Once recruited, you can use the Pig to breed pig-family monsters, all of which yield great rare items when poached using the Thief's Poach ability. Or, if you can't recruit the Pig but DO have Poach, you could at least poach it, though you won't actually be able to collect your poached item until Chapter III.

Note the Pig can only appear during the initial story battle, not later random battles. In fact, the next opportunity to get a Pig won't be until Chapter IV. So, if you're particularly intent on getting a leg up on the enemy, you could keep entering the battle over and over and resetting until the Pig appears and you can recruit it. But, that's definitely NOT necessary; you can skip the Pig entirely and do just fine!

BATTLE TROPHIES: None

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 2.5, Wasteland

|   | POOR ITEM    | GOOD ITEM       | TRAP |
|---|--------------|-----------------|------|
| Left: 1, Up: 11 (height: 3, Grassland)  | Ether        | Ashura          | none |
| Left: 4, Up: 8 (height: 2, Grassland)   | Echo Herbs   | Kotetsu         | none |
| Left: 6, Up: 0 (height: 2, Grassland)   | Gold Needle  | Giant's Axe     | none |
| Left: 11, Up: 10 (height: 3, Grassland) | Phoenix Down | Romandan Pistol | none |

-----

You can now reach Goug on the map.

!!!!CAUTION!!!!

Before you enter Goug, make sure you've completed any errands you have running, and visited the appropriate Taverns to get the characters back on your roster. As soon as you enter Goug, you'll be locked out of many places on the map, and won't be able to get your characters back until much later!

!!!!CAUTION!!!!

Upon arriving in Goug, there will be a brief scene and then you're back on the map.

---New Items for Purchase-----

|                 | TYPE | PRICE | WHERE | DETAILS          |
|-----------------|------|-------|-------|------------------|
| Romandan Pistol | Gun  | 5000  | Goug  | Atk: 6, 5% Parry |

The Outfitter doesn't have much of anything. But if you've got a Orator or Chemist, be sure to buy them a Romandan Pistol. The Romandan Pistol has a great range, can't be evaded, and is especially useful if you have a chance to pair it with the Knight's Arts of War abilities -- you can use it Rend enemies' equipment or stats at a distance!

Before you go anywhere, make sure you're stocked up on Hi-Potions and Phoenix Downs; you'll need them. You may also want to equip the Archer's Bane ability on any characters who have it.

Try to leave Goug and you'll be thrust into a battle.

---Battle 16: Goug Lowtown-----

YOUR FORCES: Ramza, Mustadio [guest], 4 others

ENEMY FORCES: Thief (lv 15, male)           Thief (lv 13, male)  
                  Archer (lv 14, female)    Archer (lv 14, female)  
                  Summoner (lv 13, male)    Summoner (lv 12, male)

GUEST: Mustadio [Libra] - lv 12 Machinist - Bravery 60, Faith 62

Equipment : None

Abilities : Aimed Shot, other abilities random

VICTORY CONDITION: KO, petrify, recruit, or Vampirize all enemies

LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Night, light rain (evade rate vs. bows x 1.33)

| MAP SIZE: | TERRAIN TYPES        | GEOMANCY         | MAP AREA |
|-----------|----------------------|------------------|----------|
| 11 x 9    | Grassland            | Tanglevine       | 33%      |
|           | Flagstone            | Contortion       | 33%      |
|           | Roof, Chimney        | Wind Blast       | 27%      |
|           | Wooden Floor, Coffer | Will-o'-the-Wisp | 7%       |

--STRATEGY--

Ludovich, the leader of the Baert Company, will appear with Mustadio and Besrudio (Mustadio's father) captive. Mustadio reveals the location of the Zodiac Stone. Ramza forks it over and you find out that Delacroix was in on the plot. It's fight time.

The enemy Archers in this battle have a huge range and it's hard to stay out of range completely. So, don't deploy any character who has really low HP as you probably won't be able to protect him/her/it completely. Equipping the

Archer's Bane reaction ability will help you a lot, if you have it available.

Mustadio will be almost invariably KOed at the start of the battle as he has no equipment and starts right next to the enemies. Don't worry about him. He's still a Guest so he can't die permanently yet.

Move your guys up onto the roof. Use ranged attacks (like your shiny new pistols) to take out the Summoners. Note that both Summoners are one side of the enemy roof and both Archers on the other. If you stick towards the side of the map with the Summoners, it may keep the Archers from shooting at you for a turn or two.

Kill any unit that moves onto your roof; Thieves first, Archers second. Early in the battle, don't chase enemies over to the other roof, or you'll get surrounded. Just fire ranged attacks at them. (Later, once there are only a couple enemies left, it's safe to jump across.) Your highest priority is to keep your guys healed, not to hit the enemy. Useful abilities here are Chakra, Counter, Firaga/Blizzaga/Thundaga, and Archer's Bane. Bows and guns are also useful for their ranged attacks. You could try using the gun + Arts of War combo to use Rend Weapon on the Archers and prevent them from shooting at you.

When the Summoners start charging a spell, use the Turn List to check what it is. If it's just Moogle, you're fine, as that only heals them a little. But if they start casting anything else, it's an attack spell. Try to quickly take out the Summoner before he can finish the spell, or spread your characters out to minimize the hurt. Summon magick does a lot of damage!

If the battle drags on for a while, the Summoners may run out of MP. In this case, you can pretty much ignore them completely as they can't really harm you at all. Another way of dealing with the Summoners is to put Silence, Berserk, or Atheist status on them using Mystic or Orator abilities, so they can't use magicks. You could also use a gun + Rend MP to sap all their MP, though with a gun it's easy enough to just shoot them to death directly.

BATTLE TROPHIES: 100 gil, Thunder Rod

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 0.5, Wooden Floor

|                |                         | POOR ITEM  | GOOD ITEM     | TRAP |
|----------------|-------------------------|------------|---------------|------|
| Left: 0, Up: 2 | (height: 0, Grassland)  | Echo Herbs | Battle Folio  | none |
| Left: 6, Up: 4 | (height: 6, Grassland)  | Ether      | Lamia's Harp  | none |
| Left: 8, Up: 5 | (height: 12, Chimney)   | Potion     | Crossbow      | none |
| Left: 8, Up: 8 | (height: 0, Wooden Fl.) | Hi-Potion  | Lightning Bow | none |

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After this encounter, you check on Besrudio. Mustadio reveals that the Zodiac Stone that Ludovich got was really a fake.

---MUSTADIO---

Mustadio will join as you a normal party member -- now you can control him! The only downside to this is that he can now be permanently killed. Be sure to keep him on your roster; you'll need him to complete most of the subquests in Chapter IV. Musty's equipment is all gone, so be sure to re-equip him. Also, if he learned any abilities while he was a Guest, they're also lost and you'll have to relearn them.

Now that you have Mustadio, a good general trick for leveling up quickly is to use Arm Shot or Leg Shot to debilitate the last enemy in a battle. Then, you're free to let the other enemies turn into crystals/chests. Crystals from human enemies are often a good source of new abilities. Also, while the last

enemy is Disabled or Immobilized, you can have your characters attack each other to raise JP. As long as you use the right strategies for story battles, you shouldn't really need to grind in this fashion, but it's an efficient way to raise levels if you decide to do so.

#### ---TRAVEL---

The route back through the fenlands disappears, and for the time being, you can't get back to Lionel Castle. If you left any characters there doing Errands, you unfortunately won't be able to get them back for a while.

Take the ship (well, just walk across the ocean ;) ) over to the Port City of Warjilis. Upon getting off the ship, you'll see a FMV sequence with Delita.

#### ---IN WARJILIS---

After that scene's ended, you can explore the town. There's no new equipment available, but Warjilis IS a Trade City, which means that the shop offers a fair variety of equipment. You may be able to pick up a few new items if you couldn't afford them earlier.

#### ---ERRANDS AT SEA---

To make some easy money, go to the bar and accept the errand (to find the Highwind!), then go back to Goug and get the errand there as well. (There will be a cutscene with Delacroix's scheming when you leave Warjilis the first time.)

#### ---New Errands-----

|                             | CITY     | DAYS  | COST | APPROX. REWARD    |
|-----------------------------|----------|-------|------|-------------------|
| Miner Shortage              | Goug     | 7-9   | 100  | 18915 gil, 96 JP  |
| Artificers' Contest         | Goug     | 14-16 | 0    | 20865 gil, 250 JP |
| > Month of Sagittarius only |          |       |      |                   |
| The Highwind                | Warjilis | 5-8   | 1050 | 12579 gil, 98 JP  |

Just go back and forth between the two cities until both errands are complete. Both are quite profitable, so if you weren't able to afford all the equipment you wanted in Goug or elsewhere, you should be able to get it now.

And, if it happens to be Sagittarius, the "Artificers' Contest" errand will show up in Goug; this one can also score you a lot of gil and JP.

#### ---LOST HEIRLOOM---

There's also a new Rendezvous Mode mission, Lost Heirloom, that will have appeared after you completed the story battle at Goug. This new mission is pretty difficult if you don't have a good defense, and the enemy Thieves can charm female characters. If you have a female-heavy party, you may want to wait until you get to Chapter III and can buy equipment that protects you from Charm.

Now go up to Balias Swale, where you'll find another fight.

#### ---Battle 17: Balias Swale-----

##### YOUR FORCES:

- 1st Squad - Ramza, Agrias [guest], 2 others
- 2nd Squad - 2 others

##### ENEMY FORCES:

- 1st Squad - Knight (lv 15, male)            Knight (lv 14, male)
- Black Mage (lv 14, male)    Archer (lv 15, female)
- 2nd Squad - Black Mage (lv 15, male)    Archer (lv 14, female)

GUEST: Agrias [Cancer] - lv 12 Holy Knight - Bravery 71, Faith 63

Equipment : Coral Sword, Mythril Shield, Golden Helm, Golden Armor,

Diamond Bracelet

Abilities : Holy Sword, other abilities random

VICTORY CONDITION: KO, petrify, recruit, or Vampirize all enemies

LOSS CONDITION: Agrias is KOed or Ramza dies

WEATHER: Day, thunderstorm (evade rate vs. bows x 1.33, fire dmg +25%, lightning dmg -25%)

| MAP SIZE: | TERRAIN TYPES | GEOMANCY   | MAP AREA |
|-----------|---------------|------------|----------|
| 12 x 12   | Grassland     | Tanglevine | 57%      |
|           | River         | Torrent    | 29%      |
|           | Flagstone     | Contortion | 10%      |
|           | Obstructed    | --         | 3%       |
|           | Soil          | Sinkhole   | 1%       |

--STRATEGY--

You'll deploy two squads here to save Agrias from Delacroix's Gryphon Knights. This is a really easy fight, so you might want to deploy some weaker characters to give them a boost.

Kill the Black Mages first (using range attacks if you have them), then the Archers. Really, your only concern is making sure Agrias stays alive. Because this fight is so easy, it's a good time to let the enemies' counters run out and pick up the loot they leave behind. (Paralyze Agrias or use Mustadio's Arm or Leg Shot on her to keep her from finishing off the last enemy.)

BATTLE TROPHIES: Echo Herbs

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 8, Grassland

|   | POOR ITEM    | GOOD ITEM       | TRAP |
|---|--------------|-----------------|------|
| Left: 2, Up: 1 (height: 10, Grassland)  | Phoenix Down | Battle Bamboo   | none |
| Left: 11, Up: 0 (height: 15.5, Grassl.) | Gold Needle  | Javelin         | none |
| Left: 7, Up: 11 (height: 8, Grassland)  | Potion       | Flameburst Bomb | none |
| Left: 11, Up: 11 (height: 9, Grassland) | Hi-Potion    | Snowmelt Bomb   | none |

Agrias rejoins, this time as a controllable, non-guest character. Again, if you want to complete all the sidequests in the game, don't dismiss her or let her get turned into a crystal or chest.

Agrias comes with her Judgment Blade swordskill, which does fairly good damage and hits a group of enemies. Her next two skills, Cleansing Strike and Northswain's Strike, aren't necessarily a huge improvement over Judgment Blade. You may want to save your JP for Hallowed Bolt--it does more damage, and has a good range. It's likely to be one of your most-used abilities! Divine Ruination is a good buy after you get Hallowed Bolt. It's Agrias's hardest-hitting attack, although its targeting is a little less flexible than Hallowed Bolt's.

After Agrias joins up, if you head back down to Warjilis, you'll find the shops have a few new items available.

---New Items for Purchase---

|              | TYPE    | PRICE | WHERE        | DETAILS                          |
|--------------|---------|-------|--------------|----------------------------------|
| Osafune      | Katana  | 5000  | TrCity       | Atk: 9, 15% Parry                |
| Mage's Staff | Staff   | 4000  | TrCity/City  | Atk: 4, 15% Parry, Mag.Attack +1 |
| Brigandine   | Clothes | 2500  | TrCity/City  | HP +50                           |
| Iron Flail   | Flail   | 1200  | TrCity/Castl | Atk: 9, 0% Parry                 |



Diamond Bracelet Armlet 5000 Any Phys.Attack +1, Mag.Attack +1,  
Immune: Slow

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Most notably, you can replace your Power Gauntlet(s) with the Diamond Bracelets, which gives you the Power Gauntlet's +1 Physical Attack but also +1 Magick Attack and immunity to Slow. Protection from Slow is pretty handy in the next battle, so buy some of the bracelets for your main squad. Agrias comes already equipped with one, as well.

You can also upgrade your Wizard Clothing to the Brigandine, which gives you a few more HP. But you'll probably want to keep magick-oriented characters equipped with the Wizard Clothing or with robes for the magick bonuses they confer.

Also available for purchase is the Mage's Staff. It's not as strong physically as the Serpent Staff, but it boosts your magick strength. Since magick strength is more important for magick-users (obviously!), this is a good upgrade. In the unlikely event you have a Samurai, the Osafune katana is also available.

Your next stop is Golgollada Gallows. Make sure you're ready; this is a tough battle. Bring your Diamond Bracelets!

---Battle 18: Golgollada Gallows-----  
YOUR FORCES:

1st Squad - Ramza, 2 others  
2nd Squad - 2 others

ENEMY FORCES: Gaffgarion (lv 17 Fell Knight) Knight (lv 16, male)  
Knight (lv 15, male) Knight (lv 14, male)  
Archer (lv 16, female) Archer (lv 15, female)  
Time Mage (lv 15, female) Time Mage (lv 14, female)

ENEMY: Gaffgarion [Virgo] - lv 17 Fell Knight - Bravery 61, Faith 67  
Equipment : Blood Sword, Mythril Shield, Close Helmet, other equipment random  
Abilities : Fell Sword, other abilities random  
Immune : Berserk, Charm, and Stone status

VICTORY CONDITION: KO, petrify, recruit, or Vampirize all enemies  
LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Clear day (no special effects)

| MAP SIZE: | TERRAIN TYPES | GEOMANCY         | MAP AREA |
|-----------|---------------|------------------|----------|
| 11 x 11   | Brick         | Wind Slash       | 38%      |
|           | Grassland     | Tanglevine       | 36%      |
|           | Wooden Floor  | Will-o'-the-Wisp | 18%      |
|           | Soil          | Sinkhole         | 5%       |
|           | Flagstone     | Contortion       | 3%       |

--STRATEGY--

The execution turns out to be a trap, and you have to fight Gaffgarion.

Deploy at least one strong fighter in the second squad (Agrias is good). For the rest of your team, anyone with a ranged attack is really useful (bows, guns, or Black Magick), and Monks and Geomancers can be good too.

Although Gaffgarion seems like a boss character, KOing him will NOT end this battle. You need to take out all the enemies!

You're surrounded by enemies. What you need to do to gain the advantage is

start climbing up the side of the gate, near where the first squad starts. Move immediately for the scaffolding.

Because there are so many enemies here and they all start close to you, you need to limit the number of enemies who can attack you at once. As you move for the scaffolding, you can continue to use your abilities to disable the enemy forces. Abilities that are good for this are Mustadio's Arm Shot, Agrias's Judgment Blade (which sometimes causes Stop), and the Geomancer's Tanglevine (which also causes Stop and works more frequently). Leg Shot is also useful against the Knights, but not against the other enemies, who can all attack from a distance even if they're Immobilized.

Once you start getting up atop the scaffolding and gate, you can start attacking. Go after those pesky Archers first. You can use bows, guns, Black Magick, and Agrias's Holy Sword to attack from a distance. These attacks all have an infinite vertical range, so you can use them all the way from atop of the gate or on the scaffolding. Once you have the height advantage, it's a lot harder for the enemy Knights and Archers to hit you, and you can fight them a few at a time.

You'll be taking a lot of hits. To make your healing more efficient, don't have your healer move once he or she is in position on the scaffolding; this lets him/her get more turns. Throw Items also has an infinite vertical range, so even if you're positioned up on top of the gate, you can throw items down to characters still climbing up.

Using Ramza's Tailwind to increase the Speed of your most crucial characters. If your archers or gunners have a spare turn, you can also have them try using Focus to build up their attack power.

Gaffgarion is the most dangerous enemy here; not only does his Shadowblade do good damage to you, it drains HP back to him. If you have a really powerful magick spell (like Firaja or Holy or something), you can try using that to take him out in one shot. Or, use Steal Weapon or Rend Weapon to take away his Blood Sword. Breaking the sword will disable his sword techniques completely. If you steal it, he can still use his techniques (due to a bug in the game), but they will probably only do a few points of damage, making them essentially worthless. Stealing is particularly advantageous, in fact, since the Blood Sword is a rare weapon and has the nice side effect of draining HP back to you from the enemy. If you want to steal the Blood Sword, you'll have better luck if you equip Brawler as a support ability, target Gaffgarion from behind, and/or put him to sleep. (A Taurus, Capricorn, or female Pisces will also be at an advantage for stealing from him.)

If you don't steal/rend the Blood Sword, you'll have to knock Gaffgarion down bit by bit. Take out the Archers first, then start hammering on him with your whole team; you need to pile on the damage faster than he can heal himself. He has Counter; attacking from a distance (if you can) is one way to get around this. Or, you can just hit him with Arm Shot: if he's Disabled, he can't use his Counter. You needn't take away \*all\* his HP; as soon as he gets to critical status, he'll teleport out of the battle.

The Time Mages are your lowest priority here. Even though they don't have much HP, attacking them is just a waste of turns as they can't do all that much to harm you. About all they do is cast Slow, and if you brought Diamond Bracelets from Warjilis, you're immune to that. So attack the Time Mages last.

If you just can't win, try fighting some battles in Balias Swale to get some better abilities like Arise, Equip Heavy Armor, Auto-Potion, Chakra (which I would strongly advise you to acquire by now), etc.

If you deploy Agrias in this battle, there will be some extra dialogue between her and Ramza when she finds out he's a Beoulve.

BATTLE TROPHIES: None

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 1, Brick

|  | POOR ITEM    | GOOD ITEM     | TRAP |
|--|--------------|---------------|------|
| Left: 2, Up: 7 (height: 1, Grassland)  | Gold Needle  | Golden Helm   | none |
| Left: 3, Up: 4 (height: 1, Grassland)  | Echo Herbs   | Golden Shield | none |
| Left: 8, Up: 7 (height: 8, Wooden Fl.) | Phoenix Down | Green Beret   | none |
| Left: 8, Up: 0 (height: 6, Wooden Fl.) | Ether        | Spark Bomb    | none |

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After you attain victory at the Gallows (it may take a few tries!), you'll see a scene back at Lionel Castle in which you find out more about Ovelia's past and Delacroix's plans. Then you're back on the map. When you move back up to Balias Swale, you'll see a cutscene with Wiegraf.

---MOVING AROUND THE MAP---

Now, you can now wander around the map again. Next up is the final battles of the chapter, which occur at Lionel Castle. However, if you want to travel elsewhere, you can do so.

If you click on any of the destinations PAST Lionel Castle, you can walk right through the castle without getting into a fight. Just don't click on the castle ITSELF until you're ready to fight. This way, you can travel up to Eagrose if you need to buy heavy armor. Also, if you accidentally left any characters working on errands in Zaland or elsewhere, you can go get them back now. (Anyone running an errand at Lionel Castle is still unreachable until Chapter III, though.)

---BATTLE PREPARATION---

To prepare for the upcoming fights, you'll want to make sure that Ramza has either the Teleport movement ability (Time Mage) or Chakra (Monk). If you're using Chakra, you can either make Ramza into a Monk or assign Martial Arts as a secondary action ability.

It's also very helpful to outfit the rest of your team with Rubber Boots to negate the lightning attacks you'll face -- and if Ramza has Teleport, you'll want to give him the Boots as well. You can buy Rubber Boots in any town, and they're fairly inexpensive at 1500 gil each. Just make sure to buy enough so that you can equip the WHOLE team with them or they won't be very useful.

Finally, you may want to bring a few extra pieces of equipment. You'll be facing a sequence of battles with no chance to return to a store in between them, and if any of your equipment gets broken by enemy Knights, you'll want a replacement item in your inventory.

When you've done all that preparation, it's time for the final battles of the chapter. Click on Lionel Castle and you'll have no choice but to attack the gate. As Ramza tries to open the gate, Gaffgarion shows up yet again and surrounds the castle.

---Battle 19: Lionel Castle Gate-----

YOUR FORCES:

- 1st Squad - Ramza
- 2nd Squad - 4 others

ENEMY FORCES:

1st Squad - Gaffgarion (lv 18 Fell Knight)  
2nd Squad - Knight (lv 16, female) Knight (lv 15, female)  
Knight (lv 15, female) Archer (lv 17, male)  
Archer (lv 15, male) Summoner (lv 15, male)

BOSS: Gaffgarion [Virgo] - lv 18 Fell Knight - Bravery 61, Faith 67

Equipment : Ancient Sword, Golden Shield, Close Helmet, other equipment  
random

Abilities : Fell Sword, no second action ability, other abilities random

Immune : Berserk, Charm, and Stone status

VICTORY CONDITION: KO, petrify, recruit, or Vampirize all enemies

LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Clear night (evade rate vs. bows x 1.33)

| MAP SIZE: | TERRAIN TYPES     | GEOMANCY   | MAP AREA |
|-----------|-------------------|------------|----------|
| 15 x 9    | Grassland         | Tanglevine | 40%      |
|           | Flagstone         | Contortion | 36%      |
|           | Swamp             | Quicksand  | 7%       |
|           | Obstructed        | --         | 7%       |
|           | Stone Outcropping | Tremor     | 5%       |
|           | Brick             | Wind Slash | 4%       |

--STRATEGY--

If you thought the Gallows was bad, here's more fun. Actually, the gate isn't as bad if you play your cards right.

When deploying your second squad, any characters that you want in the front row (e.g. melee fighters) should be placed in the back of the three rows (i.e., the top-right) on the deployment screen. You'll be attacked from behind, so these characters will actually end up closest to the enemy. Meanwhile, ranged attackers and magick users should go towards the bottom-left of the deployment screen so they'll end up behind your melee fighters.

Ramza starts trapped inside the gate with Gaffgarion, while the rest of your characters have another set of enemies to fight outside. There are a couple different strategies you can use to deal with Gaffgarion:

1. TELEPORT: If Ramza has the Time Mage ability Teleport, you can use that to move him outside of the gate and strand Gaffgarion inside. Take out all the enemies outside, then have Ramza teleport back inside and open the gate. You'll have to be careful not to stand \*too\* close to the gate when fighting outside because Gaffgarion can attack you through the wall with his sword techniques. This strategy has the advantage of allowing Ramza to help fighting outside.
2. STALLING WITH CHAKRA: Or, move Ramza down to the ground (inside the gate) and have him use the Monk's Chakra ability on every turn to heal the damage Gaff is doing. (If Ramza doesn't have Chakra, Hi-Potions should work too, as long as you have enough of them.) Stay close to Gaffgarion so he won't try to go anywhere else. Don't attack Gaffgarion or open the gate; just sit there and use Chakra. Keep stalling Gaffgarion until your other characters defeat the enemies outside. This strategy won't let Ramza fight outside, but it guarantees Gaffgarion won't attack anyone outside.
3. BLACK MAGICKS: If one of your characters has strong Black Magicks (e.g. a -ja or a -ga magick coupled with Arcane Strength), deploy him/her outside the gate. Use Ramza to lure Gaffgarion near the gate, and then have the Black Mage use magick on Gaffgarion (since Black Magicks can go through walls) to KO him. It doesn't matter if the spell KOs Ramza as long as you KO Gaff because KOing Gaffgarion will cause Ramza to recover with 1 HP. Once you've KOed Gaffgarion, you can have Ramza open the gate and join the fight outside.

A nice benefit of this strategy is that Gaffgarion immediately turns into a crystal that you can use for healing or ability learning. (Sadly, you can't learn his special sword techniques from the crystal). But, this tactic only works if you have strong Black Magicks.

4. **MAKE RAMZA UNDEAD:** You can cast the Mystic Arts magick Corruption on Ramza to make him Undead, which prevents Gaffgarion from draining his HP. (You can either have Ramza cast Corruption on himself or have another ally on the ground cast it on him.) Gaffgarion will switch to regular weapon strikes, though, so Ramza will still need to be capable of beating Gaffgarion in a straight fight. You'll probably only want to use this tactic if Ramza has some strong melee combat gear and abilities.
5. **TELEPORT / FLY INSIDE:** Alternately, if you have characters outside who have Teleport, you can have them warp inside and help Ramza kill Gaffgarion. Or, if you have two Black Chocobos, you can assign them to the group outside, and use them to fly 2 human characters inside to help Ramza defeat Gaffgarion. The disadvantage to this method is that Black Chocobos aren't very strong themselves.
6. **FIGHT HIM HEAD-ON:** If Ramza is really strong (and fast), you might be able to defeat Gaffgarion just with conventional attacks. This probably won't work unless you have an advanced job like Ninja, though.

Meanwhile, your other four characters have to take on the gang outside the gate. Although you're outnumbered, the enemy Knights and Archers out here often come equipped with weapons that deal lightning damage: Coral Swords and Lightning Bows, respectively. If you equip your allies with the Rubber Boots accessory, they will be completely immune to lightning damage, and the Knights and Archers won't be able to attack them! Just make sure to equip ALL FOUR characters with Rubber Boots -- and Ramza, too, if you're having him Teleport outside of the gate. Otherwise, the enemies will simply gang up on the one character without the Boots. Also, even if you have Rubber Boots, the enemies can still hit with you other abilities -- like the Knights' Arts of War abilities, which can break your gear. If they break your Rubber Boots, you'll be vulnerable again!

Focus your attacks on the enemies that can do the most damage to you. The Summoner is definitely the most dangerous enemy whether you have Rubber Boots or not, so try to take him out immediately or use Mustadio's Arm Shot to Disable him. If he does start casting a spell, spread out your characters so he can't blast your whole team.

After you do something about the Summoner, check the status screens of the other enemies. Any enemies that have weapons other than the Coral Sword or Lightning Bow can still hurt you with their weapons. So, attack these guys first.

Arm Shot is a great ability for this fight, as it reduces the number of enemies that can attack you at once. (You can also use the Mystic's Hesitation spell for the same effect.) Moreover, putting Disable on a character causes him/her to flee into a corner, which means that it will take another turn or two to get back into the battle even once Disable wears off. Note that Disabling a character who's charging up an attack will cancel the attack. This is a good way to stop a Summon or Archer's Aim attack if you've got no other options.

For dealing damage, guns are quite helpful as they can allow you to attack without having to Move. Remember that if you don't move during a turn, your next turn will come more quickly, which helps a lot when you're surrounded by lots of enemies! Agrias's sword techniques are also great for damage-dealing, and her Northswain's Strike ability (if you have it) has a chance of instantly KOing an enemy outright. Also, when enemies are bunched together, use Black Magick, Summon spells or Agrias's Judgment Blade to hit more than one enemy at a time.

Once you've mopped up most of the enemies outside the gate, move Ramza up to the switch on the left side of the gate and he will open the door.

Now, have your whole gang rush inside and attack Gaffgarion. Try to rend Gaffgarion's sword, or even better, steal it. Again, using Arm Shot to Disable him is quite useful, as it not only prevents from attacking you, but turns off his counterattack and prevents him from blocking with his shield. He shouldn't be too much trouble -- the hard part is the fight outside the gate. But, be careful not to let him pick up any crystallized enemies; he can use the crystals to restore all his HP just like you can! Either pick up the crystals as soon as they appear, or position your characters to block his route to the crystals. You do have to take away ALL his HP this time instead of just reducing him to critical, but once you do, he's finally gone for good.

BATTLE TROPHIES: 700 gil, Mythril Helm

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 5, Grassland

|  | POOR ITEM  | GOOD ITEM       | TRAP |
|--|------------|-----------------|------|
| Left: 2, Up: 6 (height: 8, Grassland)  | Ether      | Wizard's Robe   | none |
| Left: 7, Up: 5 (height: 4, Grassland)  | Echo Herbs | Rubber Boots    | none |
| Left: 7, Up: 7 (height: 4, Grassland)  | Potion     | Golden Armor    | none |
| Left: 13, Up: 6 (height: 2, Grassland) | Hi-Potion  | Wizard Clothing | none |

-----  
The save game screen will pop up at the conclusion of the battle. There are another couple of battles immediately after this one, so I recommend saving a SEPARATE slot from your main file. This way, you can go back to your main file if it turns you need to raise more JP outside the castle.

After saving, you cut back to Delita and Ovelia at Zeirchele Falls for a battle against the Order of the Northern Sky.

---Battle 20: Zeirchele Falls-----

YOUR FORCES: Delita, Ovelia [guest]

ENEMY FORCES: Knight (lv 8, male)      Black Mage (lv 8, female)  
                 Archer (lv 8, male)

ALLY: Delita [Sagittarius] - lv 25 Holy Knight - Bravery 85, Faith 40  
Equipment : Ancient Sword, Golden Helm, Golden Armor, Germinas Boots  
Abilities : Holy Sword, Arts of War, Counter, Safeguard, Move +1

GUEST: Ovelia [Taurus] - lv 20 Princess - Bravery 53, Faith 72  
Equipment : Mage's Staff, Celebrant's Miter, White Robe, Elven Cloak  
Abilities : Holy Magicks, White Magicks, Counter Tackle, Reequip, Move +1

VICTORY CONDITION: KO all enemies

LOSS CONDITION: Ovelia is KOed or Delita is killed

WEATHER: Clear night (evade rate vs. bows x 1.33)

| MAP SIZE: | TERRAIN TYPES     | GEOMANCY   | MAP AREA |
|-----------|-------------------|------------|----------|
| 11 x 10   | Stone Outcropping | Tremor     | 33%      |
|           | Grassland         | Tanglevine | 30%      |
|           | River, Waterfall  | Torrent    | 30%      |
|           | Bridge            | Wind Slash | 4%       |
|           | Obstructed        | --         | 4%       |

--STRATEGY--

Delita is your only controllable character here. Ovelia is a guest. As before, she'll probably just cast Aegis and run. But now that she has more MP, she can also cast Aegis on Delita on her second turn instead of only casting it on herself.

Move Delita across the bridge and start attacking the enemy forces. He has all of the Holy Sword techniques, so use them -- with Hallowed Bolt and Judgment Blade, you can probably hit more than enemy at once. Since there are only three enemies and none of them are that strong, you should be able to defeat them without much trouble. Really, this battle is quite easy; its main purpose is just to give you a chance to play as Delita :)

BATTLE TROPHIES: None

--TREASURE HUNTER ITEMS--

No Treasure Hunter items can be obtained during this battle.

-----  
You're given another chance to save; again, don't save in your main slot. Then your roster screen shows up, allowing Ramza's crew to learn new abilities or change equipment, which might be necessary if the Knights at the gate used Arts of War to break anything. Also, change out of your Rubber Boots if you used them at the Gate; you won't need them for the next battle.

When you leave the Party Roster screen, you'll immediately go to the next battle and start deploying your characters.

---Battle 21: Lionel Castle Oratory-----

YOUR FORCES: Ramza, 4 others

ENEMY FORCES: Cuchulainn (lv 20 The Impure)

BOSS: Cuchulainn [Scorpio] - lv 20 The Impure - Bravery 70, Faith 70

HP: about 485, MP: about 360

Abilities : Dread, Befoul, Brawler, Swiftess

Immune : All negative status except Blind, Slow, and Immobilize

VICTORY CONDITION: KO Cuchulainn

LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Indoors (no special effects)

| MAP SIZE: | TERRAIN TYPES  | GEOMANCY         | MAP AREA |
|-----------|----------------|------------------|----------|
| 10 x 8    | Flagstone      | Contortion       | 60%      |
|           | Carpet, Stairs | Will-o'-the-Wisp | 20%      |
|           | Obstructed     | --               | 20%      |

--STRATEGY--

This time you're up against Delacroix, who uses his Zodiac Stone to turn (with some pyrotechnics) into Cuchulainn.

This battle can be tricky because Cuchulainn casts a variety of status attacks from a distance while running from you. Plus, unless you have a Ninja or other very fast character, Cuchulainn gets the first turn!

To get the jump on Cuchulainn, deploy your 4 teammates as follows:

```
  XX\
  \  \
  \  \  X = character other than Ramza
  XX\
```

---

Ramza can be placed on any other tile because he'll automatically move forward during the pre-battle story events.

If you place your characters in this formation, Cuchulainn will have to come down the stairs on his first turn to start casting his magick. Now you can rush him and attack. If you can surround him, he won't be able to flee out of range. If you can't get within striking distance on a particular character's turn, at least position that character on the stairs to keep Cuchulainn from climbing back up. You could also use Leg Shot to Immobilize him, but since you can surround him pretty well with this tactic anyway, it's mostly a wasted turn. (He's immune to Disable, so don't bother trying Arm Shot.)

As noted above, Cuchulainn's attacks consist primarily of status-attack magick. (Occasionally, he'll use a physical attack instead.) His Nightmare spell will inflict Sleep or Doom on a group of characters and has a 100% hit rate, and his Bio magicks do damage and inflict various other status ailments. Use the Esuna magick or the Monk's Purification ability to wake up the sleeping characters if you have either available; otherwise, try using weak physical attacks (e.g. Stone) to wake them up. The Doom status will KO your character when the countdown finishes. There's pretty no way to remove it, so just revive the characters after they're KOed. (Striking a character with the White Staff \*may\* remove the Doom status, but it doesn't always work and isn't worth forfeiting a stronger weapon for.) Other status ailments can be cured with Purification, Esuna, or the appropriate items if you happen to have them.

Try to keep your support characters spread out so they can't all be hit with Cuchulainn's magick at once. Since both the Sleep and Doom effects of Nightmare can be prevented with Protect Rings, you might be tempted to equip those. However, if you equip Protect Rings, Cuchulainn will just cast Bio magicks instead. Since Bio is usually more dangerous than Nightmare, you're better off without Protect Rings!

Good attacks to use against Cuchulainn include physical attacks and Agrias's sword techniques. Guns and bows are also good, particularly if you trap him down on your level. If he escapes to the top of the map, guns will be less useful because there are usually too many obstacles to get a clear line of fire. The Monk's Aurablast may also be helpful in hitting him before you have a chance to trap him. Magick may be somewhat less useful here. You're in such close quarters that the magicks will probably hit your allies too -- plus you may be halted with a status effect before you can get the spell off. However, if you happen to already have the Lich summon spell or the Time Mage's Graviga, these will do a lot of damage -- they both do damage equal to half the target's max HP, regardless of how high that max may be! Since Cuchulainn has a high max HP (almost 500 HP!), these magicks will do quite a bit of damage. Even Gravity, which does damage equal to 1/4 of its target's max HP, can be useful.

Another way to damage Cuchulainn is with the Black Mage's Magick Counter reaction ability. When he casts his Bio magicks on you, you'll cast them back on him (even though you can't normally use them!).

In general, a good mix of close range fighters and gun/bow users is probably best here, and be sure to bring one or two characters who can use Phoenix Downs! And since Cuchulainn is a Scorpio, any Cancer or Pisces characters you might have (including Agrias) will do particular damage to him.

Cuchulainn is the first major boss enemy you will have encountered in the single-player game. That means his HP and MP are displayed simply as ??? and you won't be able to tell exactly how much he has left. However, when he gets low on HP, his life bar will appear to empty (turning from gray to



black) and he will switch to a "critical" standing pose just like any other character. At this point, you'll know you're close to defeating him. He has about 485 HP total. Beat him and he'll blow up (with more nifty effects) and drop another Zodiac Stone.

If you've played the original PSone version of FF Tactics, you may Cuchulainn quite a bit more challenging in this version. He's been restored to his original Japanese level of difficulty, so he has higher stats than you are used to!

BATTLE TROPHIES: None

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 1, Flagstone - on Ramza's left at start

|                                       | POOR ITEM | GOOD ITEM         | TRAP |
|---------------------------------------|-----------|-------------------|------|
| Left: 6, Up: 3 (height: 5, Carpet)    | Potion    | Guardian Bracelet | none |
| Left: 6, Up: 4 (height: 5, Carpet)    | Ether     | Mage's Cloak      | none |
| Left: 8, Up: 3 (height: 7, Flagstone) | Hi-Potion | Protect Ring      | none |
| Left: 8, Up: 4 (height: 7, Flagstone) | Remedy    | Osafune           | none |

Delita delivers Ovelia to Duke Goltanna, while Duke Larg maintains Orinus as the heir to the throne. As the War of the Lions begins over these claims to the throne, Chapter II draws to a close, and you're again given a chance to save.

%%CHAPTER III: THE VALIANT%%00walk3

Three months into the War of the Lions, things are looking bad for both Larg and Goltanna. After a scene of Goltanna's council of war, we cut back to Ramza, whose new mission is to convince Zalbaag that someone is manipulating Ivalice into the war.

You'll start the chapter positioned at Dorter.

---NEW ITEMS FOR SALE---

The shops at Dorter and elsewhere have a lot of new stuff.

---New Items for Purchase---

|                 | TYPE    | PRICE | WHERE       | DETAILS  |
|-----------------|---------|-------|-------------|--|
| Ninja Blade     | Ninjabl | 3000  | TrCity      | Atk: 8, 5% Parry   |
| Murasame        | Katana  | 7000  | TrCity      | Atk: 10, 5% Parry  |
| Musk Pole       | Pole    | 2400  | TrCity/City | Atk: 8, 20% Parry  |
| Croakadile Bag  | Bag     | 53000 | TrCity/City | Atk: 10, 0% Parry, Mag. Attack +1  |
| Headband        | Hat     | 5000  | TrCity/City | HP +56, Physical Attack +2   |
| Ancient Sword   | Sword   | 5000  | Castle      | Atk: 9, 5% Parry,<br>Inflicts: Immobilize  |
| Mythril Bow     | Bow     | 5000  | Castle      | Atk: 7, 0% Parry   |
| Mythril Spear   | Polearm | 4500  | Castle      | Atk: 10, 10% Parry   |
| Ice Shield      | Shield  | 6000  | Castle      | Phy.Evade: 28%, Mag.Evade: 0%,<br>Absorbs: Ice, Halves: Fire,<br>Weakness: Lightning |
| Flame Shield    | Shield  | 6500  | Castle      | Phy.Evade: 31%, Mag.Evade: 0%,<br>Absorbs: Fire, Halves: Ice,<br>Weakness: Water     |
| Close Helmet    | Helm    | 4000  | Castle      | HP +70   |
| Poison Bow      | Crossbw | 4000  | Castle/Goug | Atk: 4, 5% Parry, Inflicts: Poison   |
| Winged Boots    | Cloak   | 2500  | Any         | Always: Float  |
| Magepower Glove | Gauntlt | 20000 | Any         | Magick Attack +2   |
| Reflect Ring    | Ring    | 10000 | Any         | Always: Reflect  |

Nu Khai Armband    Armband    10000    Any                    Immune: Confuse, Charm; Halves: Dark  
 X-Potion            Item        700      Any                    Restores 150 HP

---

The Headbands are a great buy; not only do they increase your HP over the previous hats, they also give you a physical attack boost. (You may want to keep your magick users with the Wizard's Hats, though, as those boost their \*magick\* power.) Although the Croakadile Bag may look powerful, it does variable amounts of damage, which limits its usefulness during actual battles. Plus, it's ridiculously expensive!

Now that you're in Chapter III, you can also buy X-Potions, so you'll want to learn the corresponding ability for any item-users you have.

For additional shopping opportunities, visit one of the castles: Lionel or Eagrose. There you can pick up the Ancient Sword, a strong sword that can also Immobilize enemies, as well as the Mythril Bow and some other stuff.

The Flame Shield and Ice Shield absorb fire and ice, respectively, which lets you do a handy trick: Cast a fire or ice magick that targets both enemies and an ally with the shield -- you'll damage the enemies, AND heal your character! Not only does this let you get around the "friendly fire" effects when fighting in close quarters, it even replenishes your HP!

Of the two shields, the Flame Shield is definitely the better. Not only does it have a higher evade rate, its elemental profile is more useful. The Ice Shield makes you weak to lightning. The Flame Shield, on the other hand, is only weak to water, and there are very few water attacks. So, the extra 500 gil for the Flame Shield is definitely worth it.

---ERRAND UPDATE---

All this new equipment is expensive, so luckily there's a whole slew of new errands, at least one in every town.

---New Errands---

|  | CITY     | DAYS  | COST  | APPROX. REWARD              |
|--|----------|-------|-------|-----------------------------|
| Frontier Marathon                          | Dorter   | 14-16 | 0     | 21265 gil, 156 JP, wonder   |
| Second Frontier Marathon                   | Dorter   | 14-16 | 0     | 21265 gil, 156 JP, wonder   |
| > Must complete "Frontier Marathon"        |          |       |       |                             |
| Third Frontier Marathon                    | Dorter   | 14-16 | 0     | 21265 gil, 156 JP, wonder   |
| > Must complete "Second Frontier Marathon" |          |       |       |                             |
| Stolen Tomes                               | Gariland | 12-16 | 11000 | 2026 gil, 112 JP            |
| The Gariland Magick Melee                  | Gariland | 14-16 | 0     | 22265 gil, 166 JP, artefact |
| > Month of Virgo only                      |          |       |       |                             |
| Minstrel in Distress                       | Eagrose  | 13-16 | 50    | 1216 gil, 98 JP             |
| Mameco the Minstrel                        | Eagrose  | 15-16 | 0     | 5239 gil, 104 JP            |
| > Must complete "Minstrel in Distress"     |          |       |       |                             |
| Lorraide Mine                              | Zaland   | 10-14 | 1100  | 2726 gil, 102 JP            |
| The Zaland Melee                           | Zaland   | 14-16 | 0     | 20865 gil, 250 JP           |
| > Month of Aries only                      |          |       |       |                             |
| The Dawn Queen                             | Lionel   | 8-12  | 100   | 15729 gil, 102 JP           |
| Zerro's Challenge                          | Lionel   | 8-9   | 50    | 10999 gil, 143 JP, artefact |
| Mesa's Legacy                              | Goug     | 10-13 | 10000 | 576 gil, 55 JP              |
| Clockwork Faire                            | Goug     | 11-13 | 100   | 5418 gil, 95 JP, artefact   |
| Artificers' Contest                        | Goug     | 14-16 | 0     | 20865 gil, 250 JP           |
| > Month of Sagittarius only                |          |       |       |                             |
| Merchant's Regret                          | Warjilis | 14-15 | 2000  | 5049 gil, 103 JP, wonder    |

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Particular profitable ones are "The Dawn Queen" in Lionel, "Zerro's Challenge"

in Lionel, and the three "Frontier Marathon" errands in Dorter. (You must complete the Frontier Marathons in sequence; finishing each one opens up the next.) Finishing "Zerro's Challenge" will also open up other errands later on. If you're short on cash, doing these errands will help you out.

I've also re-listed the 3 errands that show up in particular months. If you haven't already done these, these are great for earning money if it happens to be the right month. (If you already did any of these in Chapter II, you can't do it again.)

AVOID "Mesa's Legacy" and "Stolen Tomes." Both these errands are rip-offs that cost you more money than you'll earn! (If you're a completionist and want to finish every errand, you can always come back to these later, once money is no longer an issue.)

Some errands, including the Frontier Marathons, will now start yielding Wonders of the Ancient World. Like the Artefacts, these have no actual function; they're just for display!

#### ---MAP UPDATE---

If you had characters who were running errands at Lionel Castle and ended up "trapped" when you were kicked out of the castle back in Chapter II, you can finally go collect those characters from the Tavern now. Lionel Castle is back to being a regular, blue-dot town.

Note that a couple of other routes on the map have disappeared: the sea route between Goug and Warjilis permanently vanishes at the start of Chapter III, and Orbonne Monastery is temporarily inaccessible.

#### ---POACHERS' DENS---

The Poachers' Dens are now open. Whenever a character with the Thief's "Poach" ability KO's a monster with a physical attack, one item is sent to the Poachers' Den. You can then buy that item by visiting the Poachers' Den in Dorter or in Warjilis. Other cities do not have Dens. (A third Poachers' Den will become available in Chapter IV when you reach the city of Sal Ghidos.)

If you poached any monsters back in Chapters I or II, you can now buy their items at the Den. You do need to have the Poach support ability currently equipped on at least one character--it doesn't have to be Ramza--in order to enter a Poachers' Den.

There are a couple reasons to poach items. First, poached items are cheap; you can buy them for half their usual price! You can also get some rare items from poaching that you can't get anywhere else! Each monster type yields one of two possible items: a frequent item or an infrequent one. See the Poaching List for a complete list of which monsters give you which items.

Many of the best monsters to poach don't appear under Chapter IV, but if you recruited a Pig at Tchigolith Fenlands in Chapter II, you can now start poaching your pigs for rare items. And Red Chocobos, which also appear fairly frequently in Chapter III, sometimes yield the Barette when poached, which protects female characters against a number of status ailments.

Finally, the Poachers' Dens have one other purpose. Any item that you SELL to the Poachers' Den gets added to its inventory and can be bought back later for the same price that you sold it. So, if you need to sell anything for cash, sell it to the Poachers' Den, and it will be less expensive if you later want to buy it again.

#### ---RENDEZVOUS MODE---

A new Rendezvous mission, The Fete, is available. This one can be a little difficult if you haven't yet learned Shirahadori (see below), but with a Summoner you should be able to win. There's also the Lost Heirloom mission from last chapter if you haven't done that yet; the Nu Khai Armbands that you can now buy will make this battle easier by protecting you from Charm.

---ABILITIES TO LEARN---

There are some abilities you'll need at the end of Chapter III that it's a good idea to start learning now. You don't need these abilities just yet, but if you build your characters towards those abilities now, you won't have to spend time grinding for them later.

Specifically, you'll really want Ramza to have Focus and Tailwind (both Squire), and Auto-Potion (Chemist). If you have the chance to unlock the Ninja job for him, that'll also help out a little. Combining the Ninja's inherent speed and double attack with a barehanded attack powered by the Monk's Brawler ability makes for an incredibly strong and quick fighter. But the Ninja job isn't strictly necessary -- and it can be a bit of pain to unlock, as it requires Ramza to at least have Archer at level 4, Thief at level 5, and Geomancer at level 2! For your other characters, acquiring the Dragoon or Ninja job on as many as characters as possible is helpful, but also not a must-have.

You may also want to start developing a stealing specialist, if you haven't already. You'll be encountering more and more enemies with rare equipment that you can't buy at the Outfitter, so you may want to swipe it :). It'll be a big help if you can learn the Thief's Steal abilities, and either Concentration (Archer) or Brawler (Monk), either of which will improve your stealing success rate. If you don't get to this until Chapter IV, though, it's not a big deal.

Some other abilities that you want to work towards over the course of the chapter are the Samurai's Shirahadori reaction ability, the Ninja's Dual Wield support ability, and the Time Mage's Teleport movement ability. Shirahadori blocks physical attacks outright whenever it activates; if combined with a high Bravery stat (which you can boost with Ramza's Steel ability), it can render you virtually impervious to physical attacks. It's one of the best abilities in the game. If you haven't already unlocked the Samurai job, though, you'll need to get a character with Knight level 4, Monk level 5, and Dragoon level 2 to become a Samurai. The Ninja's Dual Wield ability is also great as it allows you equip two weapons at once to effectively double (or come close to doubling) your attack power. Finally, the Time Mage's Teleport is helpful for navigating battlefields with tall walls (as it allows you to essentially warp right up them), for teleporting through enemy forces blocking your path, and for extending your move range in a pinch. If you try to teleport long distances, it'll probably fail, but this ability is still extremely helpful for navigating both heights and crowded maps. Also, if you have a Summoner, the Golem summon will also help out in a battle near the end of the chapter.

Lastly, if you haven't been using Ramza's Steel to work on building up your Bravery, try to do so when you get a chance -- having a high Bravery will make your Reaction Abilities a lot more useful (such as the aforementioned Shirahadori).

---ON WITH THE ADVENTURE!---

When you're ready to get on with the game, equip your team with gear that boosts their Move or Jump ranges. Safeguard may also be helpful. Then go up from Dorter, across the Zeklaus Desert, to the Mining Town of Gollund.

---Battle 22: Gollund-----  
YOUR FORCES: Ramza, Orran [guest], 4 others  
ENEMY FORCES: Orator (lv 18, male) Thief (lv 21, female)

Thief (lv 20, female)    Thief (lv 19, female)  
Chemist (lv 21, male)    Chemist (lv 21, male)

GUEST: Orran [Cancer] - lv 18 Astrologer - Bravery 73, Faith 71

Equipment : Bestiary, Wizard's Hat, Gaia Gear, Hermes Shoes

Abilities : Astrology, other abilities random

Immune : All negative status except Stone, Blind, Silence, Oil, Slow, Stop

VICTORY CONDITION: KO, petrify, recruit, or Vampirize all enemies

LOSS CONDITION: Orran is KOed or Ramza dies

WEATHER: Clear day (no special effects)

| MAP SIZE: | TERRAIN TYPES | GEOMANCY         | MAP AREA |
|-----------|---------------|------------------|----------|
| 10 x 10   | Snow          | Snowstorm        | 73%      |
|           | Roof, Chimney | Wind Blast       | 24%      |
|           | Wooden Floor  | Will-o'-the-Wisp | 2%       |
|           | Flagstone     | Contortion       | 1%       |

--STRATEGY--

The buildings here are steep, which restricts your movement. So, you'll want to deploy characters with a good Jump or Move range, or equip accessories to boost it. Because you start on the bottom and the enemy is on rooftops above you, guns and bows are not too effective here; it's hard to target the enemy from below. Instead, try bringing the Dragoon's Jump attack or Black Magick. Also, since the enemy has three Thieves that like to steal your equipment, you may want to protect your investments by equipping the Safeguard ability, which prevents steals.

Orran possess the Celestial Stasis spell, which will Disable, Stop, or Immobilize at least half the enemy forces every time he casts it. However, he's still vulnerable until he gets this spell off, and the enemy Chemists can hit him from a distance with their guns. So, keep an eye on his HP.

From where you start the battle, move a healer character and another character to your right and up the low steps. These characters will be in a good position to heal Orran (with White Magick or Throw Items) if he needs it. If Orran's relatively healthy and doesn't need immediately healing, you can also cast Protect him on to boost his defense. The rest of your squad can go around the other side of the building to start fighting the enemies there. The enemies will probably be no match for your forces; the key is just to keep Orran from getting killed, since if he's KOed, you lose the battle.

Orran's Counter Tackle will knock enemies off the roofs for extra damage, and you can try this yourself with Rush. The Orator tends to stay on the highest roof and may be tough to reach, but you should be able to jump up there using the "steps" on the right side of the roof. At that point, you can attack him while on the roof or Rush him off the roof so your entire crew can attack him. Or, just use Black Magick to attack from below.

This battle is also a great opportunity to do some stealing! Both Chemists are carrying Mythril Guns, which are 2 attack points stronger than the Romandan Pistols you're toting. These are the best prizes to steal. Additionally, you can grab an Orichalcum Dirk (a good dagger) and Germinas Boots (boots that boost both your Move \*and\* Jump) from the Orator. The Thieves may also carry Jujitsu Gis and Main Gauche to swipe, although these aren't quite as good to grab -- the Main Gauches aren't as strong as the Orichalcum Dirk. Especially later in the battle, when Orran may have paralyzed lots of enemies, try to steal some of this gear if you can!

If you've played the original POne version of FF Tactics, you may find this battle more challenging this time around. It's been restored to the original Japanese level of difficulty. Orran's stats are now a lot lower, and it's quite a bit easier for the enemies to KO him.

BATTLE TROPHIES: 1500 gil, Battle Folio

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 1.5, Snow

|                                      | POOR ITEM    | GOOD ITEM    | TRAP |
|--------------------------------------|--------------|--------------|------|
| Left: 2, Up: 2 (height: 2, Snow)     | Hi-Potion    | Close Helmet | none |
| Left: 5, Up: 1 (height: 0, Snow)     | Holy Water   | Iron Flail   | none |
| Left: 5, Up: 6 (height: 16, Chimney) | Potion       | Spear        | none |
| Left: 9, Up: 9 (height: 1, Snow)     | Phoenix Down | Mage's Staff | none |

-----

After you save Orran, you'll chat briefly, and then he'll head off to the south, sadly depriving you of Celestial Stasis :)

Gollund's shops don't offer any new equipment, so just head straight on to Lesalia. There's no fight when you first get here, just a short chat with Zalbaag. However, as soon as you leave, you'll have to fight Zalmour.

---Battle 23: Lesalia Castle Postern-----

YOUR FORCES:

1st Squad - Ramza, Alma [guest], 2 others

2nd Squad - 2 others

ENEMY FORCES: Zalmour (lv 24 Celebrant) Knight (lv 22, male)  
Knight (lv 22, male) Knight (lv 20, male)  
Monk (lv 21, female) Monk (lv 21, female)

GUEST: Alma [Leo] - lv 3 Cleric - Bravery 39, Faith 87

Equipment : Healing Staff, Barette, Wizard Clothing, Red Shoes

Abilities : Holy Magicks, Items, other abilities random

BOSS: Zalmour [Sagittarius] - lv 24 Celebrant - Bravery 54, Faith 78

Equipment : Musk Pole, Wizard's Hat, White Robe, Elven Cloak

Abilities : Priest Magicks, random action ability, Archer's Bane, Halve MP, Lifefont

Immune : All negative status except Blind, Confuse, Silence, Oil, Berserk, and Slow

VICTORY CONDITION: KO Zalmour

LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Clear day (no special effects)

| MAP SIZE: | TERRAIN TYPES | GEOMANCY   | MAP AREA |
|-----------|---------------|------------|----------|
| 11 x 10   | Grassland     | Tanglevine | 55%      |
|           | Flagstone     | Contortion | 22%      |
|           | Soil          | Sinkhole   | 12%      |
|           | Obstructed    | --         | 12%      |

--STRATEGY--

If you didn't spot the rest of your team right away, they're behind the gate.

Since none of the enemies here has much in the way of range attacks (just maybe some weak Geomancy abilities), you needn't rush down to attack them. Instead, keep your characters up on top of the castle and let the enemies come up to you. The majority of them will come up the stairs, so position the bulk of your team

near the stairs. Because the enemies are often in clusters, magick (and Geomancy) works well on them. The railing blocks direct gun shots down onto the ground, but if you stand up on top of the railing, you should be able to shoot from there. Standing on the railing also gives you a height advantage and makes it harder for the enemies to hit you.

Alma will probably cast Aegis on Ramza once, which will make him super-powered for a few turns. (Shell and Protect will reduce the damage he takes, Regen heals him, and Haste gets him more turns!) Take advantage of it! After casting Aegis, Alma will just thwack your characters with her Healing Staff to restore their HP.

The level 22 Knights may have Flame Shields or Ice Shields, which gives them some elemental weaknesses you can exploit. Thunder and other lightning magicks will do extra damage to Knights with an Ice Shield. Knights with Flame Shields are weak against water, although there aren't many water attacks that you can use (but, the Leviathan summon and the Ninja's Snowmelt Bomb are two).

The annoying part of this battle is Zalmour, who can cast Cura and Arise to heal his troops. When you have the chance, start attacking him. (You may also want to try stealing his White Robe if you get a chance.) He'll go down quickly, and, as soon as you KO him, you win the battle ... so this is a pretty easy fight.

BATTLE TROPHIES: Ether

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 0, Soil

|  | POOR ITEM    | GOOD ITEM      | TRAP |
|--|--------------|----------------|------|
| Left: 9, Up: 10 (height: 5, Grassland) | Ether        | Brigandine     | none |
| Left: 0, Up: 10 (height: 5, Grassland) | Holy Water   | Ancient Sword  | none |
| Left: 0, Up: 8 (height: 2, Grassland)  | Phoenix Down | Ninja Blade    | none |
| Left: 1, Up: 0 (height: 0, Soil)       | Remedy       | Diamond Braclt | none |

-----  
---ALMA---

Alma now joins up as a guest. She won't be doing any more fighting, though, so go ahead and de-equip her Healing Staff, Barette, and Red Shoes. These are all valuable items: the Healing Staff and Barette are items you can't ever buy in shops, and the Red Shoes won't be available to purchase until much later. The Healing Staff is an interesting "weapon" in that it actually restores HP to the character hit by it. Equipping it on a magick-oriented character can be quite useful since they probably won't be doing much fighting anyway and it gives you a free source of healing.

---BAD ERRANDS---

Both Gollund and Lesalia have new errands you can complete:

---New Errands-----

|                    | CITY    | DAYS  | COST | APPROX. REWARD            |
|--------------------|---------|-------|------|---------------------------|
| Old Toppa's Will   | Gollund | 11-13 | 8000 | 3462 gil, 106 JP          |
| Salvage Expedition | Lesalia | 10-14 | 3000 | 976 gil, 90 JP, artefact  |
| Abandoned Mine     | Lesalia | 10-14 | 1000 | 2576 gil, 90 JP, artefact |

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You can complete these errands easily by walking back and forth between Gollund and Lesalia. However, none of them are particular lucrative and they may cost you more money than you earn!

---EQUIPMENT UPGRADES---

Before leaving this region, you can also stop at the Outfitter in Lesalia to buy new heavy armor.

---New Items for Purchase-----

|                   | TYPE    | PRICE | WHERE        | DETAILS  |
|-------------------|---------|-------|--------------|--|
| Mythril Gun       | Gun     | 15000 | Goug         | Atk: 8, 5% Parry   |
| Kunai             | Ninjabl | 5000  | TrCity       | Atk: 9, 5% Parry   |
| Ama-no-Murakumo   | Katana  | 8000  | TrCity       | Atk: 11, 5% Parry  |
| Bestiary          | Book    | 6000  | TrCity       | Atk: 8, 15% Parry  |
| Damask Cloth      | Cloth   | 7000  | TrCity       | Atk: 8, 50% Parry  |
| Iron Fan          | Pole    | 4000  | TrCity/City  | Atk: 9, 20% Parry  |
| Celebrant's Miter | Hat     | 6000  | TrCity/City  | HP +64, MP +20, Magick Attack +1                         |
| Jujitsu Gi        | Clothes | 4000  | TrCity/City  | HP +60, Phys. Attack +1, Immune: KO                      |
| Chameleon Robe    | Robe    | 5000  | TrCity/City  | HP +40, MP +28, Immune: KO,<br>Absorbs: Holy             |
| Fuma Shuriken     | Star    | 300   | TrCity/City  | Atk: 7   |
| Main Gauche       | Knife   | 3000  | Castle/City  | Atk: 6, 40% Parry  |
| Aegis Shield      | Shield  | 10000 | Castle       | Phy.Evade: 10%, Mag.Evade: 50%,<br>Magick Attack +1      |
| Diamond Helm      | Helm    | 6000  | Castle       | HP +80   |
| Diamond Armor     | Armor   | 6000  | Castle       | HP +80   |
| Sleep Blade       | Sword   | 5000  | Castle       | Atk: 9, 5% Parry, Inflicts: Sleep                        |
| Slasher           | Axe     | 12000 | Castle       | Atk: 16, 0% Parry, Inflicts: Slow                        |
| Flame Mace        | Flail   | 4000  | Castl/TrCity | Atk: 11, 0% Parry, fire elemental,<br>Spell Effect: Fira |
| Germinas Boots    | Shoes   | 5000  | Any          | Move +1, Jump +1   |
| Jade Armllet      | Armllet | 10000 | Any          | Immune: Stone, Stop                                      |
| Elven Cloak       | Cloak   | 8000  | Any          | Phy.Evade: 25%, Mag.Evade: 25%                           |

The Aegis Shield that's now available is much worse against physical attacks than your existing shields, but it has a 50% evade rate against magicks! Combined with the Ninja's Reflexes, in fact, you have a 100% evade rate against evadable magicks! It's not too good for most situations, since you don't face nearly as many magick attacks as physical attacks. But, you may want to keep one or two Aegis Shields on hand for battles against magick users. The Aegis Shield is also a great choice for characters who have learned Shirahadori. Shirahadori can block most physical attacks by itself, so you can use your shield slot to beef up your magick defense.

Don't blow all your money in Lesalia, because there's some new equipment down in Dorter as well. In particular, the Jujitsu Gi is a great set of clothes for fighting-oriented characters as it also boosts your physical attack power, and the Celebrant's Miter is a hat for mages because it boosts your MP. (You'll probably want to keep your fighters using the Headband for the attack boost.) Depending on what jobs you're using, there may be weapon upgrades as well.

A more powerful gun, the Mythril Gun, is now available for sale. Since Goug is the only city that sells guns, you'll have to walk all the way down to Goug if you want to buy it. It's 2 points stronger and a stronger gun never appears in stores, so it's worth the trip if you didn't get the chance to steal any Mythril Guns during the Gollund battle.

Buying 5 Chameleon Robes at Dorter would give you an easy way to beat an upcoming boss, but you probably don't need them as the boss isn't that tough even without them.

---EVENTS AT ORBONNE---

Purchase anything you want. Then head to Orbonne Monastery, which has appeared



on the map again.

Once you enter the monastery, you'll be locked into a series of three battles. Make sure that you're well stocked with supplies. You could also pick up a few of the Jade Armlet accessory to help with an upcoming battle, but they're fairly expensive and not really necessary.

At Orbonne Monastery, enter the Monastery Vaults (it's the only option available), where you'll find Simon wounded. He tells you about Funebris's plot, and Ramza chases after the troops looking for the Virgo Stone. You'll have a chance to save your game. All you'd have to repeat if you died is that short scene with Simon, but if you want to save, save in a separate slot since you're locked into a series of battle. The roster screen will come up, then you will go down to the second floor and have a fight.

---Battle 24: Monastery Vaults - Second Level-----

YOUR FORCES: Ramza, 4 others

ENEMY FORCES: Dragoon (lv 25, male)            Dragoon (lv 25, male)  
                  Dragoon (lv 24, male)            Chemist (lv 24, male)  
                  Time Mage (lv 23, male)        Time Mage (lv 22, male)

VICTORY CONDITION: KO, petrify, recruit, or Vampirize all enemies

LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Indoors (no special effects)

| MAP SIZE: | TERRAIN TYPES | GEOMANCY         | MAP AREA |
|-----------|---------------|------------------|----------|
| 12 x 10   | Brick         | Wind Slash       | 73%      |
|           | Obstructed    | --               | 20%      |
|           | Stairs        | Will-o'-the-Wisp | 8%       |

--STRATEGY--

This is your first encounter with enemy Dragoons. Their standard attack has a two-tile range and is quite strong, and they can also use the Jump attack. If one of them jumps at a character, try to move that character away before the Dragoon lands (assuming you have a chance, that is). If you cast Haste on your characters, you'll get more turns and hence a better chance of being able to duck out of the way. Although the Dragoons obviously can't be hit \*while\* they're Jumping, you can still charge up attacks (including a Jump of your own!) that will hit them when they land.

Since the Dragoons are so strong physically, you'll probably want to bring some tough close-range fighters with which to fight back. The Dragoons have a high evade rate, so equipping the Concentration ability (Archer) on any characters that have it is a good idea, as it ensures that your attacks can't be evaded. Also, if your fighters have Flame Shields or Ice Shields equipped, remember that casting Fire or Blizzard magicks on the group will both damage the enemy Dragoons and heal any characters with the appropriate shield -- it's good for close-quarters fighting! (Be careful, though, one of the Dragoons may have a Flame or Ice Shield himself.)

You'll want to take out the enemy Chemist so he can't heal the enemies, but you can save the Time Mages for last. Pretty much all they'll do is cast Haste. If you have the chance, though, position one of your characters next to the enemy that Haste is going to be cast on; this allows you to pick up the Haste status as well!

BATTLE TROPHIES: Battle Folio

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 9, Brick - closest to open door  
at bottom

|                                    | POOR ITEM | GOOD ITEM   | TRAP |
|------------------------------------|-----------|-------------|------|
| Left: 9, Up: 0 (height: 12, Brick) | Potion    | Murasame    | none |
| Left: 4, Up: 9 (height: 12, Brick) | Remedy    | Musk Pole   | none |
| Left: 3, Up: 4 (height: 6, Brick)  | Hi-Potion | Poison Bow  | none |
| Left: 0, Up: 5 (height: 0, Brick)  | Ether     | Mythril Bow | none |

-----

After beating the second floor, you have another save opportunity. Again, save in a slot separate from your main file. For the next battle, you may want to equip any accessories you have that boost your Jump statistic (i.e., the Spiked Boots or Germinas Boots). After you leave the roster screen, you'll go to the third floor for another battle against Isilud.

---Battle 25: Monastery Vaults - Third Level-----

YOUR FORCES: Ramza, 4 others

ENEMY FORCES: Isilud (lv 26 Nightblade) Knight (lv 24, male)  
Knight (lv 23, male) Archer (lv 23, male)  
Archer (lv 21, male) Summoner (lv 22, male)

BOSS: Isilud [Gemini] - lv 26 Nightblade - Bravery 73, Faith 62

Equipment : Platinum Sword, Golden Shield, Platinum Helm, Platinum Armor,  
Power Gauntlet

Abilities\*: Arts of War, Jump, Counter, Safeguard, Ignore Elevation

Immune : All negative status except Blind, Silence, Oil, and Slow

\* Isilud's Nightblade job also has Concentration as an innate ability.

VICTORY CONDITION: Reduce Isilud to critical HP (< 20% of max HP)

LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Indoors (no special effects)

| MAP SIZE: | TERRAIN TYPES | GEOMANCY         | MAP AREA |
|-----------|---------------|------------------|----------|
| 12 x 11   | Book          | Wind Slash       | 67%      |
|           | Flagstone     | Contortion       | 31%      |
|           | Stairs        | Will-o'-the-Wisp | 2%       |

--STRATEGY--

Your first order of business in this maze-like level is to send one or two characters down the hall to kill the Summoner -- used ranged attacks to take him out quickly before he can hit you with any summons. After the Summoner, go after the Archer that will have come up behind him.

At this time Isilud and his gang will be nearing you from behind. You'll want to get up on top of the bookshelves to fight him on the same level. If you have a Jump statistic of at least 5, you can jump directly on top of the shelves; otherwise, you'll have to use the stairs in the corner. The stairs can get a little crowded, so being able to jump up is helpful.

As at Lesalia, the Knights here may have Ice or Flame Shields. These shields make them weak against lightning and water attacks, respectively.

Watch out; Isilud has the Dragoon's Jump attack and an incredibly long jump range. If you use Haste, though, you may have a chance to move out of the way before he comes back down. His plain sword attack is strong, too, and he can counterattack. He also has Safeguard, so you can't steal or break his sword or other equipment. Just ignore the other guys and attack Isilud. The Mythril Gun and Agrias's Holy Sword techniques are both quite effective here, and you can also use your own Jump attacks if you've got a Dragoon. When Isilud drops to

critical HP, he'll teleport away and you win.

Before you finish off Isilud, you may want to send a character with Treasure Hunter to the extreme corner of the map near where you start. You may get a Croakadile Bag from this treasure tile. Although the bag is not very good as a weapon, you can sell it for 26,500 gil, which will fund a lot of good equipment! As with most good Treasure Hunter pickups, your chance of getting the bag is greater the \*lower\* your Bravery.

BATTLE TROPHIES: Guardian Bracelet

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 9, Book

|                                   | POOR ITEM    | GOOD ITEM      | TRAP |
|-----------------------------------|--------------|----------------|------|
| Left: 10, Up: 0 (height: 8, Book) | Phoenix Down | Croakadile Bag | none |
| Left: 6, Up: 5 (height: 7, Book)  | Holy Water   | Ice Shield     | none |
| Left: 9, Up: 9 (height: 7, Book)  | Potion       | Flame Shield   | none |
| Left: 7, Up: 11 (height: 8, Book) | Hi-Potion    | Headband       | none |

-----

Upon winning against Isilud, there's yet another save point, and then the last of the three battles, this time with Wiegraf. Before the battle, equip any Jade Armllets you have to protect yourself from his sword attacks. (Alternately, if you equip your \*entire\* team with Chameleon Robes, you can stop his sword techniques outright.)

---Battle 26: Monastery Vaults - First Level-----

YOUR FORCES: Ramza, 4 others

|  |                            |
|--|----------------------------|
| ENEMY FORCES: Wiegraf (lv 27 White Knight) | Knight (lv 24, female)     |
| Knight (lv 24, female)                     | Black Mage (lv 22, female) |
| Archer (lv 23, female)                     | Archer (lv 21, female)     |

BOSS: Wiegraf [Virgo] - lv 27 White Knight - Bravery 71, Faith 64

Equipment : Diamond Sword, Crystal Helm, random armor, Elven Cloak

Abilities : Holy Sword, random 2nd action ability, Counter, Doublehand,  
Move +1

Immune : All negative status except Blind, Silence, Oil, and Slow

VICTORY CONDITION: KO Wiegraf

LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Indoors (no special effects)

| MAP SIZE: | TERRAIN TYPES        | GEOMANCY         | MAP AREA |
|-----------|----------------------|------------------|----------|
| 13 x 9    | Brick, Furnishings   | Wind Slash       | 63%      |
|           | Wooden Floor, Stairs | Will-o'-the-Wisp | 22%      |
|           | Obstructed           | --               | 14%      |

--STRATEGY--

A shortcut to beating this battle is to equip all your characters with Chameleon Robes, which absorb holy damage. The enemy AI mistakenly believes that Wiegraf's sword techniques do holy damage, so if your team is equipped with Chameleon Robes, he won't even use them. But, you do need to equip ALL your characters with the robes; if even one character has different armor, Wiegraf won't be fooled.

If you're not using the Chameleon Robes, spread your characters out in your initial deployment. Wiegraf is almost guaranteed to target your group with a Judgment Blade before you have a chance to move.

The tall wall divides this level into two halves -- the half where you start and the half where the bad guys start -- with a small doorway in the middle. But Wiegraf will come running through to your side right away. Just go after Wiegraf; most of his followers are irrelevant and probably won't even reach you before Wiegraf goes down. The Archers can shoot through the doorway from the other side, though, so Archer's Bane (or Shirahadori, if you have it) may be helpful.

As in your previous battle, Wiegraf will use Judgment Blade a lot (unless you have the Chameleon Robes on). Judgment Blade randomly casts Stop on you sometimes, but you can protect yourself from that by equipping Jade Armlets. The armlets won't stop you Judgment Blade from doing HP damage, though.

Focus your attacks on Wiegraf. If you can't kill him in two rounds of turns or so, the other enemies will show up and you're in trouble. This time, Wiegraf must be knocked down to 0 HP before you win.

It's pretty hard to get, but there IS a fairly valuable Treasure Hunter item on this level. If you can make it over to the enemies' side of the map, there's a Magepower Glove up on the wooden platform on the other side. (See below for exact coordinates.) This useful accessory boosts your Magick Attack by 2, making it useful for mages! Although you can buy it item in stores, it costs a lot of money (20,000 gil!), so the Treasure Hunter pickup is nice if you can get a character across the map to claim it.

BATTLE TROPHIES: 2500 gil

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 0, Brick - on Ramza's left at start

|  | POOR ITEM    | GOOD ITEM       | TRAP |
|--|--------------|-----------------|------|
| Left: 0, Up: 0 (height: 0, Brick)      | Holy Water   | Nu Khai Armband | none |
| Left: 2, Up: 6 (height: 0, Brick)      | Phoenix Down | Reflect Ring    | none |
| Left: 6, Up: 0 (height: 8, Wooden Fl.) | Remedy       | Magepower Glove | none |
| Left: 7, Up: 11 (height: 1, Brick)     | Ether        | Winged Boots    | none |

-----

Afterwards, Isilud escapes with both a friend and your Zodiac Stones captive. Outside, Wiegraf transforms in a rather frightening scene, and then Simon shows up to give you the Scriptures of Germonique.

---SCRIPTURES OF GERMONIQUE---

Back on the map, go to the Chronicle option and check out your Artefacts. Examine the Scriptures of Germonique and press Triangle if you want to read it (this takes a while). If you're having a hard time reading the text, pressing the L button on your PSP will make the background darker (and thus make the text easier to read), while the R button makes the background brighter. Reading the Scriptures has no direct impact on the game, but it fills in some story information.

---STORY EVENTS---

After you're done reading, go to Dorter. A mage will demand the Scriptures and ask if you've read them. It doesn't matter what you say. When the mage leaves, the route to Riovanes Castle will open. Try to leave Dorter (just click anywhere on the map) and you'll see an FMV scene with Delita and Ovelia.

---MORE NEW ITEMS---

Go into Dorter and check out the shops, which once again have some new equipment.

---New Items for Purchase-----

|                  | TYPE    | PRICE | WHERE       | DETAILS   |
|------------------|---------|-------|-------------|---|
| Kodachi          | Ninjabl | 7000  | TrCity      | Atk: 10, 5% Parry   |
| Bloodstring Harp | Instrmt | 10000 | TrCity      | Atk: 13, 10% Parry, drains HP from target to wielder          |
| Papyrus Codex    | Book    | 10000 | TrCity      | Atk: 9, 15% Parry   |
| Wizard's Rod     | Rod     | 8000  | TrCity/City | Atk: 4, 20% Parry, Mag.Attack +2                              |
| Golden Staff     | Staff   | 7000  | TrCity/City | Atk: 6, 15% Parry   |
| Gokuu Pole       | Pole    | 7500  | TrCity/City | Atk: 10, 20% Parry, Inflicts: Atheist                         |
| Pantherskin Bag  | Bag     | 52000 | TrCity/City | Atk: 12, 0% Parry, Always: Regen                              |
| Black Cowl       | Hat     | 7000  | TrCity/City | HP +72  |
| Power Garb       | Clothes | 7000  | TrCity/City | HP +70, Physical Attack +2                                    |
| White Robe       | Robe    | 9000  | TrCity/City | HP +50, MP +34, halves: Fire, Lightning, Ice                  |
| Orichalcum Dirk  | Knife   | 4000  | Castle/City | Atk: 7, 5% Parry  |
| Diamond Sword    | Sword   | 8000  | Castle      | Atk: 10, 10% Parry  |
| Windsplash Bow   | Bow     | 8000  | Castle      | Atk: 8, 0% Parry  |
| Partisan         | Polearm | 7000  | Castle      | Atk: 11, 10% Parry  |
| Diamond Shield   | Shield  | 12000 | Castle      | Atk: 34, 15% Parry  |
| Hunting Bow      | Crossbw | 8000  | Castle/Goug | Atk: 6, 5% Parry  |
| Magick Ring      | Ring    | 10000 | Any         | Immune: Silence, Berserk                                      |
| Japa Mala        | Armlet  | 15000 | Any         | Immune: Undead, Vampire, Toad, Poison; Boosts: All 8 elements |
| Hi-Ether         | Item    | 600   | Any         | Restores 50 MP  |

-----

The Power Garbs are a great buy; they're good new clothes that also raise your physical attack power. And don't miss the White Robe for your magick-users -- you'll have to scroll down through all the clothes to find it! It has the nice effect of halving damage from fire, lightning, and ice attacks.

But even as you upgrade your robes, KEEP at least one Chameleon Robe in your inventory; you'll want it for a particular battle near the end of the chapter.

You may want to keep your Headbands and Celebrant's Miters instead of buying Black Cowls, since the Cowls don't have any special stat boost. Similarly, the Diamond Shields are not an especially great shield since they don't have any elemental properties, nor the magick block rate of the Aegis Shield.

If you were able to snag the Croakadile Bag from the Monastery, you can sell it off for a cool 26,500 gil.

The Gokuu Pole has an interesting effect. When you hit a unit with it, it may randomly inflict the Atheist status. Atheist temporarily reduces a unit's Faith to 0, which means that it can neither use magicks nor be hurt by them. In theory, you could use this effect to stop enemy mages or to immunize your own allies against enemy magick by striking them with the pole. But, the pole only inflicts Atheist status *sometimes*, and the jobs that use poles (Mystic and Arithmetician) are generally not jobs you want to spend a lot of time in. So, its practical value is somewhat limited.

#### ---ERRANDS & RENDEZVOUS MISSION---

There are also a few new errands available down at Lionel Castle and the Castled City of Zaland, as well as at Eagrose Castle.

#### ---New Errands-----

|                    | CITY    | DAYS  | COST | APPROX. REWARD              |
|--------------------|---------|-------|------|-----------------------------|
| Guard Duty         | Eagrose | 11-13 | 2000 | 17235 gil, 146 JP, artefact |
| The Siedge Weald   | Zaland  | 11-13 | 1100 | 5054 gil, 105 JP, wonder    |
| Trick of the Light | Lionel  | 14-15 | 1050 | 5049 gil, 83 JP, wonder     |

"Guard Duty" at Eagrose is a good errand to take; the others are pretty mediocre.

Taverns also offer a new Rendezvous Mode mission, Desert Minefield. This one is relatively easy, although tough to clear with just a few characters.

It's now time to head north to Riovanes. As you head up through the Zeklaus Desert, you'll run into a story battle.

---Battle 27: Zeklaus Desert-----

YOUR FORCES: Ramza, Luso [guest], 4 others

ENEMY FORCES: Dark Behemoth (lv 23)      Behemoth King (lv 16)  
                  Behemoth King (lv 15)      Behemoth (lv 18)  
                  Behemoth (lv 17)              Behemoth (lv 16)

GUEST: Luso [Cancer] - lv 25 Game Hunter - Bravery 55, Faith 48

Equipment : Icebrand, Platinum Shield, Crystal Helm, Jujitsu Gi, Elven Cloak

Abilities : Huntcraft, other abilities random

VICTORY CONDITION: KO, petrify, or recruit all enemies

LOSS CONDITION: Luso is KOed or Ramza dies

WEATHER: Clear day (no special effects)

| MAP SIZE: | TERRAIN TYPES     | GEOMANCY  | MAP AREA |
|-----------|-------------------|-----------|----------|
| 18 x 10   | Sand              | Sandstorm | 62%      |
|           | Stone Outcropping | Tremor    | 36%      |
|           | Obstructed        | --        | 2%       |

--STRATEGY--

Deploy all your characters towards the upper-left corner of the available purple tiles. This will start your characters as close to Luso as possible. If you have anyone who can Poach or Entice/Tame monsters, they're good to bring here.

After you deploy your characters, there will be a CG scene, as Ramza jumps in to help Luso. Then the battle starts and then the battle starts. It's Behemoth city!

Luso can hold his own pretty well -- he comes with an Icebrand sword, which is better than anything sold at the Outfitter at this point. Still, if he gets surrounded by Behemoths, he'll get killed and you'll lose the battle, so move a healer into position ASAP. (Casting the Protect magick on him or your other characters is also a good idea, as the Behemoths only use physical attacks.) If you move some other fighters down into the canyon with the Behemoths, you'll keep them from ganging up on any one particular character. All the Behemoths can counterattack (since they're monsters), which means Luso can take damage pretty quickly fighting against them. Fortunately, he's smart enough to flee if his HP drops to critical, but even if it's not yet critical, a series of behemoth attacks could take him out before he has a chance to move!

Try to take out a few of the purple "regular" Behemoths quickly, before the Behemoth Kings and Dark Behemoth have a chance to make it over to you. Those are lot stronger and will take several attacks to kill. Agrias's Holy Sword techniques are good for dealing damage and can't be counterattacked.

If you have an Orator or someone else with Entice and Beast Tongue, it's

definitely worth trying to recruit some of the monsters here. If you can turn one Traitor and keep it alive through the battle, it'll join your squad. None of these monsters are ones you could otherwise find at this point in the game, and the Behemoth King and Dark Behemoth are particularly rare. If you get any of them, you can use them to breed more behemoths and poach them for rare items! Luso also automatically poaches any enemy he kills, so he if kills any of the behemoths here, you should also get something good.

The Treasure Hunter items here are especially poor, as they're the same items available when this map first opened in Chapter I.

BATTLE TROPHIES: None

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 1, Sand

|                                    | POOR ITEM    | GOOD ITEM    | TRAP        |
|------------------------------------|--------------|--------------|-------------|
| Left: 2, Up: 7 (height: 2.5, Sand) | Phoenix Down | Blind Knife  | Sten Needle |
| Left: 0, Up: 11 (height: 0, Sand)  | Echo Herbs   | Battle Boots | Degenerator |
| Left: 6, Up: 8 (height: 0, Sand)   | Hi-Potion    | Thunder Rod  | none        |
| Left: 6, Up: 17 (height: 0, Sand)  | Potion       | Iron Sword   | Hypnogas    |

---

---LUSO---

Defeat or recruit all the enemy Behemoths and Luso will join up. (Luso is the lead character from the Nintendo DS game Final Fantasy Tactics A2 ... he's just moonlighting here.)

Luso is basically a clone of Ramza, but as long as he's in his Game Hunter job, he has an intrinsic Poach ability -- no ability needs to be equipped for it. This makes him very handy for treasure hunting, especially during the monster-laden random battles. Story battles, of course, contain mostly humans and Poach doesn't work on them. Luso's Game Hunter job also has a little more MP than Ramza's Squire job.

You may want to de-equip Luso's Icebrand sword and give it to Agrias -- it will make her Holy Sword techniques extremely powerful!

---POACHING---

If you poached any of the behemoths, you may want to go back to the Poachers' Den in Dorter to see what you got, since a lot of these items can be quite useful. If you recruited any of the behemoths, you're even better off; you can keep one behemoth on your team, have it breed other behemoths, and poach \*those\*. Both Behemoth Kings and Dark Behemoths can give you rare items you can't find at the Outfitter.

---OUTFITTER & NEXT BATTLE---

Up in Lesalia, you can pick up the Windslash Bow, Orichalcum Dirk, and Diamond Sword if you didn't get them immediately after the Monastery sequence. You may want to skip the Diamond Sword, though, since there will be another new sword after just a few more battles.

Grab anything you need, then continue to the Grogh Heights.

---Battle 28: Grogh Heights-----

YOUR FORCES: Ramza, 4 others

ENEMY FORCES: Thief (lv 27, female) Archer (lv 26, male)  
Chemist (lv 27, male) Chemist (lv 26, male)  
Squire (lv 27, male) Squire (lv 25, male)

VICTORY CONDITION: KO, petrify, recruit, or Vampirize all enemies





GUEST: Rapha [Pisces] - lv 22 Skyseer - Bravery 31, Faith 69  
Equipment : Musk Pole, Celebrant's Miter, White Robe, Elven Cloak  
Abilities : Sky Mantra, other abilities random

ENEMY: Marach [Gemini] - lv 23 Netherseer - Bravery 69, Faith 31  
Equipment : Gokuu Pole, Headband, random armor, random accessory  
Abilities : Nether Mantra, random 2nd action ability, random Squire abilities

VICTORY CONDITION: KO, petrify, recruit, or Vampirize all enemies

LOSS CONDITION: Rapha is KOed or Ramza dies

WEATHER: Clear day (no special effects)

| MAP SIZE: | TERRAIN TYPES         | GEOMANCY         | MAP AREA |
|-----------|-----------------------|------------------|----------|
| 12 x 10   | Stone Wall, Flagstone | Contortion       | 33%      |
|           | Grassland             | Tanglevine       | 31%      |
|           | Soil                  | Sinkhole         | 17%      |
|           | Roof, Chimney         | Wind Blast       | 10%      |
|           | Obstructed            | --               | 6%       |
|           | Wooden Floor, Stairs  | Will-o'-the-Wisp | 4%       |

--STRATEGY--

Here you'll encounter Marach (the guy you met in Dorter) and Rapha. You have to save Rapha from Marach and the Riovanes soldiers. This is another protect-the-guest battle, so deploy somebody with healing abilities or you're toast. In fact, bringing two might not be a bad idea! Black Magick will be useful here, but avoid using Archers because they won't be able to fire through the city walls.

To protect Rapha, move a character into the city gateway to block it and prevent the enemies from following her outside.

At the start of the battle, one of the Ninjas will probably give himself an unfair height advantage by climbing up on the roof and throwing weapons at you. Use guns or magick to take him out quickly. You could also equip the Thief ability Sticky Fingers, which will let you catch whatever the Ninja throws at you, but it's probably not worth giving up your regular Reaction Ability for.

The Ninjas here can hit really hard since they get two attacks. Even if you have Shirahadori, it can only block one of the two attacks. So make the Ninjas your first target, and stay out of hand-to-hand range when possible. Even at a distance, the Ninjas can still Throw weapons at you, but this attack isn't nearly as strong.

As at Grogh Heights, the gate into the city is a bit of a choke point, which means it's a great opportunity to fire some Divine Ruinations and hit several enemies at once.

If you've got anybody with an attack that can go through the wall (i.e., magick or some monster skills), you can try to kill the Summoners that way. The enemies start pretty bunched up inside, so this can be a good way of attacking more than one enemy at a time. It's also possible to get inside with Teleport, Ignore Elevation, or even just a high Jump rating (5). Otherwise, you'll have to fight through the Ninjas at the gate to reach the Summoners. As usual, watch what areas the Summoners are targeting so you can try to keep your team split up and out of the way.

Although Marach teleports away when you defeat him, you must defeat ALL the enemies to win here. Since Marach is really the least threatening guy here,

save him for last.

Finally, beware of Rapha's skills -- they target a 3x3 square of the map and hit random tiles, making them as likely to hit you as the bad guys. Marach's skills do the same, which fortunately means he's pretty unlikely to actually hit you ... and even if they do, he does very little damage.

It's possible to steal the Japa Mala accessory from one of the Ninjas and the Magick Ring from one of the Summoners. Although both of these items are already in stores, they're pretty expensive, so you may want to try stealing them. The Japa Mala is particularly useful.

BATTLE TROPHIES: 2000 gil, Yagyu Darkrood, Holy Water

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 1.5, Grassland

|   | POOR ITEM    | GOOD ITEM   | TRAP |
|---|--------------|-------------|------|
| Left: 0, Up: 4 (height: 1, Grassland)   | Potion       | Mythril Gun | none |
| Left: 5, Up: 7 (height: 3, Flagstone)   | Phoenix Down | Slasher     | none |
| *Left: 5, Up: 11 (height: 9, Chimney)   | Holy Water   | Flame Mace  | none |
| *Left: 0, Up: 9 (height: 11, Wooden F.) | Hi-Potion    | Hunting Bow | none |

\* Requires Jump of 5.

After the fight, Rapha discusses her past. (Why the Grand Duke wants Rapha and Marach's powers so badly is one of FF Tactics's great unsolved mysteries ;) .) Marach, meanwhile, delivers a amphibian ultimatum.

---RAPHA---

Rapha joins up as a guest for the next couple battles. She probably won't be all that helpful, though, since her Sky Mantra abilities only strike random tiles in their effect radius and can't be targeted too precisely.

---EQUIPMENT AND ERRANDS IN YARDROW---

After you reach Yardrow, another new set of equipment is added to the stores.

---New Items for Purchase-----

|                   | TYPE    | PRICE | WHERE        | DETAILS                                      |
|-------------------|---------|-------|--------------|--|
| Ninja Longblade   | Ninjabl | 10000 | TrCity       | Atk: 12, 5% Parry                            |
| Kiyomori          | Katana  | 10000 | TrCity       | Atk: 12, 15% Parry                           |
| Cashmere          | Cloth   | 15000 | TrCity       | Atk: 10, 50% Parry                           |
| Gold Hairpin      | Hat     | 12000 | TrCity/City  | HP +80, MP +50, Immune: Silence              |
| Black Robe        | Robe    | 13000 | TrCity/City  | HP +60, MP +30, Boosts: Fire, Lightning, Ice |
| Assassin's Dagger | Knife   | 5000  | Castle/City  | Atk: 7, 5% Parry, Inflicts: Doom             |
| Platinum Sword    | Sword   | 11000 | Castle       | Atk: 12, 10% Parry                           |
| Platinum Helm     | Helm    | 8000  | Castle       | HP +90                                       |
| Circlet           | Helm    | 10000 | Castle       | HP +100                                      |
| Platinum Armor    | Armor   | 9000  | Castle       | HP +90                                       |
| Morning Star      | Flail   | 9000  | Castl/TrCity | Atk: 16, 0% Parry                            |
| Hermes Shoes      | Shoes   | 7000  | Any          | Speed +1                                     |
| Bracer            | Gauntlt | 50000 | Any          | Phys. Atk +3                                 |
| Vampire Cape      | Cloak   | 15000 | Any          | Ph.Evade: 28%, Mg.Evade: 28%                 |

Any magick users on your main team will benefit quite a bit from this new gear. The Gold Hairpins raise both your HP and MP a lot, and the Black Robe strengthens the power of any of your fire-, ice-, or lightning-elemental spells. (You may want to keep healers using the White Robe, since it's got elemental defenses and they don't need the offensive capability.) Even though you're

upgrading your equipment, remember to keep at least one Chameleon Robe in your inventory--its ability to absorb Holy damage is important for a battle at the end of the chapter.

There are also some new accessories; pick up a pair of the Speed-boosting Hermes Shoes for later use. The Bracer is also available. It's really expensive (50,000 gil), but it gives you a huge +3 physical attack boost, so buy one or two for your front-line fighters if you can afford them.

You could also pick up some better equipment for Rapha, but it's hardly necessary as you don't need to protect her from being KOed in the subsequent battles. At any rate, do NOT equip Rapha with any "rare," non-buyable items like the Barette or Healing Staff; if you do, you'll lose them when Rapha goes from being a Guest to a regular character.

There's also a pair of errands here:

```
---New Errands-----  
CITY          DAYS   COST   APPROX. REWARD  
Diving Expedition   Yardrow  10-14  5000   2026 gil, 69 JP  
The Yardrow Melee   Yardrow  14-16   0     22265 gil, 166 JP, artefact  
> Month of Cancer only  
-----
```

Only "The Yardrow Melee" is worth doing, but that only shows up during the month of Cancer.

---LEAVING YARDROW---

When you leave town, you'll cut to another Delita battle.

```
---Battle 30: Zeltennia Castle Chapel Ruins-----  
YOUR FORCES: Delita, Ovelia [guest]  
ENEMY FORCES: Ninja (lv 22, male)   Ninja (lv 22, female)
```

```
ALLY: Delita [Sagittarius] - lv 30 Holy Knight - Bravery 85, Faith 52  
Equipment : Save the Queen, Platinum Shield, Platinum Helm, Carabineer Mail,  
            Germinas Boots  
Abilities : Holy Sword, Arts of War, Parry, Concentration, Move +1  
Immune    : Chicken, Toad, Charm, and Doom
```

```
GUEST: Ovelia [Taurus] - lv 5 Princess - Bravery 53, Faith 72  
Equipment : Mage's Staff, Gold Hairpin, White Robe, Elven Cloak  
Abilities : White Magicks, Counter Tackle, Reequip, Move +1
```

VICTORY CONDITION: KO all enemies

LOSS CONDITION: Ovelia is KOed or Delita is killed

WEATHER: Clear night (evade rate vs. bows x 1.33)

```
MAP SIZE:  TERRAIN TYPES          GEOMANCY          MAP AREA  
16 x 9     Grassland                    Tanglevine        54%  
           Flagstone             Contortion         25%  
           Brick                   Wind Slash         18%  
           Obstructed              --                 3%
```

--STRATEGY--

It's just Delita and Ovelia against two Ninjas. This should be a cinch; although the Ninjas can hit hard, Delita and Ovelia have enough HP to survive a few attacks, and one Holy Sword technique should be enough to take out each Ninja.

BATTLE TROPHIES: None

--TREASURE HUNTER ITEMS--

No Treasure Hunter items can be obtained during this battle.

-----

---MORE EQUIPMENT FOR SALE---

Back with Ramza's squad, if you want to do further shopping, you can go back down to Lesalia to buy new helmets, the Platinum Sword, and the Assassin's Dagger. If you have Ninjas, Samurais, or Dancers in the party, you may even want to trek all the way back to Dorter, as you will find new weapons for those three jobs there.

---NEW RENDEZVOUS MISSION---

Clearing the battle at Yardrow also opens up another Rendezvous Mode mission, Littering, which pits you against ten enemy Ninjas. If you bring characters with the Sticky Fingers reaction ability, you can catch the weapons that the Ninjas throw, which is a great way to build up your stock of weapons! You can also start winning rare equipment from this mission, although your experience level probably isn't high enough yet for these items to appear.

When you've completed your shopping and catching spree, head on up to the Yuguewood.

---Battle 31: The Yuguewood-----

YOUR FORCES: Ramza, Rapha [guest], 4 others

ENEMY FORCES: Black Mage (lv 28, male, undead) Revenant\*  
Black Mage (lv 27, male, undead) Ghast\*  
Time Mage (lv 28, female, undead) Ghoul\*  
Time Mage (lv 27, female, undead)

\* The levels of these enemies depends on the highest level on your own roster.

VICTORY CONDITION: KO, petrify, or recruit all enemies

LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Clear night (evade rate vs. bows x 1.33)

| MAP SIZE: | TERRAIN TYPES     | GEOMANCY   | MAP AREA |
|-----------|-------------------|------------|----------|
| 12 x 8    | Grassland         | Tanglevine | 63%      |
|           | Flagstone         | Contortion | 20%      |
|           | Tree, Moss        | Wind Slash | 13%      |
|           | Obstructed        | --         | 4%       |
|           | Stone Outcropping | Tremor     | 1%       |

--STRATEGY--

Every enemy here is undead, including the humans. After you KO them, when their counter runs out, they may REVIVE instead of turning into a crystal! This means that, after you KO the first enemy, you have to hustle to finish off the rest before the first ones start reviving again.

Fortunately, there's an easier way. Just use Mustadio's Seal Evil skill, which turns any undead enemy into stone and prevents them from resurrecting. Plus, it almost always hits!

As for the rest of your team, Phoenix Down is also a really effective ability here as it has a 100% hit rate for KOing undead monsters. So, you might want to make a number of your characters into Chemists or give them the Items command plus Throw Items. (Phoenix Down merely KOs the undead and doesn't petrify them, though, so they do have the opportunity to revive.)

Other tactics for dealing with the ghost monsters include Poaching them; a Poached monster disappears from the map and hence can't be revived. You could even use the Orator's Tame or Entice to recruit the ghosts -- even if you don't plan on keeping them, it removes them as enemies. The undead humans are immune to Traitor status, however.

Since the enemies are undead, Cure spells and other healing abilities (e.g. Raise and items) will do quite a bit of damage to them while simultaneously healing any nearby allies. You can even strike them with the Healing Staff! Summon spells also work well, as the enemies are usually packed together.

The undead humans have "upgraded" versions of their jobs that give them better stats than regular Black Mages and Time Mages. That makes the two Black Mages your toughest opponents, so take them out first. The Time Mages are a bit of a pain too, since they can cast Slow or Immobilize on you. You can prevent the former by equipping Diamond Bracelets and the later by equipping Guardian Bracelets. Which to choose? For your close-range fighters, defense against Immobilize is the most important, so give them Guardian Bracelets. But for your gunners and magick users, being Immobilized may not be such a problem, as they have enough range that they can still attack even if they're rooted in one spot. So you might be better off giving Diamond Bracelets to your range attackers.

Rapha is just an "ordinary" guest here, so it doesn't matter if she gets KOed.

BATTLE TROPHIES: Phoenix Down x2

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 2, Grassland

|  | POOR ITEM    | GOOD ITEM     | TRAP |
|--|--------------|---------------|------|
| Left: 2, Up: 5 (height: 3, Grassland)  | Holy Water   | Damask Cloth  | none |
| Left: 4, Up: 5 (height: 4, Grassland)  | Phoenix Down | Iron Fan      | none |
| Left: 7, Up: 2 (height: 4, Grassland)  | Remedy       | Mythril Spear | none |
| Left: 11, Up: 1 (height: 2, Grassland) | Ether        | Bestiary      | none |

-----

---PREPARATION FOR RIOVANES---

Don't go on to Riovanes Castle just yet. It contains some very powerful bosses and you need to make sure you're prepared. For Ramza, you'll want two Squire abilities: Focus and \*especially\* Tailwind. Also buy a Chameleon Robe, a Green Beret, and at least one pair of Hermes Shoes. (If you sold all your Green Berets and Chameleon Robes, you can re-buy them at Yardrow.)

Also helpful are a good supply of X-Potions, Jujitsu Gis and Chameleon Robes (both of which protect against instant KO), and Jade Armllets (protection against Stop). These items are particularly helpful if you want to attempt to learn the Ultima magick at Riovanes ... but since Ultima actually isn't very good and is much easier to learn in Chapter IV, you may not want to bother.

If any characters are close to reaching the Dragoon or Ninja jobs, you may want to bring them up to those jobs, as they are quite helpful. Zeklaus Desert is a good place to level up if you need to earn more JP.

Finally, a last bit of preparation you could do is to use the Orator's Enlighten skill to lower the Faith of your physical fighters. That will reduce the damage they will take from the powerful magickal attacks you're about to encounter. DON'T lower your mages' Faith -- that will make their own magicks less powerful!

---AT RIOVANES---

When you think you're ready, save your game, then pay a visit to Riovanes

Castle. You'll see a scene with Barrington and the Templars, then have a chance to save. Be SURE to save in a separate slot from your main game, so that you can get out of the castle if you need to go back and level more/buy stuff. If you save in your main slot, you may wind up STUCK and have to start again from scratch!

You then go to the first of a series of three battles. Strip Rapha of all her equipment beforehand.

---Battle 32: Riovanes Castle Gate-----

YOUR FORCES:

1st Squad - Ramza, Rapha [guest], 1 other

2nd Squad - 3 others

ENEMY FORCES: Marach (lv 24 Netherseer) Knight (lv 29, male)  
Knight (lv 28, male) Knight (lv 27, male)  
Archer (lv 29, female) Archer (lv 28, female)  
Archer (lv 27, female)

ENEMY: Marach [Gemini] - lv 24 Netherseer - Bravery 69, Faith 31  
Equipment : Gokuu Pole, Headband, random armor, random accessory  
Abilities : Nether Mantra, random 2nd action ability, random Squire abilities

VICTORY CONDITION: KO, petrify, recruit, or Vampirize all enemies

LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Clear night (evade rate vs. bows x 1.33)

| MAP SIZE: | TERRAIN TYPES | GEOMANCY   | MAP AREA |
|-----------|---------------|------------|----------|
| 12 x 12   | Flagstone     | Contortion | 53%      |
|           | Grassland     | Tanglevine | 24%      |
|           | Canal         | Torrent    | 8%       |
|           | Swamp         | Quicksand  | 8%       |
|           | Soil          | Sinkhole   | 5%       |
|           | Obstructed    | --         | 1%       |

--STRATEGY--

Deploy another fast character with Ramza, but make sure both are well-armored. You'll want the two of them to break through to the enemy back line quickly and take out the Archers. The second squad starts further from the battle, but they can bring up the rear and keep fighting the Knights.

You'll face a constant rain of arrows from the enemy Archers atop the gates, so equipping Archer's Bane or (preferably) Shirahadori on as many characters as possible will be a big help. The Golem summon is also quite helpful if you have it; cast it at the beginning of the battle and it will temporarily absorb some of the physical damage you receive. The Mystic ability Defense Boost would also be helpful here, as would the Protect magick or the Kiyomori Iaido (which casts Protect). Equipping shields and capes will also boost your evade rate.

Rapha is here as a guest and Marach as an enemy. If EITHER of them is reduced to critical HP, they will BOTH teleport away. You want to be rid of them; Marach's pole attack is reasonably strong, and he tends to block your route up to the Archers. If you de-equipped Rapha's armor before the battle, you can KO her in one attack and quickly remove Marach from the battlefield.

Take out the enemy Knight on the bridge to keep him from blocking your path, then start hurrying up the steps. You want to reach the enemy Archers as quickly as possible. (If you have the Dragoon ability Ignore Elevation or the Time Mage ability Teleport, this is easy-peasy, of course; you can just jump right up from the drawbridge.) Any abilities that you can fire at the Archers

from a few tiles away will be helpful, as is Arithmeticks. Finally, you could also try riding a Black Chocobo up to the top of the gate; this strategy would be best combined with the Golem spell to prevent the Chocobo from being shot to death by the Archers.

Keep your close-range fighters in the rear so they can fend off the enemy Knights as they approach. Since the enemy Knights have a fairly high evade rate, Concentration may also be useful to ensure your attacks connect. Alternately, you can just attack with Agrias's Holy Sword techniques, which can never be evaded. If you keep killing off one of the Knights, the other ones may keep bringing him back with Phoenix Down, thus wasting their turns. The Monk's Revive ability will be useful in bringing back your KOed allies, but only if you stay on level ground; it has no vertical range. Once the Archers are KOed, you can have all your characters mop up the remaining Knights.

BATTLE TROPHIES: Elven Cloak, Hi-Potion, X-Potion

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 3, Grassland

|  | POOR ITEM | GOOD ITEM         | TRAP |
|--|-----------|-------------------|------|
| Left: 0, Up: 11 (height: 5, Grassland)   | Remedy    | Celebrant's Miter | none |
| Left: 4, Up: 4 (height: 2, Grassland)    | Ether     | Diamond Helm      | none |
| Left: 8, Up: 3 (height: 2, Grassland)    | Hi-Potion | Aegis Shield      | none |
| Left: 11, Up: 11 (height: 13, Flagstone) | Potion    | Fuma Shuriken     | none |

After you defeat everyone outside the gate, a wounded Knight will crawl out, warning of the Lucavi's rampage.

Now, make sure you're prepared. You're about face a two-part battle against a Zodiac-charged Wiegraf, and he is rather powerful. However, if you're reading this walkthrough and coming prepared ;), he isn't that hard to beat. Before the battle starts, turn Ramza into his basic Squire job and equip him with a Chameleon Robe. Make sure he also has some sort of healing ability, like Chakra (Martial Arts), Lifefont, Items, or Auto-Potion. If you're using Auto-Potion, you should also drop all your Potions and Hi-Potions. On the roster screen, click on any character and go to Equipment. Choose View List, find your Potions and Hi-Potions and select Discard. Throw away ALL of them, so that you can only use X-Potions when Auto-Potion activates.

As for your other characters, make them into Dragoons or give them range weapons. Keep Agrias as a Holy Knight if she has the Hallowed Bolt ability. (If your Ramza is quite strong, you may not need such preparation--just give him Dual Wield or Jump.) When you think you're set, close the party roster screen and you'll be thrust into the battle against Wiegraf.

---Battle 33: Riovanes Castle Keep-----

YOUR FORCES:

PHASE ONE: Ramza

PHASE TWO:

1st Squad - Ramza, 1 other

2nd Squad - 3 others

ENEMY FORCES:

PHASE ONE: Wiegraf (lv 28 White Knight)

PHASE TWO: Belias (lv 31 Gigas) Archaeodaemon (lv 29)

Archaeodaemon (lv 28) Archaeodaemon (lv 27)

BOSS: Wiegraf [Virgo] - lv 28 White Knight - Bravery 71, Faith 64

Equipment : Diamond Sword, Diamond Shield, Diamond Helm, Diamond Armor,  
Diamond Bracelet

Abilities : Holy Sword, Martial Arts, Counter, Safeguard, Move +1  
Immune : All negative status except Blind, Silence, Oil, and Slow

BOSS: Belias [Virgo] - lv 31 Gigas - Bravery 70, Faith 70

HP: about 1045, MP: about 255

Abilities : Dread, Summon Gigas, Brawler, Swiftess, can't enter water

Immune : All negative status except Blind, Slow, and Immobilize

VICTORY CONDITION: Phase One - Reduce Wiegraf to critical HP (< 20% of max HP)

Phase Two - KO Belias

LOSS CONDITION: Phase One - Ramza is KOed

Phase Two - Ramza dies or all allies are KOed/Stone

WEATHER: Indoors (no special effects)

| MAP SIZE: | TERRAIN TYPES | GEOMANCY   | MAP AREA |
|-----------|---------------|------------|----------|
| 12 x 8    | Flagstone     | Contortion | 68%      |
|           | Canal         | Torrent    | 23%      |
|           | Grassland     | Tanglevine | 7%       |
|           | Obstructed    | --         | 2%       |

--STRATEGY--

Wiegraf has a fearsome reputation, in part because you're now stuck in Riovanes Castle if you don't have another save to go back to. Your ease of beating him will really depend on what abilities and equipment Ramza has. Wiegraf can be easy with the right set-up, or very tough if you're stuck inside without an ideal set of abilities.

For his first form, you have just Ramza.

Wiegraf has a number of strong Holy Sword techniques. However, you can stop them completely by equipping a Chameleon Robe. Due to a bug in the game's AI, the computer thinks that Wiegraf's sword techniques do Holy-elemental damage (even though they actually don't), and won't use them when you're equipped with the Chameleon Robe, which absorbs Holy damage. Instead, Wiegraf will just use some fairly weak Martial Arts abilities.

Once you're protected with the Chameleon Robe, Wiegraf can't do much damage to you. Keep running from him and keep using the Tailwind ability to boost Ramza's Speed, and healing when you need to. If you can, sucker Wiegraf into going into the water and you'll be safe for a turn. Eventually (after you keep using Tailwind), Ramza will get fast enough that he will get two turns in a row frequently. Use these extra turns to get further away from Wiegraf and keep using Tailwind. You will reach a point where you will not have to use all your moves to get out of Wiegraf's range. Now instead of moving each turn, you can use Tailwind and then "Wait" to get your next turn faster, allowing you to use Tailwind even more. Keep going until Ramza's Speed maxes out at 50. (You can check it by going to Status in his menu.) Then start using Focus to build up your attack power. (If you don't have Focus, give Ramza a gun instead, since guns are not reliant on physical attack power.) After you've built up your attack, just run up to Wiegraf and you can knock him out quickly in one or two attacks.

If you don't have a Chameleon Robe, there's actually one that you can find on this very map. Equip Treasure Hunter and quickly move in front of the torch to Ramza's right to find the Chameleon Robe, then use Reequip to change into it. You can do this on a single turn. Since the Chameleon Robe is the "good" item on this Treasure Hunter title, your odds of obtaining it are LOWER the higher Ramza's Bravery. You might just get a Ether instead. But if that happens, you could always just reset and try again.



To keep your HP up while you're Yelling, Auto-Potion works great if you throw away all your Potions and Hi-Potions before the battle; Ramza will use an X-Potion to heal himself for 150 HP whenever Wiegraf attacks him. (Auto-Potion doesn't always activate, so if Ramza runs low on HP, you can also manually use an X-Potion on yourself to heal.)

Another way to keep your HP up is the combination of Mana Shield (Time Mage) and Manafont (Mystic). Mana Shield will protect you by diverting damage to Ramza's MP, and Manafont restores some MP every time you move and keeps up your Mana Shield. If you don't have Manafont, you can also pair Mana Shield with the Monk's Chakra. Run from Wiegraf while using Chakra each turn; since Chakra restores your MP, you'll keep up your Mana Shield. Even when Mana Shield doesn't trigger, you should have enough HP to survive at least one hit, and Chakra will keep restoring your HP afterwards. Whenever you get far enough from Wiegraf that he can't attack you, use Tailwind. This tactic takes a little longer because it requires you to navigate out of Wiegraf's range in order to use Tailwind, but it otherwise works the same.

If you don't have any Chameleon Robes, Auto-Potion, or Mana Shield available, available, you could try the Tailwind strategy but with some other ability to restore your HP, like Critical: Recover HP, Regenerator, or Lifefont. These abilities don't restore quite as much HP as Auto-Potion or don't work as reliably, so it might be more difficult, but you could give it a shot. If you have Auto-Potion but not Tailwind, you could also use Rend Speed and Rend Power to weaken Wiegraf -- but a disadvantage of such a strategy is that debuffs won't carry over to the next stage of the battle, whereas any buffs you place on Ramza \*do\*.

If you can't use the heal & Tailwind strategy at all, you'll just have to finish off Wiegraf quickly, before he can kill you. The Dragoon's Jump attack may be useful, since Wiegraf can't counterattack if you use it at a distance. If you need to resort to physical attacks, equip Concentration or attack Wiegraf from behind so he can't dodge. You can also try using a Blood Sword (if you have one) to recover a little HP with each attack, but this only really works if you can Dual Wield it with a stronger weapon since a Blood Sword doesn't do enough damage by itself to defeat Wiegraf. If you have a magick-oriented Ramza, you could try use strong Black Magicks to finish Wiegraf in a single shot. Equipping the Hermes Shoes as an accessory to boost Ramza's Speed may also help you get the jump on him. Finally, the Mystic's Defense Boost ability will reduce the damage Wiegraf can do to you, and even Mana Shield by itself will give you an additional buffer of life before he kills you.

After Wiegraf drops to critical HP, he will disappear, only to return shortly as Belias. Yup, it's not over yet. Your other characters will now show up, but Wiegraf summons three Archaeodaemons. On his first turn, Belias will start charging up a super-powerful Cyclops summon (200+ HP damage), and if you survive that, he'll hit you with more summons. The trick here is that all the Speed and attack power bonuses from the first phase of the battle persist, so if you used Tailwind/Focus, Ramza can run up to Belias and repeatedly attack him with high-powered hits. You should be able to kill Belias before he gets to cast Cyclops.

If Ramza isn't able to kill Belias on his own, or you couldn't use the Tailwind and Focus strategy, you'll have to take down Belias with the rest of your team. Have your other allies start attacking Belias. You want to hit him as quickly as possible, so range attacks (bows/guns) are good as they may not require you to move. The Dragoon's Jump ability is also good because it takes you off the screen, where Belias can't kill you. Agrias should use her strongest sword technique. As in the fight against Cuchulainn, the Lich summon spell or the

Time Magick Graviga do a lot of damage if you can get them off, and a strong Black Magick spell could be useful too. If you already have Arithmeticks, a Level Prime calculation will allow you to hit Belias without requiring any charge times; depending on his Exp, height, or CT, other calculations may work too.

Ideally, you can take out Belias before he even casts Cyclops. If you can't manage that, though, you may still be able to keep yourself alive long enough to finish him off. Using the Jump attack may get some of your characters off the screen when Cyclops fires and keep them alive. You can also try Silencing Belias, either with the Mystic's Quiescence or Agrias's Hallowed Bolt. While putting Silence on Belias will abort his initial Cyclops summon, he will still be able to use his Petrify ability to turn you to stone, so this tactic works better if you pair it with Jade Armlets to protect yourself from Stone. Finally, you could try using the Mystic's Disbelief magick or the Gokuu Pole to attempt to put the Atheist status on your strongest fighter, which will make him/her immune to magick and able to survive the initial Cyclops casting. (Or, deploy characters who already have very low Faith to begin with.) Belias and his demons can still kill you with physical attacks and petrification, so using Silence or Atheist is just a stop-gap measure to keep a few characters alive long enough to finish killing him.

Belias has about 1045 HP. As soon as you defeat him, the Archaeodaemons also disappear. (The Archaeodaemons are special enemy-only monsters, so don't even bother trying to recruit them.)

The strategies above are, of course, the most extreme strategies for fighting Wiegraf/Belias. If Ramza is pretty strong, you can take out Belias with fewer moves and certainly don't need to spend as much time boosting yourself during the first round. A sufficiently strong Ramza (say, as a bare-fisted Ninja with Brawler and a Bracer equipped) attacking Wiegraf and Belias from behind could even do enough damage to punch out both of them without needing any boosts at all. The Jump attack can also be effective if Ramza has a high Speed. But if you're having trouble, the Tailwind strategy almost assures you of victory.

BATTLE TROPHIES: None

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 3, Flagstone - on Ramza's left at start

|                                       | POOR ITEM | GOOD ITEM      | TRAP |
|---------------------------------------|-----------|----------------|------|
| Left: 4, Up: 5 (height: 4, Flagstone) | Ether     | Chameleon Robe | none |
| Left: 6, Up: 2 (height: 4, Flagstone) | Hi-Potion | Jujitsu Gi     | none |
| Left: 9, Up: 0 (height: 7, Flagstone) | Potion    | Diamond Armor  | none |
| Left: 9, Up: 7 (height: 7, Grassland) | Remedy    | Germinas Boots | none |

-----  
If you win both rounds of the battle, you'll go on to the last of this sequence of battles, on the roof. Be sure to save again.

---Battle 34: Riovanes Castle Roof-----

YOUR FORCES: Ramza, Rapha [guest], 3 others

ENEMY FORCES: Elmdore (lv 33 Ark Knight) Celia (lv 29 Assassin)  
Lettie (lv 28 Assassin)

GUEST: Rapha [Pisces] - lv 23 Skyseer - Bravery 31, Faith 69

Equipment : Musk Pole, Celebrant's Miter, White Robe, Elven Cloak

Abilities : Sky Mantra, other abilities random

BOSS: Elmdore [Gemini] - lv 33 Ark Knight - Bravery 70, Faith 70

Equipment : Muramasa, Black Cowl, Black Robe, Nu Khai Armband

Abilities\*: Sword Spirit, First Strike, Doublehand, Ignore Elevation  
Immune : All negative status except Blind, Silence, Oil, and Slow  
\* Elmdore's Ark Knight job also includes Safeguard as an innate ability.

BOSS: Celia [Virgo] - lv 29 Assassin - Bravery 65, Faith 70  
Equipment : Kiyomori x2, Black Cowl, Gaia Gear, Cachusha  
Abilities : Subdual Arts, random action ability, random Squire abilities,  
Move+1  
Immune : Stone, Chicken, Toad

BOSS: Lettie [Sagittarius] - lv 28 Assassin - Bravery 65, Faith 70  
Equipment : Spellbinder x2, Black Cowl, Power Garb, Barette  
Abilities : Subdual Arts, random action ability, random Squire abilities,  
Move+1  
Immune : Stone, Chicken, Toad

VICTORY CONDITION: Reduce any one of the enemies to critical HP (< 20% of max)

LOSS CONDITION: Rapha is KOed or Ramza dies

WEATHER: Clear night (evade rate vs. bows x 1.33)

| MAP SIZE: | TERRAIN TYPES | GEOMANCY         | MAP AREA |
|-----------|---------------|------------------|----------|
| 11 x 10   | Roof, Chimney | Wind Blast       | 79%      |
|           | Obstructed    | --               | 12%      |
|           | Wooden Floor  | Will-o'-the-Wisp | 8%       |
|           | Stone Wall    | Contortion       | 1%       |

--STRATEGY--

You'll want to optimize your team for speed for this battle. Make Ramza into a job with a high Speed stat (Ninja if available, otherwise Geomancer, Thief, or Monk), and equip him with a Green Beret and Hermes Shoes to boost his Speed as high as possible. Equipping the rest of the team with accessories boosting Speed or Move is helpful as well. Give the Ignore Elevation or Teleport movement abilities to as many character as possible.

Ramza always starts in a fixed location, regardless of where you place him on the deployment screen. Deploy your other characters towards the top of the deployment screen -- this will start them closer to the battle.

This battle is always really short: either you win quickly or you lose quickly! All you have to do to win is reduce any one of the enemies to critical HP to win. Problem is, Rapha loves to make suicide runs at the bad guys, and if she gets KOed, you lose.

If Ramza is fast enough (e.g. Ninja + Green Beret + Hermes Shoes), he can move first and immediately rush to attack either Celia or Lettie, and you should be fine. (Don't attack Elmdore; he can use First Strike to turn your attack into one of his own.) With Teleport or Ignore Elevation, you may be able to get another quick character up on the roof to join the attack too. Where possible, attack the assassins from behind so they can't evade.

Concentrate all your attacks on a single enemy, since as soon as any one of them drops to critical HP, you win. If any of your own characters get KOed, don't bother trying to revive them; you're better off continuing to attack and ending the battle quickly. Luck plays a big role here, especially if you're not fast enough to get the first move.

If your team is quick enough to end the battle in a few turns, the bad guys won't really have a chance to kill Rapha. If you're not that fast, you'll need to protect her, so heal her ASAP. Put Disable on Rapha (via Mustadio's Arm

Shot) as soon as you can; she'll flee the battle and mostly stay out of harm's way. You can also try casting a Cure spell on an empty square within Rapha's move range. Rapha will move to the square to receive the spell and thus you can lure her away from the Assassins. Send as many characters up to the roof as you can; if nothing else, they can serve as decoys to draw attacks away from Rapha.

Celia and Lettie use ridiculous Subdual Arts abilities on you that can inflict Stop or KO on you with 100% success. You can guard against the former by equipping Jade Armlets and the latter with Jujitsu Gis or Chameleon Robes. A Barette, if equipped on a female character, will also protect against both Stop \*and\* KO.

If you deploy Luso in his Game Hunter job, he can learn Ultima should Celia or Lettie cast it on him. (Ramza can't learn it until Chapter IV, but if you have Luso learn it here, he can teach it to Ramza as soon as you reach Chapter IV.) If you're fully equipped with Jujitsu Gis and Jade Armlets, Celia and Lettie's Stop or KO attacks won't work on you and instead they will almost always cast Ultima. Move Luso in range of whomever they target to make sure he gets hit with the magick. It's not easy to learn Ultima here since Rapha is so vulnerable, so you're probably better off skipping it--you'll have more opportunities to learn Ultima in Chapter IV that don't involve a suicidal Rapha.

It's also possible to steal a Cachusha from Celia and a Barette from Lettie. Neither of these items is ever sold at the Outfitter, but, again, you do also have other, easier methods for acquiring them, so it's probably not worth bothering with them here.

BATTLE TROPHIES: None

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 1.5, Stone Wall - on Ramza's left  
at start

|                                      | POOR ITEM     | GOOD ITEM       | TRAP |
|--------------------------------------|---------------|-----------------|------|
| Left: 3, Up: 3 (height: 12, Chimney) | Phoenix Down  | Elven Cloak     | none |
| Left: 3, Up: 5 (height: 14, Chimney) | Potion        | Orichalcum Dirk | none |
| Left: 3, Up: 7 (height: 12, Chimney) | Hi-Potion     | Kodachi         | none |
| Left: 10, Up: 3 (height: 2, Roof)    | Maiden's Kiss | Jade Armlet     | none |

-----  
After you (eventually) ward off Elmdore and his assassins, Rapha will use the Zodiac Stone to restore her family to a happy ending. You'll get your Zodiac Stones back, along with Wiegraf's Aries stone and Isilud's Pisces stone.

Finally, Rapha and Marach will offer to join.

ALLY: Rapha [Pisces] - Skyseer, lv. based on party's - Bravery 31, Faith 69  
Equipment : Musk Pole, Celebrant's Miter, White Robe, Elven Cloak  
Abilities : Sky Mantra, other abilities random

ALLY: Marach [Gemini] - Netherseer, lv. based on party's - Bravery 69, Faith 31  
Equipment : Gokuu Pole, Black Cowl, Wizard's Robe, Japa Mala  
Abilities : Nether Mantra, other abilities random

You'll want to take Rapha. Her low Bravery makes her ideal for using Treasure Hunter, which works best with low Bravery. Marach basically sucks, but if you don't have a full roster already, there's no harm in signing him up. He's pretty similar to Rapha in that his abilities strike random tiles. What's interesting is that they do more damage to enemies with LOW Faith and get stronger when Marach has LOW Faith, the reverse of most magick abilities.

(Rapha's abilities simply ignore Faith entirely.) If you have an Orator lower Marach's Faith, you can use Marach to attack the enemies with magick while being resistant to magick himself ... but the randomness of his abilities still makes him not too useful.

This concludes Chapter III.

%%CHAPTER IV: IN THE NAME OF LOVE%%00walk4

Chapter IV picks up right where Chapter III left off. After a brief scene in Zeltennia Castle with Orlandeau and Orran, you'll be plopped back on the world map -- haven't seen that for a while, huh? -- outside Riovanes.

---NEW ABILITIES---

Ramza's appearance has changed again, giving him the ability to equip knight's swords, powerful weapons that you'll start acquiring soon. He has also has a new ability available (Shout), so be sure to learn that. You'll note that Squire does not appear as a Mastered job even if you learn all the abilities -- that's because Ramza is missing the Ultima magick. If you managed to have Luso learn Ultima back at Battle 34: Riovanes Castle Rofo, you can now have him cast it on Ramza in any battle to teach it to Ramza. If not, both characters can learn Ultima later on in Battles 44, 45, 46, and 52; see the strategies for those specific battles below for more details.

Also, continue working towards learning Shirahadori for as many characters as possible and raising their Bravery. Its defensive value can't be overstated.

Don't forget to change back to your normal jobs and abilities if you switch them for the fights in Riovanes Castle.

---EQUIPMENT UPGRADES---

While you're still at Riovanes, you can do a bit of equipment upgrading. There are new swords, shields, and armor available.

---New Items for Purchase-----

|                 | TYPE    | PRICE | WHERE       | DETAILS  |
|-----------------|---------|-------|-------------|--|
| Spellbinder     | Ninjabl | 16000 | TrCity      | Atk: 13, 5% Parry,<br>Inflicts: Disable                      |
| Muramasa        | Katana  | 15000 | TrCity      | Atk: 14, 15% Parry   |
| Gaia Gear       | Clothes | 10000 | TrCity/City | HP +85, MP +10, Absorbs: Earth,<br>Boosts: Earth             |
| Yagyu Darkrood  | Star    | 1000  | TrCity/City | Atk: 10  |
| Icebrand        | Sword   | 14000 | Castle      | Atk: 13, 10% Parry, ice elemental,<br>Spell Effect: Blizzaga |
| Platinum Shield | Shield  | 16000 | Castle      | Ph.Evade: 37%, Mg.Evade: 10%                                 |
| Carabineer Mail | Armor   | 13000 | Castle      | HP +100  |
| Angel Ring      | Ring    | 20000 | Any         | Immune: KO, Blind; Start: Reraise                            |

If you visit Dorter, you can also buy new a ninja blade, katana, clothes (Gaia Gear) and the Yagyu Darkrood shuriken. Pick up weapons you might need for your current jobs. And if you're using the Throw command, stock up on Darkroods too.

You can also now buy the handy Angel Ring accessory. It starts you off in each battle with Reraise status. This Reraise only works once per battle (unlike some other accessories you'll get later), but it's still useful!

---ERRANDS---

There are also a SLEW of new errands you can take in the various towns:

---New Errands---

|   | CITY     | DAYS  | COST  | APPROX. REWARD              |
|---|----------|-------|-------|-----------------------------|
| Gleddia Isle  | Riovanes | 9-11  | 4000  | 954 gil, 105 JP, artefact   |
| Foundered Vessel                                    | Riovanes | 8-13  | 0     | 13109 gil, 114 JP           |
| > Must complete "Gleddia Isle"                      |          |       |       |                             |
| Fia's Wish  | Riovanes | 12-14 | 3000  | 554 gil, 136 JP             |
| Secret Society                                      | Riovanes | 2-3   | 600   | 6099 gil, 43 JP             |
| Lettre d'amour                                      | Riovanes | 10-12 | 0     | 4054 gil, 85 JP, artefact   |
| Arithmetic Tutor Wanted                             | Gariland | 10-13 | 50    | 576 gil, 55 JP              |
| The Gariland Magick Melee                           | Gariland | 14-16 | 0     | 22265 gil, 166 JP, artefact |
| > Month of Virgo only                               |          |       |       |                             |
| Hellspawned Beast                                   | Eagrose  | 14-15 | 1000  | 6099 gil, 113 JP            |
| Metamorphosed Misery                                | Eagrose  | 15-16 | 1100  | 6099 gil, 83 JP             |
| > Must complete "Hellspawned Beast"                 |          |       |       |                             |
| Count Minimas (1)                                   | Dorter   | 12-14 | 600   | 20265 gil, 115 JP, artefact |
| Count Minimas (2)                                   | Dorter   | 12-15 | 1000  | 20929 gil, 118 JP, artefact |
| > Must complete "Count Minimas (1)"                 |          |       |       |                             |
| Count Minimas (3)                                   | Dorter   | 11-12 | 600   | 16599 gil, 83 JP            |
| > Must complete "Count Minimas (2)"                 |          |       |       |                             |
| The Zaland Melee                                    | Zaland   | 14-16 | 0     | 20865 gil, 250 JP           |
| > Month of Aries only                               |          |       |       |                             |
| Father's Nightmare                                  | Lionel   | 15-16 | 1500  | 20099 gil, 163 JP, artefact |
| The Durga   | Goug     | 11-14 | 100   | 14679 gil, 118 JP, artefact |
| Devil in the Dark                                   | Goug     | 8-10  | 3050  | 11220 gil, 96 JP            |
| Artificers' Contest                                 | Goug     | 14-16 | 0     | 20865 gil, 250 JP           |
| > Month of Sagittarius only                         |          |       |       |                             |
| Rain-Swept Slopes                                   | Warjilis | 13-16 | 600   | 5076 gil, 97 JP, wonder     |
| True Romance  | Warjilis | 8-12  | 0     | 4076 gil, 111 JP, artefact  |
| > Must complete "Lettre d'amour" at Riovanes Castle |          |       |       |                             |
| In the Darkness                                     | Warjilis | 12-14 | 1500  | 14400 gil, 157 JP           |
| Wandering Gambler (1)                               | Warjilis | 9-12  | 15000 | 17429 gil, 55 JP            |
| Coal Miners Wanted                                  | Gollund  | 4-6   | 50    | 8310 gil, 106 JP            |
| More Coal Miners Wanted                             | Gollund  | 4-6   | 150   | 12705 gil, 125 JP, artefact |
| > Must complete "Coal Miners Wanted"                |          |       |       |                             |
| Lamzen the Adventurer                               | Gollund  | 12-16 | 1100  | 18779 gil, 100 JP, wonder   |
| Frontier Expedition                                 | Lesalia  | 10-14 | 5000  | 5076 gil, 68 JP, wonder     |
| The Falcon  | Yardrow  | 7-9   | 3500  | 2318 gil, 115 JP, artefact  |
| The Yardrow Melee                                   | Yardrow  | 14-16 | 0     | 22265 gil, 166 JP, artefact |
| > Month of Cancer only                              |          |       |       |                             |

Your best bets for money are the "Count Minimas" sequence in Dorter, "Father's Nightmare" in Lionel, "The Durga" and "Devil in the Dark" in Goug, "In the Darkness" (Warjilis), and all 3 errands at Gollund. And, as a reminder, the 4 month-specific errands are good if you haven't already done them.

---RANDOM BATTLES & SPECIAL BATTLES---

Now that you're in Chapter IV, a much wider variety of monsters will appear in random battles, even at locations you've already visited. This makes random battles tougher, but is good news for poaching! On rare occasions, you can also get into "special" random battles against unique enemy parties. Although these special battles don't have any functional significance, they can be a fun extra challenge and often let you recruit/Poach rare monsters. Check the Random Battles section for a list of these special battles.

---SIDE QUESTS---

Also at this point, you can start accessing the game's side quests. First, assuming you still have Mustadio, you can head down to Goug to start the Gollund Colliery quest, which will net you two good new characters (Beowulf and Construct 8) as well as one OK one (Reis the Holy Dragon). This quest is

covered in the Gollund Colliery section below-- press Ctrl+F and enter 00col to jump there.

Second, you can also access the event to earn the extremely valuable Tynar Rouge accessory ... that is, IF you still have Mustadio, Agrias, Alicia, and Lavian on your team. This event occurs on 1 Cancer, which follows the month of Gemini, which follows Taurus. So, if you're in Gemini or Taurus, keep your head up about that. See the Agrias's Birthday section below for the full scoop on how to complete that mission.

Finally, there's a new Rendezvous Mode mission available, Shades of the Past. This one is pretty easy if you have a good physical defense. If your level is sufficiently high, you may start winning rare items from Rendezvous Mode!

If you don't complete these sidequests now, don't worry--they all have no expiration date and you can always complete them later.

---NEW MAP ROUTES---

You'll notice that a couple new routes have opened up from Riovanes: a shortcut back towards Eagrose Castle, and another one down towards Dorter leading through the new Mount Bervenian location. You'll need to visit Mount Bervenian later if you're doing the Cloud Subquest, but there's not much to see there now.

---Extra Battlefield: Mount Bervenian-----

| MAP SIZE: | TERRAIN TYPES | GEOMANCY    | MAP AREA |
|-----------|---------------|-------------|----------|
| 12 x 10   | Basalt        | Tremor      | 58%      |
|           | Lava          | Magma Surge | 37%      |
|           | Obstructed    | --          | 5%       |

A word (or several :P) about the "CANNOT BE OBTAINED" treasure: Due to what I'm assuming is a goof, there is no way to actually get this treasure tile. In order to pick it up, your Treasure Hunter would have to stop on top of a lava-filled tile. But the only abilities that actually let you STOP on top of lava are Lavawalking and Levitate -- and neither of those can be equipped at the same time as Treasure Hunter! Float magick or equipment like the Winged Boots DO NOT allow you to get this treasure. That's because they only let you move through lava on the way to another tile, and never allow you to STOP on lava.

The good news? According to the game programming, the tile is just another X-Potion or Flameburst Bomb, so you're not missing anything.

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 3, Basalt

|                                     | POOR ITEM            | GOOD ITEM       | TRAP        |
|-------------------------------------|----------------------|-----------------|-------------|
| Left: 1, Up: 9 (height: 18, Basalt) | -Materia Blade-      |                 | Death Trap  |
| Left: 4, Up: 1 (height: 3, Basalt)  | X-Potion             | Flameburst Bomb | Sten Needle |
| Left: 6, Up: 10 (height: 3, Basalt) | X-Potion             | Flameburst Bomb | Death Trap  |
| Left: 5, Up: 11 (height: 0, Lava)   | -CANNOT BE OBTAINED- |                 | Degenerator |

-----

Instead, you'll want to head towards Zeltennia, where Ramza hopes to meet up with Delita to discuss the Church's plot. Go up to the pass near Lesalia.

---Battle 35: Dugeura Pass-----

YOUR FORCES: Ramza, 4 others

ENEMY FORCES: Dragoon (lv 32, male)      Dragoon (lv 31, male)  
                  Knight (lv 33, male)      Black Mage (lv 31, male)  
                  Black Mage (lv 29, male)    Archer (lv 30, male)

VICTORY CONDITION: KO, petrify, recruit, or Vampirize all enemies

LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Clear day (no special effects)

| MAP SIZE: | TERRAIN TYPES     | GEOMANCY   | MAP AREA |
|-----------|-------------------|------------|----------|
| 10 x 8    | Grassland         | Tanglevine | 49%      |
|           | Stone Outcropping | Tremor     | 45%      |
|           | Obstructed        | --         | 6%       |

--STRATEGY--

This is a routine battle against the Order of the Southern Sky, with nothing you haven't seen before. Send one or two characters up to the top of the pass while your other guys fight the main group of enemies. The Black Mages are probably the most dangerous enemies here since their spells can do a lot of damage. Hit them with Disable, Silence, or Atheist, or just move quickly across the battlefield to take them out.

BATTLE TROPHIES: 3000 gil, Diamond Armor

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 1, Grassland

|  | POOR ITEM     | GOOD ITEM     | TRAP |
|--|---------------|---------------|------|
| Left: 4, Up: 0 (height: 6, Grassland)  | Ether         | Diamond Sword | none |
| Left: 1, Up: 5 (height: 0.5, Grassl.)  | Remedy        | Wizard's Rod  | none |
| Left: 7, Up: 6 (height: 12.5, Grassl.) | Maiden's Kiss | Golden Staff  | none |
| Left: 0, Up: 9 (height: 2, Grassland)  | Phoenix Down  | Windslash Bow | none |

-----

Before you continue on into the Free City of Bervenian, equip the Chemist's Safeguard ability on everybody who has it. Archer's Bane or Shirahadori, Jump, and Ignore Elevation or Teleport are also helpful.

---Battle 36: Bervenian-----

YOUR FORCES:

1st Squad - Ramza, 2 others

2nd Squad - 2 others

|   |                          |
|---|--------------------------|
| ENEMY FORCES: Meliadoul (lv 35 Divine Knight) | Ninja (lv 31, female)    |
| Summoner (lv 32, female)                      | Summoner (lv 32, female) |
| Archer (lv 32, female)                        | Archer (lv 31, female)   |

BOSS: Meliadoul [Capricorn] - lv 35 Divine Knight - Bravery 67, Faith 68

Equipment: Defender, Platinum Shield, Platinum Helm, Carabineer Mail, Chantage

Abilities: Unyielding Blade, random action ability, random Squire abilities

VICTORY CONDITION: Reduce Meliadoul to critical HP (< 20% of max HP)

LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Clear day (no special effects)

| MAP SIZE: | TERRAIN TYPES | GEOMANCY         | MAP AREA |
|-----------|---------------|------------------|----------|
| 13 x 10   | Grassland     | Tanglevine       | 45%      |
|           | Flagstone     | Contortion       | 26%      |
|           | Roof, Chimney | Wind Blast       | 22%      |
|           | Soil          | Sinkhole         | 5%       |
|           | Coffer        | Will-o'-the-Wisp | 2%       |

--STRATEGY--

In Bervenian, you'll encounter -- and fight -- Isilud's sister Meliadoul, accompanied by some Summoners and Archers.



Placing your slower characters in the first squad is a good idea as they start closer to the bulk of the battle. The second squad will immediately be attacked by an enemy Ninja. So, deploy a reasonably strong fighter in the front line of the second squad to quickly KO her. (Again, you could also use Sticky Fingers to guard against the Ninja's initial Throw attack, but it's not really worth a Reaction Ability slot as there's only a single Ninja and she can be defeated quickly.)

Ignore Elevation and Teleport will help you quickly climb the steep walls. The Dragoon's Jump attack is also good (if sufficiently upgraded), since it will let you attack enemies at a higher level. Since there are enemy Archers at the very top raining arrows down on you, Archer's Bane/Shirahadori and shields/cloaks may be helpful.

While it's tempting to rush the enemies here, you don't want to scale the city TOO quickly, or you may get surrounded and cut off from your healing. Additionally, if you don't go up too fast, you can probably lure Meliadoul down into the town area. This is beneficial for two reasons: it leaves you clear to jump up and KO the Summoners and Archers without Meliadoul attacking you, and isolating Meliadoul makes it easier to attack (and steal from) her.

It's probably a good idea to attack the Summoners first, since their spells can do a lot of damage. Be careful about taking out the Summoner on the left side of the map, though. The crate there is needed for characters with low Jump to climb up the city ramparts. If you KO the Summoner while she's standing on the box, it can obstruct the route up and make it slow going for some characters.

Meliadoul uses Crush skills that will shatter your equipment and do quite a bit of damage. Safeguard is invaluable here. Not only does it keep your gear from being broken (especially important if you've got rare items you don't want to lose), it renders you immune to the HP-damaging part of the skills as well! So, equip this ability on as many character as possible.

Meliadoul also has the Defender knight's sword and Chantage, an accessory that gives her a permanent Regen and Reraise. While you don't have to worry about the Reraise, as KOing Meliadoul will end the battle, this is a GREAT accessory to steal. The Defender is nice too. To steal from her, first try increasing your success rate by raising your Speed (e.g. with Tailwind). Lowering Meliadoul's Speed does not increase your success rate, though it *does* reduce the number of turns she gets while you're trying to steal from her. The support abilities Concentration or Brawler will also improve your chance of stealing; Brawler helps you steal better even if you're not fighting with your fists. Targeting her from the side or behind or using Arm Shot to Disable her also works, although both of these are redundant with Concentration as they simply eliminate her chance of evading. Putting Meliadoul to Sleep with Mimic Darlavon (Orator), Repose (Mystic), or Sleep (Beowulf; only if you already recruited him from the sidequests) will also improve your chances to steal, as will using Trepidation or Beowulf's Chicken magick to turn her into a Chicken. Finally, since Meliadoul is a Capricorn, you'll have better luck stealing with a Taurus, Virgo, or male Cancer, and poorer chances stealing with an Aries, Libra, or female Cancer.

It may take a lot of stealing attempts before you succeed, so if you're serious about stealing, wipe out the other enemies first. If you're planning on stealing both the Defender and Chantage, swipe the Defender first as this reduces her attack power quite a bit. Like other enemy bosses, she can still use swordskills even if you steal the Defender. They won't do much damage, but they can still break your equipment if you don't have Safeguard!

You will have other opportunities to get these items, so you don't *have* to

steal them here, but they're very useful. The Chantage is worth the effort!

If you don't care to steal, or once you've gotten the goods, you can just rush Meliadoul. Spread your characters out to avoid taking too much damage from the summon spells.

BATTLE TROPHIES: Jade Armlet, Remedy x2

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 1.5, Grassland

|  | POOR ITEM | GOOD ITEM        | TRAP |
|--|-----------|------------------|------|
| Left: 2, Up: 7 (height: 7, Chimney)    | Ether     | Partisan         | none |
| Left: 8, Up: 0 (height: 9, Coffer)     | Potion    | Bloodstring Harp | none |
| Left: 7, Up: 5 (height: 13, Chimney)   | Hi-Potion | Papyrus Codex    | none |
| Left: 10, Up: 9 (height: 5, Flagstone) | Remedy    | Gokuu Pole       | none |

---BATTLE AFTERMATH---

When you win the battle against Meliadoul, she'll teleport away and you'll be able to visit the shops in town.

The Outfitter doesn't have anything new, although there are some new errands:

---New Errands---

|                       | CITY      | DAYS  | COST | APPROX. REWARD             |
|-----------------------|-----------|-------|------|----------------------------|
| Endless Caverns       | Bervernia | 12-14 | 8000 | 2554 gil, 95 JP, artefact  |
| Past Glory            | Bervernia | 7-15  | 500  | 2769 gil, 184 JP, artefact |
| Beddha Sandwaste      | Bervernia | 11-15 | 550  | 5076 gil, 111 JP, wonder   |
| Adventurers Wanted    | Bervernia | 8-12  | 100  | 15629 gil, 144 JP, wonder  |
| Shadows from the Past | Bervernia | 12-15 | 3050 | 5076 gil, 86 JP, wonder    |

"Adventurers Wanted" is the only high-paying one.

---MELAIDOUL'S EQUIPMENT---

If you were able to steal the Defender and/or Chantage, equip them. Both are good items:

- > The Defender is the first knight sword you will have come across, which can only be used by a select few jobs: Knights, Dark Knights, and some of the special jobs. It has a high attack power and a great block rate when used with Parry.
- > The Chantage is one of the best accessories in the game, as it gives you a PERMANENT Reraise that allows a character to revive over and over as long as at least one other ally is standing. This also means you don't really have to bother with too many defensive abilities on the character and can configure them for offense instead.

---BALTHIER QUEST---

Also, now that you've completed the battle at Bervernia, you can begin the subquest to recruit Balthier. It requires trekking back down to Gollund and later to Dorter, so you can either do it now or just wait until you pass through that way a few battles later. For the full scoop on the Balthier quest, see the Recruiting Balthier section -- press Ctrl+F and enter 00balt to jump down there.

---CONTINUING THE STORY---

When you first leave Bervernia, there will be another intermission with Delita and Ovelia. Move on to Finnath Creek for another battle.

---Battle 37: Finnath Creek---

YOUR FORCES:

1st Squad - Ramza, 2 others

2nd Squad - 2 others

ENEMY FORCES: Black Chocobo\* OR Chocobo\*      Red Chocobo OR Chocobo\*  
                  Red Chocobo OR Chocobo\*      Red Chocobo OR Chocobo\*  
                  Red Chocobo OR Chocobo\*      Pig\* OR Chocobo\*

\* The levels of these enemies depends on the highest level on your own roster.

VICTORY CONDITION: KO, petrify, or recruit all enemies

LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Day, rainstorm (evade rate vs. bows x 1.33,  
                                  fire dmg -25%, lightning dmg +25%)

| MAP SIZE: | TERRAIN TYPES     | GEOMANCY   | MAP AREA |
|-----------|-------------------|------------|----------|
| 17 x 10   | Grassland         | Tanglevine | 49%      |
|           | River             | Torrent    | 31%      |
|           | Gravel            | Contortion | 9%       |
|           | Soil              | Sinkhole   | 8%       |
|           | Obstructed        | --         | 2%       |
|           | Stone Outcropping | Tremor     | 1%       |

--STRATEGY--

When deploying characters, don't put anybody on the solitary square in the second squad; it's in the middle of the water.

On this level, you'll face a random assortment of chocobos and possibly a Pig. You'll probably want to bring an Orator because if the Pig shows up, it's definitely worth recruiting. Although it's no good in a battle, you can use it to breed the various pig-class monsters, all of which can be poached for great items.

Combat-wise, this battle can be annoying because the regular yellow Chocobos will keep using Choco Cure to heal themselves. One strategy is to just use attacks that will defeat the Chocobos outright by turning them to stone or instantly KOing them -- then it doesn't matter how much HP they have! If you have Beowulf, his Break attack works great; you could also use the Black Mage's Death or the Mystic's Induration. Agrias's Northswain's Strike occasionally does an instant KO too, but fairly infrequently.

Alternately (or in addition), use the Mystic's Corruption magick or Beowulf's Zombie to turn the yellow Chocobos undead. An undead Chocobo won't use Choco Cure on itself or any other units (since it would cause \*damage\* to itself!).

If you don't have any these abilities, the best strategy is to concentrate on one Chocobo at a time. Since the Red Chocobos will bombard you with Choco Meteor for fairly big damage, you'll probably want to kill them first. Red Chocobos also make good targets for poaching; you may receive a Barette from them.

As annoying as the Choco Cures can be, this level still shouldn't be too difficult. If you're having difficulty navigating the watery terrain, the Ninja ability Waterwalking, the Feather Boots, and the Time Mage ability Levitate will let you move on the surface of the water, and the Samurai's Swim lets you act in deep water.

If the battle is going in your favor, you may want to stop to snag the Pantherskin Bag from one of the treasure tiles. It's next to one of the trees on the far side of the map; see below for the exact coordinates. Your odds of getting the Pantherskin Bag from the tile increase the LOWER your Bravery.

BATTLE TROPHIES: None

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 2, Grassland

|  | POOR ITEM     | GOOD ITEM       | TRAP |
|--|---------------|-----------------|------|
| Left: 14, Up: 3 (height: 7.5, Grassl.) | Potion        | Black Cowl      | none |
| Left: 5, Up: 1 (height: 3.5, Grassl.)  | Maiden's Kiss | Pantherskin Bag | none |
| Left: 4, Up: 9 (height: 3.5, Grassl.)  | Hi-Potion     | Power Garb      | none |
| Left: 1, Up: 2 (height: 3, Grassland)  | Phoenix Down  | Diamond Shield  | none |

-----

If you picked up the Pantherskin Bag, you can now do one of two things with it. You can sell it for 26,000 gil, which is nice! Or, you can equip the bag on a female character. It does random damage, which means it's not too good as a weapon, but it does give you a permanent Regen status. This could be useful on a character who doesn't do too much fighting, like a Chemist.

After crossing the creek, you can finally get to Zeltennia Castle. Ramza will go to the church, where he'll meet Delita again. In an FMV scene, Delita explains more of the church's plan. Zalmour then shows up, and it's fight time. (Did you really think you could go somewhere without one?)

---Battle 38: Outlying Church-----

YOUR FORCES: Ramza, Delita [guest], 4 others

ENEMY FORCES: Zalmour (lv 35 Celebrant) Knight (lv 33, male)  
Knight (lv 33, male) Knight (lv 32, male)  
Mystic (lv 33, male) Mystic (lv 32, male)

GUEST: Delita [Sagittarius] - Holy Knight, lv. based on party's - Bravery 75,  
Faith 50

Equipment : Runeblade, Platinum Shield, Circlet, Carabineer Mail, Bracer

Abilities : Holy Sword, other abilities random

Immune : Chicken, Toad, Charm, and Doom

BOSS: Zalmour [Sagittarius] - lv 35 Celebrant - Bravery 54, Faith 78

Equipment : Wizard's Rod, Celebrant's Miter, White Robe, Elven Cloak

Abilities : Priest Magicks, random action ability, random Squire abilities

Immune : All negative status except Blind, Confuse, Silence, Oil, Berserk,  
and Slow

VICTORY CONDITION: KO Zalmour

LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Clear day (no special effects)

| MAP SIZE: | TERRAIN TYPES | GEOMANCY         | MAP AREA |
|-----------|---------------|------------------|----------|
| 10 x 10   | Flagstone     | Contortion       | 37%      |
|           | Roof          | Wind Blast       | 28%      |
|           | Grassland     | Tanglevine       | 26%      |
|           | Wooden Floor  | Will-o'-the-Wisp | 5%       |
|           | Obstructed    | --               | 4%       |

--STRATEGY--

Delita teams up with Ramza as a guest in this battle, and his Holy Sword techniques are even stronger than Agrias's.

Even without Delita, though, this would be a pretty easy fight. Zalmour is up on top of the bell tower, but the platform where he's standing is almost directly overhead where you start. This means you can target him with offensive

magick and sword techniques without needing to move, and his Knights can do nothing to stop you. If you have Ignore Elevation, Teleport, Fly, or a Black Chocobo, you can also jump up to Zalmour's platform and attack him directly. (If you position your characters towards the right side of the character deployment screen, you'll start even closer to Zalmour.)

Zalmour does like to use Curaga to heal himself and his followers. You can stop this by putting Silence on him from the ground where you start; use the Mystic's Quiescence or Beowulf's Silence. Another trick -- for free healing -- is to stand next to the enemies on whom Zalmour is going to cast Curaga.

If you don't have any abilities that will let you attack Zalmour from the ground, you'll have to move around to the side of the church and climb up that way. Even taking this route, though, this is an easy battle. Delita can take out the enemy Knights quickly with his sword techniques. Just be sure not to stand between Delita and the enemies or YOU'LL get hit too when he uses Divine Ruination! A Jump attack with high vertical range can be useful for attacking enemies on higher levels, but it's far from critical--Delita can pretty much kill all the enemies on his own!

As soon as you KO Zalmour, the battle ends, so you can probably finish this one off really quickly. Zalmour doesn't have anything worth stealing, either, so just thrash him and move on.

BATTLE TROPHIES: Angel Ring

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 1.5, Grassland

|  | POOR ITEM     | GOOD ITEM         | TRAP |
|--|---------------|-------------------|------|
| Left: 5, Up: 4 (height: 2, Flagstone)  | Remedy        | Magick Ring       | none |
| Left: 2, Up: 4 (height: 7, Flagstone)  | Phoenix Down  | Assassin's Dagger | none |
| Left: 6, Up: 8 (height: 9, Wooden Fl.) | Ether         | White Robe        | none |
| Left: 5, Up: 5 (height: 19, Wooden F.) | Maiden's Kiss | Japa Mala         | none |

-----

You'll pick up an Angel Ring in spoils from the battle. As noted above, the Reraise from the Angel Ring only works ONCE per battle, unlike the Chantage. It's not quite as abusive an accessory as the Chantage, but it's still useful ;)

After the battle, you'll meet with Valmafra, then Delita will leave (bummer).

Strangely, the shops \*still\* don't have anything new. But restock your items; you'll need lots of X-Potions. You may also want to grab a couple Ice Shields and Guardian Bracelets if you don't already have some in your inventory. Then go to the Beddha Sandwaste, south of Bervenian, where you'll encounter another Knight Templar, Barich, in a tough battle.

---Battle 39: Beddha Sandwaste-----

YOUR FORCES: Ramza, 4 others

ENEMY FORCES: Barich (lv 35 Machinist) Knight (lv 33, male)  
Knight (lv 32, male) Black Mage (lv 32, male)  
Archer (lv 33, male) Archer (lv 32, male)

BOSS: Barich [Sagittarius] - lv 35 Machinist - Bravery 64, Faith 62

Equipment : Glacial Gun, Lambent Hat, Luminous Robe, Nu Khai Armband

Abilities\*: Aimed Shot, random action ability, random Squire abilities

Immune : All negative status except Blind, Confuse, Silence, Oil, Immobilize

\* Barich's version of the Machinist job also includes Defense Boost, Arcane Defense, and Beast Tongue as innate abilities.

VICTORY CONDITION: KO Barich

LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Clear day (no special effects)

| MAP SIZE: | TERRAIN TYPES        | GEOMANCY         | MAP AREA |
|-----------|----------------------|------------------|----------|
| 12 x 10   | Sand                 | Sandstorm        | 49%      |
|           | Brick                | Wind Slash       | 37%      |
|           | Wooden Floor, Stairs | Will-o'-the-Wisp | 11%      |
|           | Flagstone            | Contortion       | 3%       |

--STRATEGY--

You start this battle with all your characters poisoned, even if you equip accessories guarding against poison! Bringing somebody with Esuna [White Mage] or Purification [Monk] can be helpful to de-poison yourself quickly. Purification is especially effective since it activates immediately and has a good hit rate. You could also use the Lifefont movement ability, Chantage accessory, or Dragonheart reaction ability to offset the HP losses from the poison.

Barich has all of Mustadio's abilities, which means he can easily Immobilize or Disable you. He also has a Glacial Gun, which shoots ice magicks at you. To protect against the former, equip Guardian Bracelets beforehand. (If you've recruited Balthier, you should also have a Thief's Cap, which gives you the same immunities.) Again, Esuna or Purification will clear up these status ailments during battle. The Remedy item does NOT remove Immobilize or Disable.

As for the ice gun, you can guard against it by equipping Ice Shields or by using Shirahadori. But be warned, if you equip Ice Shields without also blocking Immobilize/Disable, Barich will exclusively use Arm Shot and Leg Shot, which is worse than the ice attacks. So if you don't have Guardian Bracelets, you may want to equip White Robes instead, which will reduce the damage from the Glacial Gun without blocking it entirely. (Or, just use Blade Grasp :) )

There's a Black Mage in the back casting powerful -ja magicks at you. If you're protected against Barich's attacks, this will actually be the most dangerous enemy here. Try to take him out first. Equipping Aegis Shields (if you're not using Ice Shields) and White Robes will help protect against his magicks. Or, use Magick Counter to give him back what you're getting.

Since the battle ends when Barich is KOed, the best tactic is probably just to rush Barich after you've defeated the Black Mage. Barich often tends to retreat into the back of the battlefield, though, so throw an Immobilize of your own on him (e.g. with Leg Shot) as soon as you can to keep him in place. (Slow or Stop will also work.) Then pound on him; you have to reduce him all the way to 0 HP before the battle ends.

You may also want to try stealing from Barich. This is your first chance to snag a Glacial Gun, which can't be bought in stores, though you'll find others later. Barich's Lambent Hat and Luminous Robe are also nice, but you'll be able to buy them shortly in stores. Stealing the Glacial Gun takes away his range attack, but he can still Immobilize and Disable you at close range with his punches. As with Meliadoul, pumping up your Speed or equipping Martial Arts and Concentration will improve your stealing success rate. And if you've already recruited Balthier, his Plunder abilities are more effective than a regular Steal. Unfortunately, Barich is immune to the status conditions that would improve your odds of stealing from him.

This is one the last difficult encounters of the game, as pretty soon you... well, you'll see.

BATTLE TROPHIES: 5000 gil

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 1, Sand

|                                  | POOR ITEM | GOOD ITEM      | TRAP |
|----------------------------------|-----------|----------------|------|
| Left: 3, Up: 4 (height: 1, Sand) | Hi-Potion | Yagyu Darkrood | none |
| Left: 3, Up: 8 (height: 1, Sand) | Hi-Potion | Yagyu Darkrood | none |
| Left: 7, Up: 3 (height: 1, Sand) | Hi-Potion | Yagyu Darkrood | none |
| Left: 8, Up: 8 (height: 3, Sand) | Hi-Potion | Yagyu Darkrood | none |

(Yes, these are the same items on all 4 tiles!)

-----

After beating Barich (it may well take you a few tries), go on to Fort Besselat. You'll have a choice as to whether to attack the south or north wall. Each is a different battle. I find that the south wall is easier, especially if you don't have characters with a good Jump rating.

---Battle 40: Fort Besselat - South Wall-----

YOUR FORCES: Ramza, 4 others

ENEMY FORCES: Ninja (lv 34, male) Thief (lv 33, male) Knight (lv 35, male)  
Knight (lv 34, male) Knight (lv 33, male) Archer (lv 34, male)  
Archer (lv 33, male)

VICTORY CONDITION: KO, petrify, recruit, or Vampirize all enemies

LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Clear day (no special effects)

| MAP SIZE: | TERRAIN TYPES | GEOMANCY         | MAP AREA |
|-----------|---------------|------------------|----------|
| 13 x 9    | Brick         | Wind Slash       | 74%      |
|           | Wasteland     | Sinkhole         | 14%      |
|           | Grassland     | Tanglevine       | 9%       |
|           | Coffer        | Will-o'-the-Wisp | 3%       |

--STRATEGY--

Leave behind your magick-users. Unless they have Equip Heavy Armor or some good defensive abilities, they'll get killed easily.

Split up your characters and attack the side walls on both sides of the map. Get up on top as soon as you can; it's very advantageous position. This works especially well if you've got archers or gunners -- station them atop the walls, don't move (so their CT gauge fills faster), and just shoot at the enemies. Watch out for the Thief, who may use Steal Heart on female characters -- bringing a male-heavy party here may be advantageous.

Don't worry about the Knights initially. You should be able to get up on top of the walls before the Knights can reach you, and once you're up there, you've got a definite height advantage in taking them out.

BATTLE TROPHIES: Circlet

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 10, Brick

|                                       | POOR ITEM    | GOOD ITEM       | TRAP |
|---------------------------------------|--------------|-----------------|------|
| Left: 2, Up: 7 (height: 10, Coffer)   | Hi-Ether     | Carabineer Mail | none |
| Left: 4, Up: 2 (height: 7, Coffer)    | Hi-Potion    | Platinum Shield | none |
| Left: 7, Up: 4 (height: 2, Wasteland) | X-Potion     | Gold Hairpin    | none |
| Left: 11, Up: 1 (height: 10, Coffer)  | Phoenix Down | Yagyu Darkrood  | none |

-----

---Battle 40: Fort Besselat - North Wall-----

YOUR FORCES: Ramza, 4 others

ENEMY FORCES: Dragoon (lv 35, male) Dragoon (lv 34, male)  
Monk (lv 35, male) Archer (lv 36, male)  
Archer (lv 34, male) Summoner (lv 35, male)

VICTORY CONDITION: KO, petrify, recruit, or Vampirize all enemies

LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Clear day (no special effects)

| MAP SIZE: | TERRAIN TYPES | GEOMANCY         | MAP AREA |
|-----------|---------------|------------------|----------|
| 13 x 11   | Brick         | Wind Slash       | 42%      |
|           | Grassland     | Tanglevine       | 40%      |
|           | Wasteland     | Sinkhole         | 17%      |
|           | Coffer        | Will-o'-the-Wisp | 1%       |
|           | Obstructed    | --               | 1%       |

--STRATEGY--

There are high walls on this level, which can make it tricky to navigate if you don't have characters with a high Jump statistic. Characters who can't jump directly over the first wall will have to cross one-by-one using the "box" in front of it. This can be time-consuming, especially when you're suffering the summons and arrows of the enemy forces. (Archer's Bane and Shirahadori are, of course, helpful in defending against the latter.)

In particular, there's a Summoner tucked away behind the first wall who will bombard you with some nasty summons (like Leviathan). Get a character over the initial wall ASAP to take him out. Even if you can just weaken the Summoner to critical HP, he'll probably start casting Faerie to heal himself instead of attacking you. You can also try Arithmeticks as a way of attacking enemies on the far side of the wall.

A lone Monk starts out on the ground near you. If you can get your party over the wall quickly, you can postpone having to deal with him. Otherwise, you'll have to KO him so he's not attacking your back. Or, just throw an Immobilize on him so he can't catch up with you.

Once the Summoner is defeated, you can split up your characters. Have the ones who can easily scale heights climb up the tower to take out the Archers, while the others finish up the Dragoons on the ground.

BATTLE TROPHIES: Carabineer Mail

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 1, Grassland

|                                       | POOR ITEM    | GOOD ITEM      | TRAP |
|---------------------------------------|--------------|----------------|------|
| Left: 1, Up: 0 (height: 1, Grassland) | X-Potion     | Kiku-ichimonji | none |
| Left: 9, Up: 3 (height: 6, Coffer)    | Phoenix Down | Air Knife      | none |
| Left: 2, Up: 7 (height: 16, Brick)    | Hi-Potion    | Runeblade      | none |
| Left: 12, Up: 10 (height: 8, Brick)   | Remedy       | Angel Ring     | none |

-----  
Whichever way you go, you'll end up at the floodgate. Save your game in a different slot, then continue. There's a second battle at the sluice.

---Battle 41: Fort Besselat Sluice-----

YOUR FORCES:

1st Squad - Ramza, 2 others



2nd Squad - 2 others

ENEMY FORCES: Black Mage (lv 39, male)    Black Mage (lv 35, male)  
                  Knight (lv 36, male)        Knight (lv 36, male)  
                  Knight (lv 35, male)        Knight (lv 35, male)  
                  Archer (lv 37, male)        Archer (lv 36, male)

VICTORY CONDITION: KO, petrify, recruit, or Vampirize all enemies

LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Clear day (no special effects)

| MAP SIZE: | TERRAIN TYPES      | GEOMANCY         | MAP AREA |
|-----------|--------------------|------------------|----------|
| 12 x 10   | Grassland          | Tanglevine       | 28%      |
|           | Lake, River        | Torrent          | 28%      |
|           | Flagstone          | Contortion       | 16%      |
|           | Obstructed         | --               | 13%      |
|           | Sand               | Sandstorm        | 9%       |
|           | Bridge, Iron Plate | Wind Slash       | 3%       |
|           | Wooden Floor       | Will-o'-the-Wisp | 2%       |

--STRATEGY--

Split up your characters and go up the paths. Because the enemies have such a height advantage, guns are not so good here; it's hard to get a clear shot. Jump attacks, on the other hand, are quite useful. A fun trick to do is stand on the steps or below the dam wall and use Jump attacks on the stationary Knights. As long as none of your other characters gets close to them, the Knights won't move and will just sit there while you Jump on them.

The Black Mages have some strong magicks, though, so you may want to target them first instead. Or, equip gear beforehand that will protect you from magick, like Aegis Shields.

Since two of the Knights are pretty stationary, this is a good chance to let the other KOed enemies decay into crystals/chests for loot. This also earns you additional kills, needed if you're trying to unlock the Dark Knight job. You could even bring a weaker character or two and attack and heal each other to build up Exp or JP, if you want (though it's hardly necessary).

Unlike the original PSone version of Final Fantasy Tactics, you don't need to do anything with any switches to clear this level. Just take out all the enemies and the battle ends.

BATTLE TROPHIES: None

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 1, Flagstone

|  | POOR ITEM    | GOOD ITEM      | TRAP |
|--|--------------|----------------|------|
| Left: 1, Up: 4 (height: 1, Sand)       | Hi-Ether     | Crystal Shield | none |
| Left: 5, Up: 7 (height: 2, Wooden Fl.) | Remedy       | Crystal Helm   | none |
| Left: 8, Up: 5 (height: 11, Flagstone) | Phoenix Down | Lambent Hat    | none |
| Left: 11, Up: 0 (height: 8.5, Grassl.) | Hi-Potion    | Crystal Mail   | none |

---ORLANDEAU---

After Ramza blows up the sluice, he, Orran, and Valmafra will rescue Orlandeau. Orran goes back to Zeltennia to guard Ovelia, but Orlandeau THEN JOINS YOU! YAHOO!! If you just heard a giant sucking sound, it was all the challenge going down to Mexico (er, unless you live in Mexico, then it all went to Zimbabwe). Orlandeau is ridiculously powerful, and once you have him, hardly anyone in the game has a chance against you. He has all of Agrias's,

Gaffgarion's, and Meliadoul's sword techniques, plus a full set of Crystal equipment and the Excalibur, the latter of which gives him a permanent Haste. He can also use every type of sword (katana, knight's sword, etc.). To put it simply, he is hell on wheels.

ALLY: Orlandeau [Scorpio] - Sword Saint, lv. based on party's - Bravery 77,  
Faith 65

Equipment : Excalibur, Crystal Shield, Crystal Helm, Crystal Mail, Bracer

Abilities : Swordplay, other abilities random

#### ---NEW ROUTES & MISSION---

A handy new path now opens up between Fort Besselat and Zeirchele Falls. If you didn't already recruit Balthier, now is a great time to trek back to either Gollund or Gariland to begin that quest. (Again, see the Recruiting Balthier section below for the full scoop.) A new Rendezvous Mode mission also becomes available, The Knights Templar.

#### ---THE ROAD TO LIMBERRY---

While Ramza frees T.G. Cid, Delita advances his power. A cutscene pops up instructing you to go to Limberry.

The road to Limberry starts at Zeltennia. Make your way back to Zeltennia, then continue south to the new town, Sal Ghidos.

#### !!! CAUTION !!!

At your next stop, the Trade City of Sal Ghidos, you'll run into what is probably a familiar face ... it's Aerith! Choose the SECOND option to buy a flower from her. You'll need to buy the flower if you want to complete all the subquests, and this is your ONLY chance to do it. Be careful not to speed through the text and choose the first option by mistake! If you don't buy the flower, you will NOT be able to complete the subquests or recruit all the optional characters!

#### !!! CAUTION !!!

After meeting with Aerith at Sal Ghidos, head into town (yup, there's no fight).

#### ---FINAL SHOPPING SPREE---

Completing Fort Besselat will have added more new items to the shop. Fortunately, Zeltennia is a Castle right next to a Trade City, which means that you get the full selection of item availability!

#### ---New Items for Purchase-----

|                   | TYPE    | PRICE | WHERE       | DETAILS   |
|-------------------|---------|-------|-------------|---|
| Kiku-ichimonji    | Katana  | 22000 | TrCity      | Atk: 15, 15% Parry  |
| Eight-fluted Pole | Pole    | 20000 | TrCity/City | Atk: 12, 20% Parry, removes (from target): Blind, Silence, Oil, Toad, Poison, Slow, Stop, Immobilize, Disable |
| Hydrascale Bag    | Bag     | 58000 | TrCity/City | Atk: 14, 0% Parry, Speed+1  |
| Lambent Hat       | Hat     | 16000 | TrCity/City | HP +88, MP +15, Mag.Atk+1, Speed+1  |
| Black Garb        | Clothes | 12000 | TrCity/City | HP +100, Immune: Stop   |
| Luminous Robe     | Robe    | 30000 | TrCity/City | HP +75, MP +50  |
| Air Knife         | Knife   | 8000  | Castle/City | Atk: 10, 5% Parry, Wind elemental   |
| Runeblade         | Sword   | 20000 | Castle      | Atk: 14, 15% Parry, Magick Atk+2  |
| Obelisk           | Polearm | 10000 | Castle      | Atk: 12, 10% Parry  |
| Crystal Shield    | Shield  | 21000 | Castle      | Ph.Evade: 40%, Mg.Evade: 15%  |
| Crystal Helm      | Helm    | 14000 | Castle      | HP +120   |
| Crystal Mail      | Armor   | 19000 | Castle      | HP +110   |

|                  |         |       |             |                              |
|------------------|---------|-------|-------------|------------------------------|
| Mirror Mail      | Armor   | 18000 | Castle      | HP +130, Always: Reflect     |
| Gastrophetes     | Crossbw | 20000 | Castle/Goug | Atk: 10, 5% Parry            |
| Red Shoes        | Shoes   | 10000 | Any         | Magick Atk +1, Move +1       |
| Featherweave Cl. | Cloak   | 20000 | Any         | Ph.Evade: 40%, Mg.Evade: 30% |

---

Lots of new weapons are available. At Zeltennia, you'll also find TWO new types of armor: the Crystal Mail and the Mirror Mail. The Crystal Mail is just a regular set of armor. The Mirror Mail gives the character a permanent Reflect status -- it's the same as a Reflect Ring, but it doesn't take up your accessory slot :) . The Reflect status will deflect enemy spells, but it also blocks your own cure spells or buffs. But, if you only use Items and Draw Out to heal, this isn't so much of a problem and the Reflect effect can be useful!

The Featherweave Cloak is also the best cloak available as far as evade rates go. That's a good buy. Less useful is the Luminous Robe available at Sal Ghidos; it doesn't have any special bonuses. For your offensive magick users, you may prefer to keep the Black Robe for its offensive bonuses.

Aside from one hat that becomes available after Limberry, the gear you can buy at Sal Ghidos and Zeltennia is the last round of equipment upgrades you'll find at the Outfitter. There's better equipment out there, of course, but you have to steal or find it; you can't buy it. Since there isn't anything better to save your money for, you can go ahead and splurge.

Before you leave town, you'll want to have a good selection of equipment to protect yourself against the status conditions you'll face at Limberry. Jujitsu Gis and Jade Armllets are especially helpful, as they protect against the KO and Stop conditions that Celia and Lettie throw at you, and Protect Rings will defend against Sleep and Doom. You may also want to pick up a Nu Khai Armband or two for male characters; these protect against Charm.

#### ---NEW QUESTS---

Assuming you bought Aerith's flower, you can now complete the Nelveska Temple quest (covered below in the subquests section), though this also requires you to have finished the Gollund Colliery quest first. The Nelveska Temple nets you one character upgrade, as well as the chance to acquire some rare items via the Treasure Hunter ability. Completing the Nelveska Temple in turn opens the Recruiting Cloud quest, which lets you recruit Cloud from Final Fantasy VII into your party.

If you accidentally do NOT buy the flower, however, you'll PERMANTLY miss out on your chance to complete these quests.

#### ---ERRANDS IN THE NORTHEAST---

There are also a couple of new errands in these two towns:

| ---New Errands---                                    | CITY       | DAYS | COST | APPROX. REWARD              |
|--|------------|------|------|-----------------------------|
| Rhana Strait   | Zeltennia  | 9-13 | 3100 | 1764 gil, 122 JP, artefact  |
| Zerro Strikes  | Zeltennia  | 8-9  | 100  | 10999 gil, 143 JP, artefact |
| > Must complete "Zerro's Challenge" at Lionel Castle |            |      |      |                             |
| Nightwalker  | Zeltennia  | 8-12 | 3050 | 11644 gil, 102 JP           |
| Zerro's Return                                       | Lesalia    | 8-9  | 500  | 10999 gil, 143 JP, artefact |
| > Must complete "Zerro Strikes" at Zeltennia Castle  |            |      |      |                             |
| Zerro Strikes Again                                  | Eagrose    | 8-9  | 5000 | 10999 gil, 143 JP, artefact |
| > Must complete "Zerro's Return" at Lesalia          |            |      |      |                             |
| Himca Cliffs   | Sal Ghidos | 8-12 | 1500 | 2576 gil, 111 JP, artefact  |
| Ore of the Gods                                      | Sal Ghidos | 9-11 | 2500 | 2554 gil, 115 JP, artefact  |

---

Since Zeltennia and Sal Ghidos are right next to each other, you can easily clear the errands in either town (as well as in Bervenia) just by walking back and forth between them. But, "Zerro Strikes" and "Nightwalker" are the only really lucrative ones.

The "Zerro Strikes" errand only shows up if you've already done the "Zerro's Challenge" errand back at Lionel. "Zerro Stirked," in turn, leads to another series of errands all around the map.

These errands may help you out if you need to earn a little cash to buy stuff.

Or, if you need more still money, you could complete the next two story battles (en route to Limberry), then come back to Sal Ghidos to shop with the bonus coin you received.

---MOUNT GERMINAS---

Pop on down to Mount Germinas, where you'll have a run-in with some bandits.

---Battle 42: Mount Germinas-----

YOUR FORCES:

1st Squad - Ramza, 2 others

2nd Squad - 2 others

ENEMY FORCES: Ninja (lv 38, male)      Thief (lv 37, male)      Thief (lv 36, male)  
                 Archer (lv 37, male)      Archer (lv 36, male)      Archer (lv 35, male)

VICTORY CONDITION: KO, petrify, recruit, or Vampirize all enemies

LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Clear day (no special effects)

| MAP SIZE: | TERRAIN TYPES     | GEOMANCY         | MAP AREA |
|-----------|-------------------|------------------|----------|
| 12 x 10   | Grassland         | Tanglevine       | 38%      |
|           | Stone Outcropping | Tremor           | 33%      |
|           | Soil              | Sinkhole         | 15%      |
|           | Wooden Floor      | Will-o'-the-Wisp | 13%      |
|           | Obstructed        | --               | 1%       |

--STRATEGY--

This may be the first time you get to use your new buddy Orlandeau. For a good taste of his power, deploy him in squad 1. Move him up the mountain as far as he can and then use Shadowblade on the Ninja leader. Bang, he's dead. You almost have to feel sorry for the poor bandits... almost. Heh, heh. With Shadowblade, you can KO a fully healthy bad guy each turn just with Orlandeau and also refill Orlandeau's own HP by 270 or so.

There are a pair of Thieves in this battle, so either take them out quickly or equip Safeguard to keep them from nabbing your stuff. You don't want to lose any rare items to them!

The Archer that starts in the back corner is carrying an Artemis Bow, a strong bow, which you might want to steal. But if you don't, there's plenty more (in fact, an infinite supply) that you can win later. If you DO want to steal the bow, a good strategy for it is to kill off all the other enemies and then surround the Archers with your characters, blocking him from moving. Since bows can't be used against adjacent tiles, he can't attack you, and you can just stand there and attempt steals 'til you get the bow.

This map also contains the Invisibility Cloak, a cloak that (as you might expect) automatically makes you Invisible. To get the cloak, equip the Treasure

Hunter ability and move to the very top of the peak. The top of the peak forms sort of an "L" shape; the tile holding the Cloak is the one between the two "legs" of the L:

```
  / \
 /   \
X
--/ \--
```

It's the same tile where the enemy Ninja started.

When you land on this tile, you'll receive either an Ether or the Cloak; your chance of getting the Cloak goes up the lower your Bravery. You only get to pick up an item from this tile once, so if you get the Ether, you can no longer get the Cloak, ever; you'll have to reset the game and try again. This is the only Invisibility Cloak available in the single-player quest, though you can easily win more in Rendezvous Mode.

You can also pick up the cloak in any random battles at this location, though, so it's by no means necessary to acquire it during the story battle.

BATTLE TROPHIES: 7700 gil, Winged Boots, Germinas Boots

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 1, Grassland

|   | POOR ITEM | GOOD ITEM       | TRAP |
|---|-----------|-----------------|------|
| Left: 0, Up: 6 (height: 1, Grassland)   | Hi-Potion | Platinum Sword  | none |
| Left: 5, Up: 5 (height: 15, Stone Out.) | Ether     | Invisib. Cloak  | none |
| Left: 7, Up: 2 (height: 8, Grassland)   | Remedy    | Morning Star    | none |
| Left: 8, Up: 6 (height: 6, Wooden Fl.)  | Potion    | Ninja Longblade | none |

---

If you didn't claim the Invisibility Cloak in the initial battle, you may want to stop and pick it up from a random battle.

Also, when entering Mount Germinas from the north, you may sometimes get into one of the "special" random battles. The special random battle here pits you against Chemists and Orators, who will often have a variety of rare guns you can steal. The battle occurs at fairly low odds, though, and you can get the guns elsewhere, so it's probably not going out of your way for right now.

Continue on from Mount Germinas to Lake Poescas.

---Battle 43: Lake Poescas-----

YOUR FORCES: Ramza, 4 others

ENEMY FORCES: Mystic (lv 38, male, undead) Summoner (lv 36, female, undead)  
Archer (lv 37, male, undead) Archer (lv 37, male, undead)  
Revenant\* Revenant\*

\* The Revenants' levels depend on the highest level on your own roster.

VICTORY CONDITION: KO, petrify, or recruit all enemies

LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Clear night (evade rate vs. bows x 1.33)

| MAP SIZE: | TERRAIN TYPES     | GEOMANCY         | MAP AREA |
|-----------|-------------------|------------------|----------|
| 14 x 11   | Stone Outcropping | Tremor           | 46%      |
|           | Salt Flat, Sand   | Sandstorm        | 33%      |
|           | Brick, Bridge     | Wind Slash       | 15%      |
|           | Wooden Floor      | Will-o'-the-Wisp | 5%       |

--STRATEGY--

This is another map where all your opponents are undead. As in the Yuguewood, the undead humans have better stats than regular humans.

In spite of this, this battle is really easy. Start off Mustadio and/or Balthier's Seal Evil ability and you can gun down each of the Revenants in one shot. (Poaching or recruiting the Revenants is another way to deal with them that keeps them from reviving.)

Since the human enemies are also undead, Seal Evil works on them too. Magick and the Dragoon's Jump will be helpful for attacking the enemies on the wooden platform from below. Or, you can just run up and start hitting them with Phoenix Downs, which will KO them with 100% certainty.

Once you get on top of the platform, watch out for the enemy's Counter Tackles if you plan on using any physical attacks. They can knock your characters off the platform, which will put you back out of range AND do a fair amount of damage. Stay away from the edge and you should be fine. Or, just stick to using Phoenix Down. (You can check which enemy units do and don't have Counter Tackle by viewing their status screens.)

The only thing tricky about this level is that the undead humans will keep coming back to life if you don't finish off the rest of the enemy party in time--but, again, Seal Evil will prevent this. Entice will \*not\* work since, like other undead human opponents, these guys are immune to Traitor status.

The archers are likely to have Artemis Bows if you're in the mood for a little stealing.

BATTLE TROPHIES: Phoenix Down x2

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 1.5, Salt Flat

|  | POOR ITEM     | GOOD ITEM      | TRAP |
|--|---------------|----------------|------|
| Left: 5, Up: 6 (height: 1, Wooden Fl.) | Potion        | Circlet        | none |
| Left: 13, Up: 3 (height: 4, Sand)      | Maiden's Kiss | Cashmere       | none |
| Left: 12, Up: 5 (height: 8, Sand)      | Phoenix Down  | Platinum Helm  | none |
| Left: 13, Up: 8 (height: 8, Sand)      | Hi-Potion     | Platinum Armor | none |

-----  
You then see a scene with Dycedarg, after which you can go to Limberry Castle.

If you didn't have a chance to buy some Jade Armbands beforehand, you may want to head back to Sal Ghidos now to pick up those.

There's a sequence of four battles at Limberry Castle; as usual, you'll want to save in a different slot between them, so that you don't lock yourself in. The first battle is at the gate (isn't it always?).

---Battle 44: Limberry Castle Gate-----

YOUR FORCES: Ramza, 4 others

ENEMY FORCES: Celia (lv 38 Assassin) Lettie (lv 37 Assassin)  
Reaver\* Reaver\*  
Reaver\* Reaver\*

\* The Reavers' levels depend on the highest level on your own roster.

BOSS: Celia [Virgo] - lv 38 Assassin - Bravery 65, Faith 70

Equipment : Kiku-ichimonji x2, Lambent Hat, Black Garb, random accessory

Abilities : Subdual Arts, random or no action ability, random Squire abilities, Move +1

Immune : Stone, Chicken, Toad

BOSS: Lettie [Sagittarius] - lv 37 Assassin - Bravery 65, 70  
Equipment : Spellbinder x2, Gold Hairpin, Black Garb, random accessory  
Abilities : Subdual Arts, random or no action ability, random Squire  
abilities, Move +1  
Immune : Stone, Chicken, Toad

VICTORY CONDITION: Reduce either Celia or Lettie to critical HP (< 20% of max)  
LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Clear day (no special effects)

| MAP SIZE: | TERRAIN TYPES  | GEOMANCY         | MAP AREA |
|-----------|----------------|------------------|----------|
| 14 x 8    | Flagstone      | Contortion       | 50%      |
|           | Grassland      | Tanglevine       | 41%      |
|           | Soil           | Sinkhole         | 5%       |
|           | Stairs, Coffer | Will-o'-the-Wisp | 3%       |

--STRATEGY--

This battle looks hard at first, but it's not. All you have to do is weaken Celia or Lettie to critical HP and the battle will immediately end. You don't have to fight the Reavers, and they are special enemy-only monsters, so you can't recruit them either.

The Reavers will only use Bio spells, which don't do all that much damage, so your main threat is Celia and Lettie. Their Subdual Arts skills can hit you with a 100% KO or Stop, and they also have a high rate of inflicting Charm on male and monster targets. The Charm attack is the worst of these since it turns your characters actively against the rest of your team. Give your male characters Nu Khai Armbands to immunize them against Charm, or deploy only female characters (aside from Ramza). Pairing a Jujitsu Gi with a Jade Armlet will protect you against both KO and Stop; if you have Barettes or Ribbons, you can use those too. If you have Construct 8 on your roster, it's already immune to all these status changes and is quite useful here.

Because this battle is fairly easy, it's your best chance to learn Ultima. You can learn this magick if Ramza is a Squire or if Luso is a Game Hunter and Celia or Lettie casts the magick on him. If Ramza is protected against KO and Stop (from equipping a Jujitsu Gi and a Jade Armlet), Celia is almost guaranteed to cast the magick on him on her first turn. Luso can also learn the magick, but it's probably easiest to just have Ramza learn it here and then later teach it to Luso by having Ramza cast it on him.

Once you get Ultima, just have your main group gang up on Lettie to quickly end the battle. A few sword techniques and/or Construct 8's Dispose should do the trick. You can completely ignore the Reavers. Since this battle is so easy to end quickly, your best defense is a good offense. Even if one or two allies gets KOed, don't bother reviving them. (Since Ramza starts stranded from your main team, it's pretty likely that he will be KOed.) Just finish off Lettie and you'll be done in no time at all.

BATTLE TROPHIES: Echo Herbs

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 1, Grassland

|   | POOR ITEM     | GOOD ITEM    | TRAP |
|---|---------------|--------------|------|
| Left: 4, Up: 7 (height: 10, Flagstone)  | Maiden's Kiss | Hermes Shoes | none |
| Left: 6, Up: 2 (height: 2, Grassland)   | Ether         | Gaia Gear    | none |
| Left: 10, Up: 7 (height: 7, Coffer)     | Phoenix Down  | Bracer       | none |
| Left: 13, Up: 3 (height: 11, Flagstone) | Remedy        | Black Robe   | none |

-----  
After winning the gate battle, you'll see a story scene with Elmdore and Folmarv. Keep your status protection gear equipped for the next battle. If Ramza already learned Ultima, you can switch him back to his regular job now; otherwise, you'll have additional chances in the next two battles.

---Battle 45: Limberry Castle Keep-----

YOUR FORCES: Ramza, 4 others

ENEMY FORCES: Elmdore (lv 41 Ark Knight)    Celia (lv 39 Assassin)  
                  Lettie (lv 38 Assassin)

BOSS: Elmdore [Gemini] - lv 41 Ark Knight - Bravery 70, Faith 70

Equipment : Masamune, Genji Shield, Genji Helm, Genji Armor, Genji Glove

Abilities\*: Sword Spirit, Vampire, Shirahadori, Brawler, Master Teleportation

Immune     : All negative status except Blind, Silence, Oil, and Slow

\* Elmdore's Ark Knight job also includes Safeguard as an innate ability.

ENEMY: Celia [Virgo] - lv 39 Assassin - Bravery 65, Faith 70

Abilities : Subdual Arts, Throw, random Squire abilities, Move +1

Equipment : Kiku-ichimonji x2, Lambent Hat, Black Garb, random accessory

Immune     : Stone, Chicken, Toad

ENEMY: Lettie [Sagittarius] - lv 38 Assassin - Bravery 65, Faith 70

Abilities : Subdual Arts, Throw, random Squire abilities, Move +1

Equipment : Spellbinder x2, Lambent Hat, Black Garb, random accessory

Immune     : Stone, Chicken, Toad

If Celia or Lettie is KOed, she will transform into an Ultima Demon:

ENEMY: Celia [Virgo] - lv 40 Ultima Demon - Bravery 65, Faith 70

Abilities : Demon Magicks, Counter, Brawler, Swiftess

Immune     : Holy elemental attacks

ENEMY: Lettie [Sagittarius] - lv 39 Ultima Demon - Bravery 65, Faith 70

Abilities : Demon Magicks, Counter, Brawler, Swiftess

Immune     : Holy elemental attacks

VICTORY CONDITION: Reduce Elmdore to critical HP (< 20% of max HP)

LOSS CONDITION: Ramza dies or all allies are KOed/Stone/Vampire

WEATHER: Indoors (no special effects)

| MAP SIZE: | TERRAIN TYPES  | GEOMANCY         | MAP AREA |
|-----------|----------------|------------------|----------|
| 13 x 10   | Flagstone      | Contortion       | 69%      |
|           | Carpet, Stairs | Will-o'-the-Wisp | 18%      |
|           | Obstructed     | --               | 12%      |

--STRATEGY--

It's your team versus Elmdore, Celia, and Lettie, so if you're looking for revenge from the Riovanes Castle Roof, now's your chance.

Celia and Lettie have the same abilities as before. As long as you're equipped with Jujitsu Gis and Jade Armllets (or other equipment that protects you against KO/Stop), they'll mostly just do Ultima, which isn't too bad. If you "KO" either of them, they will turn into Ultima Demons, which are stronger, so leave them be.

Elmdore is even tougher than his underlings; he has an 100% working teleport to any square and does big damage to a wide area with his Muramasa Iaido. Worse,



he has Shirahadori, which gives him a high block rate against a wide range of physical attacks, even guns.

First, spread out your characters to try to minimize how much his Iaido can hurt your team. (While Construct 8 is immune to Faith-based magick, Iaido doesn't use Faith, so Muramasa \*will\* hurt your robot pal.) Then, attack Elmdore with things he \*can't\* dodge. Sword techniques are great, as is Balthier's Barrage and Construct 8's abilities. You can also use magick and Arithmeticks, or, in a pinch, a Dual Wielded attack, since he can only block one of the hits. Standard physical attacks are nearly useless.

Also, whenever Celia or Lettie starts casting Ultima, have the targeted character stand next to Elmdore. (Check the Turn List in case you didn't catch who the target is.) This will cause the Ultima to spill over and hit Elmdore for a fair amount of damage (100-200 HP), a nice way of getting in some extra damage against him.

If you didn't learn Ultima during the prior battle, you can also learn it here.

You need only reduce Elmdore to critical HP to end the battle.

Note: In the North American release of the original (PSone) FF Tactics, you could steal all of Elmdore's powerful Genji equipment. This is no longer possible--you can't steal from him at all--so don't even try!

BATTLE TROPHIES: None

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 4, Flagstone - on Ramza's left at start

|  | POOR ITEM | GOOD ITEM    | TRAP |
|--|-----------|--------------|------|
| Left: 2, Up: 6 (height: 0, Flagstone)  | Ether     | Icebrand     | none |
| Left: 4, Up: 3 (height: 0, Flagstone)  | Hi-Potion | Spellbinder  | none |
| Left: 0, Up: 9 (height: 4, Flagstone)  | Remedy    | Muramasa     | none |
| Left: 10, Up: 0 (height: 6, Flagstone) | Potion    | Vampire Cape | none |

-----

After defeating Elmdore in the keep, you can return your equipment to normal as you won't have to fight Celia and Lettie any more. Next up is the courtyard, you'll have to square off against an old "friend."

---Battle 46: Limberry Castle Inner Court-----

YOUR FORCES: Ramza, 4 others

ENEMY FORCES: Argath (lv 40 Deathknight)    Ultima Demon (lv 35)  
                  Ultima Demon (lv 34)            Ultima Demon (lv 33)  
                  Ultima Demon (lv 32)            Ultima Demon (lv 31)

BOSS: Argath [Virgo] - lv 40 Deathknight - Bravery 78, Faith 25

Equipment : Runeblade, Crystal Shield, Crystal Helm, Mirror Mail,  
Diamond Bracelet

Abilities\*: Fell Sword, Arts of War, Critical: Recover HP, Safeguard,  
Ignore Elevation

Immune : Berserk, Charm, and Stone

\* Argath's Deathknight job also includes Defense Boost as an innate ability.

VICTORY CONDITION: KO Argath

LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Clear day (no special effects)

MAP SIZE: TERRAIN TYPES

GEOMANCY

MAP AREA

|        |           |                  |     |
|--------|-----------|------------------|-----|
| 13 x 9 | Brick     | Wind Slash       | 74% |
|        | Wasteland | Sinkhole         | 14% |
|        | Grassland | Tanglevine       | 9%  |
|        | Coffer    | Will-o'-the-Wisp | 3%  |

--STRATEGY--

Argath himself can't do much damage, but his Ultima Demons can cast some really powerful magic. Especially since Argath takes a while to wear down, you'll need to take out the Demons first. Fortunately, they're pretty slow and don't have much HP, so chances are good you can take out one or two before they can even move. The large gap in the middle of the stage can make it hard to reach the Ultima Demons in the rear, so either bring characters with Teleport/Ignore Elevation or just use a variety of long-range attacks (guns, Arithmeticks, summons, Jump, Dispose, etc.) Just beware that Ultima Demons are immune to Holy-elemental attacks, so the Holy magick, Reis's Holy Breath, and the Holy Lance polearm won't work on them.

If you're still missing the Ultima magick, you can also learn it by having the Ultima Demons cast it on Ramza or Luso in their base jobs. But, the Ultima Demons don't use it as frequently as Celia and Lettie, so it make take a while. You'll also need to make sure the Ultima Demons have at least 10 MP, or they won't be able to cast the magick. (Use Ethers or Chakra to restore their MP if they run low.)

Once you've finished off all the demons, you can attack Argath. He comes equipped with Mirror Mail, which reflects most magick. (The -ja Black Magick spells, Ultima, Meteor, and summons all still work, though.) He also has Safeguard, so Orlandeau's Crush skills won't work against him, but other sword skills will. Fortunately, Argath's own attacks are quite weak. His constant use of Shadowblade keeps healing him, but as long as your whole team is attacking him, you'll be able to deal way more damage than he can recover.

The really aggravating part is Argath's Critical: Recover HP reaction ability, which has a chance of completely restoring his HP when you reduce his HP to critical. And since he has a fairly high Bravery stat, it's likely to trigger!

Fortunately, there's an easy way to stop this. Just having Mustadio or Balthier keep using Arm Shot on him until you put Disable on him. Beowulf's Disable also works ... but the Mystic Art Hesitation does *\*not\**, since the Mirror Mail will reflect it. Being Disabled will prevent him from using his reaction ability (as well as from restoring his HP with Shadowblade), and you can easily pound him into oblivion before Disable wears off.

If you can't Disable him, you can also reduce his Bravery using the Mystic's Intimidate or Beowulf's Chicken. (Again, you can't use Mystic Arts for this because Argath will reflect the magick.) Although this won't completely cancel Critical: Recover HP, it will reduce the odds of it activating.

If neither of the above strategies is an option (i.e., you don't have any characters with those skills or didn't deploy them), your best bet is to reduce Argath's HP fairly low (to about 100 or so) but not yet put him in Critical status. Then, use one very strong attack against him to KO him without ever putting him in critical status. Orlandeau's sword techniques would work for this, or a -ja Black Magick or Arithmeticked magick (both of which will pierce through Argath's Reflect).

BATTLE TROPHIES: None

--TREASURE HUNTER ITEM--

Put this corner at screen bottom: Height 10, Brick

|                                    |           |           |      |
|------------------------------------|-----------|-----------|------|
|                                    | POOR ITEM | GOOD ITEM | TRAP |
| Left: 0, Up: 0 (height: 10, Brick) | Potion    | Hi-Potion | none |

Only one treasure on this map!

-----

Finally, you'll proceed down to the basement for the last battle in this sequence and your last encounter with Elmdore -- now in Lucavi form.

---Battle 47: Limberry Castle Undercroft-----

YOUR FORCES: Ramza, Meliadoul [guest], 4 others

ENEMY FORCES: Zalera (lv 44 Death Seraph) Knight\* (male, undead)  
Knight\* (male, undead) Skeletal Fiend\*  
Bonesnatch\* Skeleton\*

\* The levels of these enemies depends on the highest level on your own roster.

GUEST: Meliadoul [Capricorn] - Divine Knight, lv. based on party's - Bravery 67,  
Faith 68

Equipment : Save the Queen, Aegis Shield, Circlet, Luminous Robe, Hermes Shoes  
Abilities : Unyielding Blade, other abilities random

BOSS: Zalera [Gemini] - lv 44 Death Seraph - Bravery 70, Faith 70

HP: about 1145, MP: about 730

Abilities : Dread, Ja-Magicks, Fly, Swiftess, Beastmaster, Float, can't enter  
water

Immune : All negative status except Blind and Slow

VICTORY CONDITION: KO Zalera

LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Indoors (no special effects)

| MAP SIZE: | TERRAIN TYPES         | GEOMANCY   | MAP AREA |
|-----------|-----------------------|------------|----------|
| 16 x 6    | Flagstone, Gravestone | Contortion | 76%      |
|           | Canal                 | Torrent    | 16%      |
|           | Obstructed            | --         | 4%       |
|           | Coffin                | Wind Slash | 4%       |

--STRATEGY--

Zalera is accompanied by three skeleton-type monsters and two undead Knights; the undead Knights have superior stats to regular Knights.

Deploy Mustadio and/or Balthier and use Seal Evil to quickly petrify the two Knights. The various skeletons are not really worth bothering with; Meliadoul is a guest here and will take them out for you. Just go after Zalera.

Zalera's main attack is Nightmare, which inflicts Sleep and Doom on a small group of people. Equipping Protect Rings will guard against both of these. Zalera also likes to use Bind (causes Stop on a small group) and Flareja, a strong attack spell. One strategy here is to leave one character vulnerable to Sleep to sucker Zalera into casting Nightmare. If you then wake the character up (use Purification or a weak attack), Zalera will probably just keep casting Nightmare over and over. Construct 8 is also quite useful here since it is inherently immune to Stop, Sleep, and Faith-based magicks.

Attack Zalera with Lich, Divine Ruination, Graviga, Shadowblade, and Beowulf's Drain. He has about 1145 HP.

Optionally, you can try to grab the Hydrascale Bag from the treasure tile near Zalera. (See below for coordinates.) It can be sold for 29,000 gil.

BATTLE TROPHIES: None

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 4, Flagstone - on Ramza's left at start

|  | POOR ITEM | GOOD ITEM         | TRAP |
|--|-----------|-------------------|------|
| Left: 3, Up: 1 (height: 8, Gravestone) | Hi-Ether  | Eight-fluted Pole | none |
| Left: 3, Up: 4 (height: 8, Gravestone) | X-Potion  | Obelisk           | none |
| Left: 1, Up: 4 (height: 8, Gravestone) | Hi-Potion | Gastrophetes      | none |
| Left: 10, Up: 5 (height: 3, Flagstone) | Remedy    | Hydrascale Bag    | none |

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After you defeat Elmdore for the last time, you'll collect two more Zodiac Stones--Elmdore's Gemini stone and Meliadoul's Sagittarius stone--and Meliadoul will offer to join you.

---MELIADOUL---

Although Meliadoul's not quite as powerful as Orlandeau (Orlandeau has all her sword techniques, plus more!), her sword techniques are still pretty good ... and, unlike in the original version of the game, they work on monsters!

Meliadoul comes equipped with the Save the Queen knight sword; if you don't plan on using her, give this sword to someone else as it's probably stronger than anything else you have save the Excalibur or Javelin II.

---AT LIMBERRY---

Limberry Castle is now a normal town, so you can go to the Tavern and Outfitter, although there's nothing new to buy at the Outfitter. When you try to leave, you'll see a long set of story scenes with Ovelia and then with Zalbaag. Now take a look at map. You'll note Eagrose Castle has turned red. It's time to hike all the way back there.

---DORVAULDAR MARSH---

A new wilderness location has opened up west of Limberry: Dorvauldar Marsh.

---Extra Battlefield: Dorvauldar Marsh-----

| MAP SIZE: | TERRAIN TYPES | GEOMANCY   | MAP AREA |
|-----------|---------------|------------|----------|
| 14 x 10   | Grassland     | Tanglevine | 51%      |
|           | Swamp         | Quicksand  | 36%      |
|           | Soil          | Sinkhole   | 9%       |
|           | Obstructed    | --         | 4%       |

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 1, Soil

|                                   | POOR ITEM | GOOD ITEM | TRAP        |
|-----------------------------------|-----------|-----------|-------------|
| Left: 7, Up: 12 (height: 1, Soil) | Potion    | Elixir    | Degenerator |
| Left: 7, Up: 2 (height: 1, Soil)  | Potion    | Elixir    | Hypnogas    |
| Left: 0, Up: 3 (height: 1, Soil)  | Potion    | Elixir    | Death Trap  |
| Left: 0, Up: 0 (height: 1, Soil)  | Potion    | Elixir    | Sten Needle |

-----

Although nothing story-related happens at Dorvauldar Marsh and you never \*have\* to visit, it provides a handy shortcut between Limberry and Fort Besselat. Additionally, there's a chance of encountering Pigs or Swines in random battles here -- though only when you're entering from the Fort Besselat side. If you haven't snagged any pigs yet for breeding and poaching purposes, you can look for one here. They appear at fairly low odds, though. If you'd prefer not to wait for one to show up here, one of the later sidequests also offers an opportunity to find Pigs with much greater frequency.

Dorvauldar Marsh also offers you the chance to claim up to four Elixirs--rare healing items--if you hunt around with the Treasure Hunter ability and low Bravery. Since you can find plenty of other Elixirs in the game, though, you don't actually need to stop to get these.

---LAST SET OF ERRANDS---

Now that you've defeated Elmdore, many towns around the map also have new errands to complete.

---New Errands-----

|   | CITY       | DAYS  | COST  | APPROX. REWARD              |
|---|------------|-------|-------|-----------------------------|
| Lake Poescas Depths                                     | Limberry   | 12-14 | 1500  | 5054 gil, 105 JP, wonder    |
| Cellar Dungeon  | Limberry   | 11-13 | 3000  | 18235 gil, 156 JP, wonder   |
| Uninvited Guests  | Limberry   | 8-13  | 3050  | 12174 gil, 103 JP           |
| Gysahl Greens   | Limberry   | 2-4   | 100   | 9660 gil, 146 JP, artefact  |
| Wandering Gambler (2)                                   | Limberry   | 11-13 | 15000 | 16765 gil, 54 JP            |
| > Must complete "Wandering Gambler (1)" at Warjilis     |            |       |       |                             |
| Zerro's Final Heist                                     | Limberry   | 8-9   | 10000 | 10599 gil, 153 JP           |
| > Must complete "Zerro Strikes Again" at Eagrose Castle |            |       |       |                             |
| Ancient Wonder  | Eagrose    | 13-14 | 200   | 15099 gil, 153 JP, wonder   |
| Cattedona   | Zaland     | 14-15 | 500   | 5239 gil, 74 JP             |
| Lionel Emissary   | Lionel     | 14-15 | 4000  | 949 gil, 103 JP, artefact   |
| Twilight Gustkov  | Gollund    | 14-15 | 1000  | 17264 gil, 154 JP           |
| Terror's Maw  | Gollund    | 13-14 | 1500  | 14264 gil, 134 JP           |
| Miner's Dream   | Gollund    | 12-14 | 150   | 4068 gil, 86 JP             |
| > Must complete "Terror's Maw"                          |            |       |       |                             |
| Ducal Disaster  | Lesalia    | 15-16 | 6000  | 17749 gil, 104 JP           |
| Young Lord Pappal                                       | Lesalia    | 12-15 | 3000  | 2659 gil, 181 JP            |
| > Must complete "Ducal Disaster"                        |            |       |       |                             |
| Cries in the Dark                                       | Lesalia    | 8-11  | 3050  | 11644 gil, 98 JP            |
| Salvage Work  | Yardrow    | 9-14  | 0     | 16409 gil, 81 JP            |
| Coal Mining Expedition                                  | Yardrow    | 10-14 | 1000  | 2726 gil, 69 JP             |
| 2nd Coal Mining Expedition                              | Yardrow    | 10-14 | 1000  | 2576 gil, 90 JP, artefact   |
| > Must complete "Coal Mining Expedition"                |            |       |       |                             |
| Historic Revolt   | Riovanes   | 8-10  | 3050  | 11105 gil, 105 JP, artefact |
| Tutoring  | Riovanes   | 8-12  | 200   | 11769 gil, 166 JP           |
| The Behemoth  | Bervenia   | 13-15 | 500   | 1977 gil, 157 JP            |
| Dredge Work   | Zeltennia  | 6-10  | 1000  | 7854 gil, 80 JP             |
| Missing Boy   | Zeltennia  | 15-16 | 3500  | 11749 gil, 94 JP            |
| Appraisal   | Zeltennia  | 8-9   | 550   | 10999 gil, 93 JP, artefact  |
| Death's Gorge   | Sal Ghidos | 9-14  | 13000 | 2754 gil, 103 JP            |
| The Typhoon   | Sal Ghidos | 10-13 | 11000 | 18094 gil, 181 JP           |
| Beastly Trail   | Sal Ghidos | 11-13 | 10000 | 6800 gil, 137 JP            |
| Memories  | Sal Ghidos | 10-12 | 100   | 1194 gil, 96 JP             |

At this point in the game, you may no longer need very much money. But if you're still looking to buy some upgrades, quite a few of these errands offer good payouts. Some ones that you can complete just by walking between two towns are: "Twilight Gustkov" and "Terror's Maw" in Gollund, "Cries in the Dark" in Lesalia, "Missing Boy" and "Appraisal" in Zeltennia, and "The Typhoon" and "Beastly Trail" in Sal Ghidos. Watch out for "Death's Gorge"; you'll lose money on that one.

Limberry also hosts the last errand in the Zerro sequence, if you've finished all the other ones up to this point.

---FINAL SHOP UPGRADE---

As you make your way back to Eagrose, stop in at a non-castle town. You can now buy Thief's Caps, the last piece of new equipment that the Outfitter will

carry. If you don't have any Nu Khai Armbands in your inventory, you'll also want to buy a set of those for an upcoming battle.

```
---New Items for Purchase-----  
                                TYPE      PRICE WHERE      DETAILS  
Thief's Cap      Hat      35000 TrCity/City  Speed+2; Immune: Immobilize,Disable  
-----
```

---EXTRA BATTLE AT DORTER---

If you step into Dorter on the way back to Eagrose, you'll have an extra battle against Cletienne, another of Folmarv's henchmen. Alternately, you can avoid this battle entirely if you go to Bervenian and head west along the northern coast ... but this is such a long and circuitous route that you're likely to encounter more enemies in random battles than you avoid by skipping Cletienne. The Cletienne battle will also not trigger if you never admitted Meliadoul into your party or if she has already been killed or dismissed.

```
---Battle 48 (optional): Dorter-----  
YOUR FORCES: Ramza, Meliadoul [guest], 3 others  
ENEMY FORCES: Cletienne (lv 40 Sorceror)   Black Mage (lv 38, female)  
              Summoner (lv 37, female)     Summoner (lv 36, female)  
              Time Mage (lv 38, female)    Time Mage (lv 35, female)
```

BOSS: Cletienne [Gemini] - lv 40 Sorceror - Bravery 51, Faith 81  
Equipment : Dragon Rod, Gold Hairpin, Gaia Gear, Elven Cloak  
Abilities : Magicks, Magick Counter, Arcane Defense, Ignore Elevation  
Immune : All negative status except Blind, Silence, Oil, Slow, Immobilize

VICTORY CONDITION: Reduce Cletienne to critical HP (< 20% of max HP)  
LOSS CONDITION: Meliadoul is KOed or Ramza is killed

WEATHER: Clear night (evade rate vs. bows x 1.33)

| MAP SIZE: | TERRAIN TYPES | GEOMANCY   | MAP AREA |
|-----------|---------------|------------|----------|
| 11 x 9    | Roof, Chimney | Wind Blast | 36%      |
|           | Flagstone     | Contortion | 36%      |
|           | Grassland     | Tanglevine | 26%      |
|           | Obstructed    | --         | 1%       |

--STRATEGY--

Meliadoul automatically participates as a guest in this battle, so be sure to equip her accordingly.

This is the same battlefield as you saw at the beginning of Chapter II. The enemies here are all magick-users, so there's no value in reaction abilities or armor that defend against physical attacks (e.g. Counter or Shirahadori). Instead, equip Aegis Shields, which have a high magick block rate, and abilities like Magick Counter. And, if you have Construct 8, it's basically invulnerable in this battle since it's immune to Faith-based magicks.

You'll probably want to take out the Summoners first; they're close by and you'll want to stop them from hitting you with Summons. The Time Mages, on the other hand, can be ignored.

Cletienne has an array of strong offensive and defensive spells, plus he can use Magick Counter to throw your spells back at him. If you want to avoid this, guns and Jump may be your best bets for attacking him up on the roof. Beware of using magickal guns, though; these count as magick attacks that he can Magick Counter! You could also use Orlandeau's Duskblade or another MP-draining ability to steal Cletienne's MP so he can't even use magicks. But since he has

little HP, it's probably just as easy to attack him head-on. As soon as he's KOed, you win the battle.

Cletienne has a Dragon Rod, a rare-ish rod, that you can steal. You needn't get it here, though, as you can also steal one a few battles later or poach it. Plus, the Dragon Rod is pretty crummy anyway. The Treasure Hunter items in this battle are also awful--they're the same treasures as the original battle in Dorter! (In fact, if you picked them up then, you can't get them now.)

BATTLE TROPHIES: None

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 16, Chimney

|                                       | POOR ITEM  | GOOD ITEM    | TRAP |
|---------------------------------------|------------|--------------|------|
| *Left: 9, Up: 8 (height: 9, Chimney)  | Potion     | Ice Bow      | none |
| Left: 6, Up: 0 (height: 5, Grassland) | Ether      | Round Shield | none |
| Left: 4, Up: 6 (height: 9, Roof)      | Hi-Potion  | Shuriken     | none |
| #Left: 0, Up: 0 (height: 16, Chimney) | Echo Herbs | Barbut       | none |

\* Requires Jump of 4 or more to reach.

# Requires Jump of 5 to reach.

-----  
When you finally do reach Eagrose, Ramza will open the gate (no gate battle, yay!), and then you'll line up for a fight.

---Battle 49: Eagrose Castle Keep-----

YOUR FORCES:

PHASE ONE: Ramza, Zalbaag [guest], 4 others

PHASE TWO: Ramza, 4 others

ENEMY FORCES:

PHASE ONE: Dycedarg (lv 43 Rune Knight) Knight (lv 39, male)

Knight (lv 38, male) Knight (lv 38, male)

Knight (lv 37, male) Knight (lv 37, male)

PHASE TWO: Adrammelech (lv 46 The Wroth)

GUEST: Zalbaag [Cancer] - lv 42 Ark Knight - Bravery 67, Faith 72

Equipment : Runeblade, Crystal Shield, Crystal Helm, Crystal Mail,  
Germinas Boots

Abilities : Blade of Ruin, other abilities random

BOSS: Dycedarg [Scorpio] - lv 43 Rune Knight - Bravery 66, Faith 77

Equipment : Defender, Aegis Shield, Circlet, Carabineer Mail, Power Gauntlet

Abilities\*: Swordplay, Magicks, Sticky Fingers, Defend, Move +1

Immune : All negative status except Blind, Silence, Oil, Chicken, Slow

\* The Rune Knight job also includes Defense Boost and Arcane Defense as innate abilities.

BOSS: Adrammelech [Scorpio] - lv 46 The Wroth - Bravery 70, Faith 70

HP: about 1515, MP: about 415

Abilities : Dread, Magicks, Swiftess

Immune : All negative status except Blind, Silence, and Immobilize

VICTORY CONDITION: Phase One - KO Dycedarg

Phase Two - KO Adrammelech

LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Indoors (no special effects)

|           |               |            |          |
|-----------|---------------|------------|----------|
| MAP SIZE: | TERRAIN TYPES | GEOMANCY   | MAP AREA |
| 11 x 10   | Flagstone     | Contortion | 100%     |

--STRATEGY--

Equipping Nu Khai Armbands before this battle is a good idea; it will protect you from Confuse status.

Use Agrias's, Orlandeau's, and Meliadoul's sword techniques to hit Dycedarg from down below. (The enemy Knights can be safely ignored.) Construct 8's Dispose is also useful, but you may not want to deploy Construct 8 here since there's no way to protect it from the boss's Confuse attack.

Hitting Dycedarg with Crush Weapon is great idea; it will break his Defender sword and prevent him from using any of his sword techniques against you. You could also try stealing the Defender if you want, but it's a little tricky -- using Ignore Elevation or Teleport to jump up to the top of the arch may be your best bet. (Due to a bug in the game, stealing the Defender also fails to stop Dycedarg from using his sword techniques, though they'll be greatly reduced in power.)

Zalbaag is likely to get KOed no matter what you do, but it doesn't matter as you don't need to keep him alive. If you do keep Zalbaag conscious, there will be some additional dialogue on Ramza's, Zalbaag's, and Dycedarg's first turns.

It's quite likely that you can finish off Dycedarg before he has a chance to move much of anywhere, but it's possible he'll start descending the stairs. If he does, run under the arch and keep attacking him. He likes to use Hallowed Bolt and Divine Ruination if you haven't yet broken his sword. To avoid getting hurt too badly by these, avoid putting characters next to each other or on the same line of fire.

When Dycedarg is KOed, he'll return as Adrammelech. All the other enemies will disappear from the board, as will Zalbaag, and the battle restarts. But if you Charmed or Enticed any of the enemy Knights, they'll stick with you into the next phase of the battle! If you find yourself having trouble beating Adrammelech, this can be a good trick for beefing up your forces for the second half of this battle.

If Adrammelech is still up on the arch, you can keep attacking him with sword techniques once the second phase begins. However, after each character attacks, you'll want to start moving him/her under the archway. This way, you can keep hitting Adrammelech once he starts coming down the steps.

Adrammelech uses the Befuddle spell to confuse you, but if you equipped Nu Khai Armbands, you'll be immune to this. Note that Confuse is the only status condition that Construct 8 is NOT immune to. In fact, there's NO way to protect Construct 8 from confusion, so you probably won't want to use it here.

Adrammelech is pretty slow, so you can probably get in quite a few licks--and maybe even kill him--before he even has a chance to cast any magicks. Like all Lucavi, Adrammelech will take a lot of damage from Lich or Graviga since they take away half his maximum HP. He has about 1515 HP.

There are two rare items you can pick up here using Treasure Hunter. A Blood Sword is located in the rectangular area where you start, but in the corner furthest from your starting point. This one's pretty easy to get to. There's also a Healing Staff that's much harder to reach; it's one of the two "nubs" next to the bridge on the upper level, with a height of 10. Of the two nubs, it's the one further from where you start. This one is pretty tricky to reach since you have to climb up all of the stairs to get to it. (Precise coordinates for both items are listed below.)

As with other rare Treasure Hunter items, having a low Bravery will improve your



odds of getting the Blood Sword and Healing Staff as opposed to generic consumable items. You can pick the items up during either stage of the battle. However, they're probably not worth bothering with -- you may already have both items, and unlimited copies are available from poaching. The Blood Sword can be worth grabbing if it's convenient, but the Healing Staff is just way out of the way.

BATTLE TROPHIES: None

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 8, Flagstone

|  | POOR ITEM | GOOD ITEM          | TRAP |
|--|-----------|--------------------|------|
| Left: 0, Up: 6 (height: 2.5, Flagst.)  | X-Potion  | Thief's Cap        | none |
| Left: 3, Up: 4 (height: 2, Flagstone)  | Hi-Ether  | Blood Sword        | none |
| Left: 6, Up: 3 (height: 10, Flagstone) | Remedy    | Healing Staff      | none |
| Left: 6, Up: 9 (height: 10, Flagstone) | Hi-Potion | Featherweave Cloak | none |

-----

When killed, Adrammelech yields the Capricorn Zodiac Stone.

If you didn't already beat Cletienne at Dorter, his ambush now disappears, so you can return to the town without triggering a fight.

After claiming the Capricorn stone, head to Gariland. Stock up on Holy Water and take the new route south to Mullonde. At Mullonde, you'll be treated to a series of three battles, beginning outside the church and progressing inside.

---Battle 50: Mullonde Cathedral-----

YOUR FORCES:

1st Squad - Ramza, 2 others

2nd Squad - 2 others

ENEMY FORCES: White Mage (lv 40, male) Summoner (lv 39, male)  
Geomancer (lv 40, male) Geomancer (lv 39, male)  
Orator (lv 39, male) Orator (lv 38, male)

VICTORY CONDITION: KO, petrify, recruit, or Vampirize all enemies

LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Clear day (no special effects)

| MAP SIZE: | TERRAIN TYPES | GEOMANCY   | MAP AREA |
|-----------|---------------|------------|----------|
| 16 x 8    | Grassland     | Tanglevine | 47%      |
|           | Roof          | Wind Blast | 23%      |
|           | Flagstone     | Contortion | 22%      |
|           | Obstructed    | --         | 6%       |
|           | Soil          | Sinkhole   | 2%       |

--STRATEGY--

If you have anyone with Ignore Elevation or Teleport, deploy him or her in the first squad and you can immediately spring up and attack the Summoner and White Mage, who are the most annoying opponents. The rest of the squad will have to climb up the steps.

The characters in the second squad will be battling against two Orators, so giving them Earplug could be useful. Again, Teleport or Ignore Elevation will help them get atop the church quickly, although the steps are reasonably close by.

The Summoner has another Dragon Rod you can steal, if you didn't get one from Cletienne and/or want a second one. But, again, it's not good for very much.

There are also three Elixirs here that you can pick up with the Treasure Hunter ability:

1. One is located on the grass next to the cathedral, adjacent to the front corner of the cathedral. Facing the cathedral, it's directly to the RIGHT of the front corner of the cathedral. (It's 3 squares away from where the one of the enemy Geomancers starts.)
2. One is located on one of the two front towers of the cathedral (of height 16). Facing the front gate of the cathedral, it's on the tower on the LEFT. There are four tiles on the tower; the Elixir is against the side "wall" of the map, on the tile towards the back of the cathedral.
3. The last one is lower on the cathedral roof. It's one tile away from Elixir #2, on a tile of height 5.

As with most Treasure Hunter items, your odds of receiving the Elixirs (as opposed to generic items) from these tiles increase the lower your Bravery. Although you can't buy Elixirs at the Outfitter, it's not really that necessary to pick up the ones here as you can also find them on many other maps and from poaching.

Honestly, this battle is pretty easy. It's noteworthy mostly because it's the only story battle where the enemy has Geomancers :)

BATTLE TROPHIES: X-Potion

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 7, Tree

|   | POOR ITEM    | GOOD ITEM | TRAP |
|---|--------------|-----------|------|
| Left: 2, Up: 1 (height: 1, Grassland)   | Hi-Ether     | Hi-Potion | none |
| Left: 11, Up: 1 (height: 2, Grassland)  | Hi-Potion    | Elixir    | none |
| Left: 9, Up: 7 (height: 16, Flagstone)  | X-Potion     | Elixir    | none |
| Left: 10, Up: 7 (height: 16, Flagstone) | Phoenix Down | Elixir    | none |

-----  
Equip the Safeguard support ability on as many characters as possible, and the next battle will be easy as pie.

---Battle 51: Mullonde Cathedral Nave-----

YOUR FORCES: Ramza, 4 others

ENEMY FORCES: Folmarv (lv 46 Divine Knight) Loffrey (lv 45 Divine Knight)  
Cletienne (lv 44 Sorceror)

BOSS: Folmarv [Leo] - lv 46 Divine Knight - Bravery 65, Faith 70

Equipment : Runeblade, Crystal Shield/Helm/Armor, Elven Cloak

Abilities : Unyielding Blade, Counter, Defense Boost, Move +1

Immune : All negative status except Blind, Silence, Oil, and Slow

BOSS: Loffrey [Capricorn] - lv 45 Divine Knight - Bravery 60, Faith 68

Equipment : Icebrand, Platinum Shield/Helm/Armor, Diamond Bracelet

Abilities : Unyielding Blade, Nature's Wrath, Defense Boost, Jump +1

Immune : All negative status except Blind, Silence, Oil, and Slow

BOSS: Cletienne [Gemini] - lv 44 Sorceror - Bravery 51, Faith 81

Equipment : Dragon Rod, Gold Hairpin, Gaia Gear, Elven Cloak

Abilities : Magicks, Magick Counter, Arcane Defense, Ignore Elevation

Immune : All negative status except Blind, Silence, Oil, Slow, Immobilize

VICTORY CONDITION: Reduce any one of the enemies to critical HP (< 20% of max)

LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Indoors (no special effects)

| MAP SIZE: | TERRAIN TYPES | GEOMANCY         | MAP AREA |
|-----------|---------------|------------------|----------|
| 13 x 9    | Flagstone     | Contortion       | 38%      |
|           | Carpet        | Will-o'-the-Wisp | 31%      |
|           | Obstructed    | --               | 19%      |
|           | Canal         | Torrent          | 12%      |

--STRATEGY--

Despite what the in-game victory conditions screen says, all you have to do here is reduce any of one of the three Knights Templar to critical HP and then they all will retreat. Cletienne is the weakest, so just attack him. Loffrey and Folmarv have an annoying habit of breaking your equipment, so Safeguard is probably a good idea -- it both saves your equipment AND prevents you from taking damage from the Crush attacks. Since you only need to KO one guy here, you can probably finish this up quite quickly.

If you deploy Meliadoul, there will be some extra dialogue between her and Folmarv on her first turn.

Like the previous map, there are a bunch of Elixirs you can find here if you have Treasure Hunter and low Bravery. All four of them are located on a line directly down the middle of the room:

1. One is at the extreme rear of the room, behind where you start, at height 1.
2. One is one tile in front of where Ramza starts, 4 tiles away from the back of the room, at height 1.
3. One is at the very far end of the room (i.e., 2 tiles behind where Folmarv starts), at height 4.
4. One is 4 tiles towards your party from the far end of the room -- exactly on the tile where Loffrey starts, at height 2.

BATTLE TROPHIES: None

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 11, Cross Section - on Ramza's left  
at start

|                                     | POOR ITEM    | GOOD ITEM | TRAP |
|-------------------------------------|--------------|-----------|------|
| Left: 0, Up: 4 (height: 1, Carpet)  | Remedy       | Elixir    | none |
| Left: 4, Up: 4 (height: 1, Carpet)  | Hi-Potion    | Elixir    | none |
| Left: 8, Up: 4 (height: 2, Carpet)  | Phoenix Down | Elixir    | none |
| Left: 12, Up: 4 (height: 4, Carpet) | X-Potion     | Elixir    | none |

-----

If any of your equipment gets broken when fighting the Knights Templar, you'll need to replace it. Strip the gear from somebody you're not going to be using in the next battle and equip that.

You'll then go to the sanctuary, where Ramza will have to fight a possessed former ally.

---Battle 52: Mullonde Cathedral Sanctuary-----

YOUR FORCES: Ramza, 4 others

ENEMY FORCES: Zalbaag (lv 47 Ark Knight) Archaeodaemon\*  
Archaeodaemon\* Ultima Demon\*

\* These enemies' levels depend on the highest level on your own roster.

BOSS: Zalbaag [Cancer] - lv 47 Ark Knight - Bravery 33, Faith 77

Equipment : Runeblade, Crystal Shield, Crystal Helm, Crystal Armor,  
Germinas Boots

Abilities : Blade of Ruin, Vampire, Adrenaline Rush, Defense Boost, Lifefont

VICTORY CONDITION: KO Zalbaag

LOSS CONDITION: Ramza dies or all allies are KOed/Stone/Vampire

WEATHER: Indoors (no special effects)

| MAP SIZE: | TERRAIN TYPES | GEOMANCY         | MAP AREA |
|-----------|---------------|------------------|----------|
| 12 x 11   | Flagstone     | Contortion       | 54%      |
|           | Obstructed    | --               | 39%      |
|           | Carpet        | Will-o'-the-Wisp | 7%       |

--STRATEGY--

The demons here are actually quite a bit more powerful than Zalbaag and use a variety of strong magick attacks. So, unlike most boss battles, you're probably better off killing at least two of the demons first, and \*then\* going after Zalbaag. (The demons are enemy-only monsters, so you can't try to recruit them instead.) Both the Ultima Demon and the Archaeodaemons are immune to Holy attacks, but this isn't much of a problem since there are only a few such attacks anyway -- the Holy magick, Reis's Holy Breath, and the Holy Lance are the only ones in the single-player game.

The Ultima Demon here is your last chance to learn (and keep) Ultima in the single-player game; if you haven't gotten it yet, deploy Ramza or Luso in their base job (Squire or Game Hunter) and you can learn the magick should the Ultima Demon cast it on them. The Ultima Demon needs at least 10 MP to cast Ultima; use Ethers or Chakra to restore their MP if it runs low.

Zalbaag frequently flees into a corner, plus he uses Lifefont to recover his HP with each move. Hitting him with an Immobilize (e.g. from Leg Shot) will stop both of these. In fact, if you can Immobilize him right away, you may be able to just focus your attacks on him and finish him off before the demons hit you with too much magick. Physical attacks are not that effective against Zalbaag since he has Defense Boost, but he'll go down eventually ... and if you take out the demons first, he can do very little to hurt you.

Zalbaag can (and probably will) turn your characters to vampires, but you can cure this with Holy Water. Construct 8 is useful in this battle as it is immune to vampirization (though the raw damage from the Vampire attack can still hurt it) and has a very long range with which to attack Zalbaag. Monsters are also immune to Vampire status, so if you have any other good monsters, those work too.

Ironically, if Zalbaag tries to vampirize a character who's already a vampire, the Vampire attack will backfire and cause \*Zalbaag\* to turn into a vampire! This will prevent him from recovering HP with Lifefont. But, the odds on this are a bit too low to really bank on.

BATTLE TROPHIES: Elixir

--TREASURE HUNTER ITEMS--

There are no Treasure Hunter items on this map.

-----

The sanctuary battle is the last of the battles at Mullonde. Afterwards, Ramza will meet up with a dying Funebri, who tells him that Folmarv is going to Orbonne Monastery.

---NEW QUESTS---

Back on the map, a handy route has opened up between Mullonde and the Clockwork City of Goug. Another set of subquests becomes available: Midnight's Deep (in

Warjilis Trade City), Disorder in the Order (in Zeltennia and Dorter), and (if you've already completed the Nelveska Temple quest) Lionel's New Liege Lord. The All-Star Melee mission is also unlocked in Rendezvous Mode. And if you're still working on the earlier subquests, the new route between Mullonde and Goug makes them a lot easier.

If you're going to do these quests or anything else on the map, take care of it now! Once you go to Orbonne Monastery, you're locked into the game's final series of battles.

---PREPARATION FOR FINAL BATTLES---

Before you go to Orbonne, make sure you're ready. Your main team of characters should be at least level 40. Equip yourself with all your best abilities, and change to your best jobs. Earning JP doesn't matter now. You may also want to buy a couple pairs of Winged Boots since they'll be helpful in one of the upcoming battles. Definitely purchase some Thief's Caps if you haven't already. In truth, though, the last sequence of battles isn't all that difficult, just long.

!!! CAUTION !!!

Once you enter Orbonne, there is NO way to return to the world map. If you want to be able to continue playing the game on the world map, you must keep a save from before you entered the Monastery. Once you enter the Monastery, save in a DIFFERENT slot. Do NOT save over your main save file or you will NOT be able to return to the world map or enter the bonus dungeon. Use a NEW save file.

!!! CAUTION !!!

When you enter Orbonne, you'll begin by fighting some generic humans.

---Battle 53: Monastery Vaults - Fourth Level-----

YOUR FORCES: Ramza, 4 others

ENEMY FORCES: Monk (lv 51, male)          Monk (lv 50, male)          Knight (lv 49, male)  
                 Knight (lv 49, male)      Archer (lv 48, male)      Archer (lv 48, male)

VICTORY CONDITION: KO, petrify, recruit, or Vampirize all enemies

LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Indoors (no special effects)

| MAP SIZE: | TERRAIN TYPES                       | GEOMANCY   | MAP AREA |
|-----------|-------------------------------------|------------|----------|
| 16 x 8    | Brick, Furnishings,<br>Book, Bridge | Wind Slash | 54%      |
|           | Flagstone                           | Contortion | 46%      |

--STRATEGY--

Your first priority is to kill off the guys down on the floor on the other side of the room, especially the Monks. Most range attacks will work from atop the central "ridge" of books, and reasonably agile melee fighters can climb over the ridge to reach the enemies. Characters who can't easily climb over the ridge should just stand atop it -- there will be enemies coming that way soon as well.

The Knights' behavior will depend on how quickly you advance. If you quickly moved most of your team across the ridge, they'll probably descend under the archway to fight you there. But if you still have some characters on the higher levels, they may try to cross the narrow walkway up top. In this case, they're vulnerable to a Divine Ruination or Shockwave that can hit several of them in a line. Meliadoul's and Orlandeau's Crush techniques are also useful against all the enemies here. Overall, this isn't a particularly hard battle.

You can steal a Yoichi's Bow, which is even stronger than the Artemis Bow, from the Archer ... of course, since you're past the point of no return, there's no need to bother with this unless someone in your main squad can use it.

There are also four Elixirs available on this map and, unlike most Treasure Hunter items, you'll get them regardless of your Bravery:

1. One is located in the exact corner of the map just next to where you start, on a tile with height 7.
2. Another is located in another corner, the one with a height of 1.
3. Two panels away from #2, on a sloping panel with height 8.
4. On the other side of the "ridge" of books from where you start. It's on a slanted panel; the panel looks like a stone slab with writing on it and has a height of 2.5.

Since you can pick these up fairly easily without worrying about your Bravery, you may want to grab one or two if you use Items to heal.

BATTLE TROPHIES: None

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 7, Book

|  | POOR ITEM | GOOD ITEM | TRAP |
|--|-----------|-----------|------|
| Left: 0, Up: 0 (height: 7, Book)       | -Elixir-  |           | none |
| Left: 5, Up: 4 (height: 2.5, Flagst.)  | -Elixir-  |           | none |
| Left: 0, Up: 13 (height: 8, Flagstone) | -Elixir-  |           | none |
| Left: 0, Up: 15 (height: 1, Flagstone) | -Elixir-  |           | none |

-----

Next up is the first of a series of four battles against the Zodiac Braves. Prepare for this one by arming Safeguard.

---Battle 54: Monastery Vaults - Fifth Level-----

YOUR FORCES: Ramza, 4 others

ENEMY FORCES: Loffrey (lv 54 Divine Knight)    Black Mage (lv 52, male)  
                  Black Mage (lv 50, male)        Summoner (lv 52, male)  
                  Summoner (lv 50, male)        Time Mage (lv 52, male)

BOSS: Loffrey [Capricorn] - lv 54 Divine Knight - Bravery 60, Faith 68

Equipment : Save the Queen, Crystal Shield, Crystal Helm, Crystal Armor,  
              Germinas Boots

Abilities : Unyielding Blade, Magicks, Parry, Defense Boost, Ignore Elevation

Immune : All negative status except Blind, Silence, Oil, and Slow

VICTORY CONDITION: KO Loffrey

LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Indoors (no special effects)

| MAP SIZE: | TERRAIN TYPES    | GEOMANCY         | MAP AREA |
|-----------|------------------|------------------|----------|
| 15 x 12   | Book, Brick      | Wind Slash       | 63%      |
|           | Wooden Floor     | Will-o'-the-wisp | 19%      |
|           | Darkness (chasm) | --               | 18%      |

--STRATEGY--

Now it gets interesting. The enemy forces are magick-heavy here, so adjust your defenses accordingly. Aegis Shields are good, as are Magick Counter and cloaks that give a good boost to your magick evade rate. Counter, Shirahadori, and First Strike are totally pointless. Construct 8, being immune to Faith-based magicks, is good to deploy if you have it. It won't be able to navigate the holes well, but Dispose has such a long range that it doesn't need to travel

very far!

The floor is laded with Darkness tiles (the black holes) that you can't walk across. If you have Teleport or Winged Boots, however, you can simply move right through them. You can also jump across the holes with a good jump rating. If you can't jump across, there's a looping path around the outsides of the map that lets you walk all the way, but it's slow and you'll keep getting hit by magicks on the way. Avoid this route if you can. Deploying lots of characters with range attacks is useful as you can just blast away regardless of the gaps in the floor.

Loffrey's Save the Queen sword gives him a permanent Protect spell that makes him slow to kill. So, try to KO the other guys (especially the Summoners) first before you take on Loffrey.

Loffrey uses Unyielding Blade techniques to crush your gear, but equipping Safeguard will both preventing him from breaking your equipment and spare you from the HP damage. Speaking of Crushing, using Crush Weapon on Loffrey is a great tactic; destroying his sword will remove his Protect as well as prevent him from using his sword techniques. You can also use Rend Weapon or steal the sword. But, like other bosses, a bug in the game means that he can still use sword techniques if you steal (rather than break) his sword. They won't do much damage, but they can still break your equipment.

As on the previous map (and for the rest of this sequence of battles), you can find four Elixirs here with Treasure Hunter, regardless of your Bravery. Two of the Elixirs on this map are located in the extreme back corners of the map, on the stacks of book behind where you start. The other two Elixirs are near the center of the map; see below for the coordinates.

BATTLE TROPHIES: None

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 3, Book

|  | POOR ITEM | GOOD ITEM | TRAP |
|--|-----------|-----------|------|
| Left: 0, Up: 14 (height: 2, Book)      |           | -Elixir-  | none |
| Left: 11, Up: 14 (height: 7, Book)     |           | -Elixir-  | none |
| Left: 5, Up: 6 (height: 0, Wooden Fl.) |           | -Elixir-  | none |
| Left: 6, Up: 6 (height: 0, Brick)      |           | -Elixir-  | none |

-----  
After Loffrey is defeated, he'll suck you through a portal to the Necrohol of Mullonde, located under the sea south of Limberry, then destroy the way back.

If you'd equipped Safeguard or Winged Boots, you can now return your abilities and equipment to normal.

---Battle 55: The Necrohol of Mullonde-----

YOUR FORCES:

1st Squad - Ramza, 2 others

2nd Squad - 2 others

ENEMY FORCES: Cletienne (lv 54 Sorceror) Ninja (lv 53, male)  
Ninja (lv 51, male) Samurai (lv 53, male)  
Samurai (lv 52, male) Time Mage (lv 52, male)  
Time Mage (lv 51, male)

BOSS: Cletienne [Gemini] - lv 54 Sorceror - Bravery 51, Faith 81

Equipment : Zeus Mace, Lambent Hat, Black Garb, Featherweave Cloak

Abilities : Magicks, Magick Boost, Arcane Defense, Fly

Immune : All negative status except Blind, Silence, Oil, Slow, Immobilize

VICTORY CONDITION: KO Cletienne

LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Clear day (no special effects)

| MAP SIZE: | TERRAIN TYPES | GEOMANCY         | MAP AREA |
|-----------|---------------|------------------|----------|
| 12 x 12   | Wasteland     | Sinkhole         | 42%      |
|           | Flagstone     | Contortion       | 32%      |
|           | Obstructed    | --               | 21%      |
|           | Wooden Floor  | Will-o'-the-wisp | 5%       |

--STRATEGY--

The second squad starts some distance away, so fill it with fast characters or characters with long-range attacks.

Cletienne has really strong spells and a range of the whole battlefield. Since he starts close to you, just forget the other enemies and rush him. If you can pounce on him on quickly, you can probably to wrap this fight up very quickly.

Cletienne's Magick Boost reaction ability allows him to increase his Magick Attack whenever you hit him. So, don't try to wear him down with weak attacks. Instead, try only attack him with your strongest attacks so that you can take him out in as few hits as possible. Or, you can simply use MP-draining abilities--Orlandeau's Duskblade works especially well--on Cletienne to take away all his MP, so that he can't even use his magicks.

Again, with Treasure Hunter you can claim up to four Elixirs on this map, though most aren't very conveniently located. The Elixirs' locations:

1. In the extreme corner of the map. There's only one corner tile that you can actually stand on (it has height 0); it's on this tile. It's the corner closest to where the 2nd Squad starts.
2. The center of the map has a building in it. Look for the doorway to this building. Now, from the doorway, move the cursor over top of the wall to the building to the back wall. The Elixir is located here, right against the back wall, directly opposite to the doorway. This one is actually the easiest to grab.
3. On the ground (height 0) behind where the 1st Squad (Ramza's squad) starts. It's the "back row" of tiles, as far from the enemy squad as you can get. The specific tile is the tile on the ground that's closest to the corner.
4. One edge of the map near where you start has a partially collapsed wall. On the other side of the hall is a height 4 platform leading down to the height 0 ground. Climb down using the platform; it's on the first height 0 platform.

BATTLE TROPHIES: None

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 0, Wasteland - only corner tile where the cursor is blue

|  | POOR ITEM | GOOD ITEM | TRAP |
|--|-----------|-----------|------|
| Left: 4, Up: 2 (height: 3, Flagstone)  | -Elixir-  |           | none |
| Left: 0, Up: 0 (height: 0, Wasteland)  | -Elixir-  |           | none |
| Left: 0, Up: 8 (height: 0, Wasteland)  | -Elixir-  |           | none |
| Left: 3, Up: 11 (height: 0, Wasteland) | -Elixir-  |           | none |

-----  
After Cletienne, you'll face Barich, brought back to life by the Zodiac Stones.

---Battle 56: Lost Halidom-----



YOUR FORCES:

1st Squad - Ramza, 2 others

2nd Squad - 2 others

ENEMY FORCES: Barich (lv 55 Machinist)    Chemist (lv 49, male)  
                  Tiamat (lv 50)                    Greater Hydra (lv 47)  
                  Hydra (lv 48)                    Dark Behemoth (lv 51)

BOSS: Barich [Sagittarius] - lv 55 Machinist - Bravery 64, Faith 62

Equipment : Blaster, Thief's Cap, Luminous Robe, Featherweave Cloak

Abilities\*: Aimed Shot, Counter, Brawler, Lifefont

Immune : All negative status except Blind, Confuse, Silence, Oil, Immobilize

\* Barich's version of the Machinist job also includes Defense Boost, Arcane Defense, and Beast Tongue as innate abilities.

VICTORY CONDITION: KO Barich

LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Clear day (no special effects)

| MAP SIZE: | TERRAIN TYPES        | GEOMANCY         | MAP AREA |
|-----------|----------------------|------------------|----------|
| 14 x 10   | Flagstone            | Contortion       | 49%      |
|           | Roof                 | Wind Blast       | 24%      |
|           | Darkness (chasm)     | --               | 16%      |
|           | Coffer, Wooden Floor | Will-o'-the-wisp | 11%      |
|           | Obstructed           | --               | 1%       |

--STRATEGY--

This can be a tough fight. Barich and his crew start on a separate piece of land from you. Barich and his Chemist can shoot at you from afar, but if you jump over to his portion of the battlefield to attack them, the monsters will tear you to shreds.

Barich, as before, will use Aimed Shot abilities to try to Immobilize and Disable you. This time, you can easily counter this by equipping Thief's Caps, which makes you immune to both Immobilize and Disable. Shirahadori is also great for defense, as it allows you to block the shots from the enemy guns (only in video games...). Auto-Potion is also helpful for dealing with the enemy gun attacks. Shields and cloaks, on the other hand, are of no use since guns can't be evaded.

A good tactic may be to fill the first squad with characters with medium-range attacks (e.g. sword techniques). They should be able to move forward and target Barich across the gap without having to jump over the chasm. The second squad starts pretty far away from Barich, so use this squad for characters with long-range attacks such as guns, Arithmeticks, or a long-range Jump attack. Have the second squad move up towards the first squad and start targeting Barich with their range attacks. If you completed the Gollund Colliery quest, Beowulf and Construct 8 will both be of great use here for their long-range attacks (Vengeance and Dispose, respectively). Barich may try to hide behind his monsters (and/or the Chemist), in which case you'll have to take them out first in order to shoot him. Unfortunately, Barich's own Thief's Cap prevents you from Immobilizing HIM.

Barich's Hydras will usually spend a turn or two advancing along Barich's portion of the battlefield without attacking you. After that, they'll fly over and land on your side! At this point, since the Hydras are no longer guarding Barich, you may want to jump over Barich's side and start attacking him directly. If you've done enough to damage to him already, you can probably take him out with a few attacks. (He does use Lifefont to regenerate his HP, though.)

If you completed the Nelveska Temple and restored Reis to human form, you could also try putting Reis in the second squad. Have her run up to the little "bridge" connecting the two halves of the battlefield and use Dragon's Charm to charm the enemy Tiamat. Not only will this prevent the Tiamat from attacking you, it will turn it against Barich! However, it usually takes a turn or two for the Tiamat to come within range, so this may not be the most efficient strategy -- and you have to watch out for the Dark Behemoth in the mean time! If you DO use this strategy, you may wish to change Reis to a job other than Dragonkin and equip Rubber Boots so that the Tiamat's Tri-Thunder attack won't kill her before she can charm it.

Like the other maps in the Necrohol, the Lost Halidom contains four Elixirs that you can pick up with Treasure Hunter. Since this is a tougher battle, it's not really a good time for item collecting, but if you want 'em, you can check the coordinates below or use these directions:

1. In the area where the 2nd Squad starts, against the back edge of the map. It's on a height 7 tile that looks it has four black squares on it. (There are two such tiles; it's the one that actually touches the edge of the map.)
2. On the wooden platform in the middle. The platform is four tiles big. The Elixir is on the tile that's closest to where the 1st Squad started.
3. On Barich's side of the map. It's actually the tile immediately behind where Barich starts. It's a sloping tile with height 5.5 and four black squares on it. There are two such tiles; the one you want is the one that's further from the wooden bridge.
4. Also on Barich's side of the map, on the only height 6 tile that is directly adjacent to the chasm in the middle.

BATTLE TROPHIES: None

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 1.5, Flagstone

|  | POOR ITEM | GOOD ITEM | TRAP |
|--|-----------|-----------|------|
| Left: 4, Up: 0 (height: 7, Flagstone)    |           | -Elixir-  | none |
| Left: 0, Up: 6 (height: 0, Wooden Fl.)   |           | -Elixir-  | none |
| Left: 5, Up: 11 (height: 5.5, Flagstone) |           | -Elixir-  | none |
| Left: 7, Up: 8 (height: 6, Flagstone)    |           | -Elixir-  | none |

-----  
Finally, you'll head to the Airship Graveyard, which is really just a single airship, and a rather odd location for a final battle. Folmarv will use the Leo Stone to transform himself into a giant lion, Hashmal.

---Battle 57: Airship Graveyard-----

YOUR FORCES: Ramza, 4 others

ENEMY FORCES: Hashmal (lv 59 Bringer of Order)

BOSS: Hashmal [Leo] - lv 59 Bringer of Order - Bravery 70, Faith 70

HP: about 1425, MP: about 790

Abilities : Dread, Planar Magicks, Swiftiness

Immune : All negative status except Blind, Slow, and Immobilize

VICTORY CONDITION: KO Hashmal

LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Clear day (no special effects)

|           |               |                  |          |
|-----------|---------------|------------------|----------|
| MAP SIZE: | TERRAIN TYPES | GEOMANCY         | MAP AREA |
| 16 x 9    | Wooden Deck   | Will-o'-the-Wisp | 40%      |

|            |             |     |
|------------|-------------|-----|
| Vines      | Tanglevine  | 26% |
| Obstructed | --          | 19% |
| Machinery  | Magma Surge | 15% |

--STRATEGY--

Hashmal's two main attacks are Bind, which puts Stop on a group of characters, and Quake, a fairly powerful area attack magick. (He also uses some other elemental magicks less frequently.) Of course, equipping Jade Armbands will protect you against the Stop effect of Bind. But since completely protecting yourself against Stop will cause him to ONLY cast Quake, one strategy is to leave one character unprotected against Stop as a decoy. Hashmal will probably try to Stop him/her, buying your other characters time to attack. Using this strategy, you can probably defeat him before casts more than one Quake, perhaps before he casts ANY.

And, if you completed the Gollund Colliery quest, you have an ace up your sleeve: Construct 8, who is immune to both Faith-based magicks and Stop!

It's also possible to counter all of Hashmal's magicks with Magick Counter. That won't reduce the damage you take, but it will throw some extra damage on him that can help you finish him off quickly.

Although Hashmal's spells are strong, with 5 of you versus 1 of him, you shouldn't have too much trouble taking him down. Just rush him. As always, Lich and Graviga are effective against him. He only has about 1425 HP.

Since Hashmal isn't too tough, it's pretty easy to grab the Elixirs on this map using Treasure Hunter if you want them. One is located on the extreme bow (point) of the ship (tile height 10), and another is located directly in front of that (height 8.5). The other two are located on the opposite (stern) side, one in each of the far corners of the ship. Both of these tiles have height 0.5.

BATTLE TROPHIES: Ragnarok

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 0, Darkness - on Ramza's left at start

|   | POOR ITEM | GOOD ITEM | TRAP |
|---|-----------|-----------|------|
| Left: 0, Up: 4 (height: 10, Wooden Deck)  | -Elixir-  |           | none |
| Left: 1, Up: 4 (height: 8.5, Wooden Dk.)  | -Elixir-  |           | none |
| Left: 15, Up: 1 (height: 0.5, Wooden Dk.) | -Elixir-  |           | none |
| Left: 15, Up: 7 (height: 0.5, Vines)      | -Elixir-  |           | none |

Defeat Hashmal and you'll get the Ragnarok sword. St. Ajora will then appear. You now have one last chance to save your game and adjust your characters.

Equip the Ragnarok sword. It's strong, but not quite as useful as the Excalibur since it doesn't give you an automatic Haste. But if you're planning to deploy two characters who can use knight's swords (Knights, Dark Knights, and many of the story characters), you can give the Excalibur to one and the Ragnarok to the other. You might also want to use the Ragnarok if you have something \*else\* that you gives you an Auto-Haste, like the Tynar Rouge or Septie`me.

After you leave the status screen, it's time for the final battle.

---Battle 58: Airship Graveyard-----

YOUR FORCES: Ramza, Alma [guest], 4 others

ENEMY FORCES:

PHASE ONE: Ultima (lv 56 High Seraph) Ultima Demon (lv 39)

Ultima Demon (lv 36)

Ultima Demon (lv 33)

Ultima Demon (lv 30)

PHASE TWO: Ultima (lv 66 Arch Seraph)

GUEST: Alma [Leo] - lv 56 Cleric - Bravery 39, Faith 87

Equipment : Healing Staff, Ribbon, Luminous Robe, Featherweave Cloak

Abilities : Holy Magicks, Faith Boost

BOSS: Ultima [Virgo] - lv 56 High Seraph - Bravery 70, Faith 70

HP: about 1400, MP: about 480

Abilities : Arcane Magicks, Chaos, Absorb MP, Brawler, Master Teleportation

Immune : All negative status except Blind, Slow, and Disable

BOSS: Ultima [Virgo] - lv 66 Arch Seraph - Bravery 70, Faith 60

HP: about 3235, MP: about 450

Abilities : Divine Magicks, Divine Providence, Faith Boost, Brawler, Swiftiness,  
Master Teleportation

Immune : All negative status except Slow and Immobilize

VICTORY CONDITION: Phase One - KO High Seraph Ultima

Phase Two - KO Arch Seraph Ultima

LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Clear day (no special effects)

| MAP SIZE: | TERRAIN TYPES | GEOMANCY         | MAP AREA |
|-----------|---------------|------------------|----------|
| 16 x 9    | Wooden Deck   | Will-o'-the-Wisp | 42%      |
|           | Vines         | Tanglevine       | 27%      |
|           | Obstructed    | --               | 15%      |
|           | Machinery     | Magma Surge      | 15%      |

--STRATEGY--

Be sure to deploy your best characters. Since both forms of the final boss have a lot of HP, attacks that do damage proportional to the enemy's max HP are quite effective. These include Lich, Graviga, and Beowulf's Drain attack. Ultima likes to cast a lot of status ailments on you, so equipping female characters (and Cloud) with any hair adornments (Cachushas, Barettes, or preferably Ribbons) is also a great idea.

Before the battle starts, Ultima destroys the mast pieces, making the battlefield a bit more open. You begin this battle on the stern of the ship, opposite to where you started the last battle.

Alma will fight as a guest in this battle. She starts off with only 1 HP, so toss her an X-Potion or cure spell to keep her alive. She will first cast Aegis on herself, then start casting it on the rest of the team. Aegis includes a number of useful buffs, so this is actually pretty helpful. Note that if Ramza or Luso casts the Ultima magick on Alma, she can learn that magick as well. This is not advised, however; you want her casting Aegis, which is quite a bit more useful! If Alma starts running out of MP, toss her an Ether or Hi-Ether. (It's also possible to learn Ultima from the Ultima Demons if you don't kill them quickly; of course, since this is the last battle, you won't be able to save it permanently to your file.)

The Ultima Demons can do more damage than Ultima herself, so try to defeat them first. They don't have all that much HP, so you might even be able to take them out with group attacks. (As always, they're immune to Holy attacks.) If you're using Orlandeau, Shadowblade is also handy since it restores his HP at the same time it deals damage.

Ultima has several different attacks. There's a physical attack, which is fairly strong but otherwise nothing special; the Grand Cross magick, which inflicts random status conditions; and an souped-up Ultima magick that is still rather weak and slow to charge. Note that this "Ultima II" magick has a "friendly fire" effect and can damage Ultima's own units (and even Ultima herself!) You can use this to your advantage; if you see her charging up the magick, move the targeted unit close to some enemies and they'll take damage too. You can easily recognize when she's casting Ultima II because it's the only ability she charges up that shows estimated HP damage in the preview -- Grand Cross is a status attack only.

Ultima can also teleport around the battlefield, often putting her out of your reach. (This is another reason not to try killing her before the demons.) She does NOT have a counterattack, so you're free to use any physical or magick attacks you want -- although you should probably have a better way of attacking her than plain physical attacks!

Ultima has a permanent Float status. This means that she's immune to any earth-element attacks, like Titan or Shockwave. Also, if you're using the Arithmeticks magick command against her, since she's Floating, her height is considered to be one greater than the tile she's standing on. In other words, if she's on a height 5 tile, her height is 6 for any calculations.

Believe it or not, Ultima is vulnerable to Disable status. But, as usual, inflicting Disable will make her flee into a corner -- and with her Master Teleportation, she can easily get far away from you and be hard to attack. If you have long-range attacks, though, this is no problem, and hitting her with Arm Shot will prevent her from attacking you at all for a few turns! Even if you don't have much in the way of long-range attacks, you could also use Disable if you just need a pause to heal your characters and cure the status ailments inflicted by Grand Cross.

If the battle drags on, the Ultima Demons you took out early on may start turning into crystals. Grab these as soon as they appear. Ultima will try to claim them, and, if she does, her HP will be completely restored!

If you didn't grab the Elixirs during the battle with Hashmal, you can pick them up now. (If you already picked them up, you cannot get them a second time.) One Elixir is located on each of the opposite corners on the stern of ship (behind you, both height 0.5), and two are on the bow (point) of the ship, height 8.5 and height 10. Of course, since this is the last battle and you can't save them for later, there's no sense in picking them up unless your current Elixir supply is running low.

Ultima's first form has about 1400 HP. Of course, like all good final bosses, Ultima has a second form that appears after the first is defeated. This one has over 3200 HP (!), but it's probably easier, since there won't be any Ultima Demons around to harass you.

Attack the second form with the aforementioned Drain attack (Beowulf), Lich, Graviga, and sword techniques. She still has no counterattack, so physical attacks are also safe. Again, Ultima teleports around the battlefield on each of her turns. If she moves out of range, just wait in the center of the ship and on her next turn she should move in range again. This form of Ultima is now vulnerable to Immobilize status, so you can also just use a judicious Leg Shot or other Immobilizing ability to keep her in place. (The second form is immune to Disable, though, so don't try that again.)

Fortunately, Ultima is pretty slow, and you have quite a bit of time to heal up and attack between her moves, especially if Alma has been casting Haste on you

via Aegis. Also, if Alma has been casting Aegis on your party, Ultima may well waste her turns using Dispelja to remove the effects of Aegis, and not even inflict any damage on you.

BATTLE TROPHIES: None

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 0, Darkness - on Ramza's left at start

|   | POOR ITEM | GOOD ITEM | TRAP |
|---|-----------|-----------|------|
| Left: 0, Up: 4 (height: 10, Wooden Deck)  | -Elixir-  |           | none |
| Left: 1, Up: 4 (height: 8.5, Wooden Dk.)  | -Elixir-  |           | none |
| Left: 15, Up: 1 (height: 0.5, Wooden Dk.) | -Elixir-  |           | none |
| Left: 15, Up: 7 (height: 0.5, Vines)      | -Elixir-  |           | none |

When you defeat Ultima's second form, it will blow up (nice special effects). The Battle Is Won! Leave the game on after the credits for an additional scene.

Note that when the game says it's saving afterwards, it's just doing so to mark that you've completed the game. If you saved at any point during the final sequence of battles (i.e., any time after you entered Orbonne Monastery), loading this save will only put you back into the last set of battles and doesn't allow you back to the world map. So, again, if you want to do anything outside of the Necrohol, hang on to a separate save from before you entered Orbonne Monastery!

But, having your game marked as completed DOES confer some benefits:

- > On the PSP, it unlocks the last set of Rendezvous Mode multiplayer missions, where you can challenge yourself with some extra difficult battles and earn some rare items.
- > On the iPhone/iPad, all of the gear that can be earned in the PSP multiplayer modes is now available for purchase in the Poachers' Den--in this or in any other save file.

And if you haven't beaten Midlight's Deep and all the other subquests, you're not really done with the game yet! If you kept a save from before you entered Orbonne Monastery, you can go back and check out these quests for some extra challenges. Keep on reading for more information on these missions.

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V. WALKTHROUGH AND BATTLE STRATEGIES - SUBQUESTS 00sub  
\*\*\*\*\*

Final Fantasy Tactics boasts a number of optional subquests, all of which become available at various points in Chapter IV. In addition, some of the subquests require you to have completed other subquests first. Specific requirements for each quest are listed with the walkthroughs below, but I've also provided this cheesy ASCII chart to demonstrate how they flow together.

```
Agrias's Birthday          -----> Recruiting Cloud
  (beginning of Chapter IV) /
                             /
Gollund Colliery  -----> Nelveska Temple
  (beginning of Chapter IV)  (after Fort  \
                             Besselat)   \
                                     -----> Lionel's New Liege Lord
Recruiting Balthier          (after Mullonde)
  (after battle at Bervenia)
```

Optional Battle at Dorter \*

(after clearing Limberry, before Eagrose)

Disorder in the Order

(after Mullonde)

Midlight's Deep

(after Mullonde)

\* The battle at Dorter that occurs after Limberry is technically optional, since you can walk around it. But since most players are likely to encounter it during the regular course of play, I've covered it up in the MAIN walkthrough (it's Battle 48), NOT here.

Once a quest becomes available, it never goes away. There's no "time limit" on when you can complete these quests -- unless you dismiss one of the characters needed for the quest, of course. (The one exception is that optional Dorter battle mentioned above, but it's not a "real" subquest and you don't really get anything from it.)

Walkthroughs for all the quests are below.

%%AGRIAS'S BIRTHDAY%%00agr

QUEST BECOMES AVAILABLE: At beginning of Chapter IV

REWARDS: Tynar Rouge

The Agrias's Birthday event allows you to obtain the Tynar Rouge, a great accessory for female characters. It can occur on the date of 1 Cancer, which is Agrias's birthday.

In order to start this event, you must meet these requirements:

- Agrias, Mustadio, Alicia, and Lavian must still be on your team roster.
- You must have at least 500,000 gil in your War Funds. Only 50,000 of this will be spent as part of the quest, but you must have 500,000 available.
- You must be in Chapter IV. (This event can be completed at any point during Chapter IV, though.)

Once you've met the above requirements, you must land on a town, city, or castle (i.e., any place with a store) on the world map on 1 Cancer. There are three towns that DO NOT work for this: Eagrose Castle, Merchant City of Dorter, and Zeltennia Castle. (These locations have their own new sidequests.) Any OTHER town or castle BESIDES those three is fine.

Assuming you meet the above requirements, if you move onto one of the proper locations on 1 Cancer, you'll see a scene in which Mustadio buys Agrias the Tynar Rouge lip rouge for her birthday.

(It's possible that on 1 Cancer, you might move onto a town that triggers another cutscene, like the opening of Midlight's Deep. You should still be able to trigger the Agrias's Birthday event by trying to move away from the town after the first cutscene has ended.)

The 50,000 gil cost of the rouge will be subtracted from your War Funds. It's worth the expense, though, as the Tynar Rouge is a great accessory. It can be equipped by any female character (not just Agrias) and grants a permanent Shell, Protect, and Haste, as well as a bonus to your attack and magick strength.

1 Cancer follows after 32 Gemini. The easiest way to ensure that you land on a town on that date is to simply move back and forth between Gollund Coal City and Lesalia. Both of these cities work for activating the event, so you're guaranteed to be in the right place on 1 Cancer.

If you somehow miss the date and don't end up on a town on 1 Cancer, don't worry; the event never "expires." You can just wait until all the months cycle through and try again the next time 1 Cancer comes up, as long as you still meet the requirements listed above. (Fortunately, the villains are more than happy to postpone their plans of world domination while you spend a year shopping for makeup.)

Although this event never expires, it can only be completed ONCE, even if you cycle through the calendar to Agrias's birthday again. You can only get a single Tynar Rouge.

%%GOLLUND COLLIERY%%00col

QUEST BECOMES AVAILABLE: At beginning of Chapter IV

REWARDS: Beowulf, Reis [Holy Dragon], and Construct 8 join the party

In the Gollund Colliery quest, you'll recruit three new characters: Beowulf, Reis (in dragon form), and Construct 8. It's the first in a series of three quests, as it leads into the Nelveska Temple and Cloud quests. To complete ANY of these quests, you must still have Mustadio, so don't dismiss him or let him get permanently killed! (It doesn't matter if he was KOed as long as he didn't permanently die.)

---STARTING THE QUEST---

To start the quest, once Chapter IV begins, go to the Clockwork City of Goug. Besrudio, Mustadio's father, will show you an iron sphere he's found. (If you've already seen this scene, you don't need to repeat it.)

Now go to the Mining Town of Gollund, in the center of the map. At the Tavern in Gollund, listen to the rumor "The Haunted Mine." You will be asked to fight a monster in the coal mines. Leave the bar. Nothing will happen at first, but go north to Lesalia. As soon as you arrive here, Ramza will automatically go into the Tavern and learn more about the coal mine job. He agrees to take it. On the way out, Beowulf will stop you and ask you to take him with you.

!!! CAUTION !!!

When Beowulf asks you to take him with you, choose the SECOND option to sign him up. If you choose the first option and reject his assistance, he'll leave forever and you'll be permanently locked out of completing any more of the Cloud Subquest! Don't speed through the dialog so fast that you choose the first option by mistake.

!!! CAUTION !!!

GUEST: Beowulf [Libra] - Templar, lv. based on party's - Bravery 40, Faith 50

Equipment : Random

Abilities : Spellblade, other abilities random

You may want to equip Mystic Arts as Beowulf's second ability, since he starts with a bunch of Mystic Arts magicks learned.

---PREPARING FOR BATTLE---

You'll see that the Mining Town of Gollund has turned red, indicating that there will be battles when you return there. However, as with Lionel Castle in Chapter II, you can pass \*through\* Gollund to other locations as long as you



don't click on Gollund itself.

Before you leave Lesalia, check the Outfitter. Depending on how far you are through Chapter IV, you may be able to buy Beowulf some better equipment. Equipment that protects you against ice will be especially helpful in the upcoming battles, so you may also want to pick up some Ice Shields or White Robes if you don't have any in your inventory. You'll have to go to a non-castle town to buy the robes, but don't go to Gollund since it will trigger the battles!

Ideally, try to load up with both some Icebrands and other swords. The ice damage from the Icebrands will be effective in some battles here, but there are also some monsters that absorb ice.

Save your game--there's an extended series of battles coming up--and return to Gollund, where you'll be forced into entering the Gollund Colliery. You have to fight through three areas in the snow.

---Gollund Colliery Battle 1: Gollund Colliery Floor-----

YOUR FORCES:

1st Squad - Ramza, 2 others

2nd Squad - Beowulf [guest], 2 others

ENEMY FORCES: Chemist\* (male) Chemist\* (male) Chemist\* (male)

Chemist\* (male) Chemist\* (male)

\* The Chemists' levels depend on the highest level on your own roster.

VICTORY CONDITION: KO, petrify, recruit, or Vampirize all enemies

LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Clear day (no special effects)

| MAP SIZE: | TERRAIN TYPES | GEOMANCY         | MAP AREA |
|-----------|---------------|------------------|----------|
| 11 x 11   | Snow          | Snowstorm        | 95%      |
|           | Soil          | Sinkhole         | 3%       |
|           | Wooden Floor  | Will-o'-the-Wisp | 2%       |

--STRATEGY--

For some reason, you are being attacked by a large band of Chemists. (Look out; there's one hidden under the staircase right next to where you start!) Since the Chemists exclusively fight with guns, there's no need for any type of magick defense. And since guns always have a 100% hit rate, boosting your evade rate is pointless; leave behind the cloaks and shields and go for dual-wielded or two-handed weapons. Close-range reaction abilities like Counter are also pointless; choose reaction abilities like Auto-Potion or Adrenaline Rush that are useful at any range.

The key to this battle is to close the distance between you and the Chemists as quickly as possible. Fast characters or those with a high Move rate will be good for this. You can also use Arithmeticks, Summons, Jump, or your own guns to hit from a distance.

Since the Chemists all have the Items ability, they can keep healing themselves and reviving their KOed comrades, which gets a little annoying. If you have Orlandeau and/or Meliadoul, using their Crush abilities to break the Chemists' armor will reduce their maximum HP and limit the amount they can heal themselves. (Rend and Steal abilities work for this, too, but they often miss and don't deal any direct damage!) You can also use Summons to strike a whole area and wipe all the critical-HP Chemists who have just been revived.

Reviving any of your \*own\* KOed can also be difficult--because the Chemists

have guns, they'll immediately shoot and KO any character with critical HP. You'll need Arise to effectively revive characters. Of course, if a KOed character's death counter is getting low, you may need to toss a Phoenix Down or Raise on them anyway--even if they just KOed again, you've at least reset their counter and saved them from permanent death.

You do NOT need to keep Beowulf from getting KOed in this or the subsequent battles.

Since this is a mining area, all the Battle Trophies and Treasure Hunter items around here are Mythril items. These are absolutely worthless at this point in the game, so there's no reason to go Treasure Hunting here.

BATTLE TROPHIES: Mythril Bow, Mythril Shield

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 0, Snow

|  | POOR ITEM   | GOOD ITEM     | TRAP |
|--|-------------|---------------|------|
| Left: 2, Up: 2 (height: 4, Wooden Fl.) | Gold Needle | Mythril Knife | none |
| Left: 5, Up: 3 (height: 0, Soil)       | Gold Needle | Mythril Sword | none |
| Left: 6, Up: 9 (height: 7, Snow)       | Gold Needle | Mythril Gun   | none |
| Left: 1, Up: 10 (height: 14, Snow)     | Gold Needle | Mythril Bow   | none |

-----

Between battles, equip any Icebrands and Glacial Guns you own.

---Gollund Colliery Battle 2: Gollund Colliery Slope-----

YOUR FORCES: Ramza, Beowulf [guest], 4 others

ENEMY FORCES: Behemoth King\* Behemoth\* Thief\* (male) Thief\* (male)  
Chemist\* (male)

\* These enemies' levels depend on the highest level on your own roster.

VICTORY CONDITION: KO, petrify, recruit, or Vampirize all enemies

LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Snowstorm (ice damage + 25%)

| MAP SIZE: | TERRAIN TYPES | GEOMANCY  | MAP AREA |
|-----------|---------------|-----------|----------|
| 13 x 12   | Snow          | Snowstorm | 99%      |
|           | Obstructed    | --        | 1%       |

--STRATEGY--

This battle has a similar setting as the previous one, but there's only one Chemist and, instead, two Thieves and two behemoths. (The Behemoth King is hiding in the cubby-hole behind the Thief near your start position.) With a more conventional assortment of enemies, this should actually be a more straightforward battle.

The Chemist here has a Glacial Gun that you may want to steal -- though if he happens to start with the Safeguard ability, you're out of luck. He can do quite a bit of damage using the gun and you can't reach him to attack right away, but equipping Ice Shields will protect you from the damage. The Thief on the top level has a tendency to just sit in the corner until you come very close, making him a sitting duck for magick or Jump attacks.

The snowstorm here boosts the power of ice attacks, including ice-elemental weapons like Icebrands and Glacial Guns.

Since the Behemoth King is a somewhat rare monster, you may also want to Entice or Tame it onto your team. Alternately, Poach it and you'll score either an

Artemis Bow or a Cherche perfume.

BATTLE TROPHIES: Mythril Knife, Mythril Spear

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 18.5, Snow

|                                     | POOR ITEM   | GOOD ITEM      | TRAP |
|-------------------------------------|-------------|----------------|------|
| Left: 11, Up: 9 (height: 2, Snow)   | Gold Needle | Mythril Shield | none |
| Left: 7, Up: 1 (height: 0, Snow)    | Gold Needle | Mythril Armor  | none |
| Left: 2, Up: 5 (height: 6, Snow)    | Gold Needle | Mythril Helm   | none |
| Left: 1, Up: 1 (height: 18.5, Snow) | Gold Needle | Mythril Vest   | none |

-----

Before the next battle, de-equip any ice-based weapons you're using, as you'll face Blue Dragons that absorb ice damage!

---Gollund Colliery Battle 3: Gollund Colliery Ridge-----

YOUR FORCES:

1st Squad - Ramza, Beowulf [guest], 2 others

2nd Squad - 2 others

ENEMY FORCES: Blue Dragon\*      Blue Dragon\*      Pig\*  
                  Chemist\* (male)    Chemist\* (male)

\* These enemies' levels depend on the highest level on your own roster.

VICTORY CONDITION: KO, petrify, recruit, or Vampirize all enemies

LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Snowstorm (ice damage + 25%)

| MAP SIZE: | TERRAIN TYPES | GEOMANCY   | MAP AREA |
|-----------|---------------|------------|----------|
| 13 x 11   | Snow          | Snowstorm  | 94%      |
|           | Flagstone     | Contortion | 3%       |
|           | Obstructed    | --         | 3%       |

--STRATEGY--

This time, you're fighting two Chemists, two Blue Dragons, and a dancing pig. The Pig is safe to leave 'til last; it can't do any harm. The Blue Dragons, however, can and WILL harm you. Equipping Ice Shields will defend against their Ice Breath attack, but even their physical attacks are strong. The Blue Dragons are weak against fire, so use fire attacks for extra damage. Do NOT use ice attacks (including Geomancy, the Icebrand, and the Glacial Gun), as the Blue Dragons will absorb the ice and gain HP! Special sword techniques are your best offense (as usual).

If you Entice the Pig to your team, you can breed and Poach pigs for great items, so this is a great opportunity to recruit one! If you already have a Pig on the team, you can just axe this one.

BATTLE TROPHIES: Mythril Sword, Mythril Armor

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 2, Snow

|                                   | POOR ITEM   | GOOD ITEM     | TRAP |
|-----------------------------------|-------------|---------------|------|
| Left: 8, Up: 2 (height: 8, Snow)  | Gold Needle | Mythril Gun   | none |
| Left: 11, Up: 0 (height: 3, Snow) | Gold Needle | Mythril Knife | none |
| Left: 10, Up: 5 (height: 8, Snow) | Gold Needle | Mythril Sword | none |
| Left: 3, Up: 6 (height: 5, Snow)  | Gold Needle | Mythril Bow   | none |

-----

After the three battles, you'll reach the Coal Shaft. The monsters here are

WEAK against ice, so it's also a good idea to re-equip any Icebrands or other ice weapons that you have.

---Gollund Colliery Battle 4: Gollund Coal Shaft-----

YOUR FORCES: Ramza, Beowulf [guest], Reis [guest], 3 others

ENEMY FORCES: Syneugh\* (Archaeodaemon) Plague Horror\* Plague Horror\*  
                  Plague Horror\*                  Ochu\*                  Ochu\*

\* These enemies' levels depend on the highest level on your own roster.

GUEST: Reis [Pisces] - Holy Dragon, lv. based on party's - Bravery 31, Faith 32

VICTORY CONDITION: KO, petrify, or recruit all enemies

LOSS CONDITION: Reis is KOed or Ramza dies

WEATHER: Indoors (no special effects)

| MAP SIZE: | TERRAIN TYPES     | GEOMANCY         | MAP AREA |
|-----------|-------------------|------------------|----------|
| 18 x 6    | Wooden Floor      | Will-o'-the-Wisp | 44%      |
|           | Obstructed        | --               | 32%      |
|           | Soil              | Sinkhole         | 22%      |
|           | Flagstone         | Contortion       | 1%       |
|           | Stone Outcropping | Tremor           | 1%       |

--STRATEGY--

You need to keep Reis, the Holy Dragon, alive in this battle. Be sure to bring someone who can heal her.

In order to get into Reis's area, you need to climb up onto the upper level and pass through the narrow doorway. If you use jobs or accessories that get your Jump score up to 4, you can jump directly up onto the ledge, which helps you close the distance quickly. Otherwise, you'll have to take the long route up by using the stairs behind where your party starts.

The Plague Horrors will turn you to stone or cast Doom on you if given the chance, so kill them first -- both the Plague Horrors and Ochus are weak against ice, so use ice attacks! If the enemies get lined up in the narrow passage, use Shockwave (Monk) or Divine Ruination (Agrias/Orlandeau) to hit the whole line of them. Reis will probably also rip into them with her Ice Breath.

You may also want to try poaching the Plague Horrors. They sometimes yield the Zwill Straightblade, the best knife in the game.

After taking out the Plague Horrors, go after Syneugh. (Reis should be able to handle the two Ochus by herself.) Make sure to keep Reis healed. Syneugh uses Gigafire a lot, which hits a wide area but isn't nearly as powerful as it looks (although it does do a number on the frame rate ^\_^). It also hits his own teammates if they happen to be standing in your vicinity! Syneugh doesn't have very much HP; if you have Orlandeau, he might be able to kill Syneugh in one shot. This battle isn't really as tough as it may look -- just make sure Reis stays healed!

BATTLE TROPHIES: None

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 0, Soil

|  | POOR ITEM | GOOD ITEM      | TRAP |
|--|-----------|----------------|------|
| Left: 0, Up: 0 (height: 0, Soil)       | Remedy    | Mythril Vest   | none |
| Left: 4, Up: 3 (height: 4, Flagstone)  | Remedy    | Mythril Shield | none |
| Left: 1, Up: 7 (height: 3, Stone Out.) | Remedy    | Mythril Armor  | none |
| Left: 3, Up: 15 (height: 0, Soil)      | Remedy    | Mythril Helm   | none |

-----  
After this battle, you'll get the Aquarius Zodiac Stone, and Reis and Beowulf will offer to join you. Sign them up! Both are required for later quests, so be sure to keep them alive. Reis is not that great (at least for now), but Beowulf IS. In particular, shoot for learning his Vengeance and Chicken abilities. Chicken does a HUGE drop on enemy Bravery and frequently turns them into a helpless chicken, while Vengeance is a potent attack with a long range.

---CONSTRUCT 8---

Now that you've got the Aquarius Stone, return to Goug. You will put in the Aquarius stone in the iron sphere, which transforms into Construct 8. A comical scene will follow, and then another new character, Construct 8, joins you. Construct 8 is more like a monster in that it can't change jobs, but it's super-strong anyway. It has a long-range laser attack, an inherent Counter, and is impervious to Faith-based magicks, all status conditions except Confuse, and most elements. However, it IS weak to lightning attacks that do not involve Faith.

ALLY: Construct 8 [Gemini] - Automaton, lv. based on party's - Bravery 70,  
Faith 0

Abilities : Tasks, Counter, Defense Boost

Immune : All negative status except Confuse, all elements except Lightning  
and Water

Weakness : Lightning

---NEXT QUEST BEGINS---

On the way out of Goug, if you've progressed sufficiently far in the game, you'll get another scene in which Besrudio puts together another device that requires the Cancer Zodiac Stone. If you've finished up Fort Besselat, you can now begin the Nelveska Temple quest, further below.

%%RECRUITING BALTHIER%%00balt

QUEST BECOMES AVAILABLE: After completing battle at the Free City of Bervenia

REWARDS: Balthier joins the party, Ras Algethi gun, Mirage Vest

Balthier from Final Fantasy XII makes an appearance as an optional cameo character you can sign up for your team.

Any time after completing the battle at the Free City of Bervenia in Chapter IV, visit either the Magick City of Gariland, the Mining Town of Gollund, or the Royal City of Lesalia. Read the "Rash of Thefts" rumor. (You only need to read this rumor at ONE of these three cities, not all three!)

After you've read "Rash of Thefts," go to Dorter and visit the Tavern there. Read the new rumor here ("A Call for Guards") that will have appeared if you've read "Rash of Thefts."

It seems like nothing has happened, but return to the map and try to leave Dorter. You'll get into kicked into a battle (though not without a lengthy FMV intro to Balthier first).

---Balthier Subquest Battle: Dorter Slums-----

YOUR FORCES: Ramza, Balthier [guest], 3 others

ENEMY FORCES: Thief (lv 30, male) Monk (lv 28, male)  
Archer (lv 31, male) Archer (lv 29, male)  
Archer (lv 27, male) White Mage (lv 28, female)

GUEST: Balthier [Leo] - lv 35 Sky Pirate - Bravery 78, Faith 60

Equipment : Ras Algethi, Thief's Cap, Mirage Vest, Germinas Boots  
Abilities : Piracy

VICTORY CONDITION: KO, petrify, recruit, or Vampirize all enemies  
LOSS CONDITION: Balthier is KOed or Ramza dies

WEATHER: Clear day (no special effects)

| MAP SIZE: | TERRAIN TYPES | GEOMANCY         | MAP AREA |
|-----------|---------------|------------------|----------|
| 16 x 10   | Roof          | Wind Blast       | 39%      |
|           | Soil          | Sinkhole         | 36%      |
|           | Ocean         | Torrent          | 11%      |
|           | Grassland     | Tanglevine       | 9%       |
|           | Coffer        | Will-o'-the-Wisp | 3%       |
|           | Flagstone     | Contortion       | 3%       |

--STRATEGY--

Balthier will help you out here as a guest.

The bulk of your team will start away from Ramza and Balthier, so it may be helpful to bring characters with a high Move range or guns, so that they can join the fray quickly. You'll need to make sure Ramza doesn't get separated and surrounded. Balthier won't fight on the frontlines, but he has a super-strong gun and will assist from the rooftops. Unless Ramza gets surrounded, this should be an easy battle.

BATTLE TROPHIES: None

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 1.5, Soil

|  | POOR ITEM    | GOOD ITEM     | TRAP |
|--|--------------|---------------|------|
| Left: 0, Up: 4 (height: 1, Soil)       | Antidote     | Leather Armor | none |
| Left: 6, Up: 1 (height: 9, Roof)       | Echo Herbs   | Mythril Knife | none |
| Left: 4, Up: 12 (height: 3.5, Grassl.) | Eye Drops    | Clothing      | none |
| Left: 7, Up: 14 (height: 1.5, Soil)    | Phoenix Down | Longsword     | none |

-----

Afterwards, you can sign Balthier up for your team. He's basically a combination of Mustadio (he has all of Mustadio's Aimed Shot abilities) and a Thief, but he has better stats and a wide range of usable equipment (including polearms, knight's swords, guns, heavy armor, and more). He also has one unique ability of his own: Barrage. Barrage allows him to attack four times in a row for 1/2 damage each time, essentially allowing you to do double damage. Barrage can't be evaded or blocked with Shirahadori, making it a very potent offensive ability. Balthier's "Plunder" abilities are also a little better than regular Stealing; when it comes to stealing equipment, a Plunder is 10 percentage points more likely to succeed than a Steal. (So, if a Steal would have, say, a 36% success rate, Plunder will have a 46% success rate, for instance.) Overall, Balthier is a great character and definitely worth a spot on your roster.

Balthier also comes equipped with a Ras Algethi gun and Mirage Vest, two items you can't find anywhere else! Both are quite strong, so even if you don't plan on using Balthier, you should at least give his gear to someone else.

%%NELVESKA TEMPLE%%00nel

QUEST BECOMES AVAILABLE: After clearing Fort Besselat and  
completing Gollund Colliery quest. (Must also buy flower in Sal  
Ghidos, see below)

REWARDS: Reis returns to human form, various items found with Treasure Hunter

---QUEST REQUIREMENTS---

In order to begin the Nelveska Temple quest, you must first have finished the battles at Fort Besselat in the main storyline, as well as having completed the Gollund Colliery quest above. Beowulf and Reis the Holy Dragon must also still be on your team.

When you first reach the Trade City of Sal Ghidos during the main storyline, you'll be asked to buy a flower for 1 gil from Aerith. Make sure you choose the SECOND option to buy the flower. You'll need to buy this flower in order to continue with the quest. If you fail to buy the flower when asked, you do NOT have a second chance to get it and unfortunately can't continue with this quest :(

---BEGINNING THE QUEST---

Once you've got the flower, go down to Goug and you'll see a scene where Besrudio presents another device unearthed from the tunnels; this one requires the Cancer Zodiac Stone. (If you've already seen this scene, you don't need to go back to Goug.)

Now go back up to Zeltennia Castle. Go to the tavern and listen to the "Cursed Isle of Nelveska" rumor. This will open up a new path on your map from Zeltennia to Nelveska Temple.

Although you can open up the route to Nelveska as soon as you reach Zeltennia, in order to actually trigger the battle there, you must have seen the scene at Goug where Besrudio presents his weathervane-like device.

---MODIFYING YOUR BRAVERY---

Before you head up to Nelveska Temple, you'll want to prepare. The battle at Nelveska Temple contains a number of rare items that can be found using Treasure Hunter. These items include a super-powered Javelin and Escutcheon as well as the Sasuke's Blade ninja blade and the goofy Nagnarok sword. The Javelin II and Escutcheon II are especially worth picking up (and the Escutcheon II isn't available anywhere else!). You only have this ONE chance to get them, as there are no random battles at Nelveska Temple. Of course, you certainly don't NEED any of these items and they can be tricky to get, so it's up to you as to whether you want to try for them.

If you do want to get the items, you'll need to have a LOW Bravery -- the higher your Treasure Hunter's Bravery, the higher the odds of getting a crummy item instead of the item you want. Rapha is great for this purpose since her Bravery already starts pretty low. For the best odds, though, you'll want to lower it even further. The best way to do this is probably with Beowulf's Chicken magick (up to a 12-point decrease in permanent Bravery) for big changes coupled with the Orator's Intimidate (4-point decrease in permanent Bravery) for small changes. Just be sure to keep her permanent Bravery above 10, so that she doesn't start the battle as a Chicken.

---THE BIG BATTLE---

Whether you're planning on looking for the items or not, you'll probably want also to buy some Gold Needle or Remedies before you leave town for the coming battle, or equip Jade Armlets -- the Cockatrices at the temple can turn you to stone.

Go to Nelveska. If you've seen the appropriate scene at Goug, a battle will trigger.

---Nelveska Temple Battle: Nelveska Temple-----  
YOUR FORCES: Ramza, 4 others

ENEMY FORCES: Construct 7 (lv 66 Automaton) Cockatrice\* Cockatrice\*  
Cockatrice\* Hydra\* Hydra\*

\* These enemies' levels depend on the highest level on your own roster.

BOSS: Construct 7 [random Zodiac] - lv 66 Automaton - Bravery 50, Faith 0

Abilities : Tasks, Counter, Defense Boost

Immune : All negative status except Confuse, all elements except Lightning  
and Water

VICTORY CONDITION: KO Construct 7 twice

LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Clear day (no special effects)

| MAP SIZE: | TERRAIN TYPES     | GEOMANCY         | MAP AREA |
|-----------|-------------------|------------------|----------|
| 12 x 8    | Grassland         | Tanglevine       | 51%      |
|           | Flagstone         | Contortion       | 31%      |
|           | Sand              | Sandstorm        | 11%      |
|           | Stone Outcropping | Tremor           | 4%       |
|           | Stairs            | Will-o'-the-Wisp | 2%       |
|           | Soil              | Sinkhole         | 1%       |

--STRATEGY--

The enemies here will hit you hard and fast. When deploying characters, put Orlandeau on either the far left or far right. If you have another character with an automatic Haste (e.g. from the Tynar Rouge), place her behind Orlandeau. Together, they can probably KO one of the Hydras on the pillars before it has a chance to move.

The Hydras will attack you first. Watch out for their Tri-Attack, which hits the unit in front of them plus any units to either side. Try to kill off one of the Hydras before the Cockatrices reach you. The Cockatrices have relatively little HP, so you may be able to take them out with group attacks (e.g. Hallowed Bolt). Since all the enemies are fairly close by, you often don't need to move attack to them. Remember that not moving gives you your next turn faster, so don't move unless you need to. Since you're getting assaulted from all sides here, Orlandeau's Shadowblade attack is quite useful here -- it both deals damage AND restores a lot of his HP, keeping him healthy.

Construct 7 will probably come out of its nook in the temple to attack you. Its attacks are brutal and can do 300+ damage to you. Try to thin out the other monsters a little bit first so you won't be swarmed while you're wearing Construct 7 down. Once you've taken out at least half the other monsters, rush Construct 7. It has NO Faith, so magicks are useless. It's also immune to all elements except Lightning and Water, so even non-Faith-based attacks that do elemental damage (like the Monk's Shockwave) don't work. Regular physical attacks and sword techniques will work. In addition, Construct 7 IS weak to non-Faith-based Lightning attacks, so Reis's Thunder Breath attack will do quite a bit of damage; it should take off more than half the Construct's HP! When you KO Construct 7 the first time, it will come back with 1 HP, so KO it again and the battle will end.

However, if you want to get the hidden items here, you MUST get them before you defeat Construct 7, as you can't come back after this battle.

There are four hidden items. On top of the two pillars where the Hydras start, you'll find the best polearm (the pillar on your right) and shield (the pillar on your left). They're called the Javelin and Escutcheon, but they're totally different items from the generic Javelin and Escutcheon. (I'll call the good ones the Javelin II and Escutcheon II.) The lower your Bravery, the better your



odds of discovering the good items; otherwise, you'll end up with a regular Javelin and Escutcheon, the WORST polearm and shield. To get up on top of the pillars, move Construct 8 or Reis next to the pillar as a stepping-stone. You'll need at least a jump of 4 to get up using the stepping-stone method. (Ignore Elevation and Teleport are not usable because you need the movement ability slot for Treasure Hunter!)

Because the "good" Javelin and Escutcheon have the same names as the crummy Javelin and the Escutcheon, it's hard to tell during the battle which one you've picked up. The Javelin II is gray instead of silver and has a fatter point, and the Escutcheon II has gold trim (instead of silver) and an extra vertical bar on its face. These details can be tough to spot in the few seconds the item is displayed, though. An easier method is to put Reequip on your Treasure Hunter, which will allow you to examine the items list during battle. As long as you have "Display Unequippable Items" set to "On" (under Options), you can see your entire list of equipment. Press Select on an item to check its stats. If the Javelin or Escutcheon has great stats, it's the one you want; if it has terrible stats, it's the "regular" version. (You can reset if you don't get what you're looking for.) You needn't even use up a turn to use Reequip in this way; just cancel out of the equipment menu without changing anything and you can take another action.

The other two hidden items on this map are the Sasuke's Blade ninja blade, and the Nagnarok, a sword that turns enemies into Toads. The Nagnarok has only 1 attack power but a high evade rate when used with Parry. Both these items also require low Bravery, or you'll get Elixirs instead.

Sasuke's Blade is hidden in the grassy area behind the temple. When you're facing the temple, on the right side, you'll see a staircase-like cliff that you can use to climb up on top of the temple. Once you're on top of the temple, continue moving away from your starting point into the green and brown grassy area at the back end of the map. The specific tile is near the very far back. Face the temple and move the cursor the upper-left corner of the map. Now, move the cursor one tile to the right and one tile down. You should be on a tile with a height of 4. This is the tile with Sasuke's Blade. (Another way of locating this tile is to use the coordinates at the bottom of this battle strategy.)

The Nagnarok sword is much closer to where you start. When the battle starts, you'll see that Construct 7 is in the "doorway" of the temple just in front of where you start. It's a black area with pillars on either side. You'll have to first lure Construct 7 out of the way of the doorway. Once Construct 7 moves out of the way, move into that "doorway," as if you were walking inside the temple. This is a narrow passageway -- move the character as far back in the passage as the game will let you in. The tile deepest inside the temple has the Nagnarok.

The battle at Nelveska can be tough in its own right, and trying to claim all these items will make it even harder. Bringing as many women with Chantage as possible will help keep you alive, of course. Even Angel Rings (which only give you Reraise once per battle) are useful. If your Treasure Hunter is relatively weak, try equipping him/her with the Invisibility Cloak found on Mount Germinas. As long as the character doesn't take any actual action and just moves around picking up items, s/he should be left alone completely. KOing one or both Hydras at the very start of the battle will leave their bodies atop the pillars, preventing you from climbing up there until they crystallize ... but go ahead and KO them anyway. You're being attacked by so many enemies at the start that it's easier to take them out and then just wait for them to crystallize once things have settled down.

The biggest concern when item-hunting is Construct 7 and its strong attacks. Unfortunately, it's immune to most of the status conditions you might want to inflict to halt it. Instead, use Rend Speed over and over to whittle down its speed and minimize the number of turns it gets. Once you've taken away all its speed, you can then use Rend Power on it to make it even weaker. (If you combine Arts of War with Dual Wield, you get two Rends per turn, which makes this process much easier.) If you're doing the Rends at close range, you will have to endure Construct 7's counterattacks, which is why Chantage will be helpful. Beware of accidentally killing Construct 7 with any counterattacks you might have; you don't want the battle to end prematurely! (And, keep in mind that all of Construct 7's special attacks decrease its own HP a little bit.) You'll probably need to stand by and keep healing Construct 7 with Chakra or items while you continue item-hunting. (White Magicks don't work for healing Construct 7 because it's immune to that.) The other enemies can (and should!) be killed, of course.

If you're not shooting for ALL the items, the Escutcheon II is the best to pick up. It can be equipped by many jobs and cannot be found anywhere else in the game. The Javelin II is probably second-best, since it's the strongest polearm, whereas Sasuke's Blade is inferior to the Koga and Iga blades found in Midlight's Deep. Also, the Javelin II and Sasuke's Blade do not HAVE to be obtained here as they can eventually be caught with Sticky Fingers, and a Sasuke's Blade can be stolen in another subquest. The Nagnarok is the lowest priority, since it is of rather dubious value to begin with and can always be poached from Swines.

BATTLE TROPHIES: None

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 4, Grassland

|                                       | POOR ITEM  | GOOD ITEM      | TRAP |
|---------------------------------------|------------|----------------|------|
| Left: 1, Up: 9 (height: 7, Flagstone) | Javelin    | Javelin II     | none |
| Left: 5, Up: 9 (height: 7, Flagstone) | Escutcheon | Escutcheon II  | none |
| Left: 3, Up: 3 (height: 0, Flagstone) | Elixir     | Nagnarok       | none |
| Left: 1, Up: 1 (height: 4, Grassland) | Elixir     | Sasuke's Blade | none |

When Construct 7 explodes, you'll get its power source: the Cancer Zodiac Stone.

Back on the map screen, try to leave Nelveska Island. Beowulf will use the Cancer stone to restore the dragon Reis to her normal human form. She will then re-join your party, keeping all her dragon abilities and adding many new ones she can learn. Even in human form, her Dragonkin job can use very little equipment -- just hair adornments, bags, and some accessories. But, she has killer stats and an inherent Dual Wield. The Dual Wield can only be used only with weapon types that can be Dual Wielded, of course, but that includes her fists.

If you now return the Cancer Stone to Besrudio, he'll summon Cloud. You can now embark on the Recruiting Cloud quest (below) to add Cloud to your team as well. If you've cleared Mullonde in the main storyline, you can also tackle the Lionel's New Liege Lord quest as well.

%%RECRUITING CLOUD%%00cloud

QUEST BECOMES AVAILABLE: Immediately after completing Nelveska Temple quest

REWARDS: Cloud joins the party, Materia Blade

You can get Cloud any time after you complete Ford Besselat. In order to get him, you must first complete the Gollund Colliery quest, followed by the

Nelveska Temple quest, both described above. You'll also still need Mustadio around.

Having completed both of these quests, hike all the way back to Goug. (If you've finished the battles at Mullonde, you'll have a handy shortcut.) Besrudio will power up the weathervane with the Cancer Stone and it will ... summon Cloud. Cloud, in typical Cloud fashion, will refuse to let you introduce yourselves and run off in pursuit of Sephiroth.

Now you have to go all the way to the Trade City of Sal Ghidos. Remember when you met Aerith here earlier? Well, she's back, and this time she's being accosted by some thieves. Cloud comes to save her, but has another one of his schizophrenic breakdowns. You have to save him from the thieves.

---Cloud Subquest Battle 1: Sal Ghidos-----

YOUR FORCES: Ramza, Cloud [guest], 3 others

ENEMY FORCES: Thief (lv 47, male)      Thief (lv 47, male)      Thief (lv 33, male)  
                  Monk (lv 45, male)      Squire (lv 48, male)      Squire (lv 47, male)

GUEST: Cloud [Aquarius] - lv 1 Soldier - Bravery 70, Faith 65

Equipment : Thief's Cap, Black Garb, Featherweave Cloak

Abilities : Limit, other abilities random

VICTORY CONDITION: KO, petrify, recruit, or Vampirize all enemies

LOSS CONDITION: Cloud is KOed or Ramza dies

WEATHER: Clear day (no special effects)

| MAP SIZE: | TERRAIN TYPES           | GEOMANCY         | MAP AREA |
|-----------|-------------------------|------------------|----------|
| 16 x 10   | Roof, Chimney           | Wind Blast       | 35%      |
|           | Flagstone, Earthen Wall | Contortion       | 32%      |
|           | Wasteland               | Sinkhole         | 22%      |
|           | Coffer, Stairs          | Will-o'-the-Wisp | 11%      |

--STRATEGY--

At this point in the game, a bunch of generic enemies with underpowered jobs shouldn't pose much threat; if you can't win this battle, you probably shouldn't be playing the game ;). The main concern here is the three Thieves, who may try to steal your stuff. If you've got any rare gear, you'll probably want to equip Safeguard to make sure you don't lose it -- or just take the Thieves out ASAP. You also need to make sure Cloud stays healthy, since you lose the battle if he's KOed. He's usually not in any danger, though, since he often flees into the far side of the map and avoids the melee completely.

BATTLE TROPHIES: None

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 0, Flagstone

|  | POOR ITEM    | GOOD ITEM    | TRAP |
|--|--------------|--------------|------|
| Left: 9, Up: 2 (height: 9, Roof)       | Gold Needle  | Reflect Ring | none |
| Left: 9, Up: 9 (height: 3, Wasteland)  | Holy Water   | Protect Ring | none |
| Left: 9, Up: 10 (height: 3, Wasteland) | Remedy       | Magick Ring  | none |
| Left: 0, Up: 12 (height: 13, Roof)     | Phoenix Down | Angel Ring   | none |

Afterwards, Clod... er, Cloud will join you.

You're still not totally finished with this quest. In order for Cloud to be able to use his Limit attacks, you need to find his Materia Blade. The Blade is found using the Treasure Hunter ability during random battles at Mount

Bervenian. The easiest way to get into a battle at Mount Bervenian is to go to Riovanes Castle and just move back and forth between Riovanes and Mount Bervenian until you get into a random battle.

---Cloud Subquest Battle 2: Mount Bervenian-----

YOUR FORCES: 1-5 characters

ENEMY FORCES: Random (see Random Battles section)

VICTORY CONDITION: KO, petrify, recruit, or Vampirize all enemies

LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Random

| MAP SIZE: | TERRAIN TYPES | GEOMANCY    | MAP AREA |
|-----------|---------------|-------------|----------|
| 12 x 10   | Basalt        | Tremor      | 58%      |
|           | Lava          | Magma Surge | 37%      |
|           | Obstructed    | --          | 5%       |

--STRATEGY--

Once you're in battle, move your Treasure Hunter to the very tippy-top of the volcano to discover the Materia Blade. You'll need a Jump at least of 4 to reach the volcano top -- equip Germinas Boots if you need a boost. Unlike the other rare items found with Treasure Hunter, this one doesn't depend on your Bravery. You'll always receive the Materia Blade on this tile, regardless of your Bravery; there's no chance of getting the wrong thing. Once you've secured the Materia Blade, finish off the rest of the enemies to end the battle. If you end the battle by mistake before getting the Blade, just start up another battle; the Blade never disappears until you find it.

If you're having a hard time getting your Treasure Hunter up to the top during the battle, one strategy is to kill off all but one enemy, and then use Beowulf's Chicken ability to turn the last enemy into a chicken. This leaves you free to spend as much time as needed navigating the volcano.

By the way, one of the other treasures here can never actually be obtained. In order to pick it up, your Treasure Hunter would have to stop on top of a lava-filled tile. But the only abilities that actually let you STOP on top of lava are Lavawalking and Levitate -- and neither of those can be equipped at the same time as Treasure Hunter! Float magick or equipment like the Winged Boots DO NOT allow you to get this treasure. That's because they only let you move through lava on the way to another tile, and never allow you to STOP on lava.

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 3, Basalt

|                                     | POOR ITEM            | GOOD ITEM       | TRAP        |
|-------------------------------------|----------------------|-----------------|-------------|
| Left: 1, Up: 9 (height: 18, Basalt) | -Materia Blade-      |                 | Death Trap  |
| Left: 4, Up: 1 (height: 3, Basalt)  | X-Potion             | Flameburst Bomb | Sten Needle |
| Left: 6, Up: 10 (height: 3, Basalt) | X-Potion             | Flameburst Bomb | Death Trap  |
| Left: 5, Up: 11 (height: 0, Lava)   | -CANNOT BE OBTAINED- |                 | Degenerator |

-----  
Equipping Cloud with the Materia Blade allows him to use his Limit command, although you still have to learn all the Limit abilities individually.

Most of Cloud's Limit attacks do powerful magic damage. The downsides are that they take a long time to charge, and they only target PANELS -- so if Cloud's target moves before the attack activates, it will miss!

Honestly, Cloud isn't really all that great a character, in my estimation. His Limits take so long to charge, and he requires a lot of time to level up since

he starts back at level 1. If you want to use him, your best bet is probably to give him the Time Mage's Swiftiness ability (which halves the charge time of his Limits), and give him gear to boost his Magick Attack (which will make his Limits more powerful).

You can only get the Materia Blade at Mt. Bervenia once. But, if your Materia Blade is broken or lost, there ARE a couple ways to replace it. First, enemy ninjas of Lv. 96 or higher will sometimes throw Materia Blades, and you can use the Thief's Sticky Fingers to catch and keep them. (Good places to find enemy ninjas include The Interstice, the multiplayer "Littering" mission, and the special battle at the west entrance to Araguay Woods.) You can also win the Materia Blade as a prize in both of the multiplayer modes.

%%DISORDER IN THE ORDER%%00dis

QUEST BECOMES AVAILABLE: After Mullonde battles  
REWARDS: Lots of stealable equipment

The second of two Agrias-related quests, this quest becomes available late in Chapter IV, after you win the battles at Mullonde Cathedral. You do NOT have to have completed the other Agrias quest (Agrias's Birthday) to access it.

First, after clearing the Cathedral, make tracks for Zeltennia Castle, in the upper right corner of the map. As long as Agrias is still with you, when you reach Zeltennia, you'll see a scene in which Agrias meets with Ovelia and sets up an important later plot point. If Alicia and Lavian are still around, they'll also participate in this scene, but they're not required.

Nothing else happens here, but now head to the Magick City of Gariland or Eagrose Castle and hit up the Tavern. If you saw the scene at Zeltennia, there will be a new rumor, "Disorder in the Order." Listen to it.

Hearing this rumor will activate a new battle at the Brigands' Den south of Mandalia Plain. The battle is a great chance to steal equipment, so before you go there, you'll want to make sure you've got someone with a full set of Steal abilities, preferably with good vertical movement capability (Jump of 5 or greater, or a Movement Ability that ignores elevation).

Then, head back to the Brigands' Den and you'll get into a battle against some deserters from the Order of the Northern Sky.

---Disorder in the Order Battle: Brigands' Den-----

YOUR FORCES: Ramza, Agrias [guest], 3 others  
ENEMY FORCES: Ninja (lv 49, male) Monk (lv 40, female) Knight (lv 43, male)  
Knight (lv 42, male) Squire (lv 44, male) Squire (lv 41, male)

VICTORY CONDITION: KO, petrify, or recruit all enemies  
LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Clear day (no special effects)

| MAP SIZE: | TERRAIN TYPES | GEOMANCY         | MAP AREA |
|-----------|---------------|------------------|----------|
| 12 x 10   | Wooden Floor  | Will-o'-the-Wisp | 37%      |
|           | Ocean         | Torrent          | 30%      |
|           | Flagstone     | Contortion       | 21%      |
|           | Grassland     | Tanglevine       | 12%      |

--STRATEGY--

Agrias fights as a Guest in this battle, but it's not necessary to keep her from getting KOed. You won't lose if she does. In fact, if you want to

steal from all the enemies here, it's probably a GOOD idea to KO Agrias yourself to keep her from finishing off the enemies before you do. Since she's a Guest here, you can leave her KOed as long as you want and she won't ever disappear.

If you bring Orlandeau along as well, you can see a few extra lines of dialogue.

This battle is a stealing extravaganza! Every enemy here has at least one rare item that you can't find in the Outfitter (although all these items are also available in at least one other place in the game as well). The Squires have Blaze and Glacial Guns respectively, the Ninja has a Sasuke's Blade, the Monk has Ninja Gear and a Barette, and the Knights have a Venetian Shield and a Kaiser Shield. If you get nothing else, the shields are probably your best bet. Since there's a LOT to steal here, equipping Concentration or Martial Arts to boost your success rate be helpful. Don't forget that raising your Speed also helps you steal items, so use Ramza and Luso's Tailwind (or the Bard's Rousing Melody) to crank up your Speed stat. Balthier's Plunder skills are also advantageous here--they're more likely to successfully steal than a regular Steal. Unfortunately, most of the enemies have equipment that makes them immune to Sleep status, but Sleep DOES work on the Ninja and the Knights. Chicken can also work, but then you'll have to chase after the chickenized enemies as they run away from you, so this can be more hassle than it's worth.

The two Knights are actually trapped on top of the fort by their limited Jump rating. To steal from them, you'll need to go up there yourself. Getting on top of the fort requires a Jump rating of 5. No job naturally has a Jump rating that high, but Monk, Thief, Dragoon, Ninja, and Sky Pirate [Balthier] all have a Jump of 4, and you can enhance it even further with the Spiked Boots or Germinas Boots accessories or the Jump +1/+2/+3 Movement Abilities. Or, equip Movement Abilities that let you circumvent height completely: Ignore Elevation, Fly, or Teleport. A third alternative is to deploy Construct 8 or another large monster (a dragon, hydra, malboro, or behemoth), whom you can use as a stepping stone to climb up onto the fort.

All the enemies in this battle act as "special" characters who will never crystallize or turn into chests. This can be kinda handy if you want to steal from them. You can knock out all but one enemy, then revive just the enemy you want to steal from, pilfer what you want, KO the enemy again, and repeat. You never have to worry about anyone disappearing completely. Just don't finish off the last enemy until you're done stealing!

Don't bother with the Treasure Hunter items here. They're the same items from when you fought at the Den way back in Chapter I, so they're totally worthless now. In fact, if you already collected the items back then, they won't even be here now.

The actual battle should be fairly easy since these are rather basic enemies with few special abilities. Several of the enemies start up on top of the fort, and the Knights remain up there for the duration of the battle. However, if you march up to the top of the ramp in front of the fort, you can still hit them with a lot of special attacks (e.g., sword techniques). Guns and Construct 8's Dispose are also good for attacking from a distance.

BATTLE TROPHIES: None

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 2, Wooden Floor

|  | POOR ITEM    | GOOD ITEM | TRAP |
|--|--------------|-----------|------|
| Left: 0, Up: 0 (height: 2, Wooden Fl.) | Phoenix Down | Longbow   | none |
| Left: 8, Up: 10 (height: 2, Grassland) | Antidote     | Flame Rod | none |

Left: 4, Up: 9 (height: 3, Wooden Fl.) Echo Herbs White Staff none  
\*Left: 7, Up: 10 (height: 10, Wooden F.) Eye Drops Ice Rod none  
\* Requires Jump of 4 or greater.

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Nothing special happens when you clear the battle--this quest is mostly just an avenue for stealing a lot of great items :)

%%LIONEL'S NEW LIEGE LORD%%00lio

QUEST BECOMES AVAILABLE: After Mullonde battles AND completing Nelveska Temple quest

REWARDS: Genji Armor, Zeus Mace, Sortile'ge, stealable Masamune and Chantage, Hydrascale Bag, other equipment

The main purpose of Beowulf's new subquest is to acquire the Masamune and Genji Armor, as well as a few other goodies.

To begin the subquest, you must first complete the Nelveska Temple quest. At this point, you will have recruited Beowulf and Reis and returned Reis to human form. Beowulf and Reis must also still be alive and on your roster. You also have to completed the battle against Zalbaag at Mullonde in the main storyline. However, you do NOT need to have recruited Cloud or obtained his Materia Blade.

In addition to meeting the above requirements, to activate the quest, you have to have read the "Lionel's New Liege Lord" rumor that appears in Taverns after you've completed the story battle at Bervenja Free City. This rumor can be read before or after you recruit Beowulf and Reis.

This quest, of course, takes place at Lionel Castle. As soon as you visit Lionel Castle after reading the rumor and acquiring the needed characters, you're thrown into the quest, so you'll want to prepare first. Make sure you have a character able to steal, as this subquest gives you a chance to steal a Masamune and a Chantage.

When you reach Lionel Castle, you'll see a story scene and Reis will be spirited away. You're given a chance to save and adjust your roster before being booted into battle against Beowulf's old pal Aliste.

Since Reis is presently kidnapped, you won't be able to select her as part of your team for the battles in this quest.

---Lionel's New Liege Lord Battle 1: Lionel Castle Gate-----

YOUR FORCES: Ramza, Beowulf [guest], 3 others

ENEMY FORCES: Aliste (lv 48 Templar) Ninja (lv 44, male)  
Ninja (lv 43, male) Archer (lv 45, male)  
Archer (lv 42, male) Time Mage (lv 45, female)

BOSS: Aliste [Scorpio] - lv 48 Templar - Bravery 80, Faith 35

Equipment : Genji Shield, Save the Queen, Genji Helm, Genji Armor, Ribbon  
Abilities : Spellblade, Iaido, Shirahadori, Safeguard, Master Teleportation

VICTORY CONDITION: KO Aliste twice

LOSS CONDITION: Beowulf is KOed or Ramza dies

WEATHER: Clear night (evade rate vs. bows x 1.33)

| MAP SIZE: | TERRAIN TYPES | GEOMANCY   | MAP AREA |
|-----------|---------------|------------|----------|
| 15 x 9    | Grassland     | Tanglevine | 40%      |
|           | Flagstone     | Contortion | 36%      |

|                   |            |    |
|-------------------|------------|----|
| Swamp             | Quicksand  | 7% |
| Obstructed        | --         | 7% |
| Stone Outcropping | Tremor     | 5% |
| Brick             | Wind Slash | 4% |

--STRATEGY--

Beowulf fights on your team as a Guest in this battle, which means you only get to choose 3 other characters to deploy. And while it's not spelled out in the victory conditions, you have to keep Beowulf alive -- if he gets KOed, you immediately get a Game Over. Be sure to equip Beowulf with some good armor or a shield beforehand. It's probably a wise idea to deploy a decent healer as well so that you can keep his health up. Since your principal enemy here has Safeguard, Meliadoul's sword techniques are useless, so you probably won't want to deploy her.

Aliste starts up on the roof, but since he has Elmdore's Master Teleportation ability, he'll probably warp down to fight you before you can climb up after him. He's a Templar just like Beowulf, so he has all of Beowulf's Spellblade skills. (He has a nice set of Genji gear as well, but, also like Elmdore, he has Safeguard, which means you unfortunately can't steal it from him.) Since Aliste's Spellblade can inflict a lot of status changes on you, be sure to have Remedy or Esuna ready. Alternately, try wiping out Aliste's MP using the Knight's Rend MP, Orlandeau's Duskblade, or the Dark Knight's Infernal Strike. Aliste has somehow equipped a Ribbon--normally female-only headgear--in his accessory slot, so he's immune to status attacks.

You might want to send one or two of your less powerful characters to take out the Ninjas coming through the castle gate. The other enemies can probably be ignored. The Archers won't do too much damage, and they're hard to target since the castle wall blocks your ability to shoot at them. If you want to take them out, use Construct 8's Dispose, which can go through walls.

Focus your attacks on Aliste. He uses Shirahadori to guard your physical attacks. You can try to weaken this by using Orator skills to lower his Bravery (since a lower Bravery means reaction abilities trigger less often); Beowulf may also help you in this regard. Otherwise, just sling magicks, sword techniques, Dispose, and Balthier's Barrage at him until he goes down. The first time you KO him, he'll revive with 1 HP, but just punch him out a second time and you win the battle for real.

As with all of the "repeat" battlefields, the Treasure Hunter tiles here are the same crummy ones from the first time through, so you can safely ignore them.

BATTLE TROPHIES: Genji Armor

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 5, Grassland

|  | POOR ITEM  | GOOD ITEM       | TRAP |
|--|------------|-----------------|------|
| Left: 2, Up: 6 (height: 8, Grassland)  | Ether      | Wizard's Robe   | none |
| Left: 7, Up: 5 (height: 4, Grassland)  | Echo Herbs | Rubber Boots    | none |
| Left: 7, Up: 7 (height: 4, Grassland)  | Potion     | Golden Armor    | none |
| Left: 13, Up: 6 (height: 2, Grassland) | Hi-Potion  | Wizard Clothing | none |

-----

You'll have another chance to save and adjust your team, so equip the Genji Armor you just won. It's the second strongest suit of armor in the single-player game.

---Lionel's New Liege Lord Battle 2: Lionel Castle Oratory-----  
 YOUR FORCES: Ramza, Beowulf [guest], 3 others



ENEMY FORCES:

PHASE ONE: Bremond (lv 51 Celebrant) Ninja (lv 49, female)  
Ninja (lv 48, female) Samurai (lv 48, female)  
Samurai (lv 47, female) Mystic (lv 46, female)  
Mystic (lv 45, female)

PHASE TWO: Bremond (lv 42 Dark Dragon)

BOSS: Bremond [Gemini] - lv 51 Celebrant - Bravery 10, Faith 80

Equipment : Zeus Mace, Celebrant's Miter, Lordly Robe, Ribbon

Abilities : Priest Magicks, Fundaments, Counter Tackle, Safeguard, Lifefont

Immune : All negative status except Blind, Confuse, Silence, Oil, Berserk,  
and Slow

BOSS: Bremond [Gemini] - lv 42 Dark Dragon - Bravery 80, Faith 10

HP: about 3150, MP: about 220

Abilities : Breath, Counter, Attack Boost, Arcane Strength, Arcane Defense

Immune : All negative status except Blind, Slow, and Immobilize

VICTORY CONDITION: Phase One - KO Bremond

Phase Two - KO Dark Dragon Bremond

LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Indoors (no special effects)

| MAP SIZE: | TERRAIN TYPES  | GEOMANCY         | MAP AREA |
|-----------|----------------|------------------|----------|
| 10 x 8    | Flagstone      | Contortion       | 60%      |
|           | Carpet, Stairs | Will-o'-the-Wisp | 20%      |
|           | Obstructed     | --               | 20%      |

--STRATEGY--

Bremond has a pretty powerful set of underlings here. Most importantly, the Samurai to Bremond's right (the left side of the screen when the battle begins) has a stealable Masamune. This is by far the easiest place to get this weapon, so be sure to steal it! (The only other way to get a Masamune in the single-player game is to catch it with Sticky Fingers when enemy Ninjas throw it.)

Some of Bremond's other troops are pretty tough, too. The Mystic on his left (again, the right side of the screen initially) is equipped with Chantage. This means that there's no point in attacking her, as she'll just revive on her next turn. The only way to really take her out is to break the Chantage or steal it. Since Chantage is extremely useful, stealing it isn't a bad idea, although you CAN get them elsewhere. Watch out, both Mystics also have a pretty strong attack since they're equipped with bags.

Other rare items available here are a Cachusha and Barette--stolen from the Mystics on Bremond's right and left, respectively--and the Sortile'ge perfume, also stolen from the Mystic on his right. You'll be receiving a Sortile'ge and Hydrascale Bag for completing this quest anyway, though, so these are pretty skippable.

Bremond himself is equipped with a Lordly Robe, which gives him a fair amount of HP, and a Ribbon, which blocks any status attacks. Unfortunately, he has Safeguard, so you can't steal this stuff from him. He's not much of a threat in combat, though. As long as at least one of his underlings is KOed, Bremond usually just wastes his turns casting Arise. (This can actually help if you accidentally KO the Samurai with the Masamune before you're able to steal it.) Keep at least one of the generic enemies KOed while you go after Bremond and he'll just keep using Arise. Since the Ribbon doesn't protect Bremond from the Atheist status, you can also try using the Mystic's Disbelief (or Beowulf's

Doubt) to prevent him from casting magicks. Alternately, attack his MP with Rend MP / Duskblade / Infernal Strike.

When Bremond is KOed, he will transform into the Dark Dragon, and all the other enemy troops will be wiped from the board. It's now time for the second phase of this battle.

The Dark Dragon has some really strong physical attacks, and might occasionally use breath attacks as well. It can Counter you when you attack, so you're probably better off using sword techniques or other abilities that aren't standard melee attacks. Beowulf's Drain is good too, though here you have no control over whether he uses it! Magicks are pretty useless since the Dark Dragon has very low Faith AND Arcane Defense. Graviga and Lich can still do big damage if they connect, but will have a low hit rate. Attacks that don't depend on Faith are better.

BATTLE TROPHIES: Zeus Mace

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 1, Flagstone - on Ramza's left at start

|                                       | POOR ITEM | GOOD ITEM         | TRAP |
|---------------------------------------|-----------|-------------------|------|
| Left: 6, Up: 3 (height: 5, Carpet)    | Potion    | Guardian Bracelet | none |
| Left: 6, Up: 4 (height: 5, Carpet)    | Ether     | Mage's Cloak      | none |
| Left: 8, Up: 3 (height: 7, Flagstone) | Hi-Potion | Protect Ring      | none |
| Left: 8, Up: 4 (height: 7, Flagstone) | Remedy    | Osafune           | none |

When Bremond goes down, you'll receive a Zeus Mace, a very nice staff, for your efforts. (There's a second Zeus Mace in Midlight's Deep, but it doesn't hurt to have two!)

Beowulf and Reis are reunited. In gratitude for all your help, Beowulf hands over all his treasure, including a Gold Hairpin, a Hydrascale Bag, a pair of Hermes Shoes, a Diamond Bracelet, and the Sortile'ge perfume. You're prompted to add Beowulf and Reis back into your roster, and this subquest is now complete! At this point, Beowulf and Reis are no longer required for any other quests, so you COULD delete them if you wanted, but you won't be able to get them back!

%%MIDLIGHT'S DEEP%%00md

QUEST BECOMES AVAILABLE: After Mullonde battles

REWARDS: Numerous rare items, Zodiark summon, the Byblos joins the party

Midlight's Deep is a bonus dungeon with ten floors (each a separate battle), each packed with really powerful equipment. It's completely optional, and in fact is more difficult than the actual end of the game.

You can only access Midlight's Deep after you complete the three battles at Mullonde Cathedral. But, you don't need to have beaten the final boss.

After completing Mullonde Cathedral, go to the Port City of Warjilis. When you arrive, you'll automatically see a scene in the tavern in which Ramza overhears a rumor about the Deep. (Fans of the original PSone version of FF Tactics may get a kick out of some of the dialogue here.) When you leave town, a route will automatically pop up on the tiny island to the east, which contains Midlight's Deep.

To enter Midlight's Deep, move to the island. Then, click on Midlight's Deep a second time. Choose the floor you want to enter. At the beginning, only the

first floor will be accessible, but you'll open up more as you progress.

---General Instructions-----

#### ---BATTLES IN THE DEEP---

Midlight's Deep battles are considered random battles, which means that the exact line-up of enemies changes each time. It also means that you don't have to deploy Ramza. The exception is the initial encounter on the last floor, which has a fixed set of enemies AND requires Ramza to be deployed.

#### ---NAVIGATING THE DARKNESS---

To make things challenging, every floor of Midlight's Deep is completely dark. You can see your team and the enemies, but you can't see the terrain. Crystals left by dead enemies will light up much of the area, but there's an even easier way to see your way around. Select an attack with a really long range, like a gun attack, Beowulf's Vengeance, Construct 8's Dispose, or best of all, Teleport (which lights up the *\*whole\** map). When the game then prompts you to choose a target, most of the panels on the battlefield will be highlighted, giving you a chance to study the terrain. You don't even have to USE the selected attack, just select it, look at the map, and then cancel back to the menu. Since you can do this every round, you shouldn't have too much trouble seeing what you're doing.

Although Midlight's Deep *\*looks\** dark, it does not have the penalties on bow and crossbow accuracies that nighttime battles do in the overworld.

#### ---FINDING THE EXITS---

Not only do you have to beat the enemies on each level, you ALSO have to find the exit to open up the next level. If you kill all the enemies without finding the exit, you'll just be kicked back to the map screen and have to replay the level before you can advance. To find the exit, you simply have to move a character onto the tile that contains the exit, at which point you'll get a message telling you that you "found a passage leading deeper." Once you finish off the remaining enemies and return to the map, you'll be able to select the next floor. You do NOT need the Treasure Hunter ability to find the exits.

To make things tricky, each time you enter the level, the exit is RANDOMLY placed on one of five possible tiles -- so you don't know where it is! In the floor-by-floor walkthrough below, I've listed the possible exit locations for each floor, in order from nearest to furthest. Bear in mind that the exit can only be found on ONE of these five tiles, not any of them.

Remember, the battle ends when you KO the last enemy, and if you didn't find the exit, you'll have to replay the level. So, you need to find the exit BEFORE you KO that last enemy. The easiest way to do this is to KO all but one enemy, then use Beowulf's Chicken ability or the Black Mage's Toad magick on the last enemy to turn it into a chicken or toad. Once the last enemy is a harmless animal, it's easy to walk around the level and look for the exit. Toad is ideal -- it lasts *\*forever\**, unless the enemy has Black Magicks and can cast Toad on itself to cure itself. Chicken lasts for quite a while, but each turn the enemy gets 1 point of Bravery back, and when it has 10 Bravery, the Chicken spell will wear off. But, if you always recast Chicken when it's close to wearing off, you can keep the enemy a chicken forever :). (You can also supplement Chicken with Sleep--the enemy won't begin regaining Bravery until it wakes up.) Of course, you don't HAVE to use the Chicken or Toad trick to find the exit -- it just makes it a lot easier.

While you do need to find the exits to advance, there's no obligation to find the exit on your first visit. If the battle gets rough, it's fine to just finish off the enemies and forget about finding the exit. You can look for it on your next visit.

Also, once you've found a floor's exit once, you never need to look for it again. So, if you return to a previous floor to hunt for items or poach monsters, you don't need to worry about looking for the exit.

#### --ACQUIRING THE RARE ITEMS---

But wait! There's more! Each level contains a number of rare items that you can find using the Treasure Hunter ability. Simply move a character with Treasure Hunter onto the correct tile and a new item is yours. If a character without Treasure Hunter steps on the tile, you'll often spring a trap instead, but the item remains there, waiting for a character with Treasure Hunter. Even once the item is picked up, any trap on the tile remains there, and then even a Treasure Hunter can spring it.

As with most rare Treasure Hunter finds, you need a LOW Bravery level to pick up the special item. The higher your Bravery, the higher your chance you'll get a crummy Phoenix Down instead. (The chance of getting the Phoenix Down is simply equal to the character's current Bravery -- so a lower Bravery decreases your chance of getting it.)

If you DO pick up the Phoenix Down, the "good" item is gone FOREVER, even if you leave the map and come back later! So, if you want to get all the items, you may want to save pretty frequently and only try picking up one or two items at a time. That way, it's easy to reset and try again if you don't get the item you want.

If you forget a treasure tile completely, it's fine to go back to the map and activate it later. The treasure won't disappear until someone activates the tile.

Beware that enemy characters with Treasure Hunter can also pick up the rare items, which will prevent you from ever getting them! At the start of each battle, you may want to check all the enemy humans to see if they have Treasure Hunter. If they do, either KO or Immobilize those enemies quickly to prevent them from beating you to the loot!

If you step on a tile and spring a trap instead of getting the treasure, you might be experiencing one of two problems. Either the character doesn't have Treasure Hunter, or someone (either one of your characters or an enemy) already picked up the treasure from that tile. Unfortunately, once one item is grabbed from a tile, the treasures are gone permanently.

#### ---STRATEGIES FOR FINDING ITEMS AND EXITS---

Rapha is great for finding the items because her Bravery already starts pretty low. For the best odds, though, you'll want to lower it even further. The best way to do this is probably with Beowulf's Chicken magick (up to a 12-point decrease in permanent Bravery) for big changes coupled with the Orator's Intimidate (4-point decrease in permanent Bravery) for small changes. Just be sure to keep her permanent Bravery above 10, so that she doesn't start the battle as a Chicken.

To make Rapha (or whomever you're using as a Treasure Hunter) more mobile, give her Germinas Boots to increase her move and jump range. If she has them unlocked, you can also switch her to an agile job like Thief, Dragoon, or Monk.

This is helpful both for picking up the treasures and for finding the exits.

Alternately (or in addition), you can have her ride a chocobo to increase her mobility. A Black Chocobo is particularly advantageous since it can fly right over enemies. Just deploy the chocobo next to her, and then move her onto the tile with the chocobo to have her ride it. You won't actually be able to claim items while on the chocobo, though, so park the chocobo NEXT to the tile with the treasure and have Rapha use the Dismount command to step down onto the treasure tile. It takes three turns just to move the chocobo, dismount, and remount, so chocobos are mostly helpful on maps with tricky terrain that would be even slower to navigate on foot.

If you're having trouble with Rapha getting KOed quickly, you can protect her by equipping with her an item to make her Invisible. Items you can use include the Invisibility Cloak found on Mount Germinas (see Battle Strategy 42) or the Ninja Gear stealable in the Disorder in the Order sidequest. Both these items causes Rapha to start the battle with Invisible status. As long as she doesn't take any action and just moves around the battlefield looking for items and exits, she will stay invisible and will be virtually ignored by the enemies. (She's still vulnerable to area-effect spells.) The Ninja Gear is particularly advantageous; since it is body armor, it leaves Rapha's accessory slot free to equip Germinas Boots for enhanced mobility. Later, you can also get the Invisible status from the Septième perfume, poachable from the Greater Hydras found in the Deep, and from a second set of Ninja Gear found on the sixth floor of the dungeon (The Palings).

You can also combine Invisibility with chocobo-riding; if you're Invisible when you board a chocobo, the chocobo becomes Invisible too (even though it doesn't look like it on the screen :P). Be careful, though; dismounting from the chocobo removes the chocobo's Invisibility and gives the enemies a chance to attack it.

Note that you can also still pick up items as a Chicken, although you can't control the character. Since Chicken-ified characters usually run into a corner, you can use this tactic for picking up items in the corner of a map. Chickens have a Bravery below 10, which almost guarantee you'll get the rare item.

#### ---LOCATING THE RARE ITEMS---

So WHERE are all these great items? Of course, on each floor, the items are in different locations. Since the tiles are not given any names or numbers in the game, I've had to assign my own numbers to them. Here's the scheme I've used:

All of the coordinates are given relative to a particular corner. First, use the tile height and terrain type information to identify which of the 4 corners on the map is the reference corner. (You can view the terrain type information by highlighting a tile with the cursor and then pressing the Select button.)

Now, tilt the analog stick left or right (on the PSP) or swipe the screen left or right (in iOS). When you do this, the screen will change perspective and you'll be looking at the battlefield from a different angle. Keep doing this until the reference corner is at the bottom of the screen.

You're now all set to find the treasure tiles. Start at the reference corner. Then, use the LEFT and UP arrows on the D-pad to move the cursor the specified number of spaces. For example, Left: 3, Up: 2 means 3 tiles to the left and 2 tiles up. The height and terrain type information will help you confirm that you've found the right space.

(This is the same system I use for all the Treasure Hunter tiles, so if you've already been collecting them, there's nothing new to learn :) )

For exact item locations, see each level's battle strategy, below.

#### ---POACHING---

There are also a number of rare monsters in Midlight's Deep, and poaching them can get you some unique items you can't find anywhere else. (See the Poaching List for the complete list.) Fortunately, since Warjilis Trade City is a trade city, it has a Poachers' Den. So, after poaching some monsters, it's easy to head back to Warjilis and check on your haul.

If you're serious about poaching (and have space on your roster), the best tactic for getting these rare items is to recruit a monster from the species using the Orator abilities Entice or Tame. (The Dragon's Charm ability possessed by Reis can also be used to recruit dragons and hydras, and works 100% of the time.) Once you've recruited the monster, just walk back and forth between Warjilis and the Deep. As the days pass, the monster will lay eggs and the eggs will hatch into new monsters. (You can actually preview exactly which monsters you'll be getting if you use the trick described in the Monsters section of Basic Mechanics and Tactics -- press Ctrl+F and 00mon to jump there.) Poach the HATCHED monsters, but leave the original in your roster. That way, you have a limitless supply of monsters to poach. This is a great way to poach rare monsters that don't appear in the wild very frequently.

In fact, breeding monsters is the ONLY way to get a Wild Boar, which in turn is your only source in the single-player game for two super-rare items (the Ribbon and the Fallingstar Bag).

#### ---ENEMY PARTIES---

On each floor, you'll encounter 1 of 4 different possible enemy parties, randomly determined each time you enter the floor. Within those parties, there is also some randomness in exactly what enemies you face. I've listed all the possibilities for each floor in the battle strategies below. Generally speaking,

- > Party Type A features 1-11 enemies, usually many copies of just a few fairly basic enemy types.
- > Party Types B and C always include 8 enemies and a more diverse group of enemy types.
- > Party Type D always includes 4 enemies and usually includes a mix of humans and more advanced monsters.

ENEMY LEVELS: As in random battles in the overworld, enemy levels in Midlight's Deep are not pre-set. Instead, they are based on the highest experience level you have on your own roster -- even if that character is not deployed into the battle! Usually, enemies are a fixed number of levels higher than this Roster Highest level; e.g. a lv RH+6 Goblin is 6 levels than the highest level on your own roster. Some enemies have a random level that is about equal to your RH level; I've marked these enemies as lv ~RH.

#### ---Floor-by-Floor Walkthrough-----

Whew! I think that's all the instruction you need. Now head on in!

#### ---Floor 1: The Crevasse-----

YOUR FORCES: 1-5 characters

POSSIBLE ENEMY FORCES:

TYPE A - Goblin (lv RH+5)

[1 - 11 Goblin (lv RH+6) OR Goblin (lv RH+5) OR nothing  
foes] Goblin (lv RH+6) OR Goblin (lv RH+4) OR nothing  
Goblin (lv RH+6) OR Goblin (lv RH+3) OR nothing  
Goblin (lv RH+6) OR Goblin (lv RH+2) OR nothing  
Goblin (lv RH+6) OR Goblin (lv RH+1) OR nothing  
Goblin (lv RH+5) OR nothing  
Goblin (lv RH+4) OR nothing  
Goblin (lv RH+3) OR nothing  
Goblin (lv RH+2) OR nothing  
Goblin (lv RH+1) OR nothing

TYPE B - Knight (lv RH+6, male) OR Goblin (lv RH+4)  
[8 foes] Knight (lv RH+6, male) OR Red Panther (lv RH+5)  
Knight (lv RH+6, male) OR Red Panther (lv RH+1)  
Bomb (lv RH+6) OR Red Panther (lv RH+2)  
Bomb (lv RH+6) OR Coeurl (lv RH+4)  
Bomb (lv RH+6) OR Coeurl (lv RH+3)  
Bomb (lv RH+6) OR Goblin (lv RH+5)  
Bomb (lv RH+6) OR Goblin (lv RH+3)

TYPE C - Monk (lv RH+6, female) OR Black Goblin (lv RH+4)  
[8 foes] Monk (lv RH+6, female) OR Black Goblin (lv RH+3)  
Chemist (lv RH+6, male) OR Black Goblin (lv RH+5)  
Chemist (lv RH+6, male) OR Black Goblin (lv RH+1)  
Wisenkin (lv RH+6) OR Black Goblin (lv RH+5)  
Wisenkin (lv RH+6) OR Black Goblin (lv RH+4)  
Wisenkin (lv RH+6) OR Black Goblin (lv RH+3)  
Wisenkin (lv RH+6) OR Black Goblin (lv RH+2)

TYPE D - Knight (lv RH+3, m) OR Black Mage (lv RH+3, f) OR Time Mage (lv RH+7, m)  
[4 foes] Archer (lv RH+3, m) OR Summoner (lv RH+2, f) OR Thief (lv RH+7, f)  
Gobbledygook (lv RH+5) OR Exploder (lv RH+7) OR Wisenkin (lv RH+5)  
Squire (lv RH+7, m) OR Red Panther (lv RH+3) OR Piscodaemon (lv RH+4)

WEATHER: Indoors (no special effects)

| MAP SIZE: | TERRAIN TYPES     | GEOMANCY   | MAP AREA |
|-----------|-------------------|------------|----------|
| 10 x 10   | Stalactite        | Sandstorm  | 60%      |
|           | Moss              | Wind Slash | 29%      |
|           | Stone Outcropping | Tremor     | 11%      |

--STRATEGY--

In this level, you start out at the top of a large cliff with a staircase-like path winding down it. The enemies are all at the bottom, which gives you a big height advantage. It's easy to rain ranged attacks down on them. If you do want to use melee attacks, Ignore Elevation, Teleport, or other jump boosts are helpful for navigating the cliff and descending quickly.

The enemies here are all weak jobs and monsters (the Type A party is nothing but Goblins!), so they shouldn't be that difficult. It's a good warm-up for the tougher Midlight's Deep battles. Watch out for the Exploder monster, though; it's dark gray and is very difficult to see in the dark. If you face the Type D party, scan your cursor through the enemy forces to check for it.

You can find two of the magickal guns here, although you may already have copies that you stole earlier. The Blaze Gun is a little stronger than the Glacial Gun, but both are worth picking up. These "magickal" guns do elemental attacks. Their damage varies; sometimes you get a -ra or a -ga spell visual effect and increased damage. The damage estimate you see when preparing to attack is the "low" estimate if you just get the regular spell.

The Kiyomori hidden on this level is just a regular Kiyomori katana like you could buy in a store, making it the most useless pickup in the Deep.

Remember to find the exit before you KO the last enemy. Otherwise, you won't be able to advance to the next level!

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 0, Moss

|  | POOR ITEM    | GOOD ITEM   | TRAP        |
|--|--------------|-------------|-------------|
| Left: 2, Up: 2 (height: 7, Stalactite) | Phoenix Down | Glacial Gun | Death Trap  |
| Left: 9, Up: 0 (height: 22, Stalact.)  | Phoenix Down | Blaze Gun   | Hypnogas    |
| Left: 4, Up: 9 (height: 17, Stalact.)  | Phoenix Down | Kiyomori    | Death Trap  |
| Left: 6, Up: 0 (height: 20, Stalact.)  | Phoenix Down | Elixir      | Sten Needle |

POTENTIAL EXIT LOCATIONS:

Left: 6, Up: 9 (height: 17, Moss)  
Left: 3, Up: 8 (height: 7, Moss)  
Left: 0, Up: 9 (height: 2, Moss)  
Left: 1, Up: 3 (height: 1, Stalactite)  
Left: 1, Up: 1 (height: 1, Stalactite)

-----

After you find the exit in The Crevasse, you'll open up The Stair. If you defeated all the enemies on The Crevasse before you found the exit, just go back to The Crevasse and keep trying until you find the exit.

---Floor 2: The Stair-----

YOUR FORCES: 1-5 characters

POSSIBLE ENEMY FORCES:

TYPE A - Goblin (lv RH+7)

|               |                        |    |                  |    |         |
|---------------|------------------------|----|------------------|----|---------|
| [1 - 11 foes] | Black Goblin (lv RH+8) | OR | Goblin (lv RH+6) | OR | nothing |
|               | Black Goblin (lv RH+8) | OR | Goblin (lv RH+6) | OR | nothing |
|               | Black Goblin (lv RH+8) | OR | Goblin (lv RH+4) | OR | nothing |
|               | Black Goblin (lv RH+8) | OR | Goblin (lv RH+4) | OR | nothing |
|               | Black Goblin (lv RH+8) | OR | Goblin (lv RH+2) | OR | nothing |
|               | Goblin (lv RH+7)       | OR | nothing          |    |         |
|               | Goblin (lv RH+5)       | OR | nothing          |    |         |
|               | Goblin (lv RH+5)       | OR | nothing          |    |         |
|               | Goblin (lv RH+3)       | OR | nothing          |    |         |
|               | Goblin (lv RH+3)       | OR | nothing          |    |         |

TYPE B - Archer (lv RH+7, fem.) OR Skeleton (lv RH+8)

|          |                        |    |                        |
|----------|------------------------|----|------------------------|
| [8 foes] | Archer (lv RH+6, fem.) | OR | Skeleton (lv RH+8)     |
|          | Archer (lv RH+5, fem.) | OR | Bonesnatch (lv RH+8)   |
|          | Archer (lv RH+4, fem.) | OR | Bonesnatch (lv RH+8)   |
|          | Archer (lv RH+7, male) | OR | Ahriman (lv RH+8)      |
|          | Archer (lv RH+6, male) | OR | Ahriman (lv RH+8)      |
|          | Archer (lv RH+3, male) | OR | Floating Eye (lv RH+7) |
|          | Archer (lv RH+2, male) | OR | Floating Eye (lv RH+8) |

TYPE C - Monk (lv RH+8, male) OR Black Mage (lv RH+7, male)

|          |                         |    |                             |
|----------|-------------------------|----|-----------------------------|
| [8 foes] | Ninja (lv RH+8, female) | OR | Time Mage (lv RH+6, female) |
|          | Skeleton (lv RH+7)      | OR | Ghoul (lv RH+8)             |
|          | Skeleton (lv RH+6)      | OR | Ghoul (lv RH+8)             |
|          | Skeleton (lv RH+5)      | OR | Ghoul (lv RH+8)             |
|          | Bonesnatch (lv RH+4)    | OR | Ghast (lv RH+8)             |
|          | Bonesnatch (lv RH+3)    | OR | Ghast (lv RH+8)             |
|          | Bonesnatch (lv RH+2)    | OR | Ghast (lv RH+8)             |



TYPE D - Blue Dragon (lv RH+9) OR Knight (lv RH+4, m) OR Archer (lv RH+5, m)  
 [4 foes] Dragon (lv RH+9) OR Knight (lv RH+5, m) OR Archer (lv RH+6, m)  
 Dragon (lv RH+9) OR Summoner (lv RH+6, f) OR Archer (lv RH+7, m)  
 Dragon (lv RH+9) OR Summoner (lv RH+7, f) OR Archer (lv RH+3, m)

WEATHER: Indoors (no special effects)

|           |                   |            |          |
|-----------|-------------------|------------|----------|
| MAP SIZE: | TERRAIN TYPES     | GEOMANCY   | MAP AREA |
| 12 x 9    | Stalactite        | Sandstorm  | 82%      |
|           | Moss              | Wind Slash | 11%      |
|           | Stone Outcropping | Tremor     | 6%       |

--STRATEGY--

Despite the name, this floor isn't quite a stair. Instead, it's a bumpy landscape full of variations in height. So, again, Ignore Elevation/Teleport and jump boosts are helpful. Your opponents start quite close to you this time, but you still have a bit of a height advantages.

Common enemy types include Archers, ahrimans, and skeletons. Since there are often multiple Archers, the Archer's Bane and Shirahadori abilities are quite helpful. Having your own strong range attacks also lets you KO the Archers quickly. Take out the Archers first, then go after the skeletons (their Anima attacks can be pretty strong!), and finally the ahrimans. Since you're being attacked by the full enemy party at once, putting Disable or Chicken on some enemies or using Rend/Crush Weapon on humans will stop their attacks and give you some breathing room.

Instead of skeletons and Archers, you may instead fight goblins (Type A party) or ghosts (some Type C parties). These are usually easier battles. All the groups of enemies are definitely tougher than those in The Crevasse, however.

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 2, Stalactite)

|   | POOR ITEM    | GOOD ITEM      | TRAP        |
|---|--------------|----------------|-------------|
| Left: 2, Up: 7 (height: 6, Stalactite)  | Phoenix Down | Blood Sword    | Death Trap  |
| Left: 6, Up: 10 (height: 9, Stalactite) | Phoenix Down | Elixir         | Degenerator |
| Left: 8, Up: 1 (height: 1, Stalactite)  | Phoenix Down | Save the Queen | Hypnogas    |
| Left: 4, Up: 0 (height: 0, Stalactite)  | Phoenix Down | Elixir         | Sten Needle |

POTENTIAL EXIT LOCATIONS:

Left: 8, Up: 9 (height: 8, Stalactite)  
 Left: 7, Up: 4 (height: 5, Stalactite)  
 Left: 2, Up: 1 (height: 1, Moss)  
 Left: 8, Up: 0 (height: 1, Stalactite)  
 Left: 0, Up: 0 (height: 2, Stalactite)

-----  
 After The Stair comes The Hollow.

---Floor 3: The Hollow-----

YOUR FORCES: 1-5 characters

POSSIBLE ENEMY FORCES:

TYPE A - Piscodaemon (lv RH+9)  
 [1 - 11 Piscodaemon (lv RH+9) OR Cockatrice (lv RH+10) OR nothing  
 foes] Piscodaemon (lv RH+8) OR Jura Aegis (lv RH+10) OR nothing  
 Piscodaemon (lv RH+6) OR Steelhawk (lv RH+10) OR nothing  
 Piscodaemon (lv RH+7) OR nothing  
 Piscodaemon (lv RH+5) OR nothing  
 Squidraken (lv RH+7) OR Thief (lv RH+10, male) OR nothing  
 Squidraken (lv RH+5) OR Black Mage (lv RH+10, f.) OR nothing

Squidraken (lv RH+8) OR nothing  
Squidraken (lv RH+6) OR nothing  
Squidraken (lv RH+4) OR nothing  
Jura Aevis (lv RH+10) OR nothing

TYPE B - Mindflayer (lv RH+10) OR Squidraken (lv RH+9)  
[8 foes] Mindflayer (lv RH+10) OR Squidraken (lv RH+8)  
Coerul (lv RH+10) OR Squidraken (lv RH+7)  
Coerul (lv RH+10) OR Squidraken (lv RH+6)  
Black Mage (lv RH+10,f) OR Red Panther (lv RH+5)  
Black Mage (lv RH+10,f) OR Red Panther (lv RH+9)  
Black Mage (lv RH+10,f) OR Bomb (lv RH+8)  
Grenade (lv RH+10) OR Bomb (lv RH+7)

TYPE C - Behemoth Kng (lv RH+10) OR Minotaur (lv RH+6)  
[8 foes] Behemoth (lv RH+10) OR Minotaur (lv RH+7)  
Behemoth (lv RH+10) OR Wisenkin (lv RH+9)  
Behemoth (lv RH+10) OR Wisenkin (lv RH+8)  
Knight (lv RH+10, male) OR Archer (lv RH+9, female)  
Knight (lv RH+10, male) OR Archer (lv RH+8, female)  
Knight (lv RH+10, male) OR Archer (lv RH+7, female)  
Knight (lv RH+10, male) OR Archer (lv RH+5, female)

TYPE D - Dragoon (lv RH+6, f) OR Bl.Mage (lv RH+10,f) OR Elder Treant (lv RH+7)  
[4 foes] Geomancer (lv RH+7,m) OR Archer (lv RH+10,m) OR Skeletal Fiend (lvRH+8)  
Mystic (lv RH+8, f) OR Knight (lv RH+10,f) OR Squidraken (lv RH+9)  
Orator (lv RH+9, m) OR Squire (lv RH+10,m) OR Red Panther (lv RH+5)

WEATHER: Indoors (no special effects)

| MAP SIZE: | TERRAIN TYPES     | GEOMANCY  | MAP AREA |
|-----------|-------------------|-----------|----------|
| 16 x 10   | Stone Outcropping | Tremor    | 41%      |
|           | Darkness (chasm)  | --        | 36%      |
|           | Stalactite        | Sandstorm | 24%      |

--STRATEGY--

The Hollow has a big chasm running through the center of it, dividing the map into three separate regions. Your party starts on a separate "island" from the enemy squad and you can only cross with a jump or Teleport.

If you bring a lot of characters with long-range attacks (guns, Arithmeticks, Construct 8's Dispose), this should be fairly easy. From your starting point, guns and Dispose can hit almost all of the enemies. Since they have to navigate around the pits, you can just stand there and blast away. Just Wait instead of moving and you can get your next turn even faster. Still, the enemies will catch up with you eventually, so you'll want to bring along a good close-range fighter or two (like Orlandeau) as well.

Probably the most dangerous enemy that can appear here is the Mindflayer. The Mindflayer's Mind Blast ability can Berserk or Confuse you, and has enough range that it can reach across the chasm. Try to KO the Mindflayers first. If they do Confuse you, you can cure a Confused character by whacking them with a physical attack. This doesn't cure Berserk, though.

Also common here are enemy Black Mages, who can of course hit you with magick from a distance. Stealing away their MP is one good way of dealing with them. A gun paired with Rend MP can do this from a long distance, and Orlandeau's Duskblade has a decent range too.

The Hollow also contains two good pieces of equipment: the Yoichi Bow and the

Zeus Mace. Be sure to pick them up! In general, collecting all the Elixirs is not necessary as there are quite a few available and you can do fine without getting them all (or even any of them).

One of the exit locations here is a bit tricky. It's up atop a height 6 pillar. There's a "step" (of height 2.5) on one side of the pillar you can use to climb up. Or, just use Teleport or Ignore Elevation to hop up directly. (Finding the exits doesn't require Treasure Hunter so you can use your movement ability slot for Teleport.)

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 0, Stone Outcropping - the one where cursor is blue

|   | POOR ITEM    | GOOD ITEM  | TRAP        |
|---|--------------|------------|-------------|
| Left: 4, Up: 3 (height: 1.5, Stalact.)  | Phoenix Down | Elixir     | Death Trap  |
| Left: 8, Up: 6 (height: 0.5, Stalact.)  | Phoenix Down | Zeus Mace  | Death Trap  |
| Left: 7, Up: 15 (height: 1.5, Stalact.) | Phoenix Down | Elixir     | Sten Needle |
| Left: 2, Up: 9 (height: 4.5, Stalact.)  | Phoenix Down | Yoichi Bow | Hypnogas    |

POTENTIAL EXIT LOCATIONS:

Left: 6, Up: 11 (height: 1, Stalactite)  
Left: 1, Up: 8 (height: 0, Stone Outcropping)  
Left: 2, Up: 8 (height: 6, Stalactite)  
Left: 8, Up: 1 (height: 0, Stone Outcropping)  
Left: 1, Up: 2 (height: 0, Stone Outcropping)

-----  
Get ready for the fourth floor, The Catacombs, which is fairly challenging.

---Floor 4: The Catacombs-----

YOUR FORCES: 1-5 characters

POSSIBLE ENEMY FORCES:

|                             |                               |            |
|-----------------------------|-------------------------------|------------|
| TYPE A - Malboro (lv RH+12) | OR Greater Malboro (lv RH+10) |            |
| [1 - 11 Malboro (lv RH+12)  | OR Malboro (lv RH+10)         | OR nothing |
| foes] Malboro (lv RH+12)    | OR Malboro (lv RH+9)          | OR nothing |
| Malboro (lv RH+12)          | OR Malboro (lv RH+8)          | OR nothing |
| Malboro (lv RH+12)          | OR Malboro (lv RH+7)          | OR nothing |
| Malboro (lv RH+11)          | OR nothing                    |            |
| Malboro (lv RH+11)          | OR nothing                    |            |
| Malboro (lv RH+10)          | OR nothing                    |            |
| Malboro (lv RH+9)           | OR nothing                    |            |
| Malboro (lv RH+8)           | OR nothing                    |            |
| Malboro (lv RH+7)           | OR nothing                    |            |

|                          |                          |  |
|--------------------------|--------------------------|--|
| TYPE B - Ochu (lv RH+12) | OR Malboro (lv RH+11)    |  |
| [8 foes] Ochu (lv RH+12) | OR Malboro (lv RH+10)    |  |
| Archer (lv RH+12, m)     | OR Malboro (lv RH+9)     |  |
| Archer (lv RH+12, m)     | OR Malboro (lv RH+8)     |  |
| Steelhawk (lv RH+12)     | OR Jura Aevis (lv RH+7)  |  |
| Steelhawk (lv RH+12)     | OR Jura Aevis (lv RH+11) |  |
| Summoner (lv RH+12, f)   | OR Jura Aevis (lv RH+10) |  |
| Summoner (lv RH+12, f)   | OR Jura Aevis (lv RH+9)  |  |

|                               |                          |  |
|-------------------------------|--------------------------|--|
| TYPE C - Mystic (lv RH+12, m) | OR Archer (lv RH+11, f)  |  |
| [8 foes] Mystic (lv RH+12, m) | OR Archer (lv RH+10, f)  |  |
| Mystic (lv RH+12, m)          | OR Archer (lv RH+9, f)   |  |
| Mystic (lv RH+12, m)          | OR Archer (lv RH+8, f)   |  |
| Black Mage (lv RH+7, f)       | OR Jura Aevis (lv RH+12) |  |
| Black Mage (lv RH+11, f)      | OR Steelhawk (lv RH+12)  |  |
| Black Mage (lv RH+10, f)      | OR Cockatrice (lv RH+12) |  |

Black Mage (lv RH+9, f) OR Cockatrice (lv RH+12)

TYPE D - Hydra (lv RH+13) OR Archer (lv RH+12, m) OR Floating Eye (lv RH+8)  
[4 foes] Sekhret (lv RH+12) OR Monk (lv RH+11, m) OR Steelhawk (lv RH+13)  
Sekhret (lv RH+11) OR Summoner (lv RH+10, f) OR Gobbledygook (lv RH+13)  
Minotaur (lv RH+10) OR Monk (lv RH+9, f) OR Mindflayer (lv RH+13)

WEATHER: Indoors (no special effects)

| MAP SIZE: | TERRAIN TYPES     | GEOMANCY   | MAP AREA |
|-----------|-------------------|------------|----------|
| 16 x 11   | Darkness (chasm)  | --         | 45%      |
|           | Stalactite        | Sandstorm  | 34%      |
|           | Stone Outcropping | Tremor     | 14%      |
|           | Obstructed        | --         | 5%       |
|           | Moss              | Wind Slash | 2%       |

--STRATEGY--

The Catacombs are actually just a big staircase that winds back and forth, similar to The Crevasse (the first floor). However, the staircase is longer and each tier is separated by a chasm, so you can't jump straight down.

Depending on the enemies you face, this level can either be easy or pretty challenging. The Type A party pits you against Malboros only, which is easy. The Malboros are slow, don't have ranged attacks, and tend to bunch up in groups. You can take your time advancing against them and attack them with wide-range attacks (e.g. Hallowed Bolt).

More difficult are the Type B and Type C parties, which include aevises; the Type C party also usually includes Mystics, Black Mages, and Archers. These battles are tougher. The aevises will quickly fly up the stairs to attack you and can fly over your front line to attack the magick-/item-users in the back. The Mystics can also be a pain since they will put lots of status conditions on you and often start near your team. If you have any Hair Adornments to equip on your female characters, these are good to bring here since they will protect against lots of potential status ailments. Attack the Mystics first since they have less HP and you can probably KO them the fastest. Attack the Aevises second and save any Malboros/Ochus for last.

The exit is almost always towards the end of path, as are most of the items. This can make them difficult to reach if the enemy squad confronts you head-on. You'll probably have the best luck finding everything when you're fighting the Type A party (the Malboros) and have plenty of room and time for navigation.

It may take you a few tries to collect everything here. But, the equipment available here is also quite good. The Rod of Faith is available here only and especially valuable (see below), and the Kaiser Shield is good too. The Faerie Harp is skippable if you don't use Bards, although it IS the strongest harp available.

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 9, Stone Outcropping

|   | POOR ITEM    | GOOD ITEM     | TRAP        |
|---|--------------|---------------|-------------|
| Left: 3, Up: 8 (height: 7, Stalactite)  | Phoenix Down | Elixir        | Death Trap  |
| Left: 11, Up: 2 (height: 4, Stalactite) | Phoenix Down | Rod of Faith  | Sten Needle |
| Left: 10, Up: 0 (height: 4, Stalactite) | Phoenix Down | Kaiser Shield | Hypnogas    |
| Left: 10, Up: 1 (height: 4, Stalactite) | Phoenix Down | Faerie Harp   | Death Trap  |

POTENTIAL EXIT LOCATIONS:

Left: 8, Up: 0 (height: 3, Stalactite)  
Left: 11, Up: 7 (height: 3, Stalactite)

Left: 13, Up: 8 (height: 2, Stalactite)  
Left: 14, Up: 6 (height: 1, Stone Outcropping)  
Left: 15, Up: 4 (height: 1, Stone Outcropping)

---

Make sure to pick up the Rod of Faith before you move on from the Catacombs. The Rod of Faith maximizes its wielder's Faith while equipped, increasing their magick power (but also the magick damage they receive). You can also whack other characters with it to give \*them\* Faith status as well.

The Rod of Faith is ONLY available on The Catacombs, so don't miss it! If you pick up the Phoenix Down from the tile, or if you claim the Rod and it gets broken, the Rod is gone forever. Don't let this happen!

The Rod of Faith can be especially useful for Marach, if you're using him. The Faith status maximizes the damage from \*both\* his Nether Mantra abilities (which normally do more damage when his Faith is low) and regular magicks (which do more damage when Faith is high). Also, since the Rod maximizes your Faith regardless of its normal value, you can reduce a character's Faith to make them strong against enemy magick and then only give them the Rod when you want them using magick. (See the related entry under Tricks Related To Specific Items -- Ctrl+F plus 00tricks -- for more on strategies using the Rod.)

It's also worth noting that the Faerie Harp from The Catacombs is the only attack or ability that can Charm all targets regardless of gender or human/monster status.

---

---Floor 5: The Oubliette-----

YOUR FORCES: 1-5 characters

POSSIBLE ENEMY FORCES:

TYPE A - Elder Treant (lv RH+14) OR Dryad (lv RH+13)  
[1 - 11 Elder Treant (lv RH+14) OR Dryad (lv RH+12) OR nothing  
foes] Elder Treant (lv RH+14) OR Dryad (lv RH+11) OR nothing  
Treant (lv RH+14) OR Dryad (lv RH+10) OR nothing  
Treant (lv RH+14) OR Dryad (lv RH+9) OR nothing  
Dryad (lv RH+13) OR nothing  
Dryad (lv RH+13) OR nothing  
Dryad (lv RH+12) OR nothing  
Dryad (lv RH+11) OR nothing  
Dryad (lv RH+10) OR nothing  
Dryad (lv RH+9) OR nothing

TYPE B - Black Mage (lv RH+14, f) OR Elder Treant (lv RH+9)  
[8 foes] Black Mage (lv RH+14, f) OR Treant (lv RH+12)  
Black Mage (lv RH+14, f) OR Treant (lv RH+11)  
Black Mage (lv RH+14, f) OR Dryad (lv RH+13)  
White Mage (lv RH+14, m) OR Gobbledygook (lv RH+13)  
White Mage (lv RH+14, m) OR Gobbledygook (lv RH+12)  
White Mage (lv RH+14, m) OR Gobbledygook (lv RH+11)  
White Mage (lv RH+14, m) OR Gobbledygook (lv RH+10)

TYPE C - Elder Treant (lv RH+14) OR Dryad (lv RH+10)  
[8 foes] Elder Treant (lv RH+14) OR Dryad (lv RH+9)  
Treant (lv RH+14) OR Dryad (lv RH+13)  
Treant (lv RH+14) OR Dryad (lv RH+12)  
Treant (lv RH+14) OR Dryad (lv RH+11)  
Monk (lv RH+14, f) OR Knight (lv RH+13, m)  
Summoner (lv RH+12, f) OR Time Mage (lv RH+14, m)  
Ahriman (lv RH+14) OR Red Panther (lv RH+11)

TYPE D - Summoner (lv RH+15,f) OR Monk (lv RH+10, f) OR Squire (lv RH+14, f)  
[4 foes] Thief (lv RH+15, m) OR W. Mage (lv RH+14, m) OR Chemist (lv RH+13, m)  
Orator (lv RH+15, f) OR Bl.Mage (lv RH+13, f) OR Knight (lv RH+12, f)  
Mystic (lv RH+15, m) OR T. Mage (lv RH+12, m) OR Archer (lv RH+11, m)

WEATHER: Indoors (no special effects)

| MAP SIZE: | TERRAIN TYPES | GEOMANCY  | MAP AREA |
|-----------|---------------|-----------|----------|
| 12 x 7    | Stalactite    | Sandstorm | 57%      |
|           | River         | Torrent   | 43%      |

--STRATEGY--

The Oubliette is basically a "king of the hill" scenario. You're up on top of a hill which is surrounded by loads of enemies. There's only one path up (or down) the hill, which loops counterclockwise around the cliff.

Although many of the tiles here are River tiles, the water is so shallow that it doesn't affect your movement in any way. No need to worry about that.

A second Excalibur sword is hidden right on the top of the hill where you start. Although you should already have the one Orlandeau comes with, a second never hurts ... the automatic Haste effect is incredibly useful! If you have Reequip, you can even arm yourself it with it right away. You can give this second Excalibur to another character who uses knight's swords, like Agrias, Beowulf, Meliadoul, or Ramza -- or any character in the Knight or Dark Knight job.

You can also find the Iga Blade ninja blade on this floor.

It's possible to launch attacks down at the enemies from atop the the cliff, but it's trickier than it looks. The angle is so steep that guns probably won't work. You can use magicks, but your best bet is probably just to wind your way down the trail. For the most part, you'll be on the opposite side of the hill as the enemies and they can't hit you anyways. Do be careful when you're descending the initial ramp, though. If you stand close to the edge of the cliff, any enemy Archers or Summoners CAN hit you from below.

Because the trail is pretty narrow, it can get hard to see where your characters are, or how far your moving/targeting range extends. Don't forget that you can rotate the "camera" to get a better view: On the PSP, tap the analog stick in the lower-left of the PSP left or right; in iOS, swipe the screen left or right. This will often help you get a better view. Pressing the R button on top of the PSP will also tilt the camera angle.

After you've made a couple turns around the hill and end up facing the direction you did when you started the level, you'll come to a pass that's only two tiles wide. This is the best place to fight. You can just send Divine Ruinations or Shockwaves down this corridor and rip the enemies. If you have both Agrias and Orlandeau, you can cover the entire pass with Divine Ruinations.

Another tactic is the to block the full width of the pass with Invisible characters. (Ninja Gear, Septie`me perfume, the Invisibility Cloak, and the Ninja's Vanish ability can all make characters Invisible.) The enemies can't walk past your Invisible characters, and because you're Invisible, they won't be able to attack you either. Then, you can just have the rest of your team launch magicks or sword techniques at the enemies from behind your "invisible wall."

If you're battling the Type B party, there will likely be some White Mages here. These are actually the most dangerous enemies here, as they will keep healing and Raising the other enemies. Kill them first. Otherwise, you mainly fight treants and Gobbledygooks here, and they are both pretty easy to defeat.

Finding the exit on this floor can be tough. One of the possible locations is on a "ledge" directly below where you start. You can jump down there from the height 13 area, or use Teleport/Ignore Elevation to leap directly. The other exit locations are on the bottom of the path, with the enemies. It can be tricky to squeeze past the enemies to reach them. An alternative is to Teleport directly down at the start of the battle. This works best if the character is Invisible or has some other good defensive abilities/gear, as s/he is otherwise likely to get surrounded and KOed.

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 7, Stalactite

|   | POOR ITEM    | GOOD ITEM | TRAP        |
|---|--------------|-----------|-------------|
| Left: 2, Up: 3 (height: 18, Stalact.)   | Phoenix Down | Excalibur | Death Trap  |
| Left: 6, Up: 0 (height: 11, Stalact.)   | Phoenix Down | Elixir    | Death Trap  |
| Left: 0, Up: 0 (height: 7, Stalactite)  | Phoenix Down | Iga Blade | Hypnogas    |
| Left: 0, Up: 11 (height: 1, Stalactite) | Phoenix Down | Elixir    | Sten Needle |

POTENTIAL EXIT LOCATIONS:

Left: 3, Up: 7 (height: 10, Stalactite)  
 Left: 1, Up: 9 (height: 0, River)  
 Left: 4, Up: 9 (height: 0, River)  
 Left: 6, Up: 7 (height: 0, Stalactite)  
 Left: 6, Up: 11 (height: 1, Stalactite)

-----  
 You're now halfway through the Deep! Continue on to The Palings.

---Floor 6: The Palings-----

YOUR FORCES: 1-5 characters

POSSIBLE ENEMY FORCES:

|                               |    |                          |            |
|-------------------------------|----|--------------------------|------------|
| TYPE A - Vampire Cat (lv ~RH) | OR | Behemoth (lv RH+16)      |            |
| [1 - 11 Vampire Cat (lv ~RH)  | OR | Behemoth (lv RH+15)      | OR nothing |
| foes] Vampire Cat (lv ~RH)    | OR | Behemoth (lv RH+14)      | OR nothing |
| Vampire Cat (lv ~RH)          | OR | Behemoth (lv RH+16)      | OR nothing |
| Red Panther (lv ~RH)          | OR | Behemoth King (lv RH+15) | OR nothing |
| Vampire Cat (lv ~RH)          | OR | nothing                  |            |
| Vampire Cat (lv ~RH)          | OR | nothing                  |            |
| Vampire Cat (lv ~RH)          | OR | nothing                  |            |
| Vampire Cat (lv ~RH)          | OR | nothing                  |            |
| Vampire Cat (lv ~RH)          | OR | nothing                  |            |
| Coeyrl (lv ~RH)               | OR | nothing                  |            |

|                                   |    |                          |
|-----------------------------------|----|--------------------------|
| TYPE B - Dark Behemoth (lv ~RH)   | OR | Black Mage (lv RH+14, f) |
| [8 foes] Plague Horror (lv RH+16) | OR | Piscodaemon (lv ~RH)     |
| Floating Eye (lv RH+15)           | OR | Squidraken (lv ~RH)      |
| Mindflayer (lv RH+16)             | OR | Squidraken (lv ~RH)      |
| Mindflayer (lv RH+14)             | OR | Squidraken (lv ~RH)      |
| Archer (lv RH+15, m)              | OR | Ahriman (lv ~RH)         |
| Archer (lv RH+15, m)              | OR | Ahriman (lv ~RH)         |
| Archer (lv RH+16, m)              | OR | Ahriman (lv ~RH)         |

|                              |    |                       |
|------------------------------|----|-----------------------|
| TYPE C - Sekhret (lv RH+16)  | OR | Black Goblin (lv ~RH) |
| [8 foes] Minotaur (lv RH+14) | OR | Black Goblin (lv ~RH) |
| Wisenkin (lv RH+15)          | OR | Black Goblin (lv ~RH) |
| Wisenkin (lv RH+16)          | OR | Goblin (lv ~RH)       |
| Ninja (lv ~RH, m)            | OR | Archer (lv RH+15, f)  |
| Ninja (lv ~RH, m)            | OR | Archer (lv RH+14, f)  |
| Ninja (lv ~RH, m)            | OR | Archer (lv RH+16, f)  |
| Ninja (lv ~RH, m)            | OR | Archer (lv RH+14, f)  |

TYPE D - Dark Behem. (lv ~RH) OR Samurai (lv RH+17, m) OR Chocobo (lv ~RH)  
[4 foes] Plague Horr.(lv ~RH) OR Samurai (lv RH+15, f) OR Black Chocobo (lv ~RH)  
Dragon (lv ~RH) OR Knight (lv RH+16, m) OR Exploder (lv ~RH)  
Behemoth (lv ~RH) OR Knight (lv RH+14, f) OR Red Panther (lv ~RH)

WEATHER: Indoors (no special effects)

| MAP SIZE: | TERRAIN TYPES     | GEOMANCY   | MAP AREA |
|-----------|-------------------|------------|----------|
| 11 x 10   | Stalactite        | Sandstorm  | 43%      |
|           | Stone Outcropping | Tremor     | 30%      |
|           | Obstructed        | --         | 19%      |
|           | Moss              | Wind Slash | 8%       |

--STRATEGY---

The Palings is a flat level with three big rock ridges. Select a range attack to get a feel for where they are. Normally, you'd have to wind your way around them, which means that slower characters can easily get stranded behind the rest of your team. If you equip the Teleport move ability, though, you can warp right through the ridges. (Ignore Elevation, however, doesn't work.) Using Teleport can be helpful for keeping your team together. It also makes it easier to reach the exit locations, many of which are towards the far end of the path.

An even better strategy, though, is to just cast magick \*through\* the walls, while the enemies are still trying to navigate around them. Sword techniques, Arithmeticks, and summon spells work great for this purpose. You can even use Jump to attack over the walls. Using Invisible characters to block the passage (see The Oubliette, above) works here, too.

As in The Oubliette, it can often get pretty hard to see where you're going, so rotate the camera to keep track of where the enemies are and where you can move.

The Type A party here features a slew of Vampire Cats. They like to use Blaster to turn you to stone, so you may want to equip Jade Armlets for protection just in case you run into this enemy group. Or, at least bring a supply of Gold Needle or Remedies.

As on the first floor, the Exploder that may appear in the Type D party is tricky to see in the dark. Check the enemy party with your cursor to see if it's hiding out.

All the hidden items are right in the starting corner, so there's no reason not to pick them up! (If you start on top of one of the item tiles, you have to first move to another tile and then move to the item tile before you can get the item to appear.) The items include the Blaster (the lightning-elemental magickal gun and the strongest gun overall), the invisibility-granting Ninja Gear, the Cursed Ring, and an Elixir.

If you plan on tackling all the co-op Rendezvous Mode missions, the Cursed Ring is quite important to one of the missions. This is the only one you can get in the game, so don't miss it or lose it later! The Ring has the effect of making a character Undead as long as it's equipped. In other words, the effect of most healing and draining magicks are reversed. The Undead status also gives you a 50% chance of reviving when your death counter reaches 0 -- but be aware that there's still a 50% chance you'll die permanently!

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 5, Stalactite



|  | POOR ITEM    | GOOD ITEM   | TRAP        |
|--|--------------|-------------|-------------|
| Left: 0, Up: 9 (height: 5, Stone Out.) | Phoenix Down | Elixir      | Death Trap  |
| Left: 0, Up: 8 (height: 5, Stone Out.) | Phoenix Down | Blaster     | Death Trap  |
| Left: 1, Up: 8 (height: 5, Stone Out.) | Phoenix Down | Cursed Ring | Sten Needle |
| Left: 1, Up: 9 (height: 5, Stone Out.) | Phoenix Down | Ninja Gear  | Hypnogas    |

POTENTIAL EXIT LOCATIONS:

Left: 5, Up: 7 (height: 2, Stalactite)  
 Left: 8, Up: 2 (height: 0, Stone Outcropping)  
 Left: 10, Up: 0 (height: 0, Stone Outcropping)  
 Left: 9, Up: 7 (height: 0, Stone Outcropping)  
 Left: 10, Up: 9 (height: 0, Stone Outcropping)

-----

Next stop is The Crossing.

---Floor 7: The Crossing-----

YOUR FORCES: 1-5 characters

POSSIBLE ENEMY FORCES:

TYPE A - Skeleton (lv ~RH)

|               |                       |    |                   |    |         |
|---------------|-----------------------|----|-------------------|----|---------|
| [1 - 11 foes] | Revenant (lv RH+19)   | OR | Skeleton (lv ~RH) | OR | nothing |
|               | Revenant (lv RH+18)   | OR | Skeleton (lv ~RH) | OR | nothing |
|               | Revenant (lv RH+17)   | OR | Skeleton (lv ~RH) | OR | nothing |
|               | Bonesnatch (lv RH+19) | OR | Ghast (lv ~RH)    | OR | nothing |
|               | Bonesnatch (lv RH+18) | OR | Ghast (lv ~RH)    | OR | nothing |
|               | Skeleton (lv ~RH)     | OR | nothing           |    |         |
|               | Skeleton (lv ~RH)     | OR | nothing           |    |         |
|               | Ghast (lv ~RH)        | OR | nothing           |    |         |
|               | Ghast (lv ~RH)        | OR | nothing           |    |         |
|               | Ghast (lv ~RH)        | OR | nothing           |    |         |

TYPE B - Mystic (lv RH+19, m)

|          |                      |    |                         |
|----------|----------------------|----|-------------------------|
| [8 foes] | Mystic (lv RH+19, m) | OR | Skeleton (lv ~RH)       |
|          | Mystic (lv RH+18, m) | OR | Bonesnatch (lv ~RH)     |
|          | Mystic (lv RH+17, m) | OR | Behemoth (lv ~RH)       |
|          | Archer (lv RH+19, f) | OR | Behemoth King (lv ~RH)  |
|          | Archer (lv RH+18, f) | OR | Skeleton (lv ~RH)       |
|          | Archer (lv RH+18, f) | OR | Bonesnatch (lv ~RH)     |
|          | Archer (lv RH+17, f) | OR | Skeletal Fiend (lv ~RH) |

TYPE C - Sekhret (lv RH+19)

|          |                     |    |                        |
|----------|---------------------|----|------------------------|
| [8 foes] | Sekhret (lv RH+18)  | OR | Black Mage (lv ~RH, m) |
|          | Sekhret (lv RH+17)  | OR | Monk (lv ~RH, m)       |
|          | Minotaur (lv RH+19) | OR | Monk (lv ~RH, m)       |
|          | Minotaur (lv RH+18) | OR | Monk (lv ~RH, m)       |
|          | Minotaur (lv RH+17) | OR | Thief (lv ~RH, f)      |
|          | Wisenkin (lv RH+19) | OR | Thief (lv ~RH, f)      |
|          | Wisenkin (lv RH+18) | OR | Thief (lv ~RH, f)      |

TYPE D - Hydra (lv RH+18)

|          |                        |    |                        |    |                    |
|----------|------------------------|----|------------------------|----|--------------------|
| [4 foes] | Summoner (lv RH+17, f) | OR | Archer (lv RH+19, m)   | OR | Archer (lv ~RH, f) |
|          | Wh. Mage (lv RH+18, f) | OR | Piscodaemon (lv RH+19) | OR | Wisenkin (lv ~RH)  |
|          | Dragoon (lv ~RH, f)    | OR | Mindflayer (lv RH+17)  | OR | Dragon (lv ~RH)    |
|          |                        | OR | Squidraken (lv RH+19)  | OR | Archer (lv ~RH, m) |

WEATHER: Indoors (no special effects)

| MAP SIZE: | TERRAIN TYPES     | GEOMANCY  | MAP AREA |
|-----------|-------------------|-----------|----------|
| 15 x 9    | Stalactite        | Sandstorm | 75%      |
|           | Stone Outcropping | Tremor    | 20%      |
|           | Obstructed        | --        | 5%       |

--STRATEGY--

The Crossing is a mostly flat level with a big rock ridge running through the middle. There's a small gap running through the ridge (the Crossing, I suppose) that separates it into two smaller cliffs.

You start off next to one of the ends of the ridge. Most of the time, the enemies will all be clustered around the other cliff. Advance forwards and start fighting them, using height to your advantage where you can. Again, because you're often fighting a large group at once, abilities that quickly put an enemy out of commission (e.g. Chicken or Arm Shot) are helpful.

If you encounter the Type D party, however, the enemies will be more spread out across the level. Advance forward just the same and cross the level on the level ground. Trying to climb over the ridge is just liable to get your characters separated and surrounded.

There's actually not much need to climb up onto the top of the ridge except to find the items stashed up there. Most of the items (including the two rare weapons) are atop the cliff that you start beside. To get up there, from the starting point, move forward a little bit, then move sideways into the gap through the ridge. From here, you can jump on top of the ridge, but you'll need a Jump of 5. If you need a boost, use Construct 8 or another large monster as a stepping stool. (Remember, of course, that Treasure Hunter cannot be combined with Teleport or Ignore Elevation.)

Actually, most of the items here aren't all that great. The Staff of the Magi isn't very good; it has a higher \*physical\* attack power than the Zeus Mace, but no benefit to your magick attack -- and how often do your magick-users hit people with their staves? But, do grab the Koga Blade if you have any ninjas.

If you're looking for the exits, you can take the "crossing" through the ridge to get to the far side (i.e., the other side of the ridge from where you start). One of the possible locations is \*inside\* the crossing gap, and three of the others are on the far side of the ridge.

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 2, Stone Outcropping

|  | POOR ITEM    | GOOD ITEM     | TRAP        |
|--|--------------|---------------|-------------|
| Left: 4, Up: 4 (height: 12, Stalact.)  | Phoenix Down | Elixir        | Sten Needle |
| Left: 4, Up: 10 (height: 13, Stalact.) | Phoenix Down | Staff of Magi | Hypnogas    |
| Left: 4, Up: 12 (height: 12, Stalact.) | Phoenix Down | Koga Blade    | Death Trap  |
| Left: 4, Up: 14 (height: 10, Stalact.) | Phoenix Down | Elixir        | Death Trap  |

POTENTIAL EXIT LOCATIONS:

Left: 3, Up: 6 (height: 7, Stalactite)  
Left: 4, Up: 2 (height: 5, Stalactite)  
Left: 6, Up: 8 (height: 2, Stalactite)  
Left: 6, Up: 13 (height: 0, Stalactite)  
Left: 8, Up: 14 (height: 0, Stone Outcropping)

-----  
By now, you're getting near the bottom, and the difficulty level is rising again. The next two floors will be quite tough, but they also contain some very strong items.

---Floor 8: The Switchback-----

YOUR FORCES: 1-5 characters

POSSIBLE ENEMY FORCES:

TYPE A - Archer (lv RH+20, f) \* OR Archer (lv ~RH, m)

[5 - 11 Archer (lv RH+19, m) # OR Archer (lv ~RH, m)  
foes] Archer (lv RH+18, m) OR Archer (lv ~RH, m)  
Archer (lv RH+17, m) OR Archer (lv ~RH, f)  
Archer (lv RH+16, f) OR Archer (lv ~RH, m)  
Archer (lv ~RH, m) OR nothing  
Archer (lv ~RH, m) OR nothing  
Archer (lv ~RH, f) OR nothing  
Archer (lv ~RH, m) OR nothing  
Archer (lv ~RH, m) OR nothing  
Archer (lv ~RH, m) OR nothing

\* The RH+20 Archer always carries the rare Artemis Bow if she appears.

# The RH+19 Archer always carries the rare Yoichi Bow if he appears.

TYPE B - Summoner (lv RH+20, f) OR Bomb (lv ~RH)  
[8 foes] Summoner (lv RH+19, f) OR Bomb (lv ~RH)  
Elder Treant (lv RH+20) OR Bomb (lv ~RH)  
Treant (lv RH+18) OR Bomb (lv ~RH)  
Dryad (lv RH+19) OR Coeurl (lv ~RH)  
Dryad (lv RH+18) OR Red Panther (lv ~RH)  
Exploder (lv RH+19) OR Coeurl (lv ~RH)  
Grenade (lv RH+20) OR Red Panther (lv ~RH)

TYPE C - Greater Hydra (lv RH+18) OR Greater Malboro (lv ~RH)  
[8 foes] Hydra (lv RH+19) OR Ochu (lv ~RH)  
Red Dragon (lv RH+20) OR Malboro (lv ~RH)  
Red Dragon (lv RH+19) OR Behemoth King (lv ~RH)  
Dragon (lv RH+19) OR Blue Dragon (lv ~RH)  
Behemoth (lv RH+20) OR Dragon (lv ~RH)  
Ochu (lv RH+20) OR Behemoth (lv ~RH)  
Malboro (lv RH+18) OR Dark Behemoth (lv ~RH)

TYPE D - Arithm. (lv RH+21, m) OR Blk Mage (lv ~RH, m) OR Summoner (lv ~RH, m)  
[4 foes] Arithm. (lv RH+21, f) OR Blk Mage (lv ~RH, f) OR Summoner (lv ~RH, f)  
Arithm. (lv RH+20, f) OR Blk Mage (lv ~RH, f) OR Summoner (lv ~RH, f)  
Arithm. (lv RH+19, f) OR Blk Mage (lv ~RH, f) OR Summoner (lv ~RH, f)

WEATHER: Indoors (no special effects)

| MAP SIZE: | TERRAIN TYPES     | GEOMANCY  | MAP AREA |
|-----------|-------------------|-----------|----------|
| 14 x 13   | Stalactite        | Sandstorm | 39%      |
|           | Darkness (chasm)  | --        | 38%      |
|           | Stone Outcropping | Tremor    | 16%      |
|           | Obstructed        | --        | 7%       |

--STRATEGY--

This level has two tiers. You start on the high one and have to cross it, descend a stair, and fight back across the lower tier -- hence the name "The Switchback."

As in other levels like The Oubliette, the decline is so steep that it's pretty hard to shoot downwards, so you're better off heading for the stairs. Arithmeticks is extremely effective, however; the lower tier is almost completely height 3, so you can hit most of the enemy forces with a Height 3 calculation. (Any bomb-type enemies are floating, though, which raises them up 1 height unit -- you need to use Height 4 to hit them.)

The Type A party here is nothing but a swarm of Archers, so readying Shirahadori or Archer's Bane beforehand is a good strategy. This fight isn't too tough since the Archers can't do all THAT much damage, and often waste time charging up Aim. When the Archers appear, one of the male Archers may be

carrying an additional Yoichi Bow you can steal.

The Type B party is mostly monsters panthers, bombs, and treants. Be cautious of any panther enemies in the Type B party. They have an innate Ignore Elevation, which means they can jump right up the cliff and attack you. You might want to attack them first. The Type B party may also contain an Exploder -- again, these guys are pretty hard to see in the dark, so check with your cursor.

The Type C party features some of the game's toughest monsters -- malboros, behemoths, dragons, and hydras (oh my!). When you see these guys, you may want to forestall hunting for items or the exit and just focus on surviving. On the other hand, if you're tough enough, this is a great opportunity to go Poaching or monster recruiting. Both of the Greater Hydra's poached items (the common Septie`me perfume and the rare Rubber Suit) and the common poach from the Behemoth King (the Cherche perfume) are items that can be obtained in the single-player game only from poaching. And, poaching the Greater Malboros is the main way to get an unlimited supply of Elixirs. Depending on which jobs you're using, you might even want to try to poach the Omnilex, the strongest book weapon (rare poach from Greater Malboro), or the Scorpion Tail, the strongest flail (rare poach from Hydra), but both of these are pretty specialized weapons you're not likely to get much use out of.

The Treasure Hunter items are all found on the bottom tier. These include the Ragnarok knight's sword (not actually as good as Excalibur as it doesn't have an auto-Haste), the Lordly Robe (a GREAT robe), and the Perseus Bow (the best bow in the single-player game).

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 5, Stalactite

|   | POOR ITEM    | GOOD ITEM   | TRAP        |
|---|--------------|-------------|-------------|
| Left: 4, Up: 6 (height: 3, Stalactite)  | Phoenix Down | Perseus Bow | Death Trap  |
| Left: 6, Up: 7 (height: 3, Stalactite)  | Phoenix Down | Lordly Robe | Death Trap  |
| Left: 9, Up: 8 (height: 3, Stalactite)  | Phoenix Down | Ragnarok    | Hypnogas    |
| Left: 10,Up: 10 (height: 3, Stalactite) | Phoenix Down | Elixir      | Sten Needle |

POTENTIAL EXIT LOCATIONS:

Left: 2, Up: 10 (height: 9, Stone Outcropping)  
Left: 4, Up: 5 (height: 3, Stalactite)  
Left: 11,Up: 10 (height: 3, Stalactite)  
Left: 11,Up: 13 (height: 3, Stalactite)  
Left: 12,Up: 13 (height: 3, Stalactite)

-----  
The final normal floor is The Interstice.

---Floor 9: The Interstice-----

YOUR FORCES: 1-5 characters

POSSIBLE ENEMY FORCES:

TYPE A - Black Mage (lv RH+22, f)

[6 - 11 Black Mage (lv RH+21, f) OR Archer (lv RH+22, m)  
foes] Black Mage (lv RH+20, f) OR Red Chocobo (lv RH+21)  
Knight (lv ~RH, m) OR Black Chocobo (lv RH+22)  
Archer (lv ~RH, m) OR Black Chocobo (lv RH+21)  
Knight (lv RH+21, m) OR Chocobo (lv RH+20)  
Knight (lv RH+22, m) OR nothing  
Knight (lv RH+20, m) OR nothing  
Black Mage (lv RH+19, f) OR nothing  
Archer (lv ~RH, m) OR nothing  
Archer (lv ~RH, m) OR nothing

TYPE B - Elder Treant (lv RH+20) OR Bomb (lv ~RH)  
 [8 foes] Treant (lv RH+18) OR Bomb (lv ~RH)  
 Dryad (lv RH+19) OR Coeurl (lv ~RH)  
 Dryad (lv RH+18) OR Red Panther (lv ~RH)  
 Summoner (lv RH+20, f) OR Bomb (lv ~RH)  
 Summoner (lv RH+19, f) OR Bomb (lv ~RH)  
 Exploder (lv RH+19) OR Coeurl (lv ~RH)  
 Grenade (lv RH+20) OR Red Panther (lv ~RH)

TYPE C - Samurai (lv RH+22, f) OR Ninja (lv ~RH, f)  
 [8 foes] Samurai (lv RH+22, f) OR Ninja (lv ~RH, f)  
 Samurai (lv RH+21, m) OR Ninja (lv ~RH, m)  
 Samurai (lv RH+21, m) OR Ninja (lv ~RH, m)  
 Samurai (lv RH+20, f) OR Ninja (lv ~RH, f)  
 Samurai (lv RH+20, f) OR Ninja (lv ~RH, f)  
 Samurai (lv RH+19, m) OR Ninja (lv ~RH, m)  
 Samurai (lv RH+19, m) OR Ninja (lv ~RH, m)

TYPE D - Summoner (lv RH+24, f) OR T. Mage (lv RH+25, m) OR Red Panther (lv RH+25)  
 [4 foes] Summoner (lv RH+23, f) OR T. Mage (lv RH+24, m) OR Hydra (lv RH+24)  
 Summoner (lv RH+23, m) OR Mystic (lv RH+22, m) OR Sekhret (lv RH+23)  
 Summoner (lv RH+22, m) OR Mystic (lv RH+21, m) OR Behemoth (lv RH+22)

WEATHER: Indoors (no special effects)

| MAP SIZE: | TERRAIN TYPES     | GEOMANCY   | MAP AREA |
|-----------|-------------------|------------|----------|
| 12 x 10   | Stalactite        | Sandstorm  | 50%      |
|           | Moss              | Wind Slash | 28%      |
|           | Darkness (chasm)  | --         | 20%      |
|           | Stone Outcropping | Tremor     | 3%       |

--STRATEGY--

The Interstice has a tricky layout. You start on one of two pillars, with a tiny mini-pillar in between the two pillars. Parallel to the pillars is a flat plateau area where the enemies often start. The terrain in between and on the other side of the pillars is flat.

The enemies often start on top of the flat plateau. From their position here, they will launch magicks and arrows up at you. If you stand on the side of the pillar closest to them, you can hit them back with some ranged attacks. To really attack them (and to use any close-range abilities), though, you'll need to take down the long route down to their plateau. Jump across the mini-pillar to the other pillar. From here, there's a staircase down to the plateau.

You should probably hurry for the staircase as quickly as you can. While you CAN attack from the top of the pillars, it's too crowded to move around, making it difficult to target the enemies you want. Start moving across the pillars as fast as you can. You \*could\* also use Teleport or Ignore Elevation to jump down to the plateau, but this is pretty tricky because: (a) there's a hole in the corner of the map closest to where you start; the only route you can take is directly down off the front of the pillar where you start and (b) the character is liable to get surrounded and KOed quickly. Only try this if you have a pretty sturdy character with a lot of HP or a good reaction ability (e.g. Shirahadori).

You'll also need to take the plateau route if you want to claim all the items -- the Maximillian armor is located on the far end of the plateau, and the Venetian Shield is down on the flat floor. (The Grand Helm is up on the pillars.) All of these are definitely worth grabbing.

If you have Arithmeticks, height-based calculations work great here. The entire top area has a height of 9 and 8 only. So, if you use Height Prime and Height 5 magicks, you can hit a lot of the enemies without hurting yourself.

The specific enemies you face here, of course, vary. The Type A party features an assortment of Black Mages, Archers, Knights, and Chocobos. Don't forget that you can stop the Black Mages pretty quickly by stealing their MP -- Orlandeau's Duskblade works well for that. The Type D party is fairly similar.

The Type C party is a Ninja and Samurai convention. This is fairly easy. If you're just looking to clear the battle, kill the Ninjas first, since they can throw from a distance. But, if the Ninjas are at a high level (90+) they will throw rare weapons at you that you can catch using the Thief reaction ability Sticky Fingers. Kill off the Samurais first and then just sit around and let them throw weapons at you. (It's also a good idea to have a character sit on the tile with the Death Trap, so the enemy Ninjas won't accidentally kill themselves with it.)

The toughest enemy group here is the Type B party, which includes dragons, Cockatrices, and human Dragoons. Try to stay in a tight group on the pillars and use your best attacks. Attack the Cockatrices first, then go for the dragons closest to you. Don't forget that Shirahadori lets you block the Dragoon's Jump attacks.

With any of the enemy groups, some of the enemies can sometimes be very hard to see if they slip in between the pillars or in between the pillar and plateau. Try to track where they're moving so you don't forget about them even if you can't see them on the screen.

Finding the exit in this level can be tricky. It's always on the flat "floor" below the pillars and plateau. Your best best is to put Teleport or Ignore Elevation on an Invisible character and immediately jump from the starting pillar down to the flat ground. If you don't have the items/abilities for that, you'll have to take the very long route: hop across the pillars, descend to the plateau, cross the plateau, and THEN reach the set of stairs down the floor.

This floor also holds the game's best heavy armor -- the Maximillian and Grand Helm -- as well as the Venetian Shield, second only to the Escutcheon (II) as a shield in the single-player game. You'll definitely want to grab this stuff!

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 0, Darkness - rotate camera so party is facing down & to the left at battle start

|  | POOR ITEM    | GOOD ITEM      | TRAP        |
|--|--------------|----------------|-------------|
| Left: 3, Up: 4 (height: 8, Stalactite) | Phoenix Down | Grand Helm     | Death Trap  |
| Left: 3, Up: 5 (height: 2, Stalactite) | Phoenix Down | Venetian Shld. | Hypnogas    |
| Left: 9, Up: 0 (height: 4, Stalactite) | Phoenix Down | Maximillian    | Hypnogas    |
| Left: 10, Up: 3 (height: 2, Moss)      | Phoenix Down | Elixir         | Sten Needle |

POTENTIAL EXIT LOCATIONS:

Left: 9, Up: 1 (height: 4, Stalactite)  
Left: 11, Up: 3 (height: 2, Stalactite)  
Left: 9, Up: 5 (height: 2, Moss)  
Left: 11, Up: 8 (height: 1, Moss)  
Left: 1, Up: 7 (height: 2, Moss)

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There's only one level left after this, appropriately named Terminus. There's a boss encounter the first time you enter here, and it's your one chance in the

single-player game to learn the game's best Summon, Zodiark. If you want to learn it, deploy your best Summoner (with Summoner as his/her current job) and arm him/her with the Time Mage ability Mana Shield for protection. To help survive Zodiark, Construct 8 and one or more characters with Reraise may also be helpful.

When you enter Terminus for the first time, you'll meet the former war hero Elidibus, who will turn himself into a Lucavi.

---Floor 10: Terminus-----

YOUR FORCES: Ramza, the Byblos [guest], 4 others

ENEMY FORCES: Elidibus (lv 75 Serpentarius) Reaver\* x6

\* The Reavers' levels depend on the highest level on your own roster.

GUEST: Byblos - level based on party's; Zodiac sign, name, Bravery, Faith are all random

BOSS: Elidibus [Serpentarius] - lv 75 Serpentarius - Bravery 70, Faith 70

HP: about 2730, MP: about 1135

Abilities : The Dark, Counter, Swiftnes

Immune : Ice; all negative status except Blind, Oil, Toad, Slow, and Stop

VICTORY CONDITION: KO Elidibus

LOSS CONDITION: Ramza dies or all allies are KOed/Stone

WEATHER: Indoors (no special effects)

| MAP SIZE: | TERRAIN TYPES     | GEOMANCY  | MAP AREA |
|-----------|-------------------|-----------|----------|
| 13 x 13   | Darkness (chasm)  | --        | 46%      |
|           | Stalactite        | Sandstorm | 35%      |
|           | Stone Outcropping | Tremor    | 15%      |
|           | Obstructed        | --        | 5%       |

--STRATEGY--

The battle with Elidibus is considered a story battle, so you'll have to deploy Ramza. If you want to learn the Zodiark summon (and this is your only opportunity in the single-player game to do so), you'll also need to deploy someone who is a Summoner. This can be Ramza or someone else.

There's no exit to find here, just a confrontation with Elidibus and a whole pile of Reavers. Elidibus is at the top of a spiral staircase; you'll have to fight your way up past the Reavers to reach him.

The enemy Reavers are gray. The purple monster behind you, the Byblos, is NOT an enemy; it's a Guest fighting on your side. Don't kill it; it's your friend! (The personal name of the Byblos is random, but it can be identified by its "Byblos" monster type and purple color.) The Byblos is pretty slow-moving, but it can heal you from afar. Keep it alive and it will join you afterwards. (By contrast, there's no way to ever recruit the enemy Reavers.)

Begin fighting your way up the stairs. The Reavers aren't hard to kill; sword techniques or Dual Wielded physical attacks work wonders. They're weak to Fire-elemental attacks, but pretty much any strong attack is good for KOing them. Since their Bio spells take time to charge, you can often KO them before they can even cast the spell. The Bio spells don't do all that much HP damage, but do inflict a variety of status ailments, so bring an ability like Esuna or Purification to remove these. Purification is especially helpful since it doesn't need time to charge.

You can probably reach Elidibus quickly. Elidibus's main attack is the

extremely powerful Zodiark summon (700+ damage). It's obvious when he's going to cast it from the humongous damage estimates -- plus it takes a long time to charge.

You'll need to make sure Zodiark doesn't wipe out all your whole team at once and give you a game over. Split your characters up so Zodiark can't take out too many of your characters at one time.

Another easy way to survive Zodiark is to pair Construct 8 with one or more characters with Reraise (e.g. from the Chantage). Construct 8's Atheist status means it can't take any damage from Zodiark, and as long as it's still standing, all your characters with Reraise can revive. Unfortunately, since Construct 8 is slow and takes a long time to get across the battlefield, it may not be all that much help with the actual fighting. Alternately, you could use the Mystic or Beowulf's Doubt to give other characters the Atheist status. Atheist status also renders your own magick useless, though, so you WON'T want to put it on any magick-users in your team.

Mana Shield and Manafont is another good way to survive Zodiark (and, unlike Atheist status, Mana Shield allows you to learn Zodiark). Attacking Elidibus with the Jump ability can also be useful; it deals damage to him and also protects you from damage while in the air.

Once you've gotten past the Reavers, healing is pretty much pointless because Zodiark will basically kill you no matter how much HP you have. This makes Beowulf good here because keeping his HP low will make his Vengeance attack very strong! You should, however, revive KOed characters. Angel Rings and Chantage will be quite useful in this battle as they let you recover from the inevitable KO. (Angel Rings work only once; Chantage works multiple times.)

While Zodiark is Elidibus's main attack, you'll also need to watch out for his Poisonous Frog magick, which turns characters into toads (and poisons them), rendering them useless. For female characters, equipping any Cachushas or Ribbons you have may be a good idea as they will protect you from both Poison and Toad status. Alternately, you can just use Esuna or Purification to remove the status. If your characters do get hit with Poisonous Frog, don't just have them wait out their turns; this gets them more turns and means the poison will drain their HP faster. Instead, have them move and attack (even if you're just attacking empty air) on each of their turns until you can heal them. This will slow their CT gauge refill and reduce the damage they suffer from the poison.

Elidibus's two other attacks are Midgardsormr, a fairly strong summon magick, and Snakecharm, a close-range physical attack. He tends not to use these unless both (A) you have a low-HP character within range that he could finish off with the attack, and (B) Zodiark would not allow him to strike more targets.

When you reach Elidibus, attack him with your strongest abilities -- preferably ones that hit from a distance so that he can't counterattack you. Sword techniques, as always, are great. Like all characters, Elidibus takes more damage while charging magick, so pummel him whenever he starts charging Zodiark. Attack Boost will also help you do more damage quickly. Elidibus happens to be immune to Ice (but no other elements), so avoid any ice magicks or weapons.

Elidibus is actually vulnerable to a few status ailments. You can use Slow or Stop to slow him down, or Atheist to disable his magick. (Just beware if you use Atheist, that will keep you from learning Zodiark.) If you have an Arithmetician, you can hit Elidibus with these ailments or with offensive magicks by using a Level 3 or Level 5 calculation. If he hasn't moved off his top platform yet, Height 3 or Height 5 will work too. An advantage of Arithmeticks is that it will let you strike Elidibus at the very beginning of



the battle, even before you've closed the distance between you and him.

The key to this battle is mostly just surviving Zodiark; if you can keep one or two heavy hitters alive, you can fell him fairly quickly.

An alternate way of trying to avoid multiple Zodiarks is to send a character who is low on HP towards Elidibus. He may target that character with Midgardsormr or Snakecharm, and spare the rest of your team.

You can learn Zodiark for yourself if Elidibus casts it on a Summoner and the Summoner takes at least 1 HP damage but survives the spell. (Coming back to life with Reraise doesn't count; the Summoner must NOT be KOed by Zodiark.) When this happens, there's a random probability (90%) that the Summoner will learn Zodiark. spell. The easiest way to do this is to equip the Time Mage ability Mana Shield and make sure your Bravery is reasonably high. As long as you have at least 1 MP, this ability (when activated) causes all attacks to damage only your MP instead of HP. So, being hit with Zodiark will empty out your MP, but leave the character standing. If you don't learn the spell on your first attempt, use an Ether or Chakra to get back at least 1 MP and try again. If you don't have Mana Shield, an alternate method is to put Equip Heavy Armor on the Summoner to get his or her HP as high as possible, then start hitting Elidibus with Rend Magick as many times as you can (preferably using a gun, bow, or polearm to attack from a distance). This will lower Elidibus's magick power and decrease the amount of damage Zodiark can do, potentially allowing your Summoner to withstand the spell without Mana Shield. (Mana Shield is only 400 JP, though, so it's not too tough to grab beforehand.) Using the Atheist status to temporarily reduce your Faith to 0 will NOT work; your Summoner must take at least 1 HP damage from Zodiark in order to learn it. Of course, it's fine to cast Atheist on all your other characters if you want.

If you turn on the Battle Prompts option under Options, a text box will tell you when you've learned Zodiark. If Battle Prompts isn't on, the cover will just hover briefly over your Summoner when s/he learns it.

Elidibus has about 2730 HP. If you are trying to learn Zodiark, keep track of how much damage you're doing and don't hurt him too much until you learn the magick. You don't want to kill him on accident. Remember, this battle is your only chance to learn Zodiark outside of one multiplayer mission!

The four hidden items are all located on the platform where Elidibus starts. You'll have a much easier time finding them if you come back AFTER you beat him, instead of trying to get them during the battle with Elidibus.

Since this is the final floor of Midlight's Deep, there are no exits to find here.

--TREASURE HUNTER ITEMS--

Put this corner at screen bottom: Height 0, Darkness - rotate camera so party is facing down & to the left at battle start

|  | POOR ITEM    | GOOD ITEM    | TRAP |
|--|--------------|--------------|------|
| Left: 7, Up: 10 (height: 15, Stalact.) | Phoenix Down | Elixir       | none |
| Left: 5, Up: 12 (height: 15, Stalact.) | Phoenix Down | Chirijiraden | none |
| Left: 7, Up: 12 (height: 15, Stalact.) | Phoenix Down | Elixir       | none |
| Left: 5, Up: 10 (height: 15, Stalact.) | Phoenix Down | Chaos Blade  | none |

--POSSIBLE ENEMY FORCES (IN LATER RANDOM BATTLES)--

---Floor 10: Terminus---

TYPE A - Greater Hydra (lv ~RH) OR Hydra (lv ~RH)  
[6 - 11 Greater Hydra (lv ~RH) OR Hydra (lv ~RH)  
foes] Greater Hydra (lv ~RH) OR Hydra (lv ~RH)

|                        |    |                     |
|------------------------|----|---------------------|
| Greater Hydra (lv ~RH) | OR | Hydra (lv ~RH)      |
| Greater Hydra (lv ~RH) | OR | Red Dragon (lv ~RH) |
| Hydra (lv ~RH)         |    |                     |
| Hydra (lv ~RH)         | OR | nothing             |
| Hydra (lv ~RH)         | OR | nothing             |
| Hydra (lv ~RH)         | OR | nothing             |
| Red Dragon (lv ~RH)    | OR | nothing             |
| Red Dragon (lv ~RH)    | OR | nothing             |

|                         |    |              |
|-------------------------|----|--------------|
| TYPE B - Swine (lv ~RH) | OR | Pig (lv ~RH) |
| [8 foes] Swine (lv ~RH) | OR | Pig (lv ~RH) |
| Black Mage (lv ~RH, m)  | OR | Pig (lv ~RH) |
| Black Mage (lv ~RH, m)  | OR | Pig (lv ~RH) |
| Mystic (lv ~RH, f)      | OR | Pig (lv ~RH) |
| Mystic (lv ~RH, f)      | OR | Pig (lv ~RH) |
| Archer (lv ~RH, m)      | OR | Pig (lv ~RH) |
| Archer (lv ~RH, m)      | OR | Pig (lv ~RH) |

|                                 |    |                  |
|---------------------------------|----|------------------|
| TYPE C - Black Chocobo (lv ~RH) | OR | Chocobo (lv ~RH) |
| [8 foes] Black Chocobo (lv ~RH) | OR | Chocobo (lv ~RH) |
| Black Chocobo (lv ~RH)          | OR | Chocobo (lv ~RH) |
| Black Chocobo (lv ~RH)          | OR | Chocobo (lv ~RH) |
| Black Chocobo (lv ~RH)          | OR | Chocobo (lv ~RH) |
| White Mage (lv ~RH, f)          | OR | Chocobo (lv ~RH) |
| White Mage (lv ~RH, f)          | OR | Chocobo (lv ~RH) |
| White Mage (lv ~RH, f)          | OR | Chocobo (lv ~RH) |

|                            |    |                        |    |                        |
|----------------------------|----|------------------------|----|------------------------|
| TYPE D - Tiamat (lv RH+27) | OR | Mystic (lv ~RH, m)     | OR | Mystic (lv ~RH, f)     |
| [4 foes] Tiamat (lv RH+26) | OR | Summoner (lv ~RH, m)   | OR | Summoner (lv ~RH f)    |
| Tiamat (lv RH+25)          | OR | Black Mage (lv ~RH, m) | OR | Black Mage (lv ~RH, f) |
| Tiamat (lv RH+24)          | OR | Time Mage (lv ~RH, m)  | OR | Time Mage (lv ~RH, f)  |

After defeating Elidibus (and hopefully learning Zodiark from him), you'll get the 13th (!) Zodiac Stone, Serpentarius. Assuming you kept the Byblos from being killed, it will also offer to join your party. This is your one opportunity to get this character, so sign it up. The Byblos isn't really that great, though. It has an automatic Poach (like Luso) but only a handful of abilities.

Congratulations! You've now beaten Midlight's Deep! You may notice that the Deep stays a red dot on the map screen even after you've finished off Elidibus. Don't worry; you haven't missed anything. It just stays red forever.

But, there's still a few more things to do. Go back into Terminus after you defeat Elidibus, and bring a Treasure Hunter. On the top level (where Elidibus was), there are four items: two Elixirs, the Chirijiraden, and the Chaos Blade. The Chaos Blade is one of the best weapons in the game; it has a whopping 40 attack points, automatically Regens you, and petrifies enemies! The Chirijiraden is the strongest katana and also allows you to use the corresponding Iaido.

If you're into poaching, you can find Pigs and Swines on Terminus, as well as all the members of the hydra family. All of these monsters yield rare items when poached. (And if you want REALLY rare items, recruit a Pig or Swine and wait until you breed a Wild Boar, then poach that!) You can also use Reis's Dragon's Charm to recruit a Tiamat. They're THE best monster in the game, and they're almost as strong as Orlandeau!

If you're at least level 90, you can obtain other rare weapons from enemy

Ninjas. Equip all your characters with Sticky Fingers and go back to The Interstice. If you can run into some Ninjas here, they'll throw a variety of nice weapons at you, which -- assuming you have Sticky Fingers -- you'll catch and claim for your own. If you're at a high enough level, you can even get Chaos Blades! Masamunes, Chirijiradens, Javelin IIs, and most other rare weapons can also be obtained here. (The exceptions are the weapons that can't be thrown, like staves.) See the "Throws from Enemy Ninjas" section for more details and the specific experience levels at which the Ninjas throw these items.

What else is there left to do? If you leave Midlight's Deep and head back around the overworld, each wilderness locations has a "special" random battle that you can occasionally run into. Some of these, like the infamous all-Monk melee on Grogh Heights, can be pretty challenging. The special battle at Mount Germinas also pits you against some gun-wielding Chemists and Orators, where you can steal additional copies of the magick guns and sometimes the Stoneshooter. The Araguay Woods special battle is another place to encounter Ninjas and catch weapons from them. (For a complete list of these special battles, see the Random Battles section.) You can also continue poaching monsters if you're looking to complete your collection of items -- see the Rare Item Locations for where you can find everything. And, if you haven't finished the other subquests, those are still out there to complete!

Finally, if you're playing the PSP version, you can team up a friend who owns a copy of the game to complete the game's multiplayer team missions in Rendezvous Mode or battle against each other in the Melee mode. (You'll need to complete the main quest first to unlock the last four Rendezvous Mode missions.) These missions are some of the biggest challenges in the game, but you can also win a lot of super-powered equipment not available in the single-player game.

\*\*\*\*\*  
VI. MULTIPLAYER MODES  
\*\*\*\*\*

%%MELEE MODE - GENERAL INFORMATION%%00melee0

Melee Mode is one of two new multiplayer modes in the PSP version of Final Fantasy Tactics: The War of the Lions. Like Rendezvous Mode, it is totally unavailable in the iOS version, but if you complete the regular iOS game once, you can then go to a Poachers' Den to buy the items you \*would\* have been able to get in Melee Mode.

Melee Mode is a "versus" mode. It allows two players to pit their regular parties against each other. Both players also receive prizes after the battle, and there are some rare items you can \*only\* find in Melee Mode!

Melee Mode becomes available very early in the PSP game, after you pass through Gariland on your way to the Siedge Weald. Once both players have unlocked Melee Mode, you can start a Melee Mode battle by having both players go to the Tavern and choosing Melee. One player should host the game and the other should join. Melee Mode can only be played over a local (ad hoc) connection, not the Internet.

Both players must pay a fee for each Melee Mode battle, to compensate for the items you can earn.

Each player can deploy up to 5 characters to battle with.

You can select any map that at least one of the two players has cleared in the single-player mode. This includes all the story battle locations, plus the

sidequests (including Midlight's Deep), and the wilderness locations where there are only random battles. The only maps that can NOT ever be selected are Zeltennia Castle Chapel Ruins and the maps from the final sequence of battles in the single-player mode (even if you have a clear data save!). The side of the map on which each player starts is randomly assigned.

During combat, your team always glows blue on your PSP screen. The opponent's forces glow red.

---Melee Mode Rules-----

For the most part, Melee Mode combat works like regular FF T combat. However, there are a number of important exceptions:

\* You CANNOT permanently lose items or characters in this mode. Stolen and broken items, and items consumed using the Throw, Iaido, and Items commands, are restored to you at the end of battle. Characters cannot permanently die because they simply teleport out of the battle when their KO counter expires. (Since they're not permanent deaths, these do NOT count as Casualties on your Chronicle screen.) Anyone turned into a Malboro by Malboro Spores is turned back into a human.

Note that this makes some abilities substantially more useful in Melee Mode since you no longer have to worry about losing rare items. Elixirs are great for restoring HP and MP, the Masamune and Chirijiraden Iaidos can be used freely (Masamune casts Haste and Regen on a group!) and rare weapons like the Chaos Blade can be thrown without losing them.

\* The Invisible status effect does not make you invisible to the other player, and the character can still be targeted normally. It DOES still have the effect of making your attacks impossible to evade (as if you had the Concentration support ability equipped), and is still removed after taking an action or being hit.

\* Only JP is earned. (You still keep your earned JP even if you lose the battle.) Exp, levels, and gil cannot be gained. Additionally, magick that can normally be learned from being hit with it CANNOT be obtained this way in Melee Mode.

Since you cannot gain levels or gil, abilities that work on gil/Exp are ineffective in this model. These include Steal/Plunder Exp, Steal/Plunder Gil, Beg, Glitterlust, and Bequeath Bacon. Gil Snapper still triggers in response to damage, but does not earn you any actual money.

\* Monsters cannot be poached for items. Poaching a monster will still remove it from the map, but no items will be added to the Poachers' Den.

\* Items can be stolen from the other team, but they are not kept permanently after the end of the battle.

\* While the Traitor status (from Entice or Tame) can still be used to recruit enemies onto your side for the duration of the battle, they cannot join your team permanently afterwards.

\* Similarly, the Greater Malboro's "Malboro Spores" ability still turns a character into a Malboro for the duration of the battle, but (unlike the single-player game) does not affect a character permanently.

\* Sticky Fingers can be used to block thrown weapons, but they aren't added to your inventory.

\* Bravery and Faith can be changed for the duration of a battle, but there are

no permanent changes.

\* Your characters cannot be put under AI control.

\* The game cannot be paused. (However, when one player is moving, the other player can scroll around the map and look at characters' status.)

\* Most traps that affect only 1 tile in the single-player game now have an effect radius of 3 when sprung, and there are also new traps. (See the Traps section for more details.) Also, traps that YOU place cannot be sprung by your units, only by your opponent. Friendly units can still be affected by the trap if they're caught in the effect radius, however.

\* No items can be obtained with Treasure Hunter.

\* Enemies killed during Melee Mode are not added to your Kills tally on the Chronicle screen.

\* This isn't a Melee Mode-specific rule, but it's worth noting that all of the multiplayer-exclusive weapons cannot be thrown with the Ninja's Throw command.

---Weather Effects-----

Weather patterns in Melee Mode are based on the map you choose. It appears that "random battle" wilderness maps have a random weather pattern, whereas maps that are only used in story battles have the same weather pattern as the first story battle at that location.

Below, I've listed maps with "special" weather effects. All maps not listed have NO special weather effects.

See the Weather Effects section under Other Game Information for more on the mechanics of weather effects.

RANDOM WEATHER PATTERN:

|                     |                   |                  |
|---------------------|-------------------|------------------|
| Mandalia Plain      | The Siedge Weald  | Lenalian Plateau |
| Araguay Woods       | Zeirchele Falls   | Balias Tor       |
| Tchigolith Fenlands | Balias Swale      | Grogh Heights    |
| The Yuguewood       | Dugeura Pass      | Finnath Creek    |
| Beddha Sandwaste    | Mount Germinas    | Lake Poescas     |
| Zeklaus Desert      | Fovoham Windflats | Dorvauldar Marsh |
| Mount Bervenia      |                   |                  |

DAY, RAINSTORM (evade vs. bows x 1.33, fire dmg -25%, lightning dmg +25%):  
Brigands' Den

CLEAR NIGHT OR NIGHT, LIGHT RAIN (evade rate vs. bows x 1.33):  
Goug Lowtown                      Lionel Castle Gate                      Riovanes Castle Gate  
Riovanes Castle Roof

SNOWSTORM (ice damage + 25%):  
Gollund Colliery Slope      Gollund Colliery Ridge

---Melee Mode Options-----

Before the battle, the hosting player may set a number of options:

1. Map Selection - The map may be chosen manually, or you can have the game pick a random map from the ones available. You may fight on any map that at least one player has completed in the single-player game.

2. Time Limit - You may set a total time limit that each player has to decide on his/her actions across the course of the battle. This basically works like a chess clock. When you're deciding on a move, the clock starts counting down. On your next turn, the clock resumes counting down from where it left off.

When a player's clock reaches 0:00, the battle doesn't end, but that player will have only 15 seconds each turn to decide on an action before the character's turn defaults to Wait. (This is basically a way of keeping players from taking forever to decide on a move.)

The clock stops when attacks and abilities are animating. However, the clock does NOT stop when characters are walking from one tile to another, or any time you're in a menu. If the clock expires while you're in the middle of walking, the move is canceled.

The default for this option is no time limit.

3. Action Limit - You can set a maximum total number of actions for the battle. Any action taken by ANY player counts towards this limit. (Just moving without acting does not count as an action.) When the Action Limit is reached, the battle ends and a winner is declared. The default is 40, and you can choose 20, 40, or 60 actions.

If you set the Action Limit to None, the battle will continue until one side is completely KOed.

4. Special Controls - This allows you to turn the special action controls on or off. (They are ON by default.) See below.

5. Trap Placement - In a Melee Mode, both players can set a number of traps on the map before the battle. If you set Trap Placement to Random, the computer will place these traps for you; if you set Trap Placement to Manual, you can put them wherever you want. (It's not possible, however, to put traps on either side's starting tiles, or in tiles with water of depth 2.)

Note that you cannot trigger the traps that you set. You can only trigger the traps that your opponent laid for you.

If you don't want to play with traps, set Trap Placement to None and no traps will appear.

6. Number of Traps - If you have traps allowed, this determines the number of traps that EACH player can set. You can have 2, 5, or 10 traps per player. (The default is 2.) If Trap Placement is set to None, this option is ghosted.

7. Arithmeticks - The Arithmeticks ability can be Allowed or Disallowed. (The default is Allowed.)

---Special Controls-----

Melee Mode includes a number of special action-oriented controls:

\* When a physical attack has a moderate hit rate (not very high or not very low), the attacker and target will "lock weapons." Both players must press the X button rapidly to determine the outcome:

- > If the attacker presses the button more times, the attack goes off as planned, with the bonus of a critical hit!
- > If the defender presses the button more times, the attack is canceled and the target retaliates with Counter Tackle.

Ranged weapons are not subject to this locked-weapons effect.

\* For all other physical attacks, a red exclamation mark flashes over the attacker's head. Quickly hitting X when this mark appears will give you a critical attack, which increases your damage and may knock the enemy back a tile.

\* When you step on a trap tile, a sequence of buttons appears at the top of the screen (e.g. Up Right Triangle Square Left). If you enter the buttons in order without making a mistake within a time limit, the trap is disarmed and has no effect. Otherwise, the trap activates as usual.

If you don't like these controls, the hosting player can turn them off before the battle starts.

---Winning and Losing-----

When one player has all of his or her characters KO, he or she loses, and the other player wins the battle.

If both players have their last character KOed at the same time (e.g., a magick attack hits both of them and KOs them), the battle is declared a Draw.

If the battle is set with fixed maximum number of actions, the battle ends when either player reaches that number of actions. In this case, victory (or a draw) is awarded to whomever has more character standing. Of course, even with the battle set to a fixed number of actions, you can end the battle and win earlier if you KO all the opponents' characters.

Either player can quit the battle by clicking on an empty tile and choosing "Quit". In this case, the battle is forfeited and no treasure is awarded.

If one of the PSPs goes to sleep or if the connection is broken, the battle is terminated and no treasure is awarded.

%%MELEE MODE - TREASURES%%00melee1

After each finished Melee battle, each player will be presented with a ring of chests, and can open 1 to 3 chests and keep the item within each opened chest. No chests are awarded if the battle was aborted early due to a connection error or a player quitting.

The NUMBER of chests you can open is determined by the outcome of the battle. The winner of the battle can open 3 chests, and the loser can open 1. In the event of a draw, both players can open 2 chests.

The CONTENTS of the chests is determined by the average level of the characters plus random chance. Most of the rare items will not appear unless your level is quite high.

Different items are placed in the chests for each player.

If one player wins in a single action (i.e., by using Arithmeticks), the game will detect you're trying to cheat at item-grinding and both players will receive nothing but Phoenix Downs :( . At least two actions must occur to receive actual prizes. (They can both be by one player, or one from each player.) Just moving without doing anything does not count, but you can always just attack the air, which DOES count.

---Rare Items in Melee Mode-----

An almost certainly incomplete list of RARE items that you can obtain in Melee Mode is below. (I haven't listed items that can also be bought at the Outfitter, though you'll often get these if you're at a low level.) Again, you must be at a high enough level to make these items appear.

\* indicates items that can ONLY be acquired in Melee Mode. (If you're playing the iOS version, you can instead buy the starred items by completing the main quest once and then visiting a Poachers' Den.)

#### WEAPONS:

|                                 |                             |
|---------------------------------|-----------------------------|
| Zwill Straightblade [dagger]    | Fomalhaut [gun]             |
| * Orochi [ninja blade]          | Glacial Gun [gun]           |
| * Moonsilk Blade [ninja blade]  | Blaze Gun [gun]             |
| Blood Sword [sword]             | Artemis Bow [bow]           |
| Materia Blade [sword]           | Dragon Whisker [polearm]    |
| * Onion Sword [sword]           | * Gae Bolg [polearm]        |
| Save the Queen [knight's sword] | Whale Whisker [pole]        |
| * Francisca [axe]               | * Chaosbringer [fell sword] |
| Golden Axe [axe]                | * Arondight [fell sword]    |
| * Nirvana [staff]               | * Balmung [fell sword]      |
| * Vesper [flail]                |                             |

#### SHIELDS:

\* Reverie Shield

#### HEADGEAR:

|                       |                           |
|-----------------------|---------------------------|
| * Onion Helm [helmet] | Cachusha [hair adornment] |
| * Acacia Hat [hat]    | Ribbon [hair adornment]   |

#### ARMOR:

|                             |                        |
|-----------------------------|------------------------|
| Rubber Suit [clothes]       | * Brave Suit [clothes] |
| * Minerva Bustier [clothes] | * Sage's Robe [robe]   |

#### ACCESSORIES:

|                             |                    |
|-----------------------------|--------------------|
| * Onion Gloves [gauntlets]  | Cherche [perfume]  |
| * Empyrean Armband [armlet] | Chantage [perfume] |

#### ITEMS:

Elixir [item]

Note that some of these items (like the Brave Suit) are quite rare, and you won't find them often even with all characters at level 99.

The above items are found in Melee Mode. There are also some other, DIFFERENT multiplayer-only items that are only available in Rendezvous Mode (the "co-op" mode); see the section on Rendezvous Mode below.

#### ---Item Evaluation-----

Of these items, the most valuable by far is the Brave Suit. This is the best suit of clothes in the game; it boosts your HP and MP by quite a bit and gives you a permanent Reraise like Chantage! This means you can finally have male characters with a permanent Reraise. And, equipping a Brave Suit on a female character frees up an accessory slot that otherwise might have gone to Chantage. Unfortunately, the Brave Suit shows up quite infrequently.

Other good armor here includes the Acacia Hat and the Reverie Shield, which is second only to the Escutcheon II amongst shields. (And since there's only one Escutcheon II, a supply of Reverie Shields is good to have.) In some cases,



the Reverie Shield can be even better than the Escutcheon II since it halves all elemental damage, good for magick attacks you can't evade (e.g. hydra breath attacks). And while they're not unique to Melee Mode, the plentiful supply of Rubber Suits and Ribbons here is actually quite nice; the Rubber Suit is the best alternative to the Brave Suit, and Ribbons guard female characters against almost all status ailments!

The Orochi and Moonsilk Blade are the most powerful ninja swords -- the Moonsilk is a bit stronger in raw attack power, but the Orochi drains HP. If you use Ninjas, you'll want to collect these!

The Minerva Bustier is also good to pick up if you use Reis. Although not as strong as some other pieces of armor, it's the only body armor that can be equipped by Reis's Dragonkin job.

Finally, if you use Onion Knights, you'll also want to grab the Onion Sword, Helm, and Gloves here. (The Onion Armor and Shield are found in Rendezvous Mode.)

Most of the other equipment isn't that great; they're either in unhelpful weapon classes (e.g. axes) or are inferior to items available in Rendezvous Mode.

%%RENDEZVOUS MODE - GENERAL INFORMATION%%00ren0

Rendezvous Mode is one of two new multiplayer modes in the PSP version of Final Fantasy Tactics: The War of the Lions. Like Melee Mode, it is totally unavailable in the iOS version, but if you complete the regular iOS game once, you can then go to a Poachers' Den to buy the items you \*would\* have been able to get in Rendezvous Mode.

The Rendezvous Mode is a two-player co-operative mode. It consists of 15 missions that two players tackle together. (It's not possible to play these missions with just one player.) Completing the missions earns you items, including a number of rare items you can only find in this mode (see below for details).

The later missions also make for a particular challenge for FF Tactics masters, as they're the toughest battles in the game.

---STARTING A MISSION---

Beginning midway through Chapter I, new Rendezvous Mode missions will continue to become available as you progress through the single-player game. A mission may be selected as long as at least ONE of the two players has unlocked it, though both players must have at least progressed through the first few battles of the game to make the Rendezvous Mode option appear in a Tavern.

To start a Rendezvous Mode mission, have each player go to the Tavern and choose Rendezvous Mode and "Start a Mission." The hosting player (Player 1) should choose to host a mission and the other player should choose to join. Like Melee Mode, Rendezvous Mode can only be played over a local (ad hoc) connection.

Each mission can be played an unlimited number of times, regardless of whether you win or lose.

Unlike the Melee Mode, Rendezvous missions do not cost gil.

---MISSION DIFFICULTY---

The Rendezvous Mode missions that you can unlock as you play through the

single-player mode are appropriate for characters at that stage of the game. So, the missions you unlock in Chapter II can be tackled while you're still in Chapter II, and so on.

The experience level of the enemies you face in Rendezvous Mode scales with your own characters' levels. So, simply leveling up won't really help you win the battles. Of course, learning new abilities, gaining equipment, and using the stat-raising tricks described in the Level Downs and Stat-Grinding section \*will\* help you. :)

The exception is the last four Rendezvous Mode missions, unlocked by completing the single-player game. Here the enemies \*always\* have high levels, regardless of your own levels. Many of the major enemies are fixed at level 99!

#### ---WINNING AND LOSING---

The specific victory and loss conditions for each battle are different. For details on each mission, see the specific strategies below.

If one player has all his/her characters eliminated, the other player can keep playing. Both players will still be awarded items at the end of the mission.

You can give up on a mission partway through by clicking on a blank tile and choosing the "Quit" option. If either player chooses to do this, the mission is forfeited and both players are returned to the Tavern.

A mission also ends if either PSP goes to sleep or if the connection is broken. If one player has all of his or her characters KOed, that player should NOT just put down the PSP! Keep it running so the other player can continue trying to complete the mission.

#### ---THE RULES---

Rendezvous Mode differs from single-player combat in several ways:

\* You CANNOT permanently lose items or characters in this mode. Stolen and broken items, and items consumed using the Throw, Iaido, and Items commands, are restored to you at the end of battle. Characters cannot permanently die because they simply teleport out of the battle when their KO counter expires. (Since they're not permanent deaths, these do NOT count as Casualties on your Chronicle screen.) Anyone turned into a Malboro by Malboro Spores is turned back into a human.

Note that this makes some abilities substantially more useful in the Rendezvous Mode since you no longer have to worry about losing rare items. Elixirs are great for restoring HP and MP, the Masamune and Chirijiraden Iaidos can be used freely (Masamune casts Haste and Regen on a group!) and rare weapons like the Chaos Blade can be thrown without losing them.

\* You CAN keep items that YOU obtain from chests, stealing, and catching them from ENEMIES using Sticky Fingers. You CANNOT keep weapons caught when your partner throws them (which would otherwise allow you to easily duplicate any weapon :P). You must win the battle to keep your gained items; they are lost if you fail the mission.

\* The Arithmeticks command is completely off-limits in this mode and cannot be used.

\* Only JP, not Exp or levels, is earned. In addition to earning JP, you can also learn and keep abilities from crystals. Magick that can be learned from being hit with it (see Learning Magick From Being Hit) can also be learned and kept. You must win the battle to keep your abilities; they are lost if you fail

the mission.

Since you cannot gain levels, the Wild Boar's Bequeath Bacon is ineffective in this mode.

\* Bravery and Faith can be changed for the duration of a battle, but there are no permanent changes.

\* Monsters cannot be poached for items. Poaching a monster will still remove it from the map, but no items will be added to the Poachers' Den.

\* While the Traitor status (from Entice or Tame) can still be used to recruit enemies onto your side for the duration of the battle, they cannot join your team permanently afterwards.

\* Similarly, the Greater Malboro's "Malboro Spores" ability still turns a character into a Malboro for the duration of the battle, but (unlike the single-player game) does not affect a character permanently.

\* There are no traps and no items that can be found using Treasure Hunter, even on tiles where there are traps/items in the single-player game.

\* Your characters cannot be put under AI control.

\* The game cannot be paused. (However, when one player is moving, the other player can scroll around the map and look at characters' status.)

\* Although Bonus Coin is earned after a battle, gil cannot be gained or lost \*within\* a battle from Gil Snapper, Steal/Plunder Gil, Glitterlust, Beg, or treasure chests.

\* Enemies killed during Rendezvous Mode are not added to your Kills tally on the Chronicle screen and aren't counted towards unlocking Dark Knight.

\* This isn't a Rendezvous Mode-specific rule, but it's worth noting that all of the multiplayer-exclusive weapons cannot be thrown with the Ninja's Throw command.

#### ---MULTI-BATTLE MISSIONS---

Two of the Rendezvous Mode missions (The Knights Templar and Brave Story) involve a sequence of battles. In these missions, you move immediately from one battle to the next. You are not be able to change characters or equipment between battles.

Most gameplay elements carry over between each battle in the sequence:

- > HP/MP are not restored
- > KOed characters are not revived
- > Used/thrown items are not restored your inventory until the end of the whole mission
- > Broken equipment remains broken until the end of the mission

However, a few things are restored between battles:

- > Status conditions other than KO are removed between battles
- > Changes in stats (including Bravery/Faith) disappear between battles
- > The counter over KOed characters is set back at 3
- > Equipment that starts you off with beneficial status effects (Invisible or Reraise) has this effect at the start of EACH battle. But, if you're using the Stoneshooter, you only need to de-Petrify the character once for the whole mission.

After winning a Rendezvous Mode battle, each player will be presented with a ring of chests, and can open 1 to 5 of them based on your performance during battle. No chests are awarded if you fail the mission.

Since these battles are a cooperative effort, both players will always earn the same number of chests, even if one player had his/her forces completely wiped out.

The NUMBER of chests you can open is determined by how well you fought. You can open more chests when you....

- 1) Deploy fewer characters. Typically, you can deploy up to a total of 3 characters (i.e., one player deploys 1 character and the other deploys 2 characters) and still earn 5 chests, but this may vary a little from mission to mission.
- 2) KO more enemies. Some missions don't require you to KO every enemy, but KOing more of them will earn you more chests.
- 3) Do not have any of your own characters get KOed. If characters are KOed but later revived, this does not appear to penalize you.

The number of turns you take does not seem to be relevant.

The CONTENTS of the chests are determined by different factors:

- 1) The average level of your characters
- 2) Most missions have a "cap" on item quality. The tougher the mission, the better the items you can get.

Note that the QUALITY and QUANTITY of items you receive are determined by completely different factors! Even a poor performance on the later missions will earn you a chance at rare items; you just won't get as \*many\* of them. On the other hand, blowing through early missions will not get you unique items, no matter how efficiently you fight or how high your level is.

Different items are placed in the chests for each player.

---RARE ITEMS IN RENDEZVOUS MODE---

A (probably incomplete) list of RARE items that you can win in Rendezvous Mode is below. I haven't listed items that can also be bought at the Outfitter, though you'll often get these from the early missions.

\* indicates items that can ONLY be acquired in Rendezvous Mode. (If you're playing the iOS version, you can instead buy the starred items by completing the main quest once and then visiting a Poachers' Den.)

WEAPONS:

- |                                 |                          |
|---------------------------------|--------------------------|
| Sasuke's Blade [ninja blade]    | Ras Algethi [gun]        |
| Nagnarok [sword]                | Fomalhaut [gun]          |
| Materia Blade [sword]           | Glacial Gun [gun]        |
| * Moonblade [sword]             | Blaze Gun [gun]          |
| Defender [knight's sword]       | Blaster [gun]            |
| Save the Queen [knight's sword] | Artemis Bow [bow]        |
| Excalibur [knight's sword]      | Yoichi Bow [bow]         |
| Ragnarok [knight's sword]       | Perseus Bow [bow]        |
| * Durandal [knight's sword]     | * Sagittarius Bow [bow]  |
| Chaos Blade [knight's sword]    | Faerie Harp [instrument] |
| Masamune [katana]               | Omnilex [book]           |
| Chirijiraden [katana]           | Holy Lance [polearm]     |
| Golden Axe [axe]                | Dragon Whisker [polearm] |
| Dragon Rod [rod]                | * Gungnir [polearm]      |
| * Stardust Rod [rod]            | Fallingstar Bag [bag]    |

\* Crown Sceptre [rod]  
Healing Staff [staff]  
\* Dreamwaker [staff]  
Scorpion Tail [flail]

Wyrmsweave Silk [cloth]  
\* Deathbringer [fell sword]  
\* Valhalla [fell sword]

SHIELDS:

Kaiser Shield  
Venetian Shield

\* Genji Shield  
\* Onion Shield

HEADGEAR:

\* Genji Helm [helmet]  
\* Vanguard Helm [helmet]  
\* Brass Coronet [hat]

Cachusha [hair adornment]  
Barette [hair adornment]  
Ribbon [hair adornment]

ARMOR:

Genji Armor [armor]  
\* Grand Armor [armor]  
\* Onion Armor [armor]

Ninja Gear [clothes]  
Mirage Vest [clothes]  
Rubber Suit [clothes]

ACCESSORIES:

\* Gaius Caligae [shoes]  
\* Genji Glove [gauntlet]  
\* Brigand's Gloves [gauntlet]  
\* Sage's Ring [ring]

Invisibility Cloak [cloak]  
Sortile'ge [perfume]  
Chantage [perfume]

Of course, as noted above, not all of these items are available in every mission. Again, the best items are only found in later missions, and your characters must have a high level to have a chance of getting them.

In addition, there are also some items that only appear in specific missions:

| MISSION            | ITEMS                      |
|--------------------|----------------------------|
| The Guarded Temple | Grand Armor, Fomalhaut     |
| Nightmares         | Gungnir, Dreamwaker        |
| Brave Story        | Crown Sceptre, Sage's Ring |
| An Ill Wind        | Valhalla, Vanguard Helm    |

(Note that the Fomalhaut isn't *really* unique to The Guarded Temple, since you can get it quite easily in Melee Mode. But The Guarded Temple is the only place the Fomalhaut shows up in Rendezvous Mode.)

The above items are found in Rendezvous Mode. There are also some other, DIFFERENT multiplayer-only items that are only available in Melee Mode (the "versus" mode); see the section on Melee Mode above.

---TITLES AND STARS---

In addition to treasures, you will also be awarded a "title" for clearing each mission. For example, completing the Chocobo Defense mission earns you the "Defender of the Wild" title. These titles don't do anything, they're just for fun :)

Each title comes with a "level" or star rating, on a scale from 1 to 5. The star rating is simply equal to the number of chests you were awarded at the end of the battle. In the Tavern, the game tracks your highest star ratings for each battle, so you can challenge yourself to try to earn 5 stars on every mission!

%%RENDEZVOUS MISSION STRATEGIES%%00ren2

---Rendezvous Mission 1: Chocobo Defense-----  
AVAILABLE AFTER...: Visiting Gariland on the way to the Siedge Weald in  
Chapter I

BATTLE MAP: Windflat Mill

YOUR FORCES: 1-3 characters per player, Chocobo\* [guest] x2

ENEMY FORCES: Thief\* (male) Chemist\* (male) Chemist\* (male)  
Chemist\* (male) Squire\* (male) Squire\* (male)  
Squire\* (male) Squire\* (male)

\* These guests and enemies have experience levels approximately equal to the highest among your deployed characters.

VICTORY CONDITION: KO, petrify, recruit, or Vampirize all enemies

LOSS CONDITION: Either Chocobos is KOed

WEATHER: Clear day (no special effects)

| MAP SIZE: | TERRAIN TYPES     | GEOMANCY   | MAP AREA |
|-----------|-------------------|------------|----------|
| 10 x 8    | Grassland         | Tanglevine | 48%      |
|           | Soil              | Sinkhole   | 21%      |
|           | Obstructed        | --         | 18%      |
|           | Brick             | Wind Slash | 5%       |
|           | Roof              | Wind Blast | 4%       |
|           | Stone Outcropping | Tremor     | 3%       |
|           | Flagstone         | Contortion | 3%       |

--STRATEGY--

The goal in this mission is to defeat all the human enemies while keeping both of the Chocobos from being KOed. If \*either\* Chocobo is KOed, you lose.

Both players start on top of the plateau with the Chocobos and the majority of the enemies below. Player 1 faces away from the windmill, while Player 2 faces down the stairs. Both players should put their mages, Archers, and Chemists in the "back row" of their deployment screens and the fighters in the "front." This will pack the weaker characters in the center, while the physical fighters protect them from both sides.

Note that if Player 2 deploys any character in his/her two leftmost tiles, they'll actually start down on the ground and not on top of the plateau. This puts them in a bit more danger, but can help you reach the enemies more quickly. You'll only want to do this with melee fighters, not rearguard characters like mages.

Your success in this battle will probably depend a lot on what jobs you're using. If your characters are still Squires, this battle may be tough given the large enemy party. However, if you change your fighters into Knights and Monks, their superior Physical Attack will allow them to take out each enemy in just a few hits. The Knight's ability to equip shields will also be helpful in this battle, as will the Monk's Counter ability if you have it.

Black Magick is also quite powerful in this battle and sometimes gives you a chance to hit more than one enemy at once. If you're progressed far enough that you can buy the Flame, Ice, or Thunder Rod (available after the Sand Rat's Sietch battle), using one of these rods will make the corresponding elemental magicks even stronger. Just make sure that the Chocobos don't get hit in the effect radius of the magick! Before casting, check the Turn List to make sure your planned target won't have a chance to move next to the Chocobos before the magick goes off.

Archers can also be useful; standing on the top of the plateau will allow them to target almost the whole battlefield. They can often attack without having to move, which will get them more turns. However, Black Magicks tend to do a little more damage and are probably the better choice.

You'll definitely also want to bring someone with the Items command (or White Magicks) who can heal the Chocobos. It doesn't necessarily have to be a full Chemist so long as you assign the Items command as a second ability -- and you may not \*want\* to deploy a full Chemist so you can pad your roster with fighters instead. At any rate, you can use your Items freely; you get them back after multiplayer battles.

When the battle starts, you'll want to catch up with the Chocobos as quickly as possible to protect them. Otherwise, the enemies will gang up on them. Most of the action tends to take place at the bottom of the cliff, so try to get a few close-range fighters down there quickly. (Mages and Archers can stay up top where it's harder for them to get attacked.) If the enemies aren't standing at the side of the plateau, you can jump down fairly easily, or you can just have Player 2 deploy his/her characters so they \*start\* down there. The Squire's Move +1 ability and the Battle Boots accessory will both increase your movement range, which helps a lot in this battle.

The Chocobos can use Choco Cure to heal themselves (and you!), but they won't \*always\* do so. They tend to only do it if one of the Chocobos or a human ally is in critical HP (HP < 20% of max). However, even if a Chocobo isn't at critical HP, the enemies may gang up on it and KO it before it DOES have a chance to heal! That's where Items comes in handy; heal any Chocobo that has taken a few hits and is vulnerable to attack. Another tactic: when one of your characters is at critical HP, move him or her away from the battle. This will often draw the Chocobo away from the enemies to heal him or her.

Watch out; the Squires may throw stones at the Chocobos even if they can't move in range for a physical attack. It doesn't do much damage but can be enough to finish off a weakened Chocobo! Keep them healthy.

Another very useful ability is the White Mage's Protect magick; cast this on the Chocobos and it will reduce the damage they take from physical attacks. (Shell, which reduces magick damage, is really not helpful here as it's unlikely the enemies will have many magick attacks.) The Chocobos will sometimes end up standing next to each other and this is a great opportunity to cast Protect as you can target both Chocobos at once.

The enemies here have pretty generic jobs and few special abilities, there are a lot of them. You'll probably want to take out the Thief first since he's fast and can steal your equipment--it's not lost permanently in multiplayer play, but losing your gear still makes it harder to win! (The Chemist's Safeguard ability will also keep your equipment from being stolen.) You'll also probably want to defeat the two enemy Chemists early since they can keep healing the enemies otherwise.

You may also encounter some of the Squires using a powerful second ability, like Martial Arts. (The specific abilities they have are assigned at random.) If you spot a Squire using a particularly nasty attack, be sure to KO him quickly.

Depending on your level, the Thief may have a Blind Knife here. This weapon can inflict the Blind status on your characters, which makes it easier for enemies to dodge your attacks. This isn't as bad as it seems since most of an enemy's evasion rate can be nullified by attacking him from behind, even if you're Blind. (See Important Statistics under Basic Mechanics and Tactics for more information on evade rates.)

On the other hand, if you're using a shield, it's not effective against rear attacks, so try to keep your back protected from attack where possible. You

can use the side of the plateau or enemy bodies to guard your back.

In some cases, you may be able to leave a low-HP enemy for the Chocobos to finish off, if they're nearby.

Finally, when attacking the enemy, don't forget that Zodiac compatibility affects the damage you do -- you'll do more damage to an enemy with whom you have good compatibility. When picking the Chemists and Squires to target first, it can help to go after the enemies with whom you have good compatibility. You can defeat them more quickly.

While you don't earn Exp and levels during multiplayer combat, you DO earn JP, and you can also keep abilities from crystals and items from chests. So, after you've defeated most of the enemies, you may want to hang around and let them decay into crystals or chests. This is a good way to pick up some extra abilities, if you don't mind fighting with your friend over who gets to pick up the crystals ;)

If you're having trouble with this battle, progressing a little further through Chapter I may help you out as you gain more abilities and can buy useful items like the elemental rods. Or, team up with a player who's already further through the game :)

In this and all other Rendezvous Mode battles, you'll earn more items if you can win the battle using a smaller party of characters. Of course, this makes the battle tougher for you. When you're just starting out, you may want to stick with a full party; assuming you don't have any fatalities of your own, you'll still earn 3 chests per player. Later, you should have no trouble reducing your party size and still winning.

TITLE AWARDED: Defender of the Wild

---Rendezvous Mission 2: Chicken Race-----  
AVAILABLE AFTER...: Start of Chapter II  
BATTLE MAP: Tchigolith Fenlands

YOUR FORCES: 1-3 characters per player

|               |                            |                             |
|---------------|----------------------------|-----------------------------|
| ENEMY FORCES: | Revenant*                  | Revenant*                   |
|               | Revenant*                  | Knight* (male, undead)      |
|               | Knight* (male, undead)     | Knight* (male, undead)      |
|               | Archer* (male, undead)     | Archer* (male, undead)      |
|               | Black Mage* (male, undead) | Time Mage* (female, undead) |

\* All enemies here have experience levels approximately equal to the highest among your deployed characters.

VICTORY CONDITION: KO, petrify, or recruit all enemies

LOSS CONDITION: All allies are KOed

WEATHER: Clear night (evade rate vs. bows x 1.33)

| MAP SIZE: | TERRAIN TYPES     | GEOMANCY   | MAP AREA |
|-----------|-------------------|------------|----------|
| 12 x 12   | Poisonous Fen     | Quicksand  | 36%      |
|           | Grassland         | Tanglevine | 33%      |
|           | Wasteland, Soil   | Sinkhole   | 17%      |
|           | Obstructed        | --         | 7%       |
|           | Tree              | Wind Slash | 6%       |
|           | Stone Outcropping | Tremor     | 1%       |

--STRATEGY--

This is the easiest of the Rendezvous Mode battles! Although there are a lot



of enemies (and the humans have better stats than "regular" humans), they're ALL undead. This means that each enemy can be instantly killed simply by throwing a Phoenix Down at it. And, since items you use in Rendezvous Mode are restored after battle, you won't even permanently consume anything!

However, you'll need your Chemists to be sturdy enough to survive while they throw Phoenix Downs. There are two good ways to do this: make the Chemist into a Knight and equip Items and Throw Items, so that you have the Knight's HP and armor, but all the item-using abilities of a Chemist. Or, equip a Chemist with the Knight's Equip Heavy Armor ability and you can use good armor to boost your HP. (You can swipe Gaffgarion's good armor.) If you can't do either of these, you could also deploy one character as a healer while the other Chemists fling Phoenix Down.

Throw Phoenix Downs at the enemies as they come in range. The Knights and Black Mage are the most dangerous, so target them first, followed by the Archers. The Time Mage can be defeated last. Phoenix Downs are your best weapon since they have a 100% hit rate and KO the enemy no matter how much HP they have. You'll need 10 Phoenix Downs between the two players to KO all the enemies. If you run out, Hi-Potions are also reasonably effective (doing 70 HP damage); you could also use regular attacks or White Magicks.

When possible, throw Phoenix Downs without moving; you'll get new turns more quickly when you don't move. Sometimes, though, you'll need to move, especially if the enemies end up hiding behind plants. If you do need to move, try to avoid ending your move in the swamp tiles, as doing so will poison you. And definitely avoid standing in water with a depth of 2; you won't be able to take action at all there!

Since the enemies here are undead, some of them may start reviving if the battle drags on. With 3 Chemists throwing Phoenix Downs, you can probably finish the battle before too many have the chance to revive, though. The KOed enemies can simply be redefeated; since they won't come back with full HP, you may be able to defeat them with weaker attacks. Some enemies may crystallize instead; picking up these crystals is a good way to heal or (in the case of the human enemies) learn new abilities!

Later in Chapter II, Mustadio will join your team, and he makes this battle even easier. His Seal Evil ability turns undead enemies to stone, which both defeats them and prevents from reviving, and it has a very long range when combined with his gun.

You can probably clear this battle with a small number of characters. Completing this battle with just 3 characters total will earn you five stars and five treasures per player, and it's not very hard to win even with just 3 Chemists.

TITLE AWARDED: Lionheart

---Rendezvous Mission 3: Treasure Hunt-----

AVAILABLE AFTER...: Start of Chapter II

BATTLE MAP: Dorvauldar Marsh

YOUR FORCES: 1-3 characters per player

|                                     |                         |
|-------------------------------------|-------------------------|
| ENEMY FORCES: Thief (lv PH+6, male) | Thief (lv ~PH, male)    |
| Thief (lv ~PH, female)              | Monk (lv ~PH, male)     |
| Monk (lv ~PH, male)                 | Archer (lv ~PH, female) |
| Archer (lv ~PH, female)             | Archer (lv ~PH, female) |
| Squire (lv ~PH, male)               |                         |

Most enemies here have experience levels approximately equal to the highest in

the deployed party (lv ~PH); one Thief is 6 levels above that.

VICTORY CONDITION: KO, petrify, recruit, or Vampirize all enemies

LOSS CONDITION: An enemy picks up the chest, or all allies are KOed

WEATHER: Clear night (evade rate vs. bows x 1.33)

| MAP SIZE: | TERRAIN TYPES | GEOMANCY   | MAP AREA |
|-----------|---------------|------------|----------|
| 14 x 10   | Grassland     | Tanglevine | 51%      |
|           | Swamp         | Quicksand  | 36%      |
|           | Soil          | Sinkhole   | 9%       |
|           | Obstructed    | --         | 4%       |

--STRATEGY--

This mission is a race for the treasure chest on the far side of the map -- whichever team picks it up first (your team or the enemy team) wins.

There are really two ways to play this battle. One is to make a beeline for the chest and pick it up. If you do this, you'll only receive a 1-star ranking (because you didn't KO any enemies) and each player will get to open only a single chest from the ring of chests. But the player who grabbed the chest gets to keep whatever's inside it, and it's usually a pretty high quality item -- better than anything you can buy in a store or win from the item ring at this point in the game. (You also earn the Bonus Coin from clearing the mission, which means you can earn money pretty quickly.)

The other approach is to play this mission like a conventional battle and KO all the enemies. You'll get to claim up to 5 chests after the mission this way, but you won't get the really good item in the battlefield chest. This strategy is actually kind of pointless: You can earn items of equal quality from the Chicken Race mission, and Chicken Race is much easier and faster to win. The real reason to play this mission is to grab the battlefield chest and claim the good item inside.

So, the way to go is to forget your ranking and just make a run for the chest. (Since only one player gets to open the chest, the two players can take turns being the one to open it.)

To reach the chest quickly, deploy characters with a high Speed and/or Move rating -- Knights, Monk, and Thieves all fit the bill, as do Ninjas if you have them. Assign a helpful movement ability. Teleport is probably the best, as it lets you move through the enemy units and also gives you a chance of extending your movement range. Where you don't have that, Move +1 (or better) is also quite helpful.

You won't want to waste time fighting, so focus on equipping your characters to dodge or survive lots of attacks. Heavy armor is a plus, as are good shields and cloaks. Good reaction abilities are Archer's Bane (which will help block the attacks from the enemy Archers) or Auto-Potion. If you've progressed far enough to earn a way to make yourself Invisible (some rare itmes or the Ninja's Vanish reaction ability), then you're all set! Once you're Invisible, the enemies will ignore you and you can just rush to the chest.

Also, you should deploy 3 characters per player. If you're going for the chest and not playing for ranking, there's no reason not to take as many characters as possible.

During the battle, you'll just want to run for the chest at the other end of the map. Don't attack enemies; if you only Move (and don't Act), your CT gauge will fill again more quickly and you can take more turns. If you're using

Teleport, don't forget that you can warp through enemy units. You can also try teleporting 1 or 2 tiles beyond your usual movement range, but beware that teleporting \*too\* far is likely to fail.

The watery tiles here are just regular swamp and NOT poisonous fen, so you don't have to worry about getting poisoned if you stand in them.

There are a lot of enemies -- too many to fight directly, generally -- so this battle is mainly about surviving long enough to reach the other side of the battlefield and claim the chest. One tactic is to designate one or two fast characters as your main runners. Have them run for the chest, using only the Move menu so they get more turns. Meanwhile, other characters can follow up behind them, healing from a distance (using Throw Items or White Magicks) and other support abilities such as Protect. Another defensive tactic is to use characters with Archer's Bane as defenders; put them in the way of the enemy Archers to prevent the Archers from hitting the characters running for the chest. Don't turn back to revive any downed characters; remember, as long as one character reaches the chest, you win. Finally, try to keep your front side towards the bulk of the enemies to maximize your evade rate.

Although the enemy Thieves can steal your equipment, you may not want to block their steals with Safeguard. If you DON'T have Safeguard, they'll waste some of their turns trying to steal your equipment instead of attacking, which helps keep you alive! (You get your stolen equipment back after the battle in Rendezvous Mode.) However, a Nu Khai Armband (not for sale until Chapter III) is helpful for blocking their Steal Heart attack. Since there are Thieves of both genders here, deploying a single-gender party is not helpful :(

Chapter II has a lot of guest characters. They can't participate in this or other Rendezvous Mode missions, but you CAN strip them of their equipment and give it to your main team.

If you DO want to take out all the enemies, be warned that it's pretty tough -- you're outnumbered and the enemies have a lot of annoying abilities. Try to gather your characters into one group quickly. The Thieves are probably the most dangerous enemies because of their Steal Heart ability, so take them out first. If you're planning on fighting, blocking their steals with Safeguard is a good idea. Also, once you get to Chapter III, a Nu Khai Armband is great for blocking Steal Heart. If a character DOES get Charmed by Steal Heart, use a weak attack to knock some sense into him or her. A magick user's physical attack or the Squire abilities Rush and Stone are good for removing Charm without inflicting too much damage.

Watch out for the Monks, too. Although fists only have a range of 1, the Monks will often have Martial Arts abilities that let them attack at a distance! (i.e., Aurablast and Shockwave)

Even if you're planning just to KO all the enemies, you must keep the enemies from picking up the chest. You'll especially need to watch out for the male Thief in the center of the enemy group. He tends to hang back instead of advancing with the rest of the enemy forces, and in a few turns, he'll pick up the chest and cause you to lose the battle. To prevent this, you must advance quickly and he'll come forward to fight you instead of chasing after the chest. As long as you are in range of the enemies, they should fight you instead of going after the chest (even when they could pick it up in a single move!).

Other useful abilities for taking down all the enemy forces include Archer's Bane, Counter, and Defense or Attack Boost. Don't forget, too, to check your Zodiac compatibility with the enemies. It helps to attack the enemies with whom you have high Zodiac compatibility as you can more quickly defeat them --

plus they're the ones who can do a lot of damage to you!

Once Mustadio joins the party, his Leg Shot ability is quite helpful here as it allows you to Immobilize enemies in place and keep them from getting to the chest, and his gun gives him a long range with which to inflict it. Do NOT use Arm Shot. If you Disable an enemy with Arm Shot, the enemy will drop out of the main brawl and go back to pick up the chest, causing you to lose!

Again, since you can earn medium-quality items more quickly from Chicken Race, there's not too much point in trying to KO all the enemies. (And it's actually pretty challenging.) Picking up the chest is the real reward. If you want to earn 5 stars on this battle just for completeness' sake, you may have better luck as you progress through Chapter II and get some of the special story characters to join your roster.

TITLE AWARD: Retriever

---Rendezvous Mission 4: Teioh-----  
AVAILABLE AFTER...: Story Battle 13: Zaland  
BATTLE MAP: Araguay Woods

YOUR FORCES: 1-3 characters per player

ENEMY FORCES: Teioh (lv PH+5 Black Chocobo)      Red Chocobo (lv ~PH)  
                  Red Chocobo (lv ~PH)                      Chocobo (lv ~PH)  
                  Chocobo (lv ~PH)                         Chocobo (lv ~PH)  
                  Chocobo (lv ~PH)                         Red Panther (lv ~PH)  
                  Pig (lv ~PH)                                 Pig (lv ~PH)

Most enemies here have experience levels approximately equal to the highest in the deployed party (lv ~PH); Teioh is 5 experience levels above that.

VICTORY CONDITION: KO Teioh

LOSS CONDITION: All allies are KOed

WEATHER: Clear day (no special effects)

| MAP SIZE: | TERRAIN TYPES | GEOMANCY   | MAP AREA |
|-----------|---------------|------------|----------|
| 12 x 10   | Grassland     | Tanglevine | 82%      |
|           | Tree          | Wind Slash | 8%       |
|           | Obstructed    | --         | 6%       |
|           | Soil          | Sinkhole   | 4%       |

--STRATEGY--

The goal of this mission is to defeat Teioh, a Black Chocobo with a ginormous amount of HP. (Teioh's specific level and max HP are based on your own levels, but even at a low level, he's going to have over 1000 HP.) Teioh is also accompanied by a gang of other chocobos and some other miscellaneous monsters. Although you only need to KO Teioh to win the battle, to get a good rank you'll need to defeat the other monsters as well. (If you KO only Teioh and no other monsters, you'll receive only a single star and single chest!)

The enemy chocobos have some powerful attacks, so come prepared with shields and cloaks to block them. (The only potential status ailment you'll face here is the occasional Poison from the Red Panther's Poison Fang, so you needn't worry about any status-protection accessories.) Auto-Potion is a great defensive ability here, especially if you buy Hi-Potions (or, later, X-Potions) and discard all your regular Potions. This will allow you to use Hi-Potions when you activate Auto-Potion. Counter is also quite useful since you'll mostly be hit with close-range attacks and Counter lets you strike the enemy back. (Do not use First Strike here; it doesn't work against monsters.)

When deploying your characters, both players should place their characters in the front row (i.e., the first row in the direction the characters are facing). Characters placed in the rear will end up on top of the cliff at the back of the map and have a hard time getting into battle.

Your first target needs to be the Red Chocobos; their Choco Meteor attack does a lot of damage, has a good range, and is completely unblockable. Concentrate on chasing them down and defeating them.

The yellow Chocobos can use Choco Cure to heal themselves and other enemies. This can be a real pain, but the good news is that Chocobos tend not to use Choco Cure unless they themselves have been injured. So, don't attack the yellow Chocobos until you've finished off the Red Chocobos, then just attack one Chocobo at a time. This will minimize the amount of healing they do.

The Pigs and Red Panther are not much of a threat at all, so just ignore them until you have finished off all the Chocobos. If you have someone with Counter, you have a pretty good chance of finishing them off just with your counterattacks. (While Pigs are normally good for poaching rare items, you can't poach monsters or recruit them in Rendezvous Mode, so they just function as weak opponents here.)

Because all the enemies here are monsters, they can all have a chance of Countering your melee attacks. You can avoid this by using attacks that hit from a distance, like spears and the Monk's Aurablast. Once Agrias joins the party, her sword techniques will be quite helpful as well. Magick could also be useful, especially Summons (which will hit many enemies at once), but you'll need to shield your mage from enemy attacks. Equip Heavy Armor would be good for giving a mage enough HP to survive the initial wave of Choco Meteors. The Dragoon's Jump attack also lets you escape counterattacks (as long as you use it at a range of more than a single tile), but can be tricky to use since the chocobos are all fairly quick and can often move out of the way before you land the Jump. Only target chocobos that have just moved or that have been Immobilized.

Position your characters next to each other will limit the number of directions some of the enemies can attack from you. Since no enemy here has magick that hits more than one character, there's no harm in standing next to each other.

Try not to leave enemies standing with critical HP. They'll usually flee into a corner of the map, which will make it hard to finish them off before you fight Teioh.

Once you've wiped out all the minor monsters, it's time to take on Teioh. As mentioned above, he has a ton of HP, but if you've defeated all the other monsters, you're pretty safe as he can't do all that much damage to you (and his Choco Beak and Choco Pellets attacks can both be blocked). While you'll generally want to keep him from attacking your back (since your shields don't work against rear attacks), in practice this is pretty tricky since he can fly over your head. Still, in some cases you can put your back to a tree.

Pretty much any attack is good against Teioh. Ranged attacks are particularly useful since they won't allow him to Counter. If you have any attacks that do damage based on the target's maximum HP, like the Time Mage's Gravity and Graviga, the Mystic's Invigoration, or the Lich summon, these attacks are quite useful since they will quickly knock down Teioh's sizable HP total.

As the battle progresses, many of the defeated monsters will start turning into crystals. You want to be sure to pick these up before the enemies can; it's a real pain if Teioh heals himself. Check the Turn List to see when the enemy

will move and be sure to have a character grab the crystal before any of the enemies will be available to pick them up. (You can use them to heal yourself too, but even if you don't need healing, you'll want to grab the crystals just to prevent the enemies from using them.)

If you haven't progressed far enough in the single-player game to encounter any major boss enemies yet, Teioh will be your first. Like all major bosses, his HP and MP are displayed simply as ??? and you won't be able to tell exactly how much he has left. However, when he gets low on HP, his life bar will appear to empty (turning from gray to black) and he will switch to a squatting pose just like any other chocobo will critical HP. This means you're close to finishing him off.

When Teioh does get low on HP, though, he'll start trying to flee while continuing to shoot Choco Pellets at you. This is pretty annoying. You'll just have to chase him down and keep hitting him. Again, Immobilizing him, or even hitting him with Rend Speed to slow his turns down, will help keep him from escaping you.

If you're having trouble here, this battle is much easier after at least one player has progressed further through Chapter II and acquired the two story characters available in this chapter. Agrias's sword techniques are great for damaging the monsters without being counterattacked, and Mustadio can use Leg Shot to inflict Immobilize on Teioh or the other chocobos.

TITLE AWARDED: Chocobo Hunter

---Rendezvous Mission 5: Lost Heirloom-----

AVAILABLE AFTER...: Story Battle 16: Goug Lowtown

BATTLE MAP: Goug Lowtown

YOUR FORCES: 1-2 characters per player

|                                |                  |                     |
|--------------------------------|------------------|---------------------|
| ENEMY FORCES: Knight* (female) | Knight* (female) | Thief* (male)       |
| Thief* (male)                  | Thief* (male)    | Archer* (male)      |
| Archer* (male)                 | Archer* (male)   | Time Mage* (female) |
| Time Mage* (female)            |                  |                     |

\* All enemies here have experience levels approximately equal to the highest among your deployed characters.

VICTORY CONDITION: KO, petrify, recruit, or Vampirize all enemies

LOSS CONDITION: All allies are KOed

WEATHER: Clear night (evade rate vs. bows x 1.33)

| MAP SIZE: | TERRAIN TYPES        | GEOMANCY         | MAP AREA |
|-----------|----------------------|------------------|----------|
| 11 x 9    | Grassland            | Tanglevine       | 33%      |
|           | Flagstone            | Contortion       | 33%      |
|           | Roof, Chimney        | Wind Blast       | 27%      |
|           | Wooden Floor, Coffer | Will-o'-the-Wisp | 7%       |

--STRATEGY--

The enemies here don't have much in the way of special abilities, but the catch is that each player is limited to 2 characters. And, to get the highest possible ranking here, you must only deploy a single character each!

There are three male Thieves here, which puts female characters at a risk for being Charmed with Steal Heart. This is very bad news when you have such a small fighting force, so deploying all male characters might be advantageous. Once you get to Chapter III, you can also buy Nu Khai Armbands to immunize yourself against Charm.

As with many Rendezvous Mode battles, the emphasis is on physical defense. This map features Knights and Thieves, and most perniciously, three Archers, two of whom like to hang out at the back of the map and rain arrows on you. Equip shields and cloaks to boost your evade rate, and Defense Boost [Mystic] to reduce the damage you sustain. The Archer's Bane reaction ability is particularly well-suited for this map, since it gives you a good chance of blocking the Archer's attacks outright. (Shirahadori, which blocks both arrows and melee attacks, is even better if you have it.) If you don't have Archer's Bane, Auto-Potion makes a good substitute. You could also use Counter -- this won't improve your defense, of course, but if you already have a good shield and cloak, Counter is a great way of improving your damage output. Knights make a good overall choice for this map since they can use shields and heavy armor and have a good offense as well.

You'll probably also want a way to restore your HP and revive KOed characters. Since you have so few characters here, you may not have space for a dedicated healer, plus Chemists and White Mages will get killed pretty easily here. Instead, try adding Items or Martial Arts (or even White Magicks) as a secondary action ability to one of your other characters. Auto-Potion and the Monk's Lifefont movement ability are also good for restoring HP over the course of the battle. If you've progressed far enough to steal the Blood Sword, it can be pretty helpful as it will allow you to regain HP when you attack. (If you're tackling this mission much later, though, you won't want to use it as it won't be very strong compared to other weapons and the enemy HP levels.)

Between the Thieves and Knights, there are also a lot of opportunities for your equipment to be broken or stolen, so Safeguard may be helpful. This is particularly important for female characters, since losing their Nu Khai Armbands means they can be Charmed. (Remember, if lose your equipment in Rendezvous Mode, it IS restored to you after battle, but losing it during the battle still makes it difficult to win!)

When the battle starts, you'll want to take out the Time Mages first. If they get off a Haste, Slow, or Stop spell, this can be big trouble when you're already outnumbered. (They may hit you with Gravity magicks as well!) There's one on each side of the map, so have each player quickly move forward and KO one. There's a good chance that the Time Mages may have the Mana Shield reaction ability, which allows them to take damage to their MP as a buffer against your attacks. Draining their MP in this way is pretty much as good as KOing them since they won't be able to use magicks, so you can then leave them be. (Their physical attack can still do SOME damage, but the Thieves and Knights are a much higher priority.)

For offense, physical-oriented jobs are probably your best bet. Magick tends not to be so good, since magick-using jobs are at a disadvantage for evading attacks and are even more vulnerable when charging magicks. The Dragoon's Jump attack is particularly useful, since it temporarily removes you from the battlefield and prevents you from being attacked. (Just watch out for the slight overhang with the spinning wheel on Player 2's side of the map. If you're standing directly underneath this overhang, you won't be able to Jump.)

Mustadio will have joined you by the time you get to this mission. His Arm Shot and Leg Shot abilities can be useful in temporarily taking an enemy out of play. As a Machinist, he's probably going to be too weak to survive here, but you can turn him into a Knight and then equip Aimed Shot as a secondary ability.

If you have a shield, cloak, and Archer's Bane, the Archers will really have quite a low hit rate against you and you won't need to worry about them too

much. First, take out all the melee fighters on the lower level.

Remember that shields aren't effective against attacks from the rear, and your own job's innate evade rate is not effective against rear nor side attacks. (Cloaks and Archer's Bane work at all angles.) So, try to position yourself after each move so that your back is not vulnerable. You want to avoid turning your back on the Archers so that you can keep blocking their arrows.

Conversely, try to attack the enemy Knights from the rear so they can't use their shields to block your attack. You also won't want to attack the enemy Thieves head on, as they have a high evade rate from the front. Of course, the Concentration support ability [Archer] allows you to circumvent enemy evade rates.

Enemies that you've weakened to critical HP may start to flee towards a corner. Don't worry about these guys; they've essentially removed themselves from the battle. Focus on the enemies who are still fighting you.

After you've defeated most of the enemies on the ground, you have a good chance to heal before the final charge to the roof where the Archers usually are. Try to revive any KOed characters -- remember, your star ranking may decrease if any of your allies have to teleport out of battle.

Although this battle is fairly do-able with four characters, completing it with just two characters to earn 5 stars can be tough early on. To succeed, you'll really need to have the best possible defense; Jump, Safeguard, Lifefont are all advantageous too. Of course, like all Rendezvous missions, this gets easier as you go through the game, since better cloaks and shields become available and your offensive capabilities increase as well.

TITLE AWARDED: Count's Guard

---Rendezvous Mission 6: The Fete-----  
AVAILABLE AFTER...: Start of Chapter III  
BATTLE MAP: Lionel Castle Oratory

YOUR FORCES: 1-3 characters per player

ENEMY FORCES: Monk\* (female)    Monk\* (female)    Knight\* (male)  
                  Knight\* (male)    Dancer\*            Dancer\*  
                  Dancer\*            Bard\*              Bard\*  
                  Bard\*

\* All enemies here have experience levels approximately equal to the highest among your deployed characters.

VICTORY CONDITION: KO, petrify, recruit, or Vampirize all enemies

LOSS CONDITION: All allies are KOed

WEATHER: Indoors (no special effects)

| MAP SIZE: | TERRAIN TYPES  | GEOMANCY         | MAP AREA |
|-----------|----------------|------------------|----------|
| 10 x 8    | Flagstone      | Contortion       | 60%      |
|           | Carpet, Stairs | Will-o'-the-Wisp | 20%      |
|           | Obstructed     | --               | 20%      |

--STRATEGY--

You'll fight a large group of enemies in close quarters here, including a rare encounter against enemy Bards and Dancers. The two Knights will rush you first with their Move +2 movement ability, and tend to be quickly followed by most of the rest of the group.



Depending on your level, the Bards here may have Lamia's Harps, which sometimes confuse your characters when they strike. This is bad news if it happens, so equip Nu Khai Armbands (newly purchasable in the Outfitter) to prevent this. If you don't have or can't afford the Nu Khai Armbands, you can cure confused characters by hitting them with a weak physical attack. Or, if you deploy a character above level 25 or so, the Bards may just have Bloodstring Harps instead, which drain HP back to the Bards. While annoying, this is less dangerous to you, and you can just mop up the Bards after you've KOed the real threats.

You'll face mostly physical attacks here, so a good physical defense is a must. Use armor to raise your HP, and equip shields to help block physical attacks. The two Knights always have Concentration, which prevents you from evading their attack, but shields will at least stop the Monks.

If you have the Samurai's Shirahadori reaction ability, this battle will be pretty easy as you can block most all the attacks you'll face, even the Knights with Concentration.

You can still win without Shirahadori, though; the Chemist's Auto-Potion is another good reaction ability for keeping your health up. The Mystic's Defense Boost support ability is also helpful. Finally, you could try the Golem summon to absorb some of the physical attacks, but you're being bombarded with so many attacks that the Golem effect is likely to wear off too quickly to be much help. The Chemist's Safeguard support ability can also be somewhat helpful here since it prevents the Knights from breaking your gear. That said, Defense Boost is probably the better support ability choice, if you have it.

Since you won't be hit with magick, this is one battle where it helps to place your characters next to each other. This minimizes the number of directions from which the enemies can attack each character. As the battle progresses, you can also stand next to the bodies of KO enemies to block off more lines of attack. In addition, if you mostly stay put in this formation and attack enemies as they come to you, you can get more turns as you won't need to use up CT by moving.

Your best offense here is probably Summons. Since you're crowded into such a small space, they will hit lots of targets, and they won't damage your own allies. Use a strong summon, or pair one of the initial three elemental summons (Ifrit, Shiva, and Ramuh) with a Flame, Ice, or Lightning Rod for extra damage. The Moogle and Faerie summons can also be used for emergency healing. Black Magick can work too, but will hit fewer targets and can also damage your allies. Either way, Chakra is quite useful for recovering your MP -- you can give this to the Summoner, or have an adjacent character use it. (The latter is probably better since it allows the Summoner to spend all his/her turns casting Summons.) You'll also need to protect your magick-user since they tend to be pretty fragile. Giving the caster a shield or heavy armor can help somewhat, but remember that shields are no good against the Knights and their Concentration ability. The best tactic is to put your magick-user in the "back row," behind characters with a better defense. These characters can block the enemy from getting to your Summoner and absorb some of the hits while your Summoner blasts away at the enemies with magick.

Other good attacks include sword techniques (especially Hallowed Bolt and Divine Ruination) and the Monk's Shockwave. All the Bards and Dancers have the Defense Boost support ability, which automatically reduces the damage they take from all physical attacks, including things like sword techniques and Jump. You can still use these attacks, of course, but magick is going to be the most effective. Ranged weapons tend not to be useful here; since the enemies are close to you anyway, the long range doesn't help you much, and you'll want the

higher attack power of a close-range weapon.

The Knights are probably your first target since their Concentration ability makes their attacks largely unblockable. After that, you'll want to go after the Monks, who always have the Items ability and can heal other allies. Watch out, though -- the Knights have Counter, and the Monks have the First Strike reaction ability, which allows them to cancel direct physical attacks and hit you instead if you attack them from an adjacent tile. To avoid these counterattacks, don't use direct physical attacks, but target the enemies with magick, Jump, sword techniques, or other ranged abilities like the Monk's Aurablast and Shockwave. If you've progressed far enough into Chapter IV to get Balthier, his Barrage attack also works. You can even use a plain physical attack as long as you're attacking from a distance, like with a bow or polearm. Another alternative is to Disable the Monks or otherwise prevent them from using reaction abilities, and then you can attack them at close-range. As long as you have some other decent attacks you can use, though, it probably isn't worth going to this extra step. Note that the Monks are also always given the Equip Heavy Armor ability, which gives them a fair amount of HP.

The Dancers and Bards are less of a priority to defeat (especially the Bards), but ANY enemies you can defeat early on will help relieve some of the pressure on you.

Both the Monks have Items and can use Phoenix Downs to revive KOed allies; other enemies may also be randomly assigned the Items ability. If you're using Summons, this isn't too much of a problem; the revived enemies will come back with only minimal HP and will be wiped down the next time you cast a Summon. Otherwise, try to pick off these weak enemies before they get healed back to full HP.

One last caution: it's likely that at least one of the enemies will have the Geomancy ability, and will use the Contortion ability from the back of the battlefield. While this attack won't do much damage, it has a chance of turning you to Stone, so bring an ability that can cure this status, like Purification [Monk], Esuna [White Mage], or Gold Needle [Chemist]. Or, if your levels are high enough that the Bards have Bloodstring Harps, you won't need a Nu Khai Armband to protect against Confusion, so you can equip a Jade Armband to protect yourself against Stone. (However, if the Bards are still using Lamia's Harps, the Nu Khai Armband is more important.)

For this battle, it doesn't matter who is player 1 and player 2 since you start in identical positions relative to the enemy.

TITLE AWARDED: Lord of the Night

---Rendezvous Mission 7: Desert Minefield-----  
AVAILABLE AFTER...: Story Battle 26: Monastery Vaults - First Level  
BATTLE MAP: Zeklaus Desert

YOUR FORCES: 1-2 characters per player, Govis\*

ENEMY FORCES: Exploder\*    Exploder\*    Exploder\*    Exploder\*  
                  Exploder\*    Grenade\*    Grenade\*    Grenade\*  
                  Grenade\*    Bomb\*        Bomb\*

\* These guests and enemies have experience levels approximately equal to the highest among your deployed characters.

GUEST: Govis [random Zodiac] - male Chemist, lv based on party's highest  
                                  - random Bravery and Faith

Equipment : No weapon, random other equipment  
Abilities : Items, random other abilities

GUEST: Govis - male Chemist - random Bravery and Faith values  
Equipment : No weapon, random other equipment  
Abilities : Items, random other abilities

VICTORY CONDITION: Govis reaches the far row of the battlefield,  
or you KO, petrify, or recruit all enemies

LOSS CONDITION: Govis is KOed

WEATHER: Clear day (no special effects)

| MAP SIZE: | TERRAIN TYPES     | GEOMANCY  | MAP AREA |
|-----------|-------------------|-----------|----------|
| 18 x 10   | Sand              | Sandstorm | 62%      |
|           | Stone Outcropping | Tremor    | 36%      |
|           | Obstructed        | --        | 2%       |

--STRATEGY--

This mission is an escort mission. You lose if Govis, the guest Chemist, is KOed. You win when Govis reaches the far side of the map, or if you KO all 11 enemy bombs. KOing as many of the bombs as possible will earn you a higher star rating (and hence more chests) at the end of the battle, so that's the way to go.

Unfortunately, Govis is a bit of a hazard to himself. He likes to charge right at the bombs and attack them with his bare hands, which tends to get him counterattacked and KOed. The best remedy is to bring Mustadio (or, later, Balthier) and have him use Leg Shot to Immobilize Govis at the start of the battle. (Player 1 starts directly behind Govis and has a clear shot for this.) Your odds of successfully Immobilizing Govis depend in part on Govis's random Zodiac sign and its compatibility with Mustadio's, so there's some luck involved here. Putting Immobilize on Govis will keep from charging forward, and he should be pretty safe. Immobilize will wear off after a few turns, though, so prepared to use it again. If Govis does manage to move forward, he'll be in danger. Quickly move some characters between him and the enemies to shield him. (You could also put Govis to sleep, which lasts longer, but this has the disadvantage of making him more susceptible to attack if the bombs DO reach him.)

It's probably a good idea to bring someone with healing abilities who can heal Govis, just in case. Mustadio can double with this role if you switch him to a Chemist (and then assign Aimed Shot as his second ability). Don't be shy with your items; you get them all back after the end of the battle, anyway.

Don't underestimate the bombs. There are a lot of them, and they come at you quickly. You may be more successful if you generally let them come to you instead of charging them. This will keep you from getting surrounded.

Equipping Flame Shields here is quite helpful as it allows you to actually absorb the damage from the Exploders' Spark attacks. In general, a good physical defense is important here since the bombs use mostly physical attacks. Shields, cloaks, and Parry will help you avoid their attacks -- and Shirahadori is even better, if you've already obtained that. Auto-Potion is also quite useful, especially since you don't really use up potions in Rendezvous Mode. Where possible, put your back against a cactus, so the bombs can only attack you from the side or front, which allows you to use your shield.

For attacking the bombs, Agrias's sword techniques are always good as they can't be counterattacked, do high damage, and can often target more than one enemy at a time. (Or, if you're only able to attack a single bomb, use Northswain's Strike, which has a chance of instantly KOing its target.) If you

want to use Black Magick, note that the Bombs absorb fire and halve damage from ice, so use Thunder spells only. The same goes for Summons and weapons; be sure to avoid the Icebrand sword. (Note that the Icebrand sword will turn even your sword techniques into ice-elemental attacks!) If you happen to have the Leviathan summon, it will do a lot of damage since the bombs are all weak to water.

Finally, you could try using Orator skills (Entice or Tame) to recruit one or more bombs to your side. This can help even out the enemy's numerical advantage, but it has pretty low odds of succeeding.

Of the three kinds of bombs, the Grenades are the most dangerous. Their Bomblet attack does a lot of damage and is non-elemental, so the Flame Shield won't protect against it. Take out the Grenades first, and try to get rid of them before the Exploders reach you.

Once the Exploders join the fray, they'll start using their Spark ability, which heals any nearby bombs and also damages any characters who aren't protected with a Flame Shield. This can get quite annoying if the Exploders get into a big group because the Exploders will just keep healing each other and you won't be able to defeat any of them. Attack one of the Exploders at a time until you KO them. You can also try to use your characters to block the Exploders from reaching each other, or draw them apart into separate groups. This will reduce their ability to keep healing themselves. Another alternative is to use abilities like Arm Shot or Mystic Arts to take away the Exploders' ability to act.

Be careful about leaving any bomb in a low-HP state. It may use Self-Destruct, which will do sizable damage to a wide range and has a good chance of killing Govis.

To earn a five-star rating on this battle, you must deploy only a single character per player, and you must KO all the bombs. This can be quite difficult, especially when this mission is first unlocked, since you have to juggle defeating the bombs with healing Govis and preventing him from reaching the finish line. You'll probably want to have one character do the fighting while another character heals and Immobilizes Govis, but it will be tricky if you're not able to easily take out the Exploders.

TITLE AWARDED: Bombslayer

---Rendezvous Mission 8: Littering-----

AVAILABLE AFTER...: Story Battle 29: Yardrow

BATTLE MAP: Gollund

YOUR FORCES: 1-3 characters per player

ENEMY FORCES: Ninja\* (male)    Ninja\* (male)    Ninja\* (male)    Ninja\* (male)  
                  Ninja\* (male)    Ninja\* (female)    Ninja\* (female)    Ninja\* (female)  
                  Ninja\* (female)    Ninja\* (female)

\* All enemies here have experience levels approximately equal to the highest among your deployed characters.

VICTORY CONDITION: KO, petrify, recruit, or Vampirize all enemies

LOSS CONDITION: All allies are KOed

WEATHER: Snowstorm (ice damage + 25%)

| MAP SIZE: | TERRAIN TYPES | GEOMANCY   | MAP AREA |
|-----------|---------------|------------|----------|
| 10 x 10   | Snow          | Snowstorm  | 73%      |
|           | Roof, Chimney | Wind Blast | 24%      |

Wooden Floor  
Flagstone

Will-o'-the-Wisp 2%  
Contortion 1%

--STRATEGY--

This is a battle against a squad of ten enemy Ninjas. The Ninjas are extremely fast and, unless you have an auto-Haste item, it's likely that all of them will be able to attack before you can even move. Even if you make your own characters into Ninjas, the enemies can probably move first because of their superior level-up history.

So, surviving against the initial onslaught is your first priority. Equip armor that will boost your HP as high as possible (Equip Heavy Armor may be useful). Use shields and cloaks to boost your evade rate.

The Thief's Sticky Fingers ability is pretty much made for this battle. When activated, it not only blocks the Ninja's Throw attacks, but adds the thrown item to your own inventory! Of course, like most Reaction Abilities, it is dependent on your Bravery and doesn't always activate.) And, if you don't already have it, it costs only 200 JP to acquire. Actually, if you have them, Shirahadori (Samurai) or Reflexes (Ninja) are even better. They will help you against even the Ninjas' regular physical attacks as well as the throws, although they won't allow you to keep the thrown items, though. Be aware that Shirahadori will NOT completely protect against you Ninjas with Dual Wield; you can only block one of their two strikes with Shirahadori. If you're using Shirahadori, check the enemies' status screens and try to target the ones with Dual Wield first. Auto-Potion is also an extremely helpful reaction ability here, especially if you throw away your regular Potions and/or Hi-Potions first so you can just use the more effective potions.

Teleport and Ignore Elevation can also be helpful for making it easier to get atop the roof tiles where some of the Ninjas may be, but they're not really necessary.

Player 1 starts battling the female Ninjas and Player 2 start battling the male Ninjas. For the most part, this doesn't really matter. However, there's a chance that the Ninjas will randomly be assigned the Steal Heart ability, which lets them Charm targets of the opposite sex. Just in case, have the player with more female characters be Player 1 and the player with more male characters be Player 2.

At the start of the battle, focus on cutting down a few Ninjas as fast as possible so you're not so outnumbered. Strong physical attacks are useful. Target those Ninjas with whom you have good Zodiac compatibility as you may be able to defeat them in a single strike. (Fortunately, Ninjas are pretty fragile.) Mustadio's Arm Shot ability is also quite useful; Disabling the Ninjas keeps them out of your hair for a few turns. Leg Shot isn't too useful because even if the Ninjas can't move, they can still throw things at you.

Because there's a snowstorm, ice-based attacks will be powerful. This might include Luso's Icebrand sword, as well as magicks like Blizzard and Shiva. Equip an Ice Rod on any magick users to make their ice magick even stronger.

Be careful using Aim and especially Jump here; the Ninjas are so fast that you'll need to make sure the attack can execute before the Ninjas can move out of the way.

If you're already into Chapter IV and have acquired some of the sidequests characters, they may be useful here. Balthier is basically a stronger Mustadio and Beowulf's Disable, Break, and Chicken abilities can be used to quickly stop some of the enemy Ninjas.

Although deploying a small number of characters will earn you the most chests after battle (as always), you may find it more profitable to bring in a lot of characters with Sticky Fingers and waltz through the battle, collecting as many weapon as you can. You can get a lot of good weapons this way! This battle is also great for Ninjas of your own; picking up the crystals the enemy Ninjas leave will net you many Ninja abilities quickly.

If you're at a very high level, the enemy Ninjas will start throwing rare weapons that you can't buy at the Outfitter. You'll start getting rare weapons at level 90, although the really good stuff doesn't come until level 95. Come back to this battle when your levels are 95+ and you can use it to easily collect multiple Chaos Blades, Javelin IIs, and so forth. This is a fantastic weapon to get lots of rare weapons. Just raise your Bravery up and catch away! The highest-level enemy Ninjas will throw the best weapons -- see the "Throws from Enemy Ninjas" section for the exact levels that each weapon appears at.

In general, one trick for catching lots of items is to wipe out most of the enemy Ninjas, then Immobilize the remaining one(s). Stand at a distance and the Ninjas will have no choice but to throw weapons, which you can then catch! Unfortunately, this doesn't work later in the game, when the Ninjas will all have Thief's Caps that protect them from Immobilize; instead, just run from them and stay out of their immediate attack range so they'll use Throw instead.

TITLE AWARDED: Gatherer

---Rendezvous Mission 9: Shades of the Past-----

AVAILABLE AFTER...: Start of Chapter IV

BATTLE MAP: Brigands' Den

YOUR FORCES: 1-3 characters per player

ENEMY FORCES: Milleuda (lv PH+3 Knight) Knight (lv ~PH, male)  
Knight (lv ~PH, male) Knight (lv ~PH, male)  
Knight (lv ~PH, male) Knight (lv ~PH, male)  
Archer (lv ~PH, male) Archer (lv ~PH, male)  
White Mage (lv ~PH, female) White Mage (lv ~PH, female)

Most enemies here have experience levels approximately equal to the highest in the deployed party (lv ~PH); Milleuda is 3 experience levels above that.

ENEMY: Milleuda [Aquarius] - lv PH+3 female Knight - Bravery 65, Faith 65  
Equipment : Defender, Crystal Shield, Crystal Helm, Crystal Mail, Chantage  
Abilities : Arts of War, White Magicks, Parry, Safeguard, Move +1

VICTORY CONDITION: KO Milleuda

LOSS CONDITION: All allies are KOed

WEATHER: Clear day (no special effects)

| MAP SIZE: | TERRAIN TYPES | GEOMANCY         | MAP AREA |
|-----------|---------------|------------------|----------|
| 12 x 10   | Wooden Floor  | Will-o'-the-Wisp | 37%      |
|           | Ocean         | Torrent          | 30%      |
|           | Flagstone     | Contortion       | 21%      |
|           | Grassland     | Tanglevine       | 12%      |

--STRATEGY--

There are a lot of enemies here, but they all have pretty weak jobs that are mostly limited to physical attacks. If you bring a good defense against physical attacks -- a good shield and Shirahadori or especially First Strike -- you'll be practically invulnerable.

The Teleport or Ignore Elevation movement abilities may also be helpful. The enemies sometimes climb up atop the fort and stay there, and it can be difficult to chase after them. A Jump attack with a high horizontal and vertical range would also work.

Milleuda's Chantage will keep reviving her if she gets KOed, and she has Safeguard, so you can't steal or break the Chantage. This means that the only way to get rid of her is to first KO all the other enemies, and \*then\* finish her off. (You could soften her up with other attacks beforehand, though there's not much point.)

The enemy has a number of characters who can heal the other enemies. These include both of the White Mages, as well as Milleuda, who casts Arise. You'll want to stop them first. Even though Milleuda has Chantage, you can stop her White Magick by using Orlandeau's Duskblade or a Dark Knight's Infernal Strike to wipe out her MP. (You can also just KO her when she starts casting Arise; she'll bounce back, but the spell will be canceled.) The White Mages are pretty easy to take out, but be aware of their reaction abilities: the Mage that starts on the right side of the fort (from your viewpoint) has Magick Counter, and the one on the left side has Soulbind, which bounces half the damage you do back onto you. Neither of these abilities are really that dangerous, though, especially because you may be able to defeat the Mages in a single strike anyway.

Both of the White Mages also have Sortile'ge perfumes you could steal if you want.

Milleuda's Parry will block physical attacks, but Jump and sword techniques will crack through her defenses, or you can just attack her from behind. (Note that for some reason she's now an Aquarius, even though she was a Virgo in the single-player game.)

Since having a good physical defense will make you practically invincible here, this is a great battle to deploy just a single character per player to maximize your item haul.

TITLE AWARDED: Exorcist

---Rendezvous Mission 10: The Knights Templar-----

AVAILABLE AFTER...: Story Battle 41: Fort Besselat Sluice

BATTLE MAP: Mullonde Cathedral Nave

YOUR FORCES: 1-3 characters per player

ENEMY FORCES:

1ST BATTLE: Isilud, Wiegraf, Archer (male) x4, Squire (male) x4

2ND BATTLE: Cletienne, Black Mage (female) x2, White Mage (female) x2,  
Summoner (female) x3, Time Mage (female) x2

3RD BATTLE: Barich, Chemist (male) x5, Orator (male) x4

4TH BATTLE: Folmarv [Divine Knight; Leo], Loffrey [Divine Knight; Capricorn],  
Dragoon (male) x2, Knight (male) x3, White Mage (male) x2

The generic enemies have experience levels approximately equal to the highest in the deployed party (lv ~PH); all the Knights Templar are 5 experience levels above that.

VICTORY CONDITION: KO, petrify, recruit, or Vampirize all enemies  
in each of the 4 battles

LOSS CONDITION: All allies are KOed/Stone

WEATHER: Indoors (no special effects)

| MAP SIZE: | TERRAIN TYPES | GEOMANCY         | MAP AREA |
|-----------|---------------|------------------|----------|
| 13 x 9    | Flagstone     | Contortion       | 38%      |
|           | Carpet        | Will-o'-the-Wisp | 31%      |
|           | Obstructed    | --               | 19%      |
|           | Canal         | Torrent          | 12%      |

--PREPARATION--

This mission occurs in four successive "trials," with each trial pitting you against some of the Knights Templar plus a lot of generic enemies with themed jobs. This works a little differently from anything in the single-player game, in that you jump directly from one battle to the next, with no chance to heal, change equipment, or replaced broken gear. (However, status ailments other than KO will be cured.)

Unlike the multiphase Lucavi battles in the single-player game, any "buffs" you cast on yourself do not carry over from one battle to the next, so using Focus or Tailwind a lot during the first battle will not help you with the later ones :( . Any crystals and chests are also erased from the battlefield between battles, so if you see something you want to grab, be sure to pick it up before the battle ends!

In each trial, you must defeat all the enemies (not just the Knights Templar) to advance to the next one.

Because there's four battles here, it's advisable to equip your characters for the long haul. You'll need abilities to heal yourself with, like Items or an attack that drains HP (such as the Dark Knight's Sanguine Sword or Orlandeau's Shadowblade). Protection against Immobilize or Disable is also important; you can get this from equipping a Guardian Bracelet or Thief's Cap. Shirahadori and a high Bravery is also quite useful for blocking enemy attacks. Finally, Safeguard will be helpful in stopping the Unyielding Blade attacks used in the fourth trial.

---BATTLE 1---

|   |                                |
|---|--------------------------------|
| ENEMY FORCES: Isilud (lv PH+5 Nightblade) | Wiegraf (lv PH+5 White Knight) |
| Archer (lv ~PH, male)                     | Archer (lv ~PH, male)          |
| Archer (lv ~PH, male)                     | Archer (lv ~PH, male)          |
| Squire (lv ~PH, male)                     | Squire (lv ~PH, male)          |
| Squire (lv ~PH, male)                     | Squire (lv ~PH, male)          |

ENEMY: Isilud [Gemini] - lv PH+5 Nightblade - Bravery 73, Faith 63  
 Equipment : Defender, random other equipment  
 Abilities\*: Arts of War, random other abilities  
 Immune : All negative status except Blind, Silence, Oil, and Slow  
 \* Isilud's Nightblade job also has Concentration as an innate ability.

ENEMY: Wiegraf [Virgo] - lv PH+5 White Knight - Bravery 71, Faith 64  
 Equipment : Save the Queen, random other equipment  
 Abilities : Holy Sword, random other abilities  
 Immune : All negative status except Blind, Silence, Oil, and Slow

The first round pits you against Wiegraf and Isilud, plus some Squires and Archers. The Squires all start in a plus-shaped formation and can be easily hit with an area-effect attack like Hallowed Bolt or Black Magick at the beginning of the battle. They're actually mostly harmless, so if there's any left standing after your initial attack, you may want to leave them be and concentrate on the other enemies. Wiegraf is probably the toughest enemy here. (Isilud no longer has his super-powered Jump attack that he used in Orbonne Monastery, so he isn't much of a threat.) The enemies often get pretty bunched



up, so attacks that can hit a group are useful!

Before you finish off the last enemy, you may want to stop and heal yourself since you will not otherwise be healed between battles.

---BATTLE 2---

ENEMY FORCES: Cletienne (lv PH+5 Sorceror)      Black Mage (lv ~PH, female)  
                  Black Mage (lv ~PH, female)      White Mage (lv ~PH, female)  
                  White Mage (lv ~PH, female)      Summoner (lv ~PH, female)  
                  Summoner (lv ~PH, female)      Summoner (lv ~PH, female)  
                  Time Mage (lv ~PH, female)      Time Mage (lv ~PH, female)

ENEMY: Cletienne [Gemini] - lv PH+5 Sorceror - Bravery 51, Faith 81

Equipment : Wizard's Rod, random other equipment

Abilities : Magicks, random other abilities

Immune : All negative status except Blind, Silence, Oil, Slow, Immobilize

When all the enemies in the first trial are KOed, you'll fade to the second trial. This one includes Cletienne and a slew of magick users. If you move forward quickly, you can probably take out both Black Mages with a group attack before they can do anything. The "cone" attack pattern of the Dark Knight's Abyssal Blade is especially powerful here; if you move forward and use it immediately, you can strike a huge swath of the enemy forces. In general, the enemies in this trial are even more apt to get into large groups, so take advantage of this by hitting them with area-effect attacks.

If you take out the Black Mages and then the Summoners, the enemies won't be able to hurt you much. They'll keep healing themselves and casting buffs, which is \*annoying\*, but they can't really hurt you and you can quickly re-KO any enemies that get revived.

Since the enemies here typically know a lot of magick, this can also be a decent opportunity to learn some magick abilities if you let the enemies decay into crystals after being KOed. Use Duskblade, Infernal Strike, or Rend MP to steal all the MP from the last enemy and you're pretty much free to let the other enemies decay. Just be sure to pick up the crystals before this trial ends, since they'll disappear when Trial 3 starts.

---BATTLE 3---

ENEMY FORCES: Barich (lv PH+5 Machinist)      Chemist (lv ~PH, male)  
                  Chemist (lv ~PH, male)      Chemist (lv ~PH, male)  
                  Chemist (lv ~PH, male)      Chemist (lv ~PH, male)  
                  Orator (lv ~PH, male)      Orator (lv ~PH, male)  
                  Orator (lv ~PH, male)      Orator (lv ~PH, male)

ENEMY: Barich [Sagittarius] - lv PH+5 Machinist - Bravery 64, Faith 62

Equipment : Blaster, random other equipment

Abilities\*: Aimed Shot, Safeguard, random other abilities

Immune : All negative status except Blind, Confuse, Silence, Oil, Immobilize

\* Barich's version of the Machinist job also includes Defense Boost, Arcane Defense, and Beast Tongue as innate abilities.

The third trial is probably the trickiest. You're fighting ten gun-wielders -- Barich, 5 Chemists, and 4 Orators -- and they start so spread out that you can only attack one at a time. Actually, if you have Shirahadori and a good Bravery, this isn't too bad because you can block even gun attacks with Shirahadori and they won't be able to hurt you. If you don't have Shirahadori, at least equip something to boost your elemental defense (since many of the enemies have magick guns). A Venetian or Reverie Shield, White or Sage's Robe, or Minerva Bustier all work great for this purpose, and even a Flame Shield can

work in a pinch, although it's not quite as effective. (The Ice Shield is not a good idea since it also renders you weak to the lightning attacks from the Blaster guns.)

Barich is the real threat here, since he can inflict Immobilize and Disable from a distance. If you don't have any defense against Immobilize or Disable, you'll need to take him out immediately. (Being Disabled also keeps you from using Shirahadori to defend yourself!) This whole trial is pretty annoying since the enemies keep using items to heal and revive each other.

---BATTLE 4---

|   |                                 |
|---|---------------------------------|
| ENEMY FORCES: Folmarv (lv PH+5 Divine Knight) | Loffrey (lv PH+5 Divine Knight) |
| Dragoon (lv ~PH, male)                        | Dragoon (lv ~PH, male)          |
| Knight (lv ~PH, male)                         | Knight (lv ~PH, male)           |
| Knight (lv ~PH, male)                         | White Mage (lv ~PH, male)       |
| White Mage (lv ~PH, male)                     |                                 |

ENEMY: Folmarv [Leo] - lv PH+5 Divine Knight - Bravery 60, Faith 68  
Equipment : Ragnarok, random other equipment  
Abilities : Unyielding Blade, Safeguard, random other abilities  
Immune : All negative status except Blind, Silence, Oil, and Slow

ENEMY: Loffrey [Capricorn] - lv PH+5 Divine Knight - Bravery 60, Faith 68  
Equipment : Icebrand, random other equipment  
Abilities : Unyielding Blade, Safeguard, random other abilities  
Immune : All negative status except Blind, Silence, Oil, and Slow

Finally, the fourth trial features Folmarv and Loffrey and an assortment of Knights, Dragoons, and White Mages. Folmarv and Loffrey have been upgraded to ??? HP status, meaning it will take a lot of damage to defeat them. However, if you have Safeguard, they can't use their Unyielding Blade techniques. They can use their other Action Ability (which is randomly assigned) as a backup, but most of these aren't too bad.

Move forward and quickly attack the three Knights with a group attack. You'll probably want to target the Dragoons next. The Dragoons have a habit of moving as far from you as possible and launching Jump attacks from there, so attacking them before they can move too far is helpful. (Of course, if you have your own Jump attack, it's no problem.) The White Mages tend not to actually have much in the way of magick, so you may want to save them for last. Note that Folmarv and Loffrey have Safeguard, so Unyielding Blade is not effective against them.

Completing this battle earns you an invitation to the Knights Templar! Too bad Ramza turns it down ;)

TITLE AWARDED: Templar's Apprentice

---Rendezvous Mission 11: All-Star Melee-----  
AVAILABLE AFTER...: Story Battle 52: Mullonde Cathedral Sanctuary  
BATTLE MAP: Gariland

YOUR FORCES: 1-3 characters per player

|                                      |                                 |
|--------------------------------------|---------------------------------|
| ENEMY FORCES: Ramza (lv PH+2 Knight) | Mustadio (lv PH+2 Machinist)    |
| Agrias (lv PH+2 Holy Knight)         | Rapha (lv PH+2 Skyseer)         |
| Marach (lv PH+2 Netherseer)          | Beowulf (lv PH+2 Templar)       |
| Reis (lv PH+2 Dragonkin)             | Orlandeou (lv PH+2 Sword Saint) |
| Meliadoul (lv PH+2 Divine Knight)    |                                 |

All enemies here are 2 experience levels above the highest experience level in in your deployed party.

ENEMY: Ramza [Capricorn] - lv PH+2 Knight - Bravery 70, Faith 70  
Equipment : Ragnarok, Venetian Shield, Crystal Helm, Crystal Mail,  
Guardian Bracelet  
Abilities : Arts of War, Items, First Strike, Safeguard, Move +3

ENEMY: Mustadio [Libra] - lv PH+2 Machinist - Bravery 60, Faith 62  
Equipment : Blaster, Thief's Cap, Black Garb, Japa Mala  
Abilities : Aimed Shot, Arts of War, Soulbind, Defense Boost, Move +3

ENEMY: Agrias [Cancer] - lv PH+2 Holy Knight - Bravery 71, Faith 63  
Equipment : Excalibur, Crystal Shield, Crystal Helm, Crystal Armor, Ribbon  
Abilities : Holy Sword, White Magicks, Shirahadori, Safeguard, Move +2

ENEMY: Rapha [Pisces] - lv PH+2 Skyseer - Bravery 31, Faith 69  
Equipment : Eight-fluted Pole, Thief's Cap, Black Garb, Septie`me  
Abilities : Sky Mantra, White Magicks, Soulbind, Swiftiness, Move +2

ENEMY: Marach [Gemini] - lv PH+2 Netherseer - Bravery 69, Faith 31  
Equipment : Eight-fluted Pole, Thief's Cap, Black Garb, Japa Mala  
Abilities : Nether Mantra, Items, Soulbind, Swiftiness, Manafont

ENEMY: Beowulf [Libra] - lv PH+2 Templar - Bravery 45, Faith 65  
Equipment : Ragnarok, Crystal Shield, Crystal Helm, Crystal Armor, Angel Ring  
Abilities : Spellblade, Martial Arts, First Strike, Safeguard, Move +3

ENEMY: Reis [Pisces] - lv PH+2 Dragonkin - Bravery 62, Faith 64  
Equipment : Cachusha, Septie`me  
Abilities : Dragon, White Magicks, First Strike, Brawler, Move +2

ENEMY: Orlandeau [Scorpio] - lv PH+2 Sword Saint - Bravery 77, Faith 65  
Equipment : Excalibur, Crystal Shield, Crystal Helm, Crystal Armor, Japa Mala  
Abilities : Swordplay, Iaido, Mana Shield, Safeguard, Manafont

ENEMY: Meliadoul [Capricorn] - lv PH+2 Divine Knight - Bravery 67, Faith 78  
Equipment : Defender, Crystal Shield, Crystal Helm, Crystal Armor, Septie`me  
Abilities : Unyielding Blade, Items, Shirahadori, Attack Boost, Lifefont

VICTORY CONDITION: KO or petrify all enemies

LOSS CONDITION: All allies are KOed/Stone

WEATHER: Clear day (no special effects)

| MAP SIZE: | TERRAIN TYPES        | GEOMANCY         | MAP AREA |
|-----------|----------------------|------------------|----------|
| 15 x 10   | Flagstone            | Contortion       | 28%      |
|           | Canal                | Torrent          | 25%      |
|           | Roof, Chimney        | Wind Blast       | 17%      |
|           | Grassland            | Tanglevine       | 17%      |
|           | Wooden Floor, Coffer | Will-o'-the-Wisp | 8%       |
|           | Bridge               | Wind Slash       | 3%       |
|           | Obstructed           | --               | 1%       |

--STRATEGY--

This is a battle against many of your own story characters--or at least some very accurate impostors. Your doppelgangers have mastered many of the game's most advanced abilities and techniques, making this a tough battle. On the bright side, all of them just have regular HP totals.

Orlandeau, Mustadio, and Meliadoul love to break your equipment, so you'll want to equip Safeguard. (Or, you can deploy Balthier as a Sky Pirate, since this job has an innate Safeguard.) Even though any broken equipment is

returned to you at the end of the battle in Rendezvous Mode, having your gear broken during the fight will make it tough to win.

You'll also need protection against Mustadio's Immobilize and Disable attacks; a Thief's Cap, Guardian Bracelet, or Ribbon will take care of this. The Ribbon is particularly helpful as it negates all of the other status ailments that Beowulf will try to throw you.

Shirahadori and First Strike are not that helpful here since they won't protect you from the special job techniques used by the enemy. Instead, Mana Shield and Manafont is probably your best best. Auto-Potion would also be helpful.

Finally, be aware that the clones' Zodiac signs often match up poorly with some of your story characters'. A quick guide to a few of the key characters you may be using:

|           | GOOD AGAINST THESE ENEMIES:   | BAD AGAINST THESE ENEMIES:   |
|-----------|-------------------------------|------------------------------|
| Agrias    | Ramza, Rapha, Reis, Orlandeau | Mustadio, Beowulf, Meliadoul |
| Beowulf   | Marach                        | Ramza, Agrias, Meliadoul     |
| Reis      | Agrias, Orlandeau             | Marach                       |
| Balthier  | No one                        | Orlandeau                    |
| Orlandeau | Agrias, Marach, Reis          | No one                       |
| Meliadoul | No one                        | Mustadio, Agrias, Beowulf    |

In summary, Beowulf and Meliadoul have bad compatibility and are less useful here -- plus many of the enemies have Safeguard and are protected against Meliadoul's Unyielding Blade attacks anyway. Orlandeau and Reis have advantageous compatibility. Agrias is a mixed bag, so if you use her, make sure you supplement her with another character or two with a different sign.

Player 1 has it especially tough as his/her team starts near Orlandeau, Reis, and Mustadio, who will immediately attack Player 1's team. Attacking with HP-draining attacks like Sanguine Sword [Dark Knight], Orlandeau's Shadowblade, are useful since they let you damage while still recovering HP. If you're trying to complete this battle with a small number of characters, be sure to equip Player 1 as defensively as possible. You may have to resort to giving Player 1 items that yield a permanent Reraise (e.g. Chantage or Brave Suit) and letting him/her get KOed and regenerate. If you use this strategy, Player 2 will need to play as defensively as possible since if s/he gets KOed too, you lose!

If you're not fully equipped with Ribbons, Beowulf should probably be your first target, since he can inflict all kinds of status ailments on you. Note that his Angel Ring lets him Reraise once after you KO him, so be prepared to KO him a second time shortly after you take him out once.

Reis, Agrias, and Orlandeau are the next characters you'll want to attack. Reis and particularly Agrias can be taken out fairly quickly. The enemy Orlandeau has unfortunately figured out the Mana Shield/Manafont combo, which means it will definitely take several attacks to KO him. So even though Orlandeau is the biggest threat, you may want to first KO a few of the other enemies (like Reis and Agrias), just to quickly reduce the number attacking you at one time. Note that, like a couple of enemies in the single-player subquests, Agrias has cheated and equipped a Ribbon in her accessory slot -- it still protects her status, so don't try any status attacks on her.

If you have Safeguard, Meliadoul is reduced to just using physical attacks. Ramza is a Knight in this battle and also pretty much just uses physical attacks. You can worry about both of them later. And Rapha and Marach are as irrelevant in this battle as in most of the game, so finish them off last.

Many of the enemies here have First Strike or Shirahadori as a reaction ability,

which limits your ability to use physical attacks. But sword techniques, magicks, Balthier's Barrage attack, etc. all work fine. You can also circumvent First Strike by attacking from a distance or using Jump.

Climbing up on the roofs can be somewhat helpful, as long as you have attacks you can use from up there. While the roof won't help you escape the sword techniques (many of which have infinite vertical range), it at least makes it harder for Meliadoul, Ramza, and Reis to attack you.

Note that if one of the enemies gets lowered to critical HP, he or she may just run into the corner. It's pretty safe to ignore such enemies and save them for last. They're not going to attack you, so focus your attacks on the enemies who are still a threat.

Three of the enemies -- the Rapha, Marach, and Mustadio clones -- have Soulbind. This tends not to be too much of a problem, since you may be able to KO them in a single attack anyway. Plus, they're the weaker enemies, so you can save them to KO later.

Finally, a number of the clones (Ramza, Marach, and Meliadoul) can use Items as a command. In practice, this isn't too bad since they mostly will just use regular Potions on themselves, which is about the least threatening action possible. They also don't have Throw Items, so they can't heal anyone from a distance. However, they may sometimes revive KOed allies with a Phoenix Down. If this happens, you can use an area-effect attack to KO the character again \*and\* hit the Items-user. (Since they don't have Throw Items, they'll have to stand in a tile adjacent to the downed tile to use the Phoenix Down.)

Although the clones have a lot of good equipment, most of it is protected with Safeguard and so there's not actually much you can claim. You're limited to Meliadoul's Defender, Reis's Cachusha and Septie`me, Mustadio's Blaster, and Rapha's Septie`me.

TITLE AWARDED: Performer

-----  
The following four missions are only available after completing the main quest of the single-player game. After the ending, the game will add an additional "flag" to your save directory that makes these missions accessible. Load up a save from before you entered the final sequences of a battle, go to a Tavern, and you'll see the last missions.

You will NOT be able to access these missions if your only save is in the final sequence of battles :( -- you need to be able to get to a Tavern.

---Rendezvous Mission 12: The Guarded Temple-----  
AVAILABLE AFTER...: Completing single-player game and Nelveska Temple quest  
BATTLE MAP: Nelveska Temple

YOUR FORCES: 1-3 characters per player

ENEMY FORCES: Protoconstruct (lv 80 Automaton)    Protoconstruct (lv 80 Automaton)  
                  Construct 2 (lv 95 Automaton)    Construct 3 (lv 80 Automaton)  
                  Construct 3 (lv 80 Automaton)    Construct 3 (lv 80 Automaton)  
                  Construct 3 (lv 80 Automaton)    Construct 3 (lv 80 Automaton)  
                  Construct 3 (lv 80 Automaton)    Construct 3 (lv 80 Automaton)

ENEMY: Protoconstruct [random Zodiac] - lv 80 Automaton - Bravery 70, Faith 0  
Equipment : Iron Helm, Bracer  
Abilities : Tasks, Counter, Defense Boost

Immune : All negative status except Confuse, all elements except Lightning and Water

VICTORY CONDITION: KO all enemies

LOSS CONDITION: The Protoconstructs' countdown reaches 0, or all allies are KOed

WEATHER: Clear day (no special effects)

| MAP SIZE: | TERRAIN TYPES     | GEOMANCY         | MAP AREA |
|-----------|-------------------|------------------|----------|
| 12 x 8    | Grassland         | Tanglevine       | 51%      |
|           | Flagstone         | Contortion       | 31%      |
|           | Sand              | Sandstorm        | 11%      |
|           | Stone Outcropping | Tremor           | 4%       |
|           | Stairs            | Will-o'-the-Wisp | 2%       |
|           | Soil              | Sinkhole         | 1%       |

--STRATEGY--

You must defeat all ten Automatons before they self-destruct and destroy the temple. This battle really centers around the two Protoconstructs, both of whom start atop the temple. They control the countdown; every time one of gets another turn, the countdown ticks down one "minute" from 10. If the countdown drops to 0, the Automatons explode and you lose. The countdown can only be stopped by defeating at least one of the Protoconstructs. (Since they take turns counting down, defeating one will stop the whole process.) To make things more tricky, on the turn when the countdown is "supposed" to go to 8, the Automatons experience a "system error" and it jumps all the way down to 4. This means that you must defeat at least one Protoconstruct within the time it takes for the Protoconstructs to get 7 turns.

Unfortunately, taking them out isn't easy since both Protoconstructs have tremendous amounts of HP -- where "tremendous" means "several thousand." While Automatons can't normally use equipment, the Protoconstructs are also equipped with Iron Helms, raising their HP even further, and Bracers, boosting their offense. Plus, there are 8 other Automatons as well. (And, unfortunately, you can't break/steal the Protoconstructs' gear because the game is confused by monsters having equipment.)

On the bright side, you may bring up to FOUR characters into battle (combined across the two players) and still receive a 5-star ranking! And you will need all four :)

Sword techniques are your weapon of choice here, so you'll want to have each player deploy Agrias and Orlandeau (or possibly Meliadoul). You'll need to maximize both your speed and attack power. Use the Tynar Rouge (for Agrias/Meliadoul) or the Brigand's Gloves (for Orlandeau) to give them a permanent Haste, and add a Move +x ability to increase your mobility across the map. To maximize your attack power, equip them with Chaos Blades and either Vehemence [Dark Knight] or Attack Boost [Geomancer] as a support ability. If you have it, Vehemence is probably best as it will give you the bigger attack boost. It does lower your defense, but this is one battle where the best defense is a good offense :) -- if you can smash the regular Constructs quickly, you have far fewer sources of damage to contend with.

Since you'll need to focus on offense, you won't have much time for healing. Equip your best armor and helms to boost your starting HP as high as possible. You'll face no status attacks here, so Ribbons are unnecessary. Chaos Blades will also help you a little by giving you a permanent Regen. Potentially, you could also use Sanguine Sword or Shadowblade to drain HP during the battle, although you don't want to be doing this too often -- it's not as strong an attack as some others, and can only strike one enemy at a time. If you have a

Brave Suit (from Melee Mode) or Grand Armor (from a previous victory here), you will definitely want to use those as they give you a permanent Reraise and you don't have to worry about your HP at all.

There aren't really any especially great reaction abilities here, since NOTHING can block the Dispose laser attack. Instead, use abilities that can boost your stats. The Archer's Adrenaline Rush will increase your Speed every time you get hit, allowing you even more turns. For female characters, Fury [Dancer] could also be a good choice, as it will allow you to increase your attack power even higher.

If you're having trouble surviving, you can use Mana Shield and Manafont, though this will require you to give up any other movement ability. If you have low HP, you can also swap Vehemence out for Attack Boost, which doesn't lower your defense. Finally, you could add Dragonheart as a reaction ability if you don't have a permanent Reraise, though this is of no help against any attack strong enough to KO you in one blow since you never get a chance to cast the Reraise.

If one player has a somewhat stronger team, you'll want to make that player Player 2 since Player 2 starts a little closer to the stairs and the Protoconstructs.

OK, enough preparation. Onto the battle!

When you start out, rush forward and attack the Constructs on the ground with Hallowed Bolt and Divine Ruination. You should be able to defeat each one in one or two hits. Try to aim your attacks so you can hit as many as possible at one time. (In addition to using Hallowed Bolt, you can also move into the enemy ranks and fire Divine Ruinations parallel to the front of the temple. This is often a great targeting strategy for hitting 2 or 3 Constructs.) As each character takes his or her turn, move them as far towards the stairs as you can while still attacking the Constructs. Essentially, you want to "sweep" across the front of the temple, taking out the Constructs from left to right and moving towards the stairs.

You should be able to defeat most of the Constructs before more than a handful of them move. Quickly mop up the remaining ones as you head for the stairs. If you do need healing, you can use Shadowblade or Sanguine Sword to finish off any remaining Constructs and sap their HP.

If you weaken one of the Constructs, it may just run and hide in the corner. Leave it -- it's harmless and not worth chasing after when you need to defeat the Protoconstructs ASAP.

Once you reach the Protoconstructs, concentrate all your attacks on one of the two. Once you defeat one Protoconstruct, the countdown should stop and you're home free!

Attack the Protoconstructs with Divine Ruination and Crush Armor, both of which do identical amounts of damage to monster targets. When available, Divine Ruination is slightly preferred as it has a chance of Confusing the Protoconstructs, who are NOT immune to Confusion! But, before you use Divine Ruination, make sure that it won't hit any of your own allies and that the Protoconstruct you're targeting is within its vertical range. If you can't use Divine Ruination, Crush Armor works fine too and has no friendly fire potential.

Wherever possible, stand in one place and attack without moving. This will allow you to get new turns more quickly.

Like Construct 7, both Protoconstructs have a Reraise that activates the first time they are KOed. They will return to action and immediately attack again. Actually, this isn't such a problem, because the self-inflicted HP loss from their Tasks abilities usually KOs them right away. Once KOed a second time, they immediately turn into chests (which often contain their Bracers).

The battle won't actually end until you've KOed every last Construct, but once you defeat one of the Protoconstructs, you don't have any more time pressure and should have no trouble mopping up the remaining bots.

There's a certain amount of luck involved in this battle, since the Constructs' Zodiac signs are randomly determined and you may end up with good or bad compatibility purely by chance.

The treasures from this battle include two you can't find anywhere else in Rendezvous Mode. One is the Grand Armor, the best heavy armor available, as it gives you a permanent Reraise and Regen. This one is definitely worth getting! The other is the Fomalhaut gun, which is thoroughly pointless to look for here, as Fomalhauts are abundant in Melee Mode.

Again, keep in mind that you can deploy 4 characters and still get the highest possible ranking here.

TITLE AWARDED: Construct

UNIQUE POSSIBLE TREASURES: Grand Armor, Fomalhaut

---Rendezvous Mission 13: Nightmares-----

AVAILABLE AFTER...: Completing single-player game

BATTLE MAP: Limberry Castle Undercroft

YOUR FORCES: 1-3 characters per player

ENEMY FORCES:

|   |                               |
|---|-------------------------------|
| 1st Squad - Zalera (lv 99 Death Seraph)   | Adrammelech (lv 99 The Wroth) |
| Ultima Demon (lv 95)                      | Ultima Demon (lv 95)          |
| Ultima Demon (lv 95)                      |                               |
| 2nd Squad - Cuchulainn (lv 99 The Impure) | Belias (lv 99 Gigas)          |
| Hashmal (lv 99 Bringer of Order)          | Ultima Demon (lv 95)          |
| Ultima Demon (lv 95)                      |                               |

ENEMY: Cuchulainn [Scorpio] - lv 99 The Impure - Bravery 70, Faith 70

Abilities : Dread, Brawler, Swiftess

Immune : All negative status except Blind, Slow, and Immobilize

ENEMY: Belias [Virgo] - lv 99 Gigas - Bravery 70, Faith 70

Abilities : Dread, Brawler, Swiftess

Immune : All negative status except Blind, Silence, Slow, and Immobilize

ENEMY: Zalera [Gemini] - lv 99 Death Seraph - Bravery 70, Faith 70

Abilities : Dread, Fly, Float, Swiftess, Beastmaster

Immune : All negative status except Blind and Slow

ENEMY: Adrammelech [Scorpio] - lv 99 The Wroth - Bravery 70, Faith 70

Abilities : Dread, Swiftess

Immune : All negative status except Blind, Silence, Immobilize

ENEMY: Hashmal [Leo] - lv 99 Bringer of Order - Bravery 70, Faith 70

Abilities : Dread, Swiftess

Immune : All negative status except Blind, Slow, and Immobilize



--STRATEGY--

You're battling all of the Lucavi (sans Elidibus) at once, plus five Ultima Demons. Player 1 will begin battling Zalera and Adrammelech's group, while Player 2 fights the three other Lucavi.

Between the five of them, the Lucavi can throw a lot of status conditions at you, so you'll need to equip Ribbons (or Onion Gloves, if you're using Onion Knights). Fortunately, the Lucavi don't seem to have any of the magick attacks they used in the single-player game. If you have Ribbons, all they can do is use physical attacks. This means you can pretty much prevent them from hurting you at all if you combine a Ribbon with Shirahadori or (preferably) First Strike, or even just a good shield.

Ribbons are pretty easy to earn in the multiplayer modes. However, if one player doesn't have any, it's also possible to block the status attacks by deploying and riding a Chocobo. The rider will need to have high enough Speed to get on the Chocobo before either the Chocobo or rider is attacked.

If you've protected yourself with Ribbons and Shirahadori/First Strike, the Ultima Demons are actually the biggest threat, since they use magick attacks. Go after them first. The Dark Knight's Sanguine Sword can be useful for draining HP from them to keep you healthy. The White Mage's Arcane Defense is also a useful support ability to reduce the magick damage you take. (If you're being targeted by an Ultima Demon's magick, you can also try moving next to another enemy, as their magicks can hurt friendly targets as well.)

Because all of the enemies here have the Can't Enter Water "ability," the water in the middle of the map functions as a safe spot. The Ultima Demons can still hit you with their magick if they get close enough, but the Lucavi can't attack you at all (assuming you're guarded against status conditions). You can jump directly into the water from the bridge in the center if you have a Jump of at least 4, or Waterwalking, Levitation, Ignore Elevation, or Teleport. If you don't have these abilities, you can also get in the water by using the little "step" (a tile of height 3) on side of the map. It's on the side of the map WITHOUT the gravestones. From the water, you can safely throw ranged attacks at the enemies. Actually, if you have First Strike or Shirahadori and a high Bravery, there isn't much benefit to this, since the Lucavi can't hurt you anyway, and you may not be in range to attack the Ultima Demons.

Watch out for the Ultima Demons turn to crystals. The Lucavi can pick up these crystals up to restore some of their HP (though fortunately not all of it). This isn't fatal, but can be annoying! Grab the crystals as soon as they appear, and if you see a KOed Ultima Demon about to disappear, try to position yourself between the enemies and the body so that they can't grab the crystal before you can. The Lucavi themselves explode when KOed and do not leave crystals.

With Ribbons and First Strike, this battle actually goes quite quickly -- not only are you virtually invulnerable, you'll quickly defeat the Lucavi because their attempts to attack you get turned into additional attack opportunities. That makes this battle a great one to repeatedly tackle to acquire high-level rare items. Each player can deploy just a single character to increase your treasure haul.

The two unique treasures you can obtain here are the Gungnir spear and the Dreamwaker staff. The Gungnir isn't really special -- it's weaker than the Javelin II. The Dreamwaker is the best staff in the game; although it doesn't have the strongest attack power, it boosts your magick power more than any other staff.

TITLE AWARDED: Dreamcatcher

UNIQUE POSSIBLE TREASURES: Gungnir, Dreamwaker

---Rendezvous Mission 14: Brave Story-----

AVAILABLE AFTER...: Completing single-player game

BATTLE MAP: Monastery Vaults - Fifth Level

YOUR FORCES: 1-3 characters per player

ENEMY FORCES:

1ST BATTLE: Luso, Cloud, Boco, Red Chocobo x2, Black Chocobo x3, Chocobo x2

2ND BATTLE: Mustadio, Balthier, Chemist (male) x2, Chemist (female) x2,  
Orator (male) x2, Orator (female) x2

3RD BATTLE: Onion Knight (male) x2, Onion Knight (female) x3,  
Plague Horror x1, Cockatrice x2, Sekhret x2

4TH BATTLE: Cuchulainn [The Impure; Scorpio], Elidibus [Serpentarius],  
Great Malboro x5, Knight (male, undead) x3

5TH BATTLE: Dycedarg, Zalbaag, Gaffgarion, Argath, Dragoon (male) x6

6TH BATTLE: Orlandeau, Agrias, Alma, Ovelia, Rapha, Marach, Orran,  
Time Mage (female) x2, Mystic (male) x1

7TH BATTLE: Elmdore, Zalbaag, Celia, Lettie, Archaeodaemon x6

8TH BATTLE: Bremond, Beowulf, Aliste, Reis, Tiamat x2, Greater Hydra x2,  
Hydra x2

9TH BATTLE: Isilud, Meliadoul, Barich, Cletienne, Loffrey, Wiegaf, Folmarv,  
Zalmour, Time Mage (female) x2

10TH BATTLE: Delita [Sagittarius; Holy Knight], Valmafra [Leo; Sorceror],  
Dark Knight (female) x8

VICTORY CONDITION: KO, petrify, or recruit all enemies in each of 10 battles

LOSS CONDITION: All allies are KOed/Stone/Vampire

WEATHER: Indoors (no special effects)

| MAP SIZE: | TERRAIN TYPES    | GEOMANCY         | MAP AREA |
|-----------|------------------|------------------|----------|
| 15 x 12   | Book, Brick      | Wind Slash       | 63%      |
|           | Wooden Floor     | Will-o'-the-wisp | 19%      |
|           | Darkness (chasm) | --               | 18%      |

--PREPARATION--

If you thought The Knights Templar was long, this one is even longer! FFT's 100-Man Melee, the Brave Story mission consists of no fewer than TEN continuous battles, each with 10 opponents, for a total of 100 enemies. You'll face off against most of the game's story characters in the game here.

Orlandeau and Agrias are really the best characters here, since their sword techniques work on everything. Meliadoul would also work, but only if supplemented with some other good attack command (e.g. Darkness, or maybe Jump) since some enemies have Safeguard and are immune to her Crush attacks. Other good abilities to have here are Darkness and Arts of War (for equipment and MP breaking). A long-range Jump can be useful in some situations, but there are a lot of enemies here who have Shirahadori and can block it. Finally, Balthier's Barrage attack is also effective for general combat and for breaking through enemy Shirahadoris.

A few key defensive abilities will actually protect you almost everything here. First, Shirahadori and a high Bravery will stop physical attacks. Safeguard will make you immune to Crush attacks, and also keep your equipment from being stolen or rent. Finally, equip female characters with a Ribbon (easily obtained in Melee Mode or elsewhere in Rendezvous Mode) to stop all status attacks, and male characters with a Thief's Cap to at least stop Immobilize and Disable. With these abilities, there are actually only a few enemies here that

pose a real threat.

The best shields to go with are the Reverie Shield or Kaiser Shield, both of which halve damage from fire, ice, lightning attacks. This is important against the hydras -- there's no way to \*evade\* their breath attacks, but the shield will reduce the damage they do. The Escutcheon II is actually less useful here -- since Shirahadori can block almost all physical attacks anyway, the high physical evade rate from the Escutcheon II doesn't count for much.

As with The Knights Templar, you won't be healed between battles. KOed characters also won't be revived, although their death counter will reset. Other status ailments ARE removed, as is broken equipment. Buffs will also disappear, so using Tailwind during the first battle will not help you later on, alas. Finally, crystals and chests on the battlefield will also disappear between battles, so if you see something you want to grab, be sure to pick it up before the battle ends!

Since you're not automatically healed, having some healing abilities is important. Carrying a Chaos Blade actually helps a lot with this, since it gives you a permanent Regen. If you have a powerful HP-draining attack -- Orlandeau's Shadowblade or the Dark Knight's Sanguine Sword -- you're set. (An HP-draining weapon like the Orochi ninja sword or the Blood Sword could conceivably also be used, but the former won't allow you to use sword techniques and the latter is too weak.) Armor that gives you an auto-Reraise -- i.e., the Brave Suit from Melee Mode or the Grand Armor from The Guarded Temple -- will also help out a lot. Otherwise, you might want to consider giving one character an Action Ability that lets him or her heal (e.g. Items, Martial Arts, White Magick, Iaido, or Summon). Before wrapping up each battle, you can leave one enemy standing and take some time to heal characters.

Equipping the Tynar Rouge or a Brigand's Gloves will give you a permanent Haste, which is quite useful both in giving you the edge against the enemies and in reducing the time needed to hack through all ten levels.

Move +2 or Move +3 is probably the best movement ability here. Since you're fighting on a map with a lot of holes, though, you might also consider the Time Mage's Levitate ability, which will let you move anywhere you want and saves you from having to take detours around the holes.

Also note that you CAN target "hole" panels, even though you can't see your targeting cursor. This is often useful when a hole happens to be a good place to center a Hallowed Bolt.

Since many of the enemies here have Shirahadori or First Strike and physical attacks are ineffective against them, using Onion Knights (even fully powered up ones) is probably not a good idea.

Unlike most of the other Rendezvous Mode missions, the enemies here are always level 90+ regardless of your own experience level. In fact, all of the story characters you fight are level 99! To stay competitive, you'll want high-level characters too.

Finally, it's worth pointing out that this mission is LONG. You and your partner will need to set aside a fair amount of time to clear all ten battles.

Now for strategies for specific battles:

--BATTLE 1--

ENEMY FORCES: Luso (lv 99 Game Hunter)      Cloud (lv 99 Soldier)  
                  Boco (lv 96 Chocobo)            Red Chocobo (lv 98)

|                       |                       |
|-----------------------|-----------------------|
| Red Chocobo (lv 94)   | Black Chocobo (lv 95) |
| Black Chocobo (lv 93) | Black Chocobo (lv 92) |
| Chocobo (lv 97)       | Chocobo (lv 93)       |

ENEMY: Luso [Cancer] - lv 99 Game Hunter - Bravery 71, Faith 63

Equipment : Icebrand, Crystal Shield, Thief's Cap, Luminous Robe,  
random accessory

Abilities : Huntcraft, Reflexes, Tame, Move +1, random movement ability

ENEMY: Cloud [Aquarius] - lv 99 Soldier - Bravery 76, Faith 59

Equipment : Materia Blade, Thief's Cap, Black Garb, random accessory

Abilities : Limit, Shirahadori, Swiftess, other abilities random

ENEMY: Boco [random Zodiac] - lv 96 Chocobo - random Bravery and Faith

The first battle pits you against Luso, Cloud, and 8 chocobos. Cloud has Swiftess to help his Limits charge faster, but even still, you can probably take him out before he can use them. He has Shirahadori, so don't try direct physical attacks unless you're Dual Wielding or using Barrage.

After Cloud, the Red Chocobos are the next enemies to take out since their Choco Meteor attack is unblockable and does a fair amount of damage. Attacking them with HP-drain attacks will keep you healthy. The Black Chocobos are your next target, since their Choco Pellets attack is also reasonably powerful. (You can at least block this one with shields, though not with Shirahadori.) Although the plain yellow Chocobos can heal wounded allies, this isn't too much of a problem since you can probably defeat most of the Chocobos in a single attack, which leaves no chance for healing! Luso also doesn't really have any particularly dangerous abilities and isn't much of a threat.

If you're still missing the Ultima magick, the enemy Luso will sometimes cast it, so you could bring Ramza or Luso to learn it. BUT, you must win all 10 battles and clear the mission in order to keep Ultima after you learn it. If you fail the mission, you won't keep the magick.

--BATTLE 2--

|  |                             |
|--|-----------------------------|
| ENEMY FORCES: Mustadio (lv 99 Machinist) | Balthier (lv 99 Sky Pirate) |
| Chemist (lv 98, female)                  | Chemist (lv 96, male)       |
| Chemist (lv 92, male)                    | Chemist (lv 91, female)     |
| Orator (lv 97, male)                     | Orator (lv 97, female)      |
| Orator (lv 94, male)                     | Orator (lv 93, female)      |

ENEMY: Mustadio [Libra] - lv 99 Machinist - Bravery 68, Faith 65

Equipment : Blaze Gun, Thief's Cap, Luminous Robe, random accessory

Abilities : Aimed Shot, Arts of War, Soulbind, Defense Boost,  
random movement ability

ENEMY: Balthier [Leo] - lv 99 Sky Pirate - Bravery 75, Faith 63

Equipment : Blaster, Crystal Shield, Thief's Cap, Luminous Robe, Angel Ring

Abilities : Piracy, Items, First Strike, Throw Items, Move +1

Battle two is against 10 gunfighters, including Mustadio and Balthier. Shirahadori will be very helpful here in avoiding the enemy gun attacks. If you have Shirahadori and gear to protect against the Bunansas' Arm Shots and Leg Shots, you can't really be hurt here. If you're not protected against Immobilize or Disable, you could try Purification or Esuna to restore characters who do get Immobilized or Disabled. (If you're just Immobilized, you can even use one of those abilities on yourself.)

Agrias has poor Zodiac compatibility with Mustadio and won't do much damage to

him, so to speed things up, send another character after Mustadio.

Remember that Balthier's Sky Pirate job has an innate Safeguard, so Crush skills will not work against him. He also has an Angel Ring, which means that you will have to KO him twice. Or, simply attack him last. (Since he takes a while to take down, you might want him to attack him last anyway.)

Balthier has a First Strike that allows him to block (and retaliate against) direct gunshots. But, he can't use it stop close-range attacks or special attacks like sword techniques, Jump, and Barrage. His Thief's Cap makes him immune to Disable, but putting Stop (e.g. with Crushing Blow) or Sleep on him will also prevent him from First Strike.

The female enemies in the back row tend to use Dance abilities, but this isn't a particular threat.

--BATTLE 3--

ENEMY FORCES: Onion Knight (lv 99, male)            Onion Knight (lv 99, male)  
                  Onion Knight (lv 99, female)        Onion Knight (lv 99, female)  
                  Onion Knight (lv 99, female)        Plague Horror (lv 98)  
                  Cockatrice (lv 97)                    Cockatrice (lv 93)  
                  Sekhret (lv 97)                        Sekhret (lv 94)

ENEMY: Red [Capricorn] - lv 99 male Onion Knight - Bravery 75, Faith 65  
Equipment : Ragnarok, Kaiser Shield, Grand Helm, Maximillian, Japa Mala  
Abilities : Arts of War, Counter, Safeguard, Move +2

ENEMY: Purple [Pisces] - lv 99 male Onion Knight - Bravery 75, Faith 65  
Equipment : Dragon Whisker, Grand Helm, Maximillian, Japa Mala  
Abilities : Jump, Dragonheart, Safeguard, Move +2

ENEMY: Green [Taurus] - lv 99 female Onion Knight - Bravery 75, Faith 65  
Equipment : Perseus Bow, Ribbon, Maximillian, Bracer  
Abilities : Items, First Strike, Safeguard, Move +2

ENEMY: Black [Virgo] - lv 99 female Onion Knight - Bravery 75, Faith 65  
Equipment : Zeus Mace, Crystal Shield, Ribbon, Maximillian, Sortile'ge  
Abilities : Iaido, Cup of Life, Safeguard, Move +2

ENEMY: Yellow [Cancer] - lv 99 female Onion Knight - Bravery 75, Faith 65  
Equipment : Wyrmeave Silk, Ribbon, Maximillian, Cherche  
Abilities : Dance, Mana Shield, Safeguard, Move +2

Battle three pits you against the Motley Onion Fighting Outfit plus some assorted monsters. Try to KO the Plague Horror and Cockatrices quickly since they can inflict status ailments like Stone on any characters that don't have Ribbons. The Sekhrets are the next targets since their Earthsplitter attack is pretty powerful. (If you're using Levitate, though, you'll be immune to this attack.)

Although Onion Knights can't normally equip abilities, the Fighting Outfit has them anyway. With Shirahadori, though, they're mostly harmless, so take out the monsters first. Red, Green, and Black basically just use physical attacks, which you can easily deflect. Purple uses Jump attacks; these can also be blocked by Shirahadori, but it makes him harder to hit. Be sure to attack him when you get the chance. Yellow is pretty annoying because she tends to runs into a corner and use Dance. Plus, she has Mana Shield, so she takes several attacks to defeat. You may want to chase after her and start attacking her first.

The Onion Knights all have Safeguard, so, again, Crush skills are out. This also means that you can't steal any of their equipment, which is unfortunate, as it's quite good!

If you want to defeat the Onion Knights quickly, Orlandeau has great compatibility against Green and good compatibility against Purple and Yellow. Agrias has great compatibility against Red and good against Purple. Meliadoul has good compatibility against Green and Black but terrible compatibility against Yellow!

--BATTLE 4--

|   |                               |
|---|-------------------------------|
| ENEMY FORCES: Cuchulainn (lv 99 The Impure) | Elidibus (lv 99 Serpentarius) |
| Knight (lv 98, male, undead)                | Knight (lv 98, male, undead)  |
| Knight (lv 98, male, undead)                | Greater Malboro (lv 97)       |
| Greater Malboro (lv 97)                     | Greater Malboro (lv 97)       |
| Greater Malboro (lv 97)                     | Greater Malboro (lv 97)       |

ENEMY: Cuchulainn [Scorpio] - lv 99 The Impure - Bravery 75, Faith 66  
Abilities : Dread, Befoul, Brawler, Swiftiness  
Immune : All negative status except Blind, Slow, and Immobilize

ENEMY: Elidibus [Serpentarius] - lv 99 Serpentarius - Bravery 70, Faith 70  
Abilities : The Dark, Counter, Swiftiness  
Immune : Ice; all negative status except Blind, Oil, Toad, Slow, and Stop

Battle 4 is where it starts getting a little more interesting. Here you'll face Elidibus, Cuchulainn, three undead Knights, and five Great Malboros. The Great Malboros' Bad Breath can be quite dangerous for characters who don't have a Ribbon. You may want such characters to keep their distance from the Malboros. The Malboros have quite high HP and may take multiple attacks to KO, so focus your attacks on one or two until you take them down.

If you have someone with Items, use Phoenix Downs to quickly defeat the enemy Knights; if you're using Balthier (or Mustadio), Seal Evil is even better. Remember NOT to try draining HP from undead enemies, as it actually hurts you! When you KO them, the Knights here all get stars over their head rather than death counters, which means they can't revive even though they're undead. (So, it doesn't really matter if you don't petrify them.)

Instead, focus on breaking through the enemy line so you can reach Elidibus. He can still cast Zodiark which, of course, makes him the biggest threat. He's not quite as dangerous as he was on Terminus, though, just because the map is smaller and you should be able to reach him before he can cast the summon. One strategy you may want to use, then, is just to wipe out his MP so he can't Zodiark. Two Rend MPs will do it, or you can use Duskblade or Infernal Strike.

Even if Elidibus has no MP, he can still use Poisonous Frog (which doesn't cost MP) to turn you into a Toad, but this will be removed at the end of this battle. If you do get hit with this, DON'T just have the affected Toad stand still. That will cause them to get more turns and hence take more damage from the poison. Instead, have them keep moving and attacking the air. This slows their CT gauge refilling and keeps their HP up until they're cured.

Cuchulainn will probably just use Nightmare to put you to sleep, which, while annoying, is relatively harmless. You're better off defeating Elidibus first, \*then\* going after him. The enemies here use a lot of status attacks, but with at least one Ribbon, you should be OK, and all of the status ailments are removed for the start of the next battle.

If you didn't learn Zodiark from Elidibus during the single-player game, or

want to have additional characters learn it, you can learn it here as well. It's probably easier to survive the spell here as you have a good opportunity to use Rend Magick on Elidibus to make the summon less deadly. As with Ultima, you must successfully complete all ten battles in this mission to keep the summon; if you die partway through, Zodiark will be lost.

--BATTLE 5--

ENEMY FORCES: Dycedarg (lv 99 Rune Knight)           Zalbaag (lv 99 Ark Knight)  
                  Gaffgarion (lv 99 Fell Knight)       Argath (lv 99 Squire)  
                  Dragoon (lv 98, male)                Dragoon (lv 98, male)  
                  Dragoon (lv 97, male)                Dragoon (lv 97, male)  
                  Dragoon (lv 97, male)                Dragoon (lv 97, male)

ENEMY: Dycedarg [Scorpio] - lv 99 Rune Knight - Bravery 68, Faith 66

Equipment : Save the Queen, Crystal Shield, Circlet, Luminous Robe,  
Magick Ring

Abilities\*: Swordplay, Items, Regenerate, Arcane Strength, Move +1

Immune : All negative status except Blind, Silence, Oil, Chicken, Slow

\* The Rune Knight job also includes Defense Boost and Arcane Defense as innate abilities.

ENEMY: Zalbaag [Cancer] - lv 99 Ark Knight - Bravery 75, Faith 68

Equipment : Save the Queen, Protect Ring, other equipment random

Abilities : Blade of Ruin, Martial Arts, Bonecrusher, Attack Boost, Move +1

ENEMY: Gaffgarion [Virgo] - lv 99 Fell Knight - Bravery 65, Faith 52

Equipment : Defender, Reflect Ring, other equipment random

Abilities : Fell Sword, Bardsong, Counter, Defense Boost,  
random movement ability

Immune : Berserk, Charm, Stone

ENEMY: Argath [Virgo] - lv 99 Squire - Bravery 54, Faith 52

Equipment : Gastrophetes, Thief's Cap, Luminous Robe, Guardian Bracelet

Abilities : Fundamentals, Steal, Bravery Boost, Equip Crossbows,  
random movement ability

Battle 5 pits you against Duke Larg's forces, including a plethora of Dragoons. Gaffgarion and Dycedarg use sword techniques, making them the most dangerous, and Gaffgarion's allow him to steal HP back to himself! However, Dycedarg does not have the Magicks command that he used in Eagrose Castle, and this version of Zalbaag does not have Vampire.

You can often hit multiple Dragoons with your initial attacks. Some are arranged in a plus-shape formation that you can hit with Hallowed Bolt or other area-effect targets. If you look closely, you'll also see that many are arranged in a horizontal line; Divine Ruination, Kiku-ichimonji, Shockwave, or other attacks that strike along a long line can hit many of these. You can probably KO a majority of the Dragoons in your initial attacks.

As long as you have Shirahadori and good Bravery, the other Dragoons can't hurt you much. So, target Dycedarg and Gaffgarion next because of their powerful sword techniques. Argath is totally useless here (he just has a crossbow), so you can leave him for later.

Zalbaag's Bonecrusher counter will do a lot of damage to you when you drop him to critical HP. You can avoid it by attacking from a distance (Bonecrusher only has a range of 1), KOing him without reducing him to critical HP, or using Disable/Stop to prevent him from activating Bonecrusher.

--BATTLE 6--

ENEMY FORCES: Orlandeau (lv 99 Sword Saint)    Agrias (lv 99 Holy Knight)  
                  Alma (lv 99 Cleric)                    Ovelia (lv 99 Princess)  
                  Rapha (lv 99 Skyseer)                Marach (lv 99 Netherseer)  
                  Orran (lv 99 Astrologer)            Time Mage (lv 97, female)  
                  Time Mage (lv 96, female)            Mystic (lv 98, male)

ENEMY: Orlandeau [Scorpio] - lv 99 Sword Saint - Bravery 77, Faith 65  
Equipment : Excalibur, Crystal Helm, Crystal Mail, other equipment random  
Abilities : Swordplay, Iaido, Bonecrusher, Doublehand, Move +2

ENEMY: Agrias [Cancer] - lv 99 Holy Knight - Bravery 71, Faith 63  
Equipment : Save the Queen, Crystal Shield, Crystal Helm, Crystal Mail,  
                  random accessory  
Abilities : Holy Sword, Iaido, Shirahadori, Defense Boost, Move +2

ENEMY: Alma [Leo] - lv 99 Cleric - Bravery 31, Faith 87  
Equipment : Mage's Staff, Barette, Gaia Gear, Red Shoes  
Abilities : Holy Magicks, Time Magicks, Soulbind, Arcane Defense,  
                  Ignore Terrain

ENEMY: Ovelia [Taurus] - lv 99 Princess - Bravery 53, Faith 72  
Equipment : Mage's Staff, Cachusha, Gaia Gear, Red Shoes  
Abilities : Holy Magicks, Time Magicks, Soulbind, Arcane Strength,  
                  Ignore Terrain

ENEMY: Rapha [Skyseer] - lv 99 Skyseer - Bravery 31, Faith 69  
Equipment : Eight-fluted Pole, Thief's Cap, Black Garb, Featherweave Cloak  
Abilities : Sky Mantra, Items, Nature's Wrath, Swiftiness, Manafont

ENEMY: Marach [Netherseer] - lv 99 Netherseer - Bravery 69, Faith 31  
Equipment : Eight-fluted Pole, Thief's Cap, Black Garb, Featherweave Cloak  
Abilities : Nether Mantra, Items, Nature's Wrath, Swiftiness, Manafont

ENEMY: Orran [Cancer] - lv 99 Astrologer - Bravery 73, Faith 71  
Equipment : Omnilex, Thief's Cap, Black Garb, Japa Mala  
Abilities : Astrology, Items, Magick Counter, Swiftiness, Lifefont  
Immune : All negative status except Stone, Blind, Silence, Oil, Slow, Stop

When Dycedarg's team goes down, you're halfway through! Next up is a tricky battle against a large assortment of your own allies, including Orlandeau, Agrias, Ovelia, Alma, Rapha, Marach, and Orran. You'll now be on the receiving end of Orran's Celestial Stasis ability. If you have Ribbons and Thief's Caps, though, you're mostly immune to it. (Characters with Thief's Caps can still be Stopped, but that's all.) It still can cast Stop on characters who don't have a Ribbon, though, so you'll probably want to make a beeline for Orran and KO before he can paralyze anyone. (Orlandeau should be able to defeat him in a single attack thanks to their Zodiac compatibility.) If your entire team has Ribbons, you can pretty much ignore Orran completely.

Along with Orran, Agrias and Orlandeau should be your first targets because of their powerful sword techniques. Agrias's Save the Queen gives her a permanent Protect, which makes her slow to defeat. Try using Crush Weapon to break it. (She also has Shirahadori, so Jump or non-Dual Wielded physical attacks will not work.) Agrias and Orlandeau have good Zodiac compatibility with each other, which means Agrias is good for defeating the enemy Orlandeau and Orlandeau good against the enemy Agrias!

Once you defeat Agrias and Orlandeau, you'll probably want to go after Alma and Ovelia next. As in the main storyline, they mostly cast their Aegis buff. This can make other enemies tough to defeat, but Alma and Ovelia always cast it



on themselves, so you've got some time to catch up to them and defeat them. Watch out for their Soulbind! They have so little HP that you may be able to just circumvent Soulbind by KOing them in a single attack, though. (This will be a little tougher if they cast Aegis on themselves and have Shell/Protect; you could try dispelling those effects if you have an ability that will do so.) Or, inflict a status ailment that stops them from using reaction abilities, like Stop or Disable. If they did succeed in casting Aegis on themselves, they'll have a Reraise that lets them return after the KO. So, stay close to them after KOing the first time. When they wake up, quickly KO them again before they can cast Aegis a second time. Note that Alma has a very high Faith, so magick would do a lot of damage to her.

Rapha and Marach are, as always, not really worth worrying about until the end.

--BATTLE 7--

ENEMY FORCES: Elmdore (lv 99 Ark Knight)      Zalbaag (lv 99 Ark Knight)  
                  Celia (lv 99 Assassin)            Lettie (lv 99 Assassin)  
                  Archaeodaemon (lv 98)            Archaeodaemon (lv 97)  
                  Archaeodaemon (lv 96)            Archaeodaemon (lv 95)  
                  Archaeodaemon (lv 94)            Archaeodaemon (lv 92)

ENEMY: Elmdore [Gemini] - lv 99 Ark Knight - Bravery 70, Faith 70  
Equipment : Masamune, Genji Shield, Genji Helm, Genji Armor, Genji Glove  
Abilities\*: Sword Spirit, Vampire, Shirahadori, Brawler, Master Teleportation  
Immune : All negative status except Blind, Silence, Oil, and Slow  
\* Elmdore's Ark Knight job also includes Safeguard as an innate ability.

ENEMY: Celia [Sagittarius] - lv 99 Assassin - Bravery 65, Faith 70  
Equipment : Kiku-ichimonji x2, Thief's Cap, Black Garb, random accessory  
Abilities : Subdual Arts, Vampire, Move +1, random other abilities  
Immune : Stone, Chicken, Toad

ENEMY: Lettie [Scorpio] - lv 99 Assassin - Bravery 65, Faith 70  
Equipment : Spellbinder x2, Thief's Cap, Black Garb, random accessory  
Abilities : Subdual Arts, Vampire, Move +1, random other abilities  
Immune : Stone, Chicken, Toad

ENEMY: Zalbaag [Cancer] - lv 99 Ark Knight - Bravery 33, Faith 77  
Equipment : Runeblade, Crystal Shield, Crystal Helm, Crystal Mail,  
                  Germinas Boots  
Abilities : Blade of Ruin, Vampire, Adrenaline Rush, Defense Boost, Lifefont

In Battle 7, you'll face Elmdore's forces, including Elmdore, Celia, Lettie, the zombie version of Zalbaag, and some Archaeodaemons. Elmdore is equipped much as he was before, and you can't still get his Genji stuff. Celia and Lettie still have their Subdual Arts abilities, and all four humans (including Celia and Lettie!) now have the ability to turn you into Vampires. This causes a character to go berserk and start trying to Vampire other characters, including your own allies! This can be pretty dangerous, especially since you lose the battle if all characters get turned into a Vampire. Shirahadori does not block the Vampire attack, but having a Ribbon will at least protect you from the Vampire status (though not the damage from the attack). If one of your male characters does get turned into a Vampire (as signified by the bat icon), keep your other characters clear of him. As long as you do so, he should just attack monsters, and you're fine. There's not much that can cure Vampire status, only the Holy Water item, but it will be removed at the end of the battle. If the Vampired character really gets to be a problem, you could always KO him and then revive him at the start of the next battle when he's no longer a Vampire.

The good news is that Celia and Lettie are in perfect position for a Hallowed Bolt at the start of the battle. You can probably also attack multiple Archaeodaemons at once. Unlike in Limberry, Celia and Lettie do NOT turn into Ultima Demons when KOed. Zalbaag, for some reason, seems to turn into a crystal immediately upon being KOed. Grab it before any wounded enemy can.

Elmdore has a lot of HP and will probably take several attacks, so you may want to focus on eliminating the other humans first.

Be careful when attacking the Archaeodaemons. Their Karma magick does damage equal to the HP they've lost. If you leave an Archaeodaemon standing with little HP, this attack will be very powerful and do hundreds of damage! Once you've started attacking an Archaeodaemon, quickly finish it off. The Archaeodaemons like to retreat into a corner of the map; a long-range Jump attack is good for defeating them, if you happen to have it. You can also take advantage of the old trick of standing next to another enemy when one of the Archaeodaemons starts casting Gigafire, so the enemy will be hit by magick's effect radius. At any rate, the Archaeodaemons don't have that much HP, so you can hopefully defeat them in one hit if your Zodiac compatibility isn't bad. (There's a certain amount of luck here since the Archaeodaemons have random Zodiac signs.)

--BATTLE 8--

|   |                         |
|---|-------------------------|
| ENEMY FORCES: Bremond (lv 99 Celebrant) | Beowulf (lv 99 Templar) |
| Aliste (lv 99 Templar)                  | Reis (lv 99 Dragonkin)  |
| Tiamat (lv 97)                          | Tiamat (lv 96)          |
| Greater Hydra (lv 98)                   | Greater Hydra (lv 98)   |
| Hydra (lv 97)                           | Hydra (lv 96)           |

ENEMY: Bremond [Gemini] - lv 99 Celebrant - Bravery 15, Faith 75

Equipment : Zeus Mace, Gold Hairpin, Lordly Robe, Featherweave Cloak

Abilities : Priest Magicks, Throw, Counter Tackle, Safeguard, Lifefont

Immune : All negative status except Blind, Confuse, Silence, Oil, Berserk, and Slow

ENEMY: Beowulf [Libra] - lv 99 Templar - Bravery 60, Faith 73

Equipment : Ragnarok, Venetian Shield, Grand Helm, Maximillian, Germinas Boots

Abilities : Spellblade, Iaido, First Strike, Safeguard, Manafont

ENEMY: Aliste [Scorpio] - lv 99 Templar - Bravery 70, Faith 58

Equipment : Ragnarok, Kaiser Shield, Genji Helm, Genji Armor, Genji Glove

Abilities : Spellblade, Iaido, Shirahadori, Safeguard, Move +1

ENEMY: Reis [Pisces] - lv 99 Dragonkin - Bravery 70, Faith 58

Equipment : Cachusha, Japa Mala

Abilities : Dragon, White Magicks, Dragonheart, Arcane Strength, Lifefont

Battle 8 is versus the characters from Beowulf's storyline, plus an assortment of hydras. This is probably the toughest battle in the sequence: Beowulf and Aliste can inflict status ailments, the hydras do big damage (and their breath attacks can't be blocked with Shirahadori), Reis can support the hydras, and Bremond and Reis can both Raise KOed allies. This is where Kaiser or Reverie Shields will be quite helpful, as they halve all the damage from the hydras' breath attacks.

If you can move quickly, you can hit Beowulf and Aliste with a Hallowed Bolt before they can move. You'll want to take them out first because of the status ailments they can inflict on characters without Ribbons.

If you have your own Reis deployed, you should be able to use Dragon's Charm to

invite the hydras onto your team. This is quite helpful, as it not only reduces the number of enemies you're fighting but gives you an extra helping hand. (They won't stay with you past this round, though.)

Although the hydras are the ones doing the damage here, you'll probably have to KO Bremond and Reis first. Otherwise, they'll just keep healing or Raising the hydras. (Orlande can do a lot of damage to Reis because of his Zodiac compatibility.) Don't worry; Bremond doesn't turn into the Dark Dragon when KOed here.

The hydras all have 900+ HP, so you're unlikely to be able to KO one in a single attack. For your first attack, try using Northswain's Strike or the Dark Knight's Crushing Blow, which may inflict KO or Stop (respectively) and put the hydra out of play in a single blow. (Of course, there's no guarantee it will happen, but it's worth a try!) Six hydras together are quite dangerous, so focus on quickly KOing a few to reduce the number of enemies you're facing. The white Tiamat and black Greater Hydras are the real dangers because they have the breath attacks; unless augmented by Reis's Beastmaster, the orange Hydras can only do physical attacks, which you can easily block. Any hydra that gets separated from the group is a prime target, as you can attack it without putting yourself in danger. And as always, whenever you can attack without moving, you'll get more turns quickly. The hydras' breath attacks can do quite a bit of damage, so keep your HP high using HP-drain attacks. Hydras that are low on HP may flee into a corner, and you can just leave them there until you defeat the others.

After battling all these hydras, you may find yourself low on HP by the end of the battle. It's probably a good idea to heal yourself before moving onto the next battle. This is fairly easy to do; if the last hydra has critical HP, it will just cower in the corner and you've got plenty of time to heal. Just be sure to pick up any crystallized monsters before the hydra can heal itself!

--BATTLE 9--

|   |                                 |
|---|---------------------------------|
| ENEMY FORCES: Isilud (lv 99 Nightblade) | Meliadoul (lv 99 Divine Knight) |
| Barich (lv 99 Machinist)                | Cletienne (lv 99 Sorceror)      |
| Loffrey (lv 99 Divine Knight)           | Wiegraf (lv 99 White Knight)    |
| Folmarv (lv 99 Divine Knight)           | Zalmour (lv 99 Celebrant)       |
| Time Mage (lv 99, female)               | Time Mage (lv 99, female)       |

ENEMY: Isilud [Pisces] - lv 99 Nightblade - Bravery 97, Faith 63  
Equipment : Excalibur, Crystal Shield, Luminous Robe, other equipment random  
Abilities\*: Arts of War, Counter, Attack Boost, Ignore Elevation,  
other ability random  
Immune : All negative status except Blind, Silence, Oil, and Slow  
\* Isilud's Nightblade job also has Concentration as an innate ability.

ENEMY: Meliadoul [Capricorn] - lv 99 Divine Knight - Bravery 97, Faith 63  
Equipment : Excalibur, Crystal Shield, Circlet, Luminous Robe, Septie`me  
Abilities : Unyielding Blade, Counter, Attack Boost, Ignore Elevation,  
other ability random

ENEMY: Barich [Sagittarius] - lv 99 Machinist - Bravery 97, Faith 62  
Equipment : Blaze Gun, Thief's Cap, Luminous Robe, random accessory  
Abilities\*: Aimed Shot, Mana Shield, Defense Boost, Lifefont,  
other ability random  
Immune : All negative status except Blind, Confuse, Silence, Oil, Immobilize  
\* Barich's version of the Machinist job also includes Defense Boost, Arcane  
Defense, and Beast Tongue as innate abilities.

ENEMY: Cletienne [Gemini] - lv 99 Sorceror - Bravery 97, Faith 81

Equipment : Wizard's Rod, Thief's Cap, Luminous Robe, random accessory  
Abilities : Magicks, Magick Counter, Arcane Strength, Manafont,  
other ability random  
Immune : All negative status except Blind, Silence, Oil, Slow, Immobilize

ENEMY: Loffrey [Capricorn] - lv 99 Divine Knight - Bravery 97, Faith 68

Equipment : Excalibur, Crystal Shield, Circlet, Luminous Robe,  
random accessory  
Abilities : Unyielding Blade, Soulbind, Arcane Defense, Ignore Elevation,  
other ability random  
Immune : All negative status except Blind, Silence, Oil, and Slow

ENEMY: Wiegraf [Virgo] - lv 99 White Knight - Bravery 97, Faith 64

Equipment : Excalibur, Crystal Shield, Circlet, Luminous Robe,  
random accessory  
Abilities : Holy Sword, Mana Shield, Attack Boost, Ignore Elevation,  
other ability random  
Immune : All negative status except Blind, Silence, Oil, and Slow

ENEMY: Folmarv [Leo] - lv 99 Divine Knight - Bravery 97, Faith 68

Equipment : Excalibur, Crystal Shield, Luminous Robe, other equipment random  
Abilities : Unyielding Blade, First Strike, Defense Boost, Ignore Elevation,  
other ability random  
Immune : All negative status except Blind, Silence, Oil, and Slow

ENEMY: Zalmour [Sagittarius] - lv 99 Celebrant - Bravery 97, Faith 70

Equipment : Eight-fluted Pole, Thief's Cap, Luminous Robe, random accessory  
Abilities : Priest Magicks, Magick Counter, Arcane Strength, Lifefont,  
other ability random  
Immune : All negative status except Blind, Confuse, Silence, Oil, Berserk,  
and Slow

On to Battle 9! Here you'll fight all the Knights Templar. This is also a tricky battle, especially because most of them have Excaliburs (giving them an auto-Haste) and all have 97 Bravery, which means their reaction abilities activate quite frequently.

If you have Safeguard, you'll be protected against their Crush attacks and they pretty much have to resort to physical attacks, which you should be able to block with Shirahadori. This makes Wiegraf the most dangerous -- Safeguard won't protect you from his Holy Sword techniques, and they do a LOT of damage, thanks to his Attack Boost!

Hit Isilud and Meliadoul straight off with a Hallowed Bolt, then go after Wiegraf. Unfortunately, Wiegraf has Mana Shield, which means you'll need to be ready with a couple of attacks to take him down. Using Crush Weapon (or even just Rend Weapon) is extremely effective here. None of the Templars have Safeguard in this battle, and breaking their Excaliburs will take away their Haste and disable their sword techniques.

After you defeat Wiegraf, you'll probably want to KO Cletienne next. Sometimes, he will use Arise to bring back Templars you have already defeated.

Watch out for Loffrey's Soulbind! You probably can't defeat him in one hit, so unless you Disable or Stop him, you'll just have to take the hits from Soulbind as you whack him away at him. Make sure you don't attack him unless you can receive back half the damage you deal (unless you have a Reraise, in which case you can attack him with impunity!). Another good tactic is to use Shadowblade and Sanguine Sword to attack him; while the HP drain effect occurs BEFORE you take the damage from Soulbind, it at least keeps your HP up. Cletienne and

Zalmour also have Magick Counter, but unless you're using magick, you don't need to worry about this.

If you have Shirahadori and protection against Immobilize/Disable, Barich is basically harmless, so save him for later (especially since his Mana Shield makes him slow to go down). Zalmour is similarly useless: while in principle he can heal the other Knights, in practice he just tries physical attacks, plus he's extremely slow. Don't worry about him, either.

--BATTLE 10--

ENEMY FORCES: Delita (lv 99 Holy Knight)      Valmafra (lv 99 Sorceror)  
                  Dark Knight (lv 99, female)      Dark Knight (lv 99, female)  
                  Dark Knight (lv 99, female)      Dark Knight (lv 99, female)  
                  Dark Knight (lv 99, female)      Dark Knight (lv 99, female)  
                  Dark Knight (lv 99, female)      Dark Knight (lv 99, female)

ENEMY: Delita [Sagittarius] - lv 99 Holy Knight - Bravery 97, Faith 60  
Equipment : Chaos Blade, Escutcheon II, Grand Helm, Lordly Robe, Ribbon  
Abilities : Holy Sword, Iaido, Shirahadori, Safeguard, Move +3  
Immune : Chicken, Toad, Charm, Doom

ENEMY: Valmafra [Leo] - lv 99 Sorceror - Bravery 97, Faith 75  
Equipment : Wizard's Rod, Aegis Shield, Ribbon, Lordly Robe, Chantage  
Abilities : White Magicks, Soulbind, Swiftiness, Manafont  
Immune : All negative status except Blind, Silence, Oil, Slow, Immobilize

After the Knights Templar comes the final battle. Valmafra makes her long-anticipated debut on the battlefield, accompanied by eight Dark Knights, all of whom are equipped with Save the Queen and Defense Boost, and Delita. Some of the Dark Knights have First Strike and some have Mana Shield, and both Delita and Valmafra have ??? HP status.

All the Dark Knights will be slow to take out because of their Defense Boost and auto-Protect. Fortunately, they use their Darkness abilities very rarely if ever; they just use physical attacks, which you should be able to easily block. Breaking their weapons will help you take them out more quickly, as well as rendering them completely harmless. It's probably a good idea to first use Crush Weapon on the Dark Knights with Mana Shield, since these will be the absolute slowest to defeat. (The other ones you can attack more quickly.) Some of the Dark Knights also have Steal ... but if you have Safeguard, you're completely protected against getting your equipment stolen, so don't sweat it.

Advance slowly. Delita will soon advance to attack you. His sword techniques are quite powerful and he has Safeguard, so you can't break his weapon. He also has Shirahadori, so Jump and single physical attacks are a no-go. And, he even has a Ribbon "magically" equipped in his accessory slot that blocks status attacks. So, your best bet is to use Shadowblade/Sanguine Sword to attack him while healing yourself; Holy Sword techniques also work well, too. He actually doesn't have all THAT much HP -- only a little more than 1000.

Once you've defeated Delita, you're pretty much clear. Before you mop up the Dark Knights, you'll have to deal with Valmafra, who can Raise all the KOed enemies. (For better or for worse, the Dark Knights here never turn into crystals and she can always Raise them.) To keep her from using her Chantage to revive \*herself\*, break it with Rend Accessory or Crush Accessory or steal it; she doesn't have Safeguard. (If you don't have any of these abilities, you'll have to whittle down all the Dark Knights and take her out last.) Fortunately, she doesn't actually seem to do much except heal herself and cast Raise. She does have Soulbind, so you'll keep taking damage while you wear her down. Again, Shadowblade or Sanguine Sword are useful as a way of attacking

her while keeping up your own HP. Like Delita, she only has 1000 HP or so.

Valmafra is also equipped with a Lordly Robe that you can steal, if you bring someone with Steal/Plunder all the way down here. This is actually a great item to steal. The Lordly Robe is fantastic armor for magick-users, and normally there's only one available in the game (the one in Midlight's Deep). By repeating this mission, however, you can steal as many Lordly Robes as you want! Once you've KOed Delita, there's no real threat here and you have plenty of chances to steal from her. She also has a Chantage and Ribbon that you can steal. (Her weapon and shield are just a garbage Wizard's Rod and Aegis Shield, stuff you can buy in a store!)

This battle is actually rather anticlimactic after the last two. When you finally take out Delita and Valmafra's team, congratulations, you've completed this marathon mission! Your rewards may include two unique items: the Crown Sceptre, a rod that gives you +4 Magick Attack, and the Sage's Ring, which allows you to absorb EVERY element and also boosts the power of all your elemental attacks!

It's also worth noting that there are a fair number of rare items you can steal here. (Balthier is a good character to use if you want to steal.) Aside from the Lordly Robe mentioned above, there's nothing much TOO special (that's not protected with a Safeguard, anyway), but you can pick up a bunch of knight's swords and hair adornments. Orran has an Omnilex that you can grab; it's also poachable, but you may find it more convenient to acquire here if you want one. The Dragoons in battle 5 also have some Holy Lances; these aren't as good as many other polearms, but you may want to pick one up to round out your weapon collection if you haven't poached it from Sekhret. And, Valmafra has a Chantage in addition to her Lordly Robe and Ribbon.

TITLE AWARDED: Hero

UNIQUE POSSIBLE TREASURES: Crown Sceptre, Sage's Ring

---Rendezvous Mission 15: An Ill Wind-----

AVAILABLE AFTER...: Completing single-player game

BATTLE MAP: Ziekden Fortress

YOUR FORCES: 1-3 characters per player

ENEMY FORCES: Argath (lv 99 Deathknight) Argath (lv 99 Deathknight)  
Argath (lv 99 Deathknight) Argath (lv 99 Deathknight)  
Argath (lv 99 Deathknight) Argath (lv 99 Deathknight)  
Argath (lv 99 Deathknight) Argath (lv 99 Deathknight)  
Argath (lv 99 Deathknight) Argath (lv 99 Deathknight)

ENEMY: Argath [Virgo] - lv 99 Deathknight - Bravery 70, Faith 65

Equipment : Ragnarok, Escutcheon II, Grand Helm, Maximillian, Ribbon

Abilities : Fell Sword, Vampire, \*, Safeguard, Defense Boost, Ignore Elevation

Immune : Berserk, Charm, Stone

\* The 10 Argaths have different reaction abilities:

4 with Soulbind                    2 with First Strike  
2 with Mana Shield                1 with Sticky Fingers  
1 with Shirahadori

VICTORY CONDITION: KO all 10 Argaths

LOSS CONDITION: All allies are KOed/Stone/Vampire

WEATHER: Clear day (no special effects)

| MAP SIZE: | TERRAIN TYPES | GEOMANCY  | MAP AREA |
|-----------|---------------|-----------|----------|
| 13 x 9    | Snow          | Snowstorm | 96%      |

|              |                  |    |
|--------------|------------------|----|
| Bridge       | Wind Slash       | 3% |
| Wooden Floor | Will-o'-the-Wisp | 2% |

--STRATEGY--

It's the Argath Burly Brawl! There are no fewer than TEN Argaths here, and you must defeat all of them to win.

The best set-up for this battle is to deploy just one character per player, and give them the following set-up:

Equipment : Cursed Ring, Ribbon or Barette, Chaos Blade or other strong weapon

Abilities : Speechcraft (optional), First Strike, Concentration

The Cursed Ring and either a Ribbon or Barette are essential here. The Argaths normally use Fell Sword techniques to drain your HP, which will quickly kill you and makes KOing them nearly impossible since they keeps regaining HP. The Cursed Ring, found on The Switchback in Midlight's Deep in the single-player game, will protect you from this by negating drain attacks. (There seems to be only one Cursed Ring, so if you lost it or don't have it, you'll have to quickly use the Mystic's Corruption magick to make yourself undead.) Argath also uses the Vampire attack, which has a 100% rate of turning you into a Vampire, so you need a Ribbon or Barette to protect against this. If both characters get Vampired, you lose! Once you have both a Cursed Ring and Ribbon/Barette, the Argaths can only use physical attacks, which you can block with First Strike (or Shirahadori).

If one player doesn't have the Cursed Ring, you can have that player equip an item to make his/her character start the battle in Invisible status. The Ninja Gear, Septie`me perfume, or Invisibility Cloak all work. Then, simply have that character take no actions. S/he will remain Invisible and can never be targeted by Argath. Let the other character mop up all the Argaths and you can still win the battle without a KO. This works fine; it just means the battle will take longer since you have only 1 character dealing damage instead of 2.

Because First Strike only works if you're in position where you can attack back, it's very important to watch your vertical positioning. Swords have a range of 3 down but only 2 up. If Argath stands on a tile with a height difference of 3 from your tile, he can attack you and you can't First Strike him! Stay on level ground and you're fine. Standing next to a tile with a height difference of MORE than 3 -- like the side of the fort -- is also OK as Argath can't attack you across such a distance.

The other tricky part of this battle is the Argaths' reaction abilities. Four of the Argaths have Soulbind, which reflects back half the damage you do. (The other six Argaths have different reaction abilities: Shirahadori, Sticky Fingers, two with Mana Shield, and two with First Strike.) You're probably better off not directly attacking the Argaths with Soulbind. Instead, let them attack you, and First Strike will turn the attack into one of your own without triggering Soulbind. He can normally block your counterattacks with his Escutcheon II shield, but Concentration will take care of that. (If you get surrounded by the bodies of KOed Argaths, move to another tile so there's room for additional Argaths to attack you.) You could also attack the Soulbound Argaths directly, but you'd have to alternate between that and using Chakra to heal yourself. Argath has Safeguard, so you can't break or steal his shield(s).

On your own turns, use sword techniques or other abilities to attack the Argaths who \*don't\* have Soulbind. Although you can't view their status screen directly, you CAN see their reaction ability when the damage estimate appears. Only attack the ones who don't have Soulbind. Be careful of any area effect

damage; you might hit a second Argath who has Soulbind. If you're not sure which reaction ability each Argath has, aim your attacks so that you only strike one at a time, and only attack the ones without Soulbind. It's also safe to attack a Soulbound Argath who is low on HP; if you finish him off with your attack, Soulbind never triggers. Argath has Safeguard, so Crush skills are out.

Another way to deal with Soulbind and the other reaction abilities is to use Intimidate [Orator] to lower each Argath's Bravery. (The Mystic's Hesitation tends not to work so well; if you start charging up magick, Argath will use Duskblade to steal all your MP.) Argath won't ever turn into a chicken (he's immune to this status), but with a low Bravery, his reaction abilities are less likely to trigger, and you can attack him directly. This is a much less efficient solution, though, since you'll have to spend quite a few turns lowering Argath's Bravery.

All of the Argaths are immune to status attacks thanks to their Ribbons. They're also dirty cheaters, and have somehow managed to equip a Ribbon in their accessory slots even though it's a piece of female-only headgear!

The best secondary action ability to bring is Speechcraft and Praise. The maximum permanent Bravery you can have is 97, which means that if you enter the battle with 97 Bravery, there's still a (small) chance that First Strike will fail and Argath will hit you. So begin the battle by using Praise on yourself and you can raise your Bravery up to 100, which means you have a 100% chance of First Strike and Argath can NEVER hurt you. (Fortunately, Argath is an idiot and will continue attacking you even when it is literally impossible for him to land a blow.) Alternately, you could use Martial Arts as your action ability. Chakra heals you even if you're undead, so you can use it for healing in case the Argaths do land a few hits on you.

Teleport or Ignore Elevation is also convenient, just because the Argaths sometime climb up on top of the fort using their own Ignore Elevation ability.

This battle is nearly impossible without the right character set-up. On the other hand, if you \*are\* properly equipped, it's really no problem as Argath can't hurt you at all.

The unique treasures you can get here are the Valhalla fell sword and the Vanguard Helm. The Vanguard Helm is on par with the Grand Helm; it has the same HP bonus and also gives you +20 MP, but doesn't protect you from Blind or Sleep. Actually, the Grand Helm is probably a little better because of the status protection, but there's only one Grand Helm, so the Vanguard Helm can be useful too!

TITLE AWARDED: Riskbreaker

UNIQUE POSSIBLE TREASURES: Valhalla, Vanguard Helm

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VII. JOBS AND ABILITIES  
\*\*\*\*\*

%%JOB REQUIREMENTS (QUICK REFERENCE)%%00req

This chart is just a quick reference to the requirements to unlock each job. New jobs for a character are unlocked by have that character gain JP with particular jobs he/she already has and increasing their JOB LEVEL. (The Dark Knight has somewhat more complex requirements -- see below.) The character's overall experience level plays NO role and you can unlock any job at any experience level. All that matters is JOB levels.



When more than one required job is listed in the table, you must get ALL the jobs up to the appropriate level (so Onion Knight requires Squire lv. 6 AND Chemist lv. 6) with the SAME character.

| TO UNLOCK...  | REQUIRES JOBS  |
|---------------|--|
| Squire        | : Always available   |
| Chemist       | : Always available   |
| Knight        | : Squire lv. 2   |
| Archer        | : Squire lv. 2   |
| Monk          | : Knight lv. 3   |
| White Mage    | : Chemist lv. 2  |
| Black Mage    | : Chemist lv. 2  |
| Time Mage     | : Black Mage lv. 3   |
| Summoner      | : Time Mage lv. 3  |
| Thief         | : Archer lv. 3   |
| Orator        | : Mystic lv. 3   |
| Mystic        | : White Mage lv. 3   |
| Geomancer     | : Monk lv. 4   |
| Dragoon       | : Thief lv. 4  |
| Samurai       | : Knight lv. 4, Monk lv. 5, and Dragoon lv. 2  |
| Ninja         | : Archer lv. 4, Thief lv. 5, Geomancer lv. 2   |
| Arithmetician | : White Mage lv. 5, Black Mage lv. 5,<br>Time Mage lv. 4, and Mystic lv. 4                         |
| Bard          | : Summoner lv. 5 and Orator lv. 5, males only  |
| Dancer        | : Geomancer lv. 5 and Dragoon lv. 5, females only  |
| Mime          | : Squire lv. 8, Chemist lv. 8, Summoner lv. 5,<br>Orator lv. 5, Geomancer lv. 5, and Dragoon lv. 5 |
| Dark Knight   | : *SEE BELOW*  |
| Onion Knight  | : Squire lv. 6 and Chemist lv. 6   |

\* To become a Dark Knight, the same character must fulfill ALL of these three requirements:

1. Master Knight and Black Mage by learning all the abilities. It doesn't matter how you learn them: you can buy them with JP, acquire them from crystals, or learn advanced Black Magicks by being hit with them (see Learning Magick From Being Hit).
2. Earn enough JP to raise the Dragoon, Geomancer, Samurai, and Ninja jobs to job level 8. While it's possible to master Geomancer without getting it to job level 8, you MUST continue to earn enough JP to get to job level 8 if you want to unlock Dark Knight.
3. Kill 20 enemies with the character you want to turn into a Dark Knight. Just KOing them does NOT count; they must turn to chests or crystals. (And poaching does not count!) It doesn't matter whether or not you actually pick up the crystals/chests. There is no way to actually see how many enemies a character has killed, so just keep on killing until the job unlocks.

The following jobs are automatically available to special story characters but are NOT available to generic characters:

|             |               |             |             |
|-------------|---------------|-------------|-------------|
| Ark Knight  | Astrologer    | Automaton   | Byblos      |
| Cleric      | Divine Knight | Dragonkin   | Fell Knight |
| Game Hunter | Holy Dragon   | Holy Knight | Machinist   |
| Netherseer  | Princess      | Sky Pirate  | Skyseer     |
| Soldier     | Sword Saint   | Templar     |             |

The followings jobs and monsters are used only by enemies and are never available to you, the player:

|               |             |             |                  |
|---------------|-------------|-------------|------------------|
| Archaeodaemon | Arch Seraph | Assassin    | Bringer of Order |
| Celebrant     | Dark Dragon | Deathknight | Death Seraph     |

|              |              |            |           |
|--------------|--------------|------------|-----------|
| Gigas        | High Seraph  | Nightblade | Reaver    |
| Serpentarius | Sorceror     | The Impure | The Wroth |
| Ultima Demon | White Knight |            |           |

%%GENERAL INFORMATION ABOUT JOBS%%00job0

---EQUIPPING ABILITIES---

Each job has a category of Action Abilities (e.g. "Black Magick" or "Steal"). This category of abilities is always available for use by the job. In addition, each job can equip one other job's Action Ability category. So, you can have a Black Mage with the Knight's Arts of War ability, or a Samurai who uses both her inherent Iaido ability plus the Chemists' Items ability.

Each job can also equip one Reaction Ability, one Support Ability, and one Movement Ability. Note that the Reaction/Support/Movement Abilities that a job can learn are NOT automatically available (with a few exceptions noted below). You must use your slots to equip them!

The exception to all of the above are the Onion Knight and Mime jobs, which can't equip any abilities at all.

---JOBS & STATS---

STATS WHEN ACTIVE JOB: A character's CURRENT job plays a big role in determining your current stats. Black Mages have high MP and magick strength, but a weak physical attack. Thieves are speedy but don't have much HP. Below, I've given rough approximations of each job's stats using letter grades. A comparison of these stats is available in the Job Stats Comparison Chart at the end of this section.

GROWTH RATES: A character's stats are also partially determined by the jobs you used to level up with in the past. While all jobs will grow all stats, some jobs grow certain stats faster and slower. For example, Monk will grow HP quickly, while Ninja will grow Speed quickly. These growth rates don't always match up with the stat bonuses when you're USING the job. (For instance, almost every job has the same magick attack growth rate, but they definitely differ in their \*current\* magick attack!) So I've given separate ratings for the Growth Rates, on a scale of \* (worst) to \*\*\*\*\* (best).

If you're just playing through the game normally, you really don't have to pay any attention to the growth rates. But, if you want, you can use differences in jobs' growth rates as a way of grinding your characters' stats even higher. See Level Downs & Stat Grinding under Statistics and Leveling for more information.

Stat growth from level-ups is permanent (outside of the Level Down trick). If you later switch jobs, your past stat growth will not be lost or changed.

MOVE, JUMP, AND EVADE: These stats do not change with level ups and depend only on your current job plus your accessories/equipment. Movement range is the number of tiles a character can move per turn. Jump height is the maximum height distance between tiles that a character can traverse while moving. (Additionally, when faced with a gap, characters can make horizontal jumps equal to half their Jump height.) Finally, each job has a inherent evade rate for physical attacks. Note that this inherent evade rate is only good against attacks from the front. (By contrast, shields can also evade attacks from the side, and cloaks can evade attacks from all directions.)

Even though the status screen has a space for an inherent magickal evade rate, all jobs actually have a 0% basic magick evade. The only way to evade magick is to equip shields or accessories.

---UNLOCKING JOBS---

Aside from Squire and Chemist, jobs must be unlocked by gaining Job Levels with your existing jobs. For example, to switch to the White Mage job, a character must have Chemist at Job Level 3 or higher. (The requirements for each job are listed in the charts below, and in the Quick Reference guide above.) You must reach the required Job Levels with the SAME character you want to switch to the new job -- so, for instance, having Ladd meet the requirements for the Ninja job won't help Ramza unlock it.

Experience points and a character's overall experience level does NOT matter for unlocking jobs. What matters is the JP you've earned for specific jobs.

Job Levels are determined by the TOTAL amount of JP you've earned with a given job. Spending JP to purchase abilities does NOT decrease this total. So, a character who's earned 730 JP with Samurai would have a Samurai job level of 4, even if he's spent 500 of those JP on abilities.

|             |                       |
|-------------|-----------------------|
| Job Level 1 | 0 JP total            |
| Job Level 2 | 200 JP total          |
| Job Level 3 | 400 JP total          |
| Job Level 4 | 700 JP total          |
| Job Level 5 | 1100 JP total         |
| Job Level 6 | 1600 JP total         |
| Job Level 7 | 2200 JP total         |
| Job Level 8 | 3000 JP total         |
| Mastered    | All abilities learned |

Gaining Job Levels does not improve your stats or abilities (aside from the Onion Knight, discussed below). It just helps you unlock new jobs.

Note that it's possible to Master a job even if your Job Level is less than 8. Squire, Geomancer, and some story character jobs require less than 3000 JP to Master, and you can Master other jobs with less than 3000 JP if you learn a lot of abilities from crystals. Your Job Level is actually independent of whether you've Mastered the job and continues to go up until it reaches 8, even if you've already Mastered the job. Keep this in mind, because most jobs unlock based on JOB LEVELS, not on Mastered jobs. (For instance, Dark Knight requires you to have job level 8 with Geomancer, even though you can master Geomancer with only job level 7!)

Similarly, even though Mime is always Mastered, you can increase its Job Level by earning JP as a Mime. However, there's no benefit for doing so.

The Job Level for Onion Knight is determined by the number of other jobs that you've Mastered. Every two jobs Mastered (not including Squire, Chemist, Mime, or Dark Knight) boosts the Onion Knight's Job Level by 1.

Both Onion Knight and Mime are always Mastered.

---STORY CHARACTER JOBS---

Some story characters that join your party have special jobs available for that character. They aren't available to generic characters. In all cases where a story character has a special job, the special job replaces the Squire job for that character. For more on these special jobs, see the Story Character Jobs portion of the job/ability list, below.

---Damage Bases-----

Different types of abilities use different stats in calculating how much damage they do or how likely they are to succeed. For example, magicks get stronger as



a character's CT by his/her Speed statistic; see Turn Order & Charging Abilities under Basic Mechanics for more.)

A SMALLER number under "TIC" is BETTER as it means the ability takes less time to charge! Most non-magick abilities require 0 ticks to charge; these abilities activate as soon as you select them. (The "Speed" statistic you see on the in-game status screen equals 100 divided by Ticks; I've listed the clock ticks here as it's easier to interpret in game terms.)

Be aware that since multiple characters may receive a turn on the same clock tick (see Basic Mechanics), the total number of characters TURNS before the ability activates may be the greater than the number of clock ticks.

With the exception of the Dragoon's Jump, changing your character's Speed statistic has no effect on charge time.

POWER: "PWR" determines the amount of damage inflicted or restored, or the hit rate of status changing abilities. See each job's section for the specific formula of how this number is used. (But in every case, higher PWR is better!)

NO ability can ever do more than 999 damage per strike. Any formula that would result in more than 999 damage is rounded down to 999.

RANGE: Two numbers are listed for Range ("RNG"). The first ("H") is the horizontal range in tiles -- how many tiles away can the target be? Usually, you'll see a number. You might also see "Weapon" instead, which means the range of the ability is equal to the range of the user's current weapon. "4Dir" means "4 directions"; the ability reaches only in the cardinal directions and extends the length of its effect radius (see below). The second number under Range ("V") is the vertical range. Some abilities can only target characters who are within a certain height of the caster. A \* displayed here means the ability has an infinite vertical range and can target characters at any height (most abilities actually fall into this category).

EFFECT RADIUS: Many abilities affect not just the character targeted, but nearby tiles as well. This is the "Effect Radius" of the ability, and is listed under "RAD". Again, the first number is the horizontal radius -- how wide is the effect radius in terms of # of map tiles? (An ability with a radius of 1 targets only one tile; a greater radius target more.) The second number is the vertical radius. In most cases, the effect radius only holds over tiles within a certain vertical height of the central target.

So, for instance, the spell Blizzaga has a range of 4/\*. This means that it can target any unit within 4 panels of the caster, regardless of vertical distance. It also has an effect radius of 2/3. This means that it has a radius of horizontal size 2 -- it hits both the targeted tile and neighboring tiles that are 1 tile away. The vertical radius is 3, so any neighboring tiles that differ in height by more than 3 will NOT be part of the effect radius.

TARGETS: Target ("TAR") determines whether the ability affects only allies within in the effect radius, only foes, or both. Continuing the Blizzara example, Blizzara target All units within the radius, meaning that both enemy units and your own allies will be affected. Look out!

LINE OF FIRE: Finally, Line of Fire ("LF") displays whether the ability requires an unobstructed line of fire between the user and the target.

> If Y (yes) is displayed here, the ability requires a direct line of fire and CANNOT travel through other units or obstructions such as walls. If there is another unit in the way, that unit will be hit instead! See the "Shoot Enemies Next to You" trick in the Tricks Related To Specific Items section

of Basic Mechanics for tips on how to exploit this to your advantage.

> If N (no) is displayed for Line of Fire, the ability does NOT require a direct line of fire and works even if there are walls or other units in the way.

Of course, Line of Fire is irrelevant for abilities that affect only the user or units in adjacent tiles, since there can't be any other obstacles in between.

#### ---REACTION ABILITIES---

Reaction Abilities trigger when the character is hit by a specific kind of action. The action that triggers that the Reaction Ability is listed under Trigger. ("Critical HP" means when you have less than 20% of your max HP and the character is kneeling/crouching.)

Most Reaction Abilities don't always activate. In most cases, the chance of a Reaction Ability activating is equal to the character's Bravery. If "Yes" is displayed under Bravery ("BRV"), the chance of the Reaction Ability activating is equal to your Bravery. If "No" is displayed, Bravery does not affect the Reaction Ability; the ability either ALWAYS works, or is affected by something else listed in the description for that ability.

Reaction Abilities can never be used in response to other Reaction Abilities. For example, you can't use Counter someone else's Counter attack, or use Mana Shield or Auto-Potion to defend against Magick Counter or Soulbind.

#### ---SUPPORT AND MOVEMENT ABILITIES---

Support and Movement Abilities are pretty straightforward.

#### ---INNATE ABILITIES---

A few jobs have abilities that are automatically in effect and don't need to be equipped. For example, the Ninja doesn't need to equip Dual Wield to use two weapons. You only need to learn Dual Wield for when you change to a different job and want to retain that ability.

#### ---RECOMMENDED ABILITIES---

Some abilities have been marked with \*. A \* here means the ability is (in my usually inaccurate opinion) one of the job's best.

#### ---LEARNING MAGICK FROM BEING HIT---

A & next to an ability's JP cost indicates that this magick ability can also be learned if the character is hit with the magick. (Each time you're hit, there's only a random chance of learning the ability.) For more information on this and a list of all the abilities and their learning rates, see the "Learning Magick from Being Hit" section (Ctrl+F and 00hit to jump there). The Ultima and Zodiark magicks can ONLY be learned this way.

%%STANDARD JOBS%%00job1

#### ---SQUIRE-----

Required jobs : none  
Level up to unlock : Job Lv 2 - Knight, Archer  
Job Lv 6 - Onion Knight (also needs Chemist)  
Job Lv 8 - Mime (also needs Chem., Sum., Ora., Geo., Drag.)

Equippable weapons: Knives, swords, axes, flails Movement range : 4  
Equippable armor: Hats, clothes Jump height : 3  
Physical evade : 5%

#### Stats When Active Job:

HP: C- MP: D+ Phys. Atk.: C- Mag. Atk.: D+ Speed: C

#### Stat Growth Rates:

HP: \*\*\* MP: \*\* Phys. Atk.: \*\* Mag. Atk.: \* Speed: \*

--ABILITIES--

--Action Abilities: Fundamentals--

Damage inflicted : Physical Attack x (random number from 1 to PWR)  
RNG RAD

|         | MP | TIC | PWR | H/V | H/V | TAR  | LF | JP  | EFFECT   |
|---------|----|-----|-----|-----|-----|------|----|-----|--|
| * Focus |    | 0   | --  | Slf | 1/- | Self | -  | 300 | Raises Physical Attack stat by 1. Duration: Battle. 100% hit rate. |
| Rush    |    | 0   | 4   | 1/1 | 1/- | Any  | -  | 80  | Weak physical attack, good chance of knocking enemy back one tile  |
| Stone   |    | 0   | 2   | 4/* | 1/- | Any  | Y  | 90  | Weak physical attack, good chance of knocking enemy back one tile  |
| Salve   |    | 0   | --  | 1/2 | 1/- | Any  | -  | 150 | Cures Blind, Silence, Poison. 100% hit rate.                       |

The damage from Rush and Stone increases (though not by much) if you have the Monk's Brawler ability equipped.

--Reaction Abilities--

|                | TRIGGER      | BRV | JP  | EFFECT                   |
|----------------|--------------|-----|-----|--------------------------|
| Counter Tackle | Phys. attack | Yes | 180 | Counterattack using Rush |

--Support Abilities--

|             | JP  | EFFECT  |
|-------------|-----|---|
| Equip Axes  | 170 | Equip Axes regardless of current job  |
| Beastmaster | 200 | Monsters in adjacent tiles gain an extra ability. (Limited to vertical range of 3.) |
| Defend      | 50  | Allows use of Defend action to double evade rate until next turn                    |
| * JP Boost  | 250 | Raises JP received by the unit by 50%   |

--Movement Abilities--

|           | JP  | EFFECT             |
|-----------|-----|--------------------|
| * Move +1 | 200 | Movement range + 1 |

JP to master: 1670

--MY THOUGHTS--

Squires are what you'd expect from a starting job -- functional, but nothing all that special. Abilities like Counter Tackle and Stone can be somewhat useful early on, but are soon supplanted by superior ones. And while the Squire's stats aren't \*bad\*, they're not all that great either.

Three key abilities from the Squire job are Move +1, JP Boost, and Focus. Move +1 is a great all-purpose movement ability though, and definitely worth learning before you move on from Squire to other jobs, most of which have a movement range of only 3 (compared to Squire's 4). Having a good movement range helps you keep up with the battle. Of course, Move +1 will eventually be supplanted by Move +2 and +3, but it may be some time before you get those.

JP Boost is also great for helping you learn other abilities quickly, especially





inventory. One item is consumed with each use. All the items except the Elixir can be bought at the Outfitter, although some do not become available until later in the game.

All Items abilities have a 100% hit rate.

The Throw Items ability (innate in the Chemist job, and equippable for other jobs) extends the range of all Items abilities from 1 to 4.

Versus Undead targets, all Potions do damage, and Phoenix Down works as an instant KO attack.

--Reaction Abilities--

|               | TRIGGER     | BRV | JP  | EFFECT                               |
|---------------|-------------|-----|-----|--------------------------------------|
| * Auto-Potion | Any HP loss | Yes | 400 | Use weakest potion available on self |

--Support Abilities--

|               |  | JP  | EFFECT  |
|---------------|--|-----|---|
| * Throw Items |  | 350 | Increases horizontal range of Items command from 1 to 4                     |
| * Safeguard   |  | 250 | Equipment can't be broken or stolen   |
| Reequip       |  | 0   | Allows use of Reequip action to change unit's equipment (but consumes turn) |

--Movement Abilities--

|                 |  | JP  | EFFECT   |
|-----------------|--|-----|--|
| Treasure Hunter |  | 100 | Allows you to discover any hidden items on the destination tile, which are then added to your inventory. Your chance of getting a more valuable item increases with LOW Bravery. |

JP to master: 5140

--MY THOUGHTS--

Despite being a "basic" job, Chemists are great! Items are great for healing because they don't take any time to charge and have a 100% hit rate. Ethers and Hi-Ethers are also two of the few abilities that can recover MP. And, since the strength of items doesn't depend on your Magick Attack or Faith, you can assign the Items ability even to a character with low magick ability. The only real downside is that items can only heal one character at a time.

Chemists are also one of two standard jobs that can equip guns. Once you're able to buy guns (late in Chapter II), Chemists will have a range attack, giving them something else to do when the team doesn't need healing.

When you're ready to switch your Chemist to another job, be sure to learn Throw Items and then equip it after you switch jobs. Otherwise, your items will only have a range of 1 and won't be nearly as useful. Chemists themselves don't need to learn or equip Throw Items, as they have it as an innate ability.

It's pretty safe to skip the items that cure negative status (Eye Drops, etc.); you don't have to face these status conditions all that often. Save your JP and just learn Remedy. Once Remedies become available (midway through Chapter II), they duplicate the effects of ALL the other status-curing items. The one

exception is Holy Water, but there's really only one or two points where you have to worry about being hit with the Undead or Vampire conditions.

Safeguard is an important support ability, especially later in the game when you have rare equipment that you can't buy in stores. You don't want that being broken or stolen! Although you don't need to equip Safeguard all the time, it's good to have on hand for particular battles where the enemies are apt to break or steal your equipment.

The Auto-Potion reaction ability allows you to use potions when hit. Although you normally just use regular Potions, if you discard all Potions from your inventory, you can use Hi-Potions or X-Potions instead to recover up to 150 HP per hit! Auto-Potion does require you to survive the initial hit before you can heal yourself, but it's effective against all kind of attacks, even those that can't be blocked with other reaction abilities. This makes Auto-Potion one of the better reaction abilities, especially early in the game.

The Treasure Hunter movement ability, on the other hand, isn't all that useful during the main game. Most of the items you find from it are nothing special. However, in the game's sidequests, Treasure Hunter will net you some rare items you can't find anywhere else, so at that point you'll definitely want to have at least one character learn Treasure Hunter. (Preferably, give it someone with low Bravery, as this increases your chance of getting good items with it.)

---KNIGHT-----

Required jobs : Squire (job lv. 2)  
Level up to unlock : Job Lv 3 - Monk  
Job Lv 4 - Samurai (also needs Monk & Dragoon)  
Mastered - Dark Knight (also needs B.Mag, Geo., Drag.,  
Sam., Ninja, 20 kills)

Equippable weapons: Swords, knight's swords Movement range : 3  
Equippable armor: Shields, helms, armor, robes Jump height : 3  
Physical evade : 10%

Stats When Active Job:

HP: C+ MP: C- Phys. Atk.: B- Mag. Atk.: D+ Speed: C  
Stat Growth Rates:  
HP: \*\*\*\* MP: \*\* Phys. Atk.: \*\*\*\* Mag. Atk.: \* Speed: \*

--ABILITIES--

--Action Abilities: Arts of War--

Item break success : Physical Attack + PWR + Weapon strength

Stat decrease success : Physical Attack + PWR

|               | MP | TIC | PWR | H/V    | H/V | TAR | LF  | JP | EFFECT   |
|---------------|----|-----|-----|--------|-----|-----|-----|----|--|
| Rend Helm     |    | 0   | 45  | Weapon | Any | Y   | 300 |    | Destroys target's headgear                         |
| Rend Armor    |    | 0   | 40  | Weapon | Any | Y   | 400 |    | Destroys target's armor                            |
| Rend Shield   |    | 0   | 55  | Weapon | Any | Y   | 300 |    | Destroys target's shield                           |
| * Rend Weapon |    | 0   | 30  | Weapon | Any | Y   | 400 |    | Destroys target's weapon                           |
| * Rend MP     |    | 0   | 50  | Weapon | Any | Y   | 250 |    | Lowers target's MP (by 1/2 of target's maximum MP) |
| * Rend Speed  |    | 0   | 50  | Weapon | Any | Y   | 250 |    | Lowers target's Speed by 2                         |
| * Rend Power  |    | 0   | 50  | Weapon | Any | Y   | 250 |    | Lowers target's Phys. Atk. by 3                    |
| Rend Magick   |    | 0   | 50  | Weapon | Any | Y   | 250 |    | Lowers target's Mag. Atk. by 3                     |

When combined with the Dual Wield support ability and Dual Wielded weapons, Arts of War fires twice per use.

If Rend Helm, Armor, Shield, or Weapon is used against a target not equipped

with that type of item, it functions as a physical attack instead. This is useful when you Dual Wield and succeed in rending the item on the first strike.

--Reaction Abilities--

|       | TRIGGER      | BRV | JP  | EFFECT   |
|-------|--------------|-----|-----|--|
| Parry | Phys. attack | No  | 200 | Block physical attacks with weapon; rate of success is equal to current weapon's Block Rate (see weapon list). Not effective against rear attacks. |

--Support Abilities--

|                     |  | JP  | EFFECT  |
|---------------------|--|-----|---|
| * Equip Heavy Armor |  | 500 | Can equip heavy armor and helmets regardless of job                                   |
| Equip Shields       |  | 250 | Can equip shields regardless of job   |
| * Equip Swords      |  | 400 | Can equip swords regardless of job (does not apply to knight's swords or fell swords) |

--Movement Abilities--

none

JP to master: 3750

--MY THOUGHTS--

The Knight is the main fighting job early in the game. It has a good HP, Physical Attack, and Move range. Knights also have great equipment choices; aside from swords, heavy armor, and shields, they are one of the few jobs that can equip knight's swords, the game's most powerful weapons. (The only other standard job that can use knight's swords is the Dark Knight, which has quite a few prerequisites to unlock.) Given their good stats, Knights are also a useful job late in the game, when you've learned all the abilities you want and now just want to maximize your characters' power (and equip your knight's swords!).

The Knight's equipment choices can be transferred to other jobs with its support abilities. Equip Heavy Armor helps make vulnerable jobs tougher. Equip Swords is quite useful for the many story characters (and Dark Knights!) who need to have a sword equipped in order to use their special abilities. With Equip Sword, you can use these abilities even if you've switched to a job that can't normally use swords. Unfortunately, Equip Swords only lets you use regular swords, not knight's swords.

The Arts of War abilities are only moderately useful as Knight. They have only moderate accuracy and if you're close enough to use them, you'll often want to just start attacking and KO the enemy rather than mess with his/her stats. However, pairing Arts of War with a gun (e.g. by using the Orator's Equip Guns ability) or the Archer's bows lets you use these attacks at a distance, which makes them quite useful. You can break your enemies' weapons before they can get close enough to use them!

You can also use Arts of War when trying to grinding levels or searching for Treasure Hunter items on the battlefield. Use Arts of War to whittle the enemy's Speed and attack power down to nothing, and you're free to do pretty much anything you want without fear of harm.

Note that the four abilities that break enemy items depend on both your Physical Attack stat and the strength of your weapon. The other four depend on just your

Physical Attack, and your weapon strength is irrelevant.

---ARCHER-----

Required jobs : Squire (job lv. 2)  
Level up to unlock : Job Lv 3 - Thief  
Job Lv 4 - Ninja (also needs Thief & Geomancer)

Equippable weapons: Bows, crossbows Movement range : 3  
Equippable armor: Shields, hats, clothes Jump height : 3  
Physical evade : 10%

Stats When Active Job:

HP: C- MP: D Phys. Atk.: C+ Mag. Atk.: D+ Speed: C

Stat Growth Rates:

HP: \*\*\* MP: \*\* Phys. Atk.: \*\*\*\* Mag. Atk.: \* Speed: \*

--ABILITIES--

--Action Abilities: Aim--

Damage inflicted : Depends on weapon type (see weapon list)

|          | MP | TIC | PWR | H/V    | H/V | TAR | LF   | JP                            | EFFECT |
|----------|----|-----|-----|--------|-----|-----|------|-------------------------------|--------|
| * Aim +1 |    | 4   | --  | Weapon | Any | Y   | 100  | Charge attack for more damage |        |
| * Aim +2 |    | 5   | --  | Weapon | Any | Y   | 150  | Charge attack for more damage |        |
| * Aim +3 |    | 6   | --  | Weapon | Any | Y   | 200  | Charge attack for more damage |        |
| Aim +4   |    | 8   | --  | Weapon | Any | Y   | 250  | Charge attack for more damage |        |
| Aim +5   |    | 10  | --  | Weapon | Any | Y   | 300  | Charge attack for more damage |        |
| Aim +7   |    | 14  | --  | Weapon | Any | Y   | 400  | Charge attack for more damage |        |
| Aim +10  |    | 20  | --  | Weapon | Any | Y   | 700  | Charge attack for more damage |        |
| Aim +20  |    | 35  | --  | Weapon | Any | Y   | 1200 | Charge attack for more damage |        |

Each of these Aim abilities does more damage than the previous one, but also takes longer to charge. (e.g., Aim +4 does more damage than Aim +3, but requires more clock ticks to charge). If the enemy you're targeting moves while you're charging, your attack will miss.

Aim does NOT prevent enemies from evading or blocking your attacks, despite its name (and the effect of Aim in other Final Fantasy games).

Swiftness does NOT make Aim activate more quickly.

--Reaction Abilities--

|                   | TRIGGER      | BRV | JP  | EFFECT                              |
|-------------------|--------------|-----|-----|-------------------------------------|
| * Adrenaline Rush | Any HP loss  | Yes | 900 | Raise Speed by 1. Duration: Battle. |
| * Archer's Bane   | Arrow attack | Yes | 450 | Evade bow / crossbow attacks        |

--Support Abilities--

|                 | JP  | EFFECT   |
|-----------------|-----|--|
| Equip Crossbows | 350 | Can equip crossbows regardless of job (does not apply to regular bows) |
| * Concentration | 400 | Prevents enemies from evading your physical attacks                    |

--Movement Abilities--

|         | JP  | EFFECT          |
|---------|-----|-----------------|
| Jump +1 | 200 | Jump height + 1 |

JP to master: 5600

--MY THOUGHTS--

Archers make a very valuable addition to your team early in the game, when you have few other range attacks. Later in the game, as you acquire guns, sword techniques, and other ranged attacks, Archers become less useful. For one thing, their Aim command is of limited value. The high Aims (Aim +10, etc.) take too long to charge and there's rarely any enemy you can target with them. Plus, while charging an Aim attack, you take more damage and can't evade attacks. The short Aims will increase your damage a little and are worth using as an Archer when you have the chance. But, Aim doesn't increase your offense enough to ever make it worth choosing when it comes to picking a secondary Action Ability for another job.

Archer's Bane, though, is a great reaction ability against enemy Archers. With a high Bravery, you're almost impervious to arrows! Since you'll fight Archers in quite a few battles throughout the game, this is a good ability to learn early on. Later on, it becomes completely superseded by Shirahadori, which (despite what the game says) blocks BOTH close-ranged and bow attacks.

Always equip your Archers with the 2-handed longbows rather than crossbows. Longbows do more damage, have a longer range, and don't need a direct line of fire. Crossbows do let you equip a shield at the same time, but since your Archers should be on the back line anyway, they don't need shields that much.

Archers are the ONLY standard job that can equip longbows. The Equip Crossbows ability only let other jobs use crossbows (not longbows), which makes this ability of dubious value since crossbows are not so good.

---MONK-----

Required jobs : Knight (job lv. 3)  
Level up to unlock : Job Lv 4 - Geomancer  
Job Lv 5 - Samurai (also needs Knight & Dragon)

Equippable weapons: none Movement range : 3  
Equippable armor: Clothes Jump height : 4  
Innate ability: Brawler Physical evade : 20%

Stats When Active Job:

HP: B MP: C- Phys. Atk.: B Mag. Atk.: D+ Speed: B  
Stat Growth Rates:  
HP: \*\*\*\* MP: \*\*\* Phys. Atk.: \*\*\* Mag. Atk.: \* Speed: \*

--ABILITIES--

--Action Abilities: Martial Arts--

Damage (Pummel) : 3.0 x Physical Attack x (random number from 1 to PWR)  
Damage (others) : 0.5 x Physical Attack x (Physical Attack + PWR)  
Success rate (D. Fist): Magick Attack + PWR  
Success rate (others) : Physical Attack + PWR  
Healing (Chakra) : Physical Attack x PWR

RNG RAD

|                | MP | TIC | PWR  | H/V | H/V | TAR | LF  | JP | EFFECT   |
|----------------|----|-----|------|-----|-----|-----|-----|----|--|
| Cyclone        | 0  | 0   | Self | 2/0 | Any | -   | 150 |    | Non-elemental physical attack                          |
| Pummel         | 0  | 9   | 1/1  | 1/- | Any | -   | 300 |    | Non-elemental physical attack                          |
| Aurablast      | 0  | 2   | 3/3  | 1/- | Any | N   | 300 |    | Non-elemental physical attack                          |
| * Shockwave    | 0  | 0   | 4Dir | 8/2 | Any | N   | 600 |    | Earth physical attack                                  |
| Doom Fist      | 0  | 50  | 1/0  | 1/- | Any | -   | 300 |    | Causes Doom status (enemy is KOed after 3 turns)       |
| * Purification | 0  | 120 | Slf  | 2/0 | Any | -   | 200 |    | Removes Stone, Blind, Confuse, Silence, Berserk, Toad, |

Poison, Sleep, Immobilize,  
and Disable

|          |   |    |          |     |   |     |  |
|----------|---|----|----------|-----|---|-----|--|
| * Chakra | 0 | 5  | Self 2/0 | Any | - | 350 | Restores some HP and MP. Amt<br>of MP restored = 1/2 of amt<br>of HP restored. |
| * Revive | 0 | 70 | 1/0 1/-  | Any | - | 500 | Revives KOed character with<br>20% of max HP                                   |

Unlike White Magicks and Items, the Monk's healing abilities HEAL Undead targets rather than damaging them.

--Reaction Abilities--

|                         | TRIGGER        | BRV | JP   | EFFECT   |
|-------------------------|----------------|-----|------|--|
| Critical:<br>Recover HP | Critical HP    | Yes | 500  | Restores HP completely   |
| * Counter               | Phys. Attack   | Yes | 300  | Attack enemy with a standard physical<br>attack  |
| * First Strike          | Attack command | Yes | 1300 | Cancels enemy's Attack command and<br>you attack enemy instead. Only<br>works if enemy is within your<br>range. Does NOT work against<br>generic monsters. |

--Support Abilities--

|           | JP  | EFFECT   |
|-----------|-----|--|
| * Brawler | 200 | Raises unarmed attack strength. Also<br>increases effectiveness of Martial<br>Arts abilities, success rate of<br>Steal, and strength of Squire's<br>Rush and Stone. Does NOT increase<br>attack strength if you have a<br>weapon equipped, but still benefits<br>Fundamentals, Steal, and Martial<br>Arts. |

--Movement Abilities--

|            | JP  | EFFECT  |
|------------|-----|---|
| * Lifefont | 300 | Restores 1/10 of your max HP if you<br>move at least 1 tile on your turns |

JP to master: 5300

--MY THOUGHTS--

Monks rock! In my opinion, they have the best selection of abilities in the game. Shockwave and to a lesser extent Aurablast are decent offensive abilities. This offensive potential is combined with three great healing abilities that don't require any charge time: Chakra can restore HP \*AND\* MP to a group, Revive revives KOed characters and usually has an 80+% hit rate, and Purification cures a number of status conditions for a group. This makes Martial Arts a great command to have, as it packs both offensive and defensive abilities into a single ability slot. The one drawback is that most Martial Arts abilities, including the healing ones, work only over a small vertical range. You can't Revive someone at a different height than you, for instance.

Monks also have great reaction abilities. Counter is a great reaction ability to have in almost all situations. Getting counterattacks in response to enemy attacks lets you do a LOT more damage. Against humans, First Strike is even



Silence, Berserk, Toad,  
Poison, Sleep, Immobilize,  
and/or Disable

\* Holy 56RA 6 50 5/\* 1/- Any N 600 Holy magick attack

Versus Undead targets, Cure magicks deal damage, Arise works as an instant KO attack, and Raise does damage equal to half of the target's max HP.

--Reaction Abilities--

|            | TRIGGER     | BRV | JP  | EFFECT   |
|------------|-------------|-----|-----|--|
| Regenerate | Any HP loss | Yes | 400 | Gain Regen status (restores HP each turn). Duration: 36 ticks. |

--Support Abilities--

|                  | JP  | EFFECT  |
|------------------|-----|---|
| * Arcane Defense | 400 | Lowers damage received from magicks by 33% and lowers success rate of status attack magicks. Also works for other abilities that depend on the Magick Attack stat, like Iaido, Geomancy, and Limit. |

--Movement Abilities--

none

JP to master: 7070

--MY THOUGHTS--

White Mages are, of course, a healing oriented job; Holy is their only real offensive spell. However, in my opinion, they tend not to be as effective on defense as Chemists. Unlike items, White Magicks consume MP and need time to charge up. The charge time is particularly problematic if an ally has just been hit for a lot of damage and you need to patch him/her up right away -- you might not have time to wait!

The GOOD side to White Mages is that they can heal more than one character at a time, since most of their magicks affect more than one tile. (But, you can also do this to a lesser extent with the Monk's Chakra.) White Mages can also cast a few other "buffing" magicks like Protect and Shell, though these may miss if you have low Faith or Magick Attack! Their Arise spell is also capable of restoring a character at full HP, which Phoenix Down or a Monk's Revive cannot do. They are also the fastest of the mage jobs.

White Magicks can also be used as an offensive weapon against undead enemies, though there aren't too many undead enemies and most are pretty easy anyway. Besides, you can use Chemists' Items to hurt undead enemies too!

Protectja and Shellja are spectacularly bad abilities. Compared to Protect and Shell, they are LESS likely to work, yet require more MP and charge time! Don't waste your JP.

Overall, the charge times and MP costs associated with White Magick make Chemists a better choice for much of the game. If you're likely to get any use out of White Mages, it's probably in the early stages of the game, when you'll frequently face barrages of weak attacks spread out against your team. Then, the ability to heal multiple characters at once is important.

If you acquire an Arithmetician, though, you'll definitely want to go back and









|           |         |             |       |      |   |
|-----------|---------|-------------|-------|------|---|
| Reflect   | 12RA 2  | 180 4/* 1/- | Any N | 300  | Gives Reflect status (reflects magick). Duration: 32 ticks. |
| Quick     | 24R 4   | 140 4/* 1/- | Any N | 900  | Fills CT gauge - instant turn!                              |
| Gravity   | 24RA 6  | 190 4/* 2/1 | Any N | 250  | Damage = 1/4 of target's max HP                             |
| * Graviga | 50RA 10 | 120 4/* 2/3 | Any N | 550  | Damage = 1/2 of target's max HP                             |
| Meteor    | 70 20   | 40 4/* 4/3  | Any N | 1500 | Non-elemental magick attack                                 |

--Reaction Abilities--

|                 | TRIGGER     | BRV | JP  | EFFECT   |
|-----------------|-------------|-----|-----|--|
| Critical: Quick | Critical HP | Yes | 800 | Fills CT gauge to 100; instant turn!           |
| * Mana Shield   | Any HP loss | Yes | 400 | Damage dealt only to MP instead of HP if MP >0 |

--Support Abilities--

|            | JP   | EFFECT   |
|------------|------|--|
| * Swiftess | 1000 | Halves number of clock ticks needed to charge up magicks & Limit. No benefit to Jump/Aim/Dance/Bardsong. |

--Movement Abilities--

|            |     |  |
|------------|-----|--|
| * Teleport | 650 | Teleport to any square when moving regardless of move range, height, or obstacles/enemies in the way. Chance of failure increases with longer move distance. # |
| Levitate   | 540 | Permanent Float status: Can move over water, lava, fens, and minor pits as if land; immune to Earth-elemental attacks; height increases by 1.                  |

# Teleport never fails if you teleport only within your regular horizontal move range. For every additional tile beyond your move range, the chance of failure increases by 10%. Teleport always has an infinite vertical range and your Jump stat has no effect on its failure rate.

JP to master: 8920

--MY THOUGHTS--

Time Mages play a support role, casting magicks to assist allies or keep the enemies from acting. They have no healing abilities and their few direct offensive abilities take a long time to charge, making them impractical in most combat situations. So, it's probably a good idea to supplement the Time Mage with a secondary Action Ability set from another job. White or Black Magicks are good choices. The Samurai's Iaido, if available, also works well since it's boosted by the Time Mage's high magick attack but saves your MP for Time Magick.

Having high Faith is also very important for a Time Mage as it makes your magicks more likely to succeed. Magick Attack also plays a lesser role, but is not weighted very heavily in the formula for the success rate of Time Magicks.

Time Mages have two abilities that are great to transfer to nearly any job. Teleport is one of the best movement abilities in the game (along with Move 2/3). It allows you to warp up or down large heights (duplicating all the effects of the Dragoon's Ignore Elevation), as well as to move through enemies. This completely changes how can you move around certain maps. For instance,



|            |    |    |     |     |     |      |   |       |   |
|------------|----|----|-----|-----|-----|------|---|-------|---|
| Leviathan  | 48 | 13 | 34  | 4/* | 4/3 | Foe  | N | 860&  | "Tidal Wave": Water magick attack   |
| Salamander | 48 | 13 | 34  | 4/* | 3/2 | Foe  | N | 860&  | "Wyrmfire": Fire magick attack  |
| Sylph      | 26 | 7  | 150 | 4/* | 3/2 | Foe  | N | 400   | "Whispering Wind": Inflicts Silence status.<br>Duration: 36 ticks.                  |
| * Faerie   | 28 | 7  | 20  | 4/* | 3/2 | Ally | N | 400   | "Fey Light": Restores HP  |
| * Lich     | 40 | 10 | 150 | 4/* | 3/2 | Foe  | N | 600&  | "Descending Darkness": Dark attack; does damage equal to 1/2 of target's maximum HP |
| * Cyclops  | 62 | 12 | 44  | 4/* | 3/2 | Foe  | N | 1000& | "Climactic Fear": Non-elemental magick attack                                       |
| Zodiark    | 99 | 17 | 90  | 4/* | 4/3 | Foe  | N | --&   | "Darkening Cloud": Non-elemental magick attack                                      |

When Summons are used, a special attack name (not just the name of the Esper) is displayed -- these are listed in quotation marks above.

Moogles and Faeries do damage to Undead allies.

The Zodiark summon cannot be purchased with JP; it must be learned from the boss on the last floor of the bonus dungeon. See the Midlight's Deep walkthrough for more tips on how to learn it.

--Reaction Abilities--

|            | TRIGGER     | BRV | JP  | EFFECT                 |
|------------|-------------|-----|-----|------------------------|
| Critical:  | Critical HP | Yes | 400 | Restores MP to maximum |
| Recover MP |             |     |     |                        |

--Support Abilities--

|            | JP   | EFFECT                      |
|------------|------|-----------------------------|
| * Halve MP | 1000 | Halves MP cost of abilities |

--Movement Abilities--

none

JP to master: 9800

--MY THOUGHTS--

While summons don't have quite the power in FF Tactics as they do in some other FF games, they're still strong. Broadly speaking, Summons require more MP and charge time than a Black or White Magick of equivalent strength. But, Summons have a wider effect radius and can reach more targets. And, unlike Black and White Magick, there's no "friendly fire" -- Summons don't hurt your teammates or heal the enemies. They only hit the targets they're "supposed" to.

The Summon command also offers you a nice mix of both offensive abilities and a few defensive ones: Moogles and Faeries restore HP, and the very useful Golem summon blocks all enemy physical attacks for a while. The Lich summon is also particularly effective against many of the game's major bosses; it always takes away half their maximum HP despite their high HP totals.

For high damage dealing, Cyclops is generally best; aside from the hidden Zodiark summon, it's the most damaging summon. Bahamut and Odin do have a wider range, but they are less powerful and take longer to charge. Leviathan and Salamander are flat-out terrible buys; they require the same charge time as Odin but do less damage.







---ORATOR-----

Required jobs : Mystic (job lv. 3)  
Level up to unlock : Job Lv 5 - Mime (also needs Squ., Chem., Sum., Geo., Drag.)  
Job Lv 5 - Bard (also needs Summoner, must be male)

Equippable weapons: Knives, guns Movement range : 3  
Equippable armor: Hats, clothes, robes Jump height : 3  
Innate ability: Beast Tongue Physical evade : 5%

Stats When Active Job:

HP: D MP: D+ Phys. Atk.: D+ Mag. Atk.: D Speed: C

Stat Growth Rates:

HP: \*\*\* MP: \* Phys. Atk.: \*\* Mag. Atk.: \* Speed: \*

--ABILITIES--

--Action Abilities: Speechcraft--

Success rate : Magick Attack + PWR

RNG RAD

|                | MP | TIC | PWR | H/V | H/V | TAR | LF  | JP  | EFFECT   |
|----------------|----|-----|-----|-----|-----|-----|-----|-----|--|
| * Entice       | 0  | 20  | 3/3 | 1/- | Foe | N   | 100 | 100 | Target becomes a guest ally and joins permanently after battle. (Does not work on story characters.) |
| Stall          | 0  | 30  | 3/3 | 1/- | Any | N   | 100 | 100 | Resets target's CT   |
| Praise         | 0  | 50  | 3/3 | 1/- | Any | N   | 200 | 200 | Raises Bravery by 4 #  |
| Intimidate     | 0  | 90  | 3/3 | 1/- | Any | N   | 200 | 200 | Lowers Bravery by 20 &   |
| * Preach       | 0  | 50  | 3/3 | 1/- | Any | N   | 200 | 200 | Raises Faith by 4 #  |
| * Enlighten    | 0  | 90  | 3/3 | 1/- | Any | N   | 200 | 200 | Lowers Faith by 20 &   |
| Condemn        | 0  | 30  | 3/3 | 1/- | Any | N   | 500 | 500 | Causes Doom status (enemy is KOed after 3 turns)   |
| Beg            | 0  | 90  | 3/3 | 1/- | Foe | N   | 100 | 100 | Receive gil from enemy   |
| Insult         | 0  | 40  | 3/3 | 1/- | Any | N   | 300 | 300 | Causes Berserk status (attack power up, but can't control unit). Duration: Battle.                   |
| Mimic Darlavon | 0  | 40  | 3/3 | 2/* | Any | N   | 300 | 300 | Causes Sleep status (can't do anything). Duration: 60 ticks  |

Speechcraft abilities cannot target monsters unless the user has the Beast Tongue ability. Orators have this ability innately, but other jobs will have to equip it.

# Note: 1 point of the Faith/Bravery change is permanent; the rest is just for the battle.

& Note: 5 points of this Faith/Bravery change is permanent.

--Reaction Abilities--

TRIGGER BRV JP EFFECT

Earplug Speechcraft Yes 300 Cancels Speechcraft ability used on character

--Support Abilities--

JP EFFECT

\* Equip Guns 800 Can equip guns regardless of job  
Tame 500 Physical attacks will recruit monsters if they have critical HP

(< 20% of max) after the attack

\* Beast Tongue

100 Can use Speechcraft against monsters

--Movement Abilities--

none

JP to master: 3900

--MY THOUGHTS--

Like Time Mages, Orators play a supplementary role. They have a pretty limited set of abilities and probably aren't a job that you'll want to use for general purposes.

One of their key uses of the Orator is to recruit enemy units with Entice and Tame. If you want to recruit monsters onto your team, you need this job! (To recruit monsters, either use Entice + Beast Tongue, or equip Tame and hit monsters with a physical attack.) Even if you don't want to keep an enemy on your roster, you can use Entice to turn him/her to your side for the duration of one battle. This can be useful when you're outnumbered, although the low hit rate of Entice means it's a bit of a gamble. If you have a spare spot on your roster, you can also recruit enemies long enough to strip them for their equipment and then dismiss them.

The other main purpose of the Orator is to adjust your Bravery and Faith statistics. Boosting your Bravery is particularly useful as it increases the strength of some weapons, makes your Reaction Ability more likely to activate, and has no negative side effects. However, you can just as easily raise your Bravery with Ramza's Steel ability, which also has the advantage that it never misses. Where Orators DO come in handy is in modifying Faith. Since Faith controls both the damage you deal with magick and receive from enemy magick, it can be advantageous to raise your magick users' Faith (making them stronger) and lower everyone else's Faith (since they won't be using magick, decreasing their Faith makes enemy magick less effective). If you want to do this, you're better off making the changes during a random battle against weaker monsters (e.g. at Mandalia Plain), where you can use Speechcraft with less enemy interference. A tough story battle is not a good place to grind Bravery and Faith.

The success rate of all Speechcraft abilities, including Entice and the Bravery/Faith modifiers, depends on the Magick Attack stat. But, the Orator's Magick Attack actually isn't very high. Once you learn the Speechcraft abilities you want, you can make them more effective by switching to a job with a high Magick Attack (like Black Mage or Summoner) and equipping Speechcraft as your second Action Ability. Just remember that you won't be able to use Speechcraft on monsters without also equipping the Beast Tongue support ability.

The last key Orator ability is Equip Guns. While Orators can equip guns naturally, Equip Guns lets you transfer this ability to other jobs. Having the long range of a gun can be handy for "support" jobs that aren't going to be on the front lines.

You can safely skip Earplug since you'll face enemy Orators only very rarely.

---MYSTIC-----

Required jobs : White Mage (job lv. 3)

Level up to unlock : Job Lv 3 - Orator

Job Lv 5 - Arithmetician (also needs W.Mag, B.Mag, T.Mag)

Equippable weapons: Staves, rods, poles, books

Movement range : 3

Equippable armor: Hats, clothes, robes

Jump height : 3

Physical evade : 5%

Stats When Active Job:

HP: D      MP: B      Phys. Atk.: D-      Mag. Atk.: C      Speed: C

Stat Growth Rates:

HP: \*\*      MP: \*\*\*\*      Phys. Atk.: \*\*      Mag. Atk.: \*      Speed: \*

--ABILITIES--

--Action Abilities: Mystic Arts--

Success rate : (Magick Attack + PWR) x (Faith/100) x (Target Faith/100)

RNG RAD

MP    TIC   PWR   H/V   H/V   TAR   LF   JP    EFFECT

|               | MP      | TIC | PWR | H/V | H/V | TAR | LF  | JP | EFFECT   |
|---------------|---------|-----|-----|-----|-----|-----|-----|----|--|
| Umbra         | 4 RA 2  | 200 | 4/* | 2/1 | Any | N   | 100 |    | Causes Blind status (doubles evade rate when attacking). Duration: Battle.   |
| * Empowerment | 2    2  | 160 | 4/* | 1/- | Any | N   | 200 |    | Drains target's MP to caster. Amount = 1/3 of target MP max  |
| Invigoration  | 16   2  | 160 | 4/* | 1/- | Any | N   | 350 |    | Drains target's HP to caster. Amount = 1/4 of target HP max  |
| * Belief      | 6 RA 4  | 150 | 4/* | 1/- | Any | N   | 400 |    | Causes Faith status (unit has 100 Faith -- raises magick strength & damage taken from magicks). Duration: 32 ticks |
| * Disbelief   | 6 RA 4  | 150 | 4/* | 1/- | Any | N   | 400 |    | Causes Atheist status (unit is immune to magick & can't use magicks). Duration: 32 ticks                           |
| Corruption    | 20RA 5  | 100 | 4/* | 1/- | Any | N   | 300 |    | Causes Undead status (reverses effect of healing & drain abilities). Duration: Battle.                             |
| Quiescence    | 16RA 3  | 180 | 4/* | 1/- | Any | N   | 170 |    | Causes Silence status (cannot use magick). Duration: 36 ticks.   |
| Fervor        | 16RA 5  | 120 | 4/* | 1/- | Any | N   | 400 |    | Causes Berserk status (attack pwr up, but can't control unit). Duration: Battle.                                   |
| * Trepidation | 20RA 4  | 140 | 4/* | 1/- | Any | N   | 200 |    | Lowers Bravery by 30   |
| Delirium      | 20RA 5  | 130 | 4/* | 1/- | Any | N   | 400 |    | Causes Confuse status (acts randomly). Duration: Battle.   |
| Harmony       | 34 A 3  | 200 | 4/* | 1/- | Any | N   | 800 |    | Removes Float, Reraise, Regen, Invisible, Protect, Shell, Haste, Faith, and Reflect.                               |
| * Hesitation  | 10RA 5  | 185 | 4/* | 2/0 | Any | N   | 100 |    | Causes Disable status (cannot Act). Duration: 24 ticks.  |
| Repose        | 24RA 6  | 170 | 4/* | 2/1 | Any | N   | 350 |    | Causes Sleep status (can't do anything). Duration: 60 ticks  |
| * Induration  | 16RA 10 | 120 | 4/* | 1/- | Any | N   | 600 |    | Causes Stone status (can't do anything). Duration: Battle.   |

--Reaction Abilities--

TRIGGER      BRV   JP    EFFECT

|           |        |     |     |  |
|-----------|--------|-----|-----|--|
| Absorb MP | Magick | Yes | 250 | Gain MP equal to the MP cost of a magick cast on you. Doesn't work for magicks you cast on yourself. |
|-----------|--------|-----|-----|--|

--Support Abilities--

JP    EFFECT

|                 |     |  |
|-----------------|-----|--|
| * Defense Boost | 400 | Lowers physical damage received by 33% |
|-----------------|-----|--|

--Movement Abilities--

|                | JP  | EFFECT  |
|----------------|-----|---|
| Ignore Weather | 200 | Move through swampy tiles at normal rate even if it's storming        |
| * Manafont     | 350 | Restores 1/10 of your max MP if you move at least 1 tile on your turn |

JP to master: 5970

--MY THOUGHTS--

Mystics specialize in inflicting status conditions on their foes. These magicks often fail, so if you want to use this job, a character with high Faith is necessary to increase your success rate. In general, though, Mystic is just not a very useful job. They don't have much in the way of direct offense or defense, and their status affliction spells aren't really useful enough to compensate for their charge time, MP cost, and success rate. Mustadio and, later, Beowulf are much more effective at inflicting status ailments.

However, Disbelief is a pretty useful magick. The Atheist status renders a unit temporarily immune to magick. Watch out, though -- it also prevents the unit from using its own magicks, so don't cast it on your mages! Conversely, Belief maximizes magick damage and the effectiveness of your own magicks.

Like Time Magicks, the success of Mystic Arts is mostly dependent on Faith. So raise that Faith up if you want to use Mystic Arts effectively! Or, have the Mystic cast Belief on himself/herself for a temporary Faith boost.

One of the main Mystic abilities you may want to score is Manafont. Manafont makes for a great combo with the Time Mage's Mana Shield. Mana Shield diverts the damage you receive to your MP and (with high Bravery) prevents you from being killed as long as you've got at least 1 MP. Then, you can fill up your MP again using Manafont.

Defense Boost can also be a somewhat useful support ability.

Mystic Arts CAN be used with Arithmeticks once you acquire that ability. Again, in most cases you're actually better off using Arithmeticks to do direct damage. But, calculating Induration can be effective since it lets you turn multiple enemies to stone and instantly defeat them. Calculating Trepidation also lets you reduce multiple enemies' Bravery. That reduces their odds of using reaction abilities, and turns them into Chickens if their Bravery drops below 10.

Ignore Weather is the game's most singularly useless ability. Its only effect is to reduce the penalty to your movement range that applies when moving through swampy tiles while there's a rainstorm or thunderstorm. This isn't anything to bother with.

---GEOMANCER-----

Required jobs : Monk (job lv. 4)  
Level up to unlock : Job Lv 2 - Ninja (also needs Archer & Thief)  
Job Lv 5 - Mime (also needs Squ., Chem., Sum., Ora., Drag.)  
Job Lv 5 - Dancer (also needs Dragoon, must be female)  
Job Lv 8 - Dark Knight (also needs Knight, B.Mag, Drag., Samu., Ninja, 20 kills)

Equippable weapons: Swords, axes Movement range : 4  
Equippable armor: Shields, hats, clothes, robes Jump height : 3  
Physical evade : 10%

Stats When Active Job:

HP: C           MP: C           Phys. Atk.: C+       Mag. Atk.: C-       Speed: C  
 Stat Growth Rates:  
 HP: \*\*\*\*       MP: \*\*\*\*       Phys. Atk.: \*\*\*\*    Mag. Atk.: \*       Speed: \*

--ABILITIES--

--Action Abilities: Geomancy--

Damage inflicted       : 0.5 x Magick Attack x (Physical Attack + 2)

RNG RAD

| MP                 | TIC | PWR | H/V | H/V | TAR | LF | JP  | EFFECT                                   |
|--------------------|-----|-----|-----|-----|-----|----|-----|--|
| Sinkhole           | 0   | --  | 5/* | 2/0 | Any | N  | 150 | Non-elemental magick attack + Immobilize |
| Torrent            | 0   | --  | 5/* | 2/0 | Any | N  | 150 | Water magick attack + Toad               |
| * Tanglevine       | 0   | --  | 5/* | 2/0 | Any | N  | 150 | Non-elemental magick + Stop              |
| * Contortion       | 0   | --  | 5/* | 2/0 | Any | N  | 150 | Non-elemental magick + Stone             |
| * Tremor           | 0   | --  | 5/* | 2/0 | Any | N  | 150 | Earth magick attack + Confuse            |
| * Wind Slash       | 0   | --  | 5/* | 2/0 | Any | N  | 150 | Wind magick attack + Disable             |
| * Will-o'-the-Wisp | 0   | --  | 5/* | 2/0 | Any | N  | 150 | Fire magick attack + Sleep               |
| Quicksand          | 0   | --  | 5/* | 2/0 | Any | N  | 150 | Water magick attack + Doom               |
| Sandstorm          | 0   | --  | 5/* | 2/0 | Any | N  | 150 | Wind magick attack + Blind               |
| Snowstorm          | 0   | --  | 5/* | 2/0 | Any | N  | 150 | Ice magick attack + Silence              |
| Wind Blast         | 0   | --  | 5/* | 2/0 | Any | N  | 150 | Wind magick attack + Slow                |
| Magma Surge        | 0   | --  | 5/* | 2/0 | Any | N  | 150 | Fire magick attack + KO                  |

All Geomancy abilities have a 100% hit rate for inflicting damage, and about a 25% chance of inflicting the status condition.

Raising either Physical Attack or Magick Attack will increase the strength of Geomancy abilities, but raising Magick Attack will increase the damage MORE.

During battle, only one Geomancy ability is available for use at any given time. The available ability is determined by the terrain type of the tile on which the user is standing:

- Sinkhole           : Soil, Wasteland
- Torrent           : Canal, River, Lake, Ocean, Waterfall
- Tanglevine       : Grassland, Underbrush, Vines
- Contortion       : Gravel, Flagstone, Stone Wall, Earthen Wall, Gravestone
- Tremor           : Stone Outcropping, Basalt
- Wind Slash       : Book, Tree, Brick, Bridge, Furnishings, Iron, Moss, Coffin
- Will-o'-the-Wisp: Wooden Floor, Carpet, Coffin, Stairs, Wooden Deck
- Quicksand       : Marsh, Swamp, Poisonous Fen
- Sandstorm       : Sand, Stalactite, Salt Flat
- Snowstorm       : Snow
- Wind Blast       : Roof, Chimney
- Magma Surge      : Lava, Machinery

You can use the Select button help messages to check individual tiles and see what Geomancy effects they will have.

All Geomancy attacks do the same amount of damage. They differ only in their elemental affinity, status condition inflicted, and associated terrain.

--Reaction Abilities--

|                | TRIGGER                  | BRV | JP  | EFFECT  |
|----------------|--------------------------|-----|-----|---|
| Nature's Wrath | Phys. attack or Geomancy | Yes | 300 | Counter using the Geomancy command, regardless of distance. Works even if you haven't bought the Geomancy ability for the tile type you're standing on. |

--Support Abilities--

JP EFFECT

-----  
\* Attack Boost 400 Raises physical attack damage by 33%

--Movement Abilities--

JP EFFECT

-----  
Ignore Terrain 220 Moving through clear water does not decrease movement range. Does NOT eliminate penalty when moving through swamps during a storm. Does not protect against the poison effect of Poisonous Fens.  
Lavawalking 150 Can move across and stop on lava tiles

JP to master: 2870

--MY THOUGHTS--

Geomancers are sort of a hybrid physical/magick job -- they're pretty decent fighters, and can also do long-range elemental and status attacks with their Geomancy. This makes the Geomancer job somewhat useful when it's first available. Geomancy doesn't cost any MP, activates instantly, and it can hit a group of enemies. Unfortunately, as the game progresses, the damage inflicted by Geomancy doesn't keep pace with enemy HP, and Geomancers quickly become less useful. Plus, there's also the disadvantage that you don't have much choice over the Geomancy attacks available at any given time -- at most, you can choose between two or three different attacks by moving to tiles with different terrain. You can't really choose a specific kind of status condition to inflict. In the long run, then, you probably won't get much use out of this job.

Attack Boost, however, is a good support ability throughout the game and can be useful for any fighting-oriented job. Although the 33% increase isn't as big a boost to physical attacks as Dual Wield, Attack Boost also increases the power of other "special" physical attacks like sword techniques, which Dual Wield does not.

If you do you want to use Geomancy, Tanglevine, Contortion, Tremor, Wind Slash, and Will-o'-the-Wisp are the most important ones to grab as they will cover most of the game's terrain.

Lavawalking is a spectacularly useless ability. Only a single, optional map has lava on it, and it's usually a fairly easy battle anyway. But, hey, it's only 150 JP, what a steal!

---DRAGOON-----

Required jobs : Thief (job lv. 4)  
Level up to unlock : Job Lv 2 - Samurai (also needs Knight & Monk)  
Job Lv 5 - Mime (also needs Squ., Chem., Sum., Ora., Geo.)  
Job Lv 5 - Dancer (also needs Geomancer, must be female)  
Job Lv 8 - Dark Knight (also needs Knight, B.Mag, Geo., Samu., Ninja, 20 kills)

Equippable weapons: Polearms Movement range : 3  
Equippable armor: Shields, helmets, armor, robes Jump height : 4  
Physical evade : 10%

Stats When Active Job:

HP: C+ MP: D- Phys. Atk.: B- Mag. Atk.: F Speed: C

Stat Growth Rates:

HP: \*\*\*\* MP: \*\* Phys. Atk.: \*\*\*\* Mag. Atk.: \* Speed: \*

--ABILITIES--

--Action Abilities: Jump--

Damage inflicted : Physical Attack x Weapon strength,  
plus 50% bonus if you have a polearm equipped

Charge time : (50 / Speed) ticks

RNG RAD

|                     | MP | TIC | PWR | H/V | H/V | TAR | LF | JP   | EFFECT                          |
|---------------------|----|-----|-----|-----|-----|-----|----|------|---------------------------------|
| * Horizontal Jump 2 |    |     |     | 2/  | 1/- | Any | N  | 150  | Horizontal range of Jump is 1-2 |
| Horizontal Jump 3   |    |     |     | 3/  | 1/- | Any | N  | 350  | Horizontal range of Jump is 1-3 |
| Horizontal Jump 4   |    |     |     | 4/  | 1/- | Any | N  | 550  | Horizontal range of Jump is 1-4 |
| Horizontal Jump 5   |    |     |     | 5/  | 1/- | Any | N  | 800  | Horizontal range of Jump is 1-5 |
| * Horizontal Jump 8 |    |     |     | 8/  | 1/- | Any | N  | 1100 | Horizontal range of Jump is 1-8 |
| * Vertical Jump 2   |    |     |     | /2  | 1/- | Any | N  | 100  | Vertical range of Jump is 2     |
| Vertical Jump 3     |    |     |     | /3  | 1/- | Any | N  | 250  | Vertical range of Jump is 3     |
| Vertical Jump 4     |    |     |     | /4  | 1/- | Any | N  | 400  | Vertical range of Jump is 4     |
| Vertical Jump 5     |    |     |     | /5  | 1/- | Any | N  | 550  | Vertical range of Jump is 5     |
| Vertical Jump 6     |    |     |     | /6  | 1/- | Any | N  | 700  | Vertical range of Jump is 6     |
| * Vertical Jump 7   |    |     |     | /7  | 1/- | Any | N  | 1000 | Vertical range of Jump is 7     |
| Vertical Jump 8     |    |     |     | /8  | 1/- | Any | N  | 1500 | Vertical range of Jump is 8     |

The Jump command causes the user to temporarily disappear from the battlefield (by jumping off the screen). While off screen, the user is invincible, and his/her tile cannot be moved into.

On return, the user strikes the targeted tile with a physical attack, then bounces back to his/her original tile. Jump only targets PANELS, so if the enemy has moved out of the targeted tile by the time you strike, the attack will MISS. However, Jump does NOT require an unobstructed line of fire between you and the target tile.

Initially, Jump has a horizontal range of 1 and a vertical range of 1. All the action abilities simply extend the maximum horizontal range or vertical range of the Jump command.

Jump cannot be evaded and always has a 100% hit rate, except when the target has Shirahadori. A Jump attack CAN be Countered, if your starting location is within range of the enemy's weapon.

The Jump command can be used with any weapon type, but you'll receive a 50% BONUS to the damage dealt by Jump if you're equipped with a polearm. Using Dual Wield or Doublehand does NOT increase the damage from Jump.

The number of clock ticks required for a Jump attack to activate is equal to 50 divided by the user's Speed statistic. If you want to determine for sure whether or not your Jump will strike before the enemy moves, first calculate the number of ticks your Jump will take (50 divided by your Speed). Then, look at the enemy's current CT and Speed. Calculate the number of CT points left to reach 100, and then divided that by the enemy's Speed stat (rounded up). That's the number of clock ticks until the enemy's next turn. If that number is greater than or equal to the number of ticks until Jump strikes, the enemy will have no chance to move away from your Jump and you can land the hit.

Haste and Swiftess do NOT make Jump strike any more quickly.

The Jump command cannot be used when you are standing directly underneath a tile at a higher elevation. It also can't target any enemies who happen to be

standing on a tile like that. This is only an issue on a very small number of maps.

--Reaction Abilities--

|               | TRIGGER      | BRV | JP  | EFFECT   |
|---------------|--------------|-----|-----|--|
| * Dragonheart | Phys. Attack | Yes | 600 | Cast Reraise on self (return once from KO automatically) |

--Support Abilities--

|                |  | JP  | EFFECT                               |
|----------------|--|-----|--------------------------------------|
| Equip Polearms |  | 400 | Can equip Polearms regardless of job |

--Movement Abilities--

|                    |  | JP  | EFFECT                           |
|--------------------|--|-----|----------------------------------|
| * Ignore Elevation |  | 700 | Infinite jump height in movement |

JP to master: 9150

--MY THOUGHTS--

Dragoons are sort of a souped-up Knight. They have comparable HP and attack power and can equip heavy armor, and their polearms also have a range of two tiles. This long-range attack allows them to attack monsters without a fear of counterattack. Be careful, though -- polearms CAN be countered if you're using them at close range, or if the enemy has a similarly ranged weapon. On the downside, polearms don't give you the nice buffs of a knight's sword and don't allow you to use sword techniques from the Dark Knight and special story jobs.

Dragoons also have the great Jump attack, which does a good amount of damage, has a potentially HUGE range (if you've learned the top Horizontal and Vertical Jump abilities), and puts the Dragoon temporarily out of harm's way. Just make sure your target doesn't have time to move out of the way before you strike! Unfortunately, you can't preview the exact CT list for a Jump attack like you can with magicks, but you can look at the enemy CT gauges when selecting a target. Don't target any enemy who has a high CT gauge, especially if your character is relatively slow.

A tip about learning the Jump action abilities: Each Horizontal Jump or Vertical Jump ability replaces all the ones below it. In other words, if you have Horizontal Jump 8, you can do a jump of 1-8 panels; you don't need to learn any other remaining Horizontal Jumps. So, a good strategy is to just learn one or two of the early Horizontal and Vertical Jump abilities (like 2 or 3) to give yourself a decent Jump in the meantime, then save up your JP for Horizontal Jump 8 and Vertical Jump 8. Don't waste your JP building up your range one ability at a time. It's best to learn Horizontal Jump 8 before Vertical Jump 8 because a good horizontal range is most important; in most cases you don't need \*that\* great a vertical range to Jump.

Dragonheart and Ignore Elevation are also useful abilities, though neither is essential. Dragonheart gives you a Reraise when physically attacked, and Ignore Elevation is helpful for taking shortcuts up and down towers and cliffs. But, the Time Mage's Teleport has the same benefits as Ignore Elevation plus more, so Ignore Elevation is kind of redundant. The only reason to learn Ignore Elevation is if you've been building a melee-oriented character and don't want to spend time earning JP as a Time Mage -- and, in fact, it can be quite useful for this purpose.

---SAMURAI-----



Required jobs : Knight (job lv. 4), Monk (job lv. 5) & Dragoon (job lv. 2)  
 Level up to unlock : Job Lv 8 - Dark Knight (also needs Knight, B.Mag, Geo.,  
 Drag., Ninja, 20 kills)

Equippable weapons: Katanas Movement range : 3  
 Equippable armor: Helms, armor, robes Jump height : 3  
 Physical evade : 20%

Stats When Active Job:

HP: D MP: C Phys. Atk.: B Mag. Atk.: C- Speed: C

Stat Growth Rates:

HP: \*\* MP: \*\*\* Phys. Atk.: \*\*\*\* Mag. Atk.: \* Speed: \*

--Action Abilities: Iaido--

Damage/healing : Magick Attack x PWR  
 RNG RAD

|                  | MP | TIC | PWR  | H/V | H/V  | TAR | LF   | JP   | EFFECT |
|------------------|----|-----|------|-----|------|-----|------|--|--------|
| Ashura           | 0  | 8   | Self | 3/3 | Foe  | N   | 100  | "Spirit Blade": Non-elemental magick attack  |        |
| Kotetsu          | 0  | 12  | Self | 3/3 | Foe  | N   | 200  | "Binding Darkness": Non-elemental magick attack  |        |
| Osafune          | 0  | 4   | Self | 3/3 | Foe  | N   | 300  | "Verse of Oblivion": Lowers enemy MP   |        |
| * Murasame       | 0  | 12  | Self | 3/3 | Ally | N   | 400  | "Rain of Wisdom": Restores HP (but damages Undead allies)                              |        |
| Ama-no-Murakumo  | 0  | 14  | Self | 3/3 | Foe  | N   | 500  | "Cloudsea Curse": Non-elemental magick attack, causes Slow                             |        |
| * Kiyomori       | 0  | --  | Self | 3/3 | Ally | N   | 600  | "Purifying Breeze": Gives both Protect and Shell status. (Damage received down by 1/3) |        |
| * Muramasa       | 0  | 18  | Self | 3/3 | Foe  | N   | 700  | "Doomed Aspirations": Non-elemental magick attack, causes Confuse and Doom             |        |
| * Kiku-ichimonji | 0  | 16  | 4Dir | 8/3 | Foe  | N   | 800  | "Sanguine Blossom": Non-elemental magick attack  |        |
| Masamune         | 0  | --  | Self | 3/3 | Ally | N   | 900  | "Ethereal Embrace": Gives Regen and Haste status.                                      |        |
| Chirijiraden     | 0  | 30  | Self | 3/3 | Foe  | N   | 1000 | "Raging Inferno": Non-elemental magick attack  |        |

Iaido abilities can only be used if you possess the corresponding katana in your inventory (NOT equipped on the character). There is about a 1 in 10 chance that the katana will break when the ability is used. All of the katanas except the Masamune and Chirijiraden can be purchased at the Outfitter, although some do not become available until later in the game.

All Iaido abilities have a 100% hit rate.

When Iaido abilities are used, a special attack name (not just the name of the sword) is displayed -- these are listed in quotation marks above.

--Reaction Abilities--

|               | TRIGGER      | BRV | JP  | EFFECT  |
|---------------|--------------|-----|-----|---|
| Bonecrusher   | Critical HP  | Yes | 200 | Counterattack and do damage equal to your own maximum HP  |
| * Shirahadori | Phys. Attack | Yes | 700 | Block physical attacks. DOES work work against bows and crossbows, despite the in-game description. Even works against guns and |

monster physical attacks!

--Support Abilities--

|              | JP  | EFFECT   |
|--------------|-----|--|
| Equip Katana | 400 | Can equip Katanas regardless of job  |
| Doublehand   | 900 | Equip one weapon in two hands to increase damage dealt by regular attacks and Aim. Does not affect other weapon-related abilities like Jump. |

--Movement Abilities--

|      | JP  | EFFECT  |
|------|-----|---|
| Swim | 300 | Can act even in water of depth 2 or greater. Can move through ALL water tiles at normal rate (regardless of weather). Can enter water of depth 4. All water is treated as having depth 1 when calculating character's height. |

JP to master: 8000

--MY THOUGHTS--

The Samurai possesses the game's best reaction ability, Shirahadori. This ability blocks outright most physical attacks (though not sword techniques) and has a success rate equal to your Bravery. With a high enough Bravery, you'll be practically invulnerable to a large proportion of the game's abilities! The Samurai job is worth unlocking for this ability alone.

Somewhat like the Monk and Summoner, the Samurai also mixes both offense and healing with its Iaido ability. Murasame in particular is a GREAT healing ability, since it restores HP to a large group and requires no charge time. Masamune is in theory also very useful as it casts Regen and Haste to a group of characters, but its value is more limited in practice since Masamunes are pretty hard to get. The Iaido command also includes some decent magick attacks, like Kiku-ichimonji (strikes only on the 4 cardinal directions, but has a long range) and Muramasa (area damage). Since Iaido attacks never harm friendly targets or heal enemies, they can be valuable in close quarters.

The strength of Iaido depends on your Magick Attack stat. So, equipping accessories that boost your Magick Attack can be advantageous for a Samurai. Faith has NO effect on Iaido, which means that you can lower your own Faith (to defend against enemy magicks) while still being able to use Iaido effectively.

The downside to Iaido is that the katanas sometimes break when you use Iaido. If you want to use a particular Iaido ability, it's a good idea to bring a couple of copies of that katana into battle. Unfortunately, it sometimes can be expensive buying new katanas to replace the ones that break. (Why, it's almost like Samurai were throwing money at their enemies!) This means Iaido tends to get more useful later in the game, when you have more spare cash. In the multiplayer modes, your items are restored after battle, so you can use Iaido freely, even with the rare Masamune and Chirijiraden.

Although the Samurai is versatile, it's something of a jack of all trades, master of none. The Samurai has only modest stats. Although Iaido depends on the Magick Attack stat, the Samurai's Magick Attack isn't especially high. And while the Samurai's Physical Attack stat is pretty good, they are limited to

wielding a single katana and thus do less damage than a Ninja (who gets TWO weapons) or a Knight (who can use knight's swords). Sure, you can equip Doublehand to increase your attack power, but that uses up your support ability slot.

So, you're often better off grabbing some Samurai abilities and transferring them to another job. Shirahadori is great for ANY job. Iaido is also a great supplementary Action Ability for other jobs, especially magick-oriented ones. A job with a high Magick Attack will increase the power of Iaido, and Iaido gives a mage an alternative to magick that doesn't cost MP and doesn't require charging.

---NINJA-----

Required jobs : Archer (job lv 4), Thief (job lv 5) & Geomancer (job lv 2)  
Level up to unlock : Job Lv 8 - Dark Knight (also needs Knight, B.Mag, Geo., Drag., Samu., 20 kills)

Equippable weapons: Knives, ninja blades, flails Movement range : 4  
Equippable armor: Hats, clothes Jump height : 4  
Innate ability: Dual Wield Physical evade : 30%

Stats When Active Job:

HP: D MP: D- Phys. Atk.: B- Mag. Atk.: D Speed: A

Stat Growth Rates:

HP: \*\* MP: \*\*\* Phys. Atk.: \*\*\*\* Mag. Atk.: \* Speed: \*\*\*\*\*

--ABILITIES--

--Action Abilities: Throw--

Damage inflicted : Speed x strength of thrown weapon  
Range # : Your Move range

|                | MP | TIC | PWR | H/V | H/V | TAR | LF  | JP | EFFECT                |
|----------------|----|-----|-----|-----|-----|-----|-----|----|-----------------------|
| * Shuriken     | 0  | --  | */* | 1/- | Any | Y   | 50  |    | Throw shuriken        |
| Bomb           | 0  | --  | */* | 1/- | Any | Y   | 70  |    | Throw bombs           |
| Knife          | 0  | --  | */* | 1/- | Any | Y   | 100 |    | Throw knives          |
| * Sword        | 0  | --  | */* | 1/- | Any | Y   | 100 |    | Throw swords          |
| * Flail        | 0  | --  | */* | 1/- | Any | Y   | 100 |    | Throw flails          |
| Katana         | 0  | --  | */* | 1/- | Any | Y   | 100 |    | Throw samurai katanas |
| Ninja Blade    | 0  | --  | */* | 1/- | Any | Y   | 100 |    | Throw ninja blades    |
| Axe            | 0  | --  | */* | 1/- | Any | Y   | 120 |    | Throw axes            |
| Polearm        | 0  | --  | */* | 1/- | Any | Y   | 100 |    | Throw polearms        |
| Pole           | 0  | --  | */* | 1/- | Any | Y   | 100 |    | Throw poles           |
| Knight's Sword | 0  | --  | */* | 1/- | Any | Y   | 100 |    | Throw knight's swords |
| Book           | 0  | --  | */* | 1/- | Any | Y   | 100 |    | Throw books           |

The Throw command allows you to attack by throwing weapons & items from your inventory. Obviously, the item/weapon is lost when it is thrown.

Weapons with an elemental affinity still do elemental damage when thrown. But, weapons that inflict status ailments or randomly cast magick do NOT have such effects when thrown.

When using Throw, ALL weapon types use the Speed x Weapon Strength damage formula, regardless of what stats they normally depend on. Similarly, weapons that otherwise do variable damage will do fixed damage when Thrown.

Weapons that are only found in the game's multiplayer modes CANNOT be thrown with the Throw command.

--Reaction Abilities--

|          | TRIGGER      | BRV | JP   | EFFECT                        |
|----------|--------------|-----|------|-------------------------------|
| * Vanish | Phys. attack | Yes | 1000 | Gain Invisibility status      |
| Reflexes | n/a          | No  | 400  | Existing evade %s are doubled |

--Support Abilities--

|              | JP   | EFFECT   |
|--------------|------|--|
| * Dual Wield | 1000 | Equip weapons in both hands and strike with both, one after the other, in a single attack. Also allows for two barehanded attacks if no weapon equipped or as a Frog. If you equip only 1 weapon, you will just strike once. |

Note that the damage estimate for Dual Wielded attacks is just for the FIRST attack -- if you have a weapon in both hands, the total damage will be much higher!

--Movement Abilities--

|              | JP  | EFFECT  |
|--------------|-----|---|
| Waterwalking | 420 | Stand on surface of water rather than decreasing height to go underwater. Can move on top of deep water without penalty. Does NOT protect against Poisonous Fens. |

JP to master: 3960

--MY THOUGHTS--

With a high speed and attack strength, and the innate ability to wield two weapons, Ninja make life very dangerous for your opponents. You can do a lot of damage with two weapons, and the Ninja's high Speed means that they get to act first and strike before the enemy does. Plus, their good movement range and jump height makes it easy for them to reach enemies. Ninjas are effective for sneaking in and taking out enemy archers, gunners, or mages before they can fire a shot or spell. Overall, Ninja is one of the most effective standard jobs. Aim for leveling up Archer and Thief quickly to unlock it!

Throw is also a pretty good action ability. It's not the BEST attack, but throwing strong weapons usually does a fair amount of damage and has a nice range if your own Move range is good. Buying weapons does mean that the gil costs of Throw add up, but, fortunately, you can always switch back to regular attacks since the Ninja's regular attacks are effective too.

The strongest weapon that you can buy to throw is a tie between the Morning Star flail and the Slasher axe; the Morning Star costs less money. Although flails like the Morning Star normally do variable damage, they do regular fixed damage when Thrown and can be quite powerful.

Good abilities from other jobs to consider for your Ninja are Steal (Thief) and Brawler (Monk). Ninjas have a very high speed, so this makes your steals more effective. And Brawler combined with the Ninja's innate Dual Wield gives you two barehanded punches, which can be an extremely strong physical attack with high Bravery.

The main weakness of Ninjas (besides pirates!) is their physical frailty. They



Magicks cast with Arithmeticks CANNOT be Reflected, but CAN be evaded.

Remember, when targeting based on Height, units in water have decreased Height; the Depth of the water is subtracted from the Height of the panel.

(Exception: If the unit has Swim, all water is treated as having only Depth 1.)  
And, Floating units, including monsters that naturally Float, have a Height that is 1 GREATER than the panel they're Floating over.

--Reaction Abilities--

|             | TRIGGER     | BRV | JP  | EFFECT  |
|-------------|-------------|-----|-----|---|
| Cup of Life | HP restore  | Yes | 200 | If healing ability used on character restores more HP than is needed to return to max HP, the excess HP is distributed to the rest of the party |
| Soulbind    | Any HP loss | Yes | 300 | After any HP damage, restores 1/2 of of the damage you took, and inflicts that 1/2 on the character who attacked you.                           |

--Support Abilities--

|           |  | JP  | EFFECT                         |
|-----------|--|-----|--------------------------------|
| Exp Boost |  | 350 | Doubles Exp received in battle |

--Movement Abilities--

|            |  | JP  | EFFECT                    |
|------------|--|-----|---------------------------|
| Accrue Exp |  | 400 | Earn 1 Exp per tile moved |
| Accrue JP  |  | 400 | Earn 2 JP per tile moved  |

JP to master: 4200

--MY THOUGHTS--

Arithmeticians are extremely powerful magick-wielders. Unlike conventional magicks, Arithmeticks takes no time to charge, can strike all the way across the board, and costs no MP! The Arithmeticks command also allows you cast magicks learned from four different jobs (White Mage, Black Mage, Time Mage, and Mystic), giving the Arithmetician great versatility. They can toast enemies around the battlefield or heal your whole party, without even having to charge or use MP!

By trying different combinations of multiple and CT/Level/Exp/Height, you can customize whom your magick is going to hit. To preview your targets before you cast, look for the characters with yellow targeting tiles at their feet. If you don't like the combination of targets you're getting, cancel back a few menus and pick a different match of base and multiple. You can't always target exactly the characters you want, but you can usually get reasonably close. Check out the Arithmeticks Chart (Ctrl+F and then 00arith) for help targeting.

For healing, you can use Arithmeticks with Esuna, Curaga, and Arise. On offense, Holy is tops, stronger even than Flare! And if you equip gear that absorbs holy (e.g., Chameleon Robes or the Excalibur), you can heal your allies at the same time, too. Holy does have a very long on-screen animation, though; Flare can be nice to use against weaker opponents simply because you don't need to wait so long for the animation to finish!

You can also use Arithmeticks to mass-cast support magicks like Haste, Protect,

and Shell, although by the time you've mastered Arithmeticks you may already have many pieces of equipment that you give you these buffs automatically. Finally, a couple casts of Trepidation can also be useful for turning your enemies into chickens en masse.

The Arithmetician job itself has very low magick strength and speed. To remedy this, learn the Arithmeticks abilities, then switch the character to a Black Mage or Summoner (both of which have a high Magick Attack) and equip Arithmeticks as your secondary action ability. Once you've learned all the Arithmetician's abilities, there's pretty much no reason to ever change back to the job.

Although Arithmeticks is strong, it does require a large JP investment to maximize its power. First of all, you need to learn magicks from the other magick-using jobs, then you have to learn all the Arithmeticks abilities to make your targeting flexible. And since Arithmeticians are so slow and don't get many turns, earning JP as an Arithmetician is hard. (Equipping an accessory to boost their speed will help.)

An Arithmetician is definitely not needed to complete the single-player game, and Arithmeticks can't be used at all in Rendezvous Mode missions. It's safe to skip building up an Arithmetician if you don't want to invest the time, but they are great if you do!

---BARD-----

Required jobs : Summoner (job lv. 5) & Orator (job lv. 5), MALES only  
 Level up to unlock : nothing

Equippable weapons: Instruments Movement range : 3  
 Equippable armor: Hats, clothes Jump height : 3  
 Physical evade : 5%

Stats When Active Job:

HP: F MP: D- Phys. Atk.: F Mag. Atk.: C Speed: C  
 Stat Growth Rates:  
 HP: \* MP: \* Phys. Atk.: \* Mag. Atk.: \* Speed: \*

--ABILITIES--

--Action Abilities: Bardsong--

HP/MP restored : Magick Attack + PWR  
 RNG RAD

|                  | MP | TIC | PWR | H/V    | H/V | TAR | LF | JP | EFFECT   |
|------------------|----|-----|-----|--------|-----|-----|----|----|--|
| * Seraph Song    | 6  | 20  | All | allies | N   | 100 |    |    | Restores MP; 100% hit rate   |
| Life's Anthem    | 6  | 10  | All | allies | N   | 100 |    |    | Restores HP; 100% hit rate   |
| * Rousing Melody | 8  | --  | All | allies | N   | 100 |    |    | Raises Speed by 1 for battle;<br>50% success rate per unit                             |
| * Battle Chant   | 8  | --  | All | allies | N   | 100 |    |    | Raises Physical Attack by 1 for<br>battle; 50% success rate for<br>each unit           |
| Magickal Refrain | 10 | --  | All | allies | N   | 100 |    |    | Raises Magick Attack by 1 for<br>battle; 50% success rate for<br>each unit             |
| Nameless Song    | 10 | --  | All | allies | N   | 100 |    |    | Gives Reraise, Regen, Protect,<br>Shell, or Haste; 50% success<br>rate for each target |
| * Finale         | 20 | --  | All | allies | N   | 100 |    |    | Fills CT to 100 for instant<br>turn; 50% hit rate per target                           |

Bardsongs activate repeatedly until a new command is entered for the unit. This means that even if you wait out your turns, you can keep activating the ability.





|                   |    |    |             |   |     |   |
|-------------------|----|----|-------------|---|-----|---|
| Witch Hunt        | 6  | 20 | All enemies | N | 100 | Lowers enemy MP; 100% hit rate  |
| * Mincing Minuet  | 6  | 10 | All enemies | N | 100 | Lowers enemy HP; 100% hit rate  |
| * Slow Dance      | 8  |    | All enemies | N | 100 | Lowers enemy Speed by 1; 50% hit rate on each target                                      |
| Polka             | 8  | -- | All enemies | N | 100 | Lowers enemy Physical Attack by 1; 50% hit rate per target                                |
| Heathen Frolick   | 10 | -- | All enemies | N | 100 | Lowers enemy Magick Attack by 1; 50% hit rate per target                                  |
| * Forbidden Dance | 10 | -- | All enemies | N | 100 | Causes Blind, Confuse, Silence, Toad, Poison, Slow, Stop, or Sleep; 50% hit rate per unit |
| Last Waltz        | 20 | -- | All enemies | N | 100 | Empties enemy CT gauge; 50% hit rate on each target                                       |

Dance abilities activate repeatedly until a new command is entered for the character. This means that even if you wait out your turns, you can keep activating the ability.

Dance abilities do not affect enemies afflicted with Sleep status.

Swiftiness does NOT make Dances activate more quickly.

#### --Reaction Abilities--

|               | TRIGGER      | BRV | JP  | EFFECT                    |
|---------------|--------------|-----|-----|---------------------------|
| * Fury        | Any HP loss  | Yes | 600 | Physical attack power + 1 |
| Bravery Boost | Physical atk | Yes | 700 | Bravery + 3               |

#### --Support Abilities--

none

#### --Movement Abilities--

|         | JP   | EFFECT                           |
|---------|------|----------------------------------|
| Jump +3 | 1000 | Jump height + 3                  |
| Fly     | 5000 | Can fly over terrain and enemies |

JP to master: 8000

#### --MY THOUGHTS--

Whereas Bards cast buffs to help your entire party, Dancers lower the stats of the enemy party. Lowering enemy speed or attack power, or inflicting status conditions with Forbidden Dance, can be useful. Mincing Minuet does far too little damage to be helpful in most circumstances, but works great with the Vanish trick:

As with Bardsong, the Dance command is best used when paired with the Ninja's Vanish reaction ability. When you take damage, Vanish will make you invulnerable until you act again. However, if you're already dancing, the dance will keep firing while you're Invisible, as long as you don't do anything else. This means you can remain invulnerable while continuing to hit the enemy with Mincing Minuet or another dance.

Dancers tend to be at least a little better than Bards. Since there are generally more bad guys on the map than party members, it's more effective to drop the enemies' stats than boost your own. Plus, they have a stronger physical attack. Dancers also work well with the Knight's Parry ability, as their cloth weapons have a VERY high parry rate (50%).

As with the Bard, Fly is definitely not worth 5000 JP. Dancers learn Jump +3

instead of the Bard's Move +3. Unfortunately, Jump +3 is pretty pointless, since Teleport essentially duplicates all its effects and costs fewer JP! To learn Move +3, female characters will have to become a Dark Knight.

---MIME-----

Required jobs : Squire (job lv. 8), Chemist (job lv. 8),  
Summoner (job lv. 5), Orator (job lv. 5),  
Geomancer (job lv. 5), & Dragoon (job lv. 5)

Level up to unlock : nothing

Equippable weapons: None Movement range : 4  
Equippable armor: None Jump height : 4  
Innate abilities: Beastmaster, Concentration, Brawler Physical evade : 5%

Stats When Active Job:

HP: B+ MP: D- Phys. Atk.: B- Mag. Atk.: C Speed: A

Stat Growth Rates:

HP: \*\*\*\*\* MP: \* Phys. Atk.: \*\*\*\*\* Mag. Atk.: \*\*\*\*\* Speed: \*

--ABILITIES--

NO ABILITIES

Mimes can only use physical attacks on their own turns. However, they also copy the abilities of your other characters. After each ally takes a turn, the Mime copies the ability in the direction the Mime is facing and targets a tile the same distance away as the original ability. For example, if Ramza casts a magick on a unit two tiles forward and one tile to his right, the Mime will target a unit two tiles forward and one tile to HER right.

Mimes only copy physical attacks and generic character abilities. They do not copy monster abilities, nor abilities that are only used by special characters (e.g. Agrias's sword techniques). They will also only mimic the \*first\* strike of a Dual Wielded attack.

Finally, Mimes do not copy the actions of another Mime.

--MY THOUGHTS--

Mimes aren't quite as good as you'd think. They only mimic abilities in the exact direction and range that they were originally used, which means they usually miss. They also can't equip any gear to provide buffs or status immunities.

If you use them very carefully, they can possibly be useful, as they could potentially double the number of actions you take. For instance, if you pair a Mime with an Arithmetician, the Mime can repeat every magick that the Arithmetician calculates for twice the effect. Of course, you could just make two Arithmeticians instead...

In truth, the main asset of Mimes is that they have great stat growth, making this a great job to level up with if you're grinding levels. In particular, aside from the level 8 Onion Knight, the Mime is the only generic job that can raise your Magick Attack.

---DARK KNIGHT-----

Required jobs : Knight (MASTERED\*), Black Mage (MASTERED\*),  
Geomancer (job lv. 8#), Dragoon (job lv. 8),  
Samurai (job lv. 8), & Ninja (job lv. 8), must kill 20  
enemies (so that they turn into chests/crystals) with the  
character (merely KOing or poaching an enemy doesn't count)

Level Up to Unlock : nothing

\* Learn all the job's abilities to Master it. It doesn't matter how you acquire the abilities as long as you have them all.

# Look out! You can "master" Geomancer at job lv. 7, but you must continue earning JP with it until it gets to job lv. 8 in order to unlock Dark Knight!

Equippable weapons: Swords, knight's swords, Movement range : 3  
fell swords, axes, flails Jump height : 3

Equippable armor: Shields, helms, clothes, armor, robes Physical evade : 0%

Stats When Active Job:

HP: D MP: C Phys. Atk.: B+ Mag. Atk.: D+ Speed: C

Stat Growth Rates:

HP: \*\* MP: \* Phys. Atk.: \*\*\*\* Mag. Atk.: \* Speed: \*

--ABILITIES--

--Action Abilities: Darkness--

HP/MP drained :  $0.8 \times \text{Physical Attack} \times (\text{Weapon strength} + \text{PWR})$

Damage (Crushing Blow):  $\text{Physical Attack} \times (\text{Weapon strength} + \text{PWR})$

Damage (Abyssal Bl.) : See below

Damage (U. Sacrifice) :  $(\text{Physical Attack} \times \text{Magick Attack} \times \text{BF Factor})$   
 $+ (0.33 \times \text{Max HP})$

The BF Factor that determines damage for Abyssal Blade and Unholy Sacrifice is:

> If using a knight's sword:  $(\text{Bravery}/100)$  [damage reduced if Bravery < 100]

> If using a fell sword:  $([100-\text{Faith}]/100)$  [damage reduced if Faith > 0]

> If using a regular sword: 1

RNG RAD

MP TIC PWR H/V H/V TAR LF JP EFFECT

|                  | MP | TIC | PWR      | H/V | H/V | TAR  | LF   | JP | EFFECT   |
|------------------|----|-----|----------|-----|-----|------|------|----|--|
| * Sanguine Sword | 0  | 0   | 3/*      | 1/- | Any | N    | 500  |    | Drains HP from target to user<br>Non-elemental.  |
| Infernal Strike  | 0  | 0   | 3/*      | 1/- | Any | N    | 500  |    | Drains MP from target to user.<br>Non-elemental.   |
| * Crushing Blow  | 0  | 2   | 3/2      | 1/2 | Any | N    | 300  |    | Physical attack, may inflict<br>Stop. Element is based on<br>element of user's current<br>weapon.  |
| * Abyssal Blade  | 0  | ##  | #Cone#/2 | Any | N   | 1000 |      |    | Physical attack. Element is<br>based on element of user's<br>weapon. Inflicts more damage<br>on targets closer to user.<br>Consumes HP equal to 20% of<br>user's max HP. |
| Unholy Sacrifice | 0  | --  | Self     | 3/3 | Any | N    | 1200 |    | Dark attack, causes Slow.<br>Consumes HP equal to 30% of<br>user's max HP.   |

# Abyssal Blade has a "cone" attack pattern. Within its vertical range of 2, it strikes the first tile in the orientation you're facing, three tiles in a row behind that, and five tiles in the row behind \*that\*. In other words, it looks something like this:

|U|ser

X Damage =  $\text{Physical Attack} \times \text{BF Factor} \times (\text{Weapon strength} + 3)$

XXX Damage =  $\text{Physical Attack} \times \text{BF Factor} \times (\text{Weapon strength} + 1)$

XXXXX Damage =  $0.5 \times \text{Physical Attack} \times \text{BF Factor} \times (\text{Weapon strength} + 0)$

The damage formula for each row is different; MORE damage is inflicted to the units CLOSER to you.

All Darkness techniques have a 100% hit rate. However, they cannot be used

unless the user is equipped with a sword, knight's sword, or fell sword.

Damage from Darkness techniques increases when you have a stronger weapon equipped. When you have two weapons Dual Wielded, only the weapon in the upper slot counts (whether it's a sword or not!).

--Reaction Abilities--

none

--Support Abilities--

|             | JP   | EFFECT   |
|-------------|------|--|
| HP Boost    | 2000 | Increases maximum HP by 20%  |
| * Vehemence | 400  | Increases by 50% the effectiveness of user's attacks and HP-restoring abilities, but also increases damage received by 50% |

--Movement Abilities--

|            | JP   | EFFECT             |
|------------|------|--------------------|
| * Move +3# | 1000 | Movement range + 3 |
| Jump +3#   | 1000 | Jump height + 3    |

#: Move +3 is available for female Dark Knights, Jump +3 for males.

JP to master: 6900

--MY THOUGHTS--

The Dark Knight job allows even generic characters to wield sword techniques like those used by many of the special story characters. Sanguine Sword in particular is great for restoring HP while also inflicting heavy damage to enemies and is extremely helpful in some of the later Rendezvous Mode missions, especially Brave Story. Their other abilities are good, too, although most are height-limited. Abyssal Blade and Unholy Sacrifice consume some of the user's HP, but you can transfer these costs to your MP by equipping the Time Mage ability Mana Shield. The Dark Knight job is also important for allowing female characters to learn the extremely valuable Move +3 ability, which completely supersedes Move +2. Vehemence is also a great support ability for characters who aren't too fragile.

Dark Knights have the strongest attack power of any regular job and can equip knight's swords and heavy armor. Dark Knights are also the only job (aside from Onion Knights) that can equip fell swords, special weapons found exclusively in the multiplayer modes. Fell swords actually aren't that good though. Although they can inflict status ailments on their targets, fell swords require both hands and don't carry all the buffs that knight's swords do. Stick with the knight's swords.

Of course, the "catch" to all this power is that the Dark Knight job requires a lot of work to unlock. You need to completely master two other jobs (one physical, one magickal) by learning all their abilities, get four other jobs up to level 8, and kill 20 enemies with the character you want to turn into a Dark Knight.

In the single-player game, then, the Dark Knight is almost excessive. By the time you jump through all the hoops to unlock it, you'll probably be tough enough that you don't even need it! On the other hand, if you want to finish all the Rendezvous Mode missions, the Dark Knight and its HP-draining ability is quite important.

---ONION KNIGHT-----

Required jobs : Squire (job lv. 6) & Chemist (job lv. 6)

Level up to unlock : nothing

|                         |                     |                      |
|-------------------------|---------------------|----------------------|
|                         | AT JOB LEVEL < 8    | AT JOB LEVEL 8       |
| Equippable weapons: All | Movement range : 3  | Movement range : 4   |
| Equippable armor: All   | Jump height : 3     | Jump height : 4      |
|                         | Physical evade : 5% | Physical evade : 30% |

Stats When Active Job:

|       |        |                |              |          |
|-------|--------|----------------|--------------|----------|
| HP: F | MP: D- | Phys. Atk.: D- | Mag. Atk.: F | Speed: C |
|-------|--------|----------------|--------------|----------|

Upon reaching job level 8 (see below), the Onion Knight's stats will increase:

|        |        |                |              |          |
|--------|--------|----------------|--------------|----------|
| HP: B+ | MP: A+ | Phys. Atk.: B+ | Mag. Atk.: C | Speed: A |
|--------|--------|----------------|--------------|----------|

Stat Growth Rates:

|        |         |               |              |          |
|--------|---------|---------------|--------------|----------|
| HP: ** | MP: *** | Phys. Atk.: * | Mag. Atk.: * | Speed: * |
|--------|---------|---------------|--------------|----------|

Stat Growth Rates at job level 8:

|           |           |                   |                  |              |
|-----------|-----------|-------------------|------------------|--------------|
| HP: ***** | MP: ***** | Phys. Atk.: ***** | Mag. Atk.: ***** | Speed: ***** |
|-----------|-----------|-------------------|------------------|--------------|

--ABILITIES--

NO ABILITIES

The Onion Knight cannot use any abilities and can only use physical attacks. However, they can use any kind of equipment. Even items normally reserved for female characters can be used by male Onion Knights (and by female Onion Knights, too, of course).

--MY THOUGHTS--

Taken in their base form, Onion Knights seem how exactly how the game describes them: sad. Sure, they can equip any piece of equipment, but they have terrible stats and NO abilities. Even if you gave them a good sword and armor, they'd still be just a Knight with no abilities and no stats. Plus, they don't gain experience from taking actions.

So what's the point of Onion Knights? Well, every time you master two other jobs, the job level of Onion Knight increases. (Squire, Chemist, Mime, Dark Knight, and special story character jobs that replace Squire do not count towards this tally.) If you master 14 jobs and get Onion Knight to job level 8, its stats will see a BIG increase. (Of course, mastering 14 jobs is a LOT of abilities to learn.) Playing the game's multiplayer modes also allows you to earn the Onion gear, very strong equipment that can only be used by Onion Knights. With these two things, Onion Knights can be very strong melee fighters, although they still cannot equip abilities.

Once at job level 8, the Onion Knight also gains the best stat bonuses whenever they level-up. But since they don't get Exp from attacking and can't equip Steal Exp, the only way to level them up is with the Wild Boar's Bequeath Bacon ability (available with the Beastmaster support ability). Since Wild Boars can only be obtained by breeding them from a Swine (faster) or from other Wild Boars (slower), this can take quite a while.

A bug in the game also provides another way to tweak the Onion Knight. First, be sure "Optimize on Job Change" is set to OFF under Options. Then, equip the Dual Wield ability (NOT the innate Dual Wield of a Ninja or Dragonkin) and two weapons. Switch to Onion Knight and you will still have both weapons equipped, even though Onion Knights can't normally Dual Wield. You CAN'T actually swing the second weapon and hit enemies with it, but you DO get any buffs, like the auto-Haste from the Excalibur. This actually isn't super useful because the Onion gear provides most of these buffs, and using up your shield slot for a second weapon leaves you with no defense since Onion Knights have no Reaction Abilities.

If you're not interested in spending a lot of time leveling up your jobs, you probably won't have much use for the Onion Knight. They're not all that important, even in the Rendezvous Mode missions.

If you DO want a powered-up Onion Knight, the "quickest" way to get one is to raise Squire and Chemist to job level 6 (to unlock it), and then master Knight, Archer, Monk, White Mage, Black Mage, Time Mage, Thief, Orator, Mystic, Geomancer, Samurai, Ninja, Arithmetician, and Bard/Dancer. Dragoon and Summoner require more JP to master than any of the other applicable jobs, plus you need Zodiark to master Summoner.

%%STORY CHARACTER JOBS%%00job2

These are special jobs used by specific story characters, and are not available to generic characters. In all cases where a story character has a special job, the special job replaces the Squire job for that character.

Most special jobs have the same reaction, support, and movement abilities as the Squire job they replace. Therefore, I haven't bothered to list them. The exceptions are the Ark Knight, Automaton, and Byblos jobs, which do have different abilities.

```

---SQUIRE [RAMZA]-----
Used By: Ramza                               Movement range : 4
Equippable weapons: Knives, swords,          Jump height    : 3
                    knight's swords (ch. 4), flails    Physical evade  : 10%
Equippable armor: Shields (ch. 2+), hats, helms (ch. 2+),
                  clothes, armor (ch. 2+), robes
Stats When Active Job:
  HP: C+      MP: B-      Phys. Atk.: C+      Mag. Atk.: C-      Speed: C
Stat Growth Rates:
  HP: ***     MP: ****    Phys. Atk.: ***    Mag. Atk.: **     Speed: **

```

--ABILITIES--

--Action Abilities: Mettle--

Damage (Rush/Stone) : Physical Attack x (random number from 1 to PWR)  
 Damage (Ultima) : Magick Attack x PWR x (Faith/100) x (Target Faith/100)  
 RNG RAD

|                  | MP | TIC | PWR  | H/V | H/V  | TAR | LF  | JP  | EFFECT   |
|------------------|----|-----|------|-----|------|-----|-----|-----|--|
| * Focus          | 0  | --  | Self | 1/- | Self | -   | 300 |     | Raises Physical Attack stat by 1. Duration: Battle.  |
| Rush             | 0  | 4   | 1/1  | 1/- | Any  | -   | 80  |     | Weak physical attack, good chance of knocking enemy back one tile.                                     |
| Stone            | 0  | 2   | 4/*  | 1/- | Any  | Y   | 90  |     | Weak physical attack, good chance of knocking enemy back one tile.                                     |
| Salve            | 0  | --  | 1/2  | 1/- | Any  | -   | 150 |     | Cures Blind, Silence, Poison   |
| * Tailwind       | 0  | --  | 3/*  | 1/- | Any  | N   | 200 |     | Raises Speed by 1. Dur: Battle.  |
| Chant            | 0  | --  | 1/3  | 1/- | Any  | -   | 0   |     | Restores HP. Amount of HP restored = 40% of Ramza's max HP. Ramza loses HP equal to 20% of his max HP. |
| * Steel (ch. 2+) | 0  | --  | 3/*  | 1/- | Any  | N   | 200 |     | Raises Bravery by 5 #  |
| * Shout (ch. 4)  | 0  | --  | Self | 1/- | Self | -   | 500 |     | Raises Bravery by 10 #, Physical and Magick Attack by 1, Speed by 1. Dur: Battle.                      |
| Ultima (ch4)     | 10 | 5   | 23   | 4/* | 2/1  | Any | N   | --& | Non-elemental magick attack  |

JP to master: 2570

# Note: These abilities increase your Bravery. Most of this change remains only for the battle, but for every 4 points you increase your Bravery during battle, you get a 1 point permanent increase in Bravery.

Ultima can only be learned by having Luso or an enemy cast it on Ramza; see the "Learning Magick from Being Hit" section for more information.

The damage from Rush and Stone increases (though not by much) if you have the Monk's Brawler ability equipped.

--MY THOUGHTS--

Ramza's Squire job is powered up quite a bit relative to a regular Squire. He has better stats, some extra abilities, and as you progress through the game, he gains the ability to equip heavy armor and knight's swords. Unlike a regular Squire, he can't wield axes, but axes are pretty useless anyway!

Most of Ramza's extra abilities are quite useful. Tailwind is a Speed boost, Steel is a Bravery boost, and Shout raises many stats but only works on Ramza. Steel is particularly useful as it's the fastest way of permanently adding to your Bravery; it has a 100% hit rate and costs no MP. Whenever Ramza has a spare turn, it's a good idea to have him use Steel to boost a teammate's Bravery (or Shout to boost his own); increasing your Bravery makes your reaction abilities much more effective. In a pinch, his Chant ability is good for healing too. On the other hand, the Ultima magick is really quite weak, especially given that you have to go out of your way to learn it.

Since Mettle makes for a good set of support abilities, you may want to consider developing Ramza as a support character. On the other hand, until you get some of the other special characters, Ramza will probably have some of the better stats on your team and may be needed for front-line fighting.

Since Ramza doesn't have much in the way of direct attack or healing abilities, you'll probably eventually want to supplement Mettle with some other abilities. You can switch Ramza to another job (I like to make him Monk or a Ninja) and equip Mettle as your second command. Or, since his Squire job is pretty strong statistically, learn abilities with a different job and then switch him back to Squire!

Ramza has one other special property: Being the lead character, he never deserts the party, no matter how low his Bravery goes or how high his Faith gets. This means that another strategy would be to forget his Squire job and turn him into a magick-user. Why? Normally, a character's Faith can only go up to 94 before the character deserts, but Ramza's Faith could be increased all the way up to 97 for a few extra points of magick strength. But, it's only a few points' difference and the Rod of Faith weapon raises any character's Faith to 100 during battle anyway.

If you're in Chapter IV, Ramza's Squire job won't display as Mastered until you've learned the Ultima magick from an enemy; see "Learning Magick from Being Hit" for more information.

---SQUIRE [DELITA]-----

|  |                     |                |               |          |
|--|---------------------|----------------|---------------|----------|
| Used By: Delita (ch. 1)                    | Movement range : 4  |                |               |          |
| Equippable weapons: Knives, swords, flails | Jump height : 3     |                |               |          |
| Equippable armor: Hats, clothes, robes     | Physical evade : 5% |                |               |          |
| Stats:                                     |                     |                |               |          |
| HP: C+                                     | MP: C+              | Phys. Atk.: C+ | Mag. Atk.: C- | Speed: C |

--ABILITIES--

--Action Abilities: Mettle--

Damage inflicted : Physical Attack x (random number from 1 to PWR)

RNG RAD

|         | MP | TIC | PWR  | H/V | H/V  | TAR | LF  | JP | EFFECT   |
|---------|----|-----|------|-----|------|-----|-----|----|--|
| * Focus | 0  | --  | Self | 1/- | Self | -   | 300 |    | Raises Physical Attack stat by 1. Duration: Battle.  |
| Rush    | 0  | 4   | 1/1  | 1/- | Any  | -   | 80  |    | Weak physical attack, good chance of knocking enemy back one tile.                                       |
| Stone   | 0  | 2   | 4/*  | 1/- | Any  | Y   | 90  |    | Weak physical attack, good chance of knocking enemy back one tile.                                       |
| Salve   | 0  | --  | 1/2  | 1/- | Any  | -   | 150 |    | Cures Blind, Silence, Poison   |
| * Chant | 0  | --  | 1/3  | 1/- | Any  | -   | 0   |    | Restores HP. Amount of HP restored = 40% of Delita's max HP. Delita loses HP equal to 20% of his max HP. |

JP to master: 1670

--MY THOUGHTS--

Like Ramza's, Delita's Squire job has superior stats to a regular Squire, but Delita only has a single extra ability, Chant. Chant comes in quite useful during Chapter I, as it lets Delita heal other party members for a substantial amount (albeit at the cost of some of his own HP). Expect to see the guest AI using it fairly frequently.

---SQUIRE [ARGATH]-----

Used By: Argath (ch. 1) Movement range : 4  
 Equippable weapons: Knives, swords, axes, flails Jump height : 3  
 Equippable armor: Hats, clothes Physical evade : 15%  
 Stats:  
 HP: C+      MP: C+      Phys. Atk.: C+      Mag. Atk.: C-      Speed: C

--ABILITIES--

--Action Abilities: Fundamentals--

Damage inflicted : Physical Attack x (random number from 1 to PWR)

Success rate of Rend : Physical Attack + PWR + Weapon strength

RNG RAD

|            | MP | TIC | PWR    | H/V | H/V  | TAR | LF  | JP | EFFECT   |
|------------|----|-----|--------|-----|------|-----|-----|----|--|
| * Focus    | 0  | --  | Self   | 1/- | Self | -   | 300 |    | Raises Physical Attack stat by 1. Duration: Battle.                |
| Rush       | 0  | 4   | 1/1    | 1/- | Any  | -   | 80  |    | Weak physical attack, good chance of knocking enemy back one tile. |
| Stone      | 0  | 2   | 4/*    | 1/- | Any  | Y   | 90  |    | Weak physical attack, good chance of knocking enemy back one tile. |
| Salve      | 0  | --  | 1/2    | 1/- | Any  | -   | 150 |    | Cures Blind, Silence, Poison                                       |
| Rend Helm  | 0  | 45  | Weapon |     | Any  | Y   | 300 |    | Destroys target's headgear   |
| Rend Armor | 0  | 40  | Weapon |     | Any  | Y   | 400 |    | Destroys target's armor  |

JP to master: 2370

--MY THOUGHTS--

Like Ramza and Delita, Argath's Squire job has superior stats compared to a



regular Squire. Argath's extra abilities are Rend Helm and Rend Armor. They'd be nice to use, but since Argath doesn't participate in random battles and can only gain JP from story battles, you likely won't even have a chance to learn them. Instead, you may want to supplement him with a Black Magick spell or two if available, or perhaps Items.

---FELL KNIGHT-----

Used By: Gaffgarion Movement range : 3  
 Equippable weapons: Swords, knight's swords Jump height : 3  
 Equippable armor: Shields, helms, armor, robes Physical evade : 15%

Innate ability (only after Zeirchele Falls): Immune to Berserk, Charm, and Stone Stats:

HP: B+ MP: C+ Phys. Atk.: C Mag. Atk.: C- Speed: A

--ABILITIES--

--Action Abilities: Fell Sword--

Damage inflicted : Physical Attack x (Weapon strength + PWR)

RNG RAD

MP TIC PWR H/V H/V TAR LF JP EFFECT

\* Shadowblade 0 0 3/\* 1/- Any N 100 Absorbs HP from target  
 Duskblade 0 0 3/\* 1/- Any N 500 Absorbs MP from target

Fell Sword techniques have a 100% hit rate. However, they cannot be used unless Gaffgarion is equipped with a sword, knight's sword, or fell sword.

JP to master: 1650

--MY THOUGHTS--

Gaffgarion is cool, but he's only in your party for two battles plus the intro battle at the start of the game. But, his Shadowblade technique is quite powerful (and restores some of Gaffgarion's HP!), so he'll be helpful while you've got him.

---HOLY KNIGHT-----

Used By: Agrias, Delita (ch. 2+) Movement range : 3  
 Equippable weapons: Swords, knight's swords Jump height : 3  
 Equippable armor: Shields, helms, armor, robes Physical evade : 25%  
 Innate ability (Delita only): Immune to Toad, Chicken, Charm, and Doom

Stats When Active Job (Agrrias):

HP: B+ MP: C+ Phys. Atk.: C Mag. Atk.: C- Speed: C

Stat Growth Rates (Agrrias):

HP: \*\*\*\* MP: \*\*\*\* Phys. Atk.: \*\*\* Mag. Atk.: \* Speed: \*

Delita's Stats:

HP: B MP: C+ Phys. Atk.: B- Mag. Atk.: C- Speed: B

--ABILITIES--

--Action Abilities: Holy Sword--

Damage inflicted : Physical Attack x (Weapon strength + PWR)

RNG RAD

MP TIC PWR H/V H/V TAR LF JP EFFECT

Judgment Blade 0 2 2/\* 2/0 Any N 0 Physical attack, causes Stop  
 Cleansing Strike 0 3 3/2 1/- Any N 400 Physical attack, causes Doom  
 Northswain's Strike 0 2 3/1 1/- Any N 500 Physical attack, instant KO  
 \* Hallowed Bolt 0 4 3/\* 2/1 Any N 700 Physical attack, causes Silence

\* Divine Ruination 0 5 4Dir 5/2 Any N 800 Physical attack, causes Confuse  
 Chant 0 -- 1/3 1/- Any - 0 Restores HP. Amount of HP  
 (Delita only) restored = 40% of Delita's  
 max HP. Delita loses HP  
 equal to 20% of his max HP.

Holy Sword techniques have a 100% hit rate. However, they cannot be used unless Agrias/Delita is equipped with a sword, knight's sword, or fell sword.

Damage from Holy Sword techniques increases when you have a stronger weapon equipped. When you have two weapons Dual Wielded, only the weapon in the upper slot counts (whether it's a sword or not!).

The element of these techniques is the same as the element of your weapon. (And if the weapon has no elemental affinity, then the attack is non-elemental.)

JP to master: 3450

--MY THOUGHTS--

Agrias's sword techniques makes her an invaluable member of your party as soon as she joins, and she'll stay that way pretty much throughout the game. Her Holy Sword abilities are the game's best attack abilities. They do a lot of damage, require no charge time or MP, cannot be evaded, and can strike at a few panels' range! Many of them can even strike multiple enemies at once! And since sword techniques are considered physical attacks, the Geomancer's Attack Boost can make them even stronger!

You may want to save up your JP for Hallowed Bolt and Divine Ruination, her best techniques. Divine Ruination is her strongest technique and can damage quite a few enemies if they all happen to be standing on a straight line, but you can only fire it in a straight line. Hallowed Bolt isn't quite as strong, but is more flexible in its targeting.

Eventually, Agrias will be joined by Orlandeau, who has all of Agrias's abilities and then some. Even with Orlandeau available, though, Agrias will still be a major part of your offense. And in the long run, she's probably a little bit better than Orlandeau because she can equip the many powerful items reserved for female characters: a Ribbon will make her immune to negative status changes, Chantage perfume can give her an infinite Reraise, and the Tynar Rouge gives a number of valuable buffs.

Delita only shows up as a Holy Knight for a few battles, but his version of the job adds his Chant ability. He's also immune to a few status ailments that he'll probably never to have face anyway.

---PRINCESS-----

Used By: Ovelia Movement range : 4  
 Equippable weapons: Staves Jump height : 3  
 Equippable armor: Hats, clothes, robes Physical evade : 20%  
 Stats:  
 HP: C- MP: C+ Phys. Atk.: C Mag. Atk.: C- Speed: C

--ABILITIES--

--Action Abilities: Holy Magicks--  
 Status change success : (Magick Attack + PWR) x (Faith/100) x (Target Faith/100)  
 RNG RAD  
 MP TIC PWR H/V H/V TAR LF JP EFFECT  
 -----  
 \* Aegis 30 4 200 5/\* 1/- Any N 0 Gives Reraise, Regen, Protect,  
 Shell, and Haste status

Dispelna 20 4 200 4/\* 1/- Any N 0 Cures Stone, Confuse, Silence,  
Vampire, Toad, Poison, Stop,  
Sleep, Immobilize, & Disable

JP to master: 1050

--MY THOUGHTS--

Well, Ovelia only fights in a few battles, but she can be a helpful support character since Aegis casts 5 different buffs at once. Since you can't control her, she'll usually cast it on herself first, but after that she can cast it on allies too.

---MACHINIST-----

Used By: Mustadio Movement range : 3  
Equippable weapons: Knives, guns Jump height : 4  
Equippable armor: Hats, clothes Physical evade : 18%  
Innate ability: Safeguard (ONLY as Guest)

Stats When Active Job:

HP: C- MP: D+ Phys. Atk.: C- Mag. Atk.: C- Speed: B+

Stat Growth Rates:

HP: \*\*\* MP: \*\*\* Phys. Atk.: \*\*\* Mag. Atk.: \* Speed: \*

--ABILITIES--

--Action Abilities: Aimed Shot--

Status attack success : Speed + PWR

RNG RAD

|             | MP | TIC | PWR | H/V    | H/V | TAR | LF  | JP | EFFECT                   |
|-------------|----|-----|-----|--------|-----|-----|-----|----|--------------------------|
| Leg Shot    |    | 0   | 50  | Weapon | Any | Y   | 200 |    | Causes Immobilize status |
| * Arm Shot  |    | 0   | 50  | Weapon | Any | Y   | 300 |    | Causes Disable status    |
| * Seal Evil |    | 0   | 70  | Weapon | Any | Y   | 200 |    | Turns undead to Stone    |

Aimed Shot fires twice per turn if combined with the Dual Wield support ability and Dual Wielded weapons. (You'll need to have Mustadio configured to use a weapon type that CAN be Dual Wielded; neither knives nor guns can be Dual Wielded.)

JP to master: 1750

--MY THOUGHTS--

With his Arm Shot ability and a gun, Mustadio can disable enemies from across the battlefield. This is a great ability since it effectively stops enemies from taking any kind of action for a few turns. You can Disable enemy mages to keep them from casting spells while the rest of your team is trying to reach them, or Disable a melee fighter and have the rest of your team pounce on him/her without fear of reprisal. Or, when you're just faced with a lot of enemies at once, Disabling a few can make the crowd more manageable. Since Disable also shuts down reaction abilities, you can also use it to stop monsters from counter-attacking you or to keep humans from recovering from your attacks. Towards the very end of the game, it becomes slightly less useful since many human enemies are equipped with Thief's Caps, which renders them immune to Disable status.

Seal Evil is also useful: It turns undead enemies to stone, which not only defeats them instantly, but prevents them from reviving. (And it has a high hit rate!) Although you won't face undead enemies in too many battles, Seal Evil is quite handy in the ones where you do.

In order for Mustadio's Aimed Shot abilities to keep their long range, Mustadio needs to stay equipped with a gun, so either learn Equip Guns or stick with jobs

that can use them naturally (Machinist, Chemist, and Orator). Switching him to a Chemist may be good as you can supplement his Aimed Shots with the ability to heal your teammates. However, you'll also want to keep his Speed as high as possible because Speed determines the success rate of Aimed Shot.

While Mustadio is a guest, he has an innate Safeguard ability that protects his gun from being broken. However, he loses this once he joins you permanently -- but by that point, you can buy replacement guns anyway.

Once you get Balthier, Mustadio essentially becomes obsolete, since Balthier has even more abilities and better stats.

---ASTROLOGER-----

Used by: Orran Movement range : 3  
Equippable weapons: Books Jump height : 4  
Equippable armor: Hats, clothes Physical evade : 15%  
Innate ability: Immune to all negative status except Stone, Blind, Silence, Oil, Slow, and Stop

Stats:

HP: C- MP: B- Phys. Atk.: C Mag. Atk.: C+ Speed: A

--ABILITIES--

--Action Abilities: Astrology--

Success rate (Stasis) : Magick Attack + PWR

Damage inflicted : Physical Attack x (random number from 1 to PWR)

RNG RAD

|                    | MP | TIC | PWR  | H/V | H/V   | TAR | LF | JP  | EFFECT   |
|--------------------|----|-----|------|-----|-------|-----|----|-----|--|
| * Celestial Stasis | 5  | 50  |      | All | foes! |     | N  | 0   | Causes Stop, Immobilize, or Disable                                |
| * Focus            | 0  | --  | Self | 1/- | Self  | -   |    | 300 | Raises Physical Attack stat by 1. Duration: Battle.                |
| Rush               | 0  | 4   | 1/1  | 1/- | Any   | -   |    | 80  | Weak physical attack, good chance of knocking enemy back one tile. |
| Stone              | 0  | 2   | 4/*  | 1/- | Any   | Y   |    | 90  | Weak physical attack, good chance of knocking enemy back one tile. |
| Salve              | 0  | --  | 1/2  | 1/- | Any   | -   |    | 150 | Cures Blind, Silence, Poison                                       |

JP to master: 1670

--MY THOUGHTS--

Orran's sole unique ability is his Celestial Stasis magick, which will debilitate most of the enemies on the board every time he uses it and doesn't even cost any MP! (It does require some charge time, though.) Too bad he only shows up in one battle and you don't even get to control him :(

---CLERIC-----

Used By: Alma Movement range : 4  
Equippable weapons: Staves Jump height : 3  
Equippable armor: Hats, clothes, robes Physical evade : 18%

Stats - Chapter III:

HP: D+ MP: C+ Phys. Atk.: C Mag. Atk.: B Speed: C+

Stats - Chapter IV:

HP: C- MP: A+ Phys. Atk.: C Mag. Atk.: B Speed: B+

--ABILITIES--

--Action Abilities: Holy Magicks--

Damage inflicted : Magick Attack x PWR x (Faith/100) x (Target Faith/100)



|                  |    |    |      |     |      |     |     |  |
|------------------|----|----|------|-----|------|-----|-----|--|
| Chant            | 0  | -- | 1/3  | 1/- | Any  | -   | 0   | Restores HP. Amount of HP restored = 40% of Luso's max HP. Luso loses HP equal to 20% of his max HP. |
| * Steel (ch. 2+) | 0  | -- | 3/*  | 1/- | Any  | N   | 200 | Raises Bravery by 5 #  |
| * Shout (ch. 4)  | 0  | -- | Self | 1/- | Self | -   | 500 | Raises Bravery by 10 #, Physical and Magick Attack by 1, Speed by 1. Dur: Battle.                    |
| Ultima (ch4)     | 10 | 5  | 23   | 4/* | 2/1  | Any | N   | --& Non-elemental magick attack  |

JP to master: 2570

Ultima can only be learned by having Ramza or an enemy cast it on Luso; see the "Learning Magick from Being Hit" section for more information.

The damage from Rush and Stone increases (though not by much) if you have the Monk's Brawler ability equipped.

# Note: These abilities increase your Bravery. Most of this change remains only for the battle, but for every 4 points you increase your Bravery during battle, you get a 1 point permanent increase in Bravery.

--MY THOUGHTS--

Luso is basically a clone of Ramza with a slightly better MP growth rate, so he has the same strengths and weaknesses as Ramza does. Luso's main distinguishing feature is his innate Poach ability, which can be nice for hunting for the rare items you get from poaching some monsters.

Overall, Luso's OK. But you already have one Ramza, and \*that\* Ramza is the one you're required to use in story battles. As a result, Luso is sadly pretty redundant in most cases. Ramza's abilities aren't good enough that you need two people in the party using them, not when you could fill that slot in your party with a character who has a different set of abilities.

Game Hunter won't display as Mastered until you've learned the Ultima magick from an enemy; see "Learning Magick from Being Hit" for more information.

---SKYSEER-----

|  |                      |
|--|----------------------|
| Used By: Rapha                         | Movement range : 3   |
| Equippable weapons: Staves, poles      | Jump height : 3      |
| Equippable armor: Hats, clothes, robes | Physical evade : 10% |

Stats as Guest:

HP: D+      MP: C+      Phys. Atk.: D+      Mag. Atk.: C-      Speed: B+

Stats When Active Job:

HP: C-      MP: C+      Phys. Atk.: C      Mag. Atk.: C      Speed: B+

Stat Growth Rates:

HP: \*\*\*      MP: \*\*\*\*      Phys. Atk.: \*\*\*      Mag. Atk.: \*      Speed: \*

--ABILITIES--

--Action Abilities: Sky Mantra--

Damage : 0.5 x Magick Attack x (Magick Attack + PWR)  
RNG RAD

|    |     |     |     |     |     |    |    |        |
|----|-----|-----|-----|-----|-----|----|----|--------|
| MP | TIC | PWR | H/V | H/V | TAR | LF | JP | EFFECT |
|----|-----|-----|-----|-----|-----|----|----|--------|

|                |   |    |     |     |     |   |     |  |
|----------------|---|----|-----|-----|-----|---|-----|--|
| Heaven's Wrath | 3 | 10 | 4/* | 2/3 | Any | N | 100 | Lightning magick attack; 1-10 hits on random tiles within radius |
| Ashura         | 4 | 11 | 4/* | 2/3 | Any | N | 200 | Fire magick attack; 1-10 hits                                    |

|                  |   |    |     |     |     |   |     |  |
|------------------|---|----|-----|-----|-----|---|-----|--|
| Adamantine Blade | 5 | 12 | 4/* | 2/3 | Any | N | 300 | on random tiles w/in radius<br>Wind magick attack; 1-10 hits<br>on random tiles w/in radius  |
| Maelstrom        | 6 | 14 | 4/* | 2/3 | Any | N | 400 | Water magick attack; 1-10 hits<br>on random tiles w/in radius  |
| Celestial Void   | 5 | 8  | 4/* | 2/3 | Any | N | 500 | Non-elemental magick attack;<br>1-10 hits on random tiles<br>within radius. Causes<br>Blind, Confuse, Silence,<br>Toad, Poison, Slow, or Sleep |
| Divinity         | 7 | 22 | 4/* | 2/3 | Any | N | 600 | Earth magick attack; 1-10 hits<br>on random tiles w/in radius  |

Sky Mantra attacks do not take Rapha's Faith or enemy Faith into consideration, unlike most magick attacks.

JP to master: 3150

--MY THOUGHTS--

As you've probably observed during her time as a guest, Rapha's Sky Mantra abilities are pretty useless. They strike random tiles within their effect radius, making them often as likely to hit your allies as your enemies, and they don't even do all that much damage anyway. Plus, they take time to charge. Her stats are pretty blah, as well.

Sky Mantra *is* somewhat more useful if you can target tiles that are surrounded by large variations in height. The Mantra will never strike a tile that's more than 3 height units higher or lower than the target tile. So, sharp differences in height help narrow down the targets for the random strikes, and give you greater odds of repeatedly hitting the enemy that you WANTED to target. But, this really only works on certain maps.

Given her low starting Bravery, though, Rapha is a character that can easily be made into a good Treasure Hunter. (You're more likely to get good items with Treasure Hunter if your Bravery is low.) And, if you're planning to tackle the bonus dungeon, you'll definitely want a Treasure Hunter! Of course, it's not in any way necessary to specifically use Rapha for this; any other character with low Bravery works fine. Rapha just tends to be convenient since her Bravery is already pretty low to start with. You may want to lower her Bravery even further with the Mystic's Trepidation to increase your odds even more.

---NETHERSEER-----

|   |                     |
|---|---------------------|
| Used By: Marach   | Movement range : 4  |
| Equippable weapons: Rods, poles   | Jump height : 3     |
| Equippable armor: Hats, clothes, robes                                      | Physical evade : 8% |
| Stats When Active Job:  |                     |
| HP: C-      MP: B      Phys. Atk.: C+      Mag. Atk.: C-      Speed: B      |                     |
| Stat Growth Rates:  |                     |
| HP: ****      MP: ****      Phys. Atk.: ***      Mag. Atk.: *      Speed: * |                     |

--ABILITIES--

--Action Abilities: Nether Mantra--

Damage : 0.5 x Magick Attack x (Magick Attack + PWR)  
x (100-Faith)/100 x (100-Target Faith)/100

RNG RAD

|    |     |     |     |     |     |    |    |        |
|----|-----|-----|-----|-----|-----|----|----|--------|
| MP | TIC | PWR | H/V | H/V | TAR | LF | JP | EFFECT |
|----|-----|-----|-----|-----|-----|----|----|--------|

|              |   |    |     |     |     |   |     |  |
|--------------|---|----|-----|-----|-----|---|-----|--|
| Hell's Wrath | 3 | 22 | 4/* | 2/3 | Any | N | 100 | Lightning magick attack; 1-10<br>hits on random tiles within |
|--------------|---|----|-----|-----|-----|---|-----|--|





Equippable armor: Shields, helms, armor, robes

Physical evade : 14%

Stats When Active Job:

HP: C+ MP: A+ Phys. Atk.: B Mag. Atk.: C- Speed: C+

Stat Growth Rates:

HP: \*\*\*\* MP: \*\*\*\* Phys. Atk.: \*\*\* Mag. Atk.: \*\*\* Speed: \*

--ABILITIES--

--Action Abilities: Spellblade--

Status attack success : (Magick Attack + PWR) x (Faith/100) x (Target Faith/100)

|             | MP | TIC | PWR | H/V | H/V | TAR | LF | JP  | EFFECT   |
|-------------|----|-----|-----|-----|-----|-----|----|-----|--|
| Blind       | 6  | 0   | 220 | 4/* | 1/- | Any | N  | 50  | Inflicts Blind status (doubles evade rate when attacking). Duration: Battle.                                       |
| Syphon      | 2  | 0   | 200 | 4/* | 1/- | Any | N  | 100 | Drains target's MP to caster. Amount = 1/4 of target MP max  |
| Drain       | 12 | 0   | 200 | 4/* | 1/- | Any | N  | 180 | Drains target's HP to caster. Amount = 1/4 of target HP max  |
| Faith       | 10 | 0   | 200 | 4/* | 1/- | Any | N  | 200 | Causes Faith status (unit has 100 Faith -- raises magick strength & damage taken from magicks). Duration: 32 ticks |
| * Doubt     | 10 | 0   | 200 | 4/* | 1/- | Any | N  | 200 | Causes Atheist status (unit is immune to magick & can't use magicks). Duration: 32 ticks                           |
| Zombie      | 14 | 0   | 190 | 4/* | 1/- | Any | N  | 150 | Causes Undead status (reverses effect of healing & drain abilities). Duration: Battle.                             |
| Silence     | 16 | 0   | 200 | 4/* | 1/- | Any | N  | 90  | Causes Silence status (cannot use magick). Duration: 36 ticks.   |
| Berserk     | 16 | 0   | 180 | 4/* | 1/- | Any | N  | 200 | Causes Berserk status (attack power up, but can't control unit). Duration: Battle.                                 |
| * Chicken   | 12 | 0   | 200 | 4/* | 1/- | Any | N  | 500 | Lowers target's Bravery by 50  |
| Confuse     | 14 | 0   | 190 | 4/* | 1/- | Any | N  | 200 | Causes Confuse status (acts randomly). Duration: Battle.   |
| Dispel      | 20 | 0   | 200 | 4/* | 1/- | Any | N  | 300 | Removes Float, Reraise, Regen, Invisible, Protect, Shell, Haste, Faith, and Reflect.                               |
| * Disable   | 14 | 0   | 200 | 4/* | 1/- | Any | N  | 50  | Causes Disable status (cannot Act). Duration: 24 ticks.  |
| Sleep       | 20 | 0   | 190 | 4/* | 1/- | Any | N  | 170 | Causes Sleep status (can't do anything). Duration: 60 ticks  |
| * Break     | 24 | 0   | 180 | 4/* | 1/- | Any | N  | 300 | Causes Stone status (can't do anything). Duration: Battle  |
| * Vengeance | 20 | 0   | --  | 8/* | 1/- | Any | N  | 600 | Deals damage = (Beowulf's max HP minus Beowulf's current HP). 100% hit rate.                                       |

Beowulf cannot target himself with Spellblade techniques.

Spellblade techniques cannot be used unless Beowulf is equipped with a sword, knight's sword, or fell sword.

JP to master: 4340

--MY THOUGHTS--

Beowulf is essentially a Mystic on steroids! Like a Mystic, he specializes in

inflicting negative status. But, he's far superior: His abilities don't need to charge, they often are more likely to succeed, and in some cases they cost less MP than the Mystic equivalent!

A pair of Spellblade abilities are particularly useful. Chicken drops an enemy's Bravery by 50, which will turn it into a useless chicken if the enemy's Bravery was less than 60. It almost always has a 70-100% hit rate, and it only costs 12 MP! It's a great ability for quickly reducing the number of enemies you need to fight at once, and is also a pretty good way of prolonging a battle (e.g. to hunt for items in the bonus dungeon). Vengeance is also a great ranged attack that can do quite a bit of damage when Beowulf is low on HP (and it has a fantastic range of EIGHT panels); its main downside is that it's useless at the start of a battle when Beowulf hasn't been harmed yet.

Other handy Spellblade abilities include Break, which has a pretty high chance of turning an enemy instantly to stone, and Doubt, which inflicts the Atheist status and can cripple enemy magick users or make your own allies immune to magick.

Templar also has the highest MP of any job in the game. And with a knight's sword, Beowulf can even be a decent fighter since he has a high Physical Attack rating as well.

Most of Beowulf's abilities have a pretty high success rate. But if you want to make their hit rate even higher, the key is raising Beowulf's Faith stat.

```

---AUTOMATON-----
Used By: Construct 8                               Movement range : 3
Equippable weapons: none                          Jump height    : 3
Equippable armor: none                            Physical       : 0%
  
```

Innate abilities: Counter, Ignore Terrain, Ignore Weather#, cannot enter water.

Stats:

HP: A      MP: F      Phys. Atk.: A+      Mag. Atk.: F      Speed: D+

Construct 8 is immune to all status conditions except Confusion, all elements except Lightning and Water, and (by virtue of having 0 Faith) all Faith-based magicks. But, it's WEAK to non-Faith-based Lightning attacks.

# Since Construct 8 can't enter water, its Ignore Weather would appear not to ever actually do anything. What in the world?

--ABILITIES--

--Action Abilities: Tasks--

Damage inflicted      : Physical Attack x PWR

RNG RAD

MP    TIC PWR H/V H/V TAR    LF JP    EFFECT

```

-----
Destroy          0   10  1/2 1/- Any  -  0   Non-elemental physical attack;
                    user loses HP equal to 1/8 of
                    damage inflicted
Compress         0   12  1/2 1/- Any  -  0   Non-elemental physical attack;
                    user loses HP equal to 1/6 of
                    damage inflicted; may inflict
                    instant KO
* Dispose        0   10  8/* 1/- Any  N  0   Non-elemental physical attack;
                    user loses HP equal to 1/4 of
                    damage inflicted
Pulverize        0   16  1/0 1/- Any  -  0   Non-elemental physical attack;
                    user loses HP equal to 1/4 of
  
```

damage inflicted

All Tasks abilities cannot be evaded or blocked, but consume some of Construct 8's HP when used.

--Reaction Abilities--

|         | TRIGGER        | BRV | JP | EFFECT                              |
|---------|----------------|-----|----|-------------------------------------|
| Counter | Physical attk. | Yes | 0  | Counter-attack with physical attack |

--Support Abilities--

|               |                 | JP | EFFECT                                       |
|---------------|-----------------|----|--|
| Defense Boost | Always equipped | 0  | Lowers damage received from physical attacks |

--Movement Abilities--

none

JP to master: 0

--MY THOUGHTS--

Since Construct 8 is a special "monster," it can't change jobs, use equipment, or learn new abilities. That means it's not a very customizable character and has pretty much a fixed set of strengths and weaknesses.

One of Construct 8's great strengths is its Dispose ability, which has a range of 8 panels and never misses. It's only moderately strong, but the range and hit rate make it good for taking out enemy mages and gunners/archers. Construct 8 is also great on defense, since it's immune to Faith-based magicks and most status conditions. This makes it especially useful in particular battles where the enemy relies heavily on magick or status attacks. Plus, it has an inherent Defense Boost and Counter.

You can also use Construct 8 as a stepping-stool to help other characters climb up to higher ledges. (Other large monsters have this ability as well.) This is necessary to find the hidden items at Nelveska Temple, and can often be handy in Midlight's Deep as well.

The downside to Construct 8 is that it's pretty slow and has a short move range, so it's pretty rare that you'll actually have a chance to use its close range attacks. It's of course also immune to any POSITIVE magicks you might want to cast on it, like buffs or Cure magicks. Using the Tasks abilities also consumes some of its HP, but the loss is not great, so that isn't much to worry about.

Since Construct 8 can't use equipment or change abilities, it's hard to upgrade. The best you can do is gain levels and raise its Bravery. In the long run, it's hard to remedy some of Construct 8's weaknesses (like its short Move range), and it eventually can't keep pace with the rest of your team.

In sum, Construct 8 proves to be quite useful when you first get it and remains very helpful in particular story battles (against enemies using magick or status attacks), but its usefulness may start to fade as other characters gain more and more abilities that Construct 8 can never have.

---SKY PIRATE-----

|  |                      |
|--|----------------------|
| Used By: Balthier                                    | Movement range : 4   |
| Equippable weapons: Knives, swords, knight's swords, | Jump height : 4      |
| bows, crossbows, guns, polearms                      | Physical evade : 25% |

Equippable armor: Shields, hats, helms, clothes, armor,  
                  robes

Innate ability (as Sky Pirate only): Safeguard

Stats When Active Job:

HP: C           MP: C-           Phys. Atk.: C+           Mag. Atk.: C-           Speed: A

Stat Growth Rates:

HP: \*\*\*\*       MP: \*\*\*           Phys. Atk.: \*\*\*       Mag. Atk.: \*           Speed: \*\*\*\*\*

--ABILITIES--

--Action Abilities: Piracy--

Success(Plunder Heart): Magick Attack + PWR

Success (others) : Speed + PWR

RNG RAD

|                   | MP | TIC | PWR | H/V    | H/V | TAR | LF   | JP  | EFFECT   |
|-------------------|----|-----|-----|--------|-----|-----|------|-----|--|
| Leg Shot          |    | 0   | 50  | Weapon | Any | Y   | 200  |     | Causes Immobilize status   |
| * Arm Shot        |    | 0   | 50  | Weapon | Any | Y   | 300  |     | Causes Disable status  |
| Seal Evil         |    | 0   | 70  | Weapon | Any | Y   | 200  |     | Turns undead to Stone  |
| * Barrage         |    | 0   | --  | Weapon | Any | Y   | 1200 |     | Use weapon 4 times in a row at<br>1/2 damage per attack; can't<br>be evaded or blocked |
| Plunder Gil       |    | 0   | 200 | 1/1    | 1/- | Foe | -    | 10  | Steal small amount of gil<br>(amount = Speed * level * 2)                              |
| * Plunder Heart   |    | 0   | 60  | 3/1    | 1/- | Foe | N    | 150 | Inflicts Charm; only effective<br>on females and monsters                              |
| Plunder Helm      |    | 0   | 50  | 1/1    | 1/- | Foe | -    | 350 | Steal target's helmet  |
| * Plunder Armor   |    | 0   | 45  | 1/1    | 1/- | Foe | -    | 450 | Steal target's armor   |
| * Plunder Shield  |    | 0   | 45  | 1/1    | 1/- | Foe | -    | 350 | Steal target's shield  |
| * Plunder Weapon  |    | 0   | 40  | 1/1    | 1/- | Foe | -    | 600 | Steal target's weapon  |
| Plunder Accessory |    | 0   | 50  | 1/1    | 1/- | Foe | -    | 500 | Steal target's accessory   |
| Plunder Exp       |    | 0   | 80  | 1/1    | 1/- | Foe | -    | 250 | Steal some of target's current<br>Exp (amount = Speed + 15)                            |

Leg Shot, Arm Shot, and Seal Evil fire twice per turn if combined with the Dual Wield support ability and Dual Wielded weapons. (Dual Wield has no effect on the other Piracy abilities.)

The Plunder abilities have a higher hit rate than the Thief's Steal equivalents.

JP to master: 5610

--MY THOUGHTS--

Balthier is an all-around great character, and quite versatile. He can function both as a ranged fighter (by equipping a gun or bow) or as a close-range fighter (by equipping a sword or polearm).

His abilities combine those of Mustadio's and a Thief's ... and he's also physically stronger, is more successful at stealing than a Thief, and has the super speed of a Ninja. How can you go wrong with that? Once Balthier joins, there's not all that much use for Mustadio since Balthier has all of Mustadio's ability and then some!

Balthier's one completely unique ability, Barrage, is also very effective. It's similar to Dual Wield in the sense that it essentially doubles your attack power, except that Barrage cannot miss and also lets Balthier still equip a shield in his other hand. Barrage is a great ability regardless of whether you're using Balthier as a range attacker or a melee attacker. Because Barrage counts as a regular attack, it can also be combined with Poach or Tame. In the right circumstances, Barrage can also be used to attack multiple enemies in one

turn -- see "2Enemies1Turn.com" in the Tricks Related To Specific Abilities section of Basic Tactics. Sadly, Barrage CANNOT be combined with Dual Wield or Doublehand; it still does regular damage if you have two weapons or one weapon in two hands. No Genji Glove + Offering this time around :(

---SWORD SAINT-----

Used By: Orlandeau Movement range : 4  
Equippable weapons: Swords, knight's swords, katanas, Jump height : 3  
ninja blades Physical evade : 12%  
Equippable armor: Shields, hats, helms, clothes, armor, robes

Stats When Active Job:

HP: B+ MP: A- Phys. Atk.: B- Mag. Atk.: C- Speed: B  
Stat Growth Rates:  
HP: \*\*\*\* MP: \*\*\*\* Phys. Atk.: \*\*\*\* Mag. Atk.: \*\*\* Speed: \*\*

--ABILITIES--

--Action Abilities: Swordplay--

Damage inflicted : Physical Attack x (Weapon strength + PWR)  
RNG RAD

|                     | MP | TIC | PWR  | H/V | H/V | TAR | LF  | JP | EFFECT                                       |
|---------------------|----|-----|------|-----|-----|-----|-----|----|--|
| Judgment Blade      | 0  | 2   | 2/*  | 2/0 | Any | N   | 0   |    | Physical attack, causes Stop                 |
| Cleansing Strike    | 0  | 3   | 3/2  | 1/- | Any | N   | 400 |    | Physical attack, causes Doom                 |
| Northswain's Strike | 0  | 2   | 3/1  | 1/- | Any | N   | 500 |    | Physical attack, instant KO                  |
| * Hallowed Bolt     | 0  | 4   | 3/*  | 2/1 | Any | N   | 700 |    | Physical attack, causes Silence              |
| * Divine Ruination  | 0  | 5   | 4Dir | 5/2 | Any | N   | 800 |    | Physical attack, causes Confuse              |
| * Crush Armor       | 0  | 5#  | 3/*  | 1/- | Any | N   | 200 |    | Physical attack, destroys target's armor     |
| Crush Helm          | 0  | 4#  | 3/*  | 1/- | Any | N   | 400 |    | Physical attack, destroys target's headgear  |
| * Crush Weapon      | 0  | 3#  | 3/*  | 1/- | Any | N   | 500 |    | Physical attack, destroys target's weapon    |
| Crush Accessory     | 0  | 2#  | 3/*  | 1/- | Any | N   | 800 |    | Physical attack, destroys target's accessory |
| * Shadowblade       | 0  | 0   | 3/*  | 1/- | Any | N   | 100 |    | Absorbs HP from target                       |
| Duskblade           | 0  | 0   | 3/*  | 1/- | Any | N   | 500 |    | Absorbs MP from target                       |

# Crush skills work differently against different targets:

Target has Safeguard : NO item break, NO damage  
Target has an item to break : Item broken, LESS damage (PWR stat used in the damage formula is reduced to 0)  
Target is unequipped or a monster : MORE damage

Note that they work differently than in the original version of FF Tactics!

All Swordplay techniques have a 100% hit rate. However, they cannot be used unless Orlandeau is equipped with a sword, knight's sword, or fell sword.

The elemental affinity of most Swordplay techniques is the same as the elemental affinity of your weapon. (If the weapon has no elemental affinity, then the attack is non-elemental.) However, Shadowblade and Duskblade are ALWAYS non-elemental regardless of your weapon.

JP to master: 5950

--MY THOUGHTS--

There's probably not much I need to say here. The Thunder God himself is overwhelmingly powerful. He can use all of Agrias's, Meliadoul's, and Gaffgarion's sword techniques (each quite useful in its own right), he has tremendous HP and attack power, and he comes with the Excalibur sword, which

gives the bearer a permanent Haste. His attacks do tremendous damage and he can take down most enemy units with a single sword technique. Shadowblade even lets him heal himself in the process!

Particularly useful abilities are Hallowed Bolt and Divine Ruination for group damage, Shadowblade for restoring Orlandeau's HP, and Crush Weapon for disabling an enemy's offense. Duskblade can also be good against enemy magick users; it typically steals so much MP that it will completely an enemy mage's MP supply and render them useless. This is a great tactic against magick-using enemies! (You can also use it to cripple the last enemy in a party if you want to extend the battle for any reason.) And, as with Agrias, giving him the Geomancer's Attack Boost will make his sword techniques stronger.

Despite Orlandeau's superior stats, in the long run, Agrias may end up being your most powerful fighter, thanks to her ability to equip female-only gear like the Tynar Rouge, Chantage, and Ribbon. Still, Orlandeau is overwhelming powerful and will likely vault to the front of your team as soon as you get him.

---HOLY DRAGON-----

Used By: Reis (before completing Nelveska Temple quest) Movement range : 5  
Equippable weapons: none Jump height : 3  
Equippable armor: none Physical evade : 5%  
Stats:

HP: B+ MP: D- Phys. Atk.: A Mag. Atk.: A+ Speed: B

--ABILITIES--

--Action Abilities: Breath--

Damage inflicted : Magick Attack x PWR

RNG RAD

MP TIC PWR H/V H/V TAR LF JP EFFECT

-----  
\* Ice Breath 0 5 2/2 1/- Any Y 0 Ice magick attack  
\* Fire Breath 0 5 2/2 1/- Any Y 0 Fire magick attack  
\* Thunder Breath 0 5 2/2 1/- Any Y 0 Lightning magick attack

These three Breath attacks can only target characters in a straight line from Reis, not on a diagonal.

--Reaction Abilities--

none

--Support Abilities--

none

--Movement Abilities--

none

JP to master: 0

--MY THOUGHTS--

In her dragon form, Reis is limited to her three breath attacks. (And, being a monster, she obviously can't change jobs.) She has a lot of HP, though, and her movement range is actually much better than her human form's. Her Magick Attack is also phenomenally high, which means that her breath attacks are likely to do more damage now than as a human! However, her very limited set of abilities and inability to use any kind of equipment or accessories means you'll get more use out of her human form in the long run.

If you fail to buy Aerith's flower at Sal Ghidos, you won't be able to complete



hair adornments, so at least she has status protection. And although Reis's primary weapons is her fists, she does \*not\* have the Brawler ability. So, to make her stronger, give her Brawler or an Equip \_\_\_ ability.

For a melee fighter, Reis's movement range of 3 is also rather poor, and she also can't equip the boots that would increase it. Move +1 or Move +2 will help, though. Or, alternately, give her the Septie`me perfume or Tynar Rouge; a permanent Haste will give her more turns, so it doesn't matter so much if she can't move very far on each turn.

As for her abilities, her three initial Breath attacks are nice, since they supplement her fists with elemental attacks with a 2-tile range (and they're automatically learned, so you don't have to spend any JP!). You can make them stronger by raising Reis's Magick Attack (e.g. with accessories). Holy Breath can be used as a range attack and does sizable damage. But, like Rapha and Marach's Mantra, it strikes random tiles. This means it's not very reliable unless you're fighting a large enemy group or there are large height differences that narrow down the possible targets. (Holy Breath will never strike a tile that's more than 3 height units different from the tile that you target.)

The four "Dragon's \_\_\_\_" abilities are only useful if you have dragons or hydras on your squad. This gives them a somewhat limited use -- but the hydra family contains the strongest monsters in the game, so they may be worth recruiting and adding to your team! One trick is to use Dragon's Charm to recruit dragons/hydras just to help you in one battle and also save you from fighting them; you don't have to permanently add them to your party at the end of the battle if you don't want to.

Overall, Reis's abilities are only OK. Her real strength is in her excellent stats and stat growth rates. You may want to supplement the raw power of the Dragonkin with a nice action ability set from another job. If you're giving her Brawler, Martial Arts works well.

---DIVINE KNIGHT-----

Used By: Meliadoul Movement range : 4  
 Equippable weapons: Swords, knight's swords, crossbows, Jump height : 3  
polearms Physical evade : 10%  
 Equippable armor: Shields, helms, clothes, armor, robes  
 Stats When Active Job:  
 HP: C+ MP: C- Phys. Atk.: B- Mag. Atk.: C- Speed: C+  
 Stat Growth Rates:  
 HP: \*\*\*\* MP: \*\* Phys. Atk.: \*\*\*\*\* Mag. Atk.: \* Speed: \*

--ABILITIES--

--Action Abilities: Unyielding Blade--

Damage inflicted : Physical Attack x (Weapon strength + PWR)

RNG RAD

MP TIC PWR H/V H/V TAR LF JP EFFECT

| * Crush Armor   | 0 | 5# | 3/* | 1/- | Any | N | 200 | Physical attack, destroys target's armor     |  |  |  |
|-----------------|---|----|-----|-----|-----|---|-----|--|--|--|--|
| Crush Helm      | 0 | 4# | 3/* | 1/- | Any | N | 400 | Physical attack, destroys target's headgear  |  |  |  |
| * Crush Weapon  | 0 | 3# | 3/* | 1/- | Any | N | 500 | Physical attack, destroys target's weapon    |  |  |  |
| Crush Accessory | 0 | 2# | 3/* | 1/- | Any | N | 800 | Physical attack, destroys target's accessory |  |  |  |

# Crush skills work differently against different targets:

Target has Safeguard : NO item break, NO damage



Target has an item to break : Item broken, LESS damage (PWR stat used in the damage formula is reduced to 0)

Target is unequipped or a monster : MORE damage

Note that they work differently than in the original version of FF Tactics!

Unyielding Blade techniques have a 100% hit rate. However, they cannot be used unless Meliadoul is equipped with a sword, knight's sword, or fell sword.

Damage from Unyielding Blade techniques increases when you have a stronger weapon equipped. When you have two weapons Dual Wielded, only the weapon in the upper slot counts (whether it's a sword or not!).

The element of these techniques is the same as the element of your weapon. If the weapon has no elemental affinity, then the attack is non-elemental.

JP to master: 2950

--MY THOUGHTS--

Meliadoul's sword skills are quite useful, since they do good damage, never miss, and can shatter enemy equipment. In The War of the Lions, they can even be used against targets who don't have the relevant item equipped (e.g. Crush Armor can still damage a target without armor), which means they also work on monsters! Of her abilities, Crush Armor and Crush Weapon are probably the best -- Crush Weapon can cripple an enemy's offense, and Crush Armor does the most damage to monsters.

Unfortunately for Meliadoul, she doesn't join the team until \*after\* Orlandeau, who has all her sword techniques and then some, as well as better stats! Meliadoul is also limited to sword techniques that strike a single target, whereas Orlandeau and Agrias both have abilities that can strike multiple targets. So, what would otherwise be a good character may not find all that use on your squad.

Meliadoul can equip polearms and crossbows, but be warned that giving her one of those weapons won't allow her to use her sword techniques.

---SOLDIER-----

Used By: Cloud Movement range : 3  
Equippable weapons: Swords Jump height : 3  
Equippable armor: Hats, hair adornments, clothes Physical evade : 20%  
Stats When Active Job:  
HP: C+ MP: C+ Phys. Atk.: C+ Mag. Atk.: C- Speed: C  
Stat Growth Rates:  
HP: \*\*\* MP: \*\*\*\* Phys. Atk.: \*\*\* Mag. Atk.: \* Speed: \*

--ABILITIES--

--Action Abilities: Limit--

| Damage inflicted  | : Magick Attack x PWR |     |     |     |     |     |     |    |  |
|-------------------|-----------------------|-----|-----|-----|-----|-----|-----|----|--|
|                   | RNG RAD               |     |     |     |     |     |     |    |  |
|                   | MP                    | TIC | PWR | H/V | H/V | TAR | LF  | JP | EFFECT   |
| Brave Slash       | 3                     | 8   | 2/* | 1/- | Any | N   | 150 |    | Non-elemental magick attack                          |
| * Cross Slash     | 4                     | 12  | 2/* | 2/0 | Any | N   | 200 |    | Non-elemental magick attack                          |
| * Blade Beam      | 5                     | --  | 2/* | 1/- | Any | N   | 250 |    | Damage = (Cloud's max HP minus current HP)           |
| Climhazard        | 7                     | --  | 2/* | 1/- | Any | N   | 500 |    | Damage = (TARGET'S max HP minus current HP)          |
| Meteorain         | 10                    | 20  | 3/* | 3/0 | Any | N   | 600 |    | Non-elemental magick attack                          |
| * Finishing Touch | 5                     | --  | 3/* | 2/0 | Any | N   | 700 |    | 100% chance of inflicting either KO, Stone, or Stop. |

|                |    |    |     |     |     |   |      |               |        |        |
|----------------|----|----|-----|-----|-----|---|------|---------------|--------|--------|
| Omnislash      | 15 | 30 | 3/* | 3/0 | Any | N | 1200 | Non-elemental | magick | attack |
| Cherry Blossom | 20 | 42 | 3/* | 3/0 | Any | N | 2500 | Non-elemental | magick | attack |

Limit techniques cannot be used unless Cloud is equipped with the Materia Blade sword. Note that the damage from Limit attacks is determined by Cloud's MAGICK Attack stat, NOT his Physical Attack (unlike Agrias, Meliadoul, and Orlandeau's sword techniques).

JP to master: 7150

--MY THOUGHTS--

For being a hidden character, Cloud could be better. His Limit abilities can only target panels (not units), so enemies can escape them by moving out of the panels while he's charging -- and most of the Limits take a long time to charge! The Time Mage's Swiftess ability is a must for alleviating this.

Even with Swiftess, Cloud is still a little underpowered. His physical attack is only moderately strong at best, since he's stuck with the Materia Blade if you want to use Limits, and he can't make use of knight's swords and their special effects. He also has a movement range of only 3, so you may also want to give him Germinas Boots or Move +1/Move +2 to boost his movement. Finally, since he starts at level 1, you'll need to spend a lot of time bringing him up to snuff. Personally, I still don't think he's worth the trouble, but other people seem to like him.

Finishing Touch is very powerful, though. It has a 100% chance of inflicting either KO, Stone, or Stop on a group of enemies. 2 out of those 3 status changes defeat an enemy outright!

Since Cloud's Limits depend on his Magick Attack stat, giving him gear to raise his Magick Attack will make his Limits stronger. You might also want to then add a second Magick Attack-based ability, like any Iaido or any type of magick. Iaido might be particularly useful since it doesn't require any charge time and can be used in situations where you don't have time to charge up a Limit.

Cloud is also the only male character that can equip ribbons for status protection -- but note that this only works when he's in his Solider job.

---ARK KNIGHT-----

|  |                      |
|--|----------------------|
| Used By: Zalbaag                               | Movement range : 4   |
| Equippable weapons: Swords, knight's swords    | Jump height : 3      |
| Equippable armor: Shields, helms, armor, robes | Physical evade : 10% |
| Stats:   |                      |
| HP: B+   | MP: C-               |
| Phys. Atk.: B-                                 | Mag. Atk.: C-        |
|  | Speed: C             |

--ABILITIES--

--Action Abilities: Blade of Ruin--

Success rate : (Magick Attack + PWR) x (Faith/100) x (Target Faith/100)

RNG RAD

|    |     |     |     |     |     |    |    |        |
|----|-----|-----|-----|-----|-----|----|----|--------|
| MP | TIC | PWR | H/V | H/V | TAR | LF | JP | EFFECT |
|----|-----|-----|-----|-----|-----|----|----|--------|

|           |    |   |     |     |     |     |   |   |  |
|-----------|----|---|-----|-----|-----|-----|---|---|--|
| Magicksap | 20 | 3 | 250 | 4/* | 2/0 | Any | N | 0 | Lowers target's MP                           |
| Speedsap  | 20 | 3 | 250 | 4/* | 2/0 | Any | N | 0 | Lowers target's Speed by 3                   |
| Powersap  | 20 | 3 | 250 | 4/* | 2/0 | Any | N | 0 | Lowers target's Physical Attack<br>stat by 5 |
| Mindsap   | 20 | 3 | 250 | 4/* | 2/0 | Any | N | 0 | Lowers target's Magick Attack<br>stat by 5   |

--Reaction Abilities--

|         |     |    |        |
|---------|-----|----|--------|
| TRIGGER | BRV | JP | EFFECT |
|---------|-----|----|--------|

```

-----
Counter          Phys. Attack   Yes 300 Counter-attack with physical attack
Counter Tackle  Phys. attack   Yes 180 Counterattack using Rush

```

--Support Abilities--

JP EFFECT

```

-----
Concentration          400 Prevents enemies from evading your
                        physical attacks
Safeguard             250 Equipment can't be broken or stolen
Swiftiness           1000 Halves number of clock ticks needed
                        to charge up magicks & Limit. No
                        benefit to Jump/Aim/Dance/Bardsong.

```

--Movement Abilities--

JP EFFECT

```

-----
Move +1              200 Movement range + 1

```

JP to master: 2330

--MY THOUGHTS--

Zalbaag doesn't really do much. He's only in one half of one battle that you may win in one or two rounds. He has a nice set of abilities, but you'll never see them in action.

---BYBLOS---

```

-----
Used By: the Byblos (name varies)           Movement range : 3
Equippable weapons: none                    Jump height    : 6
Equippable armor: none                      Physical evade : 33%

```

Innate abilities: Counter, Poach, Ignore Elevation, can't enter water

Stats:

HP: B+      MP: C      Phys. Atk.: B-      Mag. Atk.: B-      Speed: C

--ABILITIES--

--Action Abilities: Byblos--

Success rate : all 100% except Parasite  
RNG RAD

|           | MP | TIC | PWR | H/V | H/V | TAR | LF | JP | EFFECT  |
|-----------|----|-----|-----|-----|-----|-----|----|----|---|
| Energize  | 0  | --  | 4/* | 1/- | Any | N   | 0  |    | Restores HP; Byblos loses HP equal to 1/2 of amount healed                                  |
| Parasite  | 0  | --  | 4/* | 1/- | Any | N   | 0  |    | Causes Stone, Blind, Confuse, Silence, Oil, Toad, Poison, and/or Sleep (25% chance of each) |
| Vengeance | 0  | --  | 5/3 | 1/- | Any | N   | 0  |    | Damage = (Byblos's max HP minus current HP)   |
| Manaburn  | 0  | --  | 5/3 | 1/- | Any | N   | 0  |    | Deals damage equal to target's current MP   |

--Reaction Abilities--

TRIGGER                      BRV JP      EFFECT

```

-----
Counter          Physical atk.   Yes 0    Counter-attack with physical attack

```

--Support Abilities--

none

--Movement Abilities--

none

JP to master: 0

--MY THOUGHTS--

The Byblos doesn't join you until you've reached the last battle of the bonus dungeon, which limits its usefulness. By the time it's joined your team, you've already completed pretty much the whole single-player game!

What can it do, though? Like Construct 8, it's a special "monster" and can't change jobs or use equipment. So, the Byblos is limited to its four abilities. While none of these are \*bad\*, they mean the Byblos has a very limited set of actions. The Byblos also doesn't share Construct 8's immunity to magicks and status ailments, and since it can't equip any gear to protect itself, it's quite vulnerable.

The Byblos is fairly mobile thanks to its innate Ignore Elevation. And it does have an innate Poach, although the addition of Luso (who also has an innate Poach) to The War of the Lions release makes this less exciting.

%%JOB STATISTICS COMPARISON%%00jobstat

---Stats During Active Use-----

A character's current stats differ based on which job he or she is currently using -- for example, Black Mage has high MP, while Samurai has high attack power. This chart is just a quick comparison of the stats of each job.

Note that job-specific evade rates (C-Ev) are only effective against attacks from the front; for more information on evade rates, see Important Statistics under Basic Mechanics and Tactics.

---NORMAL JOBS---

|               | HP | MP | Phys.Atk | Mag.Atk | Speed | Move | Jump | Evade |
|---------------|----|----|----------|---------|-------|------|------|-------|
| Squire        | C- | D+ | C-       | D+      | C     | 4    | 3    | 5%    |
| Chemist       | D  | D+ | D+       | D+      | C     | 3    | 3    | 5%    |
| Knight        | C+ | C- | B-       | D+      | C     | 3    | 3    | 10%   |
| Archer        | C- | D  | C+       | D+      | C     | 3    | 3    | 10%   |
| Monk          | B  | C- | B        | D+      | B     | 3    | 4    | 20%   |
| White Mage    | D  | A- | C-       | C       | B     | 3    | 3    | 5%    |
| Black Mage    | D  | A- | D        | B       | C     | 3    | 3    | 5%    |
| Time Mage     | D  | A- | D-       | C+      | C     | 3    | 3    | 5%    |
| Summoner      | D  | A  | D-       | C+      | D     | 3    | 3    | 5%    |
| Thief         | D+ | D- | C        | D-      | B     | 4    | 4    | 25%   |
| Orator        | D  | D+ | D+       | D       | C     | 3    | 3    | 5%    |
| Mystic        | D  | B  | D-       | C       | C     | 3    | 3    | 5%    |
| Geomancer     | C  | C  | C+       | C-      | C     | 4    | 3    | 10%   |
| Dragoon       | C+ | D- | B-       | F       | C     | 3    | 4    | 10%   |
| Samurai       | D  | C  | B        | C-      | C     | 3    | 3    | 20%   |
| Ninja         | D  | D- | B-       | D       | A     | 4    | 4    | 30%   |
| Arithmetician | D- | C- | D-       | D       | F     | 3    | 3    | 5%    |
| Bard          | F  | D- | F        | C       | C     | 3    | 3    | 5%    |
| Dancer        | F  | D- | C+       | C-      | C     | 3    | 3    | 5%    |
| Mime          | B+ | D- | B-       | C       | A     | 4    | 4    | 5%    |
| Dark Knight   | D  | C  | B+       | D+      | C     | 3    | 3    | 0%    |
| Onion Knight  | F  | D- | D-       | F       | C     | 3    | 3    | 5%    |
| Onion Knight# | B+ | A+ | B+       | C       | A     | 4    | 4    | 30%   |

# Upon mastering 14 other jobs, Onion Knight advances to job level 8 and its

stats increase substantially. (Squire, Chemist, Mime, Dark Knight, and special jobs that replace Squire do not count towards this 14.)

---STORY CHARACTER JOBS---

These special jobs are only available to particular story characters.

|                | HP | MP | Phys.Atk | Mag.Atk | Speed | Move | Jump | Evade |
|----------------|----|----|----------|---------|-------|------|------|-------|
| Squire [Ramza] | C+ | B- | C+       | C-      | C     | 4    | 3    | 10%   |
| Holy Knight    | B+ | C+ | C        | C-      | C     | 3    | 3    | 25%   |
| Machinist      | C- | D+ | C-       | C-      | B+    | 4    | 3    | 18%   |
| Game Hunter    | C+ | B- | C+       | C-      | C     | 4    | 3    | 10%   |
| Skyseer        | C- | C+ | C        | C       | B+    | 3    | 3    | 10%   |
| Netherseer     | C- | B  | C+       | C-      | B     | 4    | 3    | 8%    |
| Templar        | C+ | A+ | B        | C-      | C+    | 4    | 3    | 14%   |
| Sky Pirate     | C  | C- | C+       | C-      | A     | 4    | 4    | 25%   |
| Sword Saint    | B+ | A- | B-       | C-      | B     | 4    | 3    | 12%   |
| Holy Dragon    | B+ | D- | A        | A+      | B     | 5    | 3    | 5%    |
| Dragonkin      | B+ | B+ | B-       | C       | A     | 3    | 3    | 7%    |
| Divine Knight  | C+ | C- | B-       | C-      | C+    | 4    | 3    | 10%   |
| Soldier        | C+ | C+ | C+       | C-      | C     | 3    | 3    | 20%   |

---Stat Growth Rates-----

A character's job also affects the rate at which his/her permanent stats change upon gaining a experience level. While all jobs will grow all stats, some jobs grow certain stats faster and slower. For example, Monk will grow HP quickly, while Ninja will grow Speed quickly. Note that these growth rates don't always match up with the stat bonuses when you're using the job. For instance, almost every job has the same Magick Attack growth rate, but they definitely differ in their \*current\* Magick Attack!

Move, Jump, and evade rates do not change with level-up, so there are no growth rates for these stats.

You can exploit differences in these growth rates by leveling-down as a job with crummy growth rates and then gaining levels as a job with a good growth rate. While this is by NO means necessary, if you want to max out your stats in this way, check out the Level-Downs and Stat Grinding section under Statistics and Leveling, below. (press Ctrl+F and enter 00down to jump there)

---NORMAL JOBS---

|               | HP   | MP    | Phys.Atk | Mag.Atk | Speed |
|---------------|------|-------|----------|---------|-------|
| Squire        | ***  | **    | **       | *       | *     |
| Chemist       | **   | **    | *        | *       | *     |
| Knight        | **** | **    | ****     | *       | *     |
| Archer        | ***  | **    | ****     | *       | *     |
| Monk          | **** | ***   | ***      | *       | *     |
| White Mage    | **** | ****  | ***      | *       | *     |
| Black Mage    | **   | ***** | **       | *       | *     |
| Time Mage     | **   | ****  | **       | *       | *     |
| Summoner      | **   | ***** | *        | *       | *     |
| Thief         | ***  | **    | ***      | *       | ***   |
| Orator        | ***  | *     | **       | *       | *     |
| Mystic        | **   | ****  | **       | *       | *     |
| Geomancer     | **** | ****  | ****     | *       | *     |
| Dragoon       | **** | **    | ****     | *       | *     |
| Samurai       | **   | ***   | ****     | *       | *     |
| Ninja         | **   | ***   | ****     | *       | ***** |
| Arithmetician | **   | ****  | *        | *       | *     |
| Bard          | *    | *     | *        | *       | *     |

|               |       |       |       |      |       |
|---------------|-------|-------|-------|------|-------|
| Dancer        | *     | *     | ***   | *    | *     |
| Mime          | ***** | *     | ***** | **** | *     |
| Dark Knight   | **    | *     | ****  | *    | *     |
| Onion Knight  | **    | ***   | *     | *    | *     |
| Onion Knight# | ***** | ***** | ***** | **** | ***** |

# Upon mastering 14 other jobs, Onion Knight advances to job level 8 and its stat growth rates increase substantially. However, Onion Knights never gain experience, so the only way to gain levels as an Onion Knight is to breed Wild Boars and use their Bequeath Bacon ability. (See Level-Downs and Stat-Grinding for more.)

---STORY CHARACTER JOBS---

|                | HP    | MP   | Phys.Atk | Mag.Atk | Speed |
|----------------|-------|------|----------|---------|-------|
| Squire [Ramza] | ***   | **** | ***      | **      | **    |
| Holy Knight    | ****  | **** | ***      | *       | *     |
| Machinist      | ***   | ***  | ***      | *       | *     |
| Game Hunter    | ***   | **** | ***      | **      | **    |
| Skyseer        | ***   | **** | ***      | *       | *     |
| Netherseer     | ****  | **** | ***      | *       | *     |
| Templar        | ****  | **** | ***      | ***     | *     |
| Sky Pirate     | ****  | ***  | ***      | *       | ***** |
| Sword Saint    | ****  | **** | ****     | ***     | **    |
| Dragonkin      | ***** | **** | *****    | *****   | **    |
| Divine Knight  | ****  | **   | *****    | *       | *     |
| Soldier        | ***   | **** | ***      | *       | *     |

%%MONSTER LIST%%00job3

In addition to human characters, Final Fantasy Tactics also features a variety of monsters. Monsters mostly appear in random battles, but also appear in a few story battles.

This section lists all the different monsters in the game and their abilities. For more general information about how to recruit monsters, see Recruiting & Using Monsters under Basic Mechanics and Tactics.

---About Monsters-----

---MONSTER TYPES---

Monsters are divided by Family and Rank. Each monster Family has three Ranks: For instance, the chocobo family contains Chocobo (Rank I), Black Chocobo (Rank II), and Red Chocobo (Rank III).

Within a Family, the monsters look the same but simply have different color schemes. Each monster's color scheme is listed in the table below. The color scheme will help you quickly identify a monster. It can also be used to help identify the monster inside an egg (see Monster Egg Preview under the Monsters section of Basic Mechanics & Tactics). The color of the EGG itself is random and doesn't tell you anything about what kind of monster inside the egg.

---MONSTER STATS---

Monsters typically have higher HP and attack power than humans, though many monsters are also slower. Keep in mind, though, that humans can make up a lot of the difference by equipping items, which monsters can't do.

---MONSTER ABILITIES---

Monsters cannot change jobs, but instead have a fixed set of 1-3 Action Abilities. These are their only actions; they have no regular attack command. Each monster also has one EXTRA ability. This ability can only be used if an

ally with the Beastmaster support ability (Squire) is standing directly next to the monster. (Reis's Dragonkin job also has an inherent Beastmaster.)

All Action Abilities used by standard, non-boss monsters have no charge time and consume no MP. Some monster abilities get stronger if you have higher Bravery (as noted in the charts below), but NO monster abilities depend on Faith.

\*ALL\* monsters have Counter as an innate Reaction Ability and are immune to the Vampire status ailment. Since this is true of EVERY monster, I haven't listed it for each monster in the table, but be aware of it!

Most monsters one or more innate Movement abilities (such as Ignore Elevation or Levitate). These are listed in the tables.

Finally, many monsters also have various elemental affinities, such as Absorbs: Fire (fire attacks actually heal the monster), Immune: Ice, etc.

#### ---POACHING---

When a monster is KOed by a physical attack from a character with the Thief's Poach ability equipped, the "poached" monster disappears from the map and turns into one of two different items -- a common item or a rare item. The poached item can then be bought at the Poachers' Den in Dorter, Warjilis, or Sal Ghidos. I've listed the two items from each monster in the list below, and you can find a more detailed treatment of poaching in the Poached Items section (00poach).

#### ---MONSTER LOCATIONS---

Monsters don't appear that much in story battles, but make up most of the enemies you'll face in random battles. Most monsters will appear in MANY spots on the map. For each monster, I've listed ONE spot where you can COMMONLY find that monster in each chapter, to help you recruit it or poach it. (Some monsters cannot be found in the earlier chapters, though.) The monsters you fight at a location depend the direction you enter the location on the map. In many cases, you'll need to use the correct entrance to maximize your chances of seeing the monster (e.g. entering Mandalia Plain from Gariland rather than Eagrose).

For a \*complete\* list of what monsters appear at each location, see the Random Battles section later in the FAQ.

And now, on with the monster list!

#### ---Chocobo Family-----

When KOed, looks like : Single feather

Damage/healing : Magick Attack x PWR

Success rate (Esuna) : Magick Attack + PWR

The Chocobo family of monsters is unique in that human characters can ride them. To ride a chocobo, move a human character onto the same tile as a friendly chocobo (of any color). The character will mount the chocobo and they'll move and act as a single unit.

Riding a chocobo allows you to combine the movement range and Movement Abilities of a chocobo with the human rider's Action Abilities and other stats (such as attack power and speed). Humans cannot use their own Movement Abilities while on a Chocobo, and Chocobos cannot use their Action Abilities while being ridden. A chocobo & rider combination is also immune to all negative status except

Charm. Only the human takes damage; if he/she dies, he/she is booted off the chocobo and the chocobo functions normally again.

#### CHOCOBO

Family: Chocobo Rank : I Color scheme : Bright yellow  
HP : B+ Phys. Atk.: B Mag. Atk. : A- Speed: B-  
Move : 6 Jump : 5 Physical evade : 15%

MOVEMENT ABILITIES: Swim

ELEMENTAL AFFINITIES: none

RNG RAD

ACTION ABILITIES: H/V H/V TAR PWR LF EFFECT

-----  
Choco Beak 1/2 1/- Any -- - Non-elemental physical attack.  
Damage = (Phys.Atk)^2 x (Bravery/100)

Choco Cure Self 2/2 Any 3 - Restores HP  
(Choco Esuna) Self 2/2 Any 65 - Cures Stone, Blind, Silence, Poison,  
Stop, Immobilize, and Disable

POACHED ITEM: Phoenix Down (common) / Hi-Potion (rare)

CAN BE FOUND AT:

Chapter I : Mandalia Plain - any entrance  
Chapter II-III : Mandalia Plain - any entrance  
Chapter IV : Mandalia Plain - from Gariland

#### BLACK CHOCOBO

Family: Chocobo Rank : II Color scheme : Black/dark purple  
HP : B- Phys. Atk.: A+ Mag. Atk. : A Speed: D  
Move : 6 Jump : 5 Physical evade : 25%

MOVEMENT ABILITIES: Fly, Swim

ELEMENTAL AFFINITIES: none

RNG RAD

ACTION ABILITIES: H/V H/V TAR PWR LF EFFECT

-----  
Choco Beak 1/2 1/- Any -- - Non-elemental physical attack.  
Damage = (Phys.Atk)^2 x (Bravery/100)

Choco Pellets 4/\* 1/- Any -- N Non-elemental physical attack; can't be  
blocked with Shirahadori.  
Damage = (Phys.Atk)^2 x 50/100

Choco Esuna Self 2/2 Any 65 - Cures Stone, Blind, Silence, Poison,  
Stop, Immobilize, Disable

(Choco Meteor) 5/\* 1/- Any 4 N Non-elemental magick attack

POACHED ITEM: Eye Drops (common) / X-Potion (rare)

CAN BE FOUND AT:

Chapter I : Breeding only  
Chapter II-III : Balias Tor - from Lionel Castle  
Chapter IV : Balias Tor - from Lionel Castle

#### RED CHOCOBO

Family: Chocobo Rank : III Color scheme : Bright red  
HP : B+ Phys. Atk.: A- Mag. Atk. : A Speed: A  
Move : 6 Jump : 5 Physical evade : 10%

MOVEMENT ABILITIES: Ignore Elevation, Swim

ELEMENTAL AFFINITIES: none

RNG RAD

ACTION ABILITIES: H/V H/V TAR PWR LF EFFECT

-----  
Choco Beak 1/2 1/- Any -- - Non-elemental physical attack.  
Damage = (Phys.Atk)^2 x (Bravery/100)

Choco Pellets 4/\* 1/- Any -- N Non-elemental physical attack; can't be  
blocked with Shirahadori.  
Damage = (Phys.Atk)^2 x 50/100



Choco Meteor 5/\* 1/- Any 4 N Non-elemental magick attack  
(Choco Cure) Self 2/2 Any 3 - Restores HP

POACHED ITEM: Remedy (common) / Barette (rare)

CAN BE FOUND AT:

Chapter I : Breeding only  
Chapter II-III : Baliastor - from Lionel Castle  
Chapter IV : Baliastor Swale - from Warjilis

---Goblin Family-----

When KOed, looks like : Goblin lying face-down on ground

Status attack success : Magick Attack + PWR

#### GOBLIN

Family: Goblin Rank : I Color scheme : Red and gray  
HP : B+ Phys. Atk.: B- Mag. Atk. : B+ Speed: D+  
Move : 3 Jump : 3 Physical evade : 18%

MOVEMENT ABILITIES: none

ELEMENTAL AFFINITIES: Weak to Ice

RNG RAD

ACTION ABILITIES: H/V H/V TAR PWR LF EFFECT

-----  
Tackle 1/2 1/- Any -- - Non-elemental physical attack.  
Damage = (Phys.Atk)^2 x (Bravery/100)  
Eye Gouge 1/2 1/- Any 45 - Inflicts Blind status  
(Goblin Punch) 1/1 1/- Any 35 - Does damage equal to (Goblin's  
max HP - current HP)

POACHED ITEM: Potion (common) / Hi-Potion (rare)

CAN BE FOUND AT:

Chapter I : Mandalia Plain - any entrance  
Chapter II-III : Mandalia Plain - any entrance  
Chapter IV : Mandalia Plain - from Eagrose

#### BLACK GOBLIN

Family: Goblin Rank : II Color scheme : Black and gray  
HP : B+ Phys. Atk.: B- Mag. Atk. : B+ Speed: C+  
Move : 3 Jump : 3 Physical evade : 19%

MOVEMENT ABILITIES: none

ELEMENTAL AFFINITIES: Weak to Ice

RNG RAD

ACTION ABILITIES: H/V H/V TAR PWR LF EFFECT

-----  
Tackle 1/2 1/- Any -- - Non-elemental physical attack.  
Damage = (Phys.Atk)^2 x (Bravery/100)  
Spin Punch Self 2/1 Any -- - Non-elemental physical attack.  
Damage = (Phys.Atk)^2 x 50/100  
(Goblin Punch) 1/1 1/- Any 35 - Does damage equal to (Black Goblin's  
max HP - current HP)

POACHED ITEM: Hi-Potion (common) / Shoulder Cape (rare)

CAN BE FOUND AT:

Chapter I : The Siedge Weald - any entrance  
Chapter II-III : The Siedge Weald - any entrance  
Chapter IV : The Siedge Weald - from Dorter

#### GOBBLEDYGOOK

Family: Goblin Rank : III Color scheme : Brown skin, green clothes  
with purple trim

HP : B+ Phys. Atk.: B+ Mag. Atk. : A- Speed: B

Move : 3 Jump : 3 Physical evade : 20%

MOVEMENT ABILITIES: none



POACHED ITEM: Hi-Potion (common) / Snowmelt Bomb (rare)

CAN BE FOUND AT:

- Chapter I : Breeding only
- Chapter II-III : Zeklaus Desert - any entrance
- Chapter IV : Zeklaus Desert - from Dorter

EXPLODER

Family: Bomb Rank : III Color scheme : Gray  
 HP : B+ Phys. Atk.: B+ Mag. Atk. : A- Speed: D+  
 Move : 3 Jump : 3 Physical evade : 12%

MOVEMENT ABILITIES : Float, can't enter water

ELEMENTAL AFFINITIES: Absorbs Fire, Halves Ice, Weak to Water

RNG RAD

ACTION ABILITIES: H/V H/V TAR PWR LF EFFECT

- 
- Bite 1/2 1/- Any -- - Non-elemental physical attack.  
Damage = (Phys.Atk)^2 x (Bravery/100)
  - Self-Destruct Self 3/3 Any -- N KO's user & damages nearby units,  
inflicts Oil status. Damage is equal  
to (Exploder's max HP - current HP).
  - Spark Self 3/1 Any 2 N Fire magick attack; will also heal user  
since bombs absorb fire
  - (Bomblet) 1/0 1/- Any -- - Non-elemental physical attack. #  
Damage = (Phys.Atk)^2 x 50/100

POACHED ITEM: Spark Bomb (common) / Flame Shield (rare)

CAN BE FOUND AT:

- Chapter I : Breeding only
- Chapter II-III : Breeding only
- Chapter IV : Tchigolith Fenlands - from Lionel Castle

# Note that Bomblet is a PHYSICAL attack when used by Bombs, but a MAGICK attack when used by Grenades and Exploders. Crazy!

---Panther Family-----

When KOed, looks like : Skull

Status attack success : Magick Attack + PWR

RED PANTHER

Family: Panther Rank : I Color scheme : Tan  
 HP : B+ Phys. Atk.: B- Mag. Atk. : A- Speed: C  
 Move : 4 Jump : 4 Physical evade : 23%

MOVEMENT ABILITIES: Ignore Elevation, can't enter water

ELEMENTAL AFFINITIES: Weak to Earth

RNG RAD

ACTION ABILITIES: H/V H/V TAR PWR LF EFFECT

- 
- Claw 1/2 1/- Any -- - Non-elemental physical attack.  
Damage = (Phys.Atk)^2 x (Bravery/100)
  - Venom Fang 1/2 1/- Any 40 - Inflicts Poison status
  - (Cat Scratch) 1/2 1/- Any -- - Non-elemental physical attack.  
Damage = Physical Attack x (random  
number from 1 to 8)

POACHED ITEM: Antidote (common) / Battle Boots (rare)

CAN BE FOUND AT:

- Chapter I : Mandalia Plain - any entrance
- Chapter II-III : Mandalia Plain - any entrance
- Chapter IV : Mandalia Plain - from Gariland

Family: Panther Rank : II Color scheme : Blue-gray  
HP : B+ Phys. Atk.: B+ Mag. Atk. : A Speed: B  
Move : 4 Jump : 4 Physical evade : 26%  
MOVEMENT ABILITIES: Ignore Elevation, can't enter water  
ELEMENTAL AFFINITIES: Weak to Earth

RNG RAD

ACTION ABILITIES: H/V H/V TAR PWR LF EFFECT

---

Claw 1/2 1/- Any -- - Non-elemental physical attack.  
Damage = (Phys.Atk)^2 x (Bravery/100)  
Cat Scratch 1/2 1/- Any -- - Non-elemental physical attack.  
Damage = Physical Attack x (random  
number from 1 to 8)  
Venom Fang 1/2 1/- Any 40 - Inflicts Poison status  
(Blaster) 3/\* 1/- Any 30 Y Inflicts Stone or Stop status  
POACHED ITEM: Gold Needle (common) / Germinas Boots (rare)

CAN BE FOUND AT:

Chapter I : Breeding only  
Chapter II-III : Zeirchele Falls - any entrance  
Chapter IV : Mandalia Plain - from Gariland

#### VAMPIRE CAT

Family: Panther Rank : III Color scheme : Purple  
HP : B+ Phys. Atk.: A- Mag. Atk. : B+ Speed: A-  
Move : 4 Jump : 4 Physical evade : 24%  
MOVEMENT ABILITIES: Ignore Elevation, can't enter water  
ELEMENTAL AFFINITIES: Weak to Earth

RNG RAD

ACTION ABILITIES: H/V H/V TAR PWR LF EFFECT

---

Claw 1/2 1/- Any -- - Non-elemental physical attack.  
Damage = (Phys.Atk)^2 x (Bravery/100)  
Cat Scratch 1/2 1/- Any -- - Non-elemental physical attack.  
Damage = Physical Attack x (random  
number from 1 to 8)  
Blaster 3/\* 1/- Any 30 Y Inflicts Stone or Stop status  
(Vampire) 1/0 1/- Any -- - Drains HP from target to user; amount =  
25% of target's max HP. 100% hit  
rate. 25% chance of also inflicting  
Vampire status.

POACHED ITEM: Holy Water (common) / Croakadile Bag (rare)

CAN BE FOUND AT:

Chapter I : Breeding only  
Chapter II-III : Baliias Swale - from Warjilis  
Chapter IV : Zeirchele Falls - from Zaland

#### ---Mindflayer Family---

When KOed, looks like : Mindflayer lying face-down on ground

Status attack success : Magick Attack + PWR

#### PISCODAEMON

Family: Mindflayer Rank : I Color scheme : Tan with brown cloak  
HP : B+ Phys. Atk.: B- Mag. Atk. : A- Speed: C-  
Move : 3 Jump : 3 Physical evade : 8%  
MOVEMENT ABILITIES : Waterbreathing  
ELEMENTAL AFFINITIES: Absorbs Water, Weak to Lightning

RNG RAD

ACTION ABILITIES: H/V H/V TAR PWR LF EFFECT

---

Tentacles 1/2 1/- Any -- - Non-elemental physical attack.  
Damage = (Phys.Atk)^2 x (Bravery/100)  
(Ink) 2/\* 1/- Any 50 Y Inflicts Blind; targets in 4 cardinal  
directions only

POACHED ITEM: Echo Grass (common) / Hi-Potion (rare)

CAN BE FOUND AT:

Chapter I : Lenalian Plateau - from Fovoham Windflats  
Chapter II-III : Baliias Swale - from Warjilis  
Chapter IV : Finnath Creek - from Bervenia

#### SQUIDRAKEN

Family: Mindflyer Rank : II Color scheme : Purple with green cloak  
HP : B+ Phys. Atk.: B- Mag. Atk. : A- Speed: D  
Move : 3 Jump : 3 Physical evade : 9%

MOVEMENT ABILITIES : Waterbreathing

ELEMENTAL AFFINITIES: Absorbs Water, Weak to Lightning  
RNG RAD

ACTION ABILITIES: H/V H/V TAR PWR LF EFFECT

-----  
Tentacles 1/2 1/- Any -- - Non-elemental physical attack.  
Damage = (Phys.Atk)^2 x (Bravery/100)  
Ink 2/\* 1/- Any 50 Y Inflicts Blind; targets in 4 cardinal  
directions only  
Dischord Self 3/1 Any -- N Removes Float, Reraise, Invisible,  
Regen, Protect, Shell, Haste, Faith,  
and Reflect. 100% hit rate.  
(Mind Blast) 3/\* 2/1 Any 35 N Inflicts Confuse or Berserk

POACHED ITEM: Shoulder Cape (common) / Sleep Blade (rare)

CAN BE FOUND AT:

Chapter I : Breeding only  
Chapter II-III : Baliias Swale - from Lionel Castle  
Chapter IV : Lenalian Plateau - from Gariland

#### MINDFLAYER

Family: Mindflyer Rank : III Color scheme : Pale green with red cloak  
HP : B Phys. Atk.: A- Mag. Atk. : A- Speed: C-  
Move : 3 Jump : 3 Physical evade : 10%

MOVEMENT ABILITIES : Waterbreathing

ELEMENTAL AFFINITIES: Absorbs Water, Weak to Lightning  
RNG RAD

ACTION ABILITIES: H/V H/V TAR PWR LF EFFECT

-----  
Tentacles 1/2 1/- Any -- - Non-elemental physical attack.  
Damage = (Phys.Atk)^2 x (Bravery/100)  
Ink 2/\* 1/- Any 50 Y Inflicts Blind; targets in 4 cardinal  
directions only  
Mind Blast 3/\* 2/1 Any 35 N Inflicts Confuse or Berserk  
(Level Drain) 4/\* 1/- Any 60 N Lowers target's experience level by 1

POACHED ITEM: Hi-Ether (common) / Vampire Cape (rare)

CAN BE FOUND AT:

Chapter I : Breeding only  
Chapter II-III : Zeirchele Falls - from Zaland  
Chapter IV : Fovoham Windflats - from Ziekden Fortress

---Skeleton Family-----

When KOed, looks like : Cape and pile of bones

Magick damage : Magick Attack x PWR

SKELETON

Family: Skeleton Rank : I Color scheme : Gray with blue cloak  
HP : B+ Phys. Atk.: B Mag. Atk. : B+ Speed: C+  
Move : 3 Jump : 4 Physical evade : 11%

Is Undead.

MOVEMENT ABILITIES : none

ELEMENTAL AFFINITIES: Absorbs Darkness, Weak to Fire and Holy

STATUS IMMUNITIES : Poison, Regen, Reraise

RNG RAD

ACTION ABILITIES: H/V H/V TAR PWR LF EFFECT

-----  
Chop 1/2 1/- Any -- - Non-elemental physical attack.  
Damage = (Phys.Atk)^2 x (Bravery/100)

Thunder Anima 3/\* 1/- Any 2 Y Lightning magick attack

(Water Anima) 3/\* 1/- Any 2 Y Water magick attack

POACHED ITEM: Holy Water (common) / Ether (rare)

CAN BE FOUND AT:

Chapter I : The Siedge Weald - any entrance

Chapter II-III : The Siedge Weald - any entrance

Chapter IV : The Siedge Weald - from Dorter

#### BONESNATCH

Family: Skeleton Rank : II Color scheme : Gray with green cloak

HP : B+ Phys. Atk.: B+ Mag. Atk. : B+ Speed: D+

Move : 3 Jump : 4 Physical evade : 12%

Is Undead.

MOVEMENT ABILITIES : none

ELEMENTAL AFFINITIES: Absorbs Darkness, Weak to Fire and Holy

STATUS IMMUNITIES : Poison, Regen, Reraise

RNG RAD

ACTION ABILITIES: H/V H/V TAR PWR LF EFFECT

-----  
Chop 1/2 1/- Any -- - Non-elemental physical attack.  
Damage = (Phys.Atk)^2 x (Bravery/100)

Water Anima 3/\* 1/- Any 2 Y Water magick attack

(Ice Anima) 3/\* 1/- Any 2 Y Ice magick attack

POACHED ITEM: Hi-Potion (common) / Partisan (rare)

CAN BE FOUND AT:

Chapter I : Breeding only

Chapter II-III : Zeklaus Desert - from Gollund

Chapter IV : Zeklaus Desert - from Gollund

#### SKELETAL FIEND

Family: Skeleton Rank : III Color scheme : Gray with red cloak

HP : B+ Phys. Atk.: B+ Mag. Atk. : B+ Speed: D+

Move : 3 Jump : 4 Physical evade : 13%

Is Undead.

MOVEMENT ABILITIES : none

ELEMENTAL AFFINITIES: Absorbs Darkness, Weak to Fire and Holy

STATUS IMMUNITIES : Poison, Regen, Reraise

RNG RAD

ACTION ABILITIES: H/V H/V TAR PWR LF EFFECT

-----  
Chop 1/2 1/- Any -- - Non-elemental physical attack.  
Damage = (Phys.Atk)^2 x (Bravery/100)

Ice Anima 3/\* 1/- Any 2 Y Ice magick attack

(Wind Anima) 3/\* 1/- Any 3 Y Wind magick attack

POACHED ITEM: Mage's Cloak (common) / Elven Cloak (rare)

CAN BE FOUND AT:

Chapter I : Breeding only

Chapter II-III : Breeding only

---Ghost Family-----

When KOed, looks like : Floating cloak

Status attack success : Magick Attack + PWR

GHOUL

Family: Ghost Rank : I Color scheme : Purple body, yellow shirt

HP : B- Phys. Atk.: B- Mag. Atk. : A Speed: D+

Move : 4 Jump : 4 Physical evade : 26%

Is Undead.

MOVEMENT ABILITIES : Teleport, Levitate, can't enter water

ELEMENTAL AFFINITIES: Absorbs Darkness, Weak to Fire and Holy

STATUS IMMUNITIES : Poison, Regen, Reraise

RNG RAD

ACTION ABILITIES: H/V H/V TAR PWR LF EFFECT

-----  
Ectoplasm 1/2 1/- Any -- - Non-elemental physical attack.  
Damage = (Phys.Atk)^2 x (Bravery/100)  
Can't be blocked with Shirahadori.

Sleep Touch 1/2 1/- Any 40 - Inflicts Sleep status

(Oily Touch) 1/2 1/- Any 50 - Inflicts Oil status

POACHED ITEM: Ether (common) / Kunai (rare)

CAN BE FOUND AT:

Chapter I : Does not appear

Chapter II-III : Araguay Woods - from Dorter

Chapter IV : The Yuguewood - from Riovanes

GHAIST

Family: Ghost Rank : II Color scheme : Gray body, red shirt

HP : B- Phys. Atk.: B- Mag. Atk. : A Speed: C-

Move : 4 Jump : 4 Physical evade : 27%

Is Undead.

MOVEMENT ABILITIES : Teleport, Levitate, can't enter water

ELEMENTAL AFFINITIES: Absorbs Darkness, Weak to Fire and Holy

STATUS IMMUNITIES : Poison, Regen, Reraise

RNG RAD

ACTION ABILITIES: H/V H/V TAR PWR LF EFFECT

-----  
Ectoplasm 1/2 1/- Any -- - Non-elemental physical attack.  
Damage = (Phys.Atk)^2 x (Bravery/100)  
Can't be blocked with Shirahadori.

Oily Touch 1/2 1/- Any 50 - Inflicts Oil status

(Drain Touch) 1/2 1/- Any 60 - Drains HP from target to user;  
amount = 1/3 of target's max HP

POACHED ITEM: Snowmelt Bomb (common) / Main Gauche (rare)

CAN BE FOUND AT:

Chapter I : Does not appear

Chapter II-III : Araguay Woods - from Dorter

Chapter IV : The Yuguewood - any entrance

REVENANT

Family: Ghost Rank : III Color scheme : Tan body, green shirt

HP : B Phys. Atk.: B- Mag. Atk. : A+ Speed: C+

Move : 5 Jump : 4 Physical evade : 28%

Is Undead.

MOVEMENT ABILITIES : Teleport, Levitate, can't enter water

ELEMENTAL AFFINITIES: Absorbs Darkness, Weak to Fire and Holy

STATUS IMMUNITIES : Poison, Regen, Reraise





Family: Ahriman Rank : III Color scheme : Red with black wings  
HP : B- Phys. Atk.: B+ Mag. Atk. : A+ Speed: D+  
Move : 5 Jump : 5 Physical evade : 11%

MOVEMENT ABILITIES : Fly, can't enter water  
ELEMENTAL AFFINITIES: Halves Wind, Weak to Ice

RNG RAD

ACTION ABILITIES: H/V H/V TAR PWR LF EFFECT

---

|                 |     |     |     |    |   |   |
|-----------------|-----|-----|-----|----|---|---|
| Wing Buffet     | 1/2 | 1/- | Any | -- | - | Non-elemental physical attack.<br>Damage = (Phys.Atk)^2 x (Bravery/100) |
| Bewitching Gaze | 3/* | 1/- | Any | 35 | Y | Inflicts Stone, Blind, Silence,<br>Immobilize, or Disable status        |
| Doom            | 3/* | 1/- | Any | 40 | N | Inflicts Doom status  |
| (Beam)          | 4/* | 1/- | Any | 55 | N | Lowers target's Magick Attack stat<br>by 2. Duration: Battle.           |

POACHED ITEM: Yagyu Darkrood (common) / Zwill Straightblade (rare)

CAN BE FOUND AT:

Chapter I : Breeding only  
Chapter II-III : Breeding only  
Chapter IV : Mount Germinas - from Sal Ghidos

---Aevis Family-----

When KOed, looks like : Two feathers

Success rate (G'lust) : Speed + PWR  
Success rate (others) : Magick Attack + PWR  
Damage (Featherbomb) : Magick Attack x PWR

#### JURA AEVIS

Family: Aevis Rank : I Color scheme : Blue with white plumage  
HP : B Phys. Atk.: B Mag. Atk. : B+ Speed: C-  
Move : 6 Jump : 6 Physical evade : 30%

MOVEMENT ABILITIES : Fly, can't enter water  
ELEMENTAL AFFINITIES: Halves Wind, Weak to Earth

RNG RAD

ACTION ABILITIES: H/V H/V TAR PWR LF EFFECT

---

|               |     |     |     |    |   |   |
|---------------|-----|-----|-----|----|---|---|
| Talon Dive    | 1/2 | 1/- | Any | -- | - | Non-elemental physical attack.<br>Damage = (Phys.Atk)^2 x (Bravery/100) |
| (Featherbomb) | 3/* | 1/- | Any | 2  | N | Non-elemental magick attack   |

POACHED ITEM: Potion (common) / Rubber Boots (rare)

CAN BE FOUND AT:

Chapter I : Zeklaus Desert - from Dorter  
Chapter II-III : Fovoham Windflats - from Ziekden Fortress  
Chapter IV : Fovoham Windflats - from Ziekden Fortress

#### STEELHAWK

Family: Aevis Rank : II Color scheme : Gray with yellow plumage  
HP : B- Phys. Atk.: B Mag. Atk. : B+ Speed: A-  
Move : 6 Jump : 6 Physical evade : 28%

MOVEMENT ABILITIES : Fly, can't enter water  
ELEMENTAL AFFINITIES: Halves Wind, Weak to Earth

RNG RAD

ACTION ABILITIES: H/V H/V TAR PWR LF EFFECT

---

|             |     |     |     |     |   |   |
|-------------|-----|-----|-----|-----|---|---|
| Talon Dive  | 1/2 | 1/- | Any | --  | - | Non-elemental physical attack.<br>Damage = (Phys.Atk)^2 x (Bravery/100) |
| Glitterlust | 1/1 | 1/- | Any | 200 | - | Steals gil  |
| (Beak)      | 1/0 | 1/- | Any | 37  | - | Inflicts Stone status   |

POACHED ITEM: Phoenix Down (common) / Hunting Bow (rare)

CAN BE FOUND AT:

Chapter I : Breeding only  
Chapter II-III : Zeklaus Desert - from Gollund  
Chapter IV : Zeklaus Desert - from Gollund

COCKATRICE

Family: Aevis Rank : III Color scheme : Black with red plumage  
HP : B+ Phys. Atk.: A+ Mag. Atk. : A Speed: A-  
Move : 6 Jump : 6 Physical evade : 33%

MOVEMENT ABILITIES : Fly, can't enter water  
ELEMENTAL AFFINITIES: Halves Wind, Weak to Earth

RNG RAD

ACTION ABILITIES: H/V H/V TAR PWR LF EFFECT

-----  
Talon Dive 1/2 1/- Any -- - Non-elemental physical attack.  
Damage = (Phys.Atk)^2 x (Bravery/100)  
Beak 1/0 1/- Any 37 - Inflicts Stone status  
Featherbomb 3/\* 1/- Any 2 N Non-elemental magick attack  
(Peck) 1/1 1/- Any 45 - Lowers target's Physical Attack stat  
by 2. Duration: Battle.

POACHED ITEM: Gold Needle (common) / Featherweave Cloak (rare)

CAN BE FOUND AT:

Chapter I : Breeding only  
Chapter II-III : Breeding only  
Chapter IV : Balias Swale - from Golgollada Gallows

---Treant Family-----

When KOed, looks like : Tree branch

Damage / healing : Magick Attack x PWR  
Status change success : Magick Attack + PWR

DRYAD

Family: Treant Rank : I Color scheme : Light brown w/ green hair  
HP : A- Phys. Atk.: B- Mag. Atk. : A Speed: D  
Move : 3 Jump : 3 Physical evade : 0%

MOVEMENT ABILITIES : Can't enter water, immune to Float status  
ELEMENTAL AFFINITIES: Absorbs Earth, Weak to Fire

RNG RAD

ACTION ABILITIES: H/V H/V TAR PWR LF EFFECT

-----  
Leaf Rain Self 2/0 Any 3 - Non-elemental magick attack  
(Guardian Nymph) Self 2/0 Any 45 - Gives Protect status (reduces magick  
damage received by 1/3)

POACHED ITEM: Eye Drops (common) / Healing Staff (rare)

CAN BE FOUND AT:

Chapter I : Does not appear  
Chapter II-III : Grogh Heights - from Lesalia  
Chapter IV : Midnight's Deep - The Oubliette

TREANT

Family: Treant Rank : II Color scheme : Gray with red hair  
HP : B+ Phys. Atk.: C+ Mag. Atk. : A- Speed: D  
Move : 3 Jump : 3 Physical evade : 0%

MOVEMENT ABILITIES : Can't enter water, immune to Float status  
ELEMENTAL AFFINITIES: Absorbs Earth, Weak to Fire

RNG RAD

ACTION ABILITIES: H/V H/V TAR PWR LF EFFECT

-----  
Leaf Rain Self 2/0 Any 3 - Non-elemental magick attack



RNG RAD

ACTION ABILITIES: H/V H/V TAR PWR LF EFFECT

```
-----
Pickaxe          1/2 1/- Any  -- - Non-elemental physical attack.
                                     Damage = (Phys.Atk)^2 x (Bravery/100)
Feral Spin       Self 2/1 Any  -- - Non-elemental physical attack.
                                     Damage = (Phys.Atk+1) x Phys.Atk x 1/2
(Breathe Fire)   2/* 1/- Any  4   Y Fire magick attack, targets in 4
                                     cardinal directions only
```

POACHED ITEM: Coral Sword (common) / Slasher (rare)

CAN BE FOUND AT:

Chapter I : Breeding only  
 Chapter II-III : Baliastor - from Lionel Castle  
 Chapter IV : Zeklaus Desert - any entrance

SEKHRET

Family: Minotaur Rank : III Color scheme : Purple  
 HP : A Phys. Atk.: A+ Mag. Atk. : A Speed: B-  
 Move : 3 Jump : 3 Physical evade : 12%  
 MOVEMENT ABILITIES : Can't enter water, immune to Float status  
 ELEMENTAL AFFINITIES: Weak to Water

RNG RAD

ACTION ABILITIES: H/V H/V TAR PWR LF EFFECT

```
-----
Pickaxe          1/2 1/- Any  -- - Non-elemental physical attack.
                                     Damage = (Phys.Atk)^2 x (Bravery/100)
Earthsplitter    Self 3/1 Any  3   N Earth magick attack
Beef Up          Self 1/- Any  -- - Raises user's Physical Attack by 2.
                                     Duration: Battle. 100% success rate.
(Breathe Fire)   2/* 1/- Any  4   Y Fire magick attack, targets in 4
                                     cardinal directions only
```

POACHED ITEM: Holy Lance (common) / Ivory Pole (rare)

CAN BE FOUND AT:

Chapter I : Breeding only  
 Chapter II-III : Breeding only  
 Chapter IV : Fovoham Windflats - from Ziekden Fortress

---Malboro Family---

When KOed, looks like : Two tentacles in puddle of water

Status attack success : Magick Attack + PWR

MALBORO

Family: Malboro Rank : I Color scheme : Bright light green  
 HP : A Phys. Atk.: B Mag. Atk. : B Speed: D  
 Move : 3 Jump : 3 Physical evade : 0%  
 MOVEMENT ABILITIES : Waterwalking, immune to Float status  
 ELEMENTAL AFFINITIES: Weak to Ice

RNG RAD

ACTION ABILITIES: H/V H/V TAR PWR LF EFFECT

```
-----
Tentacles        1/2 1/- Any  -- - Non-elemental physical attack.
                                     Damage = (Phys.Atk)^2 x (Bravery/100)
Lick              1/0 1/- Any  -- - Gives Reflect status; 100% success rate
(Bad Breath)     Self 3/0 Any  -- - Inflicts Stone, Blind, Confuse,
                                     Silence, Oil, Toad, Poison, and/or
                                     Sleep. 25% chance of inflicting each.
```

POACHED ITEM: Platinum Dagger (common) / Ice Shield (rare)

CAN BE FOUND AT:

Chapter I : Does not appear

Chapter II-III : Araguay Woods - from Zeirchele Falls  
Chapter IV : Tchigolith Fenlands - from Goug

OCHU

Family: Malboro Rank : II Color scheme : Gray-green / tan  
HP : B+ Phys. Atk.: B Mag. Atk. : B Speed: D  
Move : 3 Jump : 3 Physical evade : 0%

MOVEMENT ABILITIES : Waterwalking, immune to Float status

ELEMENTAL AFFINITIES: Weak to Ice

RNG RAD

ACTION ABILITIES: H/V H/V TAR PWR LF EFFECT

-----  
Tentacles 1/2 1/- Any -- - Non-elemental physical attack.  
Damage = (Phys.Atk)^2 x (Bravery/100)  
Goo 1/1 1/- Any -- - Inflicts Immobilize; 100% hit rate  
(Lick) 1/0 1/- Any -- - Gives Reflect status; 100% success rate  
POACHED ITEM: Nu Khai Armband (common) / Chameleon Robe (rare)

CAN BE FOUND AT:

Chapter I : Does not appear  
Chapter II-III : Breeding only  
Chapter IV : Lenalian Plateau - from Gariland

GREATER MALBORO

Family: Malboro Rank : III Color scheme : Dark gray  
HP : A Phys. Atk.: B- Mag. Atk. : B Speed: D  
Move : 3 Jump : 3 Physical evade : 0%

MOVEMENT ABILITIES : Waterwalking, immune to Float status

ELEMENTAL AFFINITIES: Weak to Ice

RNG RAD

ACTION ABILITIES: H/V H/V TAR PWR LF EFFECT

-----  
Tentacles 1/2 1/- Any -- - Non-elemental physical attack.  
Damage = (Phys.Atk)^2 x (Bravery/100)  
Bad Breath Self 3/0 Any -- - Inflicts Stone, Blind, Confuse,  
Silence, Oil, Toad, Poison, and/or  
Sleep. 25% chance of inflicting each.  
(Malboro Spores) 1/0 1/- Any 5 - PERMANENTLY turns target into a rank I  
green Malboro. Does NOT work on  
characters with special story jobs.  
The character's items are lost.

POACHED ITEM: Elixir (common) / Omnilex (rare)

CAN BE FOUND AT:

Chapter I : Does not appear  
Chapter II-III : Breeding only  
Chapter IV : Midlight's Deep - The Switchback

---Behemoth Family-----

When KOed, looks like : Spiny tail

Physical damage : 0.5 x Physical Attack x (Physical Attack + PWR)

Magick damage : Magick Attack x PWR

Success rate (Twister): Magick Attack + PWR

BEHEMOTH

Family: Behemoth Rank : I Color scheme : Purple with yellow hair  
HP : A Phys. Atk.: A Mag. Atk. : A Speed: C+  
Move : 4 Jump : 3 Physical evade : 13%

MOVEMENT ABILITIES : Can't enter water, immune to Float status

ELEMENTAL AFFINITIES: none

RNG RAD





## HYDRA

Family: Hydra Rank : III Color scheme : Gold  
HP : A- Phys. Atk.: A- Mag. Atk. : B Speed: B  
Move : 4 Jump : 4 Physical evade : 0%  
MOVEMENT ABILITIES : Fly, can't enter water, immune to Float status  
ELEMENTAL AFFINITIES: Weak to Ice and Wind

RNG RAD

ACTION ABILITIES: H/V H/V TAR PWR LF EFFECT

---

Tri-Attack 1/2 1/- Any -- - Non-elemental physical attack; attacks front and both sides simultaneously.  
Damage = (Phys.Atk)^2 x (Bravery/100)  
(Tri-Breath) 2/\* 2/\* Any 120 N Non-elemental magick attack; attacks front and both sides simultaneously.  
Damage = 1/2 of target's max HP

POACHED ITEM: Blood Sword (common) / Scorpion Tail (rare)

CAN BE FOUND AT:

Chapter I : Does not appear  
Chapter II-III : Does not appear  
Chapter IV : Midlight's Deep - Terminus

## GREATER HYDRA

Family: Hydra Rank : III Color scheme : Dark purple / black  
HP : A Phys. Atk.: A+ Mag. Atk. : B Speed: A-  
Move : 4 Jump : 4 Physical evade : 0%  
MOVEMENT ABILITIES : Fly, can't enter water, immune to Float status  
ELEMENTAL AFFINITIES: Weak to Ice and Wind

RNG RAD

ACTION ABILITIES: H/V H/V TAR PWR LF EFFECT

---

Tri-Attack 1/2 1/- Any -- - Non-elemental physical attack; attacks front and both sides simultaneously.  
Damage = (Phys.Atk)^2 x (Bravery/100)  
Tri-Flame 4/\* 2/0 Any 24 N Fire magick attack; hits 3 times on random tile(s) in effect radius  
(Tri-Thunder) 4/\* 2/0 Any 12 N Lightning magick attack; hits 3 times on random tile(s) in effect radius

POACHED ITEM: Septie`me (common) / Rubber Suit (rare)

CAN BE FOUND AT:

Chapter I : Does not appear  
Chapter II-III : Does not appear  
Chapter IV : Midlight's Deep - Terminus

## TIAMAT

Family: Hydra Rank : III Color scheme : Off-white  
HP : A Phys. Atk.: A+ Mag. Atk. : B Speed: A  
Move : 4 Jump : 4 Physical evade : 0%  
MOVEMENT ABILITIES : Fly, can't enter water, immune to Float status  
ELEMENTAL AFFINITIES: Weak to Ice and Wind

RNG RAD

ACTION ABILITIES: H/V H/V TAR PWR LF EFFECT

---

Tri-Breath 2/\* 2/\* Any 120 N Non-elemental magick attack; attacks front and both sides simultaneously.  
Damage = 1/2 of target's max HP  
Tri-Thunder 4/\* 2/0 Any 12 N Lightning magick attack; hits 3 times on random tile(s) in effect radius  
Tri-Flame 4/\* 2/0 Any 24 N Fire magick attack; hits 3 times on random tile(s) in effect radius



(Dark Whisper) 4/\* 2/0 Any 1 N Dark magick attack; hits 6 times on  
random tiles(s) in effect radius;  
can inflict KO or Sleep

POACHED ITEM: Wyrmsweave Silk (common) / Whale Whisker (rare)

CAN BE FOUND AT:

Chapter I : Does not appear  
Chapter II-III : Does not appear  
Chapter IV : Midlight's Deep - Terminus

---Pig Family-----

When KOed, looks like : Pig lying face-down on ground

Success rate (Squeak) : Physical Attack + PWR

Success rate (Snort) : Magick Attack + PWR

#### PIG

Family: Pig Rank : I Color scheme : Light yellow, red ears  
HP : D+ Phys. Atk.: C- Mag. Atk. : A+ Speed: A  
Move : 3 Jump : 3 Physical evade : 42%  
MOVEMENT ABILITIES : Can't enter water  
ELEMENTAL AFFINITIES: none  
RNG RAD  
ACTION ABILITIES: H/V H/V TAR PWR LF EFFECT

Reckless Charge 1/2 1/- Any -- - Non-elemental physical attack.  
Damage = (Phys.Atk)^2 x (Bravery/100)  
(Squeak) 1/1 1/- Any 70 - Revives KOed character with full HP

POACHED ITEM: Maiden's Kiss (common) / Cachusha (rare)

CAN BE FOUND AT:

Chapter I : Does not appear  
Chapter II-III : May randomly appear in Story Battle 15: Tchigolith Fenlands  
Chapter IV : Midlight's Deep - Terminus

#### SWINE

Family: Pig Rank : II Color scheme : Light pink, magenta ears  
HP : C Phys. Atk.: C+ Mag. Atk. : A+ Speed: A  
Move : 3 Jump : 3 Physical evade : 36%  
MOVEMENT ABILITIES : Can't enter water  
ELEMENTAL AFFINITIES: none  
RNG RAD  
ACTION ABILITIES: H/V H/V TAR PWR LF EFFECT

Reckless Charge 1/2 1/- Any -- - Non-elemental physical attack.  
Damage = (Phys.Atk)^2 x (Bravery/100)  
Toot 1/1 1/- Any -- - Causes Confuse or Sleep; 100% hit rate  
(Snort) 1/1 1/- Foe 40 - Inflicts Charm status; only effective  
on human targets

POACHED ITEM: Chantage (common) / Nagnarok (rare)

CAN BE FOUND AT:

Chapter I : Does not appear  
Chapter II-III : Breeding only  
Chapter IV : Midlight's Deep - Terminus

#### WILD BOAR

Family: Pig Rank : III Color scheme : Silver with magenta ears  
HP : C- Phys. Atk.: A+ Mag. Atk. : A+ Speed: A  
Move : 3 Jump : 3 Physical evade : 39%  
MOVEMENT ABILITIES : Can't enter water  
ELEMENTAL AFFINITIES: none  
RNG RAD

ACTION ABILITIES: H/V H/V TAR PWR LF EFFECT

```

-----
Reckless Charge  1/2 1/- Any  -- - Non-elemental physical attack.
                                     Damage = (Phys.Atk)^2 x (Bravery/100)
Snort            1/1 1/- Foe  40 - Inflicts Charm status; only effective
                                     on human targets
(Bequeath Bacon) 1/1 1/- Any  -- - Target's experience level up 1;
                                     user becomes crystal
  
```

POACHED ITEM: Ribbon (common) / Fallingstar Bag (rare)

CAN BE FOUND AT:

```

Chapter I       : Does not appear
Chapter II-III  : Breeding only      (Wild Boar NEVER appears in the wild!)
Chapter IV      : Breeding only
  
```

%%%ENEMY-ONLY JOBS%%00job4

Most enemies you'll encounter in the game have either generic jobs, or the same special jobs as the story characters who join your party. However, a few enemies have unique jobs that are not available to you, the player. This section lists those jobs and their abilities.

There are also a few more monster-like units that appear in the enemy forces and cannot be recruited to your team; you'll find those listed here as well. Note that while these monster-like enemies are considered monsters for the purposes of Zodiac compatibility, the First Strike ability \*is\* effective in blocking and returning their attacks.

Of course, since these are enemy-only jobs, there is NO way to obtain any of these jobs or characters for your own team. This section is just to show you what you're up against.

---WHITE KNIGHT-----

```

Used By: Wiegraf                               Movement range : 3
Equippable weapons: Swords, knight's swords    Jump height      : 3
Equippable armor: Shields, helms, armor, robes Physical evade   : 10%
Innate abilities:
> Chapter I - Immune to all negative status except Blind, Silence, Oil, Slow,
              Stop, Immobilize, and Disable
> Chapter III - Immune to all negative status except Blind, Silence, Oil, Slow
Stats - Chapter I:
  HP: B      MP: A      Phys. Atk.: B-      Mag. Atk.: C-      Speed: C
Stats - Chapter III:
  HP: B+     MP: A      Phys. Atk.: B-      Mag. Atk.: C-      Speed: B
  
```

--ABILITIES--

--Action Abilities: Holy Sword--

Damage inflicted : Physical Attack x (Weapon strength + PWR)

|                     | MP | TIC | PWR | H/V | H/V | TAR | LF | EFFECT                          |
|---------------------|----|-----|-----|-----|-----|-----|----|---------------------------------|
| Judgment Blade      | 0  | 2   | 2/* | 2/0 | Any | N   |    | Physical attack, causes Stop    |
| Cleansing Strike    | 0  | 3   | 3/2 | 1/- | Any | N   |    | Physical attack, causes Doom    |
| Northswain's Strike | 0  | 2   | 3/1 | 1/- | Any | N   |    | Physical attack, instant KO     |
| Hallowed Bolt *     | 0  | 4   | 3/* | 2/1 | Any | N   |    | Physical attack, causes Silence |

\* Used in Chapter III only.

Holy Sword techniques have a 100% hit rate. However, they cannot be used unless Wiegraf is equipped with a sword, knight's sword, or fell sword.

--Action Abilities: Martial Arts#--

Damage inflicted : 0.5 x Physical Attack x (Physical Attack + PWR)

RNG RAD

| MP | TIC | PWR | H/V | H/V | TAR | LF | EFFECT |
|----|-----|-----|-----|-----|-----|----|--------|
|----|-----|-----|-----|-----|-----|----|--------|

|             |   |   |      |     |     |   |                               |
|-------------|---|---|------|-----|-----|---|-------------------------------|
| Aurablast # | 0 | 2 | 3/3  | 1/- | Any | N | Non-elemental physical attack |
| Shockwave # | 0 | 0 | 4Dir | 8/2 | Any | N | Earth physical attack         |

# Used in Riovanes Castle only.

--DESCRIPTION--

Wiegraf's White Knight job features a subset of Holy Knight sword techniques, making him the first character in the game who can use sword techniques. In your final battle with him, he also uses a pair of standard Monk abilities.

---THE IMPURE---

Used By: Cuchulainn Movement range : 4  
 Equippable weapons: None Jump height : 4  
 Equippable armor: None Physical evade : 12%  
 Innate abilities: Swiftiness, Brawler, can't enter water,  
 immune to all negative status except Blind, Slow, & Immobilize

Stats:

HP: A+      MP: A+      Phys. Atk.: A-      Mag. Atk.: B-      Speed: A+

--ABILITIES--

--Action Abilities: Dread--

Status attack success : Always 100%!

RNG RAD

| MP | TIC | PWR | H/V | H/V | TAR | LF | EFFECT |
|----|-----|-----|-----|-----|-----|----|--------|
|----|-----|-----|-----|-----|-----|----|--------|

|           |   |    |     |     |     |   |  |
|-----------|---|----|-----|-----|-----|---|--|
| Nightmare | 0 | -- | 5/* | 2/0 | Any | N | Inflicts Sleep or Doom;<br>100% hit rate |
| Fowlheart | 0 | -- | 5/* | 1/- | Any | N | Inflicts Disable; 100% hit rate          |
| Ague      | 0 | -- | 5/* | 2/0 | Any | N | Inflicts Slow; 100% hit rate             |

--Action Abilities: Befoul--

Damage (Bio, Bioga) : Magick Attack x PWR x (Faith/100) x (Target Faith/100)  
 Success rate (Biora) : (Magick Attack + PWR) x (Faith/100) x (Target Faith/100)

RNG RAD

| MP | TIC | PWR | H/V | H/V | TAR | LF | EFFECT |
|----|-----|-----|-----|-----|-----|----|--------|
|----|-----|-----|-----|-----|-----|----|--------|

|       |     |   |     |     |     |     |   |  |
|-------|-----|---|-----|-----|-----|-----|---|--|
| Bio   | 8 R | 3 | 12  | 4/* | 2/2 | Any | N | Non-elemental magick attack,<br>may inflict Blind      |
| Bio   | 8 R | 3 | 12  | 4/* | 2/2 | Any | N | Non-elemental magick attack,<br>may inflict Poison     |
| Bio   | 8 R | 3 | 12  | 4/* | 2/2 | Any | N | Non-elemental magick attack,<br>may inflict Oil        |
| Biora | 16R | 5 | 110 | 4/* | 2/3 | Any | N | Inflicts Toad  |
| Biora | 16R | 5 | 110 | 4/* | 2/3 | Any | N | Inflicts Slow  |
| Biora | 16R | 5 | 120 | 4/* | 2/3 | Any | N | Inflicts Silence                                       |
| Biora | 16R | 5 | 110 | 4/* | 2/3 | Any | N | Inflicts Stone   |
| Bioga | 24R | 6 | 24  | 4/* | 3/3 | Any | N | Non-elemental magick attack,<br>may inflict Undead     |
| Bioga | 24R | 6 | 24  | 4/* | 3/3 | Any | N | Non-elemental magick attack,<br>may inflict instant KO |
| Bioga | 24R | 6 | 24  | 4/* | 3/3 | Any | N | Non-elemental magick attack,<br>may inflict Stone      |

--DESCRIPTION--

Cuchulainn's magick repertoire consists primarily of Nightmare, which inflicts





undead with magick or an item.

---UNDEAD TIME MAGE-----

Enemy human. Movement range : 3  
Equippable weapons: Staves Jump height : 3  
Equippable armor: Hats, clothes, robes Physical evade : 5%  
Innate ability: Beastmaster; immune to Blind, Vampire, Invisible, Poison,  
Regen, Charm, Doom, and Entice

Stats:

HP: C- MP: A- Phys. Atk.: D- Mag. Atk.: B- Speed: B

--Action Abilities: Time Magicks--

Status change success : (Magick Attack + PWR) x (Faith/100) x (Target Faith/100)

Damage inflicted : Magick Attack x PWR x (Faith/100) x (Target Faith/100)

RNG RAD

MP TIC PWR H/V H/V TAR LF EFFECT

|            | MP      | TIC | PWR | H/V | H/V | TAR | LF | EFFECT  |
|------------|---------|-----|-----|-----|-----|-----|----|---|
| Haste      | 8 RA 2  | 180 | 3/* | 2/0 | Any | N   |    | Gives Haste status (speeds CT gauge). Duration: 32 ticks.       |
| Hasteja    | 30      | 7   | 240 | 3/* | 2/3 | Any | N  | Gives Haste status  |
| Slow       | 8 RA 2  | 180 | 3/* | 2/0 | Any | N   |    | Inflicts Slow status (slows CT gauge). Duration: 32 ticks.      |
| Slowja     | 30RA 7  | 240 | 3/* | 2/3 | Any | N   |    | Inflicts Slow status  |
| Stop       | 14RA 7  | 110 | 3/* | 2/0 | Any | N   |    | Inflicts Stop status (CT gauge won't fill). Duration: 20 ticks. |
| Immobilize | 10RA 3  | 190 | 3/* | 2/1 | Any | N   |    | Inflicts Immobilize status. Duration: 24 ticks.                 |
| Float      | 8 RA 2  | 140 | 4/* | 2/1 | Any | N   |    | Gives Float status. Duration: Battle.                           |
| Reflect    | 12RA 2  | 180 | 4/* | 1/- | Any | N   |    | Gives Reflect status (reflects magicks). Duration: 32 ticks.    |
| Quick      | 24R 4   | 140 | 4/* | 1/- | Any | N   |    | Fills CT gauge - instant turn!                                  |
| Gravity    | 24RA 6  | 190 | 4/* | 2/1 | Any | N   |    | Damage = 1/4 of target's max HP                                 |
| Graviga    | 50RA 10 | 120 | 4/* | 2/3 | Any | N   |    | Damage = 1/2 of target's max HP                                 |

--DESCRIPTION--

Again, the undead Time Mages you encounter in story battles are a little different from regular Time Mages. They lose the ability to cast Meteor, but gain an innate Beastmaster, some status immunities, and upgrades to their HP, Magick Attack, and Speed.

---GIGAS-----

Used By: Belias Movement range : 5  
Equippable weapons: None Jump height : 5  
Equippable armor: None Physical evade : 18%  
Innate abilities: Brawler, Swiftsness, can't enter water, immune to all negative status except Blind, Silence, Slow, and Immobilize

Stats:

HP: A+ MP: A+ Phys. Atk.: A Mag. Atk.: B Speed: B

--ABILITIES--

--Action Abilities: Dread--

Status attack success : Always 100%!

RNG RAD

MP TIC PWR H/V H/V TAR LF EFFECT

|          | MP | TIC | PWR | H/V | H/V | TAR | LF | EFFECT                           |
|----------|----|-----|-----|-----|-----|-----|----|----------------------------------|
| Aphony   |    | 0   | --  | 5/* | 2/0 | Any | N  | Inflicts Silence (100% hit rate) |
| Petrify  |    | 0   | --  | 5/* | 1/- | Any | N  | Inflicts Stone (100% hit rate)   |
| Befuddle |    | 0   | --  | 5/* | 2/0 | Any | N  | Inflicts Confuse (100% hit rate) |

--Action Abilities: Summon Gigas--

Damage inflicted : Magick Attack x PWR x (Faith/100) x (Target Faith/100)  
Hit rate (Lich) : (Magick Attack + PWR) x (Faith/100) x (Target Faith/100)

RNG RAD

|         | MP | TIC | PWR | H/V | H/V | TAR | LF | EFFECT  |
|---------|----|-----|-----|-----|-----|-----|----|---|
| Titan   | 30 | 10  | 22  | 4/* | 3/2 | Foe | N  | "Gaia's Wrath": Earth magick attack   |
| Lich    | 40 | 10  | 150 | 4/* | 3/2 | Foe | N  | "Descending Darkness": Dark attack;<br>does damage equal to 1/2 of<br>target's maximum HP |
| Cyclops | 62 | 12  | 44  | 4/* | 3/2 | Foe | N  | "Climactic Fear": Non-elemental<br>magick attack  |

--DESCRIPTION--

Belias's main mode of attack, of course, is his mighty summon magicks. He also possess a few status attack spells as a backup; if he's Silenced and can't use his summons, he can use Petrify instead.

---ARCHAEOAEMON---

Enemy monster. Movement range : 4  
 Innate abilities: Counter, Swiftnes, Jump height : 3  
 can't enter water, Physical evade : 5%  
 immune to holy damage  
 When KOed, looks like: Demon idol  
 Stats:  
 HP: B+ MP: B- Phys. Atk.: A- Mag. Atk.: B Speed: D+

--ABILITIES--

--Action Abilities: Dark Arts--

Damage (Unholy Dkness): Magick Attack x PWR x (Faith/100) x (Target Faith/100)  
Damage (Gigaflare ): Magick Attack x PWR

RNG RAD

|                    | MP | TIC | PWR | H/V | H/V | TAR | LF | EFFECT   |
|--------------------|----|-----|-----|-----|-----|-----|----|--|
| Karma              |    | 2   | --  | 4/* | 1/- | Any | N  | Does damage equal to<br>(user's max HP - current HP) |
| Unholy<br>Darkness | 40 | 7   | 37  | 4/* | 1/- | Any | N  | Dark magick attack                                   |
| Gigaflare          |    | 0   | 7   | 4/* | 3/0 | Any | N  | Non-elemental magick attack                          |

--DESCRIPTION--

The Archaeodaemon is a monster-type enemy with a few different magick attacks. Watch out for Karma, which can do big damage to you if you've whittled the Archaeodaemon down to low HP but haven't finished it off.

Like the other demon monsters, the Archaeodaemon can never be recruited to your team.

---ASSASSIN---

Used By: Celia, Lettie Movement range : 4  
 Equippable weapons: Katanas (Celia), ninja blades (Let.) Jump height : 7  
 Equippable armor: Hats, clothes Physical evade : #  
 Innate abilities: Dual Wield,  
 immune to Stone, Chicken, and Toad statuses

# Celia has an evade rate of 30%; Lettie has an evade rate of 28%

Stats - Celia:

HP: B+ MP: A Phys. Atk.: C+ Mag. Atk.: B- Speed: B-

Stats - Lettie:

HP: B+ MP: A Phys. Atk.: C+ Mag. Atk.: B- Speed: B

--ABILITIES--

--Action Abilities: Subdual Arts--

Damage inflicted : Magick Attack x PWR

Status attack success : Magick Attack + PWR

RNG RAD

|            | MP | TIC | PWR | H/V | H/V | TAR | LF | EFFECT  |
|------------|----|-----|-----|-----|-----|-----|----|---|
| Petrify    | 0  | --  | 6/* | 1/- | Any | N   |    | Inflicts Stone (100% hit rate)                |
| Shadowbind | 0  | --  | 4/* | 1/- | Any | N   |    | Inflicts Stop (100% hit rate)                 |
| Suffocate  | 0  | --  | 1/0 | 1/- | Any | N   |    | Inflicts KO (100% hit rate)                   |
| Ultima     | 10 | 5   | 23  | 4/* | 2/1 | Any | N  | Non-elemental magick attack                   |
| Allure     | 0  | 70  | 3/* | 1/- | Foe | N   |    | Inflicts Charm, male and monster targets only |

--DESCRIPTION--

Celia and Lettie are fast and use a variety of status attack abilities, most of which have a 100% hit rate and are quite dangerous. They also cast Ultima, which Ramza and Luso can learn if they are hit with the magick as a Squire or Game Hunter.

---ARK KNIGHT [ELMDORE]-----

Used By: Elmdore Movement range : 3

Equippable weapons: Katanas Jump height : 5

Equippable armor: Shields, hats, helms, clothes, armor, robes Physical evade : 16%

Innate ability: Safeguard, immune to all negative status except Blind, Silence, Oil, and Slow

Stats:

HP: B+ MP: A- Phys. Atk.: B- Mag. Atk.: C Speed: A

--ABILITIES--

--Action Abilities: Sword Spirit--

Damage inflicted : Magick Attack x PWR

RNG RAD

|                  | MP | TIC | PWR  | H/V | H/V | TAR | LF | EFFECT   |
|------------------|----|-----|------|-----|-----|-----|----|--|
| Ashura           | 0  | 8   | Self | 3/3 | Foe | N   |    | "Spirit Blade": Non-elemental magick attack                                  |
| Kotetsu          | 0  | 12  | Self | 3/3 | Foe | N   |    | "Binding Darkness": Non-elemental magick attack                              |
| Osafune          | 0  | 4   | Self | 3/3 | Foe | N   |    | "Verse of Oblivion": Lowers enemy MP   |
| Muramasa         | 0  | 18  | Self | 3/3 | Foe | N   |    | "Doomed Aspirations": Non-elemental magick attack, inflicts Confuse and Doom |
| Kiku-ichimonji # | 0  | 16  | 4Dir | 8/3 | Foe | N   |    | "Sanguine Blossom": Non-elemental magick attack                              |
| Chirijiraden #   | 0  | 30  | Self | 3/3 | Foe | N   |    | "Raging Inferno": Non-elemental magick attack                                |

# Only used in Chapter IV.

--Action Abilities: Vampire #--

Status attack success : 100%

RNG RAD

|           | MP | TIC | PWR | H/V | H/V | TAR | LF | EFFECT   |
|-----------|----|-----|-----|-----|-----|-----|----|--|
| Vampire # | 0  | --  | 1/0 | 1/- | Any | -   |    | Drain HP from target to user and inflicts Vampire status. Amount |





|         | MP | TIC | PWR    | H/V | H/V | TAR | LF | EFFECT                        |
|---------|----|-----|--------|-----|-----|-----|----|-------------------------------|
| Aim +1  | 4  | --  | Weapon | Any | Y   |     |    | Charge attack for more damage |
| Aim +2  | 5  | --  | Weapon | Any | Y   |     |    | Charge attack for more damage |
| Aim +3  | 6  | --  | Weapon | Any | Y   |     |    | Charge attack for more damage |
| Aim +4  | 8  | --  | Weapon | Any | Y   |     |    | Charge attack for more damage |
| Aim +5  | 10 | --  | Weapon | Any | Y   |     |    | Charge attack for more damage |
| Aim +7  | 14 | --  | Weapon | Any | Y   |     |    | Charge attack for more damage |
| Aim +10 | 20 | --  | Weapon | Any | Y   |     |    | Charge attack for more damage |

--DESCRIPTION--

You'll encounter undead Archers at Lake Poescas and in one multiplayer mission. They have superior HP and Speed compared to a regular Archer, several status immunities, and an innate Beastmaster ability.

Note that these stat/ability changes only to apply to Undead Archers who are permanently undead, not to regular Archers that have been temporarily undead with magick or an item.

---UNDEAD MYSTIC---

Enemy human. Movement range : 3  
 Equippable weapons: Staves, rods, poles, books Jump height : 3  
 Equippable armor: Hats, clothes, robes Physical evade : 5%  
 Innate ability: Beastmaster; immune to Blind, Vampire, Invisible, Poison, Regen, Charm, Doom, and Entice

Stats:

HP: D+ MP: B Phys. Atk.: D- Mag. Atk.: C Speed: B

--Action Abilities: Mystic Arts--

Success rate : (Magick Attack + PWR) x (Faith/100) x (Target Faith/100)  
 RNG RAD

|             | MP     | TIC | PWR | H/V | H/V | TAR | LF | EFFECT  |
|-------------|--------|-----|-----|-----|-----|-----|----|---|
| Umbra       | 4 RA 2 | 200 | 4/* | 2/1 | Any | N   |    | Causes Blind status (doubles evade rate when attacking).<br>Duration: Battle.   |
| Empowerment | 2 2    | 160 | 4/* | 1/- | Any | N   |    | Drains target's MP to caster.<br>Amount = 1/3 of target MP max  |
| Belief      | 6 RA 4 | 150 | 4/* | 1/- | Any | N   |    | Causes Faith status (unit has 100 Faith -- raises magick strength & damage taken from magicks).<br>Duration: 32 ticks |
| Disbelief   | 6 RA 4 | 150 | 4/* | 1/- | Any | N   |    | Causes Atheist status (unit is immune to magick & can't use magicks). Duration: 32 ticks                              |
| Corruption  | 20RA 5 | 100 | 4/* | 1/- | Any | N   |    | Causes Undead status (reverses effect of healing & drain abilities). Duration: Battle.                                |
| Quiescence  | 16RA 3 | 180 | 4/* | 1/- | Any | N   |    | Causes Silence status (cannot use magicks). Duration: 36 ticks.   |
| Fervor      | 16RA 5 | 120 | 4/* | 1/- | Any | N   |    | Causes Berserk status (attack power up, but can't control unit).<br>Duration: Battle.                                 |
| Trepidation | 20RA 4 | 140 | 4/* | 1/- | Any | N   |    | Lowers Bravery by 30  |
| Delirium    | 20RA 5 | 130 | 4/* | 1/- | Any | N   |    | Causes Confuse status (acts randomly). Duration: Battle.  |
| Harmony     | 34 A 3 | 200 | 4/* | 1/- | Any | N   |    | Removes Float, Reraise, Regen, Invisible, Protect, Shell, Haste, Faith, and Reflect.                                  |
| Hesitation  | 10RA 5 | 185 | 4/* | 2/0 | Any | N   |    | Causes Disable status (cannot Act).   |



Success rate (Biora) : (Magick Attack + PWR) x (Faith/100) x (Target Faith/100)

|       | MP  | TIC | PWR | H/V | H/V | TAR | LF | EFFECT   |
|-------|-----|-----|-----|-----|-----|-----|----|--|
| Bio   | 8 R | 3   | 12  | 4/* | 2/2 | Any | N  | Non-elemental magick attack,<br>may inflict Blind      |
| Bio   | 8 R | 3   | 12  | 4/* | 2/2 | Any | N  | Non-elemental magick attack,<br>may inflict Poison     |
| Bio   | 8 R | 3   | 12  | 4/* | 2/2 | Any | N  | Non-elemental magick attack,<br>may inflict Oil        |
| Biora | 16R | 5   | 110 | 4/* | 2/3 | Any | N  | Inflicts Toad  |
| Biora | 16R | 5   | 110 | 4/* | 2/3 | Any | N  | Inflicts Slow  |
| Biora | 16R | 5   | 120 | 4/* | 2/3 | Any | N  | Inflicts Silence                                       |
| Biora | 16R | 5   | 110 | 4/* | 2/3 | Any | N  | Inflicts Stone   |
| Bioga | 24R | 6   | 24  | 4/* | 3/3 | Any | N  | Non-elemental magick attack,<br>may inflict Undead     |
| Bioga | 24R | 6   | 24  | 4/* | 3/3 | Any | N  | Non-elemental magick attack,<br>may inflict instant KO |
| Bioga | 24R | 6   | 24  | 4/* | 3/3 | Any | N  | Non-elemental magick attack,<br>may inflict Stone      |

--DESCRIPTION--

The Reaver is an enemy monster seen in two battles. It uses Bio magicks. As with Cuchulainn, note that are multiple magicks called Bio, Biora, and Bioga; each version inflicts a different status ailment. Since each version can inflict only a single status ailment, a single cast of Bio will target each character it hits with the SAME status ailment.

Bio and Bioga do damage along with the status attacks, but Biora changes status only. As with Cuchulainn, you can counter-cast these spells using Magick Counter.

Like the other demon monsters, the Reaver can never be recruited to your team. (The Byblos ally shares a sprite with the Reaver but has different abilities.)

---ULTIMA DEMON---

Enemy monster. Movement range : 5  
 Innate Abilities: Counter, Swiftess, Brawler, Jump height : 2  
 can't enter water, immune to holy Physical evade : 10%  
 damage

When KOed, looks like: Demon idol

Stats:

HP: B+ MP: B- Phys. Atk.: A- Mag. Atk.: B Speed: D

--ABILITIES--

--Action Abilities: Demon Magicks--

Damage (Nanoflare) : 0.5 x Magick Attack x (Magick Attack + PWR)  
 Damage (others) : Magick Attack x PWR x (Faith/100) x (Target Faith/100)  
 Success rate (Twister): Magick Attack + PWR

|                    | MP | TIC | PWR | H/V | H/V | TAR | LF | EFFECT   |
|--------------------|----|-----|-----|-----|-----|-----|----|--|
| Nanoflare          | 0  | 5   | 5   | 4/* | 3/1 | Any | N  | Non-elemental magick attack                          |
| Unholy<br>Darkness | 40 | 7   | 37  | 4/* | 1/- | Any | N  | Dark magick attack                                   |
| Ultima             | 10 | 5   | 23  | 4/* | 2/1 | Any | N  | Non-elemental magick attack                          |
| Twister            |    | 0   | 50  | 4/* | 3/2 | Any | N  | Damage = 1/3 of target's max HP;<br>wind-elemental   |
| Almagest           |    | 0   | --  | 4/* | 3/1 | Any | N  | Does damage equal to<br>(user's max HP - current HP) |

--DESCRIPTION--

The Ultima Demon is an enemy monster seen in a couple battles; it's basically a stronger form of the Archaeodaemon. It uses some high-level magicks, including Ultima, which Ramza, Luso, and Alma can learn from it.

Like the other demon monsters, the Ultima Demon can never be recruited to your team.

---DEATHKNIGHT-----

Used By: Argath (ch. 4) Movement range : 5
Equippable weapons: Swords Jump height : 4
Equippable armor: Shields, helms, armor Physical evade : 24%
Innate abilities: Defense Boost,
immune to Berserk, Charm, and Stone status

Stats:

HP: B- MP: C+ Phys. Atk.: C Mag. Atk.: C- Speed: A

--ABILITIES--

--Action Abilities: Fell Sword--

Damage inflicted : Physical Attack x (Weapon strength + PWR)

RNG RAD

MP TIC PWR H/V H/V TAR LF EFFECT

Shadowblade 0 0 3/\* 1/- Any N Absorbs HP from target
Duskblade 0 0 3/\* 1/- Any N Absorbs MP from target

Fell Sword techniques have a 100% hit rate. However, they cannot be used unless Argath is equipped with a sword, knight's sword, or fell sword.

--DESCRIPTION--

Argath's Deathknight job actually isn't very different from Gaffgarion's Fell Knight job and has the same sword techniques.

---DEATH SERAPH-----

Used By: Zalera Movement range : 5
Equippable weapons: None Jump height : 4
Equippable armor: None Physical evade : 24%
Innate abilities: Float, Fly, Swiftmess, Beastmaster, can't enter water,
immune to all negative status except Blind and Slow

Stats:

HP: A+ MP: A+ Phys. Atk.: A- Mag. Atk.: C+ Speed: A+

--ABILITIES--

--Action Abilities: Dread--

Status attack success : Always 100%!

RNG RAD

MP TIC PWR H/V H/V TAR LF EFFECT

Darkness 0 -- 5/\* 1/- Any N Inflicts Blind; 100% hit rate
Bind 0 -- 5/\* 2/0 Any N Inflicts Stop; 100% hit rate
Fowlheart 0 -- 5/\* 1/- Any N Inflicts Disable; 100% hit rate
Nightmare 0 -- 5/\* 2/0 Any N Inflicts Sleep or Doom
100% hit rate

--Action Abilities: Ja-Magicks--

Damage inflicted : Magick Attack x PWR x (Faith/100) x (Target Faith/100)

Status attack success : (Magick Attack + PWR) x (Faith/100) x (Target Faith/100)

RNG RAD

MP TIC PWR H/V H/V TAR LF EFFECT

|           |    |   |     |     |     |     |   |                             |
|-----------|----|---|-----|-----|-----|-----|---|-----------------------------|
| Toadja    | 35 | 4 | 160 | 4/* | 2/3 | Foe | N | Inflicts Toad status        |
| Gravija   | 35 | 4 | 160 | 4/* | 2/3 | Foe | N | Reduces targets to 1 HP     |
| Flareja   | 35 | 4 | 38  | 4/* | 2/3 | Foe | N | Non-elemental magick attack |
| Blindja   | 35 | 4 | 200 | 4/* | 2/3 | Foe | N | Inflicts Blind status       |
| Confuseja | 35 | 4 | 160 | 4/* | 2/3 | Foe | N | Inflicts Confuse status     |
| Sleepja   | 35 | 4 | 150 | 4/* | 2/3 | Foe | N | Inflicts Sleep status       |

--DESCRIPTION--

Zalera wields both Flareja (a fairly powerful non-elemental attack magick) and a wealth of status-attack magicks. His most common attacks tend to be Flareja, Nightmare, and Bind.

---UNDEAD KNIGHT-----

|  |                      |
|--|----------------------|
| Enemy human.   | Movement range : 3   |
| Equippable weapons: Swords, knight's swords, flails  | Jump height : 3      |
| Equippable armor: Shields, helms, armor, robes   | Physical evade : 10% |
| Innate ability: Beastmaster; immune to Blind, Vampire, Invisible, Poison, Regen, Charm, Doom, and Entice |                      |

Stats:

HP: B-      MP: C-      Phys. Atk.: B-      Mag. Atk.: D+      Speed: B

--ABILITIES--

--Action Abilities: Swordplay--

Item break success : Physical Attack + PWR + Weapon strength

Stat decrease success : Physical Attack + PWR

RNG RAD

|    |     |     |     |     |     |    |        |
|----|-----|-----|-----|-----|-----|----|--------|
| MP | TIC | PWR | H/V | H/V | TAR | LF | EFFECT |
|----|-----|-----|-----|-----|-----|----|--------|

|             |   |    |        |     |   |  |
|-------------|---|----|--------|-----|---|--|
| Rend Helm   | 0 | 45 | Weapon | Any | Y | Destroys target's headgear                         |
| Rend Armor  | 0 | 40 | Weapon | Any | Y | Destroys target's armor                            |
| Rend Shield | 0 | 55 | Weapon | Any | Y | Destroys target's shield                           |
| Rend Weapon | 0 | 30 | Weapon | Any | Y | Destroys target's weapon                           |
| Rend MP     | 0 | 50 | Weapon | Any | Y | Lowers target's MP (by 1/2 of target's maximum MP) |
| Rend Speed  | 0 | 50 | Weapon | Any | Y | Lowers target's Speed by 2                         |
| Rend Power  | 0 | 50 | Weapon | Any | Y | Lowers target's Phys. Attack by 3                  |
| Rend Magick | 0 | 50 | Weapon | Any | Y | Lowers target's Mag. Attack by 3                   |

--DESCRIPTION--

Undead Knights accompany Zalera, and also appear in two of the Rendezvous Mode missions. They have superior HP and Speed compared to a regular Knight, as well as an innate Beastmaster ability and some status immunities. And for some reason, their action ability is called "Swordplay" even though it functions the same as the regular Knight's Arts of War.

These differences between regular Knights and Undead Knights only apply to the permanently Undead Knights in story battles. Making a regular Knight temporarily undead with magick or an item does not result in these changes.

---SORCEROR-----

|  |                      |
|--|----------------------|
| Used By: Cletienne, Valmafra   | Movement range : 3   |
| Equippable weapons: Rods, staves, poles  | Jump height : 3      |
| Equippable armor: Hats, clothes, robes   | Physical evade : 14% |
| Innate ability: Immune to all negative status except Blind, Silence, Oil, Slow, and Immobilize |                      |

Stats:

HP: C      MP: A+      Phys. Atk.: D+      Mag. Atk.: C+      Speed: C+

--ABILITIES--

--Action Abilities: Magicks [Cletienne]--

Damage inflicted : Magick Attack x PWR x (Faith/100) x (Target Faith/100)  
 Success rate : (Magick Attack + PWR) x (Faith/100) x (Target Faith/100)

|               | MP   | TIC | PWR | H/V | H/V | TAR | LF | EFFECT                                 |
|---------------|------|-----|-----|-----|-----|-----|----|--|
| Holy          | 56RA | 6   | 50  | 5/* | 1/- | Any | N  | Holy magick attack                     |
| Flare         | 60RA | 7   | 46  | 5/1 | 1/- | All | N  | Non-elemental magick attack            |
| Graviga       | 50RA | 10  | 120 | 4/* | 2/3 | Any | N  | Damage = 1/2 of target's max HP        |
| Unholy Dkness | 40   | 7   | 37  | 4/* | 1/- | Any | N  | Dark magick attack                     |
| Arise         | 20RA | 10  | 160 | 4/* | 1/- | Any | N  | May revive KOed character with full HP |

--DESCRIPTION--

Cletienne can cast a variety of high-level magicks, including one not available to player-controlled jobs (Unholy Darkness).

Valmafra appears only in one of the multiplayer Rendezvous Mode missions. Her version of the Sorceror job has a different set of magicks; she seems to only cast White Magicks like Cura and Raise.

---RUNE KNIGHT-----

Used By: Dycedarg Movement range : 4  
 Equippable weapons: Swords, knight's swords Jump height : 3  
 Equippable armor: Shields, helms, armor, robes Physical evade : 10%  
 Innate abilities: Defense Boost, Arcane Defense, immune to all negative status except Blind, Silence, Oil, Chicken, and Slow

Stats:

HP: B+ MP: B- Phys. Atk.: C+ Mag. Atk.: C- Speed: B

--Action Abilities: Swordplay--

Damage inflicted : Physical Attack x (Weapon strength + PWR)

|                     | MP | TIC | PWR  | H/V | H/V | TAR | LF | EFFECT                                       |
|---------------------|----|-----|------|-----|-----|-----|----|--|
| Judgment Blade      | 0  | 2   | 2/*  | 2/0 | Any | N   |    | Physical attack, causes Stop                 |
| Cleansing Strike    | 0  | 3   | 3/2  | 1/- | Any | N   |    | Physical attack, causes Doom                 |
| Northswain's Strike | 0  | 2   | 3/1  | 1/- | Any | N   |    | Physical attack, instant KO                  |
| Hallowed Bolt       | 0  | 4   | 3/*  | 2/1 | Any | N   |    | Physical attack, causes Silence              |
| Divine Ruination    | 0  | 5   | 4Dir | 5/2 | Any | N   |    | Physical attack, causes Confuse              |
| Crush Armor         | 0  | 5#  | 3/*  | 1/- | Any | N   |    | Physical attack, destroys target's armor     |
| Crush Helm          | 0  | 4#  | 3/*  | 1/- | Any | N   |    | Physical attack, destroys target's headgear  |
| Crush Weapon        | 0  | 3#  | 3/*  | 1/- | Any | N   |    | Physical attack, destroys target's weapon    |
| Crush Accessory     | 0  | 2#  | 3/*  | 1/- | Any | N   |    | Physical attack, destroys target's accessory |

# Crush skills work differently against different targets:

- Target has Safeguard : NO item break, NO damage
- Target has an item to break : Item broken, LESS damage (PWR stat used in the damage formula is reduced to 0)
- Target is unequipped or a monster : MORE damage

Note that they work differently than in the original version of FF Tactics!

Swordplay techniques have a 100% hit rate. However, they cannot be used unless Dycedarg is equipped with a sword, knight's sword, or fell sword.

--Action Abilities: Magicks--

Damage inflicted : Magick Attack x PWR x (Faith/100) x (Target Faith/100)

|          |        |     | RNG RAD |     |     |     |    |  |
|----------|--------|-----|---------|-----|-----|-----|----|--|
|          | MP     | TIC | PWR     | H/V | H/V | TAR | LF | EFFECT   |
| Firaga   | 24RA 7 | 24  | 4/*     | 2/3 | All | N   |    | Fire magick attack                                     |
| Thundaga | 24RA 7 | 24  | 4/*     | 2/3 | All | N   |    | Lightning magick attack                                |
| Blizzaga | 24RA 7 | 24  | 4/*     | 2/3 | All | N   |    | Ice magick attack                                      |
| Bioga    | 24R 6  | 24  | 4/*     | 3/3 | Any | N   |    | Non-elemental magick attack,<br>may inflict instant KO |

--DESCRIPTION--

Dycedarg has a large selection of sword techniques, though not quite as many as Orlandeau, since Dycedarg doesn't have the two Fell Sword techniques. He also has a secondary Magicks command that he lets him cast -ga attack magicks.

---THE WROTH---

Used By: Adrammelech Movement range : 5  
Equippable weapons: None Jump height : 4  
Equippable armor: None Physical evade : 19%  
Innate ability: Swiftmess, can't enter water, immune to all negative status  
except Blind, Silence, and Immobilize

Stats:

HP: A+ MP: A+ Phys. Atk.: A- Mag. Atk.: B- Speed: A

--ABILITIES--

--Action Abilities: Dread--

Status attack success : Always 100%!

|           |    |     | RNG RAD |     |     |     |    |                                  |
|-----------|----|-----|---------|-----|-----|-----|----|----------------------------------|
|           | MP | TIC | PWR     | H/V | H/V | TAR | LF | EFFECT                           |
| Petrify   | 0  | --  | 6/*     | 1/- | Any | N   |    | Inflicts Stone (100% hit rate)   |
| Fowlheart | 0  | --  | 5/*     | 1/- | Any | N   |    | Inflicts Disable (100% hit rate) |
| Aphony    | 0  | --  | 5/*     | 2/0 | Any | N   |    | Inflicts Silence (100% hit rate) |
| Befuddle  | 0  | --  | 5/*     | 2/0 | Any | N   |    | Inflicts Confuse (100% hit rate) |

--Action Abilities: Magicks--

Damage inflicted : Magick Attack x PWR x (Faith/100) x (Target Faith/100)  
Hit rate (Graviga) : (Magick Attack + PWR) x (Faith/100) x (Target Faith/100)

|            |         |     | RNG RAD |     |     |     |    |  |
|------------|---------|-----|---------|-----|-----|-----|----|--|
|            | MP      | TIC | PWR     | H/V | H/V | TAR | LF | EFFECT   |
| Holy       | 56RA 6  | 50  | 5/*     | 1/- | Any | N   |    | Holy magick attack                             |
| Firaja     | 48      | 10  | 32      | 4/* | 3/3 | All | N  | Fire magick attack                             |
| Thundaja   | 48      | 10  | 32      | 4/* | 3/3 | All | N  | Lightning magick attack                        |
| Blizzaja   | 48      | 10  | 32      | 4/* | 3/3 | All | N  | Ice magick attack                              |
| Flare      | 60RA 7  | 46  | 5/1     | 1/- | All | N   |    | Non-elemental magick attack                    |
| Graviga    | 50RA 10 | 120 | 4/*     | 2/3 | Any | N   |    | Damage = 1/2 of target's max HP                |
| Bahamut    | 60      | 15  | 42      | 4/* | 4/3 | Foe | N  | "Megaflare": Non-elemental<br>magick attack    |
| Odin       | 50      | 13  | 36      | 4/* | 4/3 | Foe | N  | "Obliteration": Non-elemental<br>magick attack |
| Leviathan  | 48      | 13  | 34      | 4/* | 4/3 | Foe | N  | "Tidal Wave": Water magick attack              |
| Salamander | 48      | 13  | 34      | 4/* | 3/2 | Foe | N  | "Wyrmfire": Fire magick attack                 |

--DESCRIPTION--

Adrammelech has the usual Lucavi status attacks, plus a wealth of magicks available to conventional jobs. Of his Dread abilities, Befuddle gets used the most.

---DIVINE KNIGHT [LOFFREY]---



Used By: Loffrey Movement range : 4  
 Equippable weapons: Swords, knight's swords Jump height : 3  
 Equippable armor: Shields, helmets, clothes, armor, robes Physical evade : 21%  
 Innate ability: Immune to all negative status except Blind, Silence, Oil, Slow  
 Stats:

HP: B+ MP: C+ Phys. Atk.: B Mag. Atk.: C- Speed: B+

--Action Abilities: Unyielding Blade--

Damage inflicted : Physical Attack x (Weapon strength + PWR)

RNG RAD

MP TIC PWR H/V H/V TAR LF EFFECT

```
-----
Crush Armor      0  5#  3/* 1/- Any N Physical attack, destroys
                  target's armor
Crush Helm       0  4#  3/* 1/- Any N Physical attack, destroys
                  target's headgear
Crush Weapon     0  3#  3/* 1/- Any N Physical attack, destroys
                  target's weapon
```

# Crush skills work differently against different targets:

Target has Safeguard : NO item break, NO damage

Target has an item to break : Item broken, LESS damage (PWR stat used  
 in the damage formula is reduced to 0)

Target is unequipped or a monster : MORE damage

Note that they work differently than in the original version of FF Tactics!

Unyielding Blade techniques have a 100% hit rate. However, they cannot be used unless Loffrey is equipped with a sword, knight's sword, or fell sword.

--Action Abilities: Magicks #--

Status attack success : (Magick Attack + PWR) x (Faith/100) x (Target Faith/100)

RNG RAD

MP TIC PWR H/V H/V TAR LF EFFECT

```
-----
Delirium #      20RA 5  130 4/* 1/- Any N Causes Confuse status (acts
                  randomly). Duration: Battle.
Induration #    16RA 10 120 4/* 1/- Any N Causes Stone status (can't do
                  anything). Duration: Battle.
Quiescence #    16RA 3  180 4/* 1/- Any N Causes Silence status (cannot use
                  magicks). Duration: 36 ticks.
```

# Used at Orbonne Monastery only.

--DESCRIPTION--

Loffrey's Divine Knight job is quite similar to Meliadoul's, except he exchanges the Crush Accessory ability for a higher evade rate and some status immunities. In your final encounter with him, he gains a secondary Magicks command that allows him to cast three Mystic Arts magicks; he typically only uses these if his weapon is broken.

---DIVINE KNIGHT [FOLMARV]-----

Used By: Folmarv Movement range : 4  
 Equippable weapons: Swords, knight's swords Jump height : 3  
 Equippable armor: Shields, helmets, clothes, armor, robes Physical evade : 12%  
 Innate ability: Immune to all negative status except Blind, Silence, Oil, Slow  
 Stats:

HP: B+ MP: B+ Phys. Atk.: B+ Mag. Atk.: C- Speed: B+

--ABILITIES--

--Action Abilities: Unyielding Blade--

Damage inflicted : Physical Attack x (Weapon strength + PWR)

RNG RAD

|                 | MP | TIC | PWR | H/V | H/V | TAR | LF | EFFECT                                       |
|-----------------|----|-----|-----|-----|-----|-----|----|--|
| Crush Armor     | 0  | 5#  | 3/* | 1/- | Any | N   |    | Physical attack, destroys target's armor     |
| Crush Helm      | 0  | 4#  | 3/* | 1/- | Any | N   |    | Physical attack, destroys target's headgear  |
| Crush Weapon    | 0  | 3#  | 3/* | 1/- | Any | N   |    | Physical attack, destroys target's weapon    |
| Crush Accessory | 0  | 2#  | 3/* | 1/- | Any | N   |    | Physical attack, destroys target's accessory |

# Crush skills work differently against different targets:

- Target has Safeguard : NO item break, NO damage
- Target has an item to break : Item broken, LESS damage (PWR stat used in the damage formula is reduced to 0)
- Target is unequipped or a monster : MORE damage

Note that they work differently than in the original version FF Tactics!

Unyielding Blade techniques have a 100% hit rate. However, they cannot be used unless Folmarv is equipped with a sword, knight's sword, or fell sword.

--DESCRIPTION--

Folmarv is even more similar to Meliadoul; his evade rate is just two points higher and he has some status immunities.

---BRINGER OF ORDER-----

Used By: Hashmal Movement range : 5  
 Equippable weapons: None Jump height : 4  
 Equippable armor: None Physical evade : 12%  
 Innate abilities: Swiftess, can't enter water, immune to all negative status except Blind, Slow, and Immobilize

Stats:

HP: A+ MP: A+ Phys. Atk.: A- Mag. Atk.: C Speed: A+

--Action Abilities: Dread--

Hit rate (Speedsap) : (Magick Attack + PWR) x (Faith/100) x (Target Faith/100)

RNG RAD

|          | MP | TIC | PWR | H/V | H/V | TAR | LF | EFFECT  |
|----------|----|-----|-----|-----|-----|-----|----|---|
| Speedsap | 20 | 3   | 250 | 4/* | 2/0 | Any | N  | Lowers target's Speed by 3.<br>Duration: Battle |
| Bind     | 0  | --  | 5/* | 2/0 | Any | N   |    | Inflicts Stop; 100% hit rate                    |
| Ague     | 0  | --  | 5/* | 2/0 | Any | N   |    | Inflicts Slow; 100% hit rate                    |

--Action Abilities: Planar Magicks--

Damage inflicted : Magick Attack x PWR x (Faith/100) x (Target Faith/100)

RNG RAD

|          | MP | TIC | PWR | H/V | H/V | TAR | LF | EFFECT                      |
|----------|----|-----|-----|-----|-----|-----|----|-----------------------------|
| Meltdown | 70 | 7   | 38  | 4/* | 4/3 | Any | N  | Fire magick attack          |
| Tornado  | 70 | 7   | 37  | 4/* | 4/3 | Any | N  | Wind magick attack          |
| Quake    | 70 | 7   | 39  | 4/* | 4/3 | Any | N  | Earth magick attack         |
| Meteor   | 70 | 20  | 40  | 4/* | 4/3 | Any | N  | Non-elemental magick attack |

--DESCRIPTION--

Hashmal wields some very powerful attack magicks possessed only by him. He also likes to cast Bind to inflict Stop. Ague and Speedsap are rarely or never used.

Although most of Hashmal's magicks are not normally available to the player, all four Planar Magicks can actually be cast using the Black Mage's Magick Counter.

---HIGH SERAPH-----

Used By: Ultima Movement range : 8  
Equippable weapons: None Jump height : 5  
Equippable armor: None Physical evade : 11%  
Innate abilities: Brawler, Swiftnes, Master Teleportation, immune to all  
negative status except Blind, Disable, and Slow

Stats:

HP: A+ MP: A+ Phys. Atk.: B Mag. Atk.: B Speed: C-

--Action Abilities: Arcane Magicks--

Damage inflicted : Magick Attack x PWR x (Faith/100) x (Target Faith/100)  
RNG RAD

MP TIC PWR H/V H/V TAR LF EFFECT

-----  
Ultima (II) 40 10 30 4/\* 3/3 Any N Non-elemental magick attack

--Action Abilities: Chaos--

RNG RAD

MP TIC PWR H/V H/V TAR LF EFFECT

-----  
Grand Cross 5 -- 4/\* 3/2 Foes N Inflicts Stone, Blind, Confuse,  
Silence, Berserk, Toad, Poison,  
Slow, and/or Sleep (25% chance of  
each)

--DESCRIPTION--

Ultima's first form uses Grand Cross, which hits your party with a variety of status attacks, and a super-powered Ultima magick. (She also uses some physical attacks.) She has Absorb MP equipped as a Reaction Ability and has an Elmdore-styled Master Teleportation movement ability.

---ARCH SERAPH-----

Used By: Ultima Movement range : 8  
Equippable weapons: None Jump height : 5  
Equippable armor: None Physical evade : 10%  
Innate abilities: Swiftnes, Master Teleportation, immune to all negative  
status except Immobilize and Slow

Stats:

HP: A+ MP: A+ Phys. Atk.: B+ Mag. Atk.: B Speed: A

--Action Abilities: Divine Magicks--

Damage inflicted : Magick Attack x PWR x (Faith/100) x (Target Faith/100)  
RNG RAD

MP TIC PWR H/V H/V TAR LF EFFECT

-----  
Divine Ultima 50 15 55 5/\* 4/3 Any N Non-elemental magick attack  
Grand Cross 5 -- 4/\* 3/2 Foes N Inflicts Stone, Blind, Confuse,  
Silence, Berserk, Toad, Poison,  
Slow, and/or Sleep (25% chance of  
each)

--Action Abilities: Divine Providence--

Success rate : (Magick Attack + PWR) x (Faith/100) x (Target Faith/100)  
RNG RAD

MP TIC PWR H/V H/V TAR LF EFFECT

-----  
Disempower 7 200 4/\* 3/3 Any N Reduces targets' MP to 0

Dispelja 7 200 4/\* 3/3 Foes N Removes Float, Reraise, Invisible,  
 Regen, Protect, Shell, Haste,  
 Faith, and Reflect

Return 7 200 4/\* 3/3 Foes N Reduces targets' CT count to 0

--DESCRIPTION--

Ultima's second form retains her Grand Cross status attack ability and adds an even more powerful Ultima magick. She can also use Dispelja to remove your status buffs, as well as more physical attacks. Disempower and Return are rarely cast. This form uses Faith Boost as a reaction ability and can again teleport across the battlefield.

---DARK DRAGON-----

Used By: Bremondts Movement range : 5  
 Equippable weapons: none Jump height : 3  
 Equippable armor: none Physical evade : 5%  
 Innate abilities: Counter, Attack Boost, Arcane Strength, Arcane Defense, immune  
 to all negative status except Blind, Slow, and Immobilize

Stats:

HP: A+ MP: A+ Phys. Atk.: A Mag. Atk.: A+ Speed: B

--Action Abilities: Breath--

Damage : Magick Attack x PWR  
 RNG RAD

| MP | TIC | PWR | H/V | H/V | TAR | LF | EFFECT |
|----|-----|-----|-----|-----|-----|----|--------|
|----|-----|-----|-----|-----|-----|----|--------|

|                |   |   |     |     |     |   |                         |
|----------------|---|---|-----|-----|-----|---|-------------------------|
| Ice Breath     | 0 | 5 | 2/2 | 1/- | Any | Y | Ice magick attack       |
| Fire Breath    | 0 | 5 | 2/2 | 1/- | Any | Y | Fire magick attack      |
| Thunder Breath | 0 | 5 | 2/2 | 1/- | Any | Y | Lightning magick attack |

These three Breath attacks can only target characters in a straight line from Bremondts, not on a diagonal.

--DESCRIPTION--

The Dark Dragon is essentially an "evil" version of Reis's Holy Dragon form, only with a Lucavi-sized HP maximum. He has Counter as a Reaction Ability.

---SERPENTARIUS-----

Used By: Elidibus Movement range : 4  
 Equippable weapons: None Jump height : 3  
 Equippable armor: None Physical evade : 3%  
 Innate abilities: Counter, Swiftsness, immune to all negative status except  
 Blind, Oil, Toad, Slow, and Stop, immune to ice damage

Stats:

HP: A+ MP: A+ Phys. Atk.: D- Mag. Atk.: B Speed: D-

--Action Abilities: The Dark--

Damage (Snakecharm) : 0.5 x Physical Attack x (Physical Attack + PWR)  
 Damage (Midgardsormr) : Magick Attack x PWR  
 Damage (Zodiark) : Magick Attack x PWR x (Faith/100) x (Target Faith/100)

RNG RAD

| MP | TIC | PWR | H/V | H/V | TAR | LF | EFFECT |
|----|-----|-----|-----|-----|-----|----|--------|
|----|-----|-----|-----|-----|-----|----|--------|

|                |    |    |     |     |     |     |   |
|----------------|----|----|-----|-----|-----|-----|---|
| Snakecharm     | 0  | 5  | 1/2 | 1/- | Any | -   | Non-elemental physical attack                     |
| Poisonous Frog | 0  | -- | 4/* | 3/1 | Any | N   | Inflicts Toad and Poison status;<br>100% hit rate |
| Midgardsormr   | 10 | 24 | 4/* | 3/2 | Any | N   | Non-elemental magick attack                       |
| Zodiark        | 99 | 17 | 90  | 4/* | 4/3 | Foe | "Darkening Cloud": Non-elemental<br>magick attack |

--DESCRIPTION--

Elidibus's principal attack is the mighty Zodiark summon, which regular Summoners can learn if they are hit with the summon (and survive). His other three reptile-themed abilities are unique to him. Poisonous Frog is the one to watch out for, as it can turn a fairly large group of characters into Frogs (as well as poisoning them) and has a 100% hit rate.

%%STRONGEST ABILITIES%%00strong

This section presents a comparison of the strengths of abilities falling into various categories.

Different abilities in Final Fantasy Tactics depend on different stats (e.g. Magick Attack vs. Physical Attack). So, there isn't one \*best\* ability in the game. Which ability is best in a given situation will depend on things like your stats, equipment, elemental affinities, and in some cases the enemy's stats.

This section is just designed to present a rough comparison of abilities that fall into similar categories. See the ability lists above for specific details on every ability.

---Damage-Dealing Abilities-----

---SWORD TECHNIQUES---

Damage inflicted = Physical Attack x BF Factor x (Weapon strength + PWR)

BF Factor: Abyssal Blade uses an additional variable in calculating damage.

This BF Factor is:

- > If using a knight's sword: (Bravery/100) [damage reduced if Bravery < 100]
- > If using a fell sword: ([100-Faith]/100) [damage reduced if Faith > 0]
- > If using a regular sword: 1

|                       | PWR | JOB                        | NOTES                                       |
|-----------------------|-----|----------------------------|---|
| Divine Ruination      | 5   | Holy Knight, Sword Saint   | May inflict Confuse                         |
| Crush Armor #         | 5   | Divine Knight, Sword Saint | PWR 0 if breaking armor                     |
| Hallowed Bolt         | 4   | Holy Knight, Sword Saint   | May inflict Silence                         |
| Crush Helm #          | 4   | Divine Knight, Sword Saint | PWR 0 if breaking helm                      |
| Cleansing Strike      | 3   | Holy Knight, Sword Saint   | May inflict Doom                            |
| Crush Weapon          | 3   | Divine Knight, Sword Saint | PWR 0 if breaking weapn                     |
| Abyssal Blade (row 1) | 3   | Dark Knight                | Row *1* of cone pattern                     |
| Judgment Blade        | 2   | Holy Knight, Sword Saint   | May inflict Stop                            |
| Northswain's Strike   | 2   | Holy Knight, Sword Saint   | May instantly KO                            |
| Crushing Blow         | 2   | Dark Knight                | May inflict Stop                            |
| Crush Accessory #     | 2   | Divine Knight, Sword Saint | PWR 0 if breaking acc.                      |
| Abyssal Blade (row 2) | 1   | Dark Knight                | Row *2* of cone pattern                     |
| Crush skills #        | 0   | Divine Knight, Sword Saint | Crush skills have PWR 0 if breaking an item |
| Shadowblade           | 0   | Sword Saint                | Drains HP                                   |
| Duskblade             | 0   | Sword Saint                | Drains MP                                   |
| Sanguine Sword        | <0  | Dark Knight                | Drains HP; damage x 0.8                     |
| Infernal Strike       | <0  | Dark Knight                | Drains MP; damage x 0.8                     |
| Abyssal Blade (row 3) | <<0 | Dark Knight                | Row *3* of cone pattern<br>Damage x 0.5     |

Divine Ruination is the strongest swordskill. Crush Armor ties it against targets that do not have armor.

ALL swordskills require NO charge time, which makes them often the most

effective attacks in your arsenal.

The PWR of Crush skills is determined by whether or not the target has an item equipped. If you are using, say, Crush Armor to break the target's armor, it does less damage than if the target has no armor equipped.

Although Shadowblade and Sanguine Strike have low PWR, they have a drain effect that restores your own HP, which is quite useful!

---FAITH-BASED MAGICKS---

Damage inflicted = Magick Attack x PWR x (Faith/100) x (Target Faith/100)

|                 | PWR | JOB           | MP | ARITHM.? | ELEMENT         | NOTES          |
|-----------------|-----|---------------|----|----------|-----------------|----------------|
| Zodiark         | 90  | Summoner      | 99 | no       |                 |                |
| Divine Ultima   | 55  | Arch Seraph   | 50 | no       |                 | Enemy use only |
| Holy            | 50  | White Mage    | 56 | Yes      | Holy            |                |
| Flare           | 46  | Black Mage    | 60 | Yes      |                 |                |
| Cyclops         | 44  | Summoner      | 62 | no       |                 |                |
| Bahamut         | 42  | Summoner      | 60 | no       |                 |                |
| Meteor          | 40  | Time Mage     | 70 | no       |                 |                |
| Curaja          | 40  | White Mage    | 20 | no       |                 | vs. undead     |
| Quake           | 39  | Regulator     | 70 | no       | Earth           | Enemy use only |
| Meltdown        | 38  | Regulator     | 70 | no       | Fire            | Enemy use only |
| Flareja         | 38  | Death Seraph  | 35 | no       |                 | Enemy use only |
| Tornado         | 37  | Regulator     | 70 | no       | Wind            | Enemy use only |
| Unholy Darkness | 37  | multiple      | 40 | no       | Dark            | Enemy use only |
| Odin            | 36  | Summoner      | 50 | no       |                 |                |
| Leviathan       | 34  | Summoner      | 48 | no       | Water           |                |
| Salamander      | 34  | Summoner      | 48 | no       | Fire            |                |
| -ja magicks     | 32  | Black Mage    | 48 | no       | Fire/Ice/L'ning |                |
| Ultima (II)     | 30  | High Seraph   | 40 | no       |                 | Enemy use only |
| Curaga          | 30  | White Magicks | 16 | Yes      |                 | vs. undead     |
| Bioga           | 24  | (multiple)    | 24 | no       |                 | Enemy use only |
| -ga magicks     | 24  | Black Mage    | 24 | Yes      | Fire/Ice/L'ning |                |
| Ultima          | 23  | (multiple)    | 10 | no       |                 |                |
| Titan           | 22  | Summoner      | 30 | no       | Earth           |                |
| Ramuh           | 20  | Summoner      | 24 | no       | Lightning       |                |
| Ifrit           | 20  | Summoner      | 24 | no       | Fire            |                |
| Shiva           | 20  | Summoner      | 24 | no       | Ice             |                |
| Cura            | 20  | White Mage    | 10 | Yes      |                 | vs. undead     |
| -ra magicks     | 18  | Black Mage    | 12 | Yes      | Fire/Ice/L'ning |                |
| Cure            | 14  | White Mage    | 6  | Yes      |                 | vs. undead     |
| Fire/Bliz/Thun  | 14  | Black Mage    | 6  | Yes      | Fire/Ice/L'ning |                |
| Bio             | 12  | (multiple)    | 8  | no       |                 | Enemy use only |

Outside of Zodiark, Holy is the strongest offensive magick available to the player ... plus, it can be used with Arithmeticks! (Its main downside is that it has a long animation that can get tedious when you are mass-casting it with Arithmeticks.)

---FAITH-BASED MAGICKS - PWR PER TICK---

This chart displays the damage output of magicks relative to the clock ticks required to charge them. It's a "bang for the buck" stat that shows how efficiently you can do damage to a single target.

ANY magick cast using Arithmetick requires no charge time.

|         | PWR/TIC | PWR | TIC | JOB          | ELEMENT | NOTES          |
|---------|---------|-----|-----|--------------|---------|----------------|
| Flareja | 9.50    | 38  | 4   | Death Seraph |         | Enemy use only |

|                 |      |    |    |                |                 |                |
|-----------------|------|----|----|----------------|-----------------|----------------|
| Holy            | 8.33 | 50 | 6  | White Mage     | Holy            |                |
| Flare           | 6.57 | 46 | 7  | Black Mage     |                 |                |
| Quake           | 5.57 | 39 | 7  | Regulator      | Earth           | Enemy use only |
| Meltdown        | 5.43 | 38 | 7  | Regulator      | Fire            | Enemy use only |
| Zodiark         | 5.29 | 90 | 17 | Summoner       |                 |                |
| Unholy Darkness | 5.29 | 37 | 7  | (multiple)     | Dark            | Enemy use only |
| Tornado         | 5.29 | 37 | 7  | Regulator      | Wind            | Enemy use only |
| Ultima          | 4.60 | 23 | 5  | Squire [Ramza] |                 |                |
|                 |      |    |    | Game Hunter    |                 |                |
| Curaga          | 4.29 | 30 | 7  | White Mage     |                 | vs. undead     |
| Curaja          | 4.00 | 40 | 10 | White Mage     |                 | vs. undead     |
| Bioga           | 4.00 | 24 | 6  | (multiple)     |                 | Enemy use only |
| Cura            | 4.00 | 20 | 5  | White Mage     |                 | vs. undead     |
| Bio             | 4.00 | 12 | 3  | (multiple)     |                 | Enemy use only |
| Divine Ultima   | 3.67 | 55 | 15 | Arch Seraph    |                 | Enemy use only |
| Cyclops         | 3.67 | 44 | 12 | Summoner       |                 |                |
| -ra magicks     | 3.60 | 18 | 5  | Black Mage     | Fire/Ice/L'ning |                |
| Fire/Bliz/Thun  | 3.50 | 14 | 4  | Black Mage     | Fire/Ice/L'ning |                |
| Cure            | 3.50 | 14 | 4  | White Mage     |                 | vs. undead     |
| -ga magicks     | 3.43 | 24 | 7  | Black Mage     | Fire/Ice/L'ning |                |
| -ja magicks     | 3.20 | 32 | 10 | Black Mage     | Fire/Ice/L'ning |                |
| Ultima (II)     | 3.00 | 30 | 10 | High Seraph    |                 | Enemy use only |
| Shiva           | 2.86 | 20 | 7  | Summoner       | Ice             |                |
| Ifrit           | 2.86 | 20 | 7  | Summoner       | Fire            |                |
| Ramuh           | 2.86 | 20 | 7  | Summoner       | Lightning       |                |
| Bahamut         | 2.80 | 42 | 15 | Summoner       |                 |                |
| Odin            | 2.77 | 36 | 13 | Summoner       |                 |                |
| Leviathan       | 2.62 | 34 | 13 | Summoner       | Water           |                |
| Salamander      | 2.62 | 34 | 13 | Summoner       | Fire            |                |
| Titan           | 2.20 | 22 | 10 | Summoner       | Earth           |                |
| Meteor          | 2.00 | 40 | 20 | Time Mage      |                 |                |

Holy, again, comes out on top. Meteor is exceptionally inefficient.

Generally, Summons trade a lower damage efficiency for a wider effect radius and no "friendly fire" damage to allied units.

---NON-FAITH-BASED MAGICKS (HUMAN)---

Damage inflicted = Magick Attack x PWR

|                 | PWR | JOB          | TICKS | ELEMENT   | NOTES          |
|-----------------|-----|--------------|-------|-----------|----------------|
| Cherry Blossom  | 42  | Soldier      | 20    |           |                |
| Chirijiraden    | 30  | Samurai      | 0     |           |                |
| Omnislash       | 30  | Soldier      | 15    |           |                |
| Midgardsormr    | 24  | Serpentarius | 10    |           | Enemy use only |
| Meteorain       | 20  | Soldier      | 10    |           |                |
| Muramasa        | 18  | Samurai      | 0     |           |                |
| Kiku-ichimonji  | 16  | Samurai      | 0     |           |                |
| Ama-no-Murakumo | 14  | Samurai      | 0     |           |                |
| Cross Slash     | 12  | Soldier      | 4     |           |                |
| Kotetsu         | 12  | Samurai      | 0     |           |                |
| Murasame        | 12  | Samurai      | 0     |           |                |
| Fire Breath     | 12  | Dragonkin    | 0     | Fire      |                |
| Ice Breath      | 12  | Dragonkin    | 0     | Ice       |                |
| Thunder Breath  | 12  | Dragonkin    | 0     | Lightning |                |
| Ashura          | 8   | Samurai      | 0     |           |                |
| Brave Slash     | 8   | Soldier      | 3     |           |                |
| Osafune         | 4   | Samurai      | 0     |           | MP damage      |

None of these abilities costs MP.

Among non-Faith-based magicks, the Samurai's Iaido command generally beats out Cloud's Limits and Reis's Breath attacks. Cloud's Cherry Blossom IS stronger than any Iaido attack, but has a horrendous charge time (longer than Zodiark!).

--FAITH VS. NON-FAITH MAGICKS--

Which is better -- Faith-based magicks or other magick abilities like Iaido? As you can see from the tables above, Faith-based magicks usually have a higher raw PWR. But, unless you and your target both have 100 Faith (e.g. from the "Faith" status condition), you'll suffer a damage penalty.

This table shows what kind of penalties you can expect based on your Faith and the target's Faith.

| USER'S FAITH | TARGET'S FAITH |          |          |          |
|--------------|----------------|----------|----------|----------|
|              | 100            | 75       | 50       | 25       |
| 100          | No change      | PWR -25% | PWR -50% | PWR -75% |
| 75           | PWR -25%       | PWR -44% | PWR -63% | PWR -81% |
| 50           | PWR -50%       | PWR -63% | PWR -75% | PWR -88% |
| 25           | PWR -75%       | PWR -81% | PWR -88% | PWR -94% |

To make Faith-based magick effective, you will definitely need high Faith on your mage. Even still, against targets of even moderate Faith, Iaido can often be more damaging.

---MONSTER MAGICKS---

Damage inflicted = Magick Attack x PWR

( ) indicates that the ability can only be used if the monster is near an ally with the Beastmaster skill.

Monster magicks do not involve Faith and never require charge time.

|                | PWR | MONSTERS                                      | ELEMENT   | NOTES  |
|----------------|-----|---|-----------|--|
| Gigaflare      | 7   | (Behemoth)                                    |           |  |
| Fire Breath    | 5   | Holy/Dark Dragon<br>(Red Dragon)              | Fire      |  |
| Ice Breath     | 5   | Blue, Holy, &<br>Dark Dragons                 | Ice       |  |
| Thunder Breath | 5   | Red, Holy, &<br>Dark Dragons<br>(Blue Dragon) | Lightning |  |
| Breathe Fire   | 4   | (Minotaur)<br>(Sekhret)                       | Fire      |  |
| Choco Meteor   | 4   | Red Chocobo<br>(Black Chocobo)                |           |  |
| Bomblet        | 4   | (Bomb)  |           | Grenade/Exploder versions<br>are a physical attack |
| Earthsplitter  | 3   | Sekhret                                       | Earth     |  |
| Flame Attack   | 3   | (Grenade)                                     | Fire      |  |
| Choco Cure     | 3   | Chocobo<br>(Red Chocobo)                      |           | Restores HP  |
| Leaf Rain      | 3   | All treants                                   |           |  |
| Wind Anima     | 3   | (Skeletal Fnd.)                               | Wind      |  |



|               |   |                                |           |                 |
|---------------|---|--------------------------------|-----------|-----------------|
| Spark         | 2 | Exploder                       | Fire      | Also heals user |
| Ice Anima     | 2 | Skeletal Fiend<br>(Bonesnatch) | Ice       |                 |
| Water Anima   | 2 | Bonesnatch<br>(Skeleton)       | Water     |                 |
| Thunder Anima | 2 | Skeleton                       | Lightning |                 |
| Life Nymph    | 2 | Treant                         |           | Restores HP     |
| Featherbomb   | 2 | Cockatrice<br>(Jura Aegis)     |           |                 |

Although monster magicks seem to have low PWR, keep in mind that most monsters have high Magick Attack relative to humans.

The Behemoth's Gigafire is the most powerful monster magick but requires Beastmaster.

---Status Changes-----

---FAITH-BASED POSITIVE STATUS---

Status attack success = (Magick Attack + PWR) x (Faith/100) x (Target Faith/100)

|            | STATUS                                   | PWR | JOB        | MP | ARITHM.? | NOTES         |
|------------|--|-----|------------|----|----------|---------------|
| Hasteja    | Haste                                    | 240 | Time Mage  | 30 | no       |               |
| Aegis      | Reraise, Protect,<br>Regen, Shell, Haste | 200 | (multiple) | 30 | no       |               |
| Dispella   | Remove bad status                        | 200 | (multiple) | 20 | no       |               |
| Protect    | Protect                                  | 200 | White Mage | 6  | Yes      |               |
| Shell      | Shell                                    | 200 | White Mage | 6  | Yes      |               |
| Golem      | Block phys. atk.s                        | 200 | Summoner   | 40 | no       |               |
| Faith      | Faith                                    | 200 | Templar    | 10 | no       |               |
| Doubt      | Atheist                                  | 200 | Templar    | 10 | no       |               |
| Esuna      | Remove bad status                        | 190 | White Mage | 18 | Yes      |               |
| Zombie     | Undead                                   | 190 | Templar    | 14 | no       |               |
| Raise      | Remove KO                                | 180 | White Mage | 10 | Yes      | 1/2 HP healed |
| Haste      | Haste                                    | 180 | Time Mage  | 8  | Yes      |               |
| Reflect    | Reflect                                  | 180 | Time Mage  | 8  | Yes      |               |
| Berserk    | Berserk                                  | 180 | Templar    | 16 | no       |               |
| Regen      | Regen                                    | 170 | White Mage | 8  | Yes      |               |
| Arise      | Remove KO                                | 160 | White Mage | 20 | Yes      | All HP healed |
| Belief     | Faith                                    | 150 | Mystic     | 6  | Yes      |               |
| Disbelief  | Atheist                                  | 150 | Mystic     | 6  | Yes      |               |
| Carbuncle  | Reflect                                  | 150 | Summoner   | 30 | no       |               |
| Reraise    | Reraise                                  | 140 | White Mage | 16 | Yes      |               |
| Wall       | Protect & Shell                          | 140 | White Mage | 24 | no       |               |
| Quick      | Quick                                    | 140 | Time Mage  | 24 | no       |               |
| Float      | Float                                    | 140 | Time Mage  | 8  | Yes      |               |
| Protectja  | Protect                                  | 120 | White Mage | 24 | no       |               |
| Shellja    | Shell                                    | 120 | White Mage | 20 | no       |               |
| Corruption | Undead                                   | 100 | Mystic     | 20 | Yes      |               |

Aegis is clearly the best status buff magick, but is only used by two Guest characters.

---FAITH-BASED NEGATIVE STATUS---

Status attack success = (Magick Attack + PWR) x (Faith/100) x (Target Faith/100)

|          | STATUS             | PWR | JOB        | MP | ARITHM.? | NOTES |
|----------|--------------------|-----|------------|----|----------|-------|
| Speedsap | Speed -3           | 250 | (multiple) | 20 | no       |       |
| Powersap | Physical Attack -5 | 250 | Ark Knight | 20 | no       |       |
| Mindsap  | Magick Attack -5   | 250 | Ark Knight | 20 | no       |       |

|             |                    |     |              |    |     |              |
|-------------|--------------------|-----|--------------|----|-----|--------------|
| Slowja      | Slow               | 240 | Time Mage    | 30 | no  |              |
| Blind       | Blind              | 220 | Templar      | 6  | no  |              |
| Chicken     | Bravery -50        | 200 | Templar      | 12 | no  |              |
| Dispel      | Remove good status | 200 | Templar      | 20 | no  |              |
| Disable     | Disable            | 200 | Templar      | 14 | no  |              |
| Silence     | Silence            | 200 | Templar      | 16 | no  |              |
| Umbra       | Blind              | 200 | Mystic       | 4  | Yes |              |
| Harmony     | Remove good status | 200 | Mystic       | 34 | Yes |              |
| Blindja     | Blind              | 200 | Death Seraph | 35 | no  |              |
| Disempower  | Lose all MP        | 200 | Arch Seraph  | 0  | no  |              |
| Dispelja    | Remove good status | 200 | Arch Seraph  | 0  | no  |              |
| Return      | CT 0               | 200 | Arch Seraph  | 0  | no  |              |
| Faith       | Faith              | 200 | Templar      | 10 | no  |              |
| Doubt       | Atheist            | 200 | Templar      | 10 | no  |              |
| Immobilize  | Immobilize         | 190 | Time Mage    | 10 | Yes |              |
| Zombie      | Undead             | 190 | Templar      | 14 | no  |              |
| Confuse     | Confuse            | 190 | Templar      | 14 | no  |              |
| Sleep       | Sleep              | 190 | Templar      | 20 | no  |              |
| Hesitation  | Disable            | 185 | Mystic       | 10 | Yes |              |
| Break       | Stone              | 180 | Templar      | 24 | no  |              |
| Quiescence  | Silence            | 180 | Mystic       | 16 | Yes |              |
| Berserk     | Berserk            | 180 | Templar      | 16 | no  |              |
| Slow        | Slow               | 180 | Time Mage    | 8  | Yes |              |
| Reflect     | Reflect            | 180 | Time Mage    | 8  | Yes |              |
| Repose      | Sleep              | 170 | Mystic       | 24 | Yes |              |
| Poison      | Poison             | 160 | Black Mage   | 6  | Yes |              |
| Toadja      | Toad               | 160 | Death Seraph | 35 | no  |              |
| Confuseja   | Confuse            | 160 | Death Seraph | 35 | no  |              |
| Arise       | K.O.               | 160 | White Mage   | 20 | Yes | vs. undead   |
| Belief      | Faith              | 150 | Mystic       | 6  | Yes |              |
| Disbelief   | Atheist            | 150 | Mystic       | 6  | Yes |              |
| Sylph       | Silence            | 150 | Summoner     | 26 | no  |              |
| Sleepja     | Sleep              | 150 | Death Seraph | 35 | no  |              |
| Trepidation | Bravery -30        | 140 | Mystic       | 20 | Yes |              |
| Delirium    | Confuse            | 130 | Mystic       | 20 | Yes |              |
| Toad        | Toad               | 120 | Black Mage   | 12 | Yes |              |
| Fervor      | Berserk            | 120 | Mystic       | 16 | Yes |              |
| Induration  | Stone              | 120 | Mystic       | 16 | Yes |              |
| Biora (C)   | Silence            | 120 | (multiple)   | 16 | no  |              |
| Stop        | Stop               | 110 | Time Mage    | 14 | Yes |              |
| Biora (A)   | Toad               | 110 | (multiple)   | 16 | no  |              |
| Biora (B)   | Slow               | 110 | (multiple)   | 16 | no  |              |
| Biora (D)   | Stone              | 110 | (multiple)   | 16 | no  |              |
| Death       | K.O.               | 100 | Black Mage   | 24 | Yes | Heals undead |
| Corruption  | Undead             | 100 | Mystic       | 20 | Yes |              |

Beowulf's Templar job is the king of inflicting negative status with abilities such as Chicken and Disable. His abilities also require no charge time.

The Mystic's Hesitation is also pretty likely to hit and inflicts a very nasty status attack (Disable). Its only downsides are that Disable status has a relatively short duration ... and that Mustadio/Balthier's Arm Shot is generally a more effective way of inflicting Disable.

#### ---NON-FAITH-BASED STATUS CHANGES---

These are some other status changes abilities that depend solely on Magick Attack, or that have fixed hit rates. These are listed below. I've excluded abilities that primarily do damage and only incidentally have a chance of inflicting bad status (e.g. Geomancy).

Hit rate = Magick Attack + PWR except where a [fixed percentage] is listed

|                     | STATUS   | PWR    | JOB                        | NOTES  |
|---------------------|--|--------|----------------------------|--|
| Petrify             | Stone  | [100%] | (multiple)                 | Enemy use only   |
| Shadowbind          | Stop   | [100%] | Assassin                   | Enemy use only   |
| Suffocate           | KO   | [100%] | Assassin                   | Enemy use only   |
| Nightmare           | Sleep or Doom                                  | [100%] | (multiple)                 | Enemy use only; area effect                            |
| Fowlheart           | Disable  | [100%] | (multiple)                 | Enemy use only   |
| Ague                | Slow   | [100%] | (multiple)                 | Enemy use only; area effect                            |
| Aphony              | Silence  | [100%] | (multiple)                 | Enemy use only; area effect                            |
| Befuddle            | Confuse  | [100%] | (multiple)                 | Enemy use only; area effect                            |
| Darkness            | Blind  | [100%] | DeathSeraph                | Enemy use only   |
| Bind                | Stop   | [100%] | (multiple)                 | Enemy use only; area effect                            |
| Poisonous Frog      | Toad & Poison                                  | [100%] | Serpentarius               | Enemy use only; area effect                            |
| Tailwind            | Speed +1                                       | [100%] | Ramza                      |  |
| Steel               | Bravery +5                                     | [100%] | Ramza                      |  |
| Shout               | Bravery +10,<br>Speed +1,<br>Phys & Mag Atk +1 | [100%] | Ramza                      | Self only  |
| Dragon's Might      | Bravery +5,<br>Speed +2,<br>Phys & Mag Atk +2  | [100%] | Dragonkin                  | On dragons and hydras only                             |
| Finishing Touch     | KO, Stone,<br>or Stop                          | [100%] | Soldier                    | Area effect;<br>only 1 of these per character          |
| Phoenix Down        | K.O.   | [100%] | Chemist                    | vs. undead units only                                  |
| Masamune            | Regen & Haste                                  | [100%] | Samurai                    | Area effect; allies only                               |
| Kiyomori            | Protect &<br>Shell                             | [100%] | Samurai                    | Area effect; allies only                               |
| Intimidate          | Bravery -20                                    | 90     | Orator                     |  |
| Enlighten           | Faith -20                                      | 90     | Orator                     |  |
| Charm               | Charm  | 70     | Assassin                   | Enemy use only   |
| Plunder Heart       | Charm  | 60     | Sky Pirate                 | vs. opposite sex/monsters only                         |
| Steal Heart         | Charm  | 50     | Thief                      | vs. opposite sex/monsters only                         |
| Doom Fist           | Doom   | 50     | Monk                       |  |
| Preach              | Faith +4                                       | 50     | Orator                     |  |
| Praise              | Bravery +4                                     | 50     | Orator                     |  |
| Celestial<br>Stasis | Stop, Immobil.<br>or Disable                   | 50     | Astrologer                 | Strikes all enemy units on map                         |
| Rousing Melody      | Speed +1                                       | [50%]  | Bard                       | All friendly units                                     |
| Slow Dance          | Speed -1                                       | [50%]  | Dancer                     | Strikes all enemy units on map                         |
| Battle Chant        | Phys. Atk. +1                                  | [50%]  | Bard                       | All friendly units                                     |
| Polka               | Phys. Atk. -1                                  | [50%]  | Dancer                     | Strikes all enemy units on map                         |
| Magickal Refr.      | Mag. Atk. +1                                   | [50%]  | Bard                       | All friendly units                                     |
| Heathen Frol.       | Mag. Atk. -1                                   | [50%]  | Dancer                     | Strikes all enemy units on map                         |
| Nameless Song       | Reraise, Regen,<br>Protect, Shell<br>OR Haste  | [50%]  | Bard                       | All friendly units<br>Only 1 of these per character    |
| Forbidden Dance     | (many)   | [50%]  | Dancer                     | Strikes all enemy units; 1 bad<br>status per character |
| Finale              | Quick  | [50%]  | Bard                       | All friendly units                                     |
| Last Waltz          | CT 0   | [50%]  | Dancer                     | Strikes all enemy units on map                         |
| Mimic Darlavon      | Sleep  | 40     | Orator                     | Area effect  |
| Insult              | Berserk  | 40     | Orator                     |  |
| Stall               | CT 0   | 30     | Orator                     |  |
| Condemn             | Doom   | 30     | Orator                     |  |
| Grand Cross         | (many)   | [25%]  | High Seraph<br>Arch Seraph | Enemy use only, area effect                            |
| Parasite            | (many)   | [25%]  | Byblos                     | 1 bad status per use                                   |
| Entice              | Traitor  | 20     | Orator                     |  |

Aside from various abilities available only to the enemies, Cloud's Finishing Touch is one of the strongest status attacks. It is guaranteed to inflict either K.O., Stone, or Stop on a small group of enemies.

Steal Heart (and its superior cousin, Balthier's Plunder Heart) is also quite effective.

Balthier and Mustadio also have abilities that can inflict Immobilize, Disable, or (vs. undead) Stone. These abilities depend on SPEED, not Magick Attack, but generally have high success rates.

---MONSTER STATUS CHANGE ABILITIES---

Hit rate = Magick Attack + PWR

|                 | PWR  | MONSTERS                                  | STATUS  | NOTES  |
|-----------------|------|---|---|--|
| Goo             | 100% | Ochu                                      | Immobilize  | Always 100% hit rate                               |
| Lick            | 100% | Malboro<br>(Ochu)                         | Reflect   | Always 100% hit rate                               |
| Toot            | 100% | Swine                                     | Confuse OR<br>Sleep   | Always 100% hit rate                               |
| Choco Esuna     | 65   | Black Chocobo<br>(Chocobo)                | Removes bad<br>status   |  |
| Level Drain     | 60   | (Mindflayer)                              | Exp level -1  |  |
| Beam            | 55   | (Plague Horror)                           | Mag. Attack -2  |  |
| Ink             | 50   | Squidraken<br>Mindflayer<br>(Piscodaemon) | Blind   | Targets in 4 cardinal<br>directions only           |
| Oily Touch      | 50   | Ghast<br>(Ghoul)                          | Oil   |  |
| Guardian Nymph  | 45   | (Dryad)                                   | Protect   |  |
| Shell Nymph     | 45   | (Treant)                                  | Shell   |  |
| Eye Gouge       | 45   | (Elder Treant)                            |   |  |
| Eye Gouge       | 45   | Goblin                                    | Blind   |  |
| Zombie Touch    | 45   | Gobbledygook<br>(Revenant)                | Undead  |  |
| Peck            | 45   | (Cockatrice)                              | Phys. Attack -2   |  |
| Snort           | 40   | Swine<br>(Wild Boar)                      | Charm   | Human targets only                                 |
| Sleep Touch     | 40   | Ghoul                                     | Sleep   |  |
| Doom            | 40   | Plague Horror<br>(Ahriman)                | Doom  |  |
| Venom Fang      | 40   | Red Panther<br>Coerl                      | Poison  |  |
| Dread Gaze      | 40   | Ahriman<br>(Floating Eye)                 | Bravery -10   |  |
| Beak            | 37   | Cockatrice<br>(Steelhawk)                 | Stone   |  |
| Mind Blast      | 35   | Mindflayer                                | Confuse or B'serk   |  |
| Bewitching Gaze | 35   | Ahriman<br>Mindflayer                     | Stone, Blind, Silence,<br>Immobilize, OR Stop                         |  |
| Blaster         | 30   | Vampire Cat<br>(Coerl)                    | Stone OR Stop   |  |
| Malboro Spores  | 5    | (Greater Malboro)                         | Malboro   |  |
| Bad Breath      | 25%  | Greater Malboro<br>(Malboro)              | Stone, Blind, Confuse,<br>Silence, Oil, Toad,<br>Poison, AND/OR Sleep | 25% chance of<br>EACH<br>Unaffected by<br>Mag.Atk. |
| Vampire         | 25%  | (Vampire Cat)                             | Vampire   | Unaffected by Mag.Atk.                             |

---Other Comparisons---

--GRAVITY STYLE ATTACKS--

Damage inflicted = PWR % of user's max HP

All of these attacks do damage proportional to the target's max HP. These are especially good against bosses with high HP, and can do 999 damage to bosses whose HP exceeds the regular 999 cap.

|              | USED BY                     | PWR | MP | RNG/RAD | TIC | NOTES   |
|--------------|-----------------------------|-----|----|---------|-----|---|
| Gravija      | Death Seraph **             |     | 35 | 4/2     | 4   | Reduces HP to 1!<br>Enemy use only :(                 |
| Bloodfeast   | (Gobbledygk)                | 75  | 0  | 1/1     | 0   | Drains HP   |
| Tri-Breath   | Tiamat<br>(Hydra)           | 50  | 0  | 2/2     | 0   | Strikes to front & sides<br>simultaneously            |
| Lich         | Summoner                    | 50  | 40 | 4/3     | 10  | Dark elemental  |
| Graviga      | Time Mage                   | 50  | 50 | 4/2     | 10  |   |
| Raise        | White Mage                  | 50  | 10 | 4/1     | 4   | vs. undead only                                       |
| Twister      | Ultima Demon<br>(Behe.King) | 33  | 0  | 4/3     | 0   | Wind elemental  |
| Vampire      | Ark Knight                  | 25  | 0  | 1/1     | 0   | Drains HP; always inflicts<br>Vampire. Enemy use only |
| Vampire      | (Vampire Cat)               | 25  | 0  | 1/1     | 0   | Drains HP; may inflict<br>Vampire status              |
| Drain        | Templar                     | 25  | 12 | 4/1     | 0   | Drains HP   |
| Invigoration | Mystic                      | 25  | 16 | 4/1     | 2   | Drains HP   |
| Gravity      | Time Mage                   | 25  | 24 | 4/2     | 6   |   |

Among gravity attacks, Bloodfeast is the best. It does damage equal to 75% of the target's max HP, requires no charge time, \*AND\* drains HP back to the user. However, it can only be used a Gobbledygook monster who is near a human with Beastmaster.

Otherwise, use Lich or a Tiamat's Tri-Breath.

---VENGEANCE STYLE ATTACKS---

Damage inflicted = User's max HP - current HP

All of these attacks do damage based on the difference between your current HP and maximum HP. So, they are strongest when you are low on HP. In theory, you could do up to 998 damage with one of these attacks, if you had 999 max HP but only 1 HP left.

|               | USED BY                                    | RANGE | RADIUS | NOTES                      |
|---------------|--|-------|--------|----------------------------|
| Vengeance     | Templar [Beowulf]                          | 8     | 1      | Costs 20 MP                |
| Vengeance     | Byblos                                     | 5     | 1      |                            |
| Almagest      | (Dark Behemoth)                            | 4     | 3      |                            |
| Karma         | Archaeodaemon                              | 4     | 1      | Requires 2 ticks to charge |
| Self-Destruct | Bomb family                                | Self  | 3      | KOs user                   |
| Blade Beam    | Soldier [Cloud]                            | 2     | 1      | Requires 5 ticks to charge |
| Goblin Punch  | Gobbledygook<br>(Goblin)<br>(Black Goblin) | 1     | 1      | Hit % = Magick Attack + 35 |

Since the damage formula for all these abilities is the same, the only difference is in their targeting properties. Beowulf's Vengeance is clearly the best, as it has a range of 8 tiles and requires no charge time. However, the Dark Behemoth's Almagest (accessible only with Beastmaster) is also pretty good

as it does area damage.

---MULTI-STRIKE ATTACKS---

These attacks can hit the same target more than once per use. This means that it's possible for their total damage output to exceed the usual 999 damage cap. This is only needed on bosses with ??? HP or targets with Mana Shield.

However, most of these abilities (except Barrage/Dual Wield) hit only random tiles within their effect radius, so you have to get lucky to hit the same target multiple times! One way to increase your odds is to target units surrounded by large variations in map height, which will constrain the effect radius.

|                 | USED BY                   | #    | HITS | RADIUS | NOTES  |
|-----------------|---------------------------|------|------|--------|--|
| Barrage         | Sky Pirate [Balthier]     | 4    | 1    |        | 4 weapon hits @ 1/2 damage<br>COMPLETELY unblockable |
| Dual Wield      | Ninja (support abil.)     | 2    | 1    |        | Using two weapons                                    |
| Dark Whisper    | (Tiamat)                  | 6    | 2    |        | Dark elemental; may inflict<br>KO or Sleep           |
| Holy Breath     | Dragonkin [Reis]          | 1-10 | 3    |        | Holy elemental                                       |
| Tri-Thunder     | Tiamat<br>(Greater Hydra) | 3    | 2    |        | Lightning elemental                                  |
| Tri-Flame       | Greater Hydra<br>Tiamat   | 3    | 2    |        | Fire elemental                                       |
| Impiety         | Netherseer [Marach]       | 1-10 | 2    |        | Earth elemental                                      |
| Divinity        | Skyseer [Rapha]           | 1-10 | 2    |        | Earth elemental                                      |
| Nether Maelstr. | Netherseer [Marach]       | 1-10 | 2    |        | Water elemental                                      |
| Maelstrom       | Skyseer [Rapha]           | 1-10 | 2    |        | Water elemental                                      |
| Nether Blade    | Netherseer [Marach]       | 1-10 | 2    |        | Wind elemental                                       |
| Adamantite Bl.  | Skyseer [Rapha]           | 1-10 | 2    |        | Wind elemental                                       |
| Nether Ashura   | Netherseer [Marach]       | 1-10 | 2    |        | Fire elemental                                       |
| Ashura          | Skyseer [Rapha]           | 1-10 | 2    |        | Fire elemental                                       |
| Hell's Wrath    | Netherseer [Marach]       | 1-10 | 2    |        | Lightning elemental                                  |
| Heaven's Wrath  | Skyseer [Rapha]           | 1-10 | 2    |        | Lightning elemental                                  |
| Corporeal Void  | Netherseer [Marach]       | 1-10 | 2    |        | Inflicts bad status                                  |
| Celestial Void  | Skyseer [Rapha]           | 1-10 | 2    |        | Inflicts bad status                                  |

Barrage and Dual Wield CANNOT be combined :(

Barrage is clearly tops in this category, since it is guaranteed to hit its target four times! It can easily do more than 999 damage to a single target.

---OTHER STUFF---

Raising Bravery : Steel [Ramza/Luso] +5 Bravery, 100% hit rate  
Lowering Bravery : Chicken [Beowulf] -50 Bravery  
Raising Faith : Enlighten [Orator] +4 Faith  
Lowering Faith : Preach [Orator] -20 Faith

Stealing : Balthier's Plunder skills are better than Thief skills

Revival (HP) : Arise [White Mage] is the main revival skill that returns KOed characters at full HP. (The Pig's Squeak also does this but requires Beastmaster.)

Revival (hit %) : Phoenix Down [Chemist] always has a 100% hit rate

MP-based damage : Manaburn [Byblos] does damage equal to the target's current MP. Potentially this can do 999 damage if the target has 999 MP (e.g. Elidibus).

Recruitment : Dragon's Charm [Reis] works 100% of the time, but only on dragons and hydras  
Tame [Orator] works 100% of the time, but only on monsters in critical HP  
Otherwise, use Entice [Orator]

\*\*\*\*\*  
VIII. ABILITY STRATEGIES  
\*\*\*\*\*

%%ABILITY COMBOS%%00abil

Here are some combinations of abilities (and equipment) you may find particularly useful.

---Offense-Related-----

Arts of War (Knight) + Equip Guns (Orator) or Archer's bows

-----  
The Rending techniques are a lot more useful when used at a distance! Against mages, use Rend MP or Rend Magick to cripple their magick right away. And against close-range fighters, you can use Rend Weapon to destroy their weapon before they even reach you!

Dual Wield (Ninja) + Arts of War (Knight)

-----  
When you have two weapons equipped, you get also two strikes of any Arts of War ability, making them doubly effective! You get two chances to break an enemy's gear, or can decrease their stats twice as fast.

Jump (Dragoon) + Polearms

-----  
You get a bonus to damage dealt by Jump if you're equipped with a polearm.

Attack Boost (Geomancer) + Holy Sword (Holy Knight) or Swordplay (Sword Saint) or Unyielding Blade (Divine Knight) or Darkness (Dark Knight)

-----  
Sword techniques are considered physical attacks, so pairing them with Attack Boost will make them even stronger!

Flame Rod + Fire family (Black Mage) or Ifrit (Summoner)  
Ice Rod + Blizzard family (Black Mage) or Shiva (Summoner)  
Thunder Rod + Thunder family (Black Mage) or Ramuh (Summoner)

-----  
The Fire, Ice, and Thunder Rods increase the power of the corresponding elemental magick. So, pick a particular element of magick to focus on and pair it up with the corresponding rod. Early in the game, this is a great way to increase the damage your Black Magick or Summons can do.

Dual Wield (Ninja) + First Strike (Monk) or Counter (Monk)

-----  
If you're dual wielding weapons, you can use them when you counterattack....

Dual Wield (Ninja) + Aim (Archer)

-----  
...or when you attack using Aim.

Immobilize (Time Mage) or Leg Shot (Machinist) +  
Aim (Archer) or Limit (Soldier) or Jump (Dragoon)

-----

Aim, Limit, and Jump only use Tile targeting, which usually gives the enemy a chance to move out of the way. But not if the enemy is Immobilized...

Corruption (Mystic) + White Magick (White Mage)

---

The Corruption ability makes enemies undead, which means they suffer damage from healing spells. Suddenly, your White Mage's Cure spells become both a great defensive tool \*and\* an offensive weapon ... and Arise works as an instant KO attack! You can even use Arithmeticks to cause your White Magicks to hit many targets at once!

Geomancy + Move +1 (Squire) or Move +2 (Thief) or Move +3 (Bard/Dark Knight) or Teleport (Time Mage)

---

Since the Geomancy command inflicts different status changes and different elemental damage depending on where you're standing, it's most flexible and useful if you can get around the battlefield easily. Move +1/2/3 or Teleport will help in that regard.

Barrage (Sky Pirate) + Guns

---

Using Barrage with a gun lets you attack two enemies in one turn, as long as they're in the same line of fire -- see "Shoot Enemies Next to You" under the Strategies Related To Specific Items (in Basic Tactics) for the skinny.

Jump (Dragoon) or Steal (Thief) + Throw (Ninja) +  
Ninja Gear, Thief's Cap or Acacia Hat, Hermes Shoes or Brigand's Gloves,  
Adrenaline Rush (Archer)

---

The Jump, Steal, and Throw commands are all more effective when your Speed stat is high: Throw does more damage, Steal is more likely to succeed, and Jump attacks activate more quickly. To raise your Speed, you can use any of these pieces of equipment, and the Archer's Adrenaline Rush ability also boosts your Speed when you take damage.

Barrage (Sky Pirate) + Vehemence (Dark Knight) + Chaos Blade +  
Headband + Robe of Lords + Bracer

---

Want to see just how damage you can do in a single turn? Combine the four strikes from Balthier's Barrage with the strongest weapon (Chaos Blade), Vehemence, and various Physical Attack-boosting items. For maximal damage, raise Balthier's Bravery to 100 beforehand with Steel or Praise.

With this combo, you can easily do more than 999 damage to the same target. You'll only need this against targets with Mana Shield (who get an additional buffer from the early hits) or the bosses who have more than 999 HP.

Barrage (Sky Pirate) + fell swords or Spellbinder or Nagnarok or Faerie Harp

---

Barrage gives you four strikes with a weapon and hence multiple chances to deal any status ailment that your weapon can inflict. This works with any weapon, but particularly good useful ones are the fell swords, the Spellbinder ninja blade (inflicts Disable), the Nagnarok sword (inflicts Toad), and the Faerie Harp (inflicts Charm).

Magick Counter (Black Mage) + Arcane Strength (Black Mage)

---

If you're going to counter it, why not make it stronger?

Black Magicks (Black Mage) + Belief (Mystic)



-----  
The Belief magick causes Faith status, which maxes out Faith. Casting it on your own magick users makes their magick more effective. (Of course, if their Faith is already high, you won't see much of a difference.) Or, if you already have high Faith, you can also cast it on an enemy to make them more susceptible to magick damage -- so you can use Belief as a way of softening up an enemy before a Black Magick attack.

Throw (Ninja) + Move +2 (Thief) or Move +3 (Bard/Dark Knight)

-----  
The range of Throw increases when your movement range increases, so adding Move +2 or Move +3 (or even Move +1!) will extend Throw into a pretty long-range attack.

Soulbind (Arithmetician) + Vehemence (Dark Knight)

-----  
Soulbind returns half the damage you take back to the enemy who inflicted it. Equipping Vehemence increases the damage you take, and hence causes enemies to lose a lot of HP by attacking you! (It also helps reduce the HP-loss penalty from Vehemence!) Just make sure you still have enough HP to survive the initial attack, before Soulbind kicks in.

Graviga (Time Mage) + Climhazzard (Soldier)

-----  
Climhazzard does damage equal to the amount of HP your target has already lost. Hitting a unit with Graviga will take away half its HP, and Climhazzard will take off the other half. Of course, you could just cast Graviga twice, but Climhazzard charges faster and uses no MP. As a one-two punch, you can have Cloud start charging Climhazzard while the Time Mage is the midst of charging Graviga.

Haste (Time Mage) + Doom Fist (Monk) or Condemn (Orator)

-----  
Doom KO's a unit after it's received three turns -- so casting Haste on it will actually speed up its imminent demise! Of course, you'd better make sure the enemy can't hurt you too much in the mean time! It's best used against enemy White Mages or Chemists (or other defensive units), but this is more a fun combo than a practical one ;)

Ashura (Skyseer) or Nether Ashura (Netherseer) + Flame Shield

-----  
The random strikes from Rapha and Marach's Mantra attacks can sometimes strike your allies, but if you equip Flame Shields, the fire-elemental Ashura and Nether Ashura will heal you rather than hurt you.

Level Blast (Mindflayer) + Arithmeticks (Arithmetician)

-----  
If you're trying to hit the enemies with a big Arithmeticks blast but one of the enemies is a level off, the Mindflayer's Level Blast can knock it down a level.

Energize (Byblos) + Vengeance (Byblos)

-----  
The Byblos's Energize ability restores HP to an ally at the cost of some of the Byblos's own HP. That, in turn, makes a subsequent Vengeance attack stronger, as it does more damage the less HP the Byblos has!

---Defense-Related-----

Mana Shield (Time Mage) + Manafont (Mystic)

Whenever Mana Shield is triggered, it saves you from taking any actual damage to your HP as long as you have at least 1 MP left. Of course, a strong attack may cause you to lose all your MP ... but with Manafont, you can gain back a little MP just by moving, which is enough to activate your Mana Shield again!

Darkness (Dark Knight) + Mana Shield (Time Mage)

-----

The strongest Darkness abilities normally consume some of the user's HP ... but Mana Shield converts the HP loss into an MP one instead! This essentially turns them into regular magicks (albeit ones with a hefty MP cost) -- plus, you can then use Infernal Strike to swipe MP from the enemies and recharge!

Dance (Dancer) or Bardsong (Bard) + Vanish (Ninja)

-----

The Vanish ability gives you Invisible status whenever you get hit, which means that enemies can't target you again until you perform an action. But if you've already entered into a Song or Dance state before Vanish activated, continuing to perform it does NOT count as a new action, and you can stay invisible while continuing to hurt the enemies or help your teammates! Switching to a new song/dance will cause you to lose your Vanish, but you can always regain it if an enemy attacks you again. Just make sure you don't get caught in the effect radius of a wide-area attack, which will also remove your Vanish.

Chantage + Revive (Monk) or Phoenix Down (Chemist)

-----

This combo makes it tough to kill your party. As long as at least one other character is standing, the character with Chantage can keep coming back and using Revive or Phoenix Down to resurrect other characters. Just remember that Chantage won't help you if every other ally has already been killed.

Both abilities activate instantly. Between the two, Revive can be used a truly infinite number of times, while Phoenix Down has a 100% success rate per use.

Shirahadori (Samurai) + Aegis Shield or Reverie Shield

-----

Since Shirahadori blocks most physical attacks, you don't really need a shield that defends against physical attacks. Instead, use the Aegis Shield, which has the highest evade rate (50%) against magicks. The multiplayer-only Reverie Shield can also be a good choice. It only has a 25% magick evade rate, but halves all elemental damage and so is good against non-blockable magick attacks.

Reflexes (Ninja) + Aegis Shield

-----

Reflexes doubles the Aegis Shield's 50% evade rate against magicks, giving you a 100% evade rate against all evadable magicks! This actually isn't quite as useful as it might seem, though, since many of the strongest magicks (like Summons) are not evadable. And don't forget that you can't evade anything if you're charging magick or another ability.

Mirror Mail or Reflect (Time Mage) or Reflect Ring  
+ Items (Chemist) or Chakra (Monk) or Moogle/Faerie (Summoner)  
or Sanguine Sword (Dark Knight) or Orochi

-----

Reflect keeps almost all magick from hitting a character. This can cause a problem if you're trying to use White Magick to heal, but Items, Chakra, the Moogle and Faerie summons, and Sanguine Sword are all healing abilities that WON'T be reflected. The HP-draining Orochi ninja blade, found only in Melee Mode, also works for regaining HP. With one of these abilities, you can hide behind your Reflect status but keep your characters healed! (This is particularly useful with the Mirror Mail or Reflect Ring, which give you a

permanent Reflect!)

Stone (Squire) or Rush (Squire) + Auto-Potion (Chemist) or Regenerator  
(White Mage) or Dragonheart (Dragoon) or Critical: Recover HP (Monk)  
or Critical: Recover MP (Summoner)

-----  
Say you've got an ally who needs healing, and you just need some way to get his  
Reaction Ability to activate and heal him. The solution? Use a weak attack  
like Stone or Dash on your own ally to give him a chance to use his Reaction  
Ability.

Darkness (Dark Knight) + Lifefont (Monk) or Dragonheart (Dragoon) or  
HP Boost (Dark Knight) or Chantage

-----  
Sure, a number of Darkness abilities consume some of your HP ... but if you  
equip Lifefont, you can gain a lot of it back as you move around! Or, use  
Dragonheart or Chantage to give yourself a Reraise and you can laugh in the  
face of death :) Finally, the Dark Knight's own HP Boost will increase your  
HP totals so you have more HP to use.

Parry (Knight) + Cloths

-----  
Cloths have a 50% evade rate, so equipping Parry on a Dancer means you can  
avoid half of all physical attacks.

Parry (Knight) + Dual Wield (Ninja)

-----  
If you're carrying two weapons, BOTH help you parry. Because of the somewhat  
complicated way the game calculates evade rates, the 2 weapons don't completely  
stack. (So, two 50% evade rate cloths will not add up to a 100% evade rate.)  
But, it's still better than just having one!

Steel (Ramza's Squire job) + Shirahadori (Samurai) on any character

-----  
With a high Bravery, Shirahadori can protect you from virtually all physical  
attacks. How to get a high Bravery? Well, Ramza's Steel ability is a Bravery  
booster with a 100% success rate...

Mana Shield (Time Mage) + Septie`me or Ninja Gear or Invisibility Cloak

-----  
Normally, you lose your Invisible status if you take HP damage -- say, because  
you got caught in the effect radius of an area damage attack. But, if you use  
Mana Shield to divert that damage to your MP, you'll actually keep Invisible  
status.

Be careful: this doesn't work so well if you're trying to use the character for  
Treasure Hunter. You need a HIGH Bravery to activate Mana Shield, but a LOW  
Bravery to get good Treasure Hunter items.

Reflexes (Ninja) + Featherweave Cloak

-----  
The Reflexes reaction ability doubles your existing evasion rate. Pair it with  
a Featherweave Cloak for a 80% physical evade rate and a 60% magick evade rate  
-- pretty good! You could also use a shield, but they don't work against  
attacks from behind, and cloaks do. As with the Aegis Shield, you'll have to be  
careful about charging up abilities -- you can't evade anything while charging,  
so using magick will leave you vulnerable!

Soulbind (Arithmetician) + Defense Boost (Mystic) or Arcane Defense (White Mage)

-----

There are some attacks, like sword techniques, Barrage, and Iaido, that you just can't evade. Besides Mana Shield, another solution is to use Defense Boost (for physical attacks) or Arcane Defense (for magick attacks) to reduce the damage you take, then halve what's left with Soulbind.

Of course, Soulbind will do more damage back to your attacker if you don't have Defense Boost/Arcane Defense, but you might not survive the initial attack!

Cursed Ring or Corruption (Mystic) + Chakra (Monk) or Lifefont (Monk)

---

The Cursed Ring protects you from enemy drain, Death, and Entice attacks, but it also makes you undead, so you can't use most healing abilities to regain HP. But, Chakra and Lifefont do restore HP even to an Undead character!

Cursed Ring + Invigoration (Mystic) or Sanguine Sword (Dark Knight) or Drain (Templar) or Shadowblade (Sword Saint) or Orochi

---

Another way of healing yourself when Undead is to drain HP from enemies using Invigoration, Beowulf's Drain, Sanguine Sword, Orlandeau's Shadowblade, or the Orochi ninja blade from Melee Mode. This gives you a way to heal while keeping the protective powers of the Cursed Ring.

Fire magicks (Black Mage) + Flame Shield or Red Dragon OR  
Blizzard magicks (Black Mage) + Ice Shield or Blue Dragon

---

The Flame and Ice Shields make the area damage of Fire and Blizzard magicks particularly effective. With a single cast, you can both damage enemies, and heal any allies who have Flame or Ice Shields. This also works for healing Red and Blue Dragons, who absorb fire and ice, respectively.

The Flame Shield is particularly effective because its only weakness is the uncommon Water element, whereas the Ice Shield makes you weak to Lightning.

(This also works with the Holy magick and Chameleon Robe when using Arithmeticks; see the Party Strategies below.)

Vehemence (Dark Knight) + Shirahadori (Samurai) + Aegis Shield or Escutcheon II

---

Vehemence increases your attack power at the cost of increasing the damage you receive ... but Shirahadori will keep a lot of physical attacks from even hitting you! Then, to protect against magick, equip an Aegis Shield or Escutcheon II.

Vengeance (Templar/Byblos) or Blade Beam (Soldier)  
+ Dragonheart (Dragoon) or Reraise (White Mage)

---

Vengeance and Blade Beam both get stronger as the user's HP decreases, which means they're most powerful when the user is near-KO. Of course, this is normally kind of risky, but you can get some insurance with Dragonheart or the Reraise magick, which will bring you back after you're KOed. (Of course, the Byblos can't equip Dragonheart, but you \*can\* cast Reraise on it.)

Soulbind (Arithmetician) + Lifefont (Monk) or Reraise (White Mage)

---

Soulbind splits the damage you receive with the enemy who inflicted it. This makes it advantageous for the character with Soulbind to take a lot of damage ... but you'll still need some way to heal the damage you DO take. Lifefont will take care of that, or a cast of Reraise will revive the character if he or she is KOed.

Soulbind (Arithmetician) + HP Boost (Dark Knight) or armor/job with high HP

-----  
Since Soulbind requires to take the full force of an attack before half the damage is diverted back to the enemy, you'll want to make sure you have enough HP to survive the original attack.

Dual Wield (Ninja) + Ragnarok + Save the Queen

-----  
Dual wielding these two weapons gives you both Protect and Shell status, which reduce physical and magick damage, respectively.

Regen (White Mage) or Regenerator (White Mage) + Lifefont (Monk)

-----  
If you need to keep yourself healed in the future without worrying about using up turns healing, combine Regen status with Lifefont for a lot of automatic healing each turn. You can throw in Reraise for some additional insurance!

---Miscellaneous-----

Steal (Thief) + Brawler (Monk) + Mimic Darlavon (Orator) or Repose (Mystic)

-----  
You can increase your odds of stealing with the Brawler support ability, whether you're barehanded or not. Putting the enemy to Sleep also raises your steal rate. (See the Basic Tactics section for more tips on stealing.)

Equip Guns (Orator) + Poach (Thief) or Tame (Orator)

-----  
Monsters with low HP tend to run away into a corner, making it hard to catch up and use the physical attacks you need to Poach or Tame them. So equip a gun and you've got a nice long range :)

Summon (Summoner) +  
Absorb MP (Mystic) or Manafont (Mystic) or Hi-Ether (Chemist)  
or Halve MP (Summoner)

-----  
Normally, summons eat up a lot of your MP -- but you can remedy this by equipping an ability that gets you your MP back quickly. Or, reduce their MP costs with the Summoner's own Halve MP.

Barrage (Sky Pirate) + Poach (Thief) or Tame (Orator)

-----  
You need to kill monsters with regular physical attacks to poach them. But, Balthier's Barrage attack counts as a regular attack, so it's a great way to finish off enemies and poach them! Each of Barrage's four strikes can also work as a Tame attack, if any one of them leaves a monster in critical HP.

Dual Wield (Ninja) + Poach (Thief) or Tame (Orator)

-----  
Dual Wield works for this purpose, too, and you can Tame after either of your two attacks.

Stone (Squire) or Rush (Squire) + Critical: Quick (Time Mage) or Vanish (Ninja)  
or Magick Boost (Bard) or Faith Boost (Bard) or Fury (Dancer) or  
Bravery Boost (Dancer)

-----  
Stone and Rush are good ways of activating Reaction Abilities that bestow positive status, or raise your stats. You can also use them to activate healing abilities, as described above in Defensive Abilities.

Teleport (Time Mage) + Germinas Boots or Gaius Caligae or Red Shoes

-----  
Whenever you try to Teleport outside of your movement range, there's a chance that the Teleport will fail. Of course, one trick is to improve your movement range by equipping an accessory that boosts your movement range, like the Germinas Boots. If you've scored a pair of Gaius Caligae from Rendezvous Mode, they're even better as they boost your movement range by 2 instead of the Germinas Boots' 1.

Treasure Hunter (Chemist) +  
Parry (Knight) + Nagnarok Sword or cloth OR  
Reflexes (Ninja) + Featherweave Cloak  
Parry (Knight) + Nagnarok sword + Treasure Hunter

-----  
If you're using a character for Treasure Hunting, you want the character to have low Bravery ... but this also makes most Reaction Abilities useless, since they depend on Bravery to activate. But, two Reaction Abilities don't depend on Bravery:

- > Parry, however, only depends on your weapon's block rate, so pair it with the Nagnarok sword or a Dancer's cloth, both of which have a 50% block rate.
- > Reflexes doubles the effectiveness of your existing evade rates, so equip a Featherweave Cloak and double it -- for 80% evade rate against physical attacks and 60% against magicks.

Reequip (Chemist) + Stoneshooter

-----  
What's this? A use for Reequip!? Well, the Stoneshooter is a pretty strong gun, but it turns you to Stone if you start a battle equipped with it. You can avoid this by starting with another weapon and then Reequipping to the Stoneshooter. Of course, this eats up your Support Ability slot, so it's usually just easier to start with the Stoneshooter and then use an ability to restore the Stone character.

White Magicks (White Mage) + Faith Boost (Bard)

-----  
A trick that helps raise a male character's Faith is to give him/her Faith Boost and then just use friendly magicks to trigger it.

Steal Weapon (Thief) + Throw (Ninja)

-----  
This isn't that great a combo, but there's a certain joy in stealing somebody's weapon and then turning around and killing them with it.

Gil Snapper (Thief) + Throw (Ninja) or Iaido (Samurai) or Items (Chemist)

-----  
Throw, Iaido, and Items all consume items from your inventory, which cost money to replace. Over the course of a battle, Gil Snapper will give you some extra spending money to help replace what you used. (But, the money earned from Gil Snapper is usually nothing compared to your post-battle Bonus Coin, so this is not a very effective combo.)

%%CHARACTER STRATEGIES%%00char

---Generic Character Strategies-----

MONK (esp. RAMZA or a FEMALE CHARACTER)  
Reaction Ability : Counter or First Strike  
Support Ability : Dual Wield  
Movement Ability : Lifefont  
Equipment : no weapon equipped

Bravery : High (as close to 97 as possible)

-----  
The Dual Wield ability gives you two punches. Coupled with a high Bravery, this makes for an extremely powerful attack -- and you've also got all the Monk's helpful restorative abilities. Strong punches are particularly useful early in the game when you don't have access to high-level weapons to equip. You can land even more attacks if you equip the Monk's own Counter or First Strike. (First Strike is only good against humans and special monsters.) Since you'll have a high Bravery, these abilities will activate quickly and let you counterattack a lot! Since this set-up leaves your Monk without any extra armor, Lifefont is pretty useful for recovering HP.

This set-up can be particularly useful for Ramza because his Shout ability lets him raise his own Bravery quickly.

Female characters also make good Monks, since their ability to equip hair adornments partially makes up for the Monk's otherwise poor armor selection.

BLACK MAGE or SUMMONER

Action Ability : Arithmeticks  
Reaction Ability : Magick Counter or Mana Shield  
Support Ability : Arcane Strength or Vehemence  
Movement Ability : Manafont  
Equipment : Rod of Faith, Brass Coronet, Lordly Robe,  
Magepower Glove or Septie`me or Brigand's Glove

-----  
The ultimate magic-user. Be sure to have all the Arithmeticks abilities, and get as many spells (Black, White, Time, and Mystic Arts) as you can. Curaga and Arise are tops for healing with Arithmeticks; Holy is best on offense (although Flare has a much shorter animation cycle than Holy).

If you want maximum magick strength, switching back to Black Mage is the way to go. Alternately, Summoner has a high magick attack as well, and gives you additional magick variety by letting you cast all the summons, too -- although a maxed-out Arithmeticks command already gives you pretty much everything you could need!

Vehemence is probably the best support ability for this set-up. It increases the potency of attack & healing magick, and the increased damage you receive isn't a real problem as mages tend to hang back out of danger most of the time anyway. If you don't have Vehemence or want to play a bit more defensively, Arcane Strength works great too.

The Brass Coronet headgear is only available in Rendezvous Mode, but makes a great addition if you score it. It raises your Magick Attack by 3 and also prevents you from being Silenced.

If the character is female, Septie`me perfume is a great accessory as it gives you a permanent Haste and gets you turns much faster. For males, a Magepower Glove increases your magick power. (In Rendezvous Mode, you can also acquire Brigand's Gloves, a unisex accessory that allows males to have a permanent Haste too.)

For a more defensive character of this character, swap out Magick Counter for Mana Shield, which uses your MP to protect you from physical attacks. As long as you're using Arithmeticks, you don't need MP anyway, and if you keep walking around, Manafont will regenerate your MP and keep up your Mana Shield!

NINJA or BALTHIER

Action Ability : Steal

Support Ability : Brawler  
Equipment : Mirage Vest or Ninja Gear, Green Beret or Lambent Hat or  
Thief's Cap or Acacia Hat, Hermes Shoes  
or Brigand's Gloves

---

If you're looking to steal items, this will do the trick! Ninjas have the highest speed of any regular job, and the equipment raises it even further, increasing your hit rate for stealing. Brawler raises it even more! (Note that you get a stealing bonus from Brawler even if you've got a weapon equipped, just not an attack bonus.)

Once you get Balthier, he's even better for stealing items, as his Plunder abilities have a higher rate of success than a regular Steal and his Sky Pirate job has a high Speed to boot.

#### SUMMONER

Action Ability : Iaido or Martial Arts  
Reaction Ability : Absorb MP or Mana Shield  
Support Ability : Swiftess  
Movement Ability : Manafont  
Equipment : Rod of Faith or Crown Sceptre, Wizard's Robe or Lordly Robe,  
Gold Hairpin or Brass Coronet, Magepower Glove  
Faith : High (84 or 93)

---

Summons are powerful, but take a while to charge and use lots of MP. You can remedy the former with Swiftess and the latter with Manafont and/or MP Absorb. To increase the strength of your summons, raise your Faith and equip a Wizard's Rod, Wizard's Robe, and/or Magepower Glove. (Pure gains in magick attack may be more helpful for a Summoner than elemental boosts since many summons are non-elemental).

A good second action ability, if available, is the Samurai's Iaido. Iaido is boosted by the Summoner's high magick attack but doesn't drain any of your MP. It also activates instantly, so you can use it instead of Summon when you need a quick heal or attack.

For a more defensive version of this character, use Mana Shield instead of Absorb MP. Martial Arts could also be added as your other action ability, so that you can use Chakra to regain MP.

The Brass Coronet is only available in Rendezvous Mode, but it gives you a nice magick attack boost and also protects you from Silence. In its absence, the Gold Hairpin is a good substitute.

You can raise your Faith up to 93 without actual risk of desertion, although as long as your Faith is 85 or above, you'll get Desertion Threat warnings after battle. If you don't want to have to page through the warnings, keep your Faith at 84.

#### ARCHER

Action Ability : Arts of War  
Reaction Ability : Archer's Bane or Shirahadori  
Support Ability : Concentration  
Movement Ability : Teleport or Ignore Elevation  
Equipment : Bow

---

When you're attacking from a distance with bows, you often don't have a choice of what angle to strike from, so Concentration will ensure you hit even when attacking from the front. Adding Arts of War as an action ability lets you rend enemy stats or equipment from a distance, and Concentration helps this as



well. To keep the enemy from shooting bows back at you, you can use the Archer's own Archer's Bane ability initially, and later Shirahadori, which also protects you against guns. Finally, on any map with high peaks or towers, Teleport or Ignore Elevation is a great movement ability for an Archer; you can quickly get up to a high vantage point and shoot almost anywhere on the map.

#### GEOMANCER

Reaction Ability : Nature's Wrath  
Support Ability : Arcane Strength  
Movement Ability : Move +1/2/3 or Teleport  
Equipment : Runeblade, Magepower Glove or Genji Glove or Tynar Rouge

---

Geomancy isn't really the most useful action ability, but if you want to use it, the movement abilities Move +1/2/3 or Teleport will give you access to more tiles on any given turn, allowing you to pick and choose which elements and status ailments you want to attack with. Runeblade and a Magepower Glove (or, even better, a Genji Glove or the Tynar Rouge if available) will increase the power of the Geomancy attacks, as will the Arcane Strength support ability.

#### NINJA - REFLEXES

Reaction Ability : Reflexes  
Support Ability : Equip Shields  
Equipment : Crystal Shield or better, Featherweave Cloak

---

It's almost impossible (if not actually impossible ;) ) to get hit by any evadable attack. Your only weakness is attacks that can never be evaded, like sword techniques and monster breath attacks.

#### NINJA - MANA SHIELD

Reaction Ability : Mana Shield  
Movement Ability : Manafont  
Equipment : Thief's Cap, Hermes Shoes, Ninja Gear  
Bravery : High (as close to 97 as possible)

---

One weakness of a Ninja is that they're pretty fragile and can get KOed easily. This set-up uses the Ninja's speed to remedy that. You'll get many turns and, every turn you get, you can move and get some MP back with Manafont, which will protect you from another hit. The Thief's Cap, Hermes Shoes, and Ninja Gear can boost your speed even higher.

#### DRAGOON or KNIGHT or DARK KNIGHT

Action Ability : Martial Arts  
Reaction Ability : Dragonheart  
Support Ability : Defense Boost  
Equipment : Escutcheon II, Lordly Robe  
Bravery : High (as close to 97 as possible)

---

Combine a tough fighting job with Dragonheart, which casts Reraise as long as you aren't killed in a single hit. Then, add the Lordly Robe (which has an auto-Protect and auto-Shell) and Defense Boost to make it even harder for enemies to KO you in one hit. An Escutcheon II or other good shield will also make it hard for many attacks to hit you. Then, you can use Martial Arts to keep all your other allies alive as well, when you're not attacking with your own attack strength and abilities.

#### RAPHA or other LOW-BRAVERY FEMALE CHARACTER

Job : Thief or Ninja  
Reaction Ability : Parry  
Support Ability : Equip Swords  
Movement Ability : Treasure Hunter

Equipment : Nagnarok, Nagnarok or Runeblade, Ninja Gear OR  
Septie`me + Germinas Boots  
Bravery : Low (just above 10)

---

Hunting for items in Midlight's Deep? With this set-up, you can turn Rapha (or any other character with a low Bravery) into the ultimate Treasure Hunter. Thief and Ninja are mobile jobs; both have a move and jump of 4, allowing Rapha to navigate to more remote locations. The Septie`me perfume gives Rapha a permanent Haste, allowing her to get more turns and scoot around the map even more quickly, as well as making her Invisible. As long as she never takes action and just moves around looking for items, the enemies will never attack her. Finally, if she DOES lose her Invisibility (e.g. because she was hit in a wide-radius attack spell), the Nagnarok coupled with Parry gives her a 50% evade rate despite her low Bravery.

If you have the character as a Ninja, you can Dual Wield a second Nagnarok or a Runeblade to increase your Parry rate even further.

Once you get some Ninja Gear, you can use that instead of the Septie`me to turn invisible. That frees up your accessory slot for a movement-boosting accessory like the Germinas Boots (or the Gaius Caligae).

Actually, this is pretty much overkill; you could go Treasure Hunting with half these abilities... :)

SAMURAI or DARK KNIGHT ... or SQUIRE [RAMZA] or SWORD SAINT [ORLANDEAU]  
Reaction Ability : Mana Shield  
Bravery : High (as close to 97 as possible)

---

The downside of Mana Shield is that it's only good with high MP ... and most high-MP jobs are magick-using jobs, where you need to \*keep\* your MP! But Samurai and Dark Knight are two jobs that don't need MP to use their abilities, but still have a high MP total. Ramza's "special" Squire job and Orlandeau's Sword Saint job have even more, and are also melee-oriented jobs. With these jobs, Mana Shield turns their extra MP into a nice buffer of extra health. Raise your Bravery as high as possible so Mana Shield will activate more frequently.

FEMALE KNIGHT or FEMALE DARK KNIGHT or HOLY KNIGHT [AGRIAS]  
or DIVINE KNIGHT [MELIADOUL]

Action Ability : Items or Martial Arts  
Reaction Ability : Mana Shield or Shirahadori  
Support Ability : Safeguard  
Movement Ability : Manafont  
Equipment : Durandal, Escutcheon II, Ribbon, Grand Armor,  
Sage's Ring or Chantage  
Bravery : High (as close to 97 as possible)  
Faith : Low (as close to 03 as possible)

---

For the defense-minded player, this is the ultimate defensive character.

The Escutcheon II can block many attacks and magicks outright, and having low Faith will make you virtually impervious to magicks anyway. What isn't negated outright will be redirected to your ever-regenerating MP with the Mana Shield + Manafont combo. (Or, use Shirahadori for more direct defense against physical attacks.)

The equipment also confers several further immunities and buffs: the Ribbon blocks all status changes, the Durandal grants Shell and Protect, and the Chantage gives Regen and Reraise. With the multiplayer equipment, you can also

get the Regen and Reraise from the Grand Armor and then swap out the Chantage for a Sage's Ring, which absorbs all eight elements and guards against breath attacks.

Finally, Safeguard will keep the aforementioned equipment from being broken or stolen.

Your main weaknesses would be Holy Sword techniques and Balthier's Barrage neither of which can be blocked ... but, hey, you've got a permanent Reraise! And, Items or Martial Arts can be used in a pinch to restore your health.

Of course, by the time you can put this character build together, you'll have already mastered the game ... it's just there if you feel like seeing how invulnerable you can make your character ;)

#### ONION KNIGHT (JOB LV. 8) - SINGLE-PLAYER

Equipment : Chaos Blade, Escutcheon II or other rare shield, Ribbon,  
Maximillian or Ninja Gear, Tynar Rouge  
Faith : Low (as close to 03 as possible)

-----  
Even without the Onion gear from the multiplayer modes, a Job Level 8 Onion Knight can be a pretty effective fighter. Remember that even male Onion Knights can equip the gear normally reserved for female fighters.

Onion Knights can't use magicks and don't need Faith, so you should lower your Faith as low as possible to protect yourself from enemy magicks.

#### ONION KNIGHT (JOB LV. 8) - MULTIPLAYER

Equipment : Orochi or Onion Sword, Onion Shield, Ribbon, Onion Armor,  
Tynar Rouge or Brigand's Gloves  
Faith : Low (as close to 03 as possible)

-----  
The Onion equipment is all good, but the plethora of buffs from the Onion Armor don't include an automatic Haste. So, you may want to swap out the Onion Gloves for Brigand's Gloves or a Tynar Rouge, both of which give you an auto-Haste. You're now vulnerable to status ailments, but you can prevent this by equipping a Ribbon as your headgear. (Remember that even male Onion Knights can equip Ribbons and the Rouge since they can use \*any\* equipment.)

While the Onion Sword is the strongest weapon in terms of raw attack power, the Orochi ninja blade has the advantage of draining enemy HP so your Onion Knights can be self-healing. You may prefer this.

Obviously, this entire strategy only applies if you're playing the multiplayer game since this equipment is all multiplayer-only.

#### MONSTERS

Bravery : High (97)  
Faith : Low (as close to 03 as possible)

-----  
Since monsters can't change jobs or equipment, the main thing you can do to improve them is gain levels and increase their Bravery. Increased Bravery will makes them more likely to use their Counter ability, and raises the strength of many monster abilities.

No monster abilities depend on Faith, so you might also want to lower their Faith to reduce the damage they take from enemy magicks. The downside is that this also makes friendly healing magicks less effective.

#### DRAGONS and HYDRAS

Bravery : High (97)  
Faith : Low (as close to 03 as possible)

-----  
See above ... but once you get Reis's human form on your team, it makes a LOT of sense to lower your dragons' Faith. That will protect them from enemy magicks. And, they don't need Faith to receive healing magicks, because Reis's "Dragon's Gift" ability will heal them regardless of their Faith.

---Story Character Strategies-----

RAMZA - MONK

Reaction Ability : Counter or First Strike  
Support Ability : Dual Wield  
Movement Ability : Lifefont  
Equipment : No weapon equipped  
Bravery : High (as close to 97 as possible)

-----  
This set-up, described above in Generic Character Strategies, works great for Ramza because his Shout ability lets him raise his own Bravery quickly.

RAMZA - MAGICKS

Job : Black Mage or Summoner  
Faith : 97

-----  
Or, turn Ramza into a magick-user and follow the Black Mage or Summoner strategy outlined above. What's the advantage of making Ramza into a magick-user? He's the only character who won't desert if his Faith raises above 94, so you can increase his Faith all the way up to 97 for a few extra points of magick strength that other characters can't get. Of course, it's only a few points' difference and the Rod of Faith raises any character's Faith to 100 during battle anyway.

MUSTADIO AND/OR BALTHIER

Job : Machinist  
Action Ability : Items (or Arts of War)  
Reaction Ability : Auto-Potion  
Support Ability : Throw Items  
Equipment : Magick gun, Hermes Shoes or Japa Mala or Sage's Ring  
Faith : High (84 or 93)

-----  
After you've mastered Machinist, Chemist is a great supplementary for Mustadio because it allows him to keep his gun (and consequently his long-range Aimed Shot abilities). Once you've mastered Chemist, switch him back to a Machinist for its improved Speed, then give him Items and Throw Items to make him into a great healer/support character.

Giving him Hermes Shoes will boost his Speed and make his Aimed Shots more likely to succeed. (Aimed Shot's success depends on your Speed stat.) Or, if you're using the magick guns, you can increase their direct damage output by raising his Faith and giving him a Japa Mala or the multiplayer-only Sage's Ring for the elemental boost.

Since Mustadio's guns give him a ranged attack, you could also consider giving him Arts of War, which will let him break enemy gear or reduce their stats from a distance. However, you might find this somewhat redundant with Arm Shot and Leg Shot, which while not identical are also pretty effective at shutting down enemy forces.

If you want to Balthier to be a gun-user, you could use a pretty similar set-up for him, since he has all of Mustadio's abilities. Balthier also has

an extra advantage in that he can equip shields and heavy armor for a better defense than Mustadio.

You can raise either character's Faith up to 93 without actual risk of desertion, although as long as his Faith is 85 or above, you'll get Desertion Threat warnings after battle. If you don't want to have to page through the warnings, keep his Faith at 84.

#### MUSTADIO - AIMED SHOT

Job : Ninja  
Action Ability : Aimed Shot  
Support Ability : Equip Guns  
Equipment : Gun, Hermes Shoes

-----

If you're exclusively interested in using Mustadio to snipe enemies with Leg Shot and Arm Shot, making him a Ninja will give him a very high Speed rating. But, since you'll need to use up ability slots for Aimed Shot and Equip Guns, he's less versatile this way.

#### LUSO

Job : Game Hunter  
Reaction Ability : Auto-Potion (optional)  
Support Ability : Dual Wield or Doublehand  
Movement Ability : Lifefont (optional)  
Equipment : Knight's sword, Power Garb, Headband, Bracer  
Bravery : High (as close to 97 as possible)

-----

Luso's distinguishing characteristic is his inherent Poach. If you want to exploit this, you'll need to make it easy for Luso to kill enemies with physical attacks. Give him a couple strong knight's swords with Dual Wield; or, if you have only a limited supply, one knight's sword plus Doublehand. Raising his Bravery with Shout will make his knight's sword even stronger. For further attack boosts, equip a Bracer and perhaps a Power Garb and/or a Headband. The Power Garb and Headband aren't the best armors in terms of HP ratings, so if you give him these, you may want to give him Auto-Potion or Lifefont to keep his HP up.

#### RAPHA or other LOW-BRAVERY FEMALE CHARACTER

Job : Thief or Ninja  
Reaction Ability : Parry  
Support Ability : Equip Swords  
Movement Ability : Treasure Hunter  
Equipment : Nagnarok, Nagnarok or Runeblade, Ninja Gear OR  
Septie`me + Germinas Boots  
Bravery : Low (just above 10)

-----

As described above, this is a great set-up for the Treasure Hunter ability if you want to exploit Rapha's low Bravery. If Rapha is a Ninja, you can Dual Wield a second weapon to increase your Parry rate even further. Once you acquire a suit of Ninja Gear, you can use that to turn Invisible and save your accessory slot for a movement-boosting accessory like the Germinas Boots.

If you plan to focus on Rapha's Sky Mantra abilities, drop her Faith as low as possible. Sky Mantra doesn't depend on Rapha's Faith, so lowering her Faith will protect her against enemy magicks without affecting her offense. (Of course, doing this does mean she won't be able to other magicks effectively.)

#### MARACH - WITHOUT ROD OF FAITH

Job : Netherseer  
Action Ability : Iaido

Support Ability : Swiftess or Arcane Strength  
Movement Ability : Move +1/2/3  
Equipment : Magepower Glove  
Faith : Low (as close to 03 as possible)

---

If you want to use Marach's Nether Mantra abilities, the first step is to lower his Faith as low as possible (using Enlighten) to increase the damage Nether Mantra does. This will also raise his defense against enemy magick. However, it also means he won't be effective using regular magick.

Instead, try giving him the Samurai's Iaido ability, which makes use of his high Magick Attack but doesn't depend on Faith. Another advantage of Iaido is that (unlike Nether Mantra) it doesn't affect friendly targets, so you can use it when he's in close quarters and Nether Mantra is a no-go. A Magepower Glove or other gear that boosts magick attack could also be added to make both Nether Mantra and Iaido stronger.

Giving him Move +1, 2, or 3 will help him reach enemy territory before the rest of your characters do, so he can use Nether Manta without any risk of hitting an ally by mistake.

Finally, if you're concerned about the charge time of Nether Mantras, Swiftess will help with that. Alternately, you can use Arcane Strength to boost the power of both his Mantras and Iaido.

#### MARACH - WITH ROD OF FAITH

Action Abilities : Nether Mantra and other magick ability  
Support Ability : Swiftess or Arcane Strength  
Movement Ability : Move +1/2/3  
Equipment : Rod of Faith, Magepower Glove

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Later, once when you get the Rod of Faith, you may want to consider giving it to Marach. The Faith status maximizes both the Faith bonuses from Nether Mantra \*and\* from regular magicks, allows him to use both! However, it also means he's no longer resistant to enemy magicks, so it's a double-edged sword.

Move +1/2/3 and Swiftess or Arcane Strength will still be useful in wielding Nether Mantra effectively.

#### ORLANDEAU - SINGLE-PLAYER VERSION

Job : Sword Saint  
Action Ability : Iaido or other  
Reaction Ability : Shirahadori  
Support Ability : Dual Wield  
Movement Ability : Teleport or Move +3  
Equipment : Chaos Blade, Excalibur, Maximillian,  
Thief's Cap or Grand Helm, Angel Ring  
Bravery : High (97)  
Faith : Low (03)

---

Orlandeau's tough in any form, but with the right set of ability, he comes close to the ultimate character and could win almost any single-player battle by himself. As long as he's not using magick (and with his sword techniques, there's not much reason to), you can lower his faith to render him nearly impervious to enemy magick. He can't equip Chantage, of course, but an Angel Ring makes a good back-up as it gives him one Reraise per battle in case he does get KOed.

Either Teleport or Move +3 is a great movement ability. Move +3 lets him cover the map faster, but Teleport makes him more agile through difficult terrain and

large crowds of enemies.

You could give him a Grand Helm for maximum HP, but a Thief's Cap may actually be more useful as it gives him a +2 bonus to Speed, allowing him to take more turns. He's probably tough enough that the extra 50 HP from the Grand Helm won't matter much. Plus, the Thief's Cap also protects him from Immobilize and Disable.

Iaido might be a good secondary action ability since it gives him both group attack capability and (through Murasame and Kiyomori) some healing and support abilities.

For a more defensive version of this character, you can swap out Shirahadori and Move +3/Teleport for Mana Shield and Manafont. You'll be a little less mobile, but Mana Shield and Manafont will provide Orlandeau with an almost constant buffer of HP that is effective against any kind of attack.

#### ORLANDEAU - RENDEZVOUS MODE VERSION

Job : Sword Saint  
Action Ability : Iaido or other  
Reaction Ability : Shirahadori  
Support Ability : Vehemence/Attack Boost or Safeguard or Poach  
Movement Ability : Teleport or Move +3  
Equipment : Chaos Blade, Escutcheon II or Reverie Shield,  
Grand Armor or Brave Suit, Thief's Cap or Grand Helm,  
Brigand's Glove  
Bravery : High (97)  
Faith : Low (03)

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If you're playing Rendezvous Mode, obtaining a Brigand's Glove gives Orlandeau an automatic Haste without the Excalibur. That means you no longer need the Excalibur and Dual Wield, so you can equip the Escutcheon II (or Reverie Shield) and another support ability of your choice. Vehemence or Attack Boost is a good general-purpose choice, or you can use Safeguard if you're expecting to fight enemies who will steal/rend your equipment or use Unyielding Blade. Poach can also be used if you're monster-hunting.

Either the Grand Armor or Brave Suit, also both multiplayer-exclusive, will give Orlandeau a permanent Reraise.

#### AGRIAS

Job : Holy Knight  
Action Ability : Darkness or Iaido  
Reaction Ability : Shirahadori  
Support Ability : Dual Wield  
Movement Ability : Teleport or Move +3  
Equipment : Chaos Blade, Excalibur, Ribbon, Maximillian or Grand Armor,  
Chantage or Tynar Rouge  
Bravery : High (97)  
Faith : Low (03)

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Same as Orlandeau, but with the Ribbon's immunity to status changes, she's even more invulnerable. For an accessory, you can choose between a Chantage (for a permanent Reraise), or the instant Haste, attack boost, and protection of the Tynar Rouge. The Rouge is probably the overall better choice, with the extra attack power and permanent Shell/Protect, you may not even need a Reraise that often! (If you can get a Grand Armor from Rendezvous Mode, this will also give Agrias a permanent Reraise.)

The Darkness ability is also great for Agrias because it gives her additional

sword techniques, including techniques for draining enemy HP and MP. (Orlandeau already has these as part of Swordplay.) HP-drain attacks are great for keeping Agrias healthy while still doing damage.

Since Agrias is female and can't use the Bard job, getting Move +3 requires unlocking Dark Knight; in the mean time, you can give her the Thief's Move +2.

#### BEOWULF - SUMMONING

Job : Templar  
Action Ability : Summon  
Reaction Ability : Shirahadori  
Equipment : Excalibur, Aegis Shield, Wizard's Robe or Lordly Robe  
Bravery : High (97)  
Faith : High (84 or 93) - if using Summon

---

Beowulf's Templar job is fairly useful as it can inflict a lot of status conditions with no charge time. It also has the highest MP total of any job in the game. This means that Beowulf can also make a good Summoner, since the high MP cost of Summons isn't such an issue for him. If you take this route with him, you may also want to give him Swiftiness so the Summons charge faster.

Since Beowulf's Spellblade abilities don't depend on the strength of his weapon, maximizing out his weapon power isn't so important. Instead, give him an Excalibur for its permanent Haste effect.

Similarly, since raising Beowulf's Magick Attack is important (to make his Spellblades effective), try giving him some gear that boosts his Magick Attack like the Aegis Shield and a robe. That won't give him the best physical defense, but Shirahadori will take care of that!

If you're using Summons, you'll also want to boost up Beowulf's Faith to make them more powerful. 93 is the highest you can safely raise his Faith without him deserting. But if you don't want to have to see his desertion threats after battle, drop it to 84. (You can also have Beowulf cast his Faith magick on himself for a temporary boost to 100 Faith.)

#### BEOWULF - VENGEANCE

Job : Dark Knight  
Action Ability : Spellblade  
Bravery : High (97)  
Faith : Low (03)

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Alternately, if you've unlocked Dark Knight, the Darkness abilities pair up well with Beowulf's Vengeance ability. You can first use Darkness attacks, which sap Beowulf's HP ... thus making his Vengeance attack stronger! And, if his HP gets *\*too\** low, you can restore it with Sanguine Sword. These abilities don't require Beowulf to have a high Faith, either, so you can lower it and make him less vulnerable to magicks.

#### REIS

Job : Dragonkin  
Action Ability : Martial Arts or Steal or Jump  
Support Ability : Brawler  
Movement Ability : Move +3  
Equipment : no weapon, Minerva Bustier, Septie`me or Tynar Rouge  
Bravery : High (97)

---

Although Reis has high HP, her punches are pretty weak without Brawler and a high Bravery. Finally, since her move range is somewhat short, Move +3 (or a lesser movement ability) will help her get across the battlefield. She can't



use much equipment, but you CAN give her perfume or lip rouge. Both the Septie`me or Tynar Rouge will increase her magick attack (making her breath attacks stronger) and give her Haste, allowing her to take more turns.

What about action abilities? If you've equipped Brawler, it makes sense to also give her Martial Arts or Steal as an action ability since both these abilities benefit from Brawler. Or, you could give her Jump, since she has very high Speed and this will make your Jump attacks execute quickly.

If you're playing the multiplayer modes, you'll also want to collect a Minerva Bustier from Melee Mode for Reis. This is the only armor that she can equip as a Dragonkin!

Finally, since Reis's Dragonkin job has outstanding stat growth, try to do the bulk of her level-gaining as a Dragonkin.

Paired with a Tiamat or Greater Hydra, Reis makes for one heck of a fighting team, and she's also good at recruiting enemy monsters with her inherent Tame.

#### CONSTRUCT 8

Bravery : High (97)

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Since Construct 8 can't change abilities or equipment and always has the minimal level of Faith, the only way you can improve it is to max out its Bravery and level it up.

#### BALTHIER - JUMPING

Job : Sky Pirate  
Action Ability : Jump  
Equipment : Javelin II or other strong polearm

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The Jump command is great for Balthier because he has a good physical attack rating and fantastic speed, allowing his Jump attacks to execute before the enemy can get out of the way. Give him a polearm instead of a knight's sword -- although its attack power is lower, you'll get a 50% boost to the damage from your Jump attacks. At closer ranges, Balthier can use Barrage as a strong physical attack with no delay.

#### BALTHIER - STEALING

Job : Sky Pirate  
Support Ability : Brawler  
Equipment : Mirage Vest or Ninja Gear, Green Beret or Lambent Hat or Thief's Cap, Hermes Shoes

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Again, if you want to steal, this is the way to go. Balthier's Plunder abilities and high Speed make him the best item-stealer in the game, if you're so inclined.

#### BALTHIER - ARCHERY

Job : Sky Pirate  
Action Ability : Arts of War  
Reaction Ability : Shirahadori  
Support Ability : Attack Boost or Vehemence  
Movement Ability : Teleport or Ignore Elevation  
Equipment : Bow or Gun

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This is a modified version of the generic Archer strategy. Balthier's heavy armor gives him more survival power than a generic Archer, and his Barrage attack lets him do twice the damage with no risk of missing! Since Barrage never misses, you don't need Concentration and can replace it with some other

support ability, like maybe Attack Boost or Vehemence to increase the damage he does.

Either a bow or gun works with this set-up. A good bow can do more damage, but may have a shorter range unless you can find a good high point to shoot from. A gun will typically have a somewhat longer range and allows Balthier to equip a shield at the same time, but it does less damage. Since Balthier is pretty mobile anyway and Shirahadori can protect you from a lot of attacks, the bow may be more advantageous in most situations,

#### CLOUD

Action Ability : Iaido  
Support Ability : Swiftmess  
Equipment : Materia Blade, Lambent Hat or Brass Coronet,  
Magepower Glove

Swiftmess makes Cloud's Limits charge faster. And giving him a Lambent Hat for headgear and Magepower Glove as accessory raises his magick attack strength, which makes his Limits stronger. The Brass Coronet, found in Rendezvous Mode, is an even better booster of Magick Attack. If you're boosting his Magick Attack, you might want to consider the Iaido abilities too, which are also based on Magick Attack and, unlike Limit, require no charging, giving him an ability he can use when time is of the essence.

#### MELIADOUL

Job : Divine Knight  
Action Ability : Darkness  
Support Ability : Attack Boost or Vehemence  
Equipment : Chantage

Attack Boost is a good early ability to learn for Meliadoul since it will make her sword techniques stronger. Later, you could also use Vehemence to boost her attack even more, as long as you give her a good defense.

Her main weakness, though, is that her sword techniques all only damage one target at a time. And since the Divine Knight's magick attack is fairly low, magick isn't a good choice for her either. Instead, you may want to consider building her towards a Dark Knight. Several Darkness abilities can strike more than one target and she'll already have the sword she needs to use them.

Since Meliadoul is female, she can use Chantage; the automatic Reraise means you won't have to worry about the HP loss from Darkness too much.

#### BYBLOS

Bravery : High (97)  
Faith : Low (03)

As with Construct 8, tweaking the Byblos is pretty much limited to increasing its Bravery. None of the Byblos's abilities depend on Faith, so you can also safely lower its Faith to 3 to defend it against enemy magick.

%%PARTY STRATEGIES%%00par

#### HOLY JUSTICE

- > 4 Knights with Chameleon Robes or Excaliburs
- > Black Mage with Arithmeticks, Holy (White Mage) learned,  
Chameleon Robes or Excalibur

Have the Black Mage calculate Holy on as many targets as possible; it will do lots of damage to the enemies but heal all your characters since Chameleon

Robes and Excalibur absorb holy damage! The Excalibur is preferable since it's also a good weapon and casts Haste on you ... but since not many jobs can equip knight's swords, Chameleon Robes work too.

#### PHANTOMS OF THE OPERA

- > 4 Dancers with Mincing Minuet (Dancer) and Vanish (Ninja)
- > Ramza as a Mime

-----

At the start of the battle, have all the Dancers dance Mincing Minuet, which will damage all the enemies. Have them Wait out all their turns and they will keep on Mincing. When the Dancers get hit, Vanish will turn them Invisible. Now, if you act while Invisible, you'll become visible again... but if you just wait, you keep using Mincing Minuet, and it doesn't count as an action! In other words, you can stay Invisible (and consequently inVINCible) and keep damaging the enemies. You can't lose! Well, except for Ramza... just have run and hide; he'll Mimic all the Minuets. (In non-story battles, you can dump Ramza in favor of another Dancer.)

#### ROBOT REVIVAL

- > Construct 8
- > 1 or more female characters with Chantage and Safeguard

-----

Chantage makes a character virtually invulnerable by giving her a permanent Reraise ... but, of course, the catch is that at least one other character has to be still alive for the Reraise to work. What to do?

Against enemies that use magicks or status attacks, just deploy Construct 8 and one or more characters with Chantage. Construct 8 is immune to Faith-based magicks, to all status conditions except Confuse, and to all elements except Lightning and Water. As long as that's all your opponents are throwing at you, Construct 8 will stay alive, and the rest of your team can keep reviving. (The Safeguard ability will help by keeping your Chantage from getting broken/stolen.)

Construct 8 IS vulnerable to regular physical attacks, special physical attacks like sword techniques, and non-Faith-based magicks like Iaido and Limit. Against those attacks, you'll need a better version of this strategy, like...

#### KEEP YOURSELF ALIVE

- > 1 or more female characters with Chantage and Safeguard
- > Another character with Mana Shield and high Bravery, plus either Ninja Gear, the Invisibility Cloak, or Septie`me perfume

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This is an even more effective of keeping one character on your team alive, so that the rest of team can recover from KO using Chantage.

Make one teammate Invisible (using the Ninja Gear, Invisibility Cloak, or Septie`me) and have him/her hide in the corner where s/he won't get hit. As long as the Invisible character doesn't act and stays invisible, s/he won't get targeted by enemies and can't die. This means the character(s) with Chantage can Reraise indefinitely! If you also equip the Chantage characters with Safeguard, their Chantage can't be broken, and there's no way to lose!

The only possible snag is if the Invisible character loses HP by getting caught in the effect radius of a wide-range spell, which will cause you to lose Invisibility. Your insurance against that? Mana Shield, which redirects any damage to your MP and keeps you from losing Invisible status. Hiding in the corner is also a good way to avoid getting caught in the crossfire.

#### SERAPH SHIELD

> One character with Seraph Song (Bard) and Mana Shield (Time Mage)  
or Vanish (Ninja)

> Other characters with Mana Shield (Time Mage) and good Bravery

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This isn't quite as invulnerable a party, but another tactic is to put Mana Shield on most of your characters. Assuming they have reasonably good Bravery, most attacks will just damage their MP as long as they have at least 1 MP. Then, have one character just use the Bard's Seraph Song to keep restoring MP to your party. Every Seraph Song means your allies can survive another hit without taking damage.

For added defense, the character with Seraph Song can use Vanish to turn Invisible, which--as noted above--makes him basically invulnerable as long as he only keeps performing Seraph Song ... and stays out of the effect radius of enemy magicks.

This strategy isn't quite as foolproof as some of the aboves since Mana Shield might not activate, or you might be attacked again before you can restore MP. But, it also requires fewer abilities than the above strategies.

#### COUNTER HEALING

> Multiple characters with Flame Shields or Ice Shields  
and Magick Counter (Black Mage)

> At least one character with Fire or Blizzard family magicks

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Cast Fire or Blizzard magicks on a character with a Flame Shield or Ice Shield to heal them. And, if they have Magick Counter, they'll counter it back onto the original caster -- who will ALSO be healed if he or she has a Flame Shield or Ice Shield.

And if any unshielded enemies get caught in the crossfire and take damage? Even better!

The Flame Shield is particularly effective because its only weakness is the uncommon Water element, whereas the Ice Shield makes you weak to Lightning.

This is sort of a lesser version of the Holy Justice strategy above, but it works before you get Arithmeticks.

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IX. STATISTICS AND LEVELING  
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#### %%BRAVERY AND FAITH%%00brave

Bravery and Faith are two "special" statistics that are not affected by gaining levels. Bravery affects a couple of different combat skills, while Faith governs the effectiveness of magic.

Bravery and Faith each range on a scale from 0 to 100 for each character, both human and monster. They are not affected by equipment, experience level, or job. Instead, only a few abilities and story events (listed below) will change Bravery or Faith temporarily for a battle. At the end of the battle, a quarter of this change (rounded down) also becomes permanent. For instance, raising your Bravery by 4 during a battle results in a 1-point permanent increase at the end of the battle. Or, a 9-point decrease in Bravery during a battle will result in a 2-point permanent decrease.

This calculation means it's not possible for Bravery or Faith to be permanently raised above 97 or below 3 -- you can only get a 3-point change, which is not

enough for a permanent change!

---Bravery-----

Bravery relates to a couple different elements in combat. Generally speaking, a high Bravery is better (and, in fact, will help you out quite a lot!)

---WHAT DOES BRAVERY AFFECT?---

- The chance of using most Reaction Abilities in response to an enemy attack is equal to your Bravery. So, a high Bravery means you'll use Reaction Abilities more. This is quite helpful, and the best reason for raising your Bravery. This is true both for human Reaction Abilities, and for the standard Counter ability that every monster has.
- A higher Bravery increases the damage you deal when attacking with fists, knight's swords, and/or katanas.
- If you're using a knight's sword, high Bravery also increases the damage from the Dark Knight abilities Abyssal Blade and Unholy Sacrifice. If you're using a regular sword or fell sword, then your Bravery does not affect these abilities.
- Some monster abilities also do more damage if the user has a high Bravery. Specifically, the abilities that depend on Bravery are the FIRST abilities listed in each monster's menu. A few exceptions are Leaf Rain (Dryad family) and Tri-Breath (Tiamat), and the abilities of special "story character" monsters -- none of these depend on Bravery.
- The gil/JP received from some Errands is affected by your Bravery -- some Errands give you more gil & JP if your Bravery is high, others more gil & JP if your Bravery is low. (And many other Errands aren't affected by Bravery at all.)
- If a unit's Bravery drops below 10 during battle, she/he/it will turn into a Chicken. As a Chicken, the character cannot be controlled and will simply flee into a corner and do nothing. A Chicken regains 1 Bravery each turn and will turn back into its regular self once his/her Bravery gets back to 10.

Some bosses are immune to the Chicken status. Even if their Bravery drops below 10, they will function as normal and not turn into a Chicken. However, they will still regain 1 Bravery each turn until they get back to 10 Bravery.

- If a character's permanent Bravery drops to 5 or lower, he or she will abandon the team out of cowardice and permanently disappear from the roster. Even story characters and monsters will desert in this way. The only exceptions are Ramza and AI-controlled Guests, who will never desert no matter how low their Bravery drops.

You'll start getting Desertion Threat warnings after every battle when a character's permanent Bravery drops to 15 or lower. No actual desertion will occur unless permanent Bravery falls to 5, though.

As long your permanent Bravery remains above 7, you're at no real risk of desertion. With a Bravery of 7, the maximum Bravery change possible within a single battle is just 1 point, which still keeps you above 5. Of course, you'll probably want to keep your Bravery over 10 anyway, so that you don't become a Chicken :P.

Characters will NEVER desert due to HIGH Bravery. You can raise your Bravery as high as you like without fear of desertion.

- When discovering items using the Treasure Hunter movement ability, you receive one of two different possible items based on Bravery ... in this case, having a LOW Bravery makes receiving the "good" item more likely. For this reason, Rapha makes a great Treasure Hunter as she starts with a very low Bravery.

Any ability or item not listed above is unaffected by Bravery.

---WHAT CHANGES BRAVERY?---

Bravery can be increased during battle by:

- Your choices in two story battles. Choosing to rush the enemy and not help Argath on the Mandalia Plain in Chapter I will raise the current team's Bravery by 10 for the battle (at least 2 of which is thus permanent). In Chapter II, choosing to help Mustadio at Zaland will raise Bravery by 20; choosing not to help him will raise Bravery by 10.
- The Orator's Praise skill raises Bravery by 4.
- The Dancer's Bravery Boost reaction ability raises Bravery by 3 in response to a physical attack. Note that one use of this by itself is not enough for a permanent change.
- Ramza and Luso's ability Steel (only available in Chapter II or later) raises Bravery by 5 and has a 100% hit rate.
- Ramza and Luso have an ability called Shout (not available for Ramza until Chapter IV) that raises their own Bravery by 10, but can only target themselves, not other allies.
- Reis's Dragon's Might ability raises a dragon or hydra's Bravery by 5. It does not work on other characters/monsters.
- A character with Bravery less than 10 regains 1 Bravery per turn until he or she reaches 10 Bravery.

Bravery can be decreased by:

- Choosing not to help Boco in the story battle at Araguay Woods in Chapter II. This gives a 10 point penalty to the party's Bravery
- The Mystic's Trepidation magick lowers Bravery by 30.
- The Orator's Intimidate ability lowers Bravery by 20.
- Beowulf's Chicken ability lowers Bravery by 50!
- The Dread Gaze ability possessed by the Floating Eye and Ahriman monsters lowers a character's Bravery by 10.

Remember that only 1/4 (25%) of these changes remain after a battle.

---WHAT LEVEL OF BRAVERY IS GOOD?---

There's little reason not to shoot for as high a Bravery as you can get. It makes your Reaction Abilities more effective, and increases the power of certain weapon types. The ONLY downside to having a higher Bravery is that it keeps you from finding rare items with Treasure Hunter. But, you can just keep one specialized character with a low Bravery for that, and raise your main fighting team to have as high a Bravery as possible. Plus, once you've

collected all the rare Treasure Hunter items, you don't need a low-Bravery character any more and can raise his/her Bravery back up.

Since a high Bravery does not cause characters to desert, you can increase your permanent Bravery all the way up to the maximum of 97.

#### ---HOW CAN I RAISE BRAVERY?---

The best way to gain Bravery is to use Ramza and Luso's Steel ability. Steel gives you the largest Bravery boost (5) and has a 100% hit rate. (To increase Ramza and Luso's own Bravery, Shout is even better.) If you want to grind Bravery, deploy both Ramza and Luso, increase their speed, and use Steel/Shout until everyone's Bravery is maxed out at 100. Then finish off the enemies. Since only 1/4 of your Bravery gains are permanent, you'll have to repeat this process quite a few times to actually reach the highest permanent Bravery possible (97).

Also, when you encounter the three battles in the story where you're given a choice of mission objectives, be sure to pick the options that net you a higher Bravery (don't help Argath; help Boco and Mustadio). This is a nice early Bravery boost before you have other abilities to tweak it.

#### ---HOW CAN I LOWER BRAVERY?---

The only reason you'll want to lower Bravery is for Treasure Hunter, but the quickest way to do this is with Beowulf's Chicken magick. (The good Treasure Hunter items don't show up until after Beowulf is available.) Each use of Chicken can net up to a 12-point drop in permanent Bravery. Use it over the course of several battles to drop your Bravery quite a bit. For final tuning of your Bravery, use Intimidate to make smaller 4-point changes. Remember to keep your permanent Bravery above 10 so you don't turn into a Chicken.

#### ---Faith-----

Faith is mostly related to magick, and can be both good and bad.

#### ---WHAT DOES FAITH AFFECT?---

- Magick is most effective when cast by characters with high Faith. Attack magicks do more damage, healing magicks restore more HP, and status-changing magick is more likely to succeed.
- If a character has high Faith, healing magicks used by allies will restore more HP to the character and status change magicks will be more likely to succeed.
- BUT, enemy magick is also more effective against you when you have high Faith!
- Marach's Nether Mantra abilities reverse all of the above: they do more damage when Marach has LOW Faith, and when his targets have LOW Faith.
- Healing magicks will restore more HP to you when you have high Faith, and "buffs" like Protect and Shell are more likely to work on you.
- "Magick" guns (Glacial Gun, Blaze Gun, Blaster) are more likely to do high damage when the user has high Faith.
- A LOW Faith increases the attack strength of fell swords wielded by the character. Faith has NO effect on the damage you TAKE from fell swords wielding by someone attacking you.
- If you're using a fell sword, low Faith also increases the damage from the Dark Knight abilities Abyssal Blade and Unholy Sacrifice. If you're using

a regular sword or knight's sword, then your Faith does not affect these abilities.

- The gil/JP received from some Errands is affected by your Faith -- some Errands give you more gil & JP if your Faith is high, others more gil & JP if your Faith is low. (And many other Errands aren't affected by Faith at all.)
- If your character's permanent Faith level rises to 95 or higher, the character will experience a religious conversion and permanently quit the team. Even story characters and monsters will desert in this way. The only exceptions are Ramza and AI-controlled Guests, who will never desert no matter how high their Faith gets.

You'll start getting Desertion Threat warnings after every battle when a character's permanent Faith rises to 85 or higher. No actual desertion will occur unless permanent Faith reaches 95, though.

As long your permanent Faith remains below 93, you're at no real risk of desertion. With a Faith of 93, the maximum Faith change possible within a single battle is just 1 point, which still keeps you below 95. You will have to put up with the Desertion Threat warnings after every battle, though.

Characters will NEVER desert due to LOW Faith. You can lower your Faith as low as you like without fear of desertion.

Any ability or item not listed above is unaffected by Faith.

---WHAT CHANGES FAITH?---

Faith can be increased by:

- The Orator's Preach skill raises Faith by 4.
- The Bard's Faith Boost reaction ability raises Faith by 3 in response to a magick attack. Note that one use of this by itself is not enough for a permanent change.
- The Mystic's Belief spell and the Templar's Belief swordskill cause Faith status, which acts as a temporary increase in a character's Faith to 100. Because this status has no effect on a character's actual Faith number, it does not result in any permanent change to Faith.
- The Rod of Faith weapon gives the character equipped with it a permanent Faith status as long as it is equipped. (But, again, this never affects your actual Faith number.)
- Striking characters with the Rod of Faith can bestow the Faith status on them.

Faith can be decreased by:

- The Orator's Enlighten skill lowers Faith by 20.
- The Mystic's Disbelief magick, the Templar's Doubt swordskill, and hitting people with the Gokuu Pole can all inflict Atheist status, which is the reverse of Faith status: It acts as a temporary reduction to 0 in Faith, but also has no permanent impact on Faith.

---WHAT LEVEL OF FAITH IS GOOD?---

Unlike with Bravery, there's no "best" Faith value since Faith is a double-edged sword -- it makes your own magicks stronger, but it also increases the



damage you take from enemy magicks.

For MAGICK-USERS, you'll probably want a high Faith in order to increase your magick strength. If you have a support character using a magick gun, you might want to boost his Faith as well to make the gun more effective.

Remember, though, that you can't get your Faith TOO high (95+) or the character will quit your team. For characters other than Ramza, the safe number is 93; at this level of Faith, the maximum Faith change possible within a single battle is just 1 point, which still keeps you below 95, so even if the character's Faith gets raised during one battle, he or she won't desert, and then you can lower it back to 93. You will have to put up with the Desertion Threat warnings after every battle, though. If you don't want to bother with the Desertion Threats, keep your Faith at 84.

Ramza never deserts no matter how high his Faith is, so if you want to use Ramza as a magick-user, raise his Faith all the way up to the maximum 97.

If a character ISN'T going to be using magick, you may want to lower his Faith as low as possible. Of course, this destroys his/her ability to use magicks, but it also renders them virtually invulnerable to enemy magicks. For characters who use primarily physical attacks (e.g. Ninjas, Dark Knights, special characters with swordskills) and not magicks, low Faith is actually a great defensive asset! Characters will not desert due to LOW Faith, so you can drop your permanent Faith all the way down to the minimum of 3.

No monster abilities require Faith, so you can lower monster Faith pretty safely.

---HOW CAN I RAISE/LOWER FAITH?---

You're pretty much dependent on the Orator's skills to change Faith. Just have as many characters learn Enlighten or Praise as possible, defeat most of the enemies and cripple the remaining ones (see tips below), then have them use Enlighten or Preach on each other.

Since the success rate of Enlighten and Preach depends on your Magick Attack stat, you may find it advantageous to change your characters to jobs with a high Magick Attack (i.e., Black Mage) and/or equip gear that raises their Magick Attack if you want to grind Faith. Although Magick Attack doesn't alter the AMOUNT of Faith you gain/lose, it makes the abilities more likely to succeed.

%%EXP, JP, AND GIL%%00exp

---Exp and Experience Levels-----

Characters gain experience after every successful action except Defend and Reequip, unless they're KOed by an enemy counterattack. You do not earn Exp for using a Reaction Ability, even if it does damage or KOs the attacking enemy.

Gaining 100 experience points advances a character's experience level by 1 and resets the experience count to 0. You cannot "carry over" any excess experience; gaining 23 Exp when you have 99 Exp still leaves you with 0 Exp at your new level.

A character's experience level and current Exp count can also be used as the basis of targeting Arithmeticks (see the Arithmetician job description above).

Experience level also has a small effect on your success at Errands; generally, moderate experience levels (not too high, not too low) yield the best rewards.

Exp is not earned in the multiplayer modes.

#### ---STAT INCREASES---

Stats that increase with level gains include maximum HP, maximum MP, attack power, magick power, and speed. Attack and magick power and speed increase fairly slowly, though; you won't see these increase with every level gain.

Stat growth in FF Tactics is exponential. That means that the more HP you already have, the more you gain from a level up (and the same for the other stats).

Bravery and Faith do NOT increase with level up; they have their own mechanic (see Bravery and Faith, above). Other stats that do NOT increase with level ups are Move and Jump ranges and evade rates.

Of the five stats that do change, the amount each stat increases at level-up is determined by the character's current job. For example, being a Knight will cause you to gain more HP at level up than a Black Mage, but vice versa for MP. (You can exploit this by leveling down and then back up; see Level-Downs & Stat Grinding, below) See the Jobs section for ratings of each job's stat growth rates.

Stat growth from level-ups is permanent. If you later switch jobs, your past stat growth will not be lost or changed.

Gaining experience levels does not help you earn unlock new jobs or abilities. To unlock jobs, you must earn JP, which is covered below.

#### ---STARTING EXPERIENCE LEVEL---

New generic characters recruited from the Warriors' Guild always start back at experience level 1.

Different story characters come in at different levels:

|          |         |         |           |             |           |
|----------|---------|---------|-----------|-------------|-----------|
| Ramza    | : Lv 1  | Agrias  | : Lv 12   | Construct 8 | : HIGHEST |
| Ladd     | : Lv 8  | Luso    | : Lv 25   | Balthier    | : Lv 35   |
| Alicia   | : Lv 8  | Rapha   | : HIGHEST | Orlandeou   | : HIGHEST |
| Lavian   | : Lv 8  | Marach  | : HIGHEST | Meliadoul   | : HIGHEST |
| Boco     | : Lv 10 | Beowulf | : HIGHEST | Cloud       | : Lv 1    |
| Mustadio | : Lv 12 | Reis    | : HIGHEST | Byblos      | : HIGHEST |

Characters listed as "HIGHEST" join with a level approximately equal to the highest on your roster. So, if you've spent a lot of raising levels, these characters will be as strong as rest of the team. The other story characters (the ones who join during a battle) join at a fixed level -- however, unless you've been leveling a lot, the new characters' levels should be roughly equivalent to the rest of your party's at the points when they join you ... except poor lv 1 Cloud.

Monsters hatched from eggs are randomly assigned the exact experience level of one other member of your roster (monster OR human). For instance, if your entire roster consisted of three characters at level 24, 63, and 99, then a newborn monster would be either level 24, 63, or 99 -- but never any other number.

Characters you recruit from the enemy side (using Entice or Tame) obviously stay at whatever their existing experience level was.

#### ---HOW MUCH EXPERIENCE?---

The number of experience points you earn is largely determined by the gap between YOUR level and the TARGET's level. You'll earn 10 Exp for performing an action on a target as the same level as you. Performing actions (either

healing or attacking) on characters of higher level than you will get you MORE experience, and the gain is bigger the bigger the difference in level. Of course, healing or attacking characters of lower level will you earn you LESS experience, and the penalty is bigger the bigger the gap (though you'll always earn at least 1 Exp).

You'll also gain more Exp from an attack that KOs any enemy. However, this bonus is no longer earned if you revive and KO the same enemy.

#### ---LOW-LEVEL CHARACTERS---

A good way to build up low-level characters is to have them heal teammates who are at a higher level. This is safe and won't get them counterattacked, and if there's a big gap in level, they'll gain experience quickly. This technique is particularly useful for building up Cloud, who starts at experience level 1 at a time when most of your characters are probably at least level 40.

Guns are also useful for low-level characters since their damage is not based on any stats that are dependent on level. (Regular gun damage is based only on the attack strength of the gun, and magickal guns reflect only attack strength and Faith, which doesn't change with levels.)

If you only care about gaining JP, you can turn the low-level characters to Stone. This will protect them from being KOed, and they can still earn spillover JP. Of course, they won't earn Exp or levels, and they'll gain JP pretty slowly. But, this can still be useful if you have a low-level character you just can't keep alive long enough to gain JP any other way.

#### ---OTHER WAYS TO GAIN EXP---

- The Arithmetician support ability Exp Boost doubles the experience you earn from regular actions.
- The Thief action ability Steal Exp steals all of an enemy's current experience counter (i.e., anywhere from 0 to 99) and adds it to the stealer's own experience counter. This can be useful for small-scale experience boosts, but it's limited by the amount of Exp that your enemy has. Balthier's Plunder Exp is a more effective version of this.
- The Arithmetician movement ability Accrue Exp gives you 1 Exp per tile you move on the battlefield.
- The Wild Boar monster -- available only by breeding from a Swine or other Wild Boar -- has an ability called Bequeath Bacon that becomes available when it is standing next to an ally with the Squire's Beastmaster support ability. This ability causes its target to gain 1 experience level, but turns the Wild Boar into a crystal, killing it permanently.
- There's a small bug in the game: If you Jump on a KOed character while you're Invisible, you'll still earn Exp and JP even though the attack did no damage. (In practical terms, there's probably not much to gain from this bug, though.)

#### ---ONION KNIGHTS---

The Onion Knight job cannot gain Exp! So, the easy way to level up to Onion Knights is switch them to another job to level up. The hard way is to use Bequeath Bacon. Using Bequeath Bacon is time-consuming, but rewards you with the best stat growth -- see the Level-Downs and Stat Grinding section below.

#### ---Gaining JP-----

JP is gained after every action, just like experience. Characters earn JP for each job separately -- whatever your current job is, that's the job you'll earn

JP for.

JP is used to "purchase" new abilities. It is also used to advance your job level, which allows you to unlock new jobs -- see Unlocking Jobs up in the Jobs section.

Unlike Exp, you do not earn more JP from targeting a high-level unit or KOing an enemy.

All new characters come with fairly minimal JP and learned abilities.

Unlike Exp, JP is earned even in Melee Mode and Rendezvous Mode.

---SPILLOVER JP---

Whenever a character gains JP, all other allies ALSO gain some JP for the same job, equal to 25% of the JP earned by the original character. For example, if a character on your team who's a Ninja performs an action and gains 40 JP, your other units will also gain 10 JP for the Ninja job, regardless of what their current job is.

This bonus applies ONLY to characters participating in the current battle. It does not apply to the other characters in your roster whom you did not deploy.

You also can't earn spillover JP if you're currently KOed. Other status ailments still allow you to earn spillover JP.

JP Boost has NO effect on spillover JP. (It doesn't increase the amount of JP that spills over onto others, nor does it increase the JP a character earns via spillover bonuses.)

Note that "spillover" JP accumulates even for a job a given character hasn't unlocked yet. You'll see it once the job DOES become available. For instance, if Ramza earns JP as a Dragoon, Agrias will get spillover JP for the Dragoon job, even if she hasn't unlocked it.

"Spillover" JP from a male character using the Bard job does NOT get applied to female characters with the Dancer job, nor vice versa.

JP continues to be earned and distributed this way even if the character performing the action already has 9999 JP for the job and his/her own JP count has stopped.

---OTHER WAYS TO GAIN JP---

- Characters at higher experience levels gain more JP! So, you'll find it much quicker to unlock jobs and abilities at the end of the game than at the start.
- Characters also gain more JP as their job level for the current job increases. This means your JP growth for each job isn't linear; you start out gaining JP slowly, but gain it more quickly after you've advanced job levels.
- The Squire support ability JP Boost increases the JP you earn for each action by 50%. It has no effect on spillover JP.
- The Arithmetician movement ability Accrue JP gives you 2 JP for every tile you move on the battlefield.
- JP is received from completing any Errand available in the Taverns in every town. For the best reward, match up your jobs with the demands of the Errand

-- see the Errands list for more information.

- There's a small bug in the game: If you Jump on a KOed character while you're Invisible, you'll still earn JP and Exp even though the attack did no damage. (In practical terms, there's probably not much to gain from this bug, though.)

---Gil-----

Gil is Ivalice's currency and is used to purchase items and services in towns.

Unlike Exp and JP, gil is not earned after every action. Instead, it's primarily earned at the end of a battle as Bonus Coin. The amount of Bonus Coin you receive at the end of the battle is equal to the combined level of all the enemies times 100.

The other major way to earn gil is to sell items and equipment in your inventory to the Outfitter or Poachers' Den. You'll receive half the list price for each item (e.g., an item that costs 400 gil to buy at the Outfitter will net you 200 gil when sold). A lot of equipment simply becomes obsolete after newer equipment becomes available, so sell away! For example, there's no reason to keep Leather Helms (+10 HP) when Bronze Helms (+20 HP) are available. However, you may want to hang on to equipment with particular special effects (e.g. immunity to certain status conditions), as these often come in handy for particular battles.

Bonus Coin is awarded after battles in Rendezvous Mode, but NOT those in Melee Mode.

---OTHER WAYS TO EARN GIL---

- Gil is received from completing any Errand available in the Taverns in every town. It costs some gil to sign up for each Errand to begin with, though, so your profit is often somewhat limited--in some cases, you can even LOSE money on an Errand! For the best reward, match up your jobs with the demands of the Errand -- see the Errands list for more information.
- A few action abilities give you a small amount of gil when they successfully hit an enemy unit. These include the Thief's Steal Gil, the Orator's Beg, Balthier's Plunder Gil, and the Steelhawk monster's Glitterlust. (Note that when enemies hit YOU with one of these abilities, you'll actually lose money out of your War Funds!) These abilities do not work in the multiplayer modes.
- The Thief reaction ability Gil Snapper, when triggered, gives you an amount of gil equal to the amount of damage the character just received. This actually isn't all that useful an ability, since the amount of gil you get from it is small compared to Bonus Coin. (Even an attack that does 998 HP damage would only get you 998 gil, compared to the tens of thousands you can earn in Bonus Coin.) Gil Snapper also does not work in the multiplayer modes.
- Many story battles also give you a fixed amount of gil as a Battle Trophy after the battle in addition to the regular Bonus Coin. These include story battles #1, #4, #5, #6, #7, #10, #13, #14, #16, #19, #22, #26, #29, #35, #39, and #42. This gil tends to be helpful early in the game, but in the later battles is quite small relative to the Bonus Coin.
- During battle, if you pick up an item from a chest or find an item using the Treasure Hunter movement ability, and already have the maximum 99 copies of that item, you'll instead be given gil equal to 1/4 of the list price of the item. Again, this does not happen in the multiplayer modes. Stealing an item or catching it (with Sticky Fingers) when you already have 99 copies does NOT earn you any money; the received item just vanishes.

- Similarly, when you recruit a new ally, it's possible that the ally may come with a piece of equipment that you already have 99 copies of. In this case, the extra piece is automatically sold for 1/4 of the list price.

%%QUICKLY GAINING EXP AND JP%%00quick

The above sections describes how Exp, JP, and gil are earned in general. The below section now covers strategies for earning them quickly and maxing out your stats.

It's RARELY (if ever!) necessary to spend time grinding experience to complete the game. In most cases, a change of strategy is all you need to get you through the next battle. But, if you're absolutely stuck or if you just want to max out your characters, read on :)

#### ---BASIC STRATEGY---

The basic strategy for quickly raising JP is to take out all but 1 or 2 enemies, and then afflict the remaining ones with status conditions that prevent them from doing much of anything. Now, your characters can simply perform actions over and over to net JP.

A more detailed breakdown of these steps:

#### ---PARALYZING THE ENEMIES---

Status conditions that prevent the enemy from doing much of anything include Stop, Disable, Toad, and Chicken. Toad is the best as it lasts until actively removed. Chicken is good too; it lasts for 10 enemy turns. (And, if you combine it with Sleep, it lasts even longer -- the enemy won't start regaining Bravery until Sleep disappears.) Turning the last enemies to Stone will end the battle, so DON'T do this.

Alternately, you can use your characters to trap the enemy in a place where it can't move (e.g. in a corner, or next to tall obstacles), then turn those characters into Stone (e.g. using the Mystic's Induration magick). This will keep the enemy trapped where it can't move or attack you. Just make sure that you have a way of eventually killing the enemy -- either a way to remove the Stone status from your characters or a magick attack that can hit the trapped enemy.

If you don't have the ability to turn the enemies into Toads or yourself to Stone, you can also just trap an enemy that is harmless at close range. A good example is an Archer or other enemy equipped with a bow; these weapons can't strike directly adjacent tiles, so if you've surrounded an Archer and pinned him/her in the corner, it can't do much. (Just make sure the Archer doesn't have a secondary Action Ability that could be harmful.) Early in the game, you could even just trap a plain yellow Chocobo; when low on HP, it will just use Choco Cure to heal itself rather than attacking, so as long you keep its HP down, it is essentially harmless. (And its Choco Cure will heal the characters surrounding it, negating the effects of its counterattacks.)

To further increase the number of actions you can take relative to the enemy, equip gear that raises your Speed, like the Green Beret, Thief's Cap, or Hermes Shoes. You can also use abilities during the battle to raise your Speed (e.g., equip the Archer's Adrenaline Rush as your Reaction Ability, and cast Ramza's and Luso's Tailwind) and/or lower the enemy's (e.g., Rend Speed, etc.) This will reduce the amount of time you have to waste watching the enemy move.

Remember that it's important to keep the last enemy alive. If the last enemy is KOed, the battle ends. For this reason, it's a good idea to remove Reaction

Abilities that would allow you to counterattack and accidentally KO the enemy. Instead, Adrenaline Rush [Archer] is a good pick as a Reaction Ability; it allows you to further increase your Speed when you take damage.

---RAISING JP---

The Focus ability [Squire] is probably the best for gaining JP, as it can be acquired early in the game, requires no charge time, always succeeds, and does not consume MP. Plus, it even has a fairly short animation! Once you've turned the enemies into poultry or amphibians, you can simply use Focus over and over to build JP.

Most of the special story characters, however, can't learn Focus, and neither can monsters. For these characters, you'll need to use other action patterns:

- Repeatedly use Steal Gil against the enemies. Every successful steal nets you both gil and JP/Exp. You can keep using the ability over and over; all enemies carry an infinite amount of money for you to steal ;). An advantage to this tactic is that it gives you more money in addition to JP/Exp. But, unlike Focus, Steal Gil requires you to be in range of an enemy and doesn't always hit (though you can boost its hit rate by increasing your Speed). Monsters can counterattack if you use Steal Gil on them, so you may want to use Rend Power or Toad on them first.
- Attack other allied units. This works best if you turn the character into a Toad first to minimize the damage s/he can do. (You could also use repeated Rend Powers instead of Toad.) Or, equip the target with Chantage and she will regenerate no matter times you attack and KO her.

If you're going to be attacking your allies, make sure they aren't equipped with shields, cloaks, or reaction abilities that can stop attacks (like Shirahadori or First Strike). You won't earn any JP for a dodged or blocked attack. On the other hand, healing reaction abilities like Regenerator, Critical: Recover HP, or Dragonheart will help your punching bags recover from the damage they take :P.

To prevent yourself from damaging your friends too quickly, remove any strong weapons that you won't need to kill the monsters. (Or, use Re-equip to change weapons after you've finished off most of the monsters.) Stripping off your weapons also saves time because the bare-handed punching animation is pretty short and definitely faster than, say, the bow-and-arrow animation.

- After you do some damage attacking your allies, you can also then use Chakra or other healing abilities to heal the damage you inflicted, for another source of JP.
- Inflict a minor status condition, then cure that condition. For instance, make a character blind with the Mystic's Umbra spell or Beowulf's Blind sword technique, then use Eye Drops to remove it.

Equipping the Squire's JP Boost is a HUGE help in raising JP. This ability gives you a 50% boost to your JP and can be learned very early. (Even characters without a Squire job have JP Boost available.)

Remember that the "spillover JP" effect means that whenever you gain for a given job, the other active characters gain a lesser amount of JP for the same job. You can adjust your strategy accordingly: If you really want to learn abilities from ONE job, you can turn multiple characters into that job to maximize your JP gains for that job. Or, you can use different jobs to spread your JP gains between multiple jobs. This can be useful if Character A only needs a few more JP for a particular job (say, Knight) -- you can make

Character B a Knight and Character A can just pick up the remaining Knight JP from spillover while s/he works on a different job.

#### ---RAISING EXP---

You can raise experience points in pretty much the same way as JP, since you'll also earn experience for all of the actions listed above. Of course, Exp Boost and Accrue Exp (both Arithmetician abilities) will speed your experience gaining.

Since you can earn more experience by attacking/healing high-level characters, a good strategy is to bring a mix of high-level and low-level characters, and let the low-level characters beat up the high-level characters. Adding high-level characters to your team will also increase the level of the enemies, and so the low-level characters can earn more Exp from them as well.

If there's a sufficiently big gap in experience level between the low-level and high-level character, you can combine Exp Boost and Accrue Exp to gain an entire level per turn. Have your low-level character attack the high-level character to gain most of the Exp needed for the next level, then move the maximum distance to gain the rest of the needed Exp (via Accrue Exp). Repeat the process in reverse on the character's next turn.

You can use Steal Exp on enemies to help build up Exp quickly. You'll gain Exp both from the steal and from performing a successful steal. This only works on enemies that have at least 1 Exp to steal, though, so you have to let them gain experience by attacking you. In the long run, this is less efficient than Rending the enemies down to 1 speed and grinding the experience yourself. But, it can be handy if you just need a few extra Exp somewhere.

Once you hit level 99 and 99 experience, you can easily cast healing or defensive magicks to your whole party using Arithmeticks and Level Multiple of 3 or Exp Multiple of 3. (Of course, you might hit a few enemies too.)

Note that, for monsters, it may be faster to get a "new" high-level monster rather than level up an existing one. The level of a new monster born from an egg can be as high as the highest-level character on your roster. So, if you have a monster type you like but the monster is at a low experience level, you can let the monster breed and you can probably get a higher-level version of the same monster that way.

#### ---RAISING BRAVERY/FAITH---

If you want to grind your Bravery and Faith up or down, you can paralyze the enemies in the same way, and then repeatedly use abilities that change your Bravery and Faith. The best abilities for this task are:

- Raising Bravery: Steel (Ramza/Luso)
- Lowering Bravery: Chicken (Beowulf) for large changes,  
Intimidate (Orator) for smaller changes
- Raising Faith: Preach (Orator)
- Lowering Faith: Enlighten (Orator)

Aside from Steel, the success rate of all these abilities depends on your Magick Attack sat. So, you may find it advantageous to change your characters to jobs with a high Magick Attack (i.e., Black Mage) and/or equip gear that raises their Magick Attack. Although Magick Attack doesn't alter the AMOUNT of Bravery and Faith you gain/lose, it makes the abilities more likely to succeed.

You'll need to equip the Orator's Beast Tongue support ability if you want to use Intimidate, Preach, or Enlighten on monsters. The Orator has this support ability innately, so this is only if you've changed jobs.



---PARALYZING EXCESS PARTY MEMBERS---

If you have extra party members that you don't want to level, use the Orator's Induration spell to turn them to stone. This prevents them from getting any turns at all, so you don't have to bother with them. (And, unlike being KOed, it will never kill you permanently.)

This can be a useful strategy if you're trying to level up weaker characters, who might not be able to handle the enemy party on their own. You can bring a few strong characters to wipe out the batch of enemies, but then turn those strong characters into Stone so you won't have to bother with them while your weak characters train.

%%AUTOMATED LEVELING%%00auto

It's possible to combine the above leveling tactics to make the game AI automatically raise JP and experience for you! You can let the characters fight and earn JP without even having to watch the game.

There are two different methods for doing this. The Simple Method is quick and easy, but it doesn't work for monsters or most story characters and can be tricky to use with a few generic jobs. The Universal Method is a bit more complex and requires a few more abilities, but works for all characters and jobs.

---The Simple Method-----

This method, developed and refined by readers winddraco, Adam Scarrett, Reed Parkes, and Piers\* is quite easy to do, but it does NOT work as well with some characters. This includes monsters, and all story characters except Ramza and Luso. It does, however, also help you grind your Bravery up.

STEP ONE: You must have learned some ability that will let you cripple the enemies' abilities to attack you. Either Toad (Black Mage) or Rend Power/Speed (Knight) will work.

STEP TWO: In the Options list, set Battle Prompts, Display Ability Names, and Display Effect Messages, and Display Earned Exp/JP (items 6 through 9) to OFF, so that these messages won't interrupt the game.

STEP THREE: The characters you want to level up must have learned the Focus ability (Squire). (Most story characters don't have Focus, which is why this strategy doesn't work so well for them, but there's a variant that kind of works for them.) Switch these characters into the job you want to gain JP as, then have them equip the Squire's Fundamentals ability as a secondary action ability. REMOVE any ranged weapons they might have.

STEP FOUR (OPTIONAL): Equip JP Boost on the characters who will be gaining JP. This isn't strictly \*necessary\*, but certainly helps you gain JP faster! Equipping the Accrue JP or Accrue EXP movement abilities, if you have them, is also helpful.

STEP FIVE (OPTIONAL): If you have any Ninjas, Samurai, or Chemists on the team, you may want to temporarily sell your rare weapons and items to the Poachers' Den. You can buy them back for the same price after the battle, so you're not losing any money, and doing this prevents the AI from accidentally losing your rare items with Throw/Iaido/Items.

STEP SIX (OPTIONAL): If the characters who will be gaining levels are pretty weak, you may want to deploy some other "helper" characters who will just

function to kill the other enemies. If you're doing this, make sure at least one character in the squad has the Mystic's Induration magick available.

STEP SEVEN: Get into a random battle. A spacious map like Zeklaus Desert is helpful because you'll need to keep your characters separated from the enemies.

STEP EIGHT: Defeat all but a few of the enemies. Clear out the enemy bodies and any chests or crystals. (Crystals will interrupt the battle with a message you have to respond to, so you want to get rid of them.)

STEP NINE: Use Toad or repeated Rend Powers/Rend Speeds to reduce the remaining enemies to a crippled state so they can't hurt you.

STEP TEN (OPTIONAL): If you were using any "helper" characters, use the Induration magick to turn all these characters to Stone. This will keep them from participating in the battle or taking up turns. Ideally, first have the "helper" character back the remaining enemy into a corner where it can't move. Then, when you turn the "helper" to Stone, the remaining enemy won't be able to move or do anything and you won't have to worry about it.

STEP ELEVEN: Move all your remaining characters to the opposite site of the battlefield from the remaining enemies.

STEP TWELVE: If you have any story characters without Focus, use Rend Power and Rend Magick (or Toad) to reduce their offensive ability down to nothing.

STEP THIRTEEN: Set all the characters to AI control. You have two different options here:

- > Pick "Coward." The character will either use Focus to build up Exp and JP, or do nothing. This is the safest option because it keeps your units from attacking the enemies. The downside is that the characters will waste some turns.
- > Pick "Defender" and set the character to defend himself/herself. Using this AI pattern, the character will do something on EVERY turn, so it's a faster way to raise JP. The downside is that the character will sometimes try to attack the monsters if they come within range, which might end the battle too early or get your own character killed. So, this option is best only for strong parties.

Black Mages will NEVER use Focus if set to Coward, so you MUST set them to Defender.

13A) If Ramza or Luso is on the team, set him to the "Defender" AI pattern and pick another character to help out. He will use Tailwind and/or Steel to boost that character's speed or Bravery. This has the nice side effect of helping you to raise your Bravery up too.

At this point, your AI-controlled characters should just run from the remaining enemies while spending most (though not ALL) of their turns using Focus to build their attack power. (They may also sometimes use other support abilities instead.) Each ability used earns them Exp and JP. Meanwhile, the remaining enemies are too weak to hurt you at all.

STEP FOURTEEN: If you have any story characters without Focus, set them to the "Berserker" AI option and have them target one of the remaining monsters. Assuming you used Rend Power/Magick, they won't do much damage to the monsters and can still earn JP/Exp this way. The downside to this tactic is that they WILL finish off the monsters eventually (probably before you've finished mastering your jobs), which is why this method really works best for

generic characters.

You can now leave the game running while the characters build up Exp and JP. Just make sure your system has plenty of power -- you may want to plug it in before you leave.

STEP FIFTEEN: When you've earned enough JP to master your current jobs, press Triangle to interrupt the battle. Select your characters and switch them back to Manual control.

STEP SIXTEEN: Finish off the remaining enemies to end the battle. Your attack strength will be through the roof, so this should be quite easy :)

STEP SEVENTEEN: If you sold your rare items to the Poachers' Den, don't forget to buy them back!

That's it! This method is quite easy to do, since it really requires only Focus. However, you may run into trouble with a few jobs:

- > Jobs with long-range special abilities (e.g. Dragoon) as the AI may choose to use range attacks. But, if you start leveling those jobs before you've learned those long-range abilities, this method still works fine.
- > Monsters, as well as story characters aside from Ramza and Luso, do not have the Focus ability, so this strategy doesn't work for them at all.

For these characters/situations, you can use the Universal Method, below.

With this method, there's also a chance that your AI-controlled characters will occasionally throw stones at the enemy and accidentally kill them because of their high attack power. If you leave more than one crippled enemy in play, this will help keep the battle from ending prematurely.

---The Universal Method-----

The procedure is also pretty straightforward -- you really only need the Toad and Induration spells to do it, although having Rend Power and/or Rend Speed and Berserk will help. The advantage of this method is that it is guaranteed to work with ALL jobs and characters (including monsters!), but it may require a bit more management.

Here's the method:

STEP ONE: Make sure at least one character on your team has learned the Toad magick (Black Mage), and also either Induration (Mystic) or Arithmeticks.

STEP TWO: In the Options list, set Battle Prompts, Display Ability Names, and Display Effect Messages, and Display Earned Exp/JP (items 6 through 9) to OFF, so that these messages won't interrupt the game.

STEP THREE: Designate one character as the Toad-caster. Change the remaining characters to whatever Jobs you want to gain JP. Remove any equipment that protects the remaining characters from Toad (Japa Mala, Ribbon, Onion Gloves, or Cachusha).

STEP FOUR (OPTIONAL): Equip JP Boost on the characters who will be gaining JP. This isn't strictly \*necessary\*, but certainly helps you gain JP faster!

STEP FIVE: Get into a battle. Random battles at the Mandalia Plain work great because they have weak enemies and helpful terrain, but anywhere works.

STEP SIX: Defeat all but 1 or 2 of the enemies. Clear out the enemy bodies and any chests or crystals. (Crystals will interrupt the battle with a

message you have to respond to, so you want to get rid of them.)

STEP SEVEN (OPTIONAL): Use Rend Speed (Knight) repeatedly to reduce the remaining enemies' speed. This isn't required, but will speed up your leveling by reducing the number of enemy turns interrupting the process.

STEP EIGHT (OPTIONAL): Use Rend Power (Knight) to reduce your own characters' and the enemies' attack strength. This allows you to earn more JP per battle, as your characters will have to take more turns to finish off the enemies.

If you're going to be using Rend Power on yourself, remove any accessories or reaction abilities that evade physical attacks (e.g. shields or Shirahadori), so that you won't be dodging the Rend Powers.

STEP NINE: Use the Toad magick to turn the remaining enemies, as well as your allies, into toads. Having a high Faith will increase the likelihood that the magick succeeds in turning characters into toads.

Once you have Arithmeticks, you can use it to more efficiently cast Toad on everyone. As noted in sahkuh's YouTube video below, Mandalia Plain provides a great opportunity to do this. Just put all the characters you want to turn to Toads on height 2 ground (and lure the enemy up there) and position your Toad-caster stands on the height 4 rock, then cast Height Prime Toad. If the spell misses any characters, move the remaining ones onto the height 3 rocks and cast Height Multiple of 3 Toad.

If you're not using Arithmeticks, it may be helpful to bring Chakra or some Ethers to make sure you have enough MP for repeated casts of Toad.

STEP TEN (OPTIONAL): If there any characters you don't need to level up, take them out of the action so that they don't steal any of the Exp/JP! You can do this in two ways:

10A) Set them to AI control and pick the Coward option. As long as they're Toads, they'll simply run and hide in the corner.

10B) Use the Mystic's Induration spell to turn them to Stone.

STEP ELEVEN: Set your Toad allies to fight automatically. There are two ways to do this:

11A) Use the Mystic's Fervor spell to give them Berserk status. (You can use Arithmeticks to cast this on many characters at once.) If you have Fervor available, this is the preferred method. Just make sure you don't Berserk your human character by accident, as s/he will finish off the enemy toads too quickly.

11B) Set the characters to AI control. Choose the "Berserker" AI pattern and set them to attack the remaining enemies. As long as ALL your allies have Toad or Stone status, they'll attack away. (If there is at least one non-Toad character on your side, AI-controlled Toads will flee instead of attacking.)

Note that method 11B will NOT work if any of the characters have the Black Magicks command and the Toad spell, as the AI will then have the characters cast Toad on themselves to turn back into human form. You can either drain away their all MP beforehand, or just use method 11A.

The AI-controlled toads will sometimes also get "stuck" in a weird AI pattern

and stop attacking the enemy. If you're using this method and the AI stops attacking, press Triangle to pause and change the AI to Coward for one turn to make your characters run away. Then switch them back to Berserker and they should start attacking again. Since this requires additional babysitting of the game and isn't completely automatic, using the Fervor magick is better. Characters with Berserk status will ALWAYS attack.

At this point, the Toad-ified characters will automatically fight the enemy toad(s), doing minimal damage (especially if you used Rend Power beforehand) but earning JP each time. This allows them to automatically earn a tremendous amount of JP as they keep fighting in toad form. The only issue is what to do with your remaining human character, who was casting Toad on everyone:

STEP TWELVE: Remove your Toad-caster from active control, so that your team will be fully automatic. Again, you can do this in two ways:

12A) Cast the Mystic's Induration spell on yourself to turn to Stone. The character won't get any turns at all for the rest of battle, so you won't have to enter commands for him/her. However, since s/he won't be taking any actions, the characters won't earn any Exp and will only get spillover JP from other the rest of the party.

12B) Cast Toad on yourself, then set the character to AI control and choose the "Berserker" AI pattern to start attacking the enemy. This has the advantage of allowing all 5 characters to gain JP, but it ONLY works if you are using Arithmeticks to cast Toad--because if you have the Black Magicks command available, the AI will simply cast Toad on itself and turn the character back to a human. So, if you don't have Arithmeticks yet, use method 12A.

Once you've turned your last human character into Stone or an AI-controlled toad, your party will be fully automatic. Your toads will battle the enemy toad and rack up a ton of JP in the process. At this point, you can simply leave the game running and do something else. Just make sure your system has plenty of power -- you may want to plug it in before you leave.

Eventually, your party will finish off the last enemy toad and the battle will end. Then, it's time to repeat the process with a new battle. Using Rend Power will allow each battle to run longer since the characters will need more turns to finish off the enemy toad.

You can level every character in the game this way except for Construct 8, who is immune to Toad status. To build up Construct 8, you can use Rend Power to reduce its attack strength as much as possible and then set it to AI control.

CAUTION!: Of course, it's still possible for the enemy toad(s) to KO/kill your characters. This is bad. However, as long as you outnumber the enemy and/or used Rend Speed on the enemy toads, you'll win easily. If you want to be extra cautious, give your characters Reraise before you've turned everyone to toads.

YouTube user sahkuh has uploaded an excellent video demonstration of this general method. At the time of this writing, this video is available at: <https://www.youtube.com/watch?v=i3dSSDwNSFE>

%%LEVEL DOWNS AND STAT GRINDING%%00down

---THE BASICS---

As noted in the Exp section, the stat gains you gain at level up are partially based on your current job -- for example, being a Knight will cause you to gain

more HP at level up than a Summoner, but vice versa for MP.

If you want to max out your stats, find a Degenerator trap on a map, or recruit a Mindflayer and use Beastmaster to access its Level Blast ability. (Both of these will lower a character's experience level.) Turn into your character into a Chemist, Bard, or Dancer and activate the trap/Level Blast. Since these three jobs have small stat gains per level, the level drop will only decrease your stats a little. Drop as many levels as you'd like; the more times you level-down, the more you'll be able to increase your stats by leveling back up. After you've finished losing levels, change the character into a better job and level back up. Your stat gains at level up will be based on the current job, so by the time you get back to the same level you were at previously, you'll have gained more than you lost. This results in a net INCREASE in your stats, even though at you're at the SAME level! If you really have nothing better to do with your time ;), you can keep repeating this cycle over and over to keep raising your stats.

There are five Degenerator traps in the game:

| MAP                           | PUT THIS CORNER<br>AT SCREEN BOTTOM | DEGENERATOR IS AT...                  |
|-------------------------------|-------------------------------------|---------------------------------------|
| Zeklaus Desert                | Height 1, Sand                      | Left: 0, Up: 11 (height 0, Sand)      |
| Fovoham Windflats             | Height 10.5, Grassland              | Left: 11, Up: 4 (height 1, Grassland) |
| Mount Bervenia                | Height 3, Basalt                    | Left: 5, Up: 11 (height 0, Lava)      |
| Dorvauldar Marsh              | Height 1, Soil                      | Left: 7, Up: 12 (height 1, Soil)      |
| Midlight's Deep:<br>The Stair | Height 2, Stalactite                | Left: 6, Up: 10 (height 9, Stalact.)  |

The one in Zeklaus Desert is probably the most convenient -- if you enter the desert from Gollund, you'll start fairly close to the tile. The one on The Stair, the second floor the Midlight's Deep bonus dungeon, is also pretty close to where you start on that map. Fovoham Windflats has a Degenerator pretty close to where you start if you enter from the Lenalian Plateau, but then you have to contend with the possible of random encounters in Lenalia as well while trying to get into a battle at the Windflats.

#### ---RECOMMENDED JOBS---

The table below lists the best jobs to level-up with depending on which stats you want to grow. The jobs in the "Best" column are the optimal jobs to use; the "Alternative" column lists other jobs you can use if you don't have the "Best" one unlocked.

|                   | BEST                           | ALTERNATIVE                  |
|-------------------|--------------------------------|------------------------------|
| FOR LEVEL-DOWN    | Bard or Dancer                 | Chemist                      |
| GAINING HP        | Dragonkin [Reis] or Mime       | Monk                         |
| GAINING MP        | Summoner                       | Black Mage                   |
| GAINING PHYS.ATK. | Mime                           | Dragoon, Knight, Dark Knight |
| GAINING MAG.ATK.  | Dragonkin [Reis]               | Mime                         |
| GAINING SPEED     | Ninja or Sky Pirate [Balthier] | Thief                        |

Gaining MP generally isn't important, so Ninja and Mime are the best jobs to grind stats with. (Ninja will also raise your attack power somewhat.) Overall, grinding Speed with the Ninja is probably the best stat to raise. Speed increases are normally pretty hard to gain, while HP and attack strength are easier to increase. And a high Speed will give your characters numerous turns to get the jump on the enemy. But, be warned that Speed does take a while to raise; you can really only expect a gain of a few points from each cycle of leveling down and leveling up.

If you do want to raise magick attack, Mime and Job Level 8 Onion Knight are

the \*only\* normal jobs that you can use to grind magick attack. Reis's Dragonkin job actually has the best magick attack growth rate, and some of the other story character jobs also have moderate magick attack growth rates.

The stat-grinding procedure tends to favor male characters, since Bard is a better job to level down with Dancer. (Leveling down as a Dancer drops your physical attack more than it does as a Bard.) Consider it compensation for the ladies' Chantage and Tynar Rouge ;) Of course, you can eventually max out your stats for both genders; it's just \*faster\* for male characters.

Even with the "best" jobs for this procedure, grinding stats is a relatively slow process. You'll have to complete many cycles of leveling down and back up in order to max out your stats.

The way stat growth works in FF Tactics, you gain (or lose) more of a stat the more of it you already have. So, for instance, your Physical Attack will grow slowly at first, but faster later.

#### ---ONION KNIGHTS---

If you REALLY want to maximize your stat gains, the job with the best stats at level-up is an Onion Knight with job level 8 (obtained by mastering 14 other jobs). A job level 8 Onion Knight gains HP, physical attack, and magick attack at the same rate as a Mime, but also gains speed and MP quickly (which Mime does not).

But since Onion Knights don't gain regular experience and can't equip the Steal Exp or Accrue Exp skills, there's only way to level them up: the Wild Boar's Bequeath Bacon skill. First, you'll need a Swine on your team; use it to breed some Wild Boars. (Wild Boars don't appear anywhere on their own.) During battle, position the Wild Boar next to a character with the Squire's Beastmaster skill (or Reis, whose Dragonkin job has an innate Beastmaster) to make Bequeath Bacon available. Use Bequeath Bacon on your Onion Knight. This causes the Onion Knight to gain 1 level, but turns the Wild Boar into a crystal, killing it permanently. Then, get another Wild Boar and repeat the process to gain another level, and so on. This obviously takes a lot of time, but you can great stats out of it, so if you're into leveling, go hog wild :) (pun intended ;)

If you don't want to go to all this effort, you can just use the other jobs recommended above. They don't quite as big stat gains as Onion Knights, but you'll get to the same place eventually. And, unless you have a lot of roster slots free for breeding Wild Boars, it's probably faster to use Ninja/Mime to level up. See below for a specific strategy for this.

#### ---QUICKLY GRINDING STATS---

FAQ contributor winddraco suggests a great method for quickly grinding stats.

STEP ONE: The character(s) you want to grind with should be switched to a Bard or Dancer. (We'll call these character the "Grinder(s).") If you don't have Bard or Dancer available yet, you could also use Chemist.

1A (OPTIONAL): If you have any abilities or items to make the Bard or Dancer Invisible, equip them. You can use the Ninja Gear or Septie`me perfume, or even the Ninja's Vanish ability (use a weak attack against the character at the start of the battle to trigger Vanish). Being Invisible will protect him/her once s/he's been leveled down.

STEP TWO: Get into a random battle at Zeklaus Desert. Deploy the Grinder(s) and Ramza or Luso. If you need any extra "helper" characters to finish off the monsters, bring them and the Induration magick (Mystic) to turn them into

stone when you're done with them.

STEP THREE: Defeat all but 1 or 2 of the monsters, then use Toad or Rend Power/Rend Speed to cripple the remaining ones. At this point, you can use Induration to petrify any "helper" characters.

STEP FOUR: Have Ramza or Luso use Tailwind repeatedly to raise the Speed of the Grinder(s) and net them many extra turns.

STEP FIVE: Put Ramza or Luso out of action. You can do this in two ways:

5A) Have Ramza/Luso cast Induration on himself to turn himself to Stone. If you do this, MAKE SURE a Grinder has Items as a second command and has learned the Gold Needle or Remedy ability, and there is at least 1 Gold Needle or Remedy in your inventory. You need to be able to cure Ramza/Luso at the end of battle so he can KO the last enemy. And, having leveled down to level 1, the Grinder will most likely be too weak to KO anything.

5B) Have Ramza/Luso step on the Hypnogas trap in Zeklaus Desert to put himself to sleep. The Hypnogas trap is located directly adjacent to the single cactus on side of the map. It's on the side of the cactus facing the ravine at the center of the map.

Ramza/Luso will eventually wake up using the Hypnogas method, but you can have him step off the trap and back on to retrigger it and put him back to sleep. Or, have him try a very long-range Teleport, which will almost certainly fail and land him back on the Hypnogas tile, retriggering the trap in a single turn!

STEP SIX: Have the Grinder(s) repeatedly step on the Degenerator trap. Again, it's in one corner of the ravine, on a tile of height 0 next to a cliff with height 3. If you have only a single Grinder, you can just stand on the trap tile and use failed long-range Teleports to trigger the trap every turn. Don't have the Grinder(s) take any action, just have them move, and you can keep them Invisible and safe.

STEP SEVEN: When the Grinder(s) hits level 1, wake up or depetrify Ramza and finish off the enemies.

STEP EIGHT: Outside of battle, switch the Grinder(s) to the job you want to level up with (e.g. Ninja). Give them Accrue Exp and/or Exp Boost if available.

STEP NINE: Get into a new random battle. Again, cripple the remaining enemies and have the Grinder(s) attack high-level allies to gain levels until they're back at 99. You can use the general tactics above for gaining levels. A generally quick route is to have a high-level Ramza use Tailwind to raise the Grinder(s) while they beat him up and (if they have Accrue Exp) move around. Use Rend Power to reduce the damage you do to Ramza, and give Ramza Critical: Restore HP to keep him alive.

STEP TEN: Rinse, lather, and repeat all 9 steps for even higher stats!

---OTHER USES FOR LEVEL-DOWNS---

The other reason you may want to use level downs is if you're expecting to face enemy Arithmeticians (which is pretty infrequently). Changing level 99 characters to level 98 prevents them from being hit by Level Multiple of 3 spells.



\*\*\*\*\*

---ACQUIRING ITEMS---

Many (but not all) items can be bought at the Outfitters, but most are not available at the start of the game. As you progress through the game, the shop inventories go through a series of revisions. In the tables below, the SHOP column denotes which revision makes the item available:

- 1-A: Beginning of Game
- 1-B: Chapter I - After reaching Eagrose Castle
- 1-C: Chapter I - After Sand Rat's Sieve
- 1-D: Chapter I - After defeating Milleuda at Lenalian Plateau
- 2-A: Chapter II - Beginning of chapter
- 2-B: Chapter II - After Ovelia and Agrias join as guests
- 2-C: Chapter II - After reaching Lionel Castle
- 2-D: Chapter II - After reaching Goug
- 2-E: Chapter II - After battle at Balias Tor
- 3-A: Chapter III - Beginning of chapter
- 3-B: Chapter III - After Alma joins as guest
- 3-C: Chapter III - After battles at Orbonne Monastery
- 3-D: Chapter III - After Rapha joins as guest
- 4-A: Chapter IV - Beginning of chapter
- 4-B: Chapter IV - After Fort Besselat
- 4-C: Chapter IV - After battles at Limberry Castle

A "--" in the SHOP column indicates the item is NEVER available at stores -- see the Rare Item Locations list in Section XI for information on where to get these.

Not all categories of items are available in every Outfitter on the map. Each category of item will list the places where you can buy it. For instance, shields can only be bought at castles, not in towns/cities.

Items acquired through the Poachers' Den are bought for 1/2 the listed price.

All items, including ones that can't be bought at the Outfitters, can be SOLD for 1/2 the listed price. Note that any items you sell to the Poachers' Den are added to the Den's inventory, so if you want you can later buy them back for the same price at which you sold them.

# denotes an item that cannot be obtained in the regular single-player game:

- > On the PSP, these items are found in the multiplayer modes.
- > On the iPhone/iPad, they are obtained by first finishing the main quest and then visiting a Poachers' Den.

Note that such weapons CANNOT be Thrown using the Ninja's Throw command.

---ENEMY EQUIPMENT---

E.LV or ENEMY LEVEL determines the minimum level for generic enemies to equip the item. For example, the Coral Sword has an Enemy Level of 15. This means that generic enemy Knights must be at least level 15 before they'll appear with Coral Swords. This is also the level at which an enemy Ninja must be in order to Throw a given weapon. (There are no level requirements for YOUR Ninjas.)

If there is a "T" next to the enemy level, generic enemies will never EQUIP the item, but enemy Ninjas will THROW it. See the Throws from Enemy Ninjas section for more information on how you can collect rare items this way.

If the Enemy Level is "--", that means generic enemies will NEVER appear with this item, although some special enemies may still have it.

---SPECIAL EQUIPMENT EFFECTS---

Many pieces of equipment have special effects. Most commonly, these are one or more of the following:



Since guns don't take any of the user's statistics into consideration, they can be good for low-level characters with poor stats.

NO weapon can ever do more than 999 damage per hit. Any formula that would result in more than 999 damage is rounded down to 999.

DUAL WIELD: This indicates whether the weapon can be used with the Ninja's Dual Wield ability, which allows you to equip two weapons at once.

DOUBLEHAND: Indicates whether the weapon can be used with the Samurai's Doublehand ability, which allows you to wield one weapon with both hands to increase your attack power. "Doublehand: Only" means that the weapon type ALWAYS requires both hands. You don't need Doublehand to use these weapons, but you also can't use Doublehand to increase their attack power.

RANGE: Each weapon type has a range. The horizontal range is how many tiles the weapon reaches. The vertical range is the maximum allowable difference in height between you and your target. A \* here indicates an unlimited vertical range. Note that many weapons have different vertical range when used to attack upwards (i.e., an enemy above you) vs. when used to attack downwards.

Unlike magick, all weapons have an effect radius of 1 tile only -- they only strike a single target.

Almost weapon types require a direct line of fire between the user and target. The exception is regular bows (regular bows ONLY - NOT crossbows!), which can also be fired in a vertical arc between the user and target.

THROWABLE: The Ninja's Throw abilities allow him/her to throw many kinds of weapons at enemies. For each weapon type, "Throwable" indicates whether or not that weapon type can be thrown. Of course, to throw a particular type of weapon, you must first learn the corresponding Throw ability (i.e., to throw flails, you must learn the Ninja's "Flail" ability).

Weapons that are only found in the multiplayer mode (i.e., those marked with a #) can never be thrown, even when other weapons in the category are available for throwing.

---Fists-----

|  |                               |
|--|-------------------------------|
| Damage : Physical Atk. * Physical Atk. * (Bravery/100) | Dual Wield : Yes              |
| Used By :  | Doublehand : No               |
| All human jobs, when no other weapon equipped          | Horiz. range : 1              |
|  | Vert. range : 2 up,<br>3 down |

Equipping the Brawler support ability (Monk) increases the power of barehanded attacks.

A character fighting barehanded has a parry rate of 0% (i.e., the Parry ability is useless when you are fighting with your fists).

---Knives-----

|  |                               |
|--|-------------------------------|
| Damage : (Physical Atk. + Speed) / 2 * Weapon strength                       | Dual Wield : Yes              |
| Used By :  | Doublehand : No               |
| Regular Jobs: Squire, Chemist, Thief, Orator, Ninja,<br>Dancer, Onion Knight | Horiz. range : 1              |
| Special Jobs: Squire [Ramza], Machinist, Game Hunter,<br>Templar, Sky Pirate | Vert. range : 2 up,<br>3 down |
| With Ability: none   | Throwable : Yes               |

Purchased at: Castles, Towns/Cities, Gariland, Lesalia

|                      | PRICE | ATK | PARRY | SHOP | E.LV | SPECIAL           |
|----------------------|-------|-----|-------|------|------|-------------------|
| Dagger               | 100   | 3   | 5%    | 1-A  | 1    |                   |
| Mythril Knife        | 500   | 4   | 5%    | 1-B  | 3    |                   |
| Blind Knife          | 800   | 4   | 5%    | 1-C  | 7    | Inflicts: Blind   |
| Mage Masher          | 1500  | 4   | 5%    | 1-D  | 11   | Inflicts: Silence |
| Platinum Dagger      | 1800  | 5   | 10%   | 2-B  | 14   |                   |
| Main Gauche          | 3000  | 6   | 40%   | 3-B  | 21   |                   |
| Orichalcum Dirk      | 4000  | 7   | 5%    | 3-C  | 25   |                   |
| Assassin's Dagger    | 5000  | 7   | 5%    | 3-D  | 29   | Inflicts: Doom    |
| Air Knife            | 8000  | 10  | 5%    | 4-B  | 33   | Wind elemental    |
| Zwilll Straightblade | 12000 | 12  | 10%   | --   | 95 T | Inflicts: Sleep   |

---Ninja Blades-----

Damage : (Physical Atk. + Speed) / 2 \* Weapon strength      Dual Wield      : Yes  
Used By :      Doublehand      : Yes  
Regular Jobs: Ninja, Onion Knight      Horiz. range : 1  
Special Jobs: Sword Saint      Vert. range    : 2 up,  
With Ability: none      3 down  
Purchased at: Trade Cities      Throwable      : Yes

|                  | PRICE | ATK | PARRY | SHOP | E.LV | SPECIAL                             |
|------------------|-------|-----|-------|------|------|-------------------------------------|
| Ninja Blade      | 3000  | 8   | 5%    | 3-A  | 10   |                                     |
| Kunai            | 5000  | 9   | 5%    | 3-B  | 13   |                                     |
| Kodachi          | 7000  | 10  | 5%    | 3-C  | 15   |                                     |
| Ninja Longblade  | 10000 | 12  | 5%    | 3-D  | 22   |                                     |
| Spellbinder      | 16000 | 13  | 5%    | 4-A  | 27   | Inflicts: Disable                   |
| Sasuke's Blade   | 10    | 14  | 15%   | --   | 95 T |                                     |
| Koga Blade       | 10    | 15  | 5%    | --   | 96 T |                                     |
| Iga Blade        | 10    | 15  | 10%   | --   | --   |                                     |
| Orochi #         | 10    | 20  | 5%    | --   | --   | Drains HP from target to<br>wielder |
| Moonsilk Blade # | 10    | 26  | 5%    | --   | --   |                                     |

---Swords-----

Damage : Physical Attack \* Weapon strength      Dual Wield      : Yes  
Used By :      Doublehand      : Yes  
Regular Jobs: Squire, Knight, Geomancer, Dark Knight,  
Onion Knight      Horiz. range : 1  
Special Jobs: Squire [Ramza], Squire [Delita],  
Squire [Argath], Fell Knight,      Vert. range    : 2 up,  
Holy Knight, Game Hunter, Templar,      3 down  
Sky Pirate, Sword Saint, Divine Knight,  
Soldier, Ark Knight      Throwable      : Yes  
With Ability: Equip Swords [Knight]  
Purchased at: Castles, Gariland\*, Lesalia

|                | PRICE | ATK | PARRY | SHOP | E.LV | SPECIAL                             |
|----------------|-------|-----|-------|------|------|-------------------------------------|
| Nagnarok       | 10    | 1   | 50%   | --   | 95 T | Inflicts: Toad                      |
| Broadsword     | 200 * | 4   | 5%    | 1-A  | 1    |                                     |
| Longsword      | 500   | 5   | 10%   | 1-B  | 4    |                                     |
| Iron Sword     | 900   | 6   | 5%    | 1-C  | 7    |                                     |
| Mythril Sword  | 1600  | 7   | 8%    | 1-D  | 9    |                                     |
| Blood Sword    | 2500  | 8   | 5%    | --   | 12 T | Drains HP from target to<br>wielder |
| Coral Sword    | 3300  | 8   | 5%    | 2-B  | 15   | Lightning elemental                 |
| Ancient Sword  | 5000  | 9   | 5%    | 3-A  | 21   | Inflicts: Immobilize                |
| Sleep Blade    | 5000  | 9   | 5%    | 3-B  | 23   | Inflicts: Sleep                     |
| Diamond Sword  | 8000  | 10  | 10%   | 3-C  | 26   |                                     |
| Materia Blade  | 10    | 10  | 10%   | --   | 96 T | Enables Cloud's Limit command       |
| Platinum Sword | 11000 | 12  | 10%   | 3-D  | 28   |                                     |

|               |       |    |     |     |    |  |
|---------------|-------|----|-----|-----|----|--|
| Icebrand      | 14000 | 13 | 10% | 4-A | 34 | Ice elemental;<br>Spell Effect: Blizzaga |
| Runeblade     | 20000 | 14 | 15% | 4-B | 37 | Magick Atk +2                            |
| Moonblade #   | 10    | 20 | 15% | --  | -- | Always: Haste                            |
| Onion Sword # | 10    | 50 | 15% | --  | -- | Only equippable by<br>Onion Knights!     |

\* Gariland sells the Broadsword but no other swords.

---Knight's Swords-----

|   |              |                   |
|---|--------------|-------------------|
| Damage : Physical Atk. * Weapon str. * (Bravery/100)                                    | Dual Wield   | : Yes             |
| Used By :   | Doublehand   | : Yes             |
| Regular Jobs: Knight, Dark Knight, Onion Knight   | Horiz. range | : 1               |
| Special Jobs: Squire [Ramza] (ch.4), Fell Knight,<br>Holy Knight, Game Hunter, Templar, | Vert. range  | : 2 up,<br>3 down |
| Sky Pirate, Sword Saint, Divine Knight,<br>Ark Knight                                   | Throwable    | : Yes             |
| With Ability: none  |              |                   |
| Purchased at: Never sold at the Outfitter   |              |                   |

|                | PRICE | ATK | PARRY | SHOP | E.LV | SPECIAL                                       |
|----------------|-------|-----|-------|------|------|---|
| Defender       | 40000 | 16  | 60%   | --   | 92 T |   |
| Save the Queen | 10    | 18  | 30%   | --   | 95 T | Always: Protect                               |
| Excalibur      | 10    | 21  | 35%   | --   | 96 T | Always: Haste; Absorbs: Holy;<br>Boosts: Holy |
| Ragnarok       | 10    | 24  | 20%   | --   | 97 T | Always: Shell                                 |
| Durandal #     | 10    | 26  | 40%   | --   | --   | Holy elemental;<br>Always: Shell, Protect     |
| Chaos Blade    | 10    | 40  | 20%   | --   | 98 T | Always: Regen; Inflicts: Stone                |

---Katanas-----

|  |              |                   |
|--|--------------|-------------------|
| Damage : Physical Atk. * Weapon str. * (Bravery/100) | Dual Wield   | : Yes             |
| Used By :  | Doublehand   | : Yes             |
| Regular Jobs: Samurai, Onion Knight                  | Horiz. range | : 1               |
| Special Jobs: Sword Saint                            | Vert. range  | : 2 up,<br>3 down |
| With Ability: Equip Katana [Samurai]                 | Throwable    | : Yes             |
| Purchased at: Trade Cities                           |              |                   |

|                 | PRICE | ATK | PARRY | SHOP | E.LV | SPECIAL |
|-----------------|-------|-----|-------|------|------|---------|
| Ashura          | 1600  | 7   | 15%   | 2-C  | 9    |         |
| Kotetsu         | 3000  | 8   | 15%   | 2-C  | 12   |         |
| Osafune         | 5000  | 9   | 15%   | 2-E  | 15   |         |
| Murasame        | 7000  | 10  | 15%   | 3-A  | 21   |         |
| Ama-no-Murakumo | 8000  | 11  | 15%   | 3-B  | 24   |         |
| Kiyomori        | 10000 | 12  | 15%   | 3-D  | 27   |         |
| Muramasa        | 15000 | 14  | 15%   | 4-A  | 30   |         |
| Kiku-ichimonji  | 22000 | 15  | 15%   | 4-B  | 33   |         |
| Masamune        | 10    | 18  | 15%   | --   | 95 T |         |
| Chirijiraden    | 10    | 25  | 15%   | --   | 96 T |         |

---Axes-----

|   |              |                   |
|---|--------------|-------------------|
| Damage : (Random number from 1 to Phys.Atk.) * Weapon str     | Dual Wield   | : No              |
| Used By :   | Doublehand   | : Only            |
| Regular Jobs: Squire, Geomancer, Dark Knight,<br>Onion Knight | Horiz. range | : 1               |
| Special Jobs: Squire [Argath]                                 | Vert. range  | : 2 up,<br>3 down |
| With Ability: Equip Axes [Squire]                             | Throwable    | : Yes             |
| Purchased at: Castles   |              |                   |

|  | PRICE | ATK | PARRY | SHOP | E.LV | SPECIAL |
|--|-------|-----|-------|------|------|---------|
|--|-------|-----|-------|------|------|---------|



Unfortunately, they will still try to evade/block the Healing Staff.

---Flails-----  
Damage : (Random number from 1 to Phys.Atk.) \* Weapon str Dual Wield : Yes  
Used By : Doublehand : Yes  
Regular Jobs: Squire, Ninja, Dark Knight, Onion Knight Horiz. range : 1  
Special Jobs: Squire [Ramza], Squire [Delita], Vert. range : 2 up,  
Squire [Argath], Game Hunter : 3 down  
With Ability: none Throwable : Yes  
Purchased at: Trade Cities, Castles

|               | PRICE | ATK | PARRY | SHOP | E.LV | SPECIAL                               |
|---------------|-------|-----|-------|------|------|---------------------------------------|
| Iron Flail    | 1200  | 9   | 0%    | 2-E  | 10   |                                       |
| Flame Mace    | 4000  | 11  | 0%    | 3-B  | 20   | Fire elemental;<br>Spell Effect: Fira |
| Morning Star  | 9000  | 16  | 0%    | 3-D  | 32   |                                       |
| Scorpion Tail | 40000 | 23  | 0%    | --   | 90 T |                                       |
| Vesper #      | 10    | 36  | 0%    | --   | --   |                                       |

All flails do variable damage. The actual damage inflicted may be more or less than the estimate you see. (The estimate is the \*average\* damage you'll inflict.)

---Guns-----  
Damage : (Weapon strength)^2 - user's stats irrelevant Dual Wield : No  
Used By : Doublehand : No  
Regular Jobs: Chemist, Orator, Onion Knight Horiz. range : 3-8  
Special Jobs: Machinist, Sky Pirate Vert. range : \* up,  
With Ability: Equip Guns [Orator] \* down  
Purchased at: Goug Throwable : No

|                 | PRICE | ATK | PARRY | SHOP | E.LV | SPECIAL        |
|-----------------|-------|-----|-------|------|------|----------------|
| Romandan Pistol | 5000  | 6   | 5%    | 2-D  | --   |                |
| Mythril Gun     | 15000 | 8   | 5%    | 3-B  | --   |                |
| Ras Algethi     | 28000 | 12  | 5%    | --   | --   |                |
| Stoneshooter    | 10    | 16  | 5%    | --   | --   | Start: Stone * |
| Fomalhaut #     | 10    | 18  | 5%    | --   | --   |                |

All guns have a 100% hit rate, although Shirahadori can still be used to block them.

\* The Stoneshooter causes you to start each battle with Stone status, unable to act. You must have another character remove the Stone status, and then you can act normally. (Or, if you use Re-equip to equip the Stoneshooter \*during\* a battle, it will never turn you to Stone in the first place.) Gear that normally makes you immune to Stone does NOT keep the Stoneshooter from starting you in Stone status.

---Magick Guns-----  
Damage : Weapon strength \* 14 \* (Faith/100) \* Dual Wield : No  
(Target Faith/100) Doublehand : No  
Used By : Horiz. range : 3-8  
Regular Jobs: Chemist, Orator, Onion Knight Vert. range : \* up,  
Special Jobs: Machinist, Sky Pirate \* down  
With Ability: Equip Guns [Orator] Throwable : No  
Purchased at: Never sold at the Outfitter

|             | PRICE | ATK | PARRY | SHOP | E.LV | SPECIAL        |
|-------------|-------|-----|-------|------|------|----------------|
| Glacial Gun | 10    | 20  | 5%    | --   | --   | Ice elemental  |
| Blaze Gun   | 10    | 21  | 5%    | --   | --   | Fire elemental |

Blaster 10 22 5% -- -- Lightning elemental

The three magick guns do variable damage. Each use of the gun produces one of three different visual effects and a different corresponding amount of damage:

60% chance: Damage as stated in preview Blizzard/Fire/Thunder visual

30% chance: Damage +28% -ra magick visual

10% chance: Damage +71% -ga magick visual

Unlike with axes, flails, and bags, the damage inflicted is never LESS than the previewed amount :)

Like regular guns, magick guns have a 100% hit rate but can still be blocked with Shirahadori.

---Crossbows-----

Damage : Physical Attack \* Weapon strength Dual Wield : No  
Used By : Doublehand : No  
Regular Jobs: Archer, Onion Knight Horiz. range : 3-4  
Special Jobs: Sky Pirate, Divine Knight Vert. range : \* up,  
With Ability: Equip Crossbows [Archer] \* down  
Purchased at: Castles, Goug Throwable : No

|              | PRICE | ATK | PARRY | SHOP | E.LV | SPECIAL          |
|--------------|-------|-----|-------|------|------|------------------|
| Bowgun       | 400   | 3   | 5%    | 1-B  | 1    |                  |
| Knightslayer | 1500  | 3   | 5%    | 1-D  | 5    | Inflicts: Blind  |
| Crossbow     | 2000  | 4   | 5%    | 2-C  | 11   |                  |
| Poison Bow   | 4000  | 4   | 5%    | 3-A  | 14   | Inflicts: Poison |
| Hunting Bow  | 8000  | 6   | 5%    | 3-C  | 24   |                  |
| Gastrophetes | 20000 | 10  | 5%    | 4-B  | --   |                  |

During nighttime battles and/or storms, evade rates versus crossbows increase; see the Weather Effects section for more information. (There is no change to evade rates during battles in Midlight's Deep, even if it's pitch dark!) However, any attack that would have a 100% hit rate still cannot be evaded. Weather also has no effect on blocking from Archer's Bane or Shirahadori.

---Bows-----

Damage : (Physical Atk. + Speed) / 2 \* Weapon strength Dual Wield : No  
Used By : Doublehand : Only  
Regular Jobs: Archer, Onion Knight Horiz. range : 3-5\*  
Special Jobs: Sky Pirate Vert. range : \* up,  
With Ability: none \* down  
Purchased at: Castles, Lesalia Throwable : No

|                   | PRICE | ATK | PARRY | SHOP | E.LV | SPECIAL  |
|-------------------|-------|-----|-------|------|------|--|
| Longbow           | 800   | 4   | 0%    | 1-C  | 2    |  |
| Silver Bow        | 1500  | 5   | 0%    | 1-D  | 6    |  |
| Ice Bow           | 2000  | 5   | 0%    | 2-A  | 11   | Ice elemental                                  |
| Lightning Bow     | 3000  | 6   | 0%    | 2-C  | 15   | Lightning elemental;<br>Spell Effect: Thundaga |
| Mythril Bow       | 5000  | 7   | 0%    | 3-A  | 20   |  |
| Windslash Bow     | 8000  | 8   | 0%    | 3-C  | 27   | Wind elemental                                 |
| Artemis Bow       | 22000 | 10  | 0%    | --   | 37   |  |
| Yoichi Bow        | 10    | 12  | 0%    | --   | --   |  |
| Perseus Bow       | 10    | 16  | 0%    | --   | --   |  |
| Sagittarius Bow # | 10    | 24  | 0%    | --   | --   |  |

Unlike all other weapons, bows do not require a direct line of fire, since they can also be fired in an arc over obstacles and other enemies. This is really helpful in maps crowded with enemies or obstacles.



\* Note: Bows have a horizontal range of 3-5 on level ground. Attacking downwards INCREASES the maximum range by 1 tile for every 2 units difference in height, while firing upwards decreases your range by 1 tile for every 2 units difference in height. (So, shooting from height 3 down to height 1 would extend your range to 3-6 tiles, for instance.) From a high vantage point, you can shoot extremely far!

During nighttime battles and/or storms, evade rates versus bows increase; see the Weather Effects section for more information. (There is no change to evade rates during battles in Midlight's Deep, even if it's pitch dark!) However, any attack that would have a 100% hit rate still cannot be evaded. Weather also has no effect on blocking from Archer's Bane or Shirahadori.

---Instruments-----

Damage : (Phys.Atk. + Mag.Atk.) / 2 \* Weapon strength      Dual Wield      : No  
 Used By :      Doublehand      : No  
     Regular Jobs: Bard, Onion Knight      Horiz. range : 3  
     Special Jobs: none      Vert. range : \* up,  
     With Ability: none           \* down  
 Purchased at: Trade Cities      Throwable      : No

|                  | PRICE | ATK | PARRY | SHOP | E.LV | SPECIAL                          |
|------------------|-------|-----|-------|------|------|----------------------------------|
| Lamia's Harp     | 5000  | 10  | 10%   | 2-C  | 13   | Inflicts: Confuse                |
| Bloodstring Harp | 10000 | 13  | 10%   | 3-C  | 25   | Drains HP from target to wielder |
| Faerie Harp      | 30000 | 15  | 10%   | --   | --   | Inflicts: Charm *                |

\* Unlike other Charm attacks, the Faerie Harp can be used on all targets: on same- and opposite-gender humans and on monsters.

---Books-----

Damage : (Phys.Atk. + Mag.Atk.) / 2 \* Weapon strength      Dual Wield      : No  
 Used By :      Doublehand      : No  
     Regular Jobs: Mystic, Arithmetician, Onion Knight      Horiz. range : 3  
     Special Jobs: Astrologer      Vert. range : \* up,  
     With Ability: none           \* down  
 Purchased at: Trade Cities      Throwable      : Yes

|               | PRICE | ATK | PARRY | SHOP | E.LV | SPECIAL |
|---------------|-------|-----|-------|------|------|---------|
| Battle Folio  | 3000  | 7   | 15%   | 2-C  | 13   |         |
| Bestiary      | 6000  | 8   | 15%   | 3-B  | 23   |         |
| Papyrus Codex | 10000 | 9   | 15%   | 3-C  | 34   |         |
| Omnilex       | 30000 | 11  | 15%   | --   | 95 T |         |

---Polearms-----

Damage : Physical Attack \* Weapon strength      Dual Wield      : No  
 Used By :      Doublehand      : Yes  
     Regular Jobs: Dragoon, Onion Knight      Horiz. range : 1-2  
     Special Jobs: Sky Pirate, Divine Knight      Vert. range : 3 up,  
     With Ability: Equip Polearms [Dragoon]           3 down  
 Purchased at: Castles, Lesalia      Throwable      : Yes

|               | PRICE | ATK | PARRY | SHOP | E.LV | SPECIAL                               |
|---------------|-------|-----|-------|------|------|---------------------------------------|
| Javelin       | 1000  | 8   | 10%   | 2-A  | 12   |                                       |
| Spear         | 2000  | 9   | 10%   | 2-C  | 16   |                                       |
| Mythril Spear | 4500  | 10  | 10%   | 3-A  | 21   |                                       |
| Partisan      | 7000  | 11  | 10%   | 3-C  | 25   |                                       |
| Obelisk       | 10000 | 12  | 10%   | 4-B  | 29   |                                       |
| Holy Lance    | 36000 | 14  | 10%   | --   | 95 T | Holy elemental;<br>Spell Effect: Holy |

|                |       |    |     |    |      |                     |
|----------------|-------|----|-----|----|------|---------------------|
| Dragon Whisker | 44000 | 17 | 10% | -- | 96 T |                     |
| Gae Bolg #     | 10    | 24 | 15% | -- | --   |                     |
| Gungnir #      | 10    | 29 | 15% | -- | --   | Lightning elemental |
| Javelin (II)   | 1000  | 30 | 10% | -- | 97 T |                     |

---Poles-----

|  |              |         |
|--|--------------|---------|
| Damage : Magick Attack * Weapon strength           | Dual Wield   | : No    |
| Used By :  | Doublehand   | : Yes   |
| Regular Jobs: Mystic, Arithmetician, Onion Knight  | Horiz. range | : 1-2   |
| Special Jobs: Skyseer, Netherseer                  | Vert. range  | : 3 up, |
| With Ability: none                                 |              | 3 down  |
| Purchased at: Trade Cities, Towns/Cities, Gariland | Throwable    | : Yes   |

|                   | PRICE | ATK | PARRY | SHOP | E.LV | SPECIAL  |
|-------------------|-------|-----|-------|------|------|--|
| Cypress Pole      | 1000  | 6   | 20%   | 2-B  | 9    |  |
| Battle Bamboo     | 1400  | 7   | 20%   | 2-C  | 13   |  |
| Musk Pole         | 2400  | 8   | 20%   | 3-A  | 21   |  |
| Iron Fan          | 4000  | 9   | 20%   | 3-B  | 24   |  |
| Gokuu Pole        | 7500  | 10  | 20%   | 3-C  | 27   | Inflicts: Atheist  |
| Ivory Pole        | 10000 | 11  | 20%   | --   | 95 T |  |
| Eight-fluted Pole | 20000 | 12  | 20%   | 4-B  | 40   | Removes (from target): Blind,<br>Silence, Oil, Toad, Poison,<br>Slow, Stop, Immobilize,<br>Disable |
| Whale Whisker     | 37000 | 16  | 20%   | --   | 96 T |  |

---Bags-----

|   |              |         |
|---|--------------|---------|
| Damage : (Random number from 1 to Phys.Atk.) * Weapon str | Dual Wield   | : No    |
| Used By :   | Doublehand   | : No    |
| Regular Jobs: Women (any job), Onion Knights (m or f!)    | Horiz. range | : 1     |
| Special Jobs: Women (any job)                             | Vert. range  | : 2 up, |
| With Ability: none  |              | 3 down  |
| Purchased at: Trade Cities, Towns/Cities, Gariland        | Throwable    | : No    |

|                 | PRICE | ATK | PARRY | SHOP | E.LV | SPECIAL       |
|-----------------|-------|-----|-------|------|------|---------------|
| Croakadile Bag  | 53000 | 10  | 0%    | 3-A  | --   | Magick Atk+1  |
| Pantherskin Bag | 52000 | 12  | 0%    | 3-C  | --   | Always: Regen |
| Hydrascale Bag  | 58000 | 14  | 0%    | 4-B  | --   | Speed+1       |
| Fallingstar Bag | 60000 | 20  | 0%    | --   | --   |               |

All bags do variable damage. The actual damage inflicted may be more or less than the estimate you see. (The estimate is the \*average\* damage you'll inflict.)

---Cloths-----

|   |              |          |
|---|--------------|----------|
| Damage : (Phys.Atk. + Mag.Atk.) / 2 * Weapon strength | Dual Wield   | : No     |
| Used By :   | Doublehand   | : No     |
| Regular Jobs: Dancer, Onion Knight                    | Horiz. range | : 1-2    |
| Special Jobs: none                                    | Vert. range  | : 3 up,  |
| With Ability: none                                    |              | : 3 down |
| Purchased at: Trade Cities                            | Throwable    | : No     |

|                 | PRICE | ATK | PARRY | SHOP | E.LV | SPECIAL |
|-----------------|-------|-----|-------|------|------|---------|
| Damask Cloth    | 7000  | 8   | 50%   | 3-B  | --   |         |
| Cashmere        | 15000 | 10  | 50%   | 3-D  | --   |         |
| Wyrmsweave Silk | 40000 | 15  | 50%   | --   | --   |         |

---Fell Swords-----

|  |            |        |
|--|------------|--------|
| Damage : Physical Atk. * Weapon str. * (100-Faith)/100 | Dual Wield | : No   |
| Used By :  | Doublehand | : Only |



Game Hunter, Templar, Sky Pirate, Sword Saint, Divine Knight,  
Ark Knight

With Ability : Equip Heavy Armor [Knight]

Purchased at: Castles, Lesalia

|                 | PRICE | HP  | MP | SHOP | E.LV | SPECIAL                             |
|-----------------|-------|-----|----|------|------|-------------------------------------|
| Leather Helm    | 200   | 10  | 0  | 1-B  | 1    |                                     |
| Bronze Helm     | 500   | 20  | 0  | 1-B  | 4    |                                     |
| Iron Helm       | 1000  | 30  | 0  | 1-C  | 7    |                                     |
| Barbut          | 1500  | 40  | 0  | 2-A  | 9    |                                     |
| Mythril Helm    | 2100  | 50  | 0  | 2-B  | 12   |                                     |
| Golden Helm     | 2800  | 60  | 0  | 2-C  | 15   |                                     |
| Close Helmet    | 4000  | 70  | 0  | 3-A  | 17   |                                     |
| Diamond Helm    | 6000  | 80  | 0  | 3-B  | 22   |                                     |
| Platinum Helm   | 8000  | 90  | 0  | 3-D  | 25   |                                     |
| Circlet         | 10000 | 100 | 0  | 3-D  | 29   |                                     |
| Crystal Helm    | 14000 | 120 | 0  | 4-B  | 27   |                                     |
| Genji Helm #    | 10    | 130 | 0  | --   | --   |                                     |
| Grand Helm      | 10    | 150 | 0  | --   | --   | Immune: Blind, Sleep                |
| Vanguard Helm # | 10    | 150 | 20 | --   | --   |                                     |
| Onion Helm #    | 10    | 200 | 0  | --   | --   | Only equippable by<br>Onion Knights |

---Hats-----

Used By:

Regular Jobs : Squire, Chemist, Archer, White Mage, Black Mage, Time Mage,  
Summoner, Thief, Orator, Mystic, Geomancer, Ninja,  
Arithmetician, Bard, Dancer, Onion Knight

Special Jobs : Squire [Ramza], Squire [Delita], Squire [Argath], Princess,  
Machinist, Astrologer, Cleric, Game Hunter, Skyseer,  
Netherseer, Sky Pirate, Sword Saint, Soldier

With Ability : none

Purchased at: Trade Cities, Towns/Cities, Gariland

|                   | PRICE | HP  | MP  | SHOP | E.LV | SPECIAL   |
|-------------------|-------|-----|-----|------|------|---|
| Leather Cap       | 150   | 8   | 0   | 1-A  | 1    |   |
| Plumed Hat        | 350   | 16  | 5   | 1-B  | 4    |   |
| Red Hood          | 800   | 24  | 8   | 1-C  | 7    |   |
| Headgear          | 1200  | 32  | 0   | 2-A  | 10   | Physical Atk +1                                 |
| Wizard's Hat      | 1800  | 40  | 12  | 2-B  | 13   | Magick Atk +1                                   |
| Green Beret       | 3000  | 48  | 0   | 2-C  | 16   | Speed +1  |
| Headband          | 5000  | 56  | 0   | 3-A  | 21   | Physical Atk +2                                 |
| Brass Coronet #   | 10    | 60  | 100 | --   | --   | Magick Atk +3; Immune: Silence                  |
| Celebrant's Miter | 6000  | 64  | 20  | 3-B  | 24   | Magick Atk +1                                   |
| Black Cowl        | 7000  | 72  | 0   | 3-C  | 27   |   |
| Gold Hairpin      | 12000 | 80  | 50  | 3-D  | 32   | Immune: Silence                                 |
| Lambent Hat       | 16000 | 88  | 15  | 4-B  | 38   | Magick Atk +1, Speed +1                         |
| Thief's Cap       | 35000 | 100 | 0   | 4-C  | 46   | Speed +2;<br>Immune: Immobilize, Disable        |
| Acacia Hat #      | 10    | 120 | 20  | --   | --   | Speed +2;<br>Immune: Berserk, Charm,<br>Confuse |

---Hair Adornments-----

Used By:

Regular Jobs : Women (any job), Onion Knights (of either gender)

Special Jobs : Soldier

With Ability : none

Purchased at: Never sold at the Outfitter

|          | PRICE | HP | MP | SHOP | E.LV | SPECIAL   |
|----------|-------|----|----|------|------|---|
| Cachusha | 20000 | 20 | 0  | --   | --   | Immune: Undead, Blind,<br>Silence, Toad, Poison, Slow,<br>Immobilize, Disable, Doom |
| Barette  | 20000 | 20 | 0  | --   | --   | Immune: KO, Stone, Traitor,<br>Confuse, Vampire, Berserk,<br>Stop, Charm, Sleep     |
| Ribbon   | 60000 | 10 | 0  | --   | --   | Immune: All negative status<br>except Chicken, Oil, Atheist,<br>and Faith           |

%%%BODY ARMOR%%00armor

Body armor (and headgear) increases maximum HP and MP. The HP and MP columns show how much each piece of gear increases your HP/MP.

---Armor-----

Used By:

Regular Jobs : Knight, Dragoon, Samurai, Dark Knight, Onion Knight  
Special Jobs : Squire [Ramza] (ch. 2+), Fell Knight, Holy Knight,  
Game Hunter, Templar, Sky Pirate, Sword Saint, Divine Knight,  
Ark Knight

With Ability : Equip Heavy Armor [Knight]

Purchased at: Castles, Lesalia

|                 | PRICE | HP  | MP | SHOP | E.LV | SPECIAL  |
|-----------------|-------|-----|----|------|------|--|
| Leather Armor   | 200   | 10  | 0  | 1-B  | 1    |  |
| Linen Cuirass   | 600   | 20  | 0  | 1-B  | 4    |  |
| Bronze Armor    | 800   | 30  | 0  | 1-C  | 6    |  |
| Chainmail       | 1300  | 40  | 0  | 1-D  | 8    |  |
| Mythril Armor   | 2000  | 50  | 0  | 2-A  | 11   |  |
| Plate Mail      | 3000  | 60  | 0  | 2-B  | 14   |  |
| Golden Armor    | 3600  | 70  | 0  | 2-C  | 17   |  |
| Diamond Armor   | 6000  | 80  | 0  | 3-B  | 22   |  |
| Platinum Armor  | 9000  | 90  | 0  | 3-D  | 26   |  |
| Carabineer Mail | 13000 | 100 | 0  | 4-A  | 30   |  |
| Mirror Mail     | 18000 | 130 | 0  | 4-B  | --   | Always: Reflect  |
| Crystal Mail    | 19000 | 110 | 0  | 4-B  | 37   |  |
| Genji Armor     | 10    | 150 | 0  | --   | --   |  |
| Grand Armor #   | 10    | 170 | 0  | --   | --   | Always: Regen, Reraise   |
| Maximillian     | 10    | 200 | 0  | --   | --   |  |
| Onion Armor #   | 10    | 250 | 0  | --   | --   | Only equippable by Onion<br>Knights; Always: Regen,<br>Reraise, Shell, Protect |

Like Chantage, the Onion Armor and Grand Armor allow for an infinite number of Reraises per battle.

---Clothes-----

Used By:

Regular Jobs : All except Knight, Dragoon, Samurai, Mime  
Special Jobs : All except Fell Knight, Holy Knight, Templar, Holy Dragon,  
Automaton, Dragonkin, Ark Knight, Byblos

With Ability : none

Purchased at: Trade Cities, Towns/Cities, Gariland

|                  | PRICE | HP | MP | SHOP | E.LV | SPECIAL |
|------------------|-------|----|----|------|------|---------|
| Clothing         | 150   | 5  | 0  | 1-A  | 1    |         |
| Leather Clothing | 300   | 10 | 0  | 1-B  | 3    |         |
| Leather Plate    | 500   | 18 | 0  | 1-C  | 5    |         |

|                   |       |     |    |     |    |   |
|-------------------|-------|-----|----|-----|----|---|
| Ninja Gear        | 10    | 20  | 0  | --  | -- | Speed +2; Start: Invisible  |
| Ringmail          | 900   | 24  | 0  | 1-D | 7  |   |
| Mythril Vest      | 1500  | 30  | 0  | 2-A | 10 |   |
| Adamant Vest      | 1600  | 36  | 0  | 2-B | 12 |   |
| Wizard Clothing   | 1900  | 42  | 15 | 2-C | 14 |   |
| Brigandine        | 2500  | 50  | 0  | 2-E | 17 |   |
| Jujitsu Gi        | 4000  | 60  | 0  | 3-B | 21 | Physical Atk +1; Immune: KO   |
| Power Garb        | 7000  | 70  | 0  | 3-C | 25 | Physical Atk +2   |
| Gaia Gear         | 10000 | 85  | 10 | 4-A | 29 | Absorbs: Earth; Boosts: Earth   |
| Black Garb        | 12000 | 100 | 0  | 4-B | 37 | Immune: Stop  |
| Mirage Vest       | 10    | 120 | 0  | --  | -- | Speed +1;<br>Immune: Stone, Poison, Sleep   |
| Minerva Bustier # | 10    | 120 | 0  | --  | -- | Only equippable by women (but<br>can be used by women in ANY<br>job); Immune: Fire,<br>Lightning, Wind, Darkness;<br>Halves: Ice, Water, Earth,<br>Holy |
| Rubber Suit       | 48000 | 150 | 50 | --  | -- | Immune: Lightning   |
| Brave Suit #      | 10    | 160 | 40 | --  | -- | Always: Reraise, Regen  |

Like Chantage, the Brave Suit allows for an infinite number of Reraises per battle.

---Robes-----

Used By:

Regular Jobs : Knight, White Mage, Black Mage, Time Mage, Summoner, Orator, Mystic, Geomancer, Dragoon, Samurai, Arithmetician, Dark Knight, Onion Knight

Special Jobs : Squire [Ramza], Squire [Delita], Fell Knight, Holy Knight, Princess, Cleric, Game Hunter, Skyseer, Netherseer, Templar, Sky Pirate, Sword Saint, Divine Knight, Ark Knight

With Ability : none

Purchased at: Trade Cities, Towns/Cities, Gariland

|                | PRICE | HP  | MP  | SHOP | E.LV | SPECIAL   |
|----------------|-------|-----|-----|------|------|---|
| Hempen Robe    | 1200  | 10  | 10  | 1-C  | 3    |   |
| Silken Robe    | 2400  | 20  | 16  | 1-D  | 5    |   |
| Wizard's Robe  | 4000  | 30  | 22  | 2-C  | 11   | Magick Atk +2   |
| Chameleon Robe | 5000  | 40  | 28  | 3-B  | --   | Immune: KO; Absorbs: Holy                                 |
| White Robe     | 9000  | 50  | 34  | 3-C  | 26   | Halves: Fire, Lightning, Ice                              |
| Black Robe     | 13000 | 60  | 30  | 3-D  | 31   | Boosts: Fire, Lightning, Ice                              |
| Luminous Robe  | 30000 | 75  | 50  | 4-B  | 38   |   |
| Lordly Robe    | 10    | 100 | 80  | --   | --   | Physical Atk +2, Magick Atk +1;<br>Always: Protect, Shell |
| Sage's Robe #  | 10    | 120 | 100 | --   | --   | Halves: All elemental damage                              |

%%ACCESSORIES%%%00acc

Accessories provide a number of beneficial effects, such as increased stats, permanent buffs, or immunity to certain status changes.

---Shoes-----

Used By: All except Mime and Dragonkin

Purchased at: Any

|              | PRICE | SHOP | E.LV | EFFECT                        |
|--------------|-------|------|------|-------------------------------|
| Battle Boots | 1000  | 1-B  | 10   | Move +1                       |
| Spiked Boots | 1200  | 2-A  | 20   | Jump +1                       |
| Rubber Boots | 1500  | 2-C  | --   | Immune: Immobilize, Lightning |

|                 |       |     |    |                        |
|-----------------|-------|-----|----|------------------------|
| Winged Boots    | 2500  | 3-A | -- | Always: Float          |
| Germinas Boots  | 5000  | 3-B | 30 | Move +1, Jump +1       |
| Hermes Shoes    | 7000  | 3-D | -- | Speed +1               |
| Red Shoes       | 10000 | 4-B | -- | Magick Atk +1, Move +1 |
| Gaius Caligae # | 10    | --  | -- | Move +2                |

---Gauntlets-----

Used By: All except Mime and Dragonkin

Purchased at: Any

|                    | PRICE | SHOP | E.LV | EFFECT  |
|--------------------|-------|------|------|---|
| Power Gauntlet     | 5000  | 2-B  | 20   | Physical Atk +1   |
| Magepower Glove    | 20000 | 3-A  | 35   | Magick Atk +2   |
| Bracer             | 50000 | 3-D  | 60   | Physical Atk +3   |
| Genji Glove #      | 10    | --   | --   | Physical Atk +2, Magick Atk +2  |
| Brigand's Gloves # | 30000 | --   | --   | Speed +1; Always: Haste   |
| Onion Gloves #     | 10    | --   | --   | Only equippable by Onion Knights;<br>Immune: All negative status except<br>Chicken, Oil, Atheist, and Faith |

---Rings-----

Used By: All except Mime

Purchased at: Any

|               | PRICE | SHOP | E.LV | EFFECT   |
|---------------|-------|------|------|--|
| Protect Ring  | 5000  | 2-C  | 25   | Immune: Sleep, Doom  |
| Magick Ring   | 10000 | 3-C  | 25   | Immune: Silence, Berserk   |
| Reflect Ring  | 10000 | 3-A  | --   | Always: Reflect  |
| Angel Ring    | 20000 | 4-A  | 25   | Immune: KO, Blind; Start: Reraise  |
| Cursed Ring   | 10    | --   | --   | Physical Atk +1, Magick Atk +1, Speed +1;<br>Always: Undead; Immune: Traitor |
| Sage's Ring # | 10    | --   | --   | Absorbs: All 8 elements;<br>Boosts: All 8 elements                           |

The Angel Ring starts you with a Reraise, but, unlike the Chantage, it only gives you one Reraise per battle, and only if you START the battle equipped with it. If you're KOed a second time or use Reequip, you won't Reraise.

---Armllets-----

Used By: All except Mime

Purchased at: Any

|                    | PRICE | SHOP | E.LV | EFFECT   |
|--------------------|-------|------|------|--|
| Diamond Bracelet   | 5000  | 2-E  | 26   | Physical Atk +1, Magick Atk +1;<br>Immune: Slow                  |
| Guardian Bracelet  | 7000  | 2-C  | 25   | Immune: Immobilize, Disable                                      |
| Nu Khai Armband    | 10000 | 3-A  | 25   | Immune: Confuse, Charm; Halves: Dark                             |
| Jade Armllet       | 10000 | 3-B  | 25   | Immune: Stone, Stop  |
| Japa Mala          | 15000 | 3-C  | 25   | Immune: Undead, Vampire, Toad, Poison;<br>Boosts: All 8 elements |
| Empyrean Armband # | 10    | --   | --   | Speed +1; Immune: Slow, Stop, Immobilize                         |

---Cloaks-----

Used By: All except Mime and Dragonkin

Purchased at: Any

|               | PRICE | PHYS | MAG | SHOP | E.LV | SPECIAL       |
|---------------|-------|------|-----|------|------|---------------|
| Shoulder Cape | 300   | 10%  | 10% | 1-C  | 10   |               |
| Leather Cloak | 800   | 15%  | 15% | 2-A  | 20   |               |
| Mage's Cloak  | 2000  | 18%  | 18% | 2-C  | 30   | Magick Atk +1 |

|                    |       |     |     |     |    |                  |
|--------------------|-------|-----|-----|-----|----|------------------|
| Elven Cloak        | 8000  | 25% | 25% | 3-B | 40 |                  |
| Vampire Cape       | 15000 | 28% | 28% | 3-D | 49 |                  |
| Featherweave Cloak | 20000 | 40% | 30% | 4-B | 50 |                  |
| Invisibility Cloak | 10    | 35% | 0%  | --  | -- | Start: Invisible |

Note that cloaks, unlike shields, ARE effective against attacks from the rear (and from all other directions too, of course).

---Perfumes-----

Used By: Women, Onion Knights (of either gender)

Purchased at: Never sold at the Outfitter

|            | PRICE | SHOP | E.LV | EFFECT  |
|------------|-------|------|------|---|
| Cherche    | 30000 | --   | --   | Always: Float, Reflect                            |
| Sortile'ge | 30000 | --   | --   | Always: Protect, Shell                            |
| Chantage   | 60000 | --   | --   | Always: Reraise, Regen                            |
| Septie`me  | 30000 | --   | --   | Magick Atk +1; Always: Haste,<br>Start: Invisible |

(Chantage rocks, the Reraise never disappears so you can just keep coming back to life an infinite number of times!)

---Lip Rouge-----

Used By: Women, Onion Knights (of either gender)

Purchased at: Never sold at the Outfitter

|             | PRICE | SHOP | E.LV | EFFECT  |
|-------------|-------|------|------|---|
| Tynar Rouge | 10    | --   | --   | Phys Atk +3; Mag Atk +3; Boosts: Holy;<br>Always: Protect, Shell, Haste |

%%ITEMS%%00item

Certain inventory items are needed for particular Action Abilities.

---Potions-----

Used By: Chemist (Items)

Purchased at: Any

|               | PRICE | SHOP | EFFECT   |
|---------------|-------|------|--|
| Potion        | 50    | 1-A  | Restores 30 HP   |
| Hi-Potion     | 200   | 1-C  | Restores 70 HP   |
| X-Potion      | 700   | 3-A  | Restores 150 HP  |
| Ether         | 200   | 2-C  | Restores 20 MP   |
| Hi-Ether      | 600   | 3-C  | Restores 50 MP   |
| Elixir        | 10    | --   | Restores HP and MP completely  |
| Antidote      | 50    | 1-A  | Removes: Poison  |
| Eye Drops     | 50    | 1-A  | Removes: Blind   |
| Echo Herbs    | 50    | 1-B  | Removes: Silence   |
| Maiden's Kiss | 50    | 1-B  | Removes: Toad  |
| Golden Needle | 100   | 1-B  | Removes: Stone   |
| Holy Water    | 2000  | 2-A  | Removes: Undead, Vampire   |
| Remedy        | 350   | 2-C  | Removes: Stone, Blind, Confuse, Silence, Oil,<br>Toad, Poison, Sleep |
| Phoenix Down  | 300   | 1-A  | Removes: KO, restores minimal HP                                     |

---Bombs-----

Used By: Ninja (Throw)

Purchased at: Trade Cities, Town/Cities, Gariland, Goug

PRICE    ATK    SHOP E.LV    SPECIAL



|                 |     |   |     |    |   |                     |
|-----------------|-----|---|-----|----|---|---------------------|
| Flameburst Bomb | 250 | 8 | 2-C | 1  | T | Fire elemental      |
| Snowmelt Bomb   | 250 | 8 | 2-C | 18 | T | Water elemental     |
| Spark Bomb      | 250 | 8 | 2-C | 29 | T | Lightning elemental |

---Stars-----

Used By: Ninja (Throw)  
Purchased at: Trade Cities, Town/Cities

|                | PRICE | ATK | SHOP | E.LV | SPECIAL |
|----------------|-------|-----|------|------|---------|
| Shuriken       | 50    | 4   | 2-A  | 1    | T       |
| Fuma Shuriken  | 300   | 7   | 3-B  | 18   | T       |
| Yagyu Darkrood | 1000  | 10  | 4-A  | 33   | T       |

\*\*\*\*\*  
XI. FINDING ITEMS  
\*\*\*\*\*

%%TREASURE HUNTER AND TRAPS%%00treasure

---Treasure Hunting in Single-Player Mode-----

Aside from buying and stealing items, another way to collect items is to discover them on the battle maps using the Chemist's Treasure Hunter movement ability.

Nearly every map in the single-player game has four treasure tiles. These tiles aren't visibly marked, but if a character with Treasure Hunter stops on the tile, you'll receive an item. Simply moving across a treasure tile has no effect; you must END your move on the tile to find the Treasure Hunter item.

You may still pick up treasures even if you're currently Floating.

Almost all treasure tiles have two different items you can get: a more valuable one and a less valuable one. Your odds of getting the "poor" item are the same as your character's Bravery, so a LOW Bravery character is better for getting the GOOD items. Once you claim either item, BOTH disappear for good, even if you later return to the map. You can get only one!

Some battlefield, such as Mandalia Plain, become sites for random battles after you clear them the first time. In this case, you may either get the treasures in the initial battle there, or come back later for them. However, each treasure tile may be used only once, no matter how many times you visit.

---HOW TO LOCATE TREASURES---

I've listed the coordinates for the Treasure Hunter items on each map in the corresponding battle strategy. Here's how my system works:

All of the coordinates are given relative to a particular corner. First, use the tile height and terrain type information to identify which of the 4 corners on the map is the reference corner. (You can view the terrain type information by highlighting a tile with the cursor and then pressing the Select button.)

Now, tilt the analog stick on the PSP left or right. When you do this, the screen will change perspective and you'll be looking at the battlefield from a different angle. Keep doing this until the reference corner is at the bottom of the screen.

You're now all set to find the treasure tiles. Start at the reference corner. Then, use the LEFT and UP arrows on the D-pad to move the cursor the specified number of spaces. For example, Left: 3, Up: 2 means 3 tiles to the left and 2

tiles up. The height and terrain type information will help you confirm that you've found the right space.

---TREASURE HUNTER LOOT DETAILS---

Almost all treasure tiles yield items as follows:

- > "Poor" (high Bravery) item - generic consumable Item
- > "Good" (low Bravery) item - piece of store-purchasable equipment

This means that most Treasure Hunter items are actually just generic items that you can buy at the Outfitter anyway, and aren't worth going out of your way to collect.

But, a few maps have rare Treasure Hunter items that you can't buy in stores. In some cases, these are the ONLY places you can find the item! These maps are:

- > Mount Germinas: Invisibility Cloak
- > Eagrose Castle: Healing Staff and Blood Sword
- > Mount Bervenia: Materia Blade \*
- > Nelveska Temple: Javelin II, Escutcheon II, Sasuke's Blade, Nagnarok  
(Note that the "bad" items are different here as well. The Javelin II and Escutcheon II tiles have a regular Javelin and Escutcheon, and the other two have Elixirs.)
- > Dorvauldar Marsh: 4 Elixirs
- > Mullonde Cathedral (outside): 3 Elixirs
- > Mullonde Cathedral Nave: 4 Elixirs
- > Every map in the final sequence of battles: 4 Elixirs \*
- > Every map in Midlight's Deep

See the appropriate battle strategies for the exact location of these items.

\* These items are always obtained, regardless of Bravery!

Five maps do not have a full set of treasure tiles:

- > Gariland has no treasure tiles, since this battle occurs before you can use Treasure Hunter.
- > Zeltennia Castle Chapel Ruins also has no treasure tiles, since it is used only for a Delita & Ovelia battle.
- > Limberry Castle Inner Court has a single tile that yields only a Potion or Hi-Potion.
- > Mullonde Cathedral Sanctuary has NO treasure tiles.
- > Mount Bervenia has a treasure tile programmed into the game that can never be obtained. (I'm assuming this is an error.) In order to pick it up, your Treasure Hunter would have to stop on top of a lava-filled tile. The only abilities that actually let you STOP on top of lava are Lavawalking and Levitate -- and neither of these can be equipped at the same time as Treasure Hunter!

Float magick or equipment like the Winged Boots DO NOT allow you to get this treasure. That's because they only let you move through lava on the way to another tile, and never allow you to STOP on lava.

The good news? According to the game programming, the tile yields only an X-Potion or Flameburst Bomb, so you're certainly not missing much.

An interesting side note about Treasure Hunter items: Almost every piece of non-rare equipment appears on exactly one Treasure Hunter tile in the main quest. In other words, if you picked up every "good" Treasure Hunter item in the main storyline, you'd basically end up collecting 1 of every piece of equipment that you can buy at the Outfitter. The only missing items are the Kiyomori, Mirror Mail, Black Garb, Luminous Robe, and Red Shoes (and the Kiyomori DOES appear in Midlight's Deep).

---Traps & Treasure in Multi-Player Modes-----

In Melee Mode, there are no Treasure Hunter items, but there ARE traps. Unless

traps are turned off in the battle settings, each player has the chance to place a number of traps before the battle. (Traps can be placed either manually or automatically, depending on the battle settings.) These include a number of new traps that only appear in Melee Mode.

Your characters cannot spring traps that you placed, but they can still be affected if they're standing in the effect radius when an enemy springs the trap.

Rendezvous Mode does not have traps or Treasure Hunter items.

---Traps-----

In some cases, treasure tiles also contain a trap. If a character WITHOUT Treasure Hunter ends his or her move on the tile, the trap is sprung and some harmful effect occurs. (See below for a list of the possible traps.) Unlike treasures, traps can be repeatedly sprung and never go away. Also, once you've already obtained the item from a treasure tile, even a character with Treasure Hunter will spring the trap if s/he steps on the tile.

Float status does not protect you from triggering traps.

Fortunately, traps are pretty rare. In the single-player game, the only maps that have traps are the bonus dungeon and the four optional overworld battlefields: Zeklaus Desert, Fovoham Windflats, Mount Bervenian, and Dorvauldar Marsh. (Zeklaus Desert isn't actually optional in The War of the Lions, but it was in the original version of Final Fantasy Tactics.)

Traps can be turned On or Off for Melee Mode. Traps NEVER appear in Rendezvous Mode.

---TYPES OF TRAPS---

There are a total of seven types of traps in the game, each with a different effect.

Many traps have a different effect radius in single-player vs. Melee Mode:

- > An effect radius of 1 affects only the unit who springs the trap.
- > A trap with an effect radius of 3, when triggered, also hits all tiles at a distance of up to 2 tiles away from the trap tile. (However, the trap still only TRIGGERS if you step on the one particular trap tile.)

|              | EFFECT RADIUS... |                |  |
|--------------|------------------|----------------|--|
|              | SINGLE-PLAYER    | MELEE MODE     | TRAP EFFECT                                    |
| Degenerator  | 1                | Doesn't appear | Lowers character's experience level by 1       |
| Death Trap   | 1                | 1              | Inflicts Doom status                           |
| Hypnogas     | 1                | 3              | Inflicts Sleep status                          |
| Sten Needle  | 1                | 3              | Inflicts HP damage equal to 20% of your max HP |
| Mine         | Doesn't appear   | 3              | Does minor damage and inflicts Oil status      |
| Mossfungus   | Doesn't appear   | 3              | Inflicts Poison status                         |
| Cursed Stone | Doesn't appear   | 3              | Inflicts Undead status                         |

The level-down effect from the Degenerator trap can be used to boost your stats by leveling down as a job with crummy stat growth and then leveling back up as a job with good stat growth. For more on this strategy, see "Level-Downs and Stat Grinding" under the Statistics and Leveling section.

---About Poaching-----

The Thief's Poach ability allows you to receive items by defeating monsters with physical attack. Each time a character with the Poach ability KO's a monster with a regular physical attack, the monster is "poached"; it disappears from the map, and one item is sent to the Poachers' Den for you to buy. (Poaching also has the nice side effect of removing the KOed monster from the map, preventing it from being revived.) Luso's Game Hunter job and the Byblos monster job also have the Poach ability as innate support abilities.

Once you Poach a monster, you must visit the Poachers' Den (see below) in Dorter, Warjilis, or Sal Ghidos to buy the item you poached. These Dens do not appear until Chapter III. But, if you poach monsters before the start of Chapter III, you'll be able to buy the items as soon as you reach Chapter III.

You will not receive items from poaching monsters in the multiplayer modes.

---Common & Rare Items-----

Each monster type can give you one of two items when you poach it:

- > A COMMON item - 85% chance
- > A RARE item - 15% chance (1 in 6 or 7)

See below for a list of the specific items you get from each monster.

Which item you get is determined at the time you poach the monsters, so saving and reloading outside the Poachers' Den will not help you.

Unfortunately, there is no item or ability that will increase the frequency of the rare items. BUT, there are some tactics that you can make it easier to collect the rare items quickly. See "Tips on Poaching", below.

---About Poachers' Dens-----

To acquire the items that you poached, you must visit the Poachers' Den in Dorter, Warjilis, or Sal Ghidos and buy it. (All of the Poachers' Den share an inventory.) The Poachers' Dens are not available until the start of Chapter III.

After you purchase a poached item, it disappears from the Poachers' Den inventory. You'll have to poach the monster again to get a second copy.

To be allowed inside the Poachers' Den, you must have the Poach support ability CURRENTLY equipped on at least one of the characters in your roster. If Luso is currently in his Game Hunter job, his innate Poach ability also suffices for gaining admittance to the Den, but the Byblos monster does not.

If you have Poach equipped but have since bought up every item that you've poached, the Den will have an empty inventory and there will be nothing for you to buy. But, you will still be able to sell items to the Den if you want.

One benefit of the Poachers' Den is that poached items cost only half their usual retail price. But more importantly, you can poach many rare items that you can NEVER buy at the Outfitter!

You can also use the Poachers' Den like a pawn shop. Any of your items that you sell to the Poachers' Den get added to the store's inventory. You can then later buy them back at the same price for which you sold them. So, if you need quick cash, selling items to the Poachers' Den is a good way of making money.

You won't permanently lose any rare items and generic items will be cheaper to re-buy. (Just keep in mind that you must equip the Poach ability before you can get even inside the Poachers' Den.)

In the iOS version of the game, the Poachers' Den has one additional purpose. The iOS version doesn't have the multiplayer modes in the PSP version. Instead, when you beat the single-player game, all of the multiplayer-only items are added to the inventory of the Poachers' Den, and you can purchase them that way.

--List of Poached Items-----

In the list below:

\* indicates an item that can't be bought at the Outfitter -- but can also be found other ways besides poaching

\*\* indicates an item that can ONLY be obtained in the single-player game by poaching

I've also listed a location where it's relatively easy to find the monster. Most monsters show up in a number of different locations (see the Random Battles section), but these locations are ones where they appear fairly frequently.

In most cases, you'll have to enter the wilderness area from a certain direction. For example, Behemoths are more common at Dugeura Pass if you enter from the east (i.e, Bervenia) than from another dot on the map.

Since the type of monsters you encounter at each area changes between Chapter III and Chapter IV, I've listed a location for both chapters. (Prior to Chapter III, the Poachers' Dens are not available.)

Areas marked MD: are floors of Midlight's Deep, the bonus dungeon.

|               | COMMON (85%)     | RARE (15%)         | CAN BE FOUND AT (CH.3/CH.4)                                |
|---------------|------------------|--------------------|--|
| Ahriman       | Fuma Shuriken    | Air Knife          | 3: Tchigol. Fenlands [east]<br>4: Fovoham Windflats [east] |
| Behemoth      | Guardian Bracel. | Pantherskin Bag    | 3: Story Battle 27: Zeklaus<br>4: Dugeura Pass [east]      |
| Behemoth King | ** Cherche       | * Artemis Bow      | 3: Story Battle 27: Zeklaus<br>4: Lake Poescas [any]       |
| Black Chocobo | Eye Drops        | X-Potion           | 3: Balias Tor [south]<br>4: Balias Tor [south]             |
| Black Goblin  | Hi-Potion        | Shoulder Cape      | 3: The Siedge Weald [any]<br>4: The Siedge Weald [east]    |
| Blue Dragon   | Cashmere         | * Dragon Rod       | 3: Grogh Heights [n.west]<br>4: Dorvauldar Marsh [west]    |
| Bomb          | Flameburst Bomb  | Flame Rod          | 3: The Siedge Weald [any]<br>4: Balias Tor [north]         |
| Bonesnatch    | Hi-Potion        | Partisan           | 3: Zeklaus Desert [east]<br>4: Zeklaus Desert [east]       |
| Chocobo       | Phoenix Down     | Hi-Potion          | 3: Mandalia Plain [any]<br>4: Mandalia Plain [east]        |
| Cockatrice    | Gold Needle      | Featherweave Cloak | 3: Breeding only   |

|                 |                 |                 |  |
|-----------------|-----------------|-----------------|--|
|                 |                 |                 | 4: Balias Swale [southwest]                                |
| Coeyrl          | Gold Needle     | Germinas Boots  | 3: Zeirchele Falls [any]<br>4: Mandalia Plain [east]       |
| Dark Behemoth   | Wizard's Rod    | * Stoneshooter  | 3: Story Battle 27: Zeklaus<br>4: Lake Poescas [south]     |
| Dragon          | Jade Armlet     | Hydrascale Bag  | 3: Lenalian Plateau [south]<br>4: Finnath Creek [west]     |
| Dryad           | Eye Drops       | * Healing Staff | 3: Grogh Heights [south]<br>4: MD: The Oubliette           |
| Elder Treant    | Protect Ring    | * Defender      | 3: Breeding only<br>4: MD: The Oubliette                   |
| Exploder        | Spark Bomb      | Flame Shield    | 3: Breeding only<br>4: Tchigol. Fenlands [east]            |
| Floating Eye    | Shuriken        | Platinum Dagger | 3: Fovoham Windflats [any]<br>4: Grogh Heights [south]     |
| Ghast           | Snowmelt Bomb   | Main Gauche     | 3: Araguay Woods [west]<br>4: The Yuguewood [either]       |
| Ghoul           | Ether           | Kunai           | 3: Araguay Woods [west]<br>4: The Yuguewood [west]         |
| Gobbledygook    | Mage Masher     | Ancient Sword   | 3: Balias Swale [southwest]<br>4: Balias Swale [southwest] |
| Goblin          | Potion          | Hi-Potion       | 3: Mandalia Plain [any]<br>4: Mandalia Plain [north]       |
| Greater Hydra   | ** Septie`me    | ** Rubber Suit  | 3: Does not appear<br>4: MD: Terminus                      |
| Greater Malboro | * Elixir        | * Omnilex       | 3: Breeding only<br>4: MD: The Switchback                  |
| Grenade         | Hi-Potion       | Snowmelt Bomb   | 3: Zeklaus Desert [any]<br>4: Zeklaus Desert [south]       |
| Hydra           | * Blood Sword   | * Scorpion Tail | 3: Does not appear<br>4: MD: Terminus                      |
| Jura Aevis      | Potion          | Rubber Boots    | 3: Fovoham Windflats [west]<br>4: Fovoham Windflats [west] |
| Malboro         | Platinum Dagger | Ice Shield      | 3: Araguay Woods [east]<br>4: Tchigol. Fenlands [west]     |
| Mindflayer      | Hi-Ether        | Vampire Cape    | 3: Zeirchele Falls [south]<br>4: Fovoham Windflats [west]  |
| Minotaur        | Coral Sword     | Slasher         | 3: Balias Tor [south]<br>4: Zeklaus Desert [any]           |
| Ochu            | Nu Khai Armband | Chameleon Robe  | 3: Breeding only   |

|                |                  |                    |   |
|----------------|------------------|--------------------|---|
|                |                  |                    | 4: Lenalian Plateau [south]                               |
| Pig            | Maiden's Kiss    | * Cachusha         | 3: Story Battle 15: Fenland<br>4: MD: Terminus            |
| Piscodaemon    | Echo Grass       | Hi-Potion          | 3: Balias Swale [southeast]<br>4: Finnath Creek [west]    |
| Plague Horror  | Yagyu Darkrood   | * Zwill Str'blade  | 3: Breeding only<br>4: Mount Germinas [north]             |
| Red Chocobo    | Remedy           | * Barette          | 3: Balias Tor [south]<br>4: Balias Swale [southeast]      |
| Red Dragon     | * Sortile'ge     | * Dragon Whisker   | 3: Breeding only<br>4: Mount Germinas [either]            |
| Red Panther    | Antidote         | Battle Boots       | 3: Mandalia Plain [any]<br>4: Mandalia Plain [east]       |
| Revenant       | Hi-Ether         | Mythril Gun        | 3: Breeding only<br>4: Araguay Woods [west]               |
| Sekhret        | * Holy Lance     | * Ivory Pole       | 3: Breeding only<br>4: Fovoham Windflats [west]           |
| Skeletal Fiend | Mage's Cloak     | Elven Cloak        | 3: Breeding only<br>4: Tchigol. Fenlands [west]           |
| Skeleton       | Holy Water       | Ether              | 3: The Siedge Weald [any]<br>4: The Siedge Weald [east]   |
| Squidraken     | Shoulder Cape    | Sleep Blade        | 3: Balias Swale [west]<br>4: Lenalian Plateau [south]     |
| Steelhawk      | Phoenix Down     | Hunting Bow        | 3: Zeklaus Desert [east]<br>4: Zeklaus Desert [east]      |
| Swine          | * Chantage       | * Nagnarok         | 3: Breeding only<br>4: MD: Terminus                       |
| Tiamat         | ** Wyrmeave Silk | * Whale Whisker    | 3: Does not appear<br>4: MD: Terminus                     |
| Treant         | Golden Staff     | * Faerie Harp      | 3: Araguay Woods [west]<br>4: MD: The Oubliette           |
| Vampire Cat    | Holy Water       | Croakadile Bag     | 3: Balias Swale [southeast]<br>4: Zeirchele Falls [south] |
| Wild Boar      | ** Ribbon        | ** Fallingstar Bag | 3: Breeding only<br>4: Breeding only!                     |
| Wisekin        | Battle Axe       | Giant's Axe        | 3: Fovoham Windflats [west]<br>4: Zeklaus Desert [east]   |

---Tips on Poaching-----

If you're trying to get a particular poachable item, it's pretty time-consuming to keep tracking down the monster in the wild and poaching it until you get the

item you want. Instead, use Entice or Tame to recruit the monster to your team. Then, after you've saved, get into a new battle. Deploy the monster, have another character poach it, and finish the fight. Check the Poachers' Den and if you didn't get the item you were looking for, you can simply reload from your save and try poaching the same monster again.

If you've got some spare spaces on your roster, you can also breed multiple copies of the monster. Just walk between two blue dots on the map and the monster will keep producing eggs. Dismiss the monsters you don't want to poach and poach the ones you do. (You can also use the "Preview Monster Eggs" trick described in the Monsters section of Basic Mechanics & Tactics to try to get rid of eggs you don't want.) Always keep one copy of the monster in your roster without poaching it and you'll have no problem breeding further copies. Items that can be particularly useful to "farm" in this way include the hair adornments, perfumes, and Rubber Suit.

Breeding monsters is also a helpful way to obtain harder-to-find monsters like Sekhret and the Greater Malboro, and the \*only\* way to get the Wild Boar. You can breed Rank III monsters from a Rank II monster of the same family (e.g. a Minotaur, Malboro, or Wild Boar) or from another copy of the Rank III monster. Rank I monsters don't breed Rank III monsters, but you can first breed a Rank II monster and use that to breed a Rank III.

Surprisingly, Rank II monsters are actually MORE likely than Rank III monsters to give birth to Rank III monsters. So, if you want to breed multiple copies of a Rank III monster, keep the Rank II monster on your roster and use THAT to breed the Rank III monsters. (See the Monsters section for more information on monster breeding.)

Don't worry, poaching your own monsters does NOT count as a Casualty on your Chronicle screen.

The maximum roster size of 24 is just big enough to keep all 18 story characters plus the 6 generic characters you start Chapter I with. So, if you want space for all of these characters on your roster, you should do your recruiting and poaching BEFORE you obtain all the story characters. If you want to breed & poach, you'll need at LEAST two free spots: one for the original monster, and one or more for the eggs.

%%SHOP CHART%%%00shop

---Where to Buy Items-----

The Outfitters in towns differ in the types of items and equipment they sell. For example, one town will have Knives but not Crossbows; another will sell Crossbows but not Knives.

There are actually only six different "catalogs" of item types available. The Magick City of Gariland, Clockwork City of Goug, and Royal Capital of Lesalia have unique catalogs. All the other towns can be divided into three types:

TRADE CITY:

- Merchant City of Dorter
- Port City of Warjilis
- Trade City of Sal Ghidos

CASTLE:

- Eagrose Castle
- Lionel Castle
- Riovanes Castle



Zeltennia Castle  
 Limberry Castle

TOWN:

Castled City of Zaland  
 Mining Town of Gollund  
 Walled City of Yardrow  
 Free City of Bervenia

The items available at each town type are:

|              | TRADE CITY | CASTLE | TOWN | GARILAND* | GOUG | LESALIA |
|--------------|------------|--------|------|-----------|------|---------|
| Knives       |            | X      | X    | X         |      | X       |
| Ninja Blades | X          |        |      |           |      |         |
| Swords*      |            | X      |      |           |      | X       |
| Katanas      | X          |        |      |           |      |         |
| Axes         |            | X      |      |           |      |         |
| Rods         | X          |        | X    | X         |      | X       |
| Staves       | X          |        | X    | X         |      |         |
| Flails       | X          | X      |      |           |      |         |
| Guns         |            |        |      |           | X    |         |
| Crossbows    |            | X      |      |           | X    |         |
| Bows         |            | X      |      |           |      | X       |
| Instruments  | X          |        |      |           |      |         |
| Books        | X          |        |      |           |      |         |
| Polearms     |            | X      |      |           |      | X       |
| Poles        | X          |        | X    | X         |      |         |
| Bags         | X          |        | X    | X         |      |         |
| Cloths       | X          |        |      |           |      |         |
| Shields      | X          | X      |      |           |      | X       |

|       | TRADE CITY | CASTLE | TOWN | GARILAND | GOUG | LESALIA |
|-------|------------|--------|------|----------|------|---------|
| Helms |            | X      |      |          |      | X       |
| Hats  | X          |        | X    | X        |      |         |

|         | TRADE CITY | CASTLE | TOWN | GARILAND | GOUG | LESALIA |
|---------|------------|--------|------|----------|------|---------|
| Armor   |            | X      |      |          |      | X       |
| Clothes | X          |        | X    | X        |      |         |
| Robes   | X          |        | X    | X        |      |         |

|             | TRADE CITY | CASTLE | TOWN | GARILAND | GOUG | LESALIA |
|-------------|------------|--------|------|----------|------|---------|
| Accessories | X          | X      | X    | X        | X    | X       |

|          | TRADE CITY | CASTLE | TOWN | GARILAND | GOUG | LESALIA |
|----------|------------|--------|------|----------|------|---------|
| Shuriken | X          |        | X    |          |      |         |
| Bombs    | X          |        | X    | X        | X    |         |
| Items    | X          | X      | X    | X        | X    | X       |

Knight's Swords, Fell Swords, Hair Adornments, Perfumes, and Lip Rouge are never available at the Outfitter.

\* In addition to the item types listed above, Gariland also sells the Broadsword, but no other swords.

---When to Buy Items-----

Within a particular category, the specific items that are available is determined by how far in the story you've progressed. Reaching certain points of the game adds new items to the Outfitter. Once a new item appears in an

Outfitter, it is always for sale and never goes away.

Even after an item is "unlocked," it does not appear in every shop. Instead, shops in different towns sell different types of items. See the list above to see which exactly which locations sell which categories of items.

Some items NEVER become available in shops and can only be obtained by stealing, poaching, the Treasure Hunter ability, or through the multiplayer missions.

---Chapter 1A: Beginning of Game-----

|              | TYPE    | PRICE | WHERE        | DETAILS                          |
|--------------|---------|-------|--------------|----------------------------------|
| Broadsword   | Sword   | 200   | Garil./Castl | Atk: 4, 5% Parry                 |
| Dagger       | Knife   | 100   | City/Castle  | Atk: 3, 5% Parry                 |
| Rod          | Rod     | 200   | City/TrCity  | Atk: 3, 20% Parry                |
| Oak Staff    | Staff   | 120   | City/TrCity  | Atk: 3, 15% Parry                |
| Leather Cap  | Hat     | 150   | City/TrCity  | HP +8                            |
| Clothing     | Clothes | 150   | City/TrCity  | HP +5                            |
| Potion       | Item    | 50    | Any          | Restores 30 HP                   |
| Antidote     | Item    | 50    | Any          | Removes: Poison                  |
| Eye Drops    | Item    | 50    | Any          | Removes: Blind                   |
| Phoenix Down | Item    | 300   | Any          | Removes: KO, restores minimal HP |

---Chapter 1B: After Reaching Eagrose Castle-----

|                  | TYPE    | PRICE | WHERE       | DETAILS                       |
|------------------|---------|-------|-------------|-------------------------------|
| Plumed Hat       | Hat     | 350   | TrCity/City | HP +16, MP +5                 |
| Leather Clothing | Clothes | 300   | TrCity/City | HP +10                        |
| Mythril Knife    | Knife   | 500   | Castle/City | Atk: 4, 5% Parry              |
| Longsword        | Sword   | 500   | Castle      | Atk: 5, 10% Parry             |
| Bowgun           | Crossbw | 400   | Castle      | Atk: 3, 5% Parry              |
| Escutcheon       | Shield  | 400   | Castle      | Phy.Evade: 10%, Mag.Evade: 3% |
| Leather Helm     | Helm    | 200   | Castle      | HP +10                        |
| Bronze Helm      | Helm    | 500   | Castle      | HP +20                        |
| Leather Armor    | Armor   | 200   | Castle      | HP +10                        |
| Linen Cuirass    | Armor   | 600   | Castle      | HP +20                        |
| Battle Boots     | Shoes   | 1000  | Any         | Move +1                       |
| Echo Herbs       | Item    | 50    | Any         | Removes: Silence              |
| Maiden's Kiss    | Item    | 50    | Any         | Removes: Toad                 |
| Gold Needle      | Item    | 100   | Any         | Removes: Stone                |

---Chapter 1C: After Sand Rat's Sieve-----

|               | TYPE    | PRICE | WHERE       | DETAILS  |
|---------------|---------|-------|-------------|--|
| Ice Rod       | Rod     | 400   | TrCity/City | Atk: 3, 20% Parry, ice elemental,<br>Boosts: Ice, Spell Effect: Ice                    |
| Flame Rod     | Rod     | 400   | TrCity/City | Atk: 3, 20% Parry, fire elemental,<br>Boosts: Fire, Spell Effect: Fire                 |
| Thunder Rod   | Rod     | 400   | TrCity/City | Atk: 3, 20% Parry, lightning<br>elemental, Boosts: Lightning,<br>Spell Effect: Thunder |
| White Staff   | Staff   | 800   | TrCity/City | Atk: 3, 15% Parry,<br>Removes (from target): Doom                                      |
| Red Hood      | Hat     | 800   | TrCity/City | HP +24, MP +8  |
| Leather Plate | Clothes | 500   | TrCity/City | HP +18   |
| Hempen Robe   | Robe    | 1200  | TrCity/City | HP +10, MP +10   |
| Blind Knife   | Knife   | 800   | Castle/City | Atk: 4, 5% Parry, Inflicts: Blind  |
| Iron Sword    | Sword   | 900   | Castle      | Atk: 6, 5% Parry   |
| Longbow       | Bow     | 800   | Castle      | Atk: 4, 0% Parry   |
| Buckler       | Shield  | 700   | Castle      | Phy.Evade: 13%, Mag.Evade: 3%  |
| Iron Helm     | Helm    | 1000  | Castle      | HP +30   |
| Bronze Armor  | Armor   | 800   | Castle      | HP +30   |
| Shoulder Cape | Cloak   | 300   | Any         | Phy.Evade: 10%, Mag.Evade: 10%   |

Hi-Potion           Item     200    Any                   Restores 70 HP

---Chapter 1D: After Defeating Milleuda at Lenalian Plateau-----

|               | TYPE    | PRICE | WHERE       | DETAILS                             |
|---------------|---------|-------|-------------|-------------------------------------|
| Ringmail      | Clothes | 900   | TrCity/City | HP +24                              |
| Silken Robe   | Robe    | 2400  | TrCity/City | HP +20, MP +16                      |
| Mage Masher   | Knife   | 1500  | Castle/City | Atk: 4, 5% Parry, Inflicts: Silence |
| Mythril Sword | Sword   | 1600  | Castle      | Atk: 7, 8% Parry                    |
| Battle Axe    | Axe     | 1500  | Castle      | Atk: 9, 0% Parry                    |
| Knightslayer  | Crossbw | 1500  | Castle      | Atk: 3, 5% Parry, Inflicts: Blind   |
| Silver Bow    | Bow     | 1500  | Castle      | Atk: 5, 0% Parry                    |
| Bronze Shield | Shield  | 1200  | Castle      | Phy.Evade: 16%, Mag.Evade: 0%       |
| Chainmail     | Armor   | 1300  | Castle      | HP +40                              |

---Chapter 2A: Beginning of Chapter-----

|               | TYPE    | PRICE | WHERE       | DETAILS                         |
|---------------|---------|-------|-------------|---------------------------------|
| Headgear      | Hat     | 1200  | TrCity/City | HP +32, Phys.Attack +1          |
| Mythril Vest  | Clothes | 1500  | TrCity/City | HP +30                          |
| Shuriken      | Star    | 50    | TrCity/City | Atk: 4                          |
| Ice Bow       | Bow     | 2000  | Castle      | Atk: 5, 0% Parry, ice elemental |
| Javelin       | Polearm | 1000  | Castle      | Atk: 8, 10% Parry               |
| Round Shield  | Shield  | 1600  | Castle      | Phy.Evade: 19%, Mag.Evade: 0%   |
| Barbut        | Helm    | 1500  | Castle      | HP: 40                          |
| Mythril Armor | Armor   | 2000  | Castle      | HP: 50                          |
| Spiked Boots  | Shoes   | 1200  | Any         | Jump +1                         |
| Leather Cloak | Cloak   | 800   | Any         | Phy.Evade: 15%, Mag.Evade: 15%  |
| Holy Water    | Item    | 2000  | Any         | Removes: Undead, Vampire        |

---Chapter 2B: After Ovelia & Agrias Join as Guests-----

|                 | TYPE    | PRICE | WHERE       | DETAILS                             |
|-----------------|---------|-------|-------------|-------------------------------------|
| Poison Rod      | Rod     | 500   | TrCity/City | Atk: 3, 20% Parry, Inflicts: Poison |
| Serpent Staff   | Staff   | 2200  | TrCity/City | Atk: 5, 15% Parry                   |
| Cypress Pole    | Pole    | 1000  | TrCity/City | Atk: 6, 20% Parry                   |
| Wizard's Hat    | Hat     | 1800  | TrCity/City | HP +40, MP +12, Magick Attack +1    |
| Adamant Vest    | Clothes | 1600  | TrCity/City | HP +36                              |
| Platinum Dagger | Knife   | 1800  | Castle/City | Atk: 5, 10% Parry                   |
| Coral Sword     | Sword   | 3300  | Castle      | Atk: 8, 5% Parry                    |
| Mythril Shield  | Shield  | 2500  | Castle      | Phy.Evade: 22%, Mag.Evade: 5%       |
| Mythril Helm    | Helm    | 2100  | Castle      | HP +50                              |
| Plate Mail      | Armor   | 3000  | Castle      | HP +60                              |
| Power Gauntlet  | Gauntlt | 5000  | Any         | Physical Attack +1                  |

---Chapter 2C: After Reaching Lionel Castle-----

|                 | TYPE    | PRICE | WHERE       | DETAILS  |
|-----------------|---------|-------|-------------|--|
| Battle Bamboo   | Pole    | 1400  | TrCity/City | Atk: 7, 20% Parry  |
| Green Beret     | Hat     | 3000  | TrCity/City | HP +48, Speed +1   |
| Wizard Clothing | Clothes | 1900  | TrCity/City | HP +42, MP +15   |
| Wizard's Robe   | Robe    | 4000  | TrCity/City | HP +30, MP +22, Magick Attack +2                                 |
| Ashura          | Katana  | 1600  | TrCity      | Atk: 7, 15% Parry  |
| Kotetsu         | Katana  | 3000  | TrCity      | Atk: 8, 15% Parry  |
| Lamia's Harp    | Instrmt | 5000  | TrCity      | Atk: 10, 10% Parry,<br>Inflicts: Confuse                         |
| Battle Folio    | Book    | 3000  | TrCity      | Atk: 7, 15% Parry  |
| Giant's Axe     | Axe     | 3000  | Castle      | Atk: 12, 0% Parry  |
| Lightning Bow   | Bow     | 3000  | Castle      | Atk: 6, 0% Parry, lightning<br>elemental, Spell Effect: Thundaga |
| Spear           | Polearm | 2000  | Castle      | Atk: 9, 10% Parry  |
| Golden Shield   | Shield  | 3500  | Castle      | Phy.Evade: 25%, Mag.Evade: 0%                                    |
| Golden Helm     | Helm    | 2800  | Castle      | HP +60   |
| Golden Armor    | Armor   | 3600  | Castle      | HP +70   |

|                   |         |      |             |  |
|-------------------|---------|------|-------------|--|
| Crossbow          | Crossbw | 2000 | Castle/Goug | Atk: 4, 5% Parry   |
| Flameburst Bomb   | Bomb    | 250  | Most        | Atk: 8, fire elemental   |
| Snowmelt Bomb     | Bomb    | 250  | Most        | Atk: 8, water elemental  |
| Spark Bomb        | Bomb    | 250  | Most        | Atk: 8, lightning elemental  |
| Rubber Boots      | Shoes   | 1500 | Any         | Immune: Immobilize, Lightning  |
| Protect Ring      | Ring    | 5000 | Any         | Immune: Sleep, Doom  |
| Guardian Bracelet | Armlet  | 7000 | Any         | Immune: Immobilize, Disable  |
| Mage's Cloak      | Cloak   | 2000 | Any         | Phy.Evade: 18%, Mag.Evade: 18%,<br>Magick Attack +1                  |
| Ether             | Item    | 200  | Any         | Restores 20 MP   |
| Remedy            | Item    | 350  | Any         | Removes: Stone, Blind, Confuse,<br>Silence, Oil, Toad, Poison, Sleep |

---Chapter 2D: After Reaching Goug-----

|                 | TYPE | PRICE | WHERE | DETAILS          |
|-----------------|------|-------|-------|------------------|
| Romandan Pistol | Gun  | 5000  | Goug  | Atk: 6, 5% Parry |

---Chapter 2E: After Rescuing Agrias at Balias Tor-----

|                  | TYPE    | PRICE | WHERE        | DETAILS  |
|------------------|---------|-------|--------------|--|
| Osafune          | Katana  | 5000  | TrCity       | Atk: 9, 15% Parry                              |
| Mage's Staff     | Staff   | 4000  | TrCity/City  | Atk: 4, 15% Parry, Mag.Attack +1               |
| Brigandine       | Clothes | 2500  | TrCity/City  | HP +50   |
| Iron Flail       | Flail   | 1200  | TrCity/Castl | Atk: 9, 0% Parry                               |
| Diamond Bracelet | Armlet  | 5000  | Any          | Phys.Attack +1, Mag.Attack +1,<br>Immune: Slow |

---Chapter 3A: Beginning of Chapter-----

|                 | TYPE    | PRICE | WHERE       | DETAILS  |
|-----------------|---------|-------|-------------|--|
| Ninja Blade     | Ninjabl | 3000  | TrCity      | Atk: 8, 5% Parry   |
| Murasame        | Katana  | 7000  | TrCity      | Atk: 10, 5% Parry  |
| Musk Pole       | Pole    | 2400  | TrCity/City | Atk: 8, 20% Parry  |
| Croakadile Bag  | Bag     | 53000 | TrCity/City | Atk: 10, 0% Parry, Mag. Attack +1  |
| Headband        | Hat     | 5000  | TrCity/City | HP +56, Physical Attack +2   |
| Ancient Sword   | Sword   | 5000  | Castle      | Atk: 9, 5% Parry,<br>Inflicts: Immobilize  |
| Mythril Bow     | Bow     | 5000  | Castle      | Atk: 7, 0% Parry   |
| Mythril Spear   | Polearm | 4500  | Castle      | Atk: 10, 10% Parry   |
| Ice Shield      | Shield  | 6000  | Castle      | Phy.Evade: 28%, Mag.Evade: 0%,<br>Absorbs: Ice, Halves: Fire,<br>Weakness: Lightning |
| Flame Shield    | Shield  | 6500  | Castle      | Phy.Evade: 31%, Mag.Evade: 0%,<br>Absorbs: Fire, Halves: Ice,<br>Weakness: Water     |
| Close Helmet    | Helm    | 4000  | Castle      | HP +70   |
| Poison Bow      | Crossbw | 4000  | Castle/Goug | Atk: 4, 5% Parry, Inflicts: Poison   |
| Winged Boots    | Cloak   | 2500  | Any         | Always: Float  |
| Magepower Glove | Gauntlt | 20000 | Any         | Magick Attack +2   |
| Reflect Ring    | Ring    | 10000 | Any         | Always: Reflect  |
| Nu Khai Armband | Armlet  | 10000 | Any         | Immune: Confuse, Charm; Halves: Dark   |
| X-Potion        | Item    | 700   | Any         | Restores 150 HP  |

---Chapter 3B: After Alma Joins as Guest-----

|                   | TYPE    | PRICE | WHERE       | DETAILS                          |
|-------------------|---------|-------|-------------|----------------------------------|
| Mythril Gun       | Gun     | 15000 | Goug        | Atk: 8, 5% Parry                 |
| Kunai             | Ninjabl | 5000  | TrCity      | Atk: 9, 5% Parry                 |
| Ama-no-Murakumo   | Katana  | 8000  | TrCity      | Atk: 11, 5% Parry                |
| Bestiary          | Book    | 6000  | TrCity      | Atk: 8, 15% Parry                |
| Damask Cloth      | Cloth   | 7000  | TrCity      | Atk: 8, 50% Parry                |
| Iron Fan          | Pole    | 4000  | TrCity/City | Atk: 9, 20% Parry                |
| Celebrant's Miter | Hat     | 6000  | TrCity/City | HP +64, MP +20, Magick Attack +1 |

|                |         |       |              |  |
|----------------|---------|-------|--------------|--|
| Jujitsu Gi     | Clothes | 4000  | TrCity/City  | HP +60, Phys. Attack +1, Immune: KO                      |
| Chameleon Robe | Robe    | 5000  | TrCity/City  | HP +40, MP +28, Immune: KO,<br>Absorbs: Holy             |
| Fuma Shuriken  | Star    | 300   | TrCity/City  | Atk: 7   |
| Main Gauche    | Knife   | 3000  | Castle/City  | Atk: 6, 40% Parry  |
| Aegis Shield   | Shield  | 10000 | Castle       | Phy.Evade: 10%, Mag.Evade: 50%,<br>Magick Attack +1      |
| Diamond Helm   | Helm    | 6000  | Castle       | HP +80   |
| Diamond Armor  | Armor   | 6000  | Castle       | HP +80   |
| Sleep Blade    | Sword   | 5000  | Castle       | Atk: 9, 5% Parry, Inflicts: Sleep                        |
| Slasher        | Axe     | 12000 | Castle       | Atk: 16, 0% Parry, Inflicts: Slow                        |
| Flame Mace     | Flail   | 4000  | Castl/TrCity | Atk: 11, 0% Parry, fire elemental,<br>Spell Effect: Fira |
| Germinas Boots | Shoes   | 5000  | Any          | Move +1, Jump +1   |
| Jade Armlet    | Armlet  | 10000 | Any          | Immune: Stone, Stop                                      |
| Elven Cloak    | Cloak   | 8000  | Any          | Phy.Evade: 25%, Mag.Evade: 25%                           |

---Chapter 3C: After Battles at Orbonne Monastery-----

|                  | TYPE    | PRICE | WHERE       | DETAILS  |
|------------------|---------|-------|-------------|--|
| Kodachi          | Ninjabl | 7000  | TrCity      | Atk: 10, 5% Parry  |
| Bloodstring Harp | Instrmt | 10000 | TrCity      | Atk: 13, 10% Parry, drains HP from<br>target to wielder          |
| Papyrus Codex    | Book    | 10000 | TrCity      | Atk: 9, 15% Parry  |
| Wizard's Rod     | Rod     | 8000  | TrCity/City | Atk: 4, 20% Parry, Mag.Attack +2                                 |
| Golden Staff     | Staff   | 7000  | TrCity/City | Atk: 6, 15% Parry  |
| Gokuu Pole       | Pole    | 7500  | TrCity/City | Atk: 10, 20% Parry,<br>Inflicts: Atheist                         |
| Pantherskin Bag  | Bag     | 52000 | TrCity/City | Atk: 12, 0% Parry, Always: Regen                                 |
| Black Cowl       | Hat     | 7000  | TrCity/City | HP +72   |
| Power Garb       | Clothes | 7000  | TrCity/City | HP +70, Physical Attack +2                                       |
| White Robe       | Robe    | 9000  | TrCity/City | HP +50, MP +34, halves: Fire,<br>Lightning, Ice                  |
| Orichalcum Dirk  | Knife   | 4000  | Castle/City | Atk: 7, 5% Parry   |
| Diamond Sword    | Sword   | 8000  | Castle      | Atk: 10, 10% Parry   |
| Windslash Bow    | Bow     | 8000  | Castle      | Atk: 8, 0% Parry   |
| Partisan         | Polearm | 7000  | Castle      | Atk: 11, 10% Parry   |
| Diamond Shield   | Shield  | 12000 | Castle      | Atk: 34, 15% Parry   |
| Hunting Bow      | Crossbw | 8000  | Castle/Goug | Atk: 6, 5% Parry   |
| Magick Ring      | Ring    | 10000 | Any         | Immune: Silence, Berserk   |
| Japa Mala        | Armlet  | 15000 | Any         | Immune: Undead, Vampire, Toad,<br>Poison; Boosts: All 8 elements |
| Hi-Ether         | Item    | 600   | Any         | Restores 50 MP   |

---Chapter 3D: After Rapha Joins as Guest-----

|                   | TYPE    | PRICE | WHERE        | DETAILS   |
|-------------------|---------|-------|--------------|---|
| Ninja Longblade   | Ninjabl | 10000 | TrCity       | Atk: 12, 5% Parry                               |
| Kiyomori          | Katana  | 10000 | TrCity       | Atk: 12, 15% Parry                              |
| Cashmere          | Cloth   | 15000 | TrCity       | Atk: 10, 50% Parry                              |
| Gold Hairpin      | Hat     | 12000 | TrCity/City  | HP +80, MP +50, Immune: Silence                 |
| Black Robe        | Robe    | 13000 | TrCity/City  | HP +60, MP +30, Boosts: Fire,<br>Lightning, Ice |
| Assassin's Dagger | Knife   | 5000  | Castle/City  | Atk: 7, 5% Parry, Inflicts: Doom                |
| Platinum Sword    | Sword   | 11000 | Castle       | Atk: 12, 10% Parry                              |
| Platinum Helm     | Helm    | 8000  | Castle       | HP +90  |
| Circlet           | Helm    | 10000 | Castle       | HP +100   |
| Platinum Armor    | Armor   | 9000  | Castle       | HP +90  |
| Morning Star      | Flail   | 9000  | Castl/TrCity | Atk: 16, 0% Parry                               |
| Hermes Shoes      | Shoes   | 7000  | Any          | Speed +1  |
| Bracer            | Gauntlt | 50000 | Any          | Phys. Atk +3                                    |
| Vampire Cape      | Cloak   | 15000 | Any          | Ph.Evade: 28%, Mg.Evade: 28%                    |

---Chapter 4A: Beginning of Chapter-----

|                 | TYPE    | PRICE | WHERE       | DETAILS  |
|-----------------|---------|-------|-------------|--|
| Spellbinder     | Ninjabl | 16000 | TrCity      | Atk: 13, 5% Parry,<br>Inflicts: Disable                      |
| Muramasa        | Katana  | 15000 | TrCity      | Atk: 14, 15% Parry   |
| Gaia Gear       | Clothes | 10000 | TrCity/City | HP +85, MP +10, Absorbs: Earth,<br>Boosts: Earth             |
| Yagy Darkrood   | Star    | 1000  | TrCity/City | Atk: 10  |
| Icebrand        | Sword   | 14000 | Castle      | Atk: 13, 10% Parry, ice elemental,<br>Spell Effect: Blizzaga |
| Platinum Shield | Shield  | 16000 | Castle      | Ph.Evade: 37%, Mg.Evade: 10%                                 |
| Carabineer Mail | Armor   | 13000 | Castle      | HP +100  |
| Angel Ring      | Ring    | 20000 | Any         | Immune: KO, Blind; Start: Reraise                            |

---Chapter 4B: After Fort Besselat-----

|                   | TYPE    | PRICE | WHERE       | DETAILS  |
|-------------------|---------|-------|-------------|--|
| Kiku-ichimonji    | Katana  | 22000 | TrCity      | Atk: 15, 15% Parry   |
| Eight-fluted Pole | Pole    | 20000 | TrCity/City | Atk: 12, 20% Parry, removes (from<br>target): Blind, Silence, Oil,<br>Toad, Poison, Slow, Stop,<br>Immobilize, Disable |
| Hydrascale Bag    | Bag     | 58000 | TrCity/City | Atk: 14, 0% Parry, Speed+1   |
| Lambent Hat       | Hat     | 16000 | TrCity/City | HP +88, MP +15, Mag.Atk+1, Speed+1   |
| Black Garb        | Clothes | 12000 | TrCity/City | HP +100, Immune: Stop  |
| Luminous Robe     | Robe    | 30000 | TrCity/City | HP +75, MP +50   |
| Air Knife         | Knife   | 8000  | Castle/City | Atk: 10, 5% Parry, Wind elemental  |
| Runeblade         | Sword   | 20000 | Castle      | Atk: 14, 15% Parry, Magick Atk+2   |
| Obelisk           | Polearm | 10000 | Castle      | Atk: 12, 10% Parry   |
| Crystal Shield    | Shield  | 21000 | Castle      | Ph.Evade: 40%, Mg.Evade: 15%   |
| Crystal Helm      | Helm    | 14000 | Castle      | HP +120  |
| Crystal Mail      | Armor   | 19000 | Castle      | HP +110  |
| Mirror Mail       | Armor   | 18000 | Castle      | HP +130, Always: Reflect   |
| Gastrophetes      | Crossbw | 20000 | Castle/Goug | Atk: 10, 5% Parry  |
| Red Shoes         | Shoes   | 10000 | Any         | Magick Atk +1, Move +1   |
| Featherweave Cl.  | Cloak   | 20000 | Any         | Ph.Evade: 40%, Mg.Evade: 30%   |

---Chapter 4C: After Battles at Limberry Castle-----

|             | TYPE | PRICE | WHERE       | DETAILS                             |
|-------------|------|-------|-------------|-------------------------------------|
| Thief's Cap | Hat  | 35000 | TrCity/City | Speed+2; Immune: Immobilize,Disable |

%%RARE ITEM LOCATIONS%%00rare

This is a list of where you can find all the items that are Not Sold In Stores.

Items marked with a # cannot be obtained in the regular single-player game:

- > On the PSP, they are found in the multiplayer modes.
- > On the iPhone/iPad, they can be purchased in the Poachers' Den after you have completed the main single-player quest with at least one save file.

Items not listed here can be bought at the Outfitter. See the Shops List above for when these items become available. There is an unlimited supply of all shop items.

---FINDING ITEMS WITH TREASURE HUNTER---

ALL rare items found with Treasure Hunter are better found with a low Bravery. The higher your Bravery, the higher you'll get a crummy generic item instead of the rare item. (The chance of getting the "bad" item is simply equal to your Bravery.) If you pick up the bad item from a tile, note that you can no longer get the good item there! The exceptions are the Elixirs in the last sequence of

battles and the Materia Blade. You always get these items regardless of your Bravery.

#### ---CATCHING WEAPONS FROM NINJAS---

MANY rare weapons can be caught from high-level (90+) enemy Ninjas throwing them at you. To do this, equip the reaction ability Sticky Fingers (Thief); when a Ninja throws the item at you, you'll catch it and it will be added to your inventory. For particular strategies for this, see the "Throws from Enemy Ninjas" section below.

#### ---MULTIPLAYER PRIZES---

Many rare items can be won in Rendezvous Mode and/or Melee Mode, the game's multiplayer modes. (In the PSP version, some items can ONLY be found this way!) In general, the items you win in these modes is determined by your characters' levels. The earlier Rendezvous Mode missions also place a cap on the quality of item you can obtain. You can start winning rare items in Littering and all later missions, but the best items can only be won from the four missions that open up after you complete the game.

#### ---WHICH ITEMS ARE MISSABLE?---

I've also indicated whether or not there is a limited supply of each item. For some rare items, there is only a limited number of them available in the game, so if you miss the items, or if they get broken or stolen during battle, you may not be able to find any more!

Some items that can be missed in the single-player mode can still be found in the multiplayer mode.

Items that can be missed if you only play the single-player game or are playing the iOS version:

WEAPONS: Iga Blade, Rod of Faith, Zeus Mace, Staff of the Magi, Ras Algethi, Perseus Bow

SHIELDS: Kaiser Shield, Venetian Shield, Escutcheon (II)

HEADGEAR: Grand Helm

ARMOR: Genji Armor, Maximillian, Ninja Gear, Mirage Vest, Lordly Robe

ACCESSORIES: Invisibility Cloak, Cursed Ring, Tynar Rouge

ABILITIES: Ultima, Zodiark

Items that appear to be truly missable and can't be found even in multiplayer:

WEAPONS: Rod of Faith, Zeus Mace, Staff of the Magi

SHIELDS: Escutcheon (II)

HEADGEAR: Grand Helm

ARMOR: Maximillian

ACCESSORIES: Cursed Ring, Tynar Rouge

#### ---Weapons-----

Zwill Straightblade [knife]:

- Rare poach from Plague Horror. Plague Horrors are best found at the north entrance to Mount Germinas (i.e., from Sal Ghidos), and can also be found fairly frequently at Mount Bervenia. Or, you can recruit an Ahriman earlier in the game (e.g., at Fovoham Windflats, Tchigolith Fenlands or Grogh Heights) and use it to breed a Plague Horror.

- Catch with Sticky Fingers from enemy Ninjas of Lv. 95 or above.

- Won after battle in Melee Mode with sufficiently high-level characters (PSP).

LIMITED SUPPLY?: No, poachable, catchable, and can be won in Melee Mode.

Sasuke's Blade [ninja blade]:

- Found using Treasure Hunter at Nelveska Temple. Sasuke's Blade is located BEHIND the temple, in the grassy/dirt area. From the back left corner of

the map, it's one tile to the right and one tile towards the temple -- it's a tile with height 4. (See the Nelveska Temple battle strategy under Subquest Battle Strategies for more specific details.) This can only be done during the battle with Construct 7 here in the Nelveska Temple subquest, as there are no later battles at the Temple.

- Steal from the enemy Ninja during the battle in the Disorder in the Order subquest.
- Catch with Sticky Fingers from Lv. 95 enemy Ninjas.
- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).

LIMITED SUPPLY?: No, can be caught with Sticky Fingers and won in Rendezvous.

Iga Blade [ninja blade]:

- Found using Treasure Hunter on Midlight's Deep floor 5, The Oubliette.

LIMITED SUPPLY?: Yes in single player. Probably available in multiplayer, but I haven't confirmed this...

Koga Blade [ninja blade]:

- Found using Treasure Hunter on Midlight's Deep floor 7, The Crossing.
- Catch with Sticky Fingers from enemy Ninjas of lv. 96 or above.

LIMITED SUPPLY?: No, can be caught with Sticky Fingers.

# Orochi [ninja blade]:

- Won after battle in Melee Mode with sufficiently high-level characters (PSP).
- Purchased from the Poachers' Den after completing the game (iOS).

LIMITED SUPPLY?: Unlimited in multiplayer/iOS; not available in 1-player PSP

# Moonsilk Blade [ninja blade]:

- Won after battle in Melee Mode with sufficiently high-level characters (PSP).
- Purchased from the Poachers' Den after completing the game (iOS).

LIMITED SUPPLY?: Unlimited in multiplayer/iOS; not available in 1-player PSP

Nagnarok [sword]:

- Found using Treasure Hunter at Nelveska Temple. It's inside the temple, in the little nook where Construct 7 starts, at the far back of the nook. (See the Nelveska Temple battle strategy under Subquest Battle Strategies for more specific details.) This can only be done during the battle with Construct 7 here in the Nelveska Temple subquest, as there are no later battles at the Temple.
- Rare poach from Swine. Swine appear in random battles on Midlight's Deep floor 10, Terminus, or very rarely at the west entrance of Dorvauldar Marsh. Alternately, recruit a Pig earlier in the game (during the story battles at Tchigolith Fenlands, Gollund Colliery Ridge, or Finnath Creek, or random battles at the west entrance of Dorvauldar Marsh) and wait for it to breed a Swine.
- Catch with Sticky Fingers from Lv. 95 enemy Ninjas. Ninjas may be more likely to throw this weapon if you first inflict Confuse status on them.
- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).

LIMITED SUPPLY?: No, poachable, catchable, and can be won in Rendezvous Mode.

Blood Sword [sword]:

- Steal from Gaffgarion at Story Battle 18: Golgollada Gallows.
- Found using Treasure Hunter during Story Battle 49: Eagrose Castle Keep. (See battle strategy for exact location.)
- Found using Treasure Hunter on Midlight's Deep floor 2, The Stair.
- Common poach from Hydra. Hydras can easily be found in random battles at Midlight's Deep floor 10, Terminus, after you defeat the boss there. They can also be found less frequently on a few other floors.
- Won after battle in Melee Mode with sufficiently high-level characters (PSP).



LIMITED SUPPLY?: No, poachable and can be won in Melee Mode.

Materia Blade [sword]:

- Found using Treasure Hunter on the highest tile at Mount Bervenia. Unlike other Treasure Hunter items, you ALWAYS get this one regardless of Bravery.
- Catch with Sticky Fingers from enemy Ninjas of Lv. 96 or above.
- Won after battle in Melee Mode with sufficiently high-level characters (PSP).
- Steal from Cloud in the first battle of the Brave Story mission in Rendezvous Mode (PSP).
- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).

LIMITED SUPPLY?: No, catchable and can be won/stolen in Melee/Rendezvous Mode.

# Onion Sword [sword]:

- Won after battle in Melee Mode with sufficiently high-level characters (PSP).
- Purchased from the Poachers' Den after completing the game (iOS).

LIMITED SUPPLY?: Unlimited in multiplayer/iOS; not available in 1-player PSP

Defender [knight's sword]:

- Steal from enemy boss in Story Battle 36: Bervenia.
- Steal from enemy boss during the first phase of Story Battle 49: Eagrose Castle Keep. (NOT available during the second phase of the battle.)
- Rare poach from Elder Treant. There are a couple good places to find Elder Treants in random battles in Chapter IV: the west entrance to Araguay Woods (from Dorter), and Midlight's Deep floor 5, The Oubliette. In Chapter III, Elder Treants won't appear in random battles, but you can recruit a regular Treant from the west entrance to Araguay Woods and use it to breed an Elder Treant.
- Catch with Sticky Fingers from enemy Ninjas of Lv. 92 to Lv. 94.
- Steal from Isilud in the first battle of the Knights Templar mission in Rendezvous Mode (PSP).
- Steal from Meliadoul clone in the All-Star Melee mission in Rendezvous Mode (PSP).
- Steal from Gaffgarion in the fifth battle of the Brave Story mission in Rendezvous Mode (PSP).
- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).

LIMITED SUPPLY?: No, poachable, catchable, and can be won/stolen in Rendezvous.

Save the Queen [knight's sword]:

- Meliadoul's initial equipment.
- Found using Treasure Hunter on Midlight's Deep floor 2, The Stair.
- Steal from enemy boss in story battle 54: Monastery Vaults - Fifth Level, but this is past the point of no return to the world map.
- Catch with Sticky Fingers from Lv. 95 enemy Ninjas.
- Steal from Wiegraf in the first battle of the Knights Templar mission in Rendezvous Mode (PSP).
- Steal from several enemies in the Brave Story mission in Rendezvous Mode, including Dycedarg and Zalbaag in the fifth battle, Agrias in the sixth battle, and all the Dark Knights in the tenth (PSP).
- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).
- Won after battle in Melee Mode with sufficiently high-level characters (PSP).

LIMITED SUPPLY?: No, can be caught, won/stolen in Rendezvous, or won in Melee.

Excalibur [knight's sword]:

- Orlandeau's initial equipment.
- Found using Treasure Hunter on Midlight's Deep floor 5, The Oubliette.
- Catch with Sticky Fingers from Lv. 96 enemy Ninjas.
- Steal from several enemies in the Brave Story mission in Rendezvous Mode,

including Orlandeau in the sixth battle, and Isilud, Meliadoul, Loffrey, Wiegraf, and Folmarv in the ninth battle (PSP).

- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).

LIMITED SUPPLY?: No, can be caught, and won/stolen in Rendezvous.

Ragnarok [knight's sword]:

- Found using Treasure Hunter on Midlight's Deep floor 8, The Switchback.
- Received as a Battle Trophy for completing Story Battle 57: Graveyard of Airships, but this is past the point of no return to the world map.
- Catch with Sticky Fingers from Lv. 97 enemy Ninjas.
- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).

LIMITED SUPPLY?: No, can be caught with Sticky Fingers and won in Rendezvous.

# Durandal [knight's sword]

- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).
- Purchased from the Poachers' Den after completing the game (iOS).

LIMITED SUPPLY?: Unlimited in multiplayer/iOS; not available in 1-player PSP

Chaos Blade [knight's sword]:

- Found using Treasure Hunter on Midlight's Deep floor 10, Terminus.
- Catch with Sticky Fingers from Lv. 98 and Lv. 99 enemy Ninjas.
- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).

LIMITED SUPPLY?: No, can be caught with Sticky Fingers and won in Rendezvous.

Masamune [katana]:

- Stolen from one of the enemy Samurai during the second battle of the Lionel's New Liege Lord subquest (Lionel Castle Oratory). It is only available during the first phase of this battle, before you KO the boss.
- Catch with Sticky Fingers from Lv. 95 enemy Ninjas.
- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).

LIMITED SUPPLY?: No, can be caught with Sticky Fingers and won in Rendezvous.

Chirijiraden [katana]:

- Found using Treasure Hunter on Midlight's Deep floor 10, Terminus.
- Catch with Sticky Fingers from enemy Ninjas of Lv. 96 to Lv. 99.
- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).

LIMITED SUPPLY?: No, can be caught with Sticky Fingers and won in Rendezvous.

# Francisca [axe]:

- Won after battle in Melee Mode with sufficiently high-level characters (PSP).
- Purchased from the Poachers' Den after completing the game (iOS).

LIMITED SUPPLY?: Unlimited in multiplayer/iOS; not available in 1-player PSP

# Golden Axe [axe]:

- Won after battle in Melee Mode with sufficiently high-level characters (PSP).
- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).
- Purchased from the Poachers' Den after completing the game (iOS).

LIMITED SUPPLY?: Unlimited in multiplayer/iOS; not available in 1-player PSP

Dragon Rod [rod]:

- Steal from enemy boss during Story Battle 48: Dorter.
- Stolen from (or dropped in a chest by) enemy Summoner during Story Battle 50: Mullonde Cathedral.

- Rare poach from Blue Dragon. Blue Dragons appear frequently at the west entrance to Dorvauldar Marsh. They can also be found somewhat less frequently in Midlight's Deep on floor 8, The Switchback, and on floor 9, The Interstice. Before you get to Dorvauldar Marsh, you can also find Blue Dragons less commonly at the northwest entrance to Grogh Heights.
- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).

LIMITED SUPPLY?: No, poachable and can be won in Rendezvous Mode.

#### Rod of Faith [rod]:

- Found using Treasure Hunter on Midlight's Deep floor 4, The Catacombs.

LIMITED SUPPLY?: Yes.

#### # Stardust Rod [rod]:

- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).
- Purchased from the Poachers' Den after completing the game (iOS).

LIMITED SUPPLY?: Unlimited in multiplayer/iOS; not available in 1-player PSP

#### # Crown Sceptre [rod]:

- Can be won as a prize from completing the Brave Story mission in Rendezvous Mode (PSP).
- Purchased from the Poachers' Den after completing the game (iOS).

LIMITED SUPPLY?: Unlimited in multiplayer/iOS; not available in 1-player PSP

#### Healing Staff [staff]:

- Alma's initial equipment in Chapter III; de-equip it from her before entering Orbonne Monastery to keep it.
- Found using Treasure Hunter during the Chapter IV battle at Eagrose Castle; it's sitting on one of the two height=10 "nubs" next to the bridge. Of the two nubs, it's the one further from where you start. You'll have to climb up all the stairs to reach it.
- Rare poach from Dryad. Dryads show up very frequently on Midlight's Deep floor 5: The Oubliette. They can also be found at east entrance to Finnath Creek and at the south entrance to Grogh Heights.
- Equipped by the guest in the last battle, but you can't de-equip it and this is past the point of no return to the world map anyway.
- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).

LIMITED SUPPLY?: No, poachable and can be won in Rendezvous Mode.

#### Zeus Mace [staff]:

- Received as a Battle Trophy for completing the second battle of the Lionel's New Liege Lord quest (Lionel Castle Oratory). Note that you CANNOT start this quest if Mustadio, Beowulf, or Reis is killed or departs the team and/or if you choose not to buy the flower from Aerith when you first arrive in Sal Ghidos.
- Found using Treasure Hunter on Midlight's Deep floor 3, The Hollow.
- Steal from enemy boss at story battle 55: Necrohol of Mullonde, but this is past the point of no return to the world map.

LIMITED SUPPLY?: Yes.

#### Staff of the Magi [staff]:

- Found using Treasure Hunter on Midlight's Floor floor 7, The Crossing.

LIMITED SUPPLY?: Yes.

#### # Nirvana [staff]:

- Won after battle in Melee Mode with sufficiently high-level characters (PSP).
- Purchased from the Poachers' Den after completing the game (iOS).

LIMITED SUPPLY?: Unlimited in multiplayer/iOS; not available in 1-player PSP

# Dreamwaker [staff]:

- Can be won as a prize from completing the Nightmares mission in Rendezvous Mode (PSP).
- Purchased from the Poachers' Den after completing the game (iOS).

LIMITED SUPPLY?: Unlimited in multiplayer/iOS; not available in 1-player PSP

Scorpion Tail [flail]:

- Rare poach from Hydra. Hydras can easily be found in random battles at Midlight's Deep floor 10, Terminus, after you defeat the boss there. They can also be found less frequently on a few other floors.
- Catch with Sticky Fingers from enemy Ninjas of Lv. 90 or above.
- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).

LIMITED SUPPLY?: No, poachable, catchable, and can be won in Rendezvous Mode.

# Vesper [flail]:

- Won after battle in Melee Mode with sufficiently high-level characters (PSP).
- Purchased from the Poachers' Den after completing the game (iOS).

LIMITED SUPPLY?: Unlimited in multiplayer/iOS; not available in 1-player PSP

Ras Algethi [gun]:

- Balthier's initial equipment. Complete the Recruiting Balthier subquest after visiting the Free City of Bervenian in Chapter IV to get him.
- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).

LIMITED SUPPLY?: Yes in single-player, but can be won in Rendezvous Mode.

# Fomalhaut [gun]:

- Won after battle in Melee Mode with sufficiently high-level characters (PSP).
- Can be won as a prize from completing the Guarded Temple mission in Rendezvous Mode (PSP).
- Purchased from the Poachers' Den after completing the game (iOS).

LIMITED SUPPLY?: Unlimited in multiplayer/iOS; not available in 1-player PSP

Glacial Gun [gun]:

- Stolen from enemy boss in Story Battle 39: Beddha Sandwaste.
- Steal (or dropped in a chest by) the enemy Chemist in Gollund Colliery subquest battle 2: Gollund Colliery Slope.
- Stolen from one of the enemy Squires during the battle in the Disorder in the Order subquest.
- Found using Treasure Hunter on Midlight's Deep floor 1, The Crevasse.
- Stolen from (or dropped in chests by) enemy Chemists in the special battle at Mount Germinas, which occurs at low odds when you enter the mountain from Sal Ghidos.
- Won after battle in Melee Mode with sufficiently high-level characters (PSP).
- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).

LIMITED SUPPLY?: No, can always be stolen/dropped in random battles, or won in Rendezvous & Melee Modes.

Blaze Gun [gun]:

- Stolen from one of the enemy Squires during the battle in the Disorder in the Order subquest.
- Found using Treasure Hunter on Midlight's Deep floor 1, The Crevasse.
- Stolen from (or dropped in chests by) enemy Chemists in the special battle at Mount Germinas, which occurs at low odds when you enter the mountain from Sal Ghidos.
- Stolen from enemy Chemist in Story Battle 56: Lost Halidom, but this is past the point of no return to the world map.

- Steal from Mustadio in the second battle, and/or Barich in the ninth battle, of the Brave Story mission in Rendezvous Mode (PSP).
- Won after battle in Melee Mode with sufficiently high-level characters (PSP).
- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).

LIMITED SUPPLY?: No, can always be stolen/dropped in random battles, won/stolen in Rendezvous Mode, or won in Melee Mode.

#### Blaster [gun]:

- Found using Treasure Hunter on Midlight's Deep floor 6, The Palings.
- Stolen from (or dropped in chests by) enemy Chemists in the special battle at Mount Germinas, which occurs at low odds when you enter the mountain from Sal Ghidos.
- Steal from Barich in the third battle of the Knights Templar mission in Rendezvous Mode (PSP).
- Steal from Mustadio clone in the All-Star Melee mission in Rendezvous Mode (PSP).
- Won after battle in Melee Mode with sufficiently high-level characters (PSP).
- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).
- Stolen from enemy boss in Story Battle 56: Lost Halidom, but this is past the point of no return to the world map.

LIMITED SUPPLY?: No, can always be stolen/dropped in random battles, or won/stolen in Rendezvous Mode.

#### Stoneshooter [gun]:

- Steal from (or dropped in chests by) enemy Chemists during the rare "special" random battle that sometimes occurs at the north entrance to Mount Germinas. You can tell if the Chemist is carrying the gun because he/she will begin the battle turned to stone. Use a Gold Needle, Remedy, or other ability to cure the petrification, then steal the gun.
- Rare poach from Dark Behemoth. Dark Behemoths can best be found in random battles at the south entrance to Lake Poescas (i.e., enter from Limberry Castle). You can also poach or recruit a Dark Behemoth earlier in the Chapter III story battle at Zeklaus Desert (where you meet Luso), but they do NOT appear in random battles here.

LIMITED SUPPLY?: No, can be poached, and stolen/dropped in random battles.

#### Artemis Bow [bow]:

- Stolen from (or dropped in chest by) one of the enemy Archers in Story Battle 42: Mount Germinas.
- Stolen from (or dropped in chests by) either enemy Archer in Story Battle 43: Lake Poescas.
- Stolen from (or dropped in chests by) enemy Archers in random battles. The enemy Archers must be at least level 37 before they will carry the Artemis Bow, which means you'll need a character of that level on your own roster.
- Stolen from (or dropped in chests by) enemy Archers in the first battle of the Lionel's New Liege Lord subquest, Lionel Castle Gate.
- Rare poach from Behemoth King. Behemoth Kings can be found in random battles at Lake Poescas (either entrance). You can also poach or recruit a Dark Behemoth earlier in the Chapter III story battle at Zeklaus Desert (where you meet Luso), but they do NOT appear in random battles here.
- Won after battle in Melee Mode with sufficiently high-level characters (PSP).
- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).

LIMITED SUPPLY?: No, can be poached, stolen/dropped in random battles, and won in Melee/Rendezvous Modes.

#### Yoichi Bow [bow]:

- Found using Treasure Hunter on Midlight's Deep floor 3, The Hollow.

- Stolen from (or dropped in chests by) by high-level enemy Archers on The Switchback in Midlight's Deep.
- Stolen from (or dropped in chest by) the Archer in story battle Battle 53: Monastery Vaults - Fourth Level, but this is past the point of no return to the world map.
- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).

LIMITED SUPPLY?: No, can be stolen/dropped in random battles or won in Rendezvous Mode.

Perseus Bow [bow]:

- Found using Treasure Hunter on Midlight's Deep floor 8, The Switchback.
- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).

LIMITED SUPPLY?: Yes in single-player, but can be won in Rendezvous Mode.

# Sagittarius Bow [bow]:

- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).
- Purchased from the Poachers' Den after completing the game (iOS).

LIMITED SUPPLY?: Unlimited in multiplayer/iOS; not available in 1-player PSP

Faerie Harp [instrument]:

- Found using Treasure Hunter on Midlight's Deep floor 4, The Catacombs.
- Rare poach from Treant. Treants appear very frequently in random battles on Midlight's Deep floor 5, The Oubliette, and can also be found frequently in the Yuguewood. You can also find them less frequently at the west entrance to Araguay Woods.
- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).

LIMITED SUPPLY?: No, can be poached or won in Rendezvous Mode.

Omnilex [book]:

- Rare poach from Greater Malboro. Greater Malboros are pretty rare, but you can find them on Midlight's Deep floor 4, The Catacombs, or floor 8, The Switchback, or by obtaining an Malboro and having it breed.
- Catch with Sticky Fingers from enemy Ninjas of Lv. 95 or above.
- Steal from Orlan in the sixth battle of the Brave Story mission in Rendezvous Mode (PSP).
- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).

LIMITED SUPPLY?: No, can be poached, caught, or won in Rendezvous Mode.

Holy Lance [polearm]:

- Common poach from Sekhret. Sekhret is generally fairly rare, but you can find it reasonably frequently in random battles at Fovoham Windflats if you enter from Ziekden Fortress. You can also get a Minotaur on your team and wait for it to breed a Sekhret.
- Catch with Sticky Fingers from Lv. 95 enemy Ninjas.
- Steal from some of the enemy Dragoons in the fifth battle of the Brave Story mission in Rendezvous Mode (PSP).
- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).

LIMITED SUPPLY?: No, can be poached or caught with Sticky Fingers.

Dragon Whisker [polearm]:

- Rare poach from Red Dragon. Red Dragons appear in random battles at Mount Germinas (either entrance), and in Midlight's Deep on floors 8 (The Switchback) and 10 (Terminus). (You'll have to defeat the boss on Terminus before you can get into random battles there.) Earlier, you can also breed a

Red Dragon from a Blue Dragon, which can be found at the northwest entrance to Grogh Heights.

- Catch with Sticky Fingers from Lv. 96 enemy Ninjas.
- Won after battle in Melee Mode with sufficiently high-level characters (PSP).
- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).

LIMITED SUPPLY?: No, can be poached, caught, or won in Melee & Rendezvous Modes.

# Gae Bolg [polearm]:

- Won after battle in Melee Mode with sufficiently high-level characters (PSP).
- Purchased from the Poachers' Den after completing the game (iOS).

LIMITED SUPPLY?: Unlimited in multiplayer/iOS; not available in 1-player PSP

# Gungnir [polearm]:

- Can be won as a prize from completing the Nightmares mission in Rendezvous Mode (PSP).
- Purchased from the Poachers' Den after completing the game (iOS).

LIMITED SUPPLY?: Unlimited in multiplayer/iOS; not available in 1-player PSP

Javelin (II) [polearm]:

- Found using Treasure Hunter atop the right pillar during the Nelveska Temple. You need to use Construct 8, Reis, or another large monster as a stepping-stone to climb up on top of the pillar. This can only be done during the battle with Construct 7 here in the Nelveska Temple subquest, as there are no later battles at the Temple.
- Catch with Sticky Fingers from Lv. 97 to Lv. 99 enemy Ninjas.

LIMITED SUPPLY?: No, can be caught with Sticky Fingers.

Ivory Pole [pole]:

- Rare poach from Sekhret. Sekhret is generally fairly rare, but you can find reasonably frequently in random battles at Fovoham Windflats if you enter from Ziekden Fortress. You can also get a Minotaur on your team and wait for it to breed a Sekhret.
- Catch with Sticky Fingers from Lv. 95 enemy Ninjas.

LIMITED SUPPLY?: No, can be poached or caught with Sticky Fingers.

Whale Whisker [pole]:

- Rare poach from Tiamat. Tiamats are best found on the last floor of Midlight's Deep, Terminus, in random battles after you defeat the boss there.
- Catch with Sticky Fingers from enemy Ninjas of Lv. 96 or above.
- Won after battle in Melee Mode with sufficiently high-level characters (PSP).

LIMITED SUPPLY?: No, can be poached, caught, or won in Melee Mode.

Fallingstar Bag [bag]:

- Rare poach from Wild Boar. Wild Boars NEVER appear in the wild. The only way to find one is to breed them from a Swine. Use Entice or Tame to recruit a Pig or Swine during story battles at Tchigolith Fenlands, Finnath Creek, Gollund Colliery Ridge, or random battles at Dorvauldar Marsh or Midlight's Deep floor 10, Terminus. Then, move around the map and let your Swine produce eggs until one of them hatches into a Wild Boar. Good luck :P (A Pig does not directly produce Wild Boars, but it can give you a Swine, which can in turn give you the boar. Both Swines and Wild Boars can breed Wild Boars, but Swines will actually breed them faster than other Wild Boars.)
- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).

LIMITED SUPPLY?: No, can be poached or won in Rendezvous Mode.

Wyrmsweave Silk [cloth]:

- Common poach from Tiamat. Tiamats are best found on the last floor of Midlight's Deep, Terminus, in random battles after you defeat the boss there.

- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).

LIMITED SUPPLY?: No, can be poached or won in Rendezvous Mode.

# Chaosbringer [fell sword]:

- Won after battle in Melee Mode with sufficiently high-level characters (PSP).
- Purchased from the Poachers' Den after completing the game (iOS).

LIMITED SUPPLY?: Unlimited in multiplayer/iOS; not available in 1-player PSP

# Deathbringer [fell sword]:

- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).
- Purchased from the Poachers' Den after completing the game (iOS).

LIMITED SUPPLY?: Unlimited in multiplayer/iOS; not available in 1-player PSP

# Arondight [fell sword]:

- Won after battle in Melee Mode with sufficiently high-level characters (PSP).
- Purchased from the Poachers' Den after completing the game (iOS).

LIMITED SUPPLY?: Unlimited in multiplayer/iOS; not available in 1-player PSP

# Balmung [fell sword]:

- Won after battle in Melee Mode with sufficiently high-level characters (PSP).
- Purchased from the Poachers' Den after completing the game (iOS).

LIMITED SUPPLY?: Unlimited in multiplayer/iOS; not available in 1-player PSP

# Valhalla [fell sword]:

- Can be won as a prize from completing the An Ill Wind mission in Rendezvous Mode (PSP).
- Purchased from the Poachers' Den after completing the game (iOS).

LIMITED SUPPLY?: Unlimited in multiplayer/iOS; not available in 1-player PSP

---Shields-----

Kaiser Shield:

- Steal from one of the enemy Knights during the battle in the Disorder in the Order subquest.
- Found using Treasure Hunter on Midlight's Deep floor 4, The Catacombs.
- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).

LIMITED SUPPLY?: Yes in single-player, but can be won in Rendezvous Mode.

Venetian Shield:

- Steal from one of the enemy Knights during the battle in the Disorder in the Order subquest.
- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).

LIMITED SUPPLY?: Yes in single-player, but can be won in Rendezvous Mode.

# Genji Shield:

- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).
- Purchased from the Poachers' Den after completing the game (iOS).

LIMITED SUPPLY?: Unlimited in multiplayer/iOS; not available in 1-player PSP

# Reverie Shield:

- Won after battle in Melee Mode with sufficiently high-level characters (PSP).
- Purchased from the Poachers' Den after completing the game (iOS).

LIMITED SUPPLY?: Unlimited in multiplayer/iOS; not available in 1-player PSP

Escutcheon (II):



- Found using Treasure Hunter atop the right pillar during the Nelveska Temple. You need to use Construct 8, Reis, or another large monster as a stepping-stone to climb up on top of the pillar. You must get it during the battle with Construct 7 here in the Nelveska Temple subquest, as there are no later battles at the Temple. This is the ONLY place to find this shield in the game!

LIMITED SUPPLY?: Yes.

#### # Onion Shield:

- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).
- Purchased from the Poachers' Den after completing the game (iOS).

LIMITED SUPPLY?: Unlimited in multiplayer/iOS; not available in 1-player PSP

---Headgear-----

#### # Genji Helm [helm]:

- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).
- Purchased from the Poachers' Den after completing the game (iOS).

LIMITED SUPPLY?: Unlimited in multiplayer/iOS; not available in 1-player PSP

#### Grand Helm [helm]:

- Found using Treasure Hunter on Midlight's Deep floor 9, The Interstice.

LIMITED SUPPLY?: Yes.

#### # Vanguard Helm [helm]:

- Can be won as a prize from completing the An Ill Wind mission in Rendezvous Mode (PSP).
- Purchased from the Poachers' Den after completing the game (iOS).

LIMITED SUPPLY?: Unlimited in multiplayer/iOS; not available in 1-player PSP

#### # Onion Helm [helm]:

- Won after battle in Melee Mode with sufficiently high-level characters (PSP).
- Purchased from the Poachers' Den after completing the game (iOS).

LIMITED SUPPLY?: Unlimited in multiplayer/iOS; not available in 1-player PSP

#### # Brass Coronet [hat]:

- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).
- Purchased from the Poachers' Den after completing the game (iOS).

LIMITED SUPPLY?: Unlimited in multiplayer/iOS; not available in 1-player PSP

#### # Acacia Hat [hat]:

- Won after battle in Melee Mode with sufficiently high-level characters (PSP).
- Purchased from the Poachers' Den after completing the game (iOS).

LIMITED SUPPLY?: Unlimited in multiplayer/iOS; not available in 1-player PSP

#### Cachusha [hair adornment]:

- Steal from Celia in Story Battle 34: Riovanes Castle Roof.
- Steal from the enemy Mystic on the boss's right in the second battle of the Lionel's New Liege Lord subquest, Lionel Castle Oratory. (Only available during the first phase of this battle, before you KO the boss.)
- Rare poach from Pig. You can find Pigs in the story battles at Tchigolith Fenlands (sometimes), Gollund Colliery Ridge, or Finnath Creek (sometimes), or in random battles at Dorvauldar Marsh (west entrance) or Midlight's Deep floor 10, Terminus.
- Steal from Reis clone in the All-Star Melee mission in Rendezvous Mode (PSP).
- Steal from Ovelia in the sixth battle, and/or Reis in the eighth battle, of the Brave Story mission in Rendezvous Mode (PSP).

- Won after battle in Melee Mode with sufficiently high-level characters (PSP).
- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).

LIMITED SUPPLY?: No, can be poached, won/stolen in Rendezvous Mode, or won in Melee Mode.

Barette [hair adornment]:

- Alma's initial equipment in Chapter III; de-equip it from her before entering Orbonne Monastery to keep it.
- Steal from Lettie in Story Battle 34: Riovanes Castle Roof.
- Steal from the enemy Mystic on the boss's left in the second battle of the Lionel's New Liege Lord subquest, Lionel Castle Oratory. (Only available during the first phase of this battle, before you KO the boss.)
- Rare poach from Red Chocobo. In Chapter III, Red Chocobos can be found at the south entrance to Balias Tor (from Lionel). In Chapter IV, Red Chocobos appear fairly frequently in random battles at the east entrance to Balias Swale (from Warjilis).
- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).
- Steal from Alma in the sixth battle of the Brave Story mission in Rendezvous Mode (PSP).

LIMITED SUPPLY?: No, can be poached, or won/stolen in Rendezvous Mode.

Ribbon [hair adornment]:

- Common poach from Wild Boar. Wild Boars NEVER appear in the wild. The only way to find one is to breed them from a Swine. Use Entice or Tame to recruit a Pig or Swine during story battles at Tchigolith Fenlands, Finnath Creek, Gollund Colliery Ridge, or random battles at Dorvauldar Marsh or Midlight's Deep floor 10, Terminus. Then, move around the map and let your Swine produce eggs until one of them hatches into a Wild Boar. Good luck :P (A Pig does not directly produce Wild Boars, but it can give you a Swine, which can in turn give you the boar. Both Swines and Wild Boars can breed Wild Boars, but Swines will actually breed them faster than other Wild Boars.)
- Steal from Valmafra in the last battle of the Brave Story mission in Rendezvous Mode (PSP).
- Won after battle in Melee Mode with sufficiently high-level characters (PSP).
- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).
- Equipped by the guest in the last battle, but you can't de-equip it and this is past the point of no return to the world map anyway.

LIMITED SUPPLY?: No, can be poached, won/stolen in Rendezvous Mode, or won in Melee Mode.

---Armor-----

Genji Armor [armor]:

- Received as a Battle Trophy from completing the first battle of the New Liege Lord of Lionel Castle subquest, Lionel Castle Gate. Note that you CANNOT start this quest if Mustadio, Beowulf, or Reis is killed or departs the team and/or if you choose not to buy the flower from Aerith when you first arrive in Sal Ghidos ... and, so, you would not be able to get the armor in the single-player mode.
- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).

LIMITED SUPPLY?: Yes in single-player, but can be won in Rendezvous Mode.

Maximillian [armor]:

- Found using Treasure Hunter on Midlight's Deep floor 9, The Interstice.

LIMITED SUPPLY?: Yes.

# Onion Armor [armor]:

- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).
- Purchased from the Poachers' Den after completing the game (iOS).

LIMITED SUPPLY?: Unlimited in multiplayer/iOS; not available in 1-player PSP

Ninja Gear [clothes]:

- Steal from one of the enemy Monks during the battle in the Disorder in the Order subquest.
- Found using Treasure Hunter on Midlight's Deep floor 6, The Palings.
- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).

LIMITED SUPPLY?: Yes in single-player, but can be won in Rendezvous Mode.

Mirage Vest [clothes]:

- Balthier's initial equipment. Complete the Recruiting Balthier subquest after visiting the Free City of Bervenian in Chapter IV to get him.
- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).

LIMITED SUPPLY?: Yes in single-player, but can be won in Rendezvous Mode.

# Minerva Bustier [clothes]:

- Won after battle in Melee Mode with sufficiently high-level characters (PSP).
- Purchased from the Poachers' Den after completing the game (iOS).

LIMITED SUPPLY?: Unlimited in multiplayer/iOS; not available in 1-player PSP

Rubber Suit [clothes]:

- Rare poach from Greater Hydra. Greater Hydras are best found in random battles on Midlight's Deep floor 10, Terminus, after you defeat the boss there. They can also be found less frequently on floor 8, The Switchback.
- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).

LIMITED SUPPLY?: No, can be poached or won in both multiplayer modes.

# Brave Suit [clothes]:

- Won after battle in Melee Mode with sufficiently high-level characters (PSP).
- Purchased from the Poachers' Den after completing the game (iOS).

LIMITED SUPPLY?: Unlimited in multiplayer/iOS; not available in 1-player PSP

Lordly Robe [robe]:

- Found using Treasure Hunter on Midlight's Deep floor 6, The Switchback.
- Steal from Valmafra in the last battle of the Brave Story mission in Rendezvous Mode (PSP).

LIMITED SUPPLY?: Yes in single-player, but can be stolen in Rendezvous Mode.

# Sage's Robe [robe]:

- Won after battle in Melee Mode with sufficiently high-level characters (PSP).
- Purchased from the Poachers' Den after completing the game (iOS).

LIMITED SUPPLY?: Unlimited in multiplayer/iOS; not available in 1-player PSP

---Accessories-----

# Gaius Caligae [shoes]:

- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).
- Purchased from the Poachers' Den after completing the game (iOS).

LIMITED SUPPLY?: Unlimited in multiplayer/iOS; not available in 1-player PSP

# Genji Glove [gauntlet]:

- Won as a prize for completing missions in Rendezvous Mode with sufficiently

high-level characters (PSP).

- Purchased from the Poachers' Den after completing the game (iOS).

LIMITED SUPPLY?: Unlimited in multiplayer/iOS; not available in 1-player PSP

# Brigand's Gloves [gauntlet]:

- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).
- Purchased from the Poachers' Den after completing the game (iOS).

LIMITED SUPPLY?: Unlimited in multiplayer/iOS; not available in 1-player PSP

# Onion Gloves [gauntlet]:

- Won after battle in Melee Mode with sufficiently high-level characters (PSP).
- Purchased from the Poachers' Den after completing the game (iOS).

LIMITED SUPPLY?: Unlimited in multiplayer/iOS; not available in 1-player PSP

Invisibility Cloak [cloak]:

- Found using Treasure Hunter atop Mount Germinas, either in the initial story battle there or in a subsequent random battle. See Battle Strategy 42 in the Chapter IV walkthrough for its exact location.
- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).

LIMITED SUPPLY?: Yes in single-player, but can be won in Rendezvous Mode.

Cursed Ring [ring]:

- Found using Treasure Hunter on Midlight's Deep floor 6, The Switchback.

LIMITED SUPPLY?: Yes.

# Sage's Ring [ring]:

- Can be won as a prize from completing the Brave Story mission in Rendezvous Mode (PSP).
- Purchased from the Poachers' Den after completing the game (iOS).

LIMITED SUPPLY?: Unlimited in multiplayer/iOS; not available in 1-player PSP

# Empyrean Armband [armlet]:

- Won after battle in Melee Mode with sufficiently high-level characters (PSP).
- Purchased from the Poachers' Den after completing the game (iOS).

LIMITED SUPPLY?: Unlimited in multiplayer/iOS; not available in 1-player PSP

Chantage [perfume]:

- Steal from enemy boss during Story Battle 36: Bervenian.
- Steal from the enemy Mystic on the boss's left in the second battle of the Lionel's New Liege Lord subquest, Lionel Castle Oratory. (Only available during the first phase of this battle, before you KO the boss.)
- Common poach from Swine. Swines appear in random battles on Midlight's Deep floor 10, Terminus, or very rarely from the west entrance of Dorvauldar Marsh. Alternately, recruit a Pig earlier in the game (during the story battles at Tchigolith Fenlands, Gollund Colliery Ridge, or Finnath Creek, or random battles at the west entrance of Dorvauldar Marsh) and wait for it to breed a Swine.
- Steal from Valmafra in the last battle of the Brave Story mission in Rendezvous Mode (PSP).
- Won after battle in Melee Mode with sufficiently high-level characters (PSP).
- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).

LIMITED SUPPLY?: No, can be poached, won/stolen in Rendezvous Mode, or won in Melee Mode.

Cherche [perfume]:

- Common poach from Behemoth King. Behemoth Kings can be found in random battles at Lake Poescas (either entrance). You can also poach or recruit a

Behemoth King earlier in the Chapter III story battle at Zeklaus Desert (where you meet Luso), but they do NOT appear in random battles here.

- Won after battle in Melee Mode with sufficiently high-level characters (PSP).
- LIMITED SUPPLY?: No, can be poached or won in Melee Mode.

Sortile'ge [perfume]:

- Received from Beowulf for completing the Lionel's New Liege Lord subquest.
- Steal from the enemy Mystic on the boss's right in the second battle of the Lionel's New Liege Lord subquest, Lionel Castle Oratory. (Only available during the first phase of this battle, before you KO the boss.)
- Common poach from Red Dragon. Red Dragons appear in random battles at Mount Germinas (either entrance), and in Midlight's Deep on floors 8 (The Switchback) and 10 (Terminus). (You'll have to defeat the boss on Terminus before you can get into random battles there.) Earlier, you can also breed a Red Dragon from a Blue Dragon, which can be found at the northwest entrance to Grogh Heights.
- Won as a prize for completing missions in Rendezvous Mode with sufficiently high-level characters (PSP).

LIMITED SUPPLY?: No, can be poached and won in Rendezvous Mode.

Septie`me [perfume]:

- Common poach from Greater Hydra. Greater Hydras are best found in random battles on Midlight's Deep floor 10, Terminus, after you defeat the boss there. They can also be found less frequently on floor 8, The Switchback.
- Steal from Rapha, Reis, and/or Meliadoul clone in the All-Star Melee mission in Rendezvous Mode (PSP).
- Steal from Meliadoul in the ninth battle of the Brave Story mission in Rendezvous Mode (PSP).

LIMITED SUPPLY?: No, can be poached or stolen in Rendezvous Mode.

Tynar Rouge [lip rouge]:

- Complete the Agrias's Birthday quest in Chapter IV. You must keep Mustadio, Agrias, Alicia, and Lavian alive until Chapter IV to do this quest. See the Agrias's Birthday section under Walkthrough - Subquests for complete details on how to complete this event.

LIMITED SUPPLY?: Yes.

---Items-----

Elixir [item]:

- 4 found using Treasure Hunter at Dorvauldar Marsh.
- 3 found using Treasure Hunter in Story Battle 50: Mullonde Cathedral
- 4 found using Treasure Hunter in Story Battle 51: Mullonde Cathedral Nave.
- Received as a Battle Trophy for completing Story Battle 52: Mullonde Cathedral Sanctuary.
- Received using Treasure Hunter at Nelveska Temple, as the "bad" item in place of the Nagnarok and Sasuke's Blade (i.e., if your Bravery is high).
- 14 found using Treasure Hunter at many locations in Midlight's Deep.
- Common poach from Greater Malboro. Greater Malboros are pretty rare, but you can find them on Midlight's Deep floor 4, The Catacombs, or floor 8, The Switchback, or by obtaining a Malboro and having it breed.
- 4 found using Treasure Hunter in EACH of the maps in the final sequence of battles (i.e., beginning with Story Battle 53). Unlike most Treasure Hunter treasures, you will receive these regardless of Bravery. Of course, since they are past the point of no return to the world map, you will not be able to save them permanently to your file.
- Won as a prize in Melee Mode with sufficiently high-level characters (PSP).

LIMITED SUPPLY?: No, can be poached or won in Melee Mode.

---Abilities-----

Ultima [Game Hunter/Squire (Ramza)]:

- Learned by having Celia or Lettie cast on Luso during Story Battle 34: Riovanes Castle Roof; Luso must be in the Game Hunter job.
- Learned by having an enemy cast it on Ramza or Luso during Chapter IV; the targeted character must be in the Game Hunter (Luso) or Squire (Ramza) job. Enemies that cast Ultima include Celia and Lettie during Story Battles 44: Limberry Castle Gate and 45: Limberry Castle Keep, and Ultima Demons during Story Battle 45: Limberry Castle Keep, 46: Limberry Castle Inner Court, and Story Battle 52: Mullonde Cathedral Sanctuary. See "Learning Ultima" under Learning Magick From Being Hit for more information.
- Can also be learned as above from the Ultima Demons in the final battle, but this is past the point of no return to the world map.
- Once Ramza or Luso has learned it, you can teach it to the other by casting it on him when the target is in the Game Hunter (Luso) or Squire (Ramza) job.
- Can be learned from another player's Ramza or Luso in Rendezvous Mode (but not Melee Mode).
- Learned in Rendezvous Mode from the Ultima Demons (in "Nightmares") or Luso, Celia, or Lettie (in "Brave Story"), via the same procedure as above. You must successfully complete the mission to keep the spell.

MISSABLE?: Yes in single-player mode, if no one has learned it by the time you finish Story Battle 52. Not missable in Rendezvous Mode.

Zodiark [Summoner]:

- Learned by having Elidibus cast it on a Summoner during the initial battle on the tenth floor of Midlight's Deep (Terminus), if the Summoner survives. Each time this happens, you have a high (but not 100%) chance of learning the spell; you may need to have Elidibus cast it on you more than once if you don't learn it the first time. Use Mana Shield to survive the spell, or see the battle strategy for this battle for additional tips.
- Learned from Elidibus in the Brave Story mission in Rendezvous Mode, via the same procedure as above. You must successfully complete the mission to keep the spell.
- Can be taught to other characters by first casting on an enemy Summoner, then having the enemy Summoner cast it at the character whom you want to learn the spell. Again, the target must be a Summoner when hit by the spell. (The Catacombs, The Switchback, and The Interstice are all good places to find enemy Summoners.)

MISSABLE?: Yes in single-player, if you don't learn it during the battle with Elidibus. Not missable in Rendezvous Mode.

%%THROWS FROM ENEMY NINJAS%%00throw

Rare weapons like the Excalibur and Whale Whisker can't be bought at the Outfitter ... but there's a way to get an infinite supply of them!

Many weapons are thrown by high-level (90+) enemy Ninjas. If you equip these Thief's Sticky Fingers reaction ability, you can catch the thrown weapons and add them to your inventory.

You'll geneally have to raise at least one character to level 90 or so to see enemy Ninjas at this level. One Ninja at Araguay Woods (see below) is always 10 levels ahead of you, though.

---WHERE TO FIND ENEMY NINJAS?---

The absolute best place to find enemy Ninjas is in the Rendezvous Mode mission "Littering," unlocked after the story battle at Yardrow in chapter 3. Here, you'll always fight TEN enemy Ninjas, and there are no other enemies. Of course, it's a Rendezvous Mode mission, so you'll have to team up with a

friend to go item-catching.

In the single-player game, there are two pretty good places for placing enemy Ninjas:

- > Floor 9 of Midlight's Deep, The Interstice. One of the four enemy parties here consists of Ninjas and Samurais. Kill off all the Samurais and you're free to catch items. (It's also a good idea to put a sturdy character, like a female with Chantage, on the Death Trap tile. That keeps the enemy Ninjas from accidentally killing themselves with the trap.) Since the Ninja enemy party only appears 25% of the time on The Interstice, it's not quite as nice as the Littering mission.
- > The special random battle at Araguay Woods. When entering Araguay Woods from Dorte in Chapter IV, there's a chance you'll get into a battle against 1 female Ninja and 0-6 male Ninjas. The female Ninja is always 10 levels ahead of the highest-level character on your roster, which means you can start getting rare throws from her even when your own levels are only in the 80s.

The Araguay Woods battle contains exclusively Ninjas, but it's a little less common than the battle in The Interstice. Either one works fine.

Remember, you must have someone on your OWN roster with an experience level of 90 or so before you'll see level 90+ enemy Ninjas. The one exception is the female Ninja at Araguay Woods, who will be level 90+ as long as you have reached at least level 80.

You CANNOT obtain weapons thrown by another human player in the multiplayer modes. (You can still stop the throws with Sticky Fingers, but the weapons are not added to your permanent inventory.)

#### ---WHAT WEAPONS ARE THROWN?---

The specific weapons that enemy Ninjas will throw at you are determined by two factors:

- A) What abilities the enemy Ninja has been randomly assigned (e.g. the Ninja must have the ability "Polearm" to throw polearms)
- B) The enemy Ninja's experience level

In fact, at a given level, enemy Ninjas can throw only ONE weapon from each type. For example, when a level 95 Ninja throws a polearm, it's ALWAYS a Holy Lance. (Of course, they might also throw other TYPES of weapons.) If you're looking for a specific item, you can use this to figure out exactly what level of enemy Ninjas you need.

Below, I've listed what weapons enemy Ninjas will throw at each level. A \* indicates a weapon that can't be bought at the Outfitter.

Remember, most enemy Ninjas will NOT throw ALL weapon types at you. It depends on what abilities they've learned.

| ENEMY  | KNIFE             | NINJA BLADE     | SWORD           | KNIGHT'S SWORD   |
|--------|-------------------|-----------------|-----------------|------------------|
| Lv. 90 | Air Knife         | Spellbinder     | Runeblade       | (not used?)      |
| Lv. 91 | Air Knife         | Spellbinder     | Runeblade       | (not used?)      |
| Lv. 92 | Air Knife         | Spellbinder     | Runeblade       | * Defender       |
| Lv. 93 | Air Knife         | Spellbinder     | Runeblade       | * Defender       |
| Lv. 94 | Air Knife         | Spellbinder     | Runeblade       | * Defender       |
| Lv. 95 | * Zwill Str.blade | * Sasuke's Bld. | * Nagnarok      | * Save the Queen |
| Lv. 96 | * Zwill Str.blade | * Koga Blade    | * Materia Blade | * Excalibur      |
| Lv. 97 | * Zwill Str.blade | * Koga Blade    | * Materia Blade | * Ragnarok       |
| Lv. 98 | * Zwill Str.blade | * Koga Blade    | * Materia Blade | * Chaos Blade    |

|        |                   |              |                 |               |
|--------|-------------------|--------------|-----------------|---------------|
| Lv. 99 | * Zwill Str.blade | * Koga Blade | * Materia Blade | * Chaos Blade |
| ENEMY  | KATANA            | AXE          | FLAIL           | BOOK          |
| Lv. 90 | Kiku-ichimonji    | Slasher      | * Scorpion Tail | Papyrus Codex |
| Lv. 91 | Kiku-ichimonji    | Slasher      | * Scorpion Tail | Papyrus Codex |
| Lv. 92 | Kiku-ichimonji    | Slasher      | * Scorpion Tail | Papyrus Codex |
| Lv. 93 | Kiku-ichimonji    | Slasher      | * Scorpion Tail | Papyrus Codex |
| Lv. 94 | Kiku-ichimonji    | Slasher      | * Scorpion Tail | Papyrus Codex |
| Lv. 95 | * Masamune        | Slasher      | * Scorpion Tail | * Omnilex     |
| Lv. 96 | * Chirijiraden    | Slasher      | * Scorpion Tail | * Omnilex     |
| Lv. 97 | * Chirijiraden    | Slasher      | * Scorpion Tail | * Omnilex     |
| Lv. 98 | * Chirijiraden    | Slasher      | * Scorpion Tail | * Omnilex     |
| Lv. 99 | * Chirijiraden    | Slasher      | * Scorpion Tail | * Omnilex     |

|        |                  |                   |
|--------|------------------|-------------------|
| ENEMY  | POLEARM          | POLE              |
| Lv. 90 | Obelisk          | Eight-fluted Pole |
| Lv. 91 | Obelisk          | Eight-fluted Pole |
| Lv. 92 | Obelisk          | Eight-fluted Pole |
| Lv. 93 | Obelisk          | Eight-fluted Pole |
| Lv. 94 | Obelisk          | Eight-fluted Pole |
| Lv. 95 | * Holy Lance     | * Ivory Pole      |
| Lv. 96 | * Dragon Whisker | * Whale Whisker   |
| Lv. 97 | * Javelin (II)   | * Whale Whisker   |
| Lv. 98 | * Javelin (II)   | * Whale Whisker   |
| Lv. 99 | * Javelin (II)   | * Whale Whisker   |

Ninjas lower than lv. 90 will never throw rare weapons. And, aside from the Defender and Scorpion Tail, most of the rare items don't actually come until the Ninjas hit lv. 95.

Of course, this table has NO bearing on what YOU can throw. Experience level has no effect on what weapons your own Ninjas are able to throw.

Unfortunately, you CANNOT use this trick to get weapon types that can't be thrown, like rods and staves. Weapons exclusive to the multiplayer mode also can't be obtained this way since they also can't be thrown.

#### ---TACTICS FOR OBTAINING WEAPONS---

There's no way to control what abilities an enemy Ninja has learned, so you can't change what TYPES of weapons they will throw. However, you CAN change the enemy's levels.

So, the best strategy if you want to acquire a particular weapon is to look for a Ninja that can throw the right weapon type. Then, adjust his/her level until it matches what you want in the table above. For example, if you want an Excalibur, find a Ninja that sometimes throws Knight's Swords. Then level up or level down that Ninja until it is at level 96.

To LEVEL UP the enemy ninjas, let them land successful attacks on you. Chantage (or any Reraise/healing ability, really) can be helpful in surviving repeated attacks.

To LEVEL DOWN the enemy ninjas, bring a Mindflayer monster and have it stand next to someone with the Beastmaster ability. This will allow the Mindflayer to use its Level Drain ability, which reduces an enemy's level by 1. (You'll only need the Mindflayer if the item you want is not thrown at level 99.)

The Nagnarok may be particularly tricky to get since it has low attack power and even level 95 Ninjas may not throw it very often. One possible solution is to



first inflict the Confuse status on a level 95 Ninja (e.g. by using the Mystic's Delirium or Beowulf's Confuse).

Reader Piers\* reports that Ninjas are more apt to throw powerful weapons when your HP is high. When you're low on HP, the Ninjas will just try to finish you off with a throwing star/bomb or the Nagnarok. So, keep your HP if you want to earn powerful weapons!

%%MISSABLE ITEMS AND EVENTS%%00miss

This is a quick list of story events and unique items that you can "miss" over the course of the game, and what you need to do to make sure you're able to see every story events and collect every item in the single-player mode. This is just a quick list of key points; for a more detailed treatment, see the corresponding walkthrough section.

Points marked ESSENTIAL \*must\* be completed to get an item or see an event. Points marked GOOD IDEA are not strictly necessary, but will make the process easier -- for example, stealing a rare item that otherwise can only be obtained through poaching a hard-to-find enemy. Finally, I've pointed out some points that seem like they might be needed but are actually NOT IMPORTANT, so that you don't have to worry about them!

---CHAPTER I-----

\* ESSENTIAL: At the start of the battle at Mandalia Plains, you'll be given a choice whether to help Argath or directly attack the enemy. Choosing the first option lets you see a few extra lines of dialogue during the last battle of the chapter, but it does NOT affect your ability to see anything later on.

---CHAPTER II-----

\* ESSENTIAL: At the very beginning of this chapter, you will be able to add Alicia and Lavian to your roster. Add them to your roster, and do NOT let them leave until you have completed the Agrias's Birthday sidequest in Chapter IV. This means that you must not dismiss them, must not let them get turned into crystals/chests, and must not let them abandon the party due to having a very low Bravery or very high Faith. It's OK if they're temporarily KOed.

\* NOT IMPORTANT: At this time, you will also be able to add Ladd to your roster. Ladd is basically just a generic male human. He doesn't have any special abilities and isn't needed for any sidequests. So, you can take him or leave him as you want.

\* GOOD IDEA: At the start of the story battle at Araguay Woods, you'll be given a choice whether to help Boco. Choose the second option to avoid losing Bravery. However, your choice here does not affect anything else.

\* NOT IMPORTANT: After the Araguay Woods battle, you will be able to add Boco the chocobo to your roster. Like Ladd, Boco isn't really special; he's just a regular yellow Chocobo. (He does have a unique message when you press Select and choose his name, but that's all.) So, you don't have to take him along.

\* NOT TOO IMPORTANT: At the story battle at Tchigolith Fenlands, there's a chance of encountering an enemy Pig. Recruit it (using Entice or Time) if you see it, as you can breed it and poach the pigs for rare items. If you don't see it, though, it's by no means essential to get here as you'll have many other chances to recruit them later.

\* ESSENTIAL: After completing the story battle at the Clockwork City of Goug,

you will be able to add Mustadio to your roster. Mustadio is a unique story character and is also needed for most of the sidequests in Chapter IV, so add him to your roster and don't lose him. (As with the other essential characters, it's fine if he's temporarily KOed as long as he doesn't die permanently.)

\* ESSENTIAL: After the battle at Baliast Swale, you will be able to add Agrias to your roster. Agrias is another unique story character and is needed for two sidequests in Chapter IV, so add her to your team.

\* ESSENTIAL: Deploying Agrias during the battle at Golgollada Gallows will allow you to see some extra dialogue between her and Ramza. This dialogue is not, however, needed to unlock anything else later.

---CHAPTER III-----

\* GOOD IDEA: When Alma joins the party, it's a good idea de-equip her Healing Staff and Barette (as well as her Red Shoes) before you go to the Orbonne Monastery. This is not \*required\* as both these items can be poached later: the Healing Staff is a rare poach from Dryads and the Barette is a rare poach from Red Chocobos.

\* NOT IMPORTANT: During a story event, you will be asked whether or not you have read the Scriptures of Germonique. Your response here has no bearing on anything, so don't worry about it :)

\* GOOD IDEA: The story battle at Zeklaus Desert features all three types of behemoths. All three types of behemoth yield rare items when poached. So, you may want to poach them, or recruit one or more onto your team (with Entice or Tame) to breed more behemoths for poaching. However, it is not necessary to poach/recruit them here as there are plenty of behemoths in random battles later in the game.

\* ESSENTIAL: After the battle at Zeklaus Desert, you will be able to add Luso to your roster. This is your only opportunity to get this unique character on your team, so add him. (Luso is not needed to unlock any other events, though.)

\* ESSENTIAL: At the very end of Chapter III, you will be given a chance to add Rapha and Marach to your roster. Both are unique story characters and each has different abilities, so sign them up. (They are not, however, very useful :P.)

---CHAPTER IV-----

The Gollund Colliery sidequest is available at the beginning of this chapter. Assuming you still have Mustadio, Agrias, Alicia, and Lavian on your roster, the Agrias's Birthday sidequest is also available at this time. Both of these sidequests are available until completed and never disappear. (See Walkthrough - Sidequests for the full walkthroughs for these quests.)

\* GOOD IDEA: As a general note, the maximum roster size of 24 is just big enough to keep the 18 story characters (including Boco and Ladd) plus the 6 generic characters you start Chapter I with. So, if you want to keep all those characters, finish breeding monsters to poach BEFORE you fill up the last two slots on your roster. On the other hand, Boco, Ladd, and the initial 6 generics have no special characteristics and you don't miss anything if you delete them.

---Agrias's Birthday---

\* ESSENTIAL: After completing the Agrias's Birthday sidequest, you will receive the Tynar Rouge accessory. This is a one-of-a-kind item and cannot be replaced, so don't throw it away, or let it get broken or stolen by an enemy.

After completing the Agrias's Birthday event, Alicia and Lavian are not strictly needed for any other events, although they will appear in Disorder in the Order if you still have them along.

---Gollund Colliery---

\* ESSENTIAL: Near the beginning of this quest (at the Tavern in Lesalia), Beowulf will ask you to team up. Choose the second option to agree to this. Otherwise, Beowulf will leave and the quest cannot be completed.

\* GOOD IDEA: In the third battle in this quest (Gollund Colliery Ridge), you will encounter an enemy Pig. Entice or Tame the Pig so you can start breeding monsters from the pig family. Some rare items can only be obtained by poaching pig-family monsters -- including those from the Wild Boar monster, which can ONLY be obtained by breeding! If you do miss the Pig here, though, you can get others later.

\* ESSENTIAL: After completing the last battle of this quest, Beowulf and Holy Dragon Reis will offer to join your team. Both are unique story characters and both are needed for later quests, so sign them up.

\* ESSENTIAL: Upon return to the Clockwork City of Goug, Construct 8 will also be offered as another character. Construct 8 is another unique character, so recruit it.

---Chapter IV Main Quest - Up to Bervenian Free City---

\* GOOD IDEA: During the story battle at Bervenian Free City, you may want to steal the Defender and Chantage from Meliadoul, especially since both are good items. However, these can also be poached/stolen/caught later if you miss them.

After completing the story battle at the Free City of Bervenian, the Recruiting Balthier sidequest is now available. It does not depend on any missable factors.

---Recruiting Balthier Quest---

\* ESSENTIAL: After you complete this quest, Balthier will offer to join. Again, he is a unique story character, so sign him up. He is not needed for any other quests.

\* ESSENTIAL: Balthier's initial equipment includes the Ras Algethi gun and the Mirage Vest body armor. Both of these are unique items in single-player, so, again, don't throw them away or let them get broken. (Note that you must sign up Balthier to get them.) It is possible to get additional guns and vests in the multiplayer modes.

---Chapter IV Main Quest - Finnath Creek to Sal Ghidos---

\* GOOD IDEA: During the story battle at Finnath Creek (NOT during the random battles), there's a random chance of encountering one more enemy Pigs. If you don't already have one, Entice or Tame a Pig so you can start breeding monsters from the pig family. Some rare items can only be obtained by poaching pig-family monsters -- including those from the Wild Boar monster, which can ONLY be obtained by breeding! If you don't get any Pigs here, you can get others later.

\* GOOD IDEA: In the story battle at Beddha Sandwaste, you can steal a Glacial Gun from Barich. This is a rare item that can't be bought in stores, but it's not unique and you can get an infinite supply from random battles later.

\* NOT IMPORTANT: At Fort Besselat, you'll have a choice of attacking either the south wall or north wall. These are different battles, but neither has any

special items and you'll end up in the same place eventually, so it doesn't matter which you choose.

\* ESSENTIAL: After completing the battles at Fort Besselat, Orlandeau will offer to join. Sign him up as he is another unique story character.

\* GOOD IDEA: Orlandeau's initial equipment includes the Excalibur knight's sword. The Excalibur isn't unique (an infinite supply can be caught from high-level enemy Ninjas), but Excaliburs are hard to get, so hang on to it!

\* ESSENTIAL: When you first visit the Trade City of Sal Ghidos, you will see a cutscene in which Aerith offers you a flower. Choose the SECOND option to buy the flower. If you do not buy the flower, you will NOT be able to complete the Nelveska Temple & Recruiting Cloud subquests, and there is only ONE chance to get it!!

Once you have the flower, you can complete the Nelveska Temple sidequest if you also finished the Gollund Colliery quest and still have Beowulf and Reis on your team.

---Nelveska Temple Quest---

\* ESSENTIAL: Using the Treasure Hunter ability, move atop the left pillar to find the Escutcheon (II) shield. You will need to use a large monster (such as Reis or Construct 8) as a stepping-stone to get up on top of the pillar. You may instead receive a crummy regular Escutcheon; the chance of getting this BAD Escutcheon is equal to your Bravery. So, a lower Bravery is better! This is the ONLY chance to get the Escutcheon II in the game and you CANNOT come back to this map afterwards, so you must pick it up here to get every item.

\* GOOD IDEA: The Javelin II, Sasuke's Blade, and Nagnarok weapons can also be found with Treasure Hunter and low Bravery here. These, however, are not unique; Sasuke's Blade and the Javelin II can be caught from enemy Ninjas and the Nagnarok can be poached from Swine.

\* ESSENTIAL: After completing the events in this quest, Reis's new version will offer to rejoin your party. She is another unique story character and needed for the Lionel's New Liege Lord quest, so sign her up.

---Chapter IV Main Quest - Mount Germinas to Limberry---

\* ESSENTIAL: The Mount Germinas map contains an item, the Invisibility Cloak, that's one-of-a-kind in single-player. It's found using Treasure Hunter atop the mountain; see Battle 42 Tactics and Secrets for a map to its location.) Again, the lower your Bravery, the better chance of getting the Invisibility Cloak instead of just an Ether. You only get to pick up ONE of these items, so if you end up with the Ether, the Invisibility Cloak is gone for good! Unlike with the Nelveska Temple items, however, there's absolutely no need to get this during the story battle here -- you can come back and get it in a random battle at any time. It's also possible to win Invisibility Cloaks in Rendezvous Mode.

\* GOOD IDEA: You may encounter another Pig in the story battle at Finnath Creek. (It's random whether or not you'll see it.) If you missed the Pig in the Gollund Colliery, try to recruit this one. If you don't get one here, you can still find an infinite supply in Dorvauldar Marsh or the last floor of Midlight's Deep.

\* GOOD IDEA: At Limberry, you'll face a series of four battles. In the first three battles, you'll want to learn Ultima by having one of the Assassins or Ultima Demons cast it on either Ramza in his Squire job, or Luso in his Game Hunter job. It is easiest by far to learn it in the first battle (at the gate).

\* NOT IMPORTANT: You can't steal Elmdore's equipment in this version of the game, so don't even try.

\* ESSENTIAL: After winning all the battles at Limberry, Meliadoul will offer to join you. Sign her up; she is a unique character and is needed for another couple story events.

\* GOOD IDEA: Meliadoul comes with a Save The Queen sword. Again, the supply of these is actually unlimited (since they can be caught from enemy Ninjas), but keeping this one as a good idea!

The Recruiting Cloud quest is now available.

---Recruiting Cloud Quest---

\* ESSENTIAL: When given the chance to sign up Cloud, add him. He isn't needed for anything else, but IS a unique story character.

\* GOOD IDEA: Cloud's Materia Blade is found atop Mount Bervenian using Treasure Hunter. Bravery is NOT important. Try to hang onto it since Cloud needs it for his Limit command, but if you lose it, you CAN get more from enemy Ninjas.

---Chapter IV Main Quest - Eagrose to End---

\* ESSENTIAL: After Limberry, you will be directed back to Eagrose. On your way back to Eagrose, enter Dorter Trade City for an optional battle. (This battle will only trigger if you have Meliadoul on your roster.) If you visit Eagrose before activated this battle, it will disappear.

\* GOOD IDEA: In the aforementioned Dorter battle, you can steal a Dragon Rod from Cletienne. This weapon can also be found as a rare poach from Blue Dragons, but it's easiest to steal.

\* GOOD IDEA: The boss at Eagrose has a Defender sword you can steal, if you missed the one at Bervenian or want a second one. Again, there's actually an unlimited supply of Defenders (from poaching Elder Treants), so you don't \*have\* to get this one.

\* GOOD IDEA: Once you get to Mullonde, you'll face a series of three battles. In the first battle, the enemy Summoner has another Dragon Rod if you missed the prior one.

\* ESSENTIAL: For the second battle at Mullonde, deploy Meliadoul for some additional mid-battle dialogue. (This is not needed to unlock anything else, however.)

\* ESSENTIAL: If you have not yet learned the Ultima spell, the third battle at Mullonde is your last chance in the single-player mode to learn and keep it. You'll get the magick if Ultima Demons cast it on either Ramza in his Squire job, or Luso in his Game Hunter job.

Once you complete the battles at Mullonde, you will be able to complete the last set of sidequests, as well as the last set of story battles. You must still have Beowulf, Reis, and Agrias to complete this final set of sidequests.

\* ESSENTIAL: After entering Orbonne Monastery for the final sequence of battles, SAVE YOUR GAME IN A DIFFERENT SLOT. You will NOT be able to get out to the world map again. So, if you want to be able to roam the map at all, you must keep a separate save from BEFORE you went into the Monastery.

---Lionel's New Liege Lord Quest---

\* NOT IMPORANT: Aliste has Safeguard, so you can't steal any of his Genji gear. Sorry.

\* ESSENTIAL: After completing the first battle of this quest, you will receive the Genji Armor as a battle trophy. This is a unique item, so do not let get it stolen or broken.

\* GOOD IDEA: You can steal the Masamune from one of the enemy samurai in the second battle of this quest. The Masamune can only be otherwise obtained by catching it from enemy Ninjas (or winning it in Rendezvous Mode), so it's good to get here. (Be careful using the Masamune for Iaido; if it breaks, you'll need Sticky Fingers to get a replacement!)

\* GOOD IDEA: You can also steal a Cachusha and Barette from the enemy Mystics in the same battle. These are also available from poaching.

\* ESSENTIAL: You will receive a Zeus Mace as a battle trophy after the second battle. Keep it; this is one of only two in the game.

---Disorder in the Order Quest---

\* GOOD IDEA: If you still have Alicia and Lavian in your roster, the story event at Zeltennia Castle will include them in the background. However, having them here doesn't affect the actual event, nor your ability to do anything else later. Note that once you've completed this event, Alicia and Lavian aren't used for anything else, so you could dismiss them if you want since they're otherwise just generic characters.

\* ESSENTIAL: If you bring Orlandeau to the battle in this quest, you can see a little extra dialogue. But, it's not needed for anything else.

\* ESSENTIAL: In the battle in this quest, you can steal Venetian and Kaiser Shields from the two Knights, and Ninja Gear from the enemy Monk. There is only other one copy of each of these items in the single-player mode, so be sure to snag them. (However, you can get an infinite supply in multiplayer.)

\* GOOD IDEA: You can also steal a Sasuke's Blade, Barette, Blaze Gun, and Glacial Gun in the same battle, although none of these are strictly necessary.

---Midlight's Deep---

All the floors of Midlight's Deep have items you can find with Treasure Hunter. Again, a lower Bravery increases your chance is needed to get these items; otherwise, you just get a Phoenix Down. If you get the Phoenix Down, the "good" item disappears, even if you leave the battle and re-enter.

\* GOOD IDEA: Good Treasure Hunter pickups on The Crevasse: Glacial Gun and Blaze Gun. (Both also obtainable in random battles, however.)

\* GOOD IDEA: Good Treasure Hunter pickups on The Stair: Save The Queen and Blood Sword.

\* ESSENTIAL: Treasure Hunter pickup on The Hollow: Zeus Mace. There are only two of these available in the game; the other comes from the Lionel's New Liege Lord quest.

\* GOOD IDEA: Treasure Hunter pickup on The Hollow: Yoichi Bow.

\* ESSENTIAL: Treasure Hunter pickup on The Catacombs: Rod of Faith. Only available here.

\* ESSENTIAL: Treasure Hunter pickup on The Catacombs: Kaiser Shield. One of only two in single-player; the other comes from Disorder in the Order.

\* GOOD IDEA: Treasure Hunter pickup on The Catacombs: Faerie Harp.

\* ESSENTIAL: Treasure Hunter pickup on The Oubliette: Iga Blade (the only one in the single-player game)

\* GOOD IDEA: Treasure Hunter pickup on The Oubliette: Excalibur.

\* ESSENTIAL: Treasure Hunter pickup on The Palings: Cursed Ring. This is the only one in the game, and also pretty much essential for completing one of the Rendezvous Mode missions.

\* ESSENTIAL: Treasure Hunter pickup on The Palings: Ninja Gear (1 of 2 in the single-player game; the other from Disorder in the Order).

\* GOOD IDEA: Treasure Hunter pickup on The Palings: Blaster gun.

\* ESSENTIAL: Treasure Hunter pickup on The Crossing: Staff of the Magi (only one in the game).

\* GOOD IDEA: Treasure Hunter pickup on The Crossing: Koga Blade.

\* ESSENTIAL: Treasure Hunter pickups on The Switchback: Perseus Bow and Lordly Robe (both only available here in single-player, but can be found in Rendezvous).

\* GOOD IDEA: Treasure Hunter pickup on The Switchback: Excalibur.

\* ESSENTIAL: Treasure Hunter pickups on The Interstice: Maximillian and Grand Helm (both unique), and Venetian Shield (1 of 2 in the single-player game; the other is from Disorder in the Order)

\* ESSENTIAL: The first time you enter floor 10 (Terminus), you'll fight a story battle. This is your only chance to obtain the Zodiark summon in the single-player game, by having it the boss cast it on a character using the Summoner job. Use Mana Shield to survive the spell.

\* ESSENTIAL: After defeating Elidibus, you will be able to sign up the Byblos. This is a unique monster/character, so add it.

\* GOOD IDEA: Treasure Hunter pickups on Terminus: Chaos Blade and Chirijiraden. (Be careful using the Chirijiraden for Iaido; if it breaks, you'll have to catch a replacement!)

\*\*\*\*\*  
XII. ERRANDS  
\*\*\*\*\*

%%GENERAL INFORMATION ABOUT ERRANDS%%00err0

---Beginning and Ending an Errand-----

--THE BASICS--

Errands are used to earn extra JP and gil. When you accept an errand at a Tavern, you'll pay a small fee and can send 1-3 characters away on the errand. The characters will be gone for the number of days you chose; during this time, they can't fight or change jobs/equipment. When the number of days of the errand has elapsed, return to the Tavern and choose Report. (It has to be at the same town as where the Errand started.) When you click Report, you'll hear whether or not the Errand was successful.

If the errand is successful, you'll earn some gil and the 1-3 characters sent on the errand will gain some JP for their current job. Some errands pay quite well and can net you more than 20,000 gil, while others pay less than it costs to sign up for them!

Your earnings are largely based on:

- > The particular errand
- > Sending more characters nets you more gil)
- > Deploying the characters for more days

Your current job, experience level, and sometimes your Bravery/Faith values also play a small role in determining your pay; more details are below.

Only generic human characters, not monsters or special story characters, may be sent on errands. Ladd, Alicia, and Lavian are considered generic characters for this purpose.

#### --ARTEFACTS AND WONDERS--

Some errands reward you with Artefacts or Wonders of the Ancient World. These prizes are displayed in your Chronicle menu, but otherwise have no impact on the game.

See the Artefacts and Wonders section for a complete list of these.

#### --WHEN DO NEW ERRANDS APPEAR?--

Errands are not available until Chapter II. Beginning in Chapter II, new errands regularly appear in the Taverns as you progress through the game. Each town has its own set of errands.

If you don't complete an errand during the Chapter in which it first appears, it will still be there in future chapters and you can always come back to it!

Some errands are not available until you complete other errands first.

There are also a few errands that are only available during specific months; these appear at the bottom of the Errands list below.

#### --ERRAND STATUS--

Forget what Errands your characters are going? Open the menu on the map screen and go to Chronicle -> Feats -> Present. That shows all the errands you're currently working on, who's working on them, what town they're in, and how many days remain.

#### --ABANDONING AN ERRAND--

If you need to quickly get back your deployed characters, you can go to a Tavern in any town (it does not have to be the one from which they embarked) and choose Recall Units.

After you choose Recall Units, the characters will give up on the errand and head back home. After another day has passed (i.e., one move on the world map), go to the Tavern from which you deployed the characters (this time, it MUST be the same town) and choose Report to get them back. The errand will have ended in failure, but the characters will be returned to your active roster, and you can retry the errand next month.

Of course, since it takes 1-2 days to get your characters back even after doing a Recall, there's no sense in abandoning an errand that only has 1-2 days left to finish!

#### --MONTH-SPECIFIC ERRANDS--

Four errands (the Contest errands) can only be begun during particular months



of the Ivalician calendar, in addition to the other requirements.

However, if you miss one of these errands during its month, you can wait until the calendar cycles around to the next year and you reach that month again.

These errands are worth doing if you can catch them, since they yield high amounts of JP and gil!

---Errand Success and Failure-----

The characters you deploy on an Errand (up to 3) work together to complete the errand.

Each character contributes a number of "Work Points" based on three factors:

- \* Current job
- \* Bravery & Faith
- \* Exp Level

(In the section below, I describe exactly how each of these 3 factors contributes Work Points.)

Success is NOT affected by the number of days you deploy the characters, nor is it affected by a character's equipment, gender, Zodiac sign, current abilities, or stats aside from Bravery and Faith.

(Note that you never actually \*see\* the Work Points number; the game calculates it invisibly.)

---OUTCOME---

The Work Points from ALL the deployed characters are then summed up to determine whether or not you complete the errand.

| WORK POINTS   | RESULT       | CHANGE IN JP    | CHANGE IN GIL   | BONUS GIVEN? |
|---------------|--------------|-----------------|-----------------|--------------|
| 0 - 59 total  | EPIC FAILURE | Reduced to 1/20 | Reduced to 1/20 | No           |
| 59 - 98 total | FAILURE      | Reduced to 1/10 | Reduced to 1/5  | No           |
| 99+ total     | SUCCESS      | Normal          | Normal          | Yes          |

---CONSEQUENCES OF FAILURE---

As you can see in the above chart, FAILURES and EPIC FAILURES greatly reduce the JP and gil you earn from a job. They also prevent you from earning any of the special bonuses described below.

However, if you fail an errand, let the calendar advance to the next month and the errand should re-appear in the Tavern, and you get another chance.

Note that failures really only tend to occur if ALL of the characters you send are totally ill-suited for the errand. As long as you have at least one decent character on the errand, you should succeed.

Although characters can sometimes fail an errand, no harm ever comes to the characters. You cannot lose characters or items on an errand.

---SKILL SAVER JOBS---

There's another way to achieve a SUCCESS on certain errands.

Some errands have a particular job (e.g. Chemist) designated as the "Skill Saver" job. Deploying 1 or more characters in that job will give you a random chance to turn a FAILURE/EPIC FAILURE into a SUCCESS regardless of the Work Points you earned. (This is where the "The skills of the Archer were a great

boon to us!"-type messages appear.)

1 character has Skill Saver job : 61.00% chance to turn failure into SUCCESS  
2 characters has Skill Saver job : 76.21% chance to turn failure into SUCCESS  
3 characters has Skill Saver job : 97.02% chance to turn failure into SUCCESS

EXAMPLE: The Skill Saver job for "Lake Poescas Depths" is Samurai. If you deploy 2 Samurai on the errand, you'll have a 76% chance of achieving a SUCCESS on the errand even if you scored fewer than 99 Work Points.

Of course, if you score 99 or more Work Points on an errand, you always have a 100% chance of SUCCESS. The Skill Saver jobs only come into play if you would otherwise get a FAILURE or EPIC FAILURE.

Skill Saver jobs do not directly increase the JP/gil you earn. Moreover, in many cases, they aren't the jobs that will actually maximize your JP/gil intake! So, you probably don't need to use them as it's pretty easy to get a SUCCESS on most errands anyway.

But, just in case, the Skill Saver job for each errand is displayed in the Errand List below. (Not all errands have one.)

---Work Points-----

As noted above, the Work Points scored by each character determine whether or not you succeed at the Errand, and how much gil/JP you earn as a result.

---CHARACTER JOB EFFECTS---

If a character's current job is well-suited for the errand, they'll score more Work Points. For example, Ninjas are best at combat-oriented jobs, while Orators are good at acquiring the info needed for investigations.

The Errand Types section below lists the Work Points earned by each job for every errand type.

The Tavernmaster also gives hints about a good job for each errand. Whenever you select an Errand, there's a random chance that the Tavernmaster will tell you a clue about which job would be good for that errand, instead of his usual dialogue. (e.g. "You'll need intimate knowledge of Mother Nature" for the Geomancer). If you want, you can select, cancel, and re-select the errand until you see the hint. Or, just look at my list below :)

---BRAVERY AND FAITH---

Some errands also take your Bravery and Faith into consideration when awarding JP and gil. There are three kinds of errands in this regard:

- \* Errands where your Bravery and Faith don't matter
- \* Errands that prefer HIGH Bravery and LOW Faith
- \* Errands that prefer LOW Bravery and HIGH Bravery

Every errand that prefers high Bravery also prefers low Faith, and vice versa.

The specific effects of these stats on your JP/gil award are below:

WHEN HIGH BRAVERY PREFERRED:

81 - 97 Bravery : +20 Work Points  
61 - 80 Bravery : +15 Work Points  
41 - 60 Bravery : +10 Work Points  
21 - 40 Bravery : +8 Work Points  
6 - 20 Bravery : +5 Work Points

WHEN LOW FAITH PREFERRED:

81 - 97 Faith : +5 Work Points  
61 - 80 Faith : +8 Work Points  
41 - 60 Faith : +10 Work Points  
21 - 40 Faith : +15 Work Points  
6 - 20 Faith : +20 Work Points

NO PREFERENCE: All characters score a flat +20 Work Points just for showing up to errands with no Bravery/Faith preference.

WHEN LOW BRAVERY PREFERRED:

81 - 94 Bravery : +5 Work Points  
61 - 80 Bravery : +8 Work Points  
41 - 60 Bravery : +10 Work Points  
21 - 40 Bravery : +15 Work Points  
3 - 20 Bravery : +20 Work Points

WHEN HIGH FAITH PREFERRED:

81 - 94 Faith : +20 Work Points  
61 - 80 Faith : +15 Work Points  
41 - 60 Faith : +10 Work Points  
21 - 40 Faith : +8 Work Points  
3 - 20 Faith : +5 Work Points

Equipping the Rod of Faith has NO effect on your Faith for the purposes of running errands; the Faith status from this weapon only applies in battle.

---EXPERIENCE LEVEL---

A character's experience level also affects how many Work Points he/she contributes.

To make things extra confusing, the effects of experience level vary between errands that prefer high Bravery, errands that prefer high Faith, and errands that are neutral.

| EXP. LEVEL | ERRAND IS NEUTRAL | ERRAND PREFERS HIGH BRAVE | ERRAND PREFERS HIGH FAITH |
|------------|-------------------|---------------------------|---------------------------|
| 1-10       | +5 WP             | +5 WP                     | +10 WP                    |
| 11-20      | +5 WP             | +8 WP                     | +10 WP                    |
| 21-30      | +8 WP             | +10 WP                    | +10 WP                    |
| 31-40      | +10 WP            | +15 WP                    | +10 WP                    |
| 41-50      | +15 WP            | +20 WP                    | +10 WP                    |
| 51-60      | +20 WP            | +20 WP                    | +0 WP                     |
| 61-70      | +10 WP            | +15 WP                    | +20 WP                    |
| 71-80      | +10 WP            | +10 WP                    | +15 WP                    |
| 81-90      | +10 WP            | +8 WP                     | +10 WP                    |
| 91-100     | +10 WP            | +5 WP                     | +8 WP                     |

Generally speaking, moderate experience levels are best -- not too high, not too low. But, these differences are generally fairly small.

---EXAMPLE---

Alicia, Lavian, and Ladd are deployed on the errand "Lorraide Mine."

|        | Lv | JOB    | BRAVERY | FAITH | WORK POINTS                                 |
|--------|----|--------|---------|-------|---|
| Alicia | 21 | Knight | 60      | 30    | 15 (Job) + 10 (Bv) + 15 (Fa) + 10 (Lv) = 50 |
| Lavian | 99 | Ninja  | 30      | 50    | 15 (Job) + 8 (Bv) + 10 (Fa) + 5 (Lv) = 38   |
| Ladd   | 45 | Bard   | 55      | 80    | 5 (Job) + 10 (Bv) + 8 (Fa) + 20 (Lv) = 43   |
|        |    |        |         |       | TOTAL WORK POINTS: 131                      |

Let's start with Alicia. According to the Errand Types charts in the next section, we can see that her Knight job scores 15 Work Points on a Mining B job.

"Lorraide Mine" also prefers high Bravery and low Faith; Alicia's Bravery of 60 earns her 10 Work Points and her Faith of 30 earns her another 15 Work Points.

Alicia's level is 21; since this is a Bravery-based errand, that earns her an extra 10 Work Points.

Similar calculations are made for Lavian and Ladd, who contribute 38 and 43 Work

Points, respectively. The three characters combine for a grand total of 131 Work Points, which easily exceeds the 99 Work Points needed for a SUCCESS. So, this job's a SUCCESS! This's the way!

---Errand Payout-----

When you complete an errand, each participating character will receive JP, and you'll also earn some gil for the party.

- > JP earned per character =  
Overtime Multiplier x (Base JP + Char's Work Points + Bonus JP)
- > Gil earned per character =  
Overtime Multiplier x (Base Gil + Char's Work Points) + Bonus Gil

These factors are described below in more detail.

Deploying more characters will earn you more gil since gil is earned on a per-character basis.

JP and gil payouts are NOT affected by a character's equipment, gender, Zodiac sign, current abilities, or stats aside from Bravery and Faith. Bravery, Faith, experience level, and current job DO affect the payout indirectly through Work Points.

Also, JP Boost does NOT increase the JP received from errands.

---OVERTIME MULTIPLIER---

Your JP/gil earnings increase if you deploy characters for more than the minimum number of days. This creates an "Overtime Multiplier" that multiplies the amount of gil or JP you get:

| EXTRA DAYS | JP MULTIPLIER | GIL MULTIPLIER |
|------------|---------------|----------------|
| 0          | 1.00 (+0%)    | 1.00 (+0%)     |
| 1          | 1.00 (+0%)    | 1.00 (+0%)     |
| 2          | 1.02 (+2%)    | 1.01 (+1%)     |
| 3          | 1.04 (+4%)    | 1.05 (+5%)     |
| 4          | 1.08 (+8%)    | 1.05 (+5%)     |
| 5          | 1.10 (+10%)   | 1.10 (+10%)    |
| 6          | 1.15 (+15%)   | 1.20 (+20%)    |
| 7          | 1.15 (+15%)   | 1.30 (+30%)    |
| 8          | 1.20 (+20%)   | 1.40 (+40%)    |

EXAMPLE: The errand "Miner's Tale" allows you to deploy the characters anywhere from 8 to 11 days. Deploying them for 10 days is 2 extra days, so your JP intake will increase by 2% and your gil intake will increase by 1%.

If you're completing errands by just moving back and forth between blue dots (i.e., where there are no random battles), it's not really much of a burden to send your characters for more days. So, you should definitely send characters for the max days, as it will increase your JP and gil haul!

But, note that there is \*NO\* benefit at all to deploying characters for just one extra day. That's just a waste of a day!

Having the characters wait in the Tavern for extra days after you complete the errand does not earn them any extra JP or gil. It only matters how days they're actually ON the errand.



Wonder --No tiers. Random Wonder, +20 JP, & +4500 gil.-- | Exploration

# The amount of JP and gil received for an Artefact depends on which type of errand you got it from:

Combat/Investg. : +30 JP and +400 gil  
Contests : +10 JP and +5500 gil  
Mining : +40 JP and +2000 gil  
Odd Jobs/Rescue : +30 JP and +3500 gil  
Salvage : +40 JP and +400 gil

The four Contest jobs offer the biggest possible bonuses. Mining jobs can also yield pretty big gil bonuses if you get mythril (Tier 2) or adamantite (Tier 3) ore.

The specific tier of bonus you receive isn't determined until your characters actually report the job. So, if you want, you can save right before you choose the job report, report the job, and reload your save if you don't get a Tier 2 or Tier 3 bonus (though this is a really inefficient way to gain JP/gil).

If you earned an Overtime Multiplier (above), that DOES multiply the effect of the Bonus on JP, but DOES NOT increase the Bonus effect on Gil.

---EXAMPLE---

Let's continue the above example, with Alicia, Lavian, and Ladd succeeding at the "Lorraide Mine" errand. This errand yields an Ore bonus; we'll say they were randomly awarded the Tier 2 Ore bonus (mythril ore).

|        | BASE JP | WORK PTS | BONUS |  | OT MULT |  | JP EARNED |
|--------|---------|----------|-------|--|---------|--|-----------|
| Alicia | 40      | 50       | 30    |  | 1.08    |  | 129       |
| Lavian | 40      | 38       | 30    |  | 1.08    |  | 116       |
| Ladd   | 40      | 43       | 30    |  | 1.08    |  | 122       |

"Lorraide Mine" has a base JP of 40. This is added to Alicia's 50 Work Points and the 30 JP bonus for finding the Tier 2 Ore, for a total of 120.

Then, the Overtime Multiplier kicks in. "Lorraide Mine" can be undertaken for 10 to 14 days; we'll say Alicia's team was deployed for the maximum 14. That's 4 days above the minimum, so the Overtime Multiplier for JP is 1.08. Alicia's 120 points multiplied by 1.08 is 129 (rounded down), so Alicia earns 129 JP.

As for gil:

|      | BASE GIL | TOTAL WORK PTS |  | OT MULT |  | BONUS |  | GIL EARNED |
|------|----------|----------------|--|---------|--|-------|--|------------|
| Team | 150      | 131            |  | 1.05    |  | 3500  |  | 3795       |

The team scored 131 Work Points in total, and the base pay for "Lorraide Mine" is 150. This sums to 281.

The team was deployed for 4 extra days, so the Overtime Multiplier for gil is 1.05.  $281 \times 1.05 = 295$ .

Finally, the gil bonus for tier 2 ore is 3500. That totals to 3795 gil earned on this errand.

---FEATS---

Completing each errand also adds a short story about the errand to your Chronicle screen. These stories tell a little bit more information about what

happened in the errand (more than what you get in the initial report).

None of these stories contain information that's needed to complete the game. They're just for fun.

You can view these stories under Chronicle -> Feats. The Feat title for each errand is DIFFERENT from the name of the errand itself. But, I've listened the Feat title that corresponds to each errand in the Errand List below.

%%ERRAND TYPES & PREFERRED JOBS%%0err1

The 96 Errands in the game can be divided into 20 errand "types." For each errand type, different character jobs will earn more or less Work Points and hence more JP or gil.

Below, I've listed each errand type and how all the jobs stack up for that errand type.

---Salvage Errands-----

--SALVAGE N--

| WORK PTS | JOB   |
|----------|---|
| 30       | Mime  |
| 20       | Time Mage, Geomancer, Arithmetician   |
| 18       | Squire, Thief   |
| 15       | Chemist, Knight, Monk   |
| 12       | Archer  |
| 10       | White Mage, Black Mage, Summoner, Orator, Mystic,<br>Ninja, Bard, Dancer, Dark Knight, Onion Knight |
| 7        | Dragoon   |
| 5        | Samurai   |

Salvage N errands are neutral with respect to Bravery and Faith.

ERRANDS OF THIS TYPE:

|                              |                                  |
|------------------------------|----------------------------------|
| Stolen Tomes [Gariland]      | The Dawn Queen [Lionel]          |
| Mesa's Legacy [Goug]         | Salvage Work [Yardrow]           |
| Salvage Expedition [Lesalia] | Zaland Embassy Antiques [Zaland] |
| Lionel Emissary [Lionel]     |                                  |

--SALVAGE B--

| WORK PTS | JOB  |
|----------|--|
| 20       | Monk, Knight   |
| 18       | Squire   |
| 15       | Time Mage, Geomancer, Ninja, Arithmetician   |
| 13       | Thief  |
| 12       | Dragoon  |
| 10       | Chemist, Samurai, Mime   |
| 7        | Archer   |
| 5        | White Mage, Black Mage, Summoner, Mystic, Bard,<br>Dancer, Dark Knight, Onion Knight |
| 0        | Orator   |

Salvage B errands prefer HIGH Bravery and LOW Faith.

ERRANDS OF THIS TYPE:

|                             |                         |
|-----------------------------|-------------------------|
| The Durga [Goug]            | The Falcon [Yardrow]    |
| Diving Expedition [Yardrow] | Dredge Work [Zeltennia] |

--SALVAGE F--

| WORK PTS | JOB                                 |
|----------|-------------------------------------|
| 25       | Time Mage, Geomancer, Arithmetician |
| 20       | Chemist                             |
| 18       | Squire                              |

15 White Mage, Black Mage, Summoner, Mystic, Samurai  
10 Knight, Monk, Ninja, Mime  
8 Thief  
5 Orator, Bard, Dancer, Dark Knight, Onion Knight  
2 Archer, Dragoon

Salvage F errands prefer LOW Bravery and HIGH Faith.

ERRANDS OF THIS TYPE:

Foundered Vessel [Riovanes]           The Hindenburg [Zaland]  
Gleddia Isle [Riovanes]           Rhana Strait [Zeltennia]  
The Highwind [Warjilis]

---Mining Errands-----

--MINING N--

WORK PTS   JOB  
30       Mime  
20       Geomancer  
18       Squire, Thief  
15       Chemist, Monk, White Mage, Mystic  
12       Archer  
10       Knight, Black Mage, Time Mage, Summoner, Orator, Samurai, Ninja,  
          Arithmetician, Dancer, Dark Knight, Onion Knight  
7        Dragoon

Mining N errands are neutral with respect to Bravery and Faith.

ERRANDS OF THIS TYPE:

Endless Caverns [Bervenian]        Death's Gorge [Sal Ghidos]  
Miner's Tale [Gariland]           Himca Cliffs [Sal Ghidos]  
Miner's Dream [Gollund]           Ore of the Gods [Sal Ghidos]  
Miner Shortage [Goug]            Coal Mining Expedition [Yardrow]  
Abandoned Mine [Lesalia]        Second Coal Mining Expedition [Yardrow]

--MINING B--

WORK PTS   JOB  
20       Monk  
18       Squire  
15       Knight, Geomancer, Samurai, Ninja  
13       Thief  
12       Dragoon  
10       Chemist, White Mage, Mystic, Mime  
7        Archer  
5        Black Mage, Time Mage, Summoner, Arithmetician,  
          Bard, Dancer, Dark Knight, Onion Knight  
0        Orator

Mining B errands prefer HIGH Bravery and LOW Faith.

ERRANDS OF THIS TYPE:

Past Glory [Bervenian]            More Coal Miners Wanted [Gollund]  
Mount Gulg Mother Lode [Eagrose]   Old Toppa's Will [Gollund]  
Coal Miners Wanted [Gollund]       Lorraide Mine [Zaland]

---Exploration Errands-----

--EXPLORATION N--

WORK PTS   JOB  
25       Archer  
20       Black Mage, Geomancer, Mime  
18       Squire  
15       Knight, Thief, Mystic, Dragoon, Arithmetician, Dancer  
10       Chemist, Monk, White Mage, Time Mage, Summoner,  
          Orator, Ninja, Bard, Dark Knight, Onion Knight  
2        Samurai



Exploration N errands are neutral with respect to Bravery and Faith.

ERRANDS OF THIS TYPE:

|                                   |                                 |
|-----------------------------------|---------------------------------|
| Adventurers Wanted [Bervernia]    | Lamzen the Adventurer [Gollund] |
| Shadows from the Past [Bervernia] | Frontier Expedition [Lesalia]   |
| Frontier Marathon [Dorter]        | Cellar Dungeon [Limberry]       |
| Second Frontier Marathon [Dorter] | Trick of the Light [Lionel]     |
| Third Frontier Marathon [Dorter]  | Merchant's Regret [Warjilis]    |
| Ancient Wonder [Eagrose]          | The Siedge Weald [Zaland]       |

--EXPLORATION B--

| WORK PTS | JOB  |
|----------|--|
| 20       | Knight, Archer, Dragoon  |
| 18       | Squire   |
| 15       | Monk, Black Mage, Geomancer, Ninja   |
| 10       | Thief, Mystic, Arithmetician, Dancer   |
| 7        | Samurai  |
| 5        | Chemist, White Mage, Time Mage, Summoner,<br>Bard, Dark Knight, Onion Knight |
| 0        | Mime, Orator   |

Exploration B errands prefer HIGH Bravery and LOW Faith.

ERRANDS OF THIS TYPE:

|                                |                              |
|--------------------------------|------------------------------|
| Lake Poescas Depths [Limberry] | Rain-Swept Slopes [Warjilis] |
|--------------------------------|------------------------------|

--EXPLORATION F--

| WORK PTS | JOB  |
|----------|--|
| 25       | Black Mage, Geomancer                                |
| 20       | Mystic, Arithmetician                                |
| 18       | Squire   |
| 15       | Chemist, Archer, White Mage, Time Mage, Summoner     |
| 12       | Samurai  |
| 10       | Knight, Dragoon, Ninja, Dancer                       |
| 5        | Monk, Thief, Orator, Bard, Dark Knight, Onion Knight |
| 0        | Mime   |

Exploration F errands prefer LOW Bravery and HIGH Faith.

ERRANDS OF THIS TYPE:

|                          |
|--------------------------|
| Fenland Mystery [Lionel] |
|--------------------------|

---Combat Errands-----

--COMBAT N--

| WORK PTS | JOB   |
|----------|---|
| 25       | Ninja   |
| 20       | Knight, Monk, Dragoon, Mime   |
| 18       | Squire, Thief   |
| 15       | Archer, Summoner, Samurai, Bard, Dancer   |
| 10       | Chemist, White Mage, Black Mage, Time Mage, Orator,<br>Arithmetician, Dark Knight, Onion Knight |
| 7        | Mystic  |
| 5        | Geomancer   |

Combat N errands are neutral with respect to Bravery and Faith.

ERRANDS OF THIS TYPE:

|                                |                            |
|--------------------------------|----------------------------|
| Count Minimas (3) [Dorter]     | Twilight Gustkov [Gollund] |
| Metamorphosed Misery [Eagrose] | Fia's Wish [Riovanes]      |

--COMBAT B--

| WORK PTS | JOB                   |
|----------|-----------------------|
| 30       | Ninja                 |
| 25       | Knight, Monk, Dragoon |
| 20       | Samurai               |
| 18       | Squire                |

13 Thief  
10 Archer, Summoner, Bard, Dancer  
5 Chemist, White Mage, Black Mage, Time Mage,  
Arithmetician, Dark Knight, Onion Knight  
2 Mystic  
0 Orator, Geomancer, Mime

Combat B errands prefer HIGH Bravery and LOW Faith.

ERRANDS OF THIS TYPE:

|                               |                                |
|-------------------------------|--------------------------------|
| The Behemoth [Bervenial]      | Zerro's Final Heist [Limberry] |
| Zerro Strikes Again [Eagrose] | The Typhoon [Sal Ghidos]       |
| Young Lord Pappal [Lesalia]   | Zerro Strikes [Zeltennia]      |
| Zerro's Return [Lesalia]      |                                |

--COMBAT F--

| WORK PTS | JOB   |
|----------|---|
| 25       | Samurai, Ninja  |
| 20       | Summoner  |
| 18       | Squire  |
| 15       | Chemist, Knight, Monk, White Mage, Black Mage,<br>Time Mage, Dragoon, Arithmetician |
| 12       | Mystic  |
| 10       | Geomancer, Bard, Dancer   |
| 8        | Thief   |
| 5        | Archer, Orator, Dark Knight, Onion Knight   |
| 0        | Mime  |

Combat F errands prefer LOW Bravery and HIGH Faith.

ERRANDS OF THIS TYPE:

|                             |                            |
|-----------------------------|----------------------------|
| Bandits [Dorter]            | Zerro's Challenge [Lionel] |
| Hellspawned Beast [Eagrose] | In the Darkness [Warjilis] |
| Terror's Maw [Gollund]      |                            |

---Rescue Errands-----

--RESCUE N--

| WORK PTS | JOB  |
|----------|--|
| 25       | Orator   |
| 20       | Thief, Bard, Dancer, Mime  |
| 18       | Squire   |
| 15       | Archer, Mystic   |
| 10       | Chemist, White Mage, Summoner, Dragoon, Ninja,<br>Arithmetician, Dark Knight, Onion Knight |
| 7        | Knight, Monk, Black Mage, Time Mage  |
| 5        | Geomancer, Samurai   |

Rescue N errands are neutral with respect to Bravery and Faith.

ERRANDS OF THIS TYPE:

|                             |                           |
|-----------------------------|---------------------------|
| Ducal Disaster [Lesalia]    | My Little Carrot [Lionel] |
| Father's Nightmare [Lionel] | Missing Boy [Zeltennia]   |

---Investigation Errands-----

--INVESTIGATION N--

| WORK PTS | JOB  |
|----------|--|
| 25       | Orator   |
| 20       | White Mage, Mime   |
| 18       | Squire   |
| 15       | Archer, Thief, Geomancer, Arithmetician, Bard, Dancer                |
| 13       | Time Mage  |
| 10       | Chemist, Summoner, Dragoon, Mystic, Ninja, Dark Knight, Onion Knight |
| 7        | Knight, Monk, Black Mage   |
| 5        | Samurai  |

Investigation N errands are neutral with respect to Bravery and Faith.

ERRANDS OF THIS TYPE:

|                              |                            |
|------------------------------|----------------------------|
| Shoreline Defense [Gariland] | Historic Revolt [Riovanes] |
| Devil in the Dark [Goug]     | Appraisal [Zeltennia]      |
| Cries in the Dark [Lesalia]  | Nightwalker [Zeltennia]    |

--INVESTIGATION B--

WORK PTS JOB

|    |   |
|----|---|
| 18 | Squire  |
| 15 | White Mage, Orator, Dragoon, Ninja                                |
| 12 | Knight, Monk  |
| 10 | Archer, Thief, Geomancer, Samurai, Arithmetician,<br>Dancer, Bard |
| 8  | Time Mage   |
| 5  | Chemist, Mystic, Summoner, Dark Knight, Onion Knight              |
| 2  | Black Mage  |
| 0  | Mime  |

Investigation B errands prefer HIGH Bravery and LOW Faith.

ERRANDS OF THIS TYPE:

Secret Society [Riovanes]

---Odd Jobs Errands-----

--ODD JOBS N--

WORK PTS JOB

|    |   |
|----|---|
| 30 | Mime  |
| 25 | Thief, Orator   |
| 20 | Bard, Chemist, Dancer   |
| 18 | Squire  |
| 15 | Archer  |
| 10 | White Mage, Black Mage, Time Mage, Summoner, Ninja,<br>Arithmetician, Dark Knight, Onion Knight |
| 7  | Knight, Monk, Mystic, Dragoon   |
| 5  | Geomancer   |
| 2  | Samurai   |

Odd Jobs N errands are neutral with respect to Bravery and Faith.

ERRANDS OF THIS TYPE:

|                                  |                                  |
|----------------------------------|----------------------------------|
| Clockwork Faire [Goug]           | Historic Revolt [Riovanes]       |
| Mameco the Minstrel [Eagrose]    | Memories [Sal Ghidos]            |
| Wandering Gambler (2) [Limberry] | True Romance [Warjilis]          |
| Lettre d'amour [Riovanes]        | Wandering Gambler (1) [Warjilis] |

--ODD JOBS B--

WORK PTS JOB

|    |  |
|----|--|
| 20 | Thief  |
| 18 | Squire   |
| 15 | Chemist, Orator, Ninja, Bard, Dancer   |
| 12 | Knight, Monk, Dragoon  |
| 10 | Archer, Mime   |
| 7  | Samurai  |
| 5  | White Mage, Black Mage, Time Mage, Summoner,<br>Arithmetician, Dark Knight, Onion Knight |
| 2  | Mystic   |
| 0  | Geomancer  |

Odd Jobs B errands prefer HIGH Bravery and LOW Faith.

ERRANDS OF THIS TYPE:

|                            |                          |
|----------------------------|--------------------------|
| Count Minimas (1) [Dorter] | Gysahl Greens [Limberry] |
| Count Minimas (2) [Dorter] |                          |

--ODD JOBS F--

| WORK PTS | JOB  |
|----------|--|
| 25       | Chemist  |
| 20       | Orator   |
| 18       | Squire   |
| 15       | White Mage, Black Mage, Time Mage, Summoner, Thief,<br>Arithmetician, Bard, Dancer |
| 12       | Mystic, Samurai  |
| 10       | Geomancer, Ninja, Mime   |
| 5        | Archer, Dark Knight, Onion Knight  |
| 2        | Knight, Monk, Dragoon  |

Odd Jobs F errands prefer LOW Bravery and HIGH Faith.

ERRANDS OF THIS TYPE:

|                                    |                            |
|------------------------------------|----------------------------|
| Guard Duty [Eagrose]               | Tutoring [Riovanes]        |
| Minstrel in Distress [Eagrose]     | Beastly Trail [Sal Ghidos] |
| Arithmetic Tutor Wanted [Gariland] | Cattedona [Zaland]         |

---Contest Errands-----

--CONTEST N--

| WORK PTS | JOB  |
|----------|--|
| 30       | Mime   |
| 20       | Knight, Monk, Dragoon, Ninja   |
| 18       | Squire   |
| 15       | Archer, Time Mage, Thief, Orator, Samurai, Bard  |
| 10       | Chemist, White Mage, Black Mage, Summoner, Mystic,<br>Arithmetician, Dancer, Dark Knight, Onion Knight |
| 5        | Geomancer  |

Contest N errands are neutral with respect to Bravery and Faith.

ERRANDS OF THIS TYPE:

Arteficer's Contest [Goug]

--CONTEST B--

| WORK PTS | JOB  |
|----------|--|
| 25       | Knight, Monk, Dragoon, Ninja   |
| 20       | Samurai  |
| 18       | Squire   |
| 10       | Archer, Time Mage, Thief, Bard, Mime   |
| 5        | Chemist, Mystic, White Mage, Black Mage, Summoner, Orator,<br>Arithmetician, Dancer, Dark Knight, Onion Knight |
| 0        | Geomancer  |

Contest B errands prefer HIGH Bravery and LOW Faith.

ERRANDS OF THIS TYPE:

|                             |                           |
|-----------------------------|---------------------------|
| The Yardrow Melee [Yardrow] | The Zaland Melee [Zaland] |
|-----------------------------|---------------------------|

--CONTEST F--

| WORK PTS | JOB  |
|----------|--|
| 25       | Samurai  |
| 20       | Time Mage, Ninja   |
| 18       | Squire   |
| 15       | Chemist, Knight, Monk, White Mage, Black Mage,<br>Summoner, Mystic, Dragoon, Arithmetician |
| 10       | Orator, Geomancer, Bard, Mime  |
| 5        | Archer, Thief, Dancer, Dark Knight, Onion Knight   |

Contest F errands prefer LOW Bravery and HIGH Faith.

ERRANDS OF THIS TYPE:

The Gariland Magick Melee [Gariland]

%%ERRAND LIST%%00err2

Below you'll find a complete list of all the errands in the game, sorted by when

they become available.

Most errands simply open up as you move forward through the game. A few errands also only appear during certain months of the year, or require that you complete another errand first.

"Errand Type:" indicates the category of errand -- such as mining, combat, etc. This determines which jobs are good or bad for the errand. I've listed just the best job here, and you can check the Errand Types & Preferred Jobs section above for the complete list. (Where Mime is the best job, I've listed the next-best job instead, since it's kinda pointless to earn JP using the Mime job ;) .)

"Bonus:" indicates the type of bonus received. See "General Information About Errands" above for what this means.

"Bravery/Faith:" indicates whether the job has any kind of Bravery or Faith preference. If your characters' Bravery or Faith values match the jobs' preferences, they'll gain a little more JP and gil. See "General Information About Errands" above for specific details.

"Approximate reward:" is a measure of ABOUT how much gil and JP you can expect to earn from the job IF you send 3 characters for the maximum possible days. Depending on your job/stats and the Bonus tier you get (see General Information About Errands), your actual payout may be more or less.

---Chapter II Errands-----

Available at the start of Chapter II.

Mount Gulg Mother Lode

|                |                    |                |            |               |                     |
|----------------|--------------------|----------------|------------|---------------|---------------------|
| Location       | : Eagrose          | Base JP        | : 30       | Errand Type   | : Mining B          |
| Cost           | : 600 gil          | Base Gil       | : 150      | Best Job      | : Monk              |
| Days           | : 15-16            | Bonus          | : Artefact | Bravery/Faith | : High Br., Low Fa. |
| Approx. reward | : 103 JP, 2549 gil | Skill Save Job | : Chemist  |               |                     |
| Feat title     | : "Molten Maiden"  |                |            |               |                     |

Bandits

|                |                       |                |             |               |                     |
|----------------|-----------------------|----------------|-------------|---------------|---------------------|
| Location       | : Dorter              | Base JP        | : 80        | Errand Type   | : Combat F          |
| Cost           | : 3100 gil            | Base Gil       | : 4500      | Best Job      | : Samurai/Ninja     |
| Days           | : 11-13               | Bonus          | : Gil C     | Bravery/Faith | : High Fa., Low Br. |
| Approx. reward | : 137 JP, 14400 gil   | Skill Save Job | : Time Mage |               |                     |
| Feat title     | : "Lilith's Libation" |                |             |               |                     |

Shoreline Defense

|                |                         |                |            |               |                   |
|----------------|-------------------------|----------------|------------|---------------|-------------------|
| Location       | : Gariland              | Base JP        | : 40       | Errand Type   | : Investigation N |
| Cost           | : 3050 gil              | Base Gil       | : 3500     | Best Job      | : Orator          |
| Days           | : 8-9                   | Bonus          | : Reward S | Bravery/Faith | : no preference   |
| Approx. reward | : 94 JP, 11114 gil      | Skill Save Job | : none     |               |                   |
| Feat title     | : "Message in a Bottle" |                |            |               |                   |

Miner's Tale

|                |                    |                |        |               |                 |
|----------------|--------------------|----------------|--------|---------------|-----------------|
| Location       | : Gariland         | Base JP        | : 50   | Errand Type   | : Mining N      |
| Cost           | : 600 gil          | Base Gil       | : 150  | Best Job      | : Geomancer     |
| Days           | : 8-11             | Bonus          | : Ore  | Bravery/Faith | : no preference |
| Approx. reward | : 108 JP, 2726 gil | Skill Save Job | : none |               |                 |
| Feat title     | : "Miner's Tears"  |                |        |               |                 |

The Gariland Magick Melee

TO UNLOCK: Month of Virgo

|          |            |         |       |             |             |
|----------|------------|---------|-------|-------------|-------------|
| Location | : Gariland | Base JP | : 120 | Errand Type | : Contest F |
|----------|------------|---------|-------|-------------|-------------|

Cost : 0 gil Base Gil : 5500 Best Job : Samurai  
Days : 14-16 Bonus : Artefact Bravery/Faith : High Fa., Low Br.  
Approx. reward : 166 JP, 22265 gil Skill Save Job: Time Mage  
Feat title : "The Gariland Magick Melee"

#### The Hindenburg

Location : Zaland Base JP : 40 Errand Type : Salvage F  
Cost : 100 gil Base Gil : 5500 Best Job : T.Mage/Geo./Arith.  
Days : 8-15 Bonus : Gil S Bravery/Faith : High Fa., Low Br.  
Approx. reward : 108 JP, 23029 gil Skill Save Job: Mystic  
Feat title : "Raising the Hindenburg"

#### Zaland Embassy Antiques

Location : Zaland Base JP : 30 Errand Type : Salvage N  
Cost : 6000 gil Base Gil : 150 Best Job : T.Mage/Geo./Arith.  
Days : 10-12 Bonus : Artefact Bravery/Faith : no preference  
Approx. reward : 105 JP, 954 gil Skill Save Job: none  
Feat title : "The Sea's Bounty"

#### The Zaland Melee

TO UNLOCK: Month of Aries  
Location : Zaland Base JP : 120 Errand Type : Contest B  
Cost : 0 gil Base Gil : 5500 Best Job : Kni./Monk/Drag./Nin.  
Days : 14-16 Bonus : Prize M. Bravery/Faith : High Br., Low Fa.  
Approx. reward : 250 JP, 20865 gil Skill Save Job: Archer  
Feat title : "The Zaland Melee"

#### My Little Carrot

Location : Lionel Base JP : 20 Errand Type : Rescue N  
Cost : 100 gil Base Gil : 4500 Best Job : Orator  
Days : 15-16 Bonus : Reward L Bravery/Faith : no preference  
Approx. reward : 74 JP, 14749 gil Skill Save Job: none  
Feat title : "Call of the Wild"

#### Miner Shortage

Location : Goug Base JP : 40 Errand Type : Mining N  
Cost : 100 gil Base Gil : 5500 Best Job : Geomancer  
Days : 7-9 Bonus : Ore Bravery/Faith : no preference  
Approx. reward : 96 JP, 18915 gil Skill Save Job: none  
Feat title : "Orra Mine"

#### Artificers' Contest

TO UNLOCK: Month of Sagittarius  
Location : Goug Base JP : 120 Errand Type : Contest N  
Cost : 0 gil Base Gil : 5500 Best Job : Kni./Monk/Drag./Nin.  
Days : 14-16 Bonus : Prize M. Bravery/Faith : no preference  
Approx. reward : 250 JP, 20865 gil Skill Save Job: Squire  
Feat title : "The Artificers' Contest"

#### The Highwind

Location : Warjilis Base JP : 40 Errand Type : Salvage F  
Cost : 1050 gil Base Gil : 3500 Best Job : T.Mage/Geo./Arith.  
Days : 5-8 Bonus : Gil S Bravery/Faith : High Fa., Low Br.  
Approx. reward : 98 JP, 12579 gil Skill Save Job: Mystic  
Feat title : "The Salvage of the Highwind"

---Chapter III Errands-----

Available at the start of Chapter III.

#### Frontier Marathon

Location : Dorter      Base JP : 100      Errand Type : Exploration N  
Cost : 0 gil      Base Gil : 5500      Best Job : Archer  
Days : 14-16      Bonus : Wonder      Bravery/Faith : no preference  
Approx. reward : 156 JP, 21265 gil      Skill Save Job: none  
Feat title : "Frontier Marathon"

#### Second Frontier Marathon

TO UNLOCK: Complete "Frontier Marathon"  
Location : Dorter      Base JP : 100      Errand Type : Exploration N  
Cost : 0 gil      Base Gil : 5500      Best Job : Archer  
Days : 14-16      Bonus : Wonder      Bravery/Faith : no preference  
Approx. reward : 156 JP, 21265 gil      Skill Save Job: none  
Feat title : "Second Frontier Marathon"

#### Third Frontier Marathon

TO UNLOCK: Complete "Second Frontier Marathon"  
Location : Dorter      Base JP : 100      Errand Type : Exploration N  
Cost : 0 gil      Base Gil : 5500      Best Job : Archer  
Days : 14-16      Bonus : Wonder      Bravery/Faith : no preference  
Approx. reward : 156 JP, 21265 gil      Skill Save Job: none  
Feat title : "Third Frontier Marathon"

#### Stolen Tomes

Location : Gariland      Base JP : 50      Errand Type : Salvage N  
Cost : 11000 gil      Base Gil : 150      Best Job : T.Mage/Geo./Arith.  
Days : 12-16      Bonus : Gil S      Bravery/Faith : no preference  
Approx. reward : 112 JP, 2026 gil      Skill Save Job: none  
Feat title : "Swallowed by the Sea"

#### Minstrel in Distress

Location : Eagrose      Base JP : 40      Errand Type : Odd Jobs F  
Cost : 50 gil      Base Gil : 150      Best Job : Chemist  
Days : 13-16      Bonus : Gil O      Bravery/Faith : High Fa., Low Br.  
Approx. reward : 98 JP, 1216 gil      Skill Save Job: Thief  
Feat title : "Revived Talent"

#### Mameco the Minstrel

TO UNLOCK: Complete "Minstrel in Distress"  
Location : Eagrose      Base JP : 50      Errand Type : Odd Jobs N  
Cost : 0 gil      Base Gil : 1500      Best Job : Thief/Orator  
Days : 15-16      Bonus : Gil O      Bravery/Faith : no preference  
Approx. reward : 104 JP, 5239 gil      Skill Save Job: Arithmetician  
Feat title : "Mameco's Sendoff"

#### Lorraide Mine

Location : Zaland      Base JP : 40      Errand Type : Mining B  
Cost : 1100 gil      Base Gil : 150      Best Job : Monk  
Days : 10-14      Bonus : Ore      Bravery/Faith : High Br., Low Fa.  
Approx. reward : 102 JP, 2726 gil      Skill Save Job: Dragoon  
Feat title : "Ghost of the Mine"

#### The Dawn Queen

Location : Lionel      Base JP : 40      Errand Type : Salvage N  
Cost : 100 gil      Base Gil : 4500      Best Job : T.Mage/Geo./Arith.  
Days : 8-12      Bonus : Gil S      Bravery/Faith : no preference  
Approx. reward : 102 JP, 15729 gil      Skill Save Job: Bard  
Feat title : "Salvage of the Dawn Queen"

#### Zerro's Challenge

Location : Lionel      Base JP : 80      Errand Type : Combat B  
Cost : 50 gil      Base Gil : 3500      Best Job : Ninja  
Days : 8-9      Bonus : Artefact Bravery/Faith : High Br., Low Fa.  
Approx. reward : 143 JP, 10999 gil      Skill Save Job: Chemist  
Feat title : "Left Behind"

#### Mesa's Legacy

Location : Goug      Base JP : 20      Errand Type : Salvage N  
Cost : 10000 gil      Base Gil : 150      Best Job : T.Mage/Geo./Arith.  
Days : 10-13      Bonus : nothing Bravery/Faith : no preference  
Approx. reward : 55 JP, 576 gil      Skill Save Job: none  
Feat title : "The Hero-King of Legend"

#### Clockwork Faire

Location : Goug      Base JP : 30      Errand Type : Odd Jobs N  
Cost : 100 gil      Base Gil : 600      Best Job : Thief/Orator  
Days : 11-13      Bonus : Artefact Bravery/Faith : no preference  
Approx. reward : 95 JP, 5418 gil      Skill Save Job: Squire  
Feat title : "The Clockwork Faire"

#### Merchant's Regret

Location : Warjilis      Base JP : 50      Errand Type : Exploration N  
Cost : 2000 gil      Base Gil : 150      Best Job : Archer  
Days : 14-15      Bonus : Wonder Bravery/Faith : no preference  
Approx. reward : 103 JP, 5049 gil      Skill Save Job: none  
Feat title : "Merchant's Regret"

#### Old Toppa's Will

Location : Gollund      Base JP : 50      Errand Type : Mining B  
Cost : 8000 gil      Base Gil : 400      Best Job : Monk  
Days : 11-13      Bonus : Ore Bravery/Faith : High Br., Low Fa.  
Approx. reward : 106 JP, 3462 gil      Skill Save Job: Chemist  
Feat title : "Will Hunting"

#### Salvage Expedition

Location : Lesalia      Base JP : 10      Errand Type : Salvage N  
Cost : 3000 gil      Base Gil : 150      Best Job : T.Mage/Geo./Arith.  
Days : 10-14      Bonus : Artefact Bravery/Faith : no preference  
Approx. reward : 90 JP, 976 gil      Skill Save Job: none  
Feat title : "Salvage Expedition"

#### Abandoned Mine

Location : Lesalia      Base JP : 10      Errand Type : Mining N  
Cost : 1000 gil      Base Gil : 150      Best Job : Geomancer  
Days : 10-14      Bonus : Artefact Bravery/Faith : no preference  
Approx. reward : 90 JP, 2576 gil      Skill Save Job: none  
Feat title : "Abandoned Mine"

---Chapter III-B Errands-----

Available after completing the battles at Orbonne Monastery.

#### Guard Duty

Location : Eagrose      Base JP : 80      Errand Type : Odd Jobs F  
Cost : 2000 gil      Base Gil : 4500      Best Job : Chemist  
Days : 11-13      Bonus : Artefact Bravery/Faith : High Fa., Low Br.  
Approx. reward : 146 JP, 17235 gil      Skill Save Job: White Mage  
Feat title : "Larcam Mercantile"

#### The Siedge Weald



Location : Zaland      Base JP : 50      Errand Type : Exploration N  
Cost : 1100 gil      Base Gil : 150      Best Job : Archer  
Days : 11-13      Bonus : Wonder      Bravery/Faith : no preference  
Approx. reward : 105 JP, 5054 gil      Skill Save Job: none  
Feat title : "Wealden"

#### Trick of the Light

Location : Lionel      Base JP : 30      Errand Type : Exploration N  
Cost : 1050 gil      Base Gil : 150      Best Job : Archer  
Days : 14-15      Bonus : Wonder      Bravery/Faith : no preference  
Approx. reward : 83 JP, 5049 gil      Skill Save Job: none  
Feat title : "Beyond the Pass"

#### Fenland Mystery

Location : Lionel      Base JP : 30      Errand Type : Exploration F  
Cost : 1100 gil      Base Gil : 150      Best Job : Black Mage/Geom.  
Days : 13-14      Bonus : Wonder      Bravery/Faith : High Fa., Low Br.  
Approx. reward : 83 JP, 5049 gil      Skill Save Job: Thief  
Feat title : "Blossoming Hope"

#### Diving Expedition

Location : Yardrow      Base JP : 10      Errand Type : Salvage B  
Cost : 5000 gil      Base Gil : 150      Best Job : Knight/Monk  
Days : 10-14      Bonus : Gil S      Bravery/Faith : High Br., Low Fa.  
Approx. reward : 69 JP, 2026 gil      Skill Save Job: Archer  
Feat title : "Diving Expedition"

#### The Yardrow Melee

TO UNLOCK: Month of Cancer  
Location : Yardrow      Base JP : 120      Errand Type : Contest B  
Cost : 0 gil      Base Gil : 5500      Best Job : Kni./Monk/Drag./Nin.  
Days : 14-16      Bonus : Artefact      Bravery/Faith : High Br., Low Fa.  
Approx. reward : 166 JP, 22265 gil      Skill Save Job: Chemist  
Feat title : "The Yardrow Melee"

### ---Chapter IV Errands-----

Available at the start of Chapter IV.

#### Gleddia Isle

Location : Riovanes      Base JP : 30      Errand Type : Salvage F  
Cost : 4000 gil      Base Gil : 150      Best Job : T.Mage/Geo./Arith.  
Days : 9-11      Bonus : Artefact      Bravery/Faith : High Fa., Low Br.  
Approx. reward : 105 JP, 954 gil      Skill Save Job: Mystic  
Feat title : "Gleddia Isle Shoals"

#### Foundered Vessel

TO UNLOCK: Complete "Gleddia Isle"  
Location : Riovanes      Base JP : 50      Errand Type : Salvage F  
Cost : 0 gil      Base Gil : 3500      Best Job : T.Mage/Geo./Arith.  
Days : 8-13      Bonus : Gil S      Bravery/Faith : High Fa., Low Br.  
Approx. reward : 114 JP, 13109 gil      Skill Save Job: Mystic  
Feat title : "Merchant Ship"

#### Fia's Wish

Location : Riovanes      Base JP : 100      Errand Type : Combat N  
Cost : 3000 gil      Base Gil : 150      Best Job : Ninja  
Days : 12-14      Bonus : nothing      Bravery/Faith : no preference  
Approx. reward : 136 JP, 554 gil      Skill Save Job: none  
Feat title : "A Wish Come True"

### Secret Society

Location : Riovanes    Base JP : 10            Errand Type : Investigation B  
Cost : 600 gil        Base Gil : 2000        Best Job : Squire  
Days : 2-3            Bonus : nothing        Bravery/Faith : High Br., Low Fa.  
Approx. reward : 43 JP, 6099 gil        Skill Save Job: Samurai  
Feat title : "The Informant"

### Lettre d'amour

Location : Riovanes    Base JP : 20            Errand Type : Odd Jobs N  
Cost : 0 gil            Base Gil : 150        Best Job : Thief/Orator  
Days : 10-12        Bonus : Artefact        Bravery/Faith : no preference  
Approx. reward : 85 JP, 4054 gil        Skill Save Job: none  
Feat title : "The Spooky Bard"

### Arithmetic Tutor Wanted

Location : Gariland    Base JP : 20            Errand Type : Odd Jobs F  
Cost : 50 gil            Base Gil : 150        Best Job : Chemist  
Days : 10-13        Bonus : nothing        Bravery/Faith : High Fa., Low Br.  
Approx. reward : 55 JP, 576 gil        Skill Save Job: Ninja  
Feat title : "Brave Little Dorman"

### Hellspawned Beast

Location : Eagrose    Base JP : 80            Errand Type : Combat F  
Cost : 1000 gil        Base Gil : 2000        Best Job : Samurai/Ninja  
Days : 14-15        Bonus : nothing        Bravery/Faith : High Fa., Low Br.  
Approx. reward : 113 JP, 6099 gil        Skill Save Job: Monk  
Feat title : "Hilltop Estate"

### Metamorphosed Misery

TO UNLOCK: Complete "Hellspawned Beast"  
Location : Eagrose    Base JP : 50            Errand Type : Combat N  
Cost : 1100 gil        Base Gil : 2000        Best Job : Ninja  
Days : 15-16        Bonus : nothing        Bravery/Faith : no preference  
Approx. reward : 83 JP, 6099 gil        Skill Save Job: none  
Feat title : "Pitiable Monster"

### Count Minimas (1)

Location : Dorter     Base JP : 50            Errand Type : Odd Jobs B  
Cost : 600 gil        Base Gil : 5500        Best Job : Thief  
Days : 12-14        Bonus : Artefact        Bravery/Faith : High Br., Low Fa.  
Approx. reward : 115 JP, 20265 gil        Skill Save Job: none  
Feat title : "Easy Come, Easy Go"

### Count Minimas (2)

TO UNLOCK: Complete "Count Minimas (1)"  
Location : Dorter     Base JP : 50            Errand Type : Odd Jobs B  
Cost : 1000 gil        Base Gil : 5500        Best Job : Thief  
Days : 12-15        Bonus : Artefact        Bravery/Faith : High Br., Low Fa.  
Approx. reward : 118 JP, 20929 gil        Skill Save Job: Summoner  
Feat title : "Stuffed to the Gil"

### Count Minimas (3)

TO UNLOCK: Complete "Count Minimas (2)"  
Location : Dorter     Base JP : 50            Errand Type : Combat N  
Cost : 600 gil        Base Gil : 5500        Best Job : Ninja  
Days : 11-12        Bonus : nothing        Bravery/Faith : no preference  
Approx. reward : 83 JP, 16599 gil        Skill Save Job: Summoner  
Feat title : "Criminal Count"

### Father's Nightmare

Location : Lionel      Base JP : 100      Errand Type : Rescue N  
Cost : 1500 gil      Base Gil : 5500      Best Job : Orator  
Days : 15-16      Bonus : Artefact      Bravery/Faith : no preference  
Approx. reward : 163 JP, 20099 gil      Skill Save Job: none  
Feat title : "Cornelia's Rescue"

### The Durga

Location : Goug      Base JP : 40      Errand Type : Salvage B  
Cost : 100 gil      Base Gil : 4500      Best Job : Knight/Monk  
Days : 11-14      Bonus : Artefact      Bravery/Faith : High Br., Low Fa.  
Approx. reward : 118 JP, 14679 gil      Skill Save Job: Chemist  
Feat title : "The Salvage of the Durga"

### Devil in the Dark

Location : Goug      Base JP : 40      Errand Type : Investigation N  
Cost : 3050 gil      Base Gil : 3500      Best Job : Orator  
Days : 8-10      Bonus : Reward S      Bravery/Faith : no preference  
Approx. reward : 96 JP, 11220 gil      Skill Save Job: none  
Feat title : "The Mudman"

### Rain-Swept Slopes

Location : Warjilis      Base JP : 40      Errand Type : Exploration B  
Cost : 600 gil      Base Gil : 150      Best Job : Knight/Arch./Drag.  
Days : 13-16      Bonus : Wonder      Bravery/Faith : High Br., Low Fa.  
Approx. reward : 97 JP, 5076 gil      Skill Save Job: Samurai  
Feat title : "Amidst the Mists"

### True Romance

TO UNLOCK: Complete "Lettre d'amour" at Riovanes Castle

Location : Warjilis      Base JP : 40      Errand Type : Odd Jobs N  
Cost : 0 gil      Base Gil : 150      Best Job : Thief/Orator  
Days : 8-12      Bonus : Artefact      Bravery/Faith : no preference  
Approx. reward : 111 JP, 4076 gil      Skill Save Job: none  
Feat title : "Ode to Joy"

### In the Darkness

Location : Warjilis      Base JP : 100      Errand Type : Combat F  
Cost : 1500 gil      Base Gil : 4500      Best Job : Samurai/Ninja  
Days : 12-14      Bonus : Gil C      Bravery/Faith : High Fa., Low Br.  
Approx. reward : 157 JP, 14400 gil      Skill Save Job: Monk  
Feat title : "Whisperweed Blossom"

### Wandering Gambler (1)

Location : Warjilis      Base JP : 20      Errand Type : Odd Jobs N  
Cost : 15000 gil      Base Gil : 5500      Best Job : Thief/Orator  
Days : 9-12      Bonus : nothing      Bravery/Faith : no preference  
Approx. reward : 55 JP, 17429 gil      Skill Save Job: Dancer  
Feat title : "The Blackjack"

### Coal Miners Wanted

Location : Gollund      Base JP : 50      Errand Type : Mining B  
Cost : 50 gil      Base Gil : 2000      Best Job : Monk  
Days : 4-6      Bonus : Ore      Bravery/Faith : High Br., Low Fa.  
Approx. reward : 106 JP, 8310 gil      Skill Save Job: Archer  
Feat title : "Coal Miners' Holiday"

### More Coal Miners Wanted

TO UNLOCK: Complete "Coal Miners Wanted"

Location : Gollund      Base JP : 50      Errand Type : Mining B

Cost : 150 gil Base Gil : 3500 Best Job : Monk  
Days : 4-6 Bonus : Artefact Bravery/Faith : High Br., Low Fa.  
Approx. reward : 125 JP, 12705 gil Skill Save Job: Archer  
Feat title : "Miner Difficulties"

#### Lamzen the Adventurer

Location : Gollund Base JP : 40 Errand Type : Exploration N  
Cost : 1100 gil Base Gil : 4500 Best Job : Archer  
Days : 12-16 Bonus : Wonder Bravery/Faith : no preference  
Approx. reward : 100 JP, 18779 gil Skill Save Job: none  
Feat title : "The Desert Explorer"

#### Frontier Expedition

Location : Lesalia Base JP : 10 Errand Type : Exploration N  
Cost : 5000 gil Base Gil : 150 Best Job : Archer  
Days : 10-14 Bonus : Wonder Bravery/Faith : no preference  
Approx. reward : 68 JP, 5076 gil Skill Save Job: none  
Feat title : "Frontier Expedition"

#### The Falcon

Location : Yardrow Base JP : 40 Errand Type : Salvage B  
Cost : 3500 gil Base Gil : 600 Best Job : Knight/Monk  
Days : 7-9 Bonus : Artefact Bravery/Faith : High Br., Low Fa.  
Approx. reward : 115 JP, 2318 gil Skill Save Job: Archer  
Feat title : "The Foundered Falcon"

#### Endless Caverns

Location : Bervenien Base JP : 20 Errand Type : Mining N  
Cost : 8000 gil Base Gil : 150 Best Job : Geomancer  
Days : 12-14 Bonus : Artefact Bravery/Faith : no preference  
Approx. reward : 95 JP, 2554 gil Skill Save Job: none  
Feat title : "There and Back Again"

#### Past Glory

Location : Bervenien Base JP : 80 Errand Type : Mining B  
Cost : 500 gil Base Gil : 150 Best Job : Monk  
Days : 7-15 Bonus : Artefact Bravery/Faith : High Br., Low Fa.  
Approx. reward : 184 JP, 2769 gil Skill Save Job: Geomancer  
Feat title : "Past Glory"

#### Beddha Sandwaste

Location : Bervenien Base JP : 50 Errand Type : Exploration N  
Cost : 550 gil Base Gil : 150 Best Job : Archer  
Days : 11-15 Bonus : Wonder Bravery/Faith : no preference  
Approx. reward : 111 JP, 5076 gil Skill Save Job: none  
Feat title : "Son of a Sandworm"

#### Adventurers Wanted

Location : Bervenien Base JP : 80 Errand Type : Exploration N  
Cost : 100 gil Base Gil : 3500 Best Job : Archer  
Days : 8-12 Bonus : Wonder Bravery/Faith : no preference  
Approx. reward : 144 JP, 15629 gil Skill Save Job: none  
Feat title : "The Vaschons"

#### Shadows from the Past

Location : Bervenien Base JP : 30 Errand Type : Exploration N  
Cost : 3050 gil Base Gil : 150 Best Job : Archer  
Days : 12-15 Bonus : Wonder Bravery/Faith : no preference  
Approx. reward : 86 JP, 5076 gil Skill Save Job: none  
Feat title : "Honest Eke"

#### Rhana Strait

Location : Zeltennia Base JP : 40 Errand Type : Salvage F  
Cost : 3100 gil Base Gil : 400 Best Job : T.Mage/Geo./Arith.  
Days : 9-13 Bonus : Artefact Bravery/Faith : High Fa., Low Br.  
Approx. reward : 122 JP, 1764 gil Skill Save Job: Black Mage  
Feat title : "The Enterprise"

#### Zerro Strikes

TO UNLOCK: Complete "Zerro's Challenge" at Lionel Castle  
Location : Zeltennia Base JP : 80 Errand Type : Combat B  
Cost : 100 gil Base Gil : 3500 Best Job : Ninja  
Days : 8-9 Bonus : Artefact Bravery/Faith : High Br., Low Fa.  
Approx. reward : 143 JP, 10999 gil Skill Save Job: Chemist  
Feat title : "Zerro's Mark"

#### Nightwalker

Location : Zeltennia Base JP : 40 Errand Type : Investigation N  
Cost : 3050 gil Base Gil : 3500 Best Job : Orator  
Days : 8-12 Bonus : Reward S Bravery/Faith : no preference  
Approx. reward : 102 JP, 11644 gil Skill Save Job: none  
Feat title : "Umbral Prison"

#### Zerro's Return

TO UNLOCK: Complete "Zerro Strikes" at Zeltennia Castle  
Location : Lesalia Base JP : 80 Errand Type : Combat B  
Cost : 500 gil Base Gil : 3500 Best Job : Ninja  
Days : 8-9 Bonus : Artefact Bravery/Faith : High Br., Low Fa.  
Approx. reward : 143 JP, 10999 gil Skill Save Job: Chemist  
Feat title : "Zerro's Return"

#### Zerro Strikes Again

TO UNLOCK: Complete "Zerro's Return" at Lesalia  
Location : Eagrose Base JP : 80 Errand Type : Combat B  
Cost : 5000 gil Base Gil : 3500 Best Job : Ninja  
Days : 8-9 Bonus : Artefact Bravery/Faith : High Br., Low Fa.  
Approx. reward : 143 JP, 10999 gil Skill Save Job: Chemist  
Feat title : "Zerro Strikes Again"

#### Himca Cliffs

Location : Sal Ghidos Base JP : 30 Errand Type : Mining N  
Cost : 1500 gil Base Gil : 150 Best Job : Geomancer  
Days : 8-12 Bonus : Artefact Bravery/Faith : no preference  
Approx. reward : 111 JP, 2576 gil Skill Save Job: none  
Feat title : "Beyond the Cliffs"

#### Ore of the Gods

Location : Sal Ghidos Base JP : 40 Errand Type : Mining N  
Cost : 2500 gil Base Gil : 150 Best Job : Geomancer  
Days : 9-11 Bonus : Artefact Bravery/Faith : no preference  
Approx. reward : 115 JP, 2554 gil Skill Save Job: none  
Feat title : "Divine Encounter"

#### ---Chapter IV-B Errands-----

Available after defeating Zalera.

#### Lake Poescas Depths

Location : Limberry Base JP : 50 Errand Type : Exploration B  
Cost : 1500 gil Base Gil : 150 Best Job : Knight/Arch./Drag.

Days : 12-14 Bonus : Wonder Bravery/Faith : High Br., Low Fa.  
Approx. reward : 105 JP, 5054 gil Skill Save Job: Samurai  
Feat title : "Lake Monster"

#### Cellar Dungeon

Location : Limberry Base JP : 100 Errand Type : Exploration N  
Cost : 3000 gil Base Gil : 4500 Best Job : Archer  
Days : 11-13 Bonus : Wonder Bravery/Faith : no preference  
Approx. reward : 156 JP, 18235 gil Skill Save Job: none  
Feat title : "Ancient Labyrinth"

#### Uninvited Guests

Location : Limberry Base JP : 40 Errand Type : Investigation N  
Cost : 3050 gil Base Gil : 3500 Best Job : Orator  
Days : 8-13 Bonus : Reward S Bravery/Faith : no preference  
Approx. reward : 103 JP, 12174 gil Skill Save Job: none  
Feat title : "The Golem"

#### Gysahl Greens

Location : Limberry Base JP : 80 Errand Type : Odd Jobs B  
Cost : 100 gil Base Gil : 2000 Best Job : Thief  
Days : 2-4 Bonus : Artefact Bravery/Faith : High Br., Low Fa.  
Approx. reward : 146 JP, 9660 gil Skill Save Job: Archer  
Feat title : "Gysahl Greens"

#### Wandering Gambler (2)

TO UNLOCK: Complete "Wandering Gambler (1)" at Warjilis  
Location : Limberry Base JP : 20 Errand Type : Odd Jobs N  
Cost : 15000 gil Base Gil : 5500 Best Job : Thief/Orator  
Days : 11-13 Bonus : nothing Bravery/Faith : no preference  
Approx. reward : 54 JP, 16765 gil Skill Save Job: Dancer  
Feat title : "A Storm of Sevens"

#### Zerro's Final Heist

TO UNLOCK: Complete "Zerro Strikes Again" at Eagrose Castle  
Location : Limberry Base JP : 120 Errand Type : Combat B  
Cost : 10000 gil Base Gil : 3500 Best Job : Ninja  
Days : 8-9 Bonus : nothing Bravery/Faith : High Br., Low Fa.  
Approx. reward : 153 JP, 10599 gil Skill Save Job: Chemist  
Feat title : "The Mask of Zerro"

#### Ancient Wonder

Location : Eagrose Base JP : 100 Errand Type : Exploration N  
Cost : 200 gil Base Gil : 3500 Best Job : Archer  
Days : 13-14 Bonus : Wonder Bravery/Faith : no preference  
Approx. reward : 153 JP, 15099 gil Skill Save Job: Knight  
Feat title : "Upon the Plateau"

#### Cattedona

Location : Zaland Base JP : 20 Errand Type : Odd Jobs F  
Cost : 500 gil Base Gil : 1500 Best Job : Chemist  
Days : 14-15 Bonus : Gil O Bravery/Faith : High Fa., Low Br.  
Approx. reward : 74 JP, 5239 gil Skill Save Job: Thief  
Feat title : "Chat-tedona"

#### Lionel Emissary

Location : Lionel Base JP : 30 Errand Type : Salvage N  
Cost : 4000 gil Base Gil : 150 Best Job : T.Mage/Geo./Arith.  
Days : 14-15 Bonus : Artefact Bravery/Faith : no preference  
Approx. reward : 103 JP, 949 gil Skill Save Job: none

Feat title : "The Lionel Emissary"

#### Twilight Gustkov

Location : Gollund Base JP : 100 Errand Type : Combat N  
Cost : 1000 gil Base Gil : 5500 Best Job : Ninja  
Days : 14-15 Bonus : Gil C Bravery/Faith : no preference  
Approx. reward : 154 JP, 17264 gil Skill Save Job: Summoner  
Feat title : "The Wyverns"

#### Terror's Maw

Location : Gollund Base JP : 80 Errand Type : Combat F  
Cost : 1500 gil Base Gil : 4500 Best Job : Samurai/Ninja  
Days : 13-14 Bonus : Gil C Bravery/Faith : High Fa., Low Br.  
Approx. reward : 134 JP, 14264 gil Skill Save Job: White Mage  
Feat title : "The Cave Mimic"

#### Miner's Dream

TO UNLOCK: Complete "Terror's Maw"  
Location : Gollund Base JP : 30 Errand Type : Mining N  
Cost : 150 gil Base Gil : 600 Best Job : Geomancer  
Days : 12-14 Bonus : Ore Bravery/Faith : no preference  
Approx. reward : 86 JP, 4068 gil Skill Save Job: none  
Feat title : "Obstacle to Success"

#### Ducal Disaster

Location : Lesalia Base JP : 50 Errand Type : Rescue N  
Cost : 6000 gil Base Gil : 5500 Best Job : Orator  
Days : 15-16 Bonus : Reward L Bravery/Faith : no preference  
Approx. reward : 104 JP, 17749 gil Skill Save Job: none  
Feat title : "The Rescue of Young Lord Pappal"

#### Young Lord Pappal

TO UNLOCK: Complete "Ducal Disaster"  
Location : Lesalia Base JP : 120 Errand Type : Combat B  
Cost : 3000 gil Base Gil : 600 Best Job : Ninja  
Days : 12-15 Bonus : Gil C Bravery/Faith : High Br., Low Fa.  
Approx. reward : 181 JP, 2659 gil Skill Save Job: Geomancer  
Feat title : "Father and Son"

#### Cries in the Dark

Location : Lesalia Base JP : 40 Errand Type : Investigation N  
Cost : 3050 gil Base Gil : 3500 Best Job : Orator  
Days : 8-11 Bonus : Reward S Bravery/Faith : no preference  
Approx. reward : 98 JP, 11644 gil Skill Save Job: none  
Feat title : "Doll's Lament"

#### Salvage Work

Location : Yardrow Base JP : 20 Errand Type : Salvage N  
Cost : 0 gil Base Gil : 4500 Best Job : T.Mage/Geo./Arith.  
Days : 9-14 Bonus : Gil S Bravery/Faith : no preference  
Approx. reward : 81 JP, 16409 gil Skill Save Job: none  
Feat title : "False Advertising"

#### Coal Mining Expedition

Location : Yardrow Base JP : 10 Errand Type : Mining N  
Cost : 1000 gil Base Gil : 150 Best Job : Geomancer  
Days : 10-14 Bonus : Ore Bravery/Faith : no preference  
Approx. reward : 69 JP, 2726 gil Skill Save Job: none  
Feat title : "Coal Mining Expedition"

## Second Coal Mining Expedition

TO UNLOCK: Complete "Coal Mining Expedition"

Location : Yardrow Base JP : 10 Errand Type : Mining N  
Cost : 1000 gil Base Gil : 150 Best Job : Geomancer  
Days : 10-14 Bonus : Artefact Bravery/Faith : no preference  
Approx. reward : 90 JP, 2576 gil Skill Save Job: none  
Feat title : "Back to the Mines"

## Historic Revolt

Location : Riovanes Base JP : 40 Errand Type : Investigation N  
Cost : 3050 gil Base Gil : 3500 Best Job : Orator  
Days : 8-10 Bonus : Artefact Bravery/Faith : no preference  
Approx. reward : 105 JP, 11105 gil Skill Save Job: none  
Feat title : "Final Protest"

## Tutoring

Location : Riovanes Base JP : 100 Errand Type : Odd Jobs F  
Cost : 200 gil Base Gil : 3500 Best Job : Chemist  
Days : 8-12 Bonus : Gil O Bravery/Faith : High Fa., Low Br.  
Approx. reward : 166 JP, 11769 gil Skill Save Job: White Mage  
Feat title : "A Perfect Score"

## The Behemoth

Location : Bervenian Base JP : 100 Errand Type : Combat B  
Cost : 500 gil Base Gil : 400 Best Job : Ninja  
Days : 13-15 Bonus : Gil C Bravery/Faith : High Br., Low Fa.  
Approx. reward : 157 JP, 1977 gil Skill Save Job: Chemist  
Feat title : "Wild Kingdom"

## Dredge Work

Location : Zeltennia Base JP : 20 Errand Type : Salvage B  
Cost : 1000 gil Base Gil : 2000 Best Job : Knight/Monk  
Days : 6-10 Bonus : Gil S Bravery/Faith : High Br., Low Fa.  
Approx. reward : 80 JP, 7854 gil Skill Save Job: Archer  
Feat title : "Dredge Work"

## Missing Boy

Location : Zeltennia Base JP : 40 Errand Type : Rescue N  
Cost : 3500 gil Base Gil : 3500 Best Job : Orator  
Days : 15-16 Bonus : Reward L Bravery/Faith : no preference  
Approx. reward : 94 JP, 11749 gil Skill Save Job: none  
Feat title : "Eternal Youth"

## Appraisal

Location : Zeltennia Base JP : 30 Errand Type : Investigation N  
Cost : 550 gil Base Gil : 3500 Best Job : Orator  
Days : 8-9 Bonus : Artefact Bravery/Faith : no preference  
Approx. reward : 93 JP, 10999 gil Skill Save Job: Squire  
Feat title : "Revaluation"

## Death's Gorge

Location : Sal Ghidos Base JP : 40 Errand Type : Mining N  
Cost : 13000 gil Base Gil : 150 Best Job : Geomancer  
Days : 9-14 Bonus : Ore Bravery/Faith : no preference  
Approx. reward : 103 JP, 2754 gil Skill Save Job: none  
Feat title : "The Sable Swords"

## The Typhoon

Location : Sal Ghidos Base JP : 120 Errand Type : Combat B  
Cost : 11000 gil Base Gil : 5500 Best Job : Ninja



Days : 10-13 Bonus : Gil C Bravery/Faith : High Br., Low Fa.  
Approx. reward : 181 JP, 18094 gil Skill Save Job: Chemist  
Feat title : "The Typhoon"

#### Beastly Trail

Location : Sal Ghidos Base JP : 80 Errand Type : Odd Jobs F  
Cost : 10000 gil Base Gil : 2000 Best Job : Chemist  
Days : 11-13 Bonus : Gil O Bravery/Faith : High Fa., Low Br.  
Approx. reward : 137 JP, 6800 gil Skill Save Job: Mystic  
Feat title : "Raffleshiva"

#### Memories

Location : Sal Ghidos Base JP : 40 Errand Type : Odd Jobs N  
Cost : 100 gil Base Gil : 150 Best Job : Thief/Orator  
Days : 10-12 Bonus : Gil O Bravery/Faith : no preference  
Approx. reward : 96 JP, 1194 gil Skill Save Job: none  
Feat title : "A Mother's Love"

---Seasonal Errands-----

These four errands are available only during particular months!

I've listed them in the regular list above, but since they're so easy to miss, I've also listed them a second time here.

#### The Gariland Magick Melee

TO UNLOCK: Month of Virgo  
Location : Gariland Base JP : 120 Errand Type : Contest F  
Cost : 0 gil Base Gil : 5500 Best Job : Samurai  
Days : 14-16 Bonus : Artefact Bravery/Faith : High Fa., Low Br.  
Approx. reward : 166 JP, 22265 gil Skill Save Job: Time Mage  
Feat title : "The Gariland Magick Melee"

#### The Zaland Melee

TO UNLOCK: Month of Aries  
Location : Zaland Base JP : 120 Errand Type : Contest B  
Cost : 0 gil Base Gil : 5500 Best Job : Kni./Monk/Drag./Nin.  
Days : 14-16 Bonus : Prize M. Bravery/Faith : High Br., Low Fa.  
Approx. reward : 250 JP, 20865 gil Skill Save Job: Archer  
Feat title : "The Zaland Melee"

#### Artificers' Contest

TO UNLOCK: Month of Sagittarius  
Location : Goug Base JP : 120 Errand Type : Contest N  
Cost : 0 gil Base Gil : 5500 Best Job : Kni./Monk/Drag./Nin.  
Days : 14-16 Bonus : Prize M. Bravery/Faith : no preference  
Approx. reward : 250 JP, 20865 gil Skill Save Job: Squire  
Feat title : "The Artificers' Contest"

#### The Yardrow Melee

TO UNLOCK: Month of Cancer  
Location : Yardrow Base JP : 120 Errand Type : Contest B  
Cost : 0 gil Base Gil : 5500 Best Job : Kni./Monk/Drag./Nin.  
Days : 14-16 Bonus : Artefact Bravery/Faith : High Br., Low Fa.  
Approx. reward : 166 JP, 22265 gil Skill Save Job: Chemist  
Feat title : "The Yardrow Melee"

%%ARTEFACTS, WONDERS, AND ZODIAC STONES%%00arte

---About Wonders and Artefacts-----

Completing some of the errands earns you Wonders of the Ancient World and Artefacts, which are displayed on your Chronicle screen. These are all just for show; they have no effect on the game.

Only specific errands give you Artefacts or Wonders -- see the list above. But, the individual Artefact/Wonder you get from each errand is random.

The total number of Artefacts and Wonders is identical to the number of errands from which you get Artefacts and Wonders, so you're guaranteed to get all the Artefacts and Wonders if you complete all the errands.

Collecting more Artefacts and Wonders will increase your Adventurer rank, as reported to you by the Tavernmaster. This rank is also purely cosmetic, though collecting all the Artefacts or all the Wonders will earn you a star on your Chronicle screen ;)

|              |                           |            |                      |
|--------------|---------------------------|------------|----------------------|
| 1 artefact   | : Level 1 Treasure Hunter | 1 wonder   | : Level 1 Adventurer |
| 4 artefacts  | : Level 2 Treasure Hunter | 3 wonders  | : Level 2 Adventurer |
| 8 artefacts  | : Level 3 Treasure Hunter | 6 wonders  | : Level 3 Adventurer |
| 12 artefacts | : Level 4 Treasure Hunter | 3 wonders  | : Level 4 Adventurer |
| 16 artefacts | : Level 5 Treasure Hunter | 10 wonders | : Level 5 Adventurer |
| 20 artefacts | : Level 6 Treasure Hunter | 12 wonders | : Level 6 Adventurer |
| 24 artefacts | : Level 7 Treasure Hunter | 14 wonders | : Level 7 Adventurer |
| 31 artefacts | : Master Treasure Hunter  | 16 wonders | : Master Adventurer  |

---List of Wonders-----

There are 16 Wonders of the Ancient World:

|                 |                    |                    |
|-----------------|--------------------|--------------------|
| Shrine of Chaos | Eureka             | Pandaemonium       |
| Mirage Tower    | Floating Castle    | Matoya's Case      |
| Crystal Tower   | Floating Continent | Fortress of Trials |
| Tower of Babel  | Ronkan Ruins       | Falgabard          |
| Phantom Train   | Tozus Village      | Chocobo Forest     |
| Semitt Falls    |                    |                    |

None of the Wonders has any use.

Wonders are obtained from the following Errands:

| ERRAND                   | CITY     | CHAP. | ERRAND                | CITY      | CHAP. |
|--------------------------|----------|-------|-----------------------|-----------|-------|
| Frontier Marathon        | Dorter   | 3     | Lamzen the Adventurer | Gollund   | 4     |
| Second Frontier Marathon | Dorter   | 3     | Frontier Expedition   | Lesalia   | 4     |
| Third Frontier Marathon  | Dorter   | 3     | Beddha Sandwaste      | Bervernia | 4     |
| Merchant's Regret        | Warjiis  | 3     | Adventurers Wanted    | Bervernia | 4     |
| The Siedge Weald         | Zaland   | 3-B   | Shadows from the Past | Bervernia | 4     |
| Trick of the Light       | Lionel   | 3-B   | Lake Poescas Depths   | Limberry  | 4-B   |
| Fenland Mystery          | Lionel   | 3-B   | Cellar Dungeon        | Limberry  | 4-B   |
| Rain-Swept Slopes        | Warjilis | 4     | Ancient Wonder        | Eagrose   | 4-B   |

See the Errand List above for more details on these Errands.

---List of Artefacts-----

There are 31 artefacts you can receive from errands, plus the Scriptures:

|                  |                     |              |
|------------------|---------------------|--------------|
| Four-Deity Plate | Statuette of Lilith | Scarab Charm |
| Tobacco Pipe     | Coin Blade          | Black Cat    |

|                     |                      |                   |
|---------------------|----------------------|-------------------|
| Hanya Mask          | Parade Helm          | Moppet Bread      |
| Goliath Bread       | Calcobrena           | Lugae             |
| Red Materia         | Blue Materia         | Black Materia     |
| White Materia       | Rat Tail             | Mesa's Musings    |
| Nanai's Histories   | Veil of Wiyu         | Enavia Chronicles |
| Enchanted Pistol    | Enchanted Machinegun | Zanmato           |
| Orb of Minwu        | Tarot de Bennstat    | Excalipoor        |
| Yggdrasil Mistletoe | Lance of Longibunne  | Chocobo Cannon    |
| Saint Elmo's Fire   | The Scriptures       |                   |

Artefacts are obtained from the following errands:

| ERRAND                  | CITY     | CHAP. | ERRAND                  | CITY       | CHAP. |
|-------------------------|----------|-------|-------------------------|------------|-------|
| Mount Gulg Mother Lode  | Eagrose  | 2     | More Coal Miners Wanted | Gollund    | 4     |
| Zaland Embassy Antiques | Zaland   | 2     | The Falcon              | Yardrow    | 4     |
| Gariland Magick Melee   | Gariland | VIRGO | Endless Caverns         | Bervernia  | 4     |
| Zerro's Challenge       | Lionel   | 3     | Past Glory              | Bervernia  | 4     |
| Clockwork Faire         | Goug     | 3     | Rhana Strait            | Zeltennia  | 4     |
| Salvage Expedition      | Lesalia  | 3     | Zerro Strikes           | Zeltennia  | 4     |
| Abandoned Mine          | Lesalia  | 3     | Zerro's Return          | Lesalia    | 4     |
| Guard Duty              | Eagrose  | 3-B   | Zerro Strikes Again     | Eagrose    | 4     |
| Yardrow Melee           | Yardrow  | CANCR | Himca Cliffs            | Sal Ghidos | 4     |
| Gleddia Isle            | Riovanes | 4     | Ore of the Gods         | Sal Ghidos | 4     |
| Lettre d'amour          | Riovanes | 4     | Gysahl Greens           | Limberry   | 4-B   |
| Count Minimas (1)       | Dorter   | 4     | Lionel Emissary         | Lionel     | 4-B   |
| Count Minimas (2)       | Dorter   | 4     | 2nd Coal Mining Exped.  | Yardrow    | 4-B   |
| Father's Nightmare      | Lionel   | 4     | Historic Revolt         | Riovanes   | 4-B   |
| The Durga               | Goug     | 4     | Appraisal               | Zeltennia  | 4-B   |
| True Romance            | Warjilis | 4     |                         |            |       |

See the Errand List above for more details on these Errands.

#### ---SCRIPTURES---

The last artefact, the Scriptures of Germonique, is not received from errands. Instead, you'll obtain the Scriptures as you play through the main story of the game.

Once you get the Scriptures, you can read it for some background information on the game world. To do this, select the Scriptures in the Artefacts screen and press Triangle when the description is displayed. If you're having a hard time reading the text, pressing the L button on your PSP will darken the background darker and make the text easier, while the R button makes the background brighter. Reading the Scriptures has no direct impact on the game, but it fills in some story information.

#### ---BOOKS---

In the Japanese version of the game, four of the book-like Artefacts (Mesa's Musings, the Veil of Wiyu, Nanai's Histories, and the Enavia Chronicles) could also be used to play Choose Your Own Adventure-style "sound novel" mini-games. These mini-games aren't available in any of the English releases. But, since the text games also have no impact on the main game, their absence doesn't change much. (See the Sound Novels section for more info. on these games.)

#### ---ZODIAC STONES---

The Zodiac Stones (see below) are also displayed under Artefacts. You'll earn these from the story as you play through the game.

#### ---List of Zodiac Stones-----

You'll obtain Zodiac Stones as you play through the main storyline and some of the sidequests. These show up in your Artefacts screen, but, again, they don't affect gameplay at all.

Below is a list of the Zodiac Stones and where to obtain them.

!!!SPOILER ALERT!!!

Aries : Get when you beat Wiegraf in Riovanes Castle.  
Taurus : In Mustadio's possession; you receive it after the battle in the Clockwork City of Goug. Re-obtained in Riovanes Castle.  
Gemini : Received after defeating Elmdore.  
Cancer : Received after defeating Construct 7. [optional]  
Libra : Orlandeau has it; you'll get it when he joins.  
Scorpio : Received after you defeat Delacroix. Re-obtained in Riovanes Castle.  
Sagittarius : Meliadoul has it; you'll get it when she joins.  
Capricorn : Obtained after killing Adrammelech.  
Aquarius : Given by Beowulf when he joins. [optional]  
Pisces : Received from Isilud in Riovanes Castle.  
Leo : You never get this one, Folmarv has it.  
Virgo : As above; Folmarv also has this one.  
Serpentarius : Receive after you defeat Elidibus in Midlight's Deep. [optional]

The Leo and Virgo stones are never actually obtained during the storyline.

!!!SPOILER ALERT!!!

\*\*\*\*\*  
XIII. RANDOM BATTLES  
\*\*\*\*\*

%%OVERWORLD RANDOM BATTLES%%00over

In addition to the main story battles you encounter as you progress through the game, you'll also get into random battles as you move across the map.

Random battles occur at green dots on the map. Whenever you move onto or across a green dot, there is about a 30% (3 in 10) chance that you will get into a random battle.

---RULES FOR RANDOM BATTLES---

Combat in random battles functions almost exactly like that in story battles, with a few exceptions:

- You don't have to deploy Ramza.
- Until reaching Lionel Castle in Chapter II, you may deploy up to 4 characters for a random battle. Once you reach Lionel Castle, the limit increases to 5 characters for the rest of the game.
- In story battles, the enemies usually have a fixed experience level that does not change even if you level up. But in random battles, the level of the enemies is based on your own level! (See below for specifics.)
- Any Guests on your roster will not participate in random battles.
- Battle Trophies are never earned from random battles, but you do still earn Bonus Coin the same as in story battles.
- Story battles have mostly human enemies, but random battles have mostly monster enemies.

---ENEMY LEVELS & ABILITIES---

In random battles, the experience LEVEL of the enemies is based on your own

level! To be specific, it's determined by the highest character level you have on your roster--even if that character is not deployed in your active squad! The higher this character's level is, the stronger the enemies will be. (The experience levels of individual enemies might be lower or higher than this "highest level," but it's that "highest level" that determines the overall strength of the enemy party.)

The EQUIPMENT that most generic enemies use is directly determined by their experience level. (This is true even in story battles!) For instance, a level generic 31 Samurai will always have a Muramasa. The piece of equipment that corresponds to each enemy level range is listed in the Equipment section.

Enemy ABILITIES appear to be semi-random. They often have abilities that match their jobs, but sometimes you see less useful combinations, like a Summoner with Jump.

#### ---LOCATIONS & ENEMY PARTIES---

Different locations on the map have different kind of random battle enemies. In addition, the DIRECTION you enter the location also affects what kind of enemies you see. For example, if you enter Mandalia Plain heading south from Eagrose, there's a chance you'll encounter a Malboro. But if you enter Mandalia Plain via Gariland or the Brigands' Den, Malboros never appear.

The direction from which you're entering also determines where your team starts on the battle map. For instance, if you enter Finnath Creek from the west, you'll start at the top of the river, but if you enter from the east, you'll start at the bottom of the river.

Below, I've listed the types of monsters and human enemies that you'll find at each location, as well as a rough estimate of how often they show up on average.

COMMON : Encountered 50% of the time or more on average  
UNCOMMON : 25% - 49%  
RARE : 8% - 24%  
VERY RARE : < 8%

These are averages, of course, so sometimes you'll encounter 0 of a particular enemy and sometimes you may encounter more than 1. For instance, if the Black Chocobo is Uncommon at a particular area, on average you'll encounter 1 Black Chocobo every 2 to 4 battles (25% to 50% of the time). But, in a given battle, you may see 0 Black Chocobos or you might even see 2 or 3.

As you progress through the game, a wider variety of enemy types will appear in each location. In Chapter I, you'll typically encounter only a limited set of basic monsters, with some more advanced monsters and humans appearing very rarely. At the start of Chapter II, advanced monsters and humans become more common, and even more enemies are added at the start of Chapter IV. I've listed the random encounters separately for Chapter I, Chapters II & III, and Chapter IV.

At a small number of locations, you'll occasionally encounter a friendly Guest character who will help you during a random battle. These are included in the list as well. Most of them won't join you, but a few will join you after the battle and I've noted those as well.

Note that there are a few monsters and human jobs that are NEVER encountered in random battles anywhere in any chapter:

|           |        |              |
|-----------|--------|--------------|
| Wild Boar | Dancer | Dark Knight  |
| Bard      | Mime   | Onion Knight |

Story characters with special jobs or enemy-only jobs also don't appear in random battles.

---Chapter I-----

--MANDALIA PLAIN--

From Gariland           Common    : Chocobo, Goblin, Red Panther  
                          Uncommon : None  
                          Rare       : None  
                          Very Rare: Knight

From Eagrose            Common    : Chocobo, Goblin, Red Panther  
                          Uncommon : None  
                          Rare       : None  
                          Very Rare: Squire, Archer

From Brigands' Den     Common    : Chocobo, Goblin, Red Panther  
                          Uncommon : None  
                          Rare       : None  
                          Very Rare: None

--THE SIEDGE WEALD--

From Gariland           Common    : Black Goblin, Skeleton  
                          Uncommon : Bomb, Wisenkin  
                          Rare       : None  
                          Very Rare: Chocobo, Monk

From Dorter            Common    : Black Goblin, Bomb, Skeleton  
                          Uncommon : None  
                          Rare       : None  
                          Very Rare: None

--ZEKLAUS DESERT--

From Dorter            Common    : Bomb, Skeleton, Jura Aegis  
                          Uncommon : Wisenkin  
                          Rare       : None  
                          Very Rare: Grenade, Bonesnatch, Black Mage

--LENALIAN PLATEAU--

From Gariland           Common    : Chocobo, Black Goblin, Red Panther  
                          Uncommon : Dragon  
                          Rare       : None  
                          Very Rare: Piscodaemon, Squidraken, Time Mage

From Fovoham Windf.    Common    : Chocobo, Goblin, Red Panther  
                          Uncommon : Piscodaemon  
                          Rare       : None  
                          Very Rare: Coeurl, Squidraken, Knight, White Mage

--FOVOHAM WINDFLATS--

From Lenalian Plat.    Common    : Goblin, Piscodaemon, Floating Eye  
                          Uncommon : Wisenkin  
                          Rare       : Squidraken  
                          Very Rare: Jura Aegis, Thief

---Chapter II & III-----

--MANDALIA PLAIN--

From Gariland           Common    : Chocobo, Goblin, Red Panther  
                          Uncommon : Knight  
                          Rare       : None

|                       |  |
|-----------------------|--|
| From Eagrose          | Common : Chocobo, Goblin, Red Panther<br>Uncommon : Squire<br>Rare : Archer  |
| From Brigands' Den    | Common : Chocobo, Goblin, Red Panther<br>Uncommon : None<br>Rare : None  |
| --THE SIEDGE WEALD--  |  |
| From Gariland         | Common : Black Goblin, Bomb, Skeleton<br>Uncommon : Monk<br>Rare : Chocobo, Wisenkin   |
| From Dorter           | Common : Black Goblin, Bomb, Skeleton<br>Uncommon : None<br>Rare : None  |
| --ZEKLAUS DESERT--    |  |
| From Dorter           | Common : Bomb, Skeleton<br>Uncommon : Grenade, Jura Aegis, Wisenkin, Black Mage<br>Rare : Bonesnatch                                   |
| From Gollund          | Common : Bonesnatch, Jura Aegis, Steelhawk, Wisenkin<br>Uncommon : Grenade<br>Rare : Bomb, Skeleton, Summoner                          |
| --LENALIAN PLATEAU--  |  |
| From Gariland         | Common : Chocobo, Black Goblin, Red Panther<br>Uncommon : Dragon, Time Mage<br>Rare : Piscodaemon, Squidraken                          |
| From Fovoham Windf.   | Common : Goblin, Red Panther<br>Uncommon : Chocobo, Piscodaemon, Squidraken, Knight<br>Rare : Coeurl, White Mage                       |
| --FOVOHAM WINDFLATS-- |  |
| From Lenalian Plat.   | Common : Piscodaemon, Squidraken, Floating Eye<br>Uncommon : Goblin<br>Rare : Jura Aegis, Wisenkin, Thief                              |
| From Ziekden Fort.    | Common : Red Panther, Floating Eye, Jura Aegis,<br>Wisenkin<br>Uncommon : Piscodaemon<br>Rare : None                                   |
| --ARAGUAY WOODS--     |  |
| From Dorter           | Common : Goblin, Black Goblin, Ghoul<br>Uncommon : Ghast, Archer<br>Rare : Coeurl, Skeleton, Bonesnatch, Jura Aegis,<br>Treant, Knight |
| From Zeirchele Falls  | Common : Red Panther, Coeurl, Bonesnatch, Ghoul,<br>Malboro<br>Uncommon : None<br>Rare : Skeleton, Jura Aegis, Archer                  |
| --ZEIRCHELE FALLS--   |  |
| From Araguay Woods    | Common : Chocobo, Coeurl, Squidraken, Floating Eye<br>Uncommon : Piscodaemon, Mystic<br>Rare : Bonesnatch                              |

From Zaland                   Common : Coeurl, Mindflayer  
 Uncommon : Bomb, Squidraken, Bonesnatch, Time Mage  
 Rare : Chocobo, Black Chocobo, Red Chocobo,  
 Grenade, Skeleton, Floating Eye

--BALIAS TOR--  
 From Zaland                   Common : Chocobo, Bomb  
 Uncommon : Jura Aegis, Steelhawk, Wisenkin  
 Rare : Minotaur, Archer

From Lionel                   Common : Chocobo, Black Chocobo, Wisenkin, Minotaur  
 Uncommon : Red Chocobo, Red Panther, Monk, Time Mage  
 Rare : Coeurl

--TCHIGOLITH FENLANDS--  
 From Lionel                   Common : Skeleton, Bonesnatch, Ghoul  
 Uncommon : Ghast, Wisenkin, Time Mage  
 Rare : Floating Eye, Malboro

From Goug                    Common : Ghoul  
 Uncommon : Bomb, Red Panther, Coeurl, Skeleton,  
 Bonesnatch, Minotaur  
 Rare : Ghast, Floating Eye, Ahriman, Wisenkin,  
 Geomancer

--BALIAS SWALE--  
 From Warjilis                Common : Black Chocobo, Goblin, Coeurl, Piscodaemon,  
 Mindflayer  
 Uncommon : Red Panther, Squidraken  
 Rare : Chocobo, Black Goblin, Gobbledygook,  
 Vampire Cat, Archer

From Golgollada Gal.        Common : Chocobo, Gobbledygook  
 Uncommon : Goblin, Black Goblin, Piscodaemon  
 Rare : Red Panther, Coeurl, Squidraken,  
 Jura Aegis, Steelhawk, Knight

From Lionel                   Common : Chocobo, Goblin, Black Goblin, Coeurl,  
 Squidraken, Monk  
 Uncommon : Red Panther, Piscodaemon  
 Rare : None

--GROGH HEIGHTS--  
 From Lesalia                 Common : Chocobo, Coeurl, Floating Eye  
 Uncommon : Black Chocobo, Bomb, Grenade, Red Panther,  
 Dryad  
 Rare : Red Chocobo, Ahriman, White Mage, Geomancer

From Yardrow                 Common : Chocobo, Black Chocobo, Grenade, Knight  
 Uncommon : Bomb, Red Panther, Coeurl, Floating Eye  
 Rare : Blue Dragon

--THE YUGUEWOOD--  
 From Yardrow                 Common : Skeleton, Bonesnatch, Ghast  
 Uncommon : Black Goblin, Dryad  
 Rare : Bomb, Coeurl, Treant, Black Mage, Ninja



--MANDALIA PLAIN--

From Gariland  
Common : Goblin, Red Panther, Coeurl, Knight  
Uncommon : Chocobo, Black Chocobo  
Rare : Gobbledygook, Vampire Cat, Ahriman,  
Black Mage, Mystic, Red Panther (GUEST)  
Very Rare: Black Goblin

From Eagrose  
Common : Chocobo, Goblin  
Uncommon : Black Chocobo, Black Goblin, Gobbledygook,  
Red Panther, Coeurl, Squire  
Rare : Malboro, Archer, Chocobo (GUEST)\*  
Very Rare: Summoner

\* This Guest Chocobo will offer to join your roster after the battle!

From Brigands' Den  
Common : Chocobo, Red Panther  
Uncommon : Black Chocobo, Goblin, Black Goblin,  
Gobbledygook, Chocobo (GUEST)  
Rare : Coeurl, Vampire Cat, Blue Dragon,  
Red Dragon, Knight, Archer, Black Mage,  
Dragoon  
Very Rare: Grenade, Dragoon (GUEST)

--THE SIEDGE WEALD--

From Gariland  
Common : None  
Uncommon : Black Goblin, Gobbledygook, Bomb, Grenade,  
Skeleton, Skeletal Fiend  
Rare : Chocobo, Black Chocobo, Exploder, Dryad,  
Knight, Monk  
Very Rare: Red Chocobo, Goblin, Red Panther, Coeurl,  
Vampire Cat, Bonesnatch, Wisenkin, Archer

From Dorter  
Common : Black Goblin, Skeleton  
Uncommon : Gobbledygook, Skeletal Fiend, Black Mage  
Rare : Goblin, Bomb, Grenade, Exploder,  
Bonesnatch, Dryad, Squire, Archer  
Very Rare: Treant, Wisenkin, Knight, Time Mage,  
Summoner, Mystic, Geomancer

--ZEKLAUS DESERT--

From Dorter  
Common : Grenade, Minotaur  
Uncommon : Skeleton, Jura Aegis, Wisenkin  
Rare : Bomb, Exploder, Steelhawk, Archer, Monk,  
Black Mage, Knight (GUEST)  
Very Rare: Bonesnatch

From Gollund  
Common : Bonesnatch, Wisenkin, Minotaur  
Uncommon : Exploder, Skeletal Fiend, Steelhawk,  
Cockatrice, Black Mage  
Rare : Grenade, Skeleton, Jura Aegis, Sekhret,  
Behemoth  
Very Rare: Bomb, Summoner

From Mt. Bervenia  
Common : Black Goblin, Bonesnatch, Minotaur  
Uncommon : Exploder, Wisenkin  
Rare : Grenade, Steelhawk, Cockatrice, Dragon,  
Red Dragon, Ninja  
Very Rare: Red Chocobo, Jura Aegis, Knight, Archer,  
Summoner

--LENALIAN PLATEAU--

From Gariland           Common   : Black Goblin, Squidraken  
                          Uncommon : Chocobo, Red Panther, Piscodaemon, Ochu,  
  Time Mage, Arithmetician  
                          Rare       : Red Chocobo, Malboro, Dragon  
Very Rare: Black Chocobo, Gobbledygook, Coeurl,  
  Vampire Cat, Geomancer

From Fovoham Windf.    Common   : Red Panther, Squidraken  
                          Uncommon : Gobbledygook, Piscodaemon, Archer,  
  White Mage  
                          Rare       : Chocobo, Goblin, Malboro, Knight, Black Mage  
Very Rare: Coeurl, Dragon

--FOVOHAM WINDFLATS--

From Lenalian Plat.    Common   : Piscodaemon, Squidraken, Mindflayer,  
  Floating Eye  
                          Uncommon : None  
                          Rare       : Goblin, Steelhawk, Wisenkin, Archer, Thief  
Very Rare: Vampire Cat, Ahriman, Jura Aegis, Sekhret

From Ziekden Fort.     Common   : Mindflayer, Jura Aegis  
                          Uncommon : Goblin, Floating Eye, Steelhawk,  
  Cockatrice, Sekhret, Summoner  
                          Rare       : Gobbledygook, Red Panther, Squidraken,  
  Ahriman, Wisenkin, Minotaur  
Very Rare: Piscodaemon, Knight, Archer, Black Mage,  
  Time Mage

From Riovanes           Common   : Squidraken, Ahriman, Wisenkin  
                          Uncommon : Mindflayer, Minotaur, Sekhret, Monk  
                          Rare       : Red Panther, Piscodaemon, Plague Horror,  
  Jura Aegis, Steelhawk, Cockatrice, Malboro,  
  Mystic  
Very Rare: Black Chocobo, Floating Eye

--ARAGUAY WOODS--

From Dorter            Common   : Revenant, Ninja  
                          Uncommon : Black Goblin, Gobbledygook, Ghoul, Ghast,  
  Knight  
                          Rare       : Goblin, Skeleton, Bonesnatch, Treant,  
  Archer, Summoner  
Very Rare: Coeurl, Skeletal Fiend, Jura Aegis, Dryad,  
  Ochu, Malboro

From Zeirchele Falls   Common   : Malboro, Archer  
                          Uncommon : Red Panther, Coeurl, Bonesnatch, Steelhawk,  
  Elder Treant  
                          Rare       : Skeleton, Ghoul, Jura Aegis  
Very Rare: Vampire Cat, Skeletal Fiend, Cockatrice,  
  Dryad, Treant

--ZEIRCHELE FALLS--

From Araguay Woods     Common   : Chocobo, Squidraken, Floating Eye  
                          Uncommon : Black Chocobo, Coeurl  
                          Rare       : Piscodaemon, Bonesnatch, Ahriman, Archer,  
  Mystic  
Very Rare: None

From Zaland            Common   : Vampire Cat, Mindflayer, Bonesnatch

Uncommon : Bomb, Coeurl, Skeletal Fiend  
Rare : Chocobo, Grenade, Red Panther, Piscodaemon,  
Squidraken, Skeleton, Wisenkin, Time Mage,  
Samurai  
Very Rare: Black Chocobo, Red Chocobo, Floating Eye,  
Minotaur, Ninja

From Fort Besselat Common : Chocobo, Coeurl  
Uncommon : Black Chocobo, Red Panther, Bonesnatch,  
Wisenkin  
Rare : Red Chocobo, Squidraken, Ahriman, Minotaur,  
Malboro, Knight, Black Mage, Geomancer  
Very Rare: Floating Eye, Time Mage, Summoner, Mystic

--BALIAS TOR--

From Zaland Common : Bomb, Wisenkin  
Uncommon : Chocobo, Black Chocobo, Exploder, Steelhawk  
Rare : Jura Aegis, Minotaur, Archer, Black Mage  
Very Rare: None

From Lionel Common : Chocobo, Black Chocobo  
Uncommon : Red Chocobo, Wisenkin  
Rare : Bomb, Grenade, Exploder, Minotaur,  
Behemoth, Behemoth King, Dark Behemoth,  
Dragon, Blue Dragon, Red Dragon, Hydra,  
Greater Hydra, Thief, Mystic  
Very Rare: Red Panther, Coeurl, Jura Aegis, Steelhawk,  
Cockatrice, Sekhret, Monk, Time Mage,  
Black Chocobo (GUEST), Behemoth King (GUEST),  
Red Dragon (GUEST), Greater Hydra (GUEST)

--TCHIGOLITH FENLANDS--

From Lionel Common : Exploder, Bonesnatch, Ghoul, Ghost, Revenant  
Uncommon : Skeleton, Ochu  
Rare : Wisenkin, Malboro, Archer, Time Mage  
Very Rare: Floating Eye, Summoner

From Goug Common : Skeletal Fiend, Malboro  
Uncommon : Ghoul, Ghost, Cockatrice  
Rare : Bomb, Red Panther, Coeurl, Vampire Cat,  
Skeleton, Bonesnatch, Revenant, Jura Aegis,  
Minotaur, Knight, Archer, Black Mage  
Very Rare: Floating Eye, Ahriman, Steelhawk, Wisenkin,  
Ochu, Squire, Monk, Mystic, Geomancer,  
Dragoon

--BALIAS SWALE--

From Warjilis Common : Red Chocobo, Vampire Cat, Squidraken  
Uncommon : Black Chocobo, Goblin, Gobbledygook,  
Coeurl, Piscodaemon, Mindflayer  
Rare : Red Panther, Archer, Summoner  
Very Rare: Chocobo, Black Goblin

From Golgollada Gal. Common : Chocobo, Gobbledygook, Cockatrice  
Uncommon : Black Goblin, Coeurl, Mindflayer, Ochu,  
Archer, Dragoon  
Rare : Black Chocobo, Goblin, Piscodaemon,  
Jura Aegis, Steelhawk, Malboro  
Very Rare: Red Chocobo, Red Panther, Squidraken,  
Ahriman, Plague Horror, Tiamat, Knight

From Lionel                   Common    : Squidranken  
 Uncommon : Chocobo, Red Chocobo, Goblin, Black Goblin,  
                   Gobbledygook, Piscodaemon, Black Mage  
 Rare       : Red Panther, Coeurl, Mindflayer, Behemoth,  
                   Blue Dragon, Monk  
 Very Rare: None

--GROGH HEIGHTS--  
 From Lesalia                   Common    : Floating Eye, Wisenkin, Monk  
 Uncommon : Ahriman  
 Rare       : Chocobo, Black Chocobo, Bomb, Grenade,  
                   Dryad, Archer, Black Mage, Summoner  
 Very Rare: Red Chocobo, Goblin, Black Goblin,  
                   Red Panther, Coeurl, White Mage, Geomancer

From Yardrow                   Common    : Chocobo, Grenade  
 Uncommon : Black Chocobo, Bomb, Revenant, Ahriman  
 Rare       : Red Panther, Coeurl, Ghast, Floating Eye,  
                   Treant, Wisenkin, Knight, Mystic  
 Very Rare: Elder Treant, Blue Dragon

From Dugeura Pass               Common    : Chocobo, Grenade, Ahriman  
 Uncommon : Red Chocobo, Bomb, Floating Eye, Wisenkin  
 Rare       : Black Chocobo, Exploder, Coeurl, Jura Aegis  
 Very Rare: Summoner, Samurai

--THE YUGUEWOOD--  
 From Yardrow                   Common    : Ghast, Revenant  
 Uncommon : Chocobo, Coeurl, Skeleton, Ghoul, Treant,  
                   Samurai  
 Rare       : Black Goblin, Vampire Cat, Bonesnatch,  
                   Dryad, Elder Treant, Monk  
 Very Rare: Bomb, Black Mage, Mystic, Geomancer, Ninja

From Riovanes                   Common    : Ghoul, Ghast, Revenant  
 Uncommon : None  
 Rare       : Black Goblin, Gobbledygook, Dryad, Treant  
 Very Rare: Archer, Black Mage, Time Mage, Summoner

--MOUNT BERVENIA--  
 From Riovanes                   Common    : Skeleton, Floating Eye, Ahriman  
 Uncommon : Bomb, Exploder, Bonesnatch, Skeletal Fiend,  
                   Plague Horror  
 Rare       : Grenade, Cockatrice, Archer  
 Very Rare: Chocobo, Black Chocobo, Red Chocobo,  
                   Goblin, Black Goblin, Ghoul, Ghast,  
                   Revenant, Behemoth, Behemoth King, Mystic

From Zeklaus Desert             Common    : Grenade, Bonesnatch, Skeletal Fiend  
 Uncommon : Exploder, Behemoth  
 Rare       : Bomb, Floating Eye, Black Mage  
 Very Rare: Skeleton, Ahriman, Jura Aegis, Geomancer

--DUGEURA PASS--  
 From Grogh Heights             Common    : Chocobo, Steelhawk  
 Uncommon : Black Chocobo, Red Chocobo, Coeurl,  
                   Jura Aegis, Knight, Monk, Time Mage  
 Rare       : Grenade, Red Panther, Wisenkin, Behemoth,  
                   Archer

Very Rare: Bomb, Exploder, Dryad

From Bervenia

Common : Chocobo, Coeurl, Behemoth  
Uncommon : Jura Aegis, Steelhawk, Archer  
Rare : Black Chocobo, Red Panther, Wisenkin  
Very Rare: Red Chocobo, Bomb, Dryad

--FINNATH CREEK--

From Bervenia

Common : Chocobo, Black Chocobo, Piscodaemon,  
Squidraken, Mindflayer  
Uncommon : Red Chocobo, Ochu, Dragon  
Rare : Red Panther, Coeurl, Malboro, Blue Dragon,  
Summoner, Mystic, Dragoon  
Very Rare: Archer

From Zeltennia Castle

Common : Red Panther, Malboro, Behemoth  
Uncommon : Chocobo, Coeurl, Dryad, Treant, Dragon,  
Goblin (GUEST), Wisenkin (GUEST)  
Rare : Red Chocobo, Goblin, Piscodaemon,  
Squidraken, Elder Treant, Ochu,  
Greater Malboro, Archer, Ninja  
Very Rare: Black Chocobo, Mindflayer, Red Dragon,  
Knight

--BEDDHA SANDWASTE--

From Bervenia

Common : Grenade, Bonesnatch  
Uncommon : Floating Eye, Ahriman, Dragon  
Rare : Bomb, Exploder, Coeurl, Behemoth, Archer,  
Black Mage, Mystic, Geomancer,  
Red Dragon (GUEST)  
Very Rare: Vampire Cat, Steelhawk, Wisenkin, Minotaur,  
Blue Dragon, Knight, Summoner

From Ft. Besselat

Common : Bomb, Grenade, Exploder  
Uncommon : Skeleton, Skeletal Fiend, Ahriman, Knight  
Rare : Red Panther, Bonesnatch, Floating Eye,  
Dragon  
Very Rare: Behemoth, Behemoth King, Blue Dragon,  
Archer, Thief

--MOUNT GERMINAS--

From Sal Ghidos

Common : Jura Aegis  
Uncommon : Chocobo, Red Panther, Coeurl, Vampire Cat,  
Plague Horror, Dragon, Red Dragon, Archer  
Rare : Black Chocobo, Red Chocobo, Steelhawk,  
Wisenkin, Behemoth, Chemist  
Very Rare: Minotaur, Black Mage, Summoner, Orator

From Lake Poescas

Common : Red Panther, Coeurl, Dragon  
Uncommon : Jura Aegis, Wisenkin, Red Dragon  
Rare : Vampire Cat, Plague Horror, Steelhawk,  
Minotaur, Behemoth, Archer, Monk, Dragoon  
Very Rare: Blue Dragon

--LAKE POESCAS--

From Mount Germinas

Common : Bomb, Grenade, Skeleton, Bonesnatch  
Uncommon : Skeletal Fiend, Ghoul, Ghast, Cockatrice,  
Behemoth King  
Rare : Revenant, Steelhawk, Behemoth, Monk,  
Black Mage, Summoner

Very Rare: Exploder, Red Dragon, Chemist, Archer,  
White Mage, Time Mage, Mystic

From Limberry  
Common : Bomb, Grenade, Behemoth  
Uncommon : Exploder, Bonesnatch, Ghast, Dark Behemoth  
Rare : Ghoul, Minotaur, Behemoth King, Chemist,  
Archer, Black Mage  
Very Rare: Revenant, Wisenkin

--DORVAULDAR MARSH--

From Limberry  
Common : Goblin, Gobbledygook, Piscodaemon  
Uncommon : Squidraken, Skeletal Fiend, Wisenkin,  
Malboro  
Rare : Mindflayer, Skeleton, Bonesnatch,  
Blue Dragon, Archer  
Very Rare: Minotaur, Summoner

From Fort Besselat  
Common : Skeleton, Bonesnatch, Wisenkin, Malboro,  
Blue Dragon  
Uncommon : Black Goblin, Squidraken  
Rare : Time Mage  
Very Rare: Chocobo, Black Chocobo, Red Chocobo, Bomb,  
Piscodaemon, Minotaur, Sekhret, Pig,  
Squire, Monk, Swine (GUEST)\*

\* This Guest Swine will offer to join your roster after the battle!

%%MIDLIGHT'S DEEP RANDOM BATTLES%%00mdrb

Battles in the bonus dungeon, Midlight's Deep, are basically random battles, and all the rules for random battles apply here as well. (The exception is the story battle that occurs the first time you visit floor 10, Terminus.)

When you select a particular floor of Midlight's Deep from its menu, you will always get into a battle. (Unlike in the overworld, there is no chance of NOT encountering enemies.) Simply moving onto the Midlight's Deep dot on the map will never result in a battle.

Each floor has a different map and a different set of enemies. There is only one "entrance" to each floor (unlike with the overworld battles, where you can encounter different enemies depending on which direction you're headed).

Midlight's Deep also has some other special rules that relate to opening exits and lighting up the darkened maps; see the Midlight's Deep section of the walkthrough for explanations of these changes.

--THE CREVASSE--

Common : Goblin, Black Goblin, Bomb, Wisenkin  
Uncommon : Red Panther, Coeurl, Chemist, Knight, Monk  
Rare : None  
Very Rare: Gobbledygook, Exploder, Piscodaemon, Squire, Archer, Black Mage,  
Time Mage, Summoner, Thief

--THE STAIR--

Common : Goblin, Skeleton, Bonesnatch, Archer  
Uncommon : Black Goblin, Ghoul, Ghast, Floating Eye, Ahriman, Dragon  
Rare : Knight, Monk, Black Mage, Time Mage, Summoner, Ninja  
Very Rare: Blue Dragon

--THE HOLLOW--

Common : Piscodaemon, Squidraken, Knight, Archer, Black Mage  
Uncommon : Bomb, Red Panther, Coeurl, Mindflayer, Wisenkin, Minotaur, Behemoth  
Rare : Grenade, Behemoth King  
Very Rare: Skeletal Fiend, Jura Aegis, Steelhawk, Cockatrice, Elder Treant, Squire, Thief, Orator, Mystic, Geomancer, Dragoon

--THE CATACOMBS--

Common : Jura Aegis, Malboro, Archer, Black Mage, Mystic  
Uncommon : Steelhawk, Cockatrice, Ochu, Summoner  
Rare : Sekhret, Greater Malboro, Monk  
Very Rare: Gobbledygook, Mindflayer, Floating Eye, Minotaur, Hydra

--THE OUBLIETTE--

Common : Gobbledygook, Dryad, Treant, Elder Treant, White Mage, Black Mage  
Uncommon : None  
Rare : Red Panther, Ahriman, Knight, Monk, Time Mage, Summoner  
Very Rare: Squire, Chemist, Archer, Thief, Orator, Mystic

--THE PALINGS--

Common : Vampire Cat, Archer, Ninja  
Uncommon : Black Goblin, Squidraken, Mindflayer, Ahriman, Wisenkin, Behemoth  
Rare : Goblin, Red Panther, Coeurl, Piscodaemon, Floating Eye, Plague Horror, Minotaur, Sekhret, Dark Behemoth, Knight, Black Mage, Samurai  
Very Rare: Chocobo, Black Chocobo, Exploder, Behemoth King, Dragon

--THE CROSSING--

Common : Skeleton, Ghast, Archer, Mystic  
Uncommon : Bonesnatch, Revenant, Wisenkin, Minotaur, Sekhret, Monk, Black Mage, Thief  
Rare : Skeletal Fiend, Behemoth, Behemoth King  
Very Rare: Piscodaemon, Squidraken, Mindflayer, Dragon, Hydra, White Mage, Summoner, Dragoon

--THE SWITCHBACK--

Common : Bomb, Archer  
Uncommon : Red Panther, Coeurl, Dryad, Malboro, Ochu, Behemoth, Dragon, Red Dragon, Black Mage, Summoner, Arithmetician  
Rare : Grenade, Exploder, Treant, Elder Treant, Greater Malboro, Behemoth King, Dark Behemoth, Blue Dragon, Hydra, Greater Hydra  
Very Rare: None

--THE INTERSTICE--

Common : Cockatrice, Blue Dragon, Black Mage, Dragoon, Samurai, Ninja  
Uncommon : Dragon, Knight, Archer, Summoner  
Rare : Black Chocobo, Red Dragon, Time Mage, Mystic  
Very Rare: Chocobo, Red Chocobo, Red Panther, Sekhret, Behemoth, Hydra

--TERMINUS--

Common : Chocobo, Black Chocobo, Hydra, Greater Hydra, Pig  
Uncommon : Red Dragon, Tiamat, Swine, Archer, White Mage, Black Mage, Mystic  
Rare : Time Mage, Summoner  
Very Rare: None

%%SPECIAL RANDOM BATTLES%%00special

---About Special Battles-----

Each wilderness location on the world map has a "special" random battle that

you can sometimes encounter in place of the regular enemies listed above.

These special battles often feature unusual enemy parties, and are often extra challenging! (The infamous 11-monk melee at Grogh Heights is particularly brutal.) But in some of them, you may have a Guest character who helps out :)

The special battles can all only trigger when you enter a location heading in a specific direction. For example, the special battle at Araguay Woods can only be encountered by entering Araguay Woods from Dorter, not from any other direction. Even when you're heading the correct direction, there's still only a random chance of triggering the special battle -- you might get no battle or a regular random battle instead.

The special battles CANNOT be triggered until you get to Chapter IV. Once in Chapter IV, though, they never expire, so you can complete the same battle multiple times.

Completing any or all of the special battles does not unlock anything extra.

But, a few battles DO offer useful rewards:

- \* Mount Germinas: Rare guns can be stolen from the enemies.
- \* Araguay Woods: If the enemy Ninjas are at least lv 90+, they throw rare weapons you can obtain using Sticky Fingers.
- \* Dorvauldar Marsh: A Swine can be recruited here, allowing you to breed and poach pig monsters for rare items. This is the only Swine that appears in random battles outside of Terminus in Midlight's Deep.
- \* Grogh Heights: If one of your characters is at least level 91, clearing this battle should net you over 100,00 gil. This is the most gil you can earn from a single random battle. (But watch out, those Monks are tough!)

---List of Special Battles-----

Below, I've listed all the special battles, the directions that you need to walk in order to trigger them, and the enemies you'll face. In some cases, the exact composition of the enemy party varies, but I've listed the different possibilities.

I've also given a rough rating of the frequency of the battle. Some of the special battles seem to be fairly common (about a 20% chance of them occurring) while others are more rare (5% or less frequency).

ENEMY LEVELS: EXCEPT WHERE OTHERWISE NOTED, enemies in special random battles have experience levels approximately EQUAL to the highest level on your roster (regardless of whether or not that character is deployed!). A few special enemies have levels ABOVE that -- e.g. an enemy with level HR+5 is 5 levels above the highest on your roster. No enemy ever has a level above 99.

| MAP LOCATION     | ENTER FROM.../<br>FREQUENCY | ENEMY FORCES   |
|------------------|-----------------------------|--|
| Mandalia Plain   | Brigands' Den<br>/ Common   | Red Dragon (lv HR+5)<br>0-3x Blue Dragon (lv HR+5)<br>0-3x GUEST: Dragon |
| The Siedge Weald | Dorter<br>/ Rare            | Archer (male)<br>Archer (male)   |





|   |                               |                          |                        |
|---|-------------------------------|--------------------------|------------------------|
|   |                               | Red Chocobo              | OR Malboro             |
|   |                               | Black Chocobo            | OR Plague Horror       |
|   |                               | Chocobo                  | OR Ahriman             |
| Grogh Heights   | Lesalia<br>/ Common           | Monk (lv HR +5, male)    |                        |
|   |                               | Monk (male)              |                        |
|   |                               | Monk (male)              |                        |
| TIP: If you are at least lv 91+, you should be able to earn 100,000+ gil by clearing this battle. |                               | Monk (male)              |                        |
|   |                               | Monk (male)              | (yep, there are        |
|   |                               | Monk (male)              | ELEVEN monks           |
|   |                               | Monk (male)              | in this battle!)       |
|   |                               | Monk (male)              |                        |
|   |                               | Monk (male)              |                        |
|   |                               | Monk (male)              |                        |
|   |                               | Monk (male)              |                        |
| The Yuguewood   | Yardrow<br>/ Uncommon         | 7x Samurai (male)        |                        |
| Mount Bervenias   | Riovanes Castle<br>/ Uncommon | Behemoth King            | OR Black Chocobo       |
|   |                               | Behemoth                 | OR Chocobo             |
|   |                               | Revenant                 | OR Red Chocobo         |
|   |                               | Ghast                    | OR Black Goblin        |
|   |                               | Black Goblin             | OR Goblin              |
| Dugeura Pass  | Grogh Heights<br>/ Common     | Monk (male)              | OR Time Mage (female)  |
|   |                               | Monk (male)              | OR Time Mage (female)  |
|   |                               | Monk (male)              | OR Time Mage (female)  |
|   |                               | Black Chocobo            | OR Archer (female)     |
|   |                               | Red Chocobo              | OR Archer (female)     |
| Finnath Creek   | Zeltennia Castle<br>/ Common  | Behemoth (lv HR +10)     |                        |
|   |                               | Behemoth (lv HR +10)     |                        |
|   |                               | Behemoth (lv HR +10)     |                        |
|   |                               | Behemoth (lv HR +10)     |                        |
|   |                               | Behemoth (lv HR +10)     |                        |
|   |                               | Piscodaemon (lv HR +15)  |                        |
|   |                               | GUEST: Goblin (lv HR +5) |                        |
|   |                               | 0-4x GUEST: Wisenkin     |                        |
| Beddha Sandwaste  | Bervenias<br>/ Uncommon       | Knight (male)            | OR Archer (female)     |
|   |                               | Knight (male)            | OR Summoner (female)   |
|   |                               | Archer (female)          | OR Geomancer (male)    |
|   |                               | Archer (female)          | OR Geomancer (male)    |
|   |                               | Geomancer (male)         | OR Summoner (female)   |
| Mount Germinas  | Sal Ghidos<br>/ Rare          | Chemist (random gender)  |                        |
|   |                               | Chemist (random gender)  |                        |
|   |                               | Chemist (random gender)  |                        |
| TIP: The enemies in this battle may carry rare guns you can steal.                                |                               | Orator (random gender)   |                        |
|   |                               | Orator (random gender)   |                        |
| Lake Poescas  | Mount Germinas<br>/ Uncommon  | Black Mage (male)        |                        |
|   |                               | Black Mage (male)        |                        |
|   |                               | Black Mage (fem.)        | OR White Mage (fem.)   |
|   |                               | Summoner (fem.)          | OR Chemist (fem.)      |
|   |                               | Time Mage (male)         | OR Mystic (male)       |
| Dorvauldar Marsh  | Fort Besselat<br>/ Rare       | Squire (m.)              | OR Minotaur OR Chocobo |
|   |                               | Squire (m.)              | OR Minotaur OR Chocobo |

TIP: This battle is a rare chance to recruit a Swine, which can be bred and poached for rare items!

Squire (m.) OR Wisenkin OR Black Choc.  
Squire (m.) OR Wisenkin OR Black Choc.  
Squire (m.) OR Sekhret OR Red Choc.  
OR GUEST: Swine

\*\*\*\*\*  
XIV. OTHER GAME INFORMATION  
\*\*\*\*\*

%%ZODIAC COMPATIBILITY%%00zodiac

---WHAT DOES ZODIAC COMPATIBILITY DO?---

Zodiac compatibility plays in a role in determining how effective most abilities are.

GOOD compatibility increases...

- > Damage dealt by offensive abilities
- > HP or MP restored by healing abilities
- > Success rate of abilities that change status
- > Success rate of Stealing

BAD compatibility does the reverse of the above ;)

The exceptions to Zodiac compatibility are mostly abilities that do damage based on the target's current or maximum HP or MP, or status change / buff abilities that always have a 100% hit rate (e.g. Ramza's Steel). Zodiac compatibility also has no effect on evade rates.

---ZODIAC COMPATIBILITY CHART---

|             | Ari  | Tau  | Gem  | Can  | Leo  | Vir  | Lib  | Sco  | Sag  | Cap  | Aqu  | Pis  |
|-------------|------|------|------|------|------|------|------|------|------|------|------|------|
| Aries       |      |      |      | BAD  | GOOD |      | ???  |      | GOOD | BAD  |      |      |
| Taurus      |      |      |      |      | BAD  | GOOD |      | ???  |      | GOOD | BAD  |      |
| Gemini      |      |      |      |      |      | BAD  | GOOD |      | ???  |      | GOOD | BAD  |
| Cancer      | BAD  |      |      |      |      |      | BAD  | GOOD |      | ???  |      | GOOD |
| Leo         | GOOD | BAD  |      |      |      |      |      | BAD  | GOOD |      | ???  |      |
| Virgo       |      | GOOD | BAD  |      |      |      |      |      | BAD  | GOOD |      | ???  |
| Libra       | ???  |      | GOOD | BAD  |      |      |      |      |      | BAD  | GOOD |      |
| Scorpio     |      | ???  |      | GOOD | BAD  |      |      |      |      |      | BAD  | GOOD |
| Sagittarius | GOOD |      | ???  |      | GOOD | BAD  |      |      |      |      |      | BAD  |
| Capricorn   | BAD  | GOOD |      | ???  |      | GOOD | BAD  |      |      |      |      |      |
| Aquarius    |      | BAD  | GOOD |      | ???  |      | GOOD | BAD  |      |      |      |      |
| Pisces      |      |      | BAD  | GOOD |      | ???  |      | GOOD | BAD  |      |      |      |

Where is compatibility is listed as "???", it depends on gender:

- SAME sex characters = WORST compatibility
- DIFFERENT sex characters = BEST compatibility

Monsters are considered to have the same sex as other monsters, but to differ in sex from both male & female humans.

Finally, one optional boss has the "Serpentarius" zodiac sign. This sign has neutral compatibility with all other Zodiac signs.

%%PARTY & BOSS ZODIAC SIGNS%%00boss

While generic units (even those in story battles) have random Zodiac signs, most story characters have predefined Zodiac signs. Those for your party members and enemy bosses are listed below. (parentheses) indicate temporary party members.

--PARTY MEMBERS--

- Aries : Lavian, Boco
- Taurus : (Ovelia)

Gemini : Marach, Construct 8  
Cancer : Agrias, Luso, (Orran), (Zalbaag)  
Leo : Balthier, (Alma)  
Virgo : (Argath), (Gaffgarion)  
Libra : Mustadio, Beowulf  
Scorpio : Orlandeau  
Sagittarius : (Delita)  
Capricorn : Ladd, Meliadoul  
Aquarius : Cloud  
Pisces : Alicia, Rapha, Reis

random : The Byblos  
user-entered: Ramza

No permanent story characters have Taurus, Virgo, or Sagittarius as their Zodiac sign. If you want a complete set of Zodiac signs, you could give Ramza one of these signs. (See the Calendar above for which sign corresponds to which dates.)

On the other hand, making Ramza a Capricorn ensures he has GOOD or NEUTRAL compatibility with virtually all of the game's bosses.

Alternately, if you're using Ramza as a support character, Pisces gives him good compatibility with Agrias, Luso, and Orlandeau; Virgo gives him good compatibility with Ladd and Meliadoul and BEST compatibility with Alicia, Rapha, and Reis.

#### --ENEMY BOSSES - BY BATTLE--

This chart details when you'll encounter enemy bosses with each Zodiac sign. For each Zodiac sign, the numbers indicate a story battle where a boss has that sign (e.g. the 25 for Gemini means that battle #25 has a Gemini boss). See the chart above for which Zodiac signs will be effective against each boss.

Some battles are listed more than once in this chart because some battles have more than one boss. If a number doesn't appear anywhere in the chart, that's because there's no boss in that battle!

Aries : 8  
Taurus : none  
Gemini : 25, 29, 32, 34, 45, 47, 48, 51, 55, Lionel's New Liege Lord #2  
Cancer : 52  
Leo : 51, 57  
Virgo : 6, 7, 8, 9, 12, 18, 19, 26, 33, 34, 44, 45, 46, 58  
Libra : none  
Scorpio : 21, 49, Lionel's New Liege Lord #1  
Sagittarius : 23, 34, 38, 39, 44, 45, 56  
Capricorn : 36, 51, 54  
Aquarius : none  
Pisces : none  
Serpentarius: Midlight's Deep floor 10

random : Gollund Colliery #4, Nelveska Temple

As you can see, Zodiac signs are NOT evenly distributed across bosses -- most bosses are Geminis and Virgos, with a few Sagittariuses and Capricorns. So, you might want to adjust your party line-up accordingly:

- Against Gemini bosses, Libras, Aquariuses, and especially opposite-gender Sagittariuses are effective
- Against Virgo bosses, Tauruses, Capricorns, and especially opposite-gender

Pisces are effective  
Capricorn is particularly effective since it has bad compatibility with only a single boss (and one minor pseudo-"boss").

--ENEMY BOSSES - BY CHARACTER--

The chart below details which enemy boss characters have which Zodiac signs.  
Don't peek if you don't want to know all the boss names!

!!!SPOILER ALERT!!!

Aries : Boco  
Taurus : none  
Gemini : Isilud, Marach, Elmdore, Zalera, Cletienne, Bremond  
Cancer : Zalbaag  
Leo : Folmarv, Hashmal  
Virgo : Milleuda, Wiegraf, Argath, Gaffgarion, Belias\*, Celia, Ultima  
Libra : none  
Scorpio : Cuchulainn, Dycedarg, Adrammelech\*, Aliste  
Sagittarius : Zalmour, Lettie, Barich  
Capricorn : Meliadoul, Loffrey  
Aquarius : none  
Pisces : none  
Serpentarius: Elidibus  
  
random : Syneugh, Construct 7

\* Note: While Belias is ostensibly the Lucavi of Aries, its actual in-game zodiac sign during the battle is Virgo, because it transforms from Wiegraf. The same goes for Adrammelech, which is "supposed" to be a Capricorn but is actually a Scorpio like Dycedarg.

!!!SPOILER ALERT!!!

%%STATUS CHANGES (QUICK REFERENCE)%%00status1

The duration of some status conditions is defined in terms of the characters' turns (e.g., Defending ends on the character's next turn).

But, many status conditions end after a certain number of "ticks" in the battle clock. A more detailed explanation of the clock can be found in "Turn Order & Charging Abilities" under Basic Mechanics. Or, just keep in mind that more ticks = the status condition lasts longer!

---Status Related to Game Mechanics---

|            | APPEARANCE   | DURATION | EFFECT   |
|------------|--------------|----------|--|
| Charging   | Gold "C"     | Varies   | Charging up magick; can't evade anything and physical damage received is increased |
| Performing | Sing / dance | Varies   | Charging up Bardsong or Dance  |
| Defending  | Crossed arms | 1 turn   | Doubles evade rate (both physical &  |

|          |                   |         |   |
|----------|-------------------|---------|---|
|          |                   |         | magickal)   |
| Critical | Kneeling          | Varies  | None; just indicates that you're low on HP. (Some reaction abilities trigger only when Critical.) |
| KO       | Lying down        | 3 turns | Character dies after counter gone   |
| Chicken  | Becomes a chicken | Varies  | Character cannot be controlled and will only flee into corner                                     |

---Positive Status Changes---

|           | APPEARANCE     | DURATION       | EFFECT  |
|-----------|----------------|----------------|---|
| Float     | Floats in air  | Battle         | Move over water/lava as if land; immune to earth attacks; character's height is 1 unit higher   |
| Reraise   | Angel icon     | 'til KO        | Revived on next turn after being KOed   |
| Invisible | Transparent    | 'til unit Acts | ALL MODES: Character's attacks can't be evaded<br>1PLAYER & RENDEZVOUS ONLY: Can't be targeted until you Act or are targeted by an action. This effect only occurs for Reflect on YOUR units, not the enemy's |
| Regen     | Blue tint      | 36 ticks       | Character gains back 1/8 of max HP after each turn  |
| Protect   | Triangle icon  | 32 ticks       | Lowers physical damage received by 1/3  |
| Shell     | Square icon    | 32 ticks       | Lowers magick damage received by 1/3  |
| Haste     | Fast animation | 32 ticks       | CT gauge fills 50% faster   |

---Negative Status Changes---

|            | APPEARANCE                  | DURATION | EFFECT  |
|------------|-----------------------------|----------|---|
| Sleep      | "Zzz"                       | 60 ticks | Can't do anything; receive more damage from physical attacks                  |
| Poison     | Green tint, skull icon      | 36 ticks | Characters loses HP at end of each turn (amount = 1/8 of max HP)              |
| Blind      | Sunglasses icon             | Battle   | Doubles enemy's chance to evade your attacks                                  |
| Oil        | Black tint + oil spill icon | Battle   | Receive double damage from fire attacks                                       |
| Stone      | Turns gray                  | Battle   | Can't do anything or take damage. Game Over if all units KOed or Stone        |
| Silence    | "..."                       | 36 ticks | Can't use magick or Speechcraft   |
| Toad       | Becomes a toad              | Battle   | Can't use any abilities except Attack and Toad magick. Attack & defense down. |
| Slow       | Slow animation              | 24 ticks | CT gauge fills 50% more slowly  |
| Stop       | No animation                | 20 ticks | CT gauge doesn't fill at all; can't do anything                               |
| Immobilize | Gold arrow icon             | 24 ticks | Can't "Move"  |
| Disable    | Hand icon                   | 24 ticks | Can't "Act" or use Reaction Abilities   |
| Doom       | Countdown                   | 3 turns  | KOed when countdown expired   |
| Vampire    | Bat icon                    | Battle   | Character is undead AND confused  |
| Charm      | Heart icon                  | 32 ticks | Character temporarily fights on enemy's side                                  |
| Traitor    | none                        | FOREVER! | Character permanently switches sides  |
| Confuse    | Weird animation, "?" icon   | Battle   | Character performs random actions and cannot use Reaction Abilities           |

---Neutral Status Changes---

|         | APPEARANCE | DURATION | EFFECT  |
|---------|------------|----------|---|
| Reflect | none       | 32 ticks | Many magicks bounce off target onto another tile. New tile is the same direction and distance from the target |

as the target was from the caster.

|         |                           |          |  |
|---------|---------------------------|----------|--|
| Berserk | Red tint, angry face icon | Battle   | Attack power up; character cannot be controlled and only performs physical attacks. Cannot use Reaction Abilities  |
| Undead  | Purple tint               | Battle   | Most healing abilities damage character; drain attacks restore HP (see entry in Detailed list for specific abilities affected). 50% chance of revival when death counter hits 0. |
| Atheist | Ankh & down arrow         | 32 ticks | Faith temporarily changed to 0   |
| Faith   | Ankh & up arrow           | 32 ticks | Faith temporarily changed to 100   |

%%STATUS CHANGES (DETAIL)%%00status2

Construct 8 and other Automatons are IMMUNE to ALL status conditions (good or bad!) except Confuse and their inherent Atheist statuses. To save space, I haven't listed this for every single status change.

Many other bosses are immune to specific status changes. Check the appropriate battle strategies to see what status ailments DO work against them.

Many status conditions end after a certain number of "ticks" in the battle clock. A more detailed explanation of the clock can be found in "Turn Order & Charging Abilities" under Basic Mechanics. Or, just keep in mind that more ticks = the status condition lasts longer!

---Status Related to Game Mechanics-----

---CHARGING---

Appearance: Gold "C" icon appears over character's head

Effect : Character is charging up an ability or magick  
 Character cannot evade any attacks (physical or magick!)  
 Character receives 50% more damage from physical attacks

| Inflicted with:                       | Remove with:   | Immunity granted by: |
|---------------------------------------|--|----------------------|
| -----                                 | -----  | -----                |
| Using any ability with "speed" listed | The ability is cast<br>Character is KOed or loses ability to perform actions | n/a                  |

---PERFORMING---

Appearance: Character is seen singing or dancing

Effect : Character uses the chosen Bardsong or Dance ability at each new turn until a new action is chosen

| Inflicted with:             | Remove with:   | Immunity granted by: |
|-----------------------------|--|----------------------|
| -----                       | -----  | -----                |
| Using Dance or Sing command | Taking another action<br>Character is KOed or loses ability to perform actions | n/a                  |

---DEFENDING---

Appearance: Crossed arms

Effect : Physical and magickal evade rates are doubled

| Granted by:  | Remove with:   | Permanently granted by: |
|--|--|-------------------------|
| -----  | -----  | -----                   |
| Defend [Squire & most story char. jobs]<br>Vigilance [Thief] | Character's next turn<br>Character is KOed or loses ability to perform actions | n/a                     |

---CRITICAL---

Appearance: Critical is kneeling or crouching

Effect : Some Reaction Abilities activate only when in critical HP.  
Monsters in critical HP after a physical attack can be Tamed.

Duration : Until HP is restored above 20% of max HP

| Inflicted with:                          | Remove with:                            | Immunity granted by: |
|--|---|----------------------|
| Lowering character's HP below 20% of max | Restore character's HP above 20% of max | n/a                  |

---KO---

Appearance: Character lying on the ground

Effect : Character cannot do anything; all other attacks miss character.  
Counter over character's head starts at 3 decreases by 1 each turn;  
when it goes past 0, the character permanently dies and turns into  
a crystal or chest

If all characters KOed or turned to Stone, battle is lost

| Inflicted with:   | Remove with:              | Immunity granted by*:    |
|---|---------------------------|--------------------------|
| Reduce HP to 0  | Phoenix Down [Chemist]    | Barette [hair adornment] |
| Death [Black Mage]  | Revive [Monk]             | Ribbon [hair adornment]  |
| Magma Surge [Geomancer]   | Raise, Arise [White Mage, | Chameleon Robe [robe]    |
| Northswain's Strike [Holy Knight, Sword Saint, White Knt., Rune Knt.] | Celebrant, Sorceror]      | Onion Gloves [gauntlets] |
|   | Squeak [Pig]              | Angel Ring [ring]        |
|   | Reraise status            |                          |
| Compress [Automaton]  |                           |                          |
| Valhalla [fell sword]   |                           |                          |
| Heave [Behemoth family]   |                           |                          |
| Dark Whisper [Tiamat]   |                           |                          |
| Doom status   |                           |                          |
| Bioga [The Impure, Reaver, Rune Knight]                               |                           |                          |
| Suffocate [Assassin]  |                           |                          |

\* These items only grant immunity to instant-KO attacks, not to being KOed from losing all your HP.

---CHICKEN---

Appearance: Character becomes a chicken.

Effect : Character cannot be controlled, and simply flees towards a corner.  
1 Bravery point is restored per turn.  
(Bosses immune to Chicken status will still regain 1 Bravery point per turn even though they don't turn into a Chicken.)

| Inflicted with:                      | Remove with:                       | Immunity granted by: |
|--------------------------------------|------------------------------------|----------------------|
| Lower character's Bravery below 10 * | Increase character's Bravery to 10 | Riding a chocobo     |

\* A character who begins battle with Bravery less than 10 will not start as a Chicken, but will immediately turn into one on his/her first turn.

---Positive Status---

These are status changes that are beneficial for your characters. Some of these can be granted during battle, and will last only for the duration of the battle (or shorter). These positive status effects can also be removed by certain other abilities -- so if you see an enemy with a positive status effect and want to get rid of it, you can.

Some pieces of equipment will also grant a permanent positive status effect as



long as the character has the item equipped. These effects CANNOT be directly removed by any abilities, only by stealing or rending the relevant piece of equipment.

While the Bard's Nameless Song ability can bestow most positive status, it only gives each ally one status change, and the particular status given is random. If you definitely want a specific status change, you'll probably want to use a different ability to bestow it, if possible.

---FLOAT---

Appearance: Character hovers in air

Effect : Character can move over water as if it were land.  
Character can move over lava and pits. Levitate also allows you to STOP on lava, whereas Float magicks and accessories do NOT.  
Character is immune to Earth-elemental attacks.  
Character's vertical position is increased by 1 over the actual height of the panel on which he or she is standing.  
Does NOT protect character from triggering traps.

| Granted by*:      | Remove with:  | Permanently granted by:  |
|-------------------|---|--|
| Float [Time Mage] | Character is KOed or turned to Stone<br>Harmony [Mystic]<br>Dispel [Templar]<br>Dischord [Squidraken]<br>Dispelja [Arch Seraph] | Levitate [Time Mage]<br>Winged Boots [shoes]<br>Cherche [perfume]<br>Bomb family<br>Ghost family |

\* Float magick does not work on large, heavy monsters. This includes monsters from the Treant, Minotaur, Malboro, Behemoth, Dragon, Hydra families, plus Automaton like Construct 8. It also does not work on a character riding a chocobo.

---RERAISE---

Appearance: Angel hovers next to character

Effect : Next time character is KOed, s/he automatically revives on his/her next turn.  
Prevents character from becoming Undead.

| Granted by:             | Remove with:           | Permanently granted by:        |
|-------------------------|------------------------|--------------------------------|
| Reraise [White Mage]    | After used once        | Chantage [perfume] *           |
| Dragonheart [Dragoon]   | Harmony [Mystic]       | Grand Armor [armor] *          |
| Nameless Song [Bard]    | Dispel [Templar]       | Onion Armor [armor] *          |
| Aegis [Princess/Cleric] | Dischord [Squidraken]  | Brave Suit [clothes] *         |
| Angel Ring [ring]       | Dispelja [Arch Seraph] |                                |
|                         |                        | Prevented by:<br>Undead status |

\* Note: Reraise normally wears off after one revival, but the Reraise from these items is PERMANENT and allows you to revive an infinite number of times per battle. The Angel Ring only gives you Reraise per battle, and only if already equipped at the start of battle.

---INVISIBLE---

Appearance: Character looks partially transparent

Effect : In all modes: Your attacks cannot be evaded (same as Concentration).  
Has no effect on Shirahadori/Archer's Bane.  
In single-player and Rendezvous Mode: Character cannot be targeted by enemy units. This only has a benefit for player-controlled units, not computer-controlled units!

| Granted by:                 | Remove with:               | Permanently granted by: |
|-----------------------------|----------------------------|-------------------------|
| -----                       | -----                      | -----                   |
| Vanish [Ninja]              | Character takes any action | nothing                 |
| * Ninja Gear [clothes]      | besides moving %           |                         |
| * Invisibility Cloak [clk.] | Character loses HP # or is |                         |
| * Septie`me [perfume]       | turned to Stone            |                         |
|                             | Harmony [Mystic]           |                         |
|                             | Dispel [Templar]           |                         |
|                             | Dischord [Squidranken]     |                         |
|                             | Dispelja [Arch Seraph]     |                         |

\* These items only grant Invisible if equipped at the START of a battle; using Reequip to equip them during a battle has no effect.

% Note: For abilities that have to charge, Invisible status is lost as soon as you start CHARGING.

# If you redirect damage to your MP with Mana Shield, the damage will NOT remove your Invisible status since it doesn't actually reduce your HP.

#### ---REGEN---

Appearance: Character glows blue

Effect : Restores 1/8 of character's max HP at end of each of the character's turns

| Granted by:             | Remove with:             | Permanently granted by:    |
|-------------------------|--------------------------|----------------------------|
| -----                   | -----                    | -----                      |
| Regen [White Mage]      | After 36 clock ticks     | Chaos Blade [knight's swd] |
| Regenerate [White Mage] | Inflicting Poison status | Pantherskin Bag [bag]      |
| Masamune [Samurai]      | Character is KOed        | Grand Armor [armor]        |
| Nameless Song [Bard]    | Harmony [Mystic]         | Onion Armor [armor]        |
| Aegis [Princess/Cleric] | Dispel [Templar]         | Brave Suit [clothes]       |
|                         | Dischord [Squidranken]   | Chantage [perfume]         |
|                         | Dispelja [Arch Seraph]   |                            |

Prevented by:

-----  
Some undead units\*

\* Skeleton- and Ghost-family monsters, and undead humans in story battles, are immune to Regen status. This does NOT apply to other units that have been made undead with magick or the Cursed Ring.

#### ---PROTECT---

Appearance: Triangle icon

Effect : Decreases physical damage received by character by 1/3

| Granted by:                             | Remove with:           | Permanently granted by:   |
|---|------------------------|---------------------------|
| -----                                   | -----                  | -----                     |
| Protect [White Mage]                    | After 32 clock ticks   | Save the Queen [knt. sd]  |
| Protectja [White Mage]                  | Character is KOed      | Durandal [knight's sword] |
| Wall [White Mage]                       | Harmony [Mystic]       | Onion Armor [armor]       |
| Kiyomori [Samurai]                      | Dispel [Templar]       | Lordly Robe [robe]        |
| Nameless Song [Bard]                    | Dischord [Squidranken] | Sortile'ge [perfume]      |
| Aegis [Princess/Cleric]                 | Dispelja [Arch Seraph] | Tynar Rouge [lip rouge]   |
| Guardian Nymph [Dryad/<br>Elder Treant] |                        |                           |

#### ---SHELL---

Appearance: Square icon

Effect : Decreases magick damage received by character by 1/3

| Granted by: | Remove with: | Permanently granted by: |
|-------------|--------------|-------------------------|
|-------------|--------------|-------------------------|

|                                       |                        |                           |
|---------------------------------------|------------------------|---------------------------|
| Shell [White Mage]                    | After 32 clock ticks   | Ragnarok [knight's sword] |
| Shellja [White Mage]                  | Character is KOed      | Durandal [knight's sword] |
| Wall [White Mage]                     | Harmony [Mystic]       | Onion Armor [armor]       |
| Kiyomori [Samurai]                    | Dispel [Templar]       | Lordly Robe [robe]        |
| Nameless Song [Bard]                  | Dischord [Squidranken] | Sortile'ge [perfume]      |
| Aegis [Princess/Cleric]               | Dispelja [Arch Seraph] | Tynar Rouge [lip rouge]   |
| Shell Nymph [Treant/<br>Elder Treant] |                        |                           |

---HASTE---

Appearance: Character animates quickly

Effect : CT gauge fills 50% more quickly.

Has no effect on ability charge time, and no effect on abilities where the damage/success is determined by your Speed.

|             |              |                         |
|-------------|--------------|-------------------------|
| Granted by: | Remove with: | Permanently granted by: |
|-------------|--------------|-------------------------|

|                         |                        |                           |
|-------------------------|------------------------|---------------------------|
| Haste [Time Mage]       | After 32 clock ticks   | Moonblade [sword]         |
| Hasteja [Time Mage]     | Inflicting Slow status | Excalibur [knight sword]  |
| Masamune [Samurai]      | Character is KOed      | Brigand's Gloves [gloves] |
| Nameless Song [Bard]    | Harmony [Mystic]       | Septie`me [perfume]       |
| Aegis [Princess/Cleric] | Dispel [Templar]       | Tynar Rouge [lip rouge]   |
|                         | Dischord [Squidranken] |                           |
|                         | Dispelja [Arch Seraph] |                           |

---Negative Status-----

Some abilities and weapons will inflict one of several negative status changes on a target. As with positive status changes, there are also abilities that can remove this bad status. In addition, some pieces of equipment render a character immune to a particular status change -- it can't even be inflicted on the character to begin with.

Dragon's Gift can remove many status ailments, but only works on monsters from the dragon and hydra families.

A few abilities can inflict several different status changes. In most cases, the ability inflicts only ONE status change per target, and this particular status effect is random. These abilities include Forbidden Dance, Celestial and Corporeal Void, Finishing Touch, and Nightmare. NOT included in this list are Bad Breath, Parasite, Grand Cross, and Poisonous Frog, which can all inflict multiple status changes per target, making them particularly vicious!

All negative status effects except Traitor are removed at the end of a battle, and many wear off sooner.

---SLEEP---

Appearance: Character kneels, "Zzz" icon

Effect : Character cannot do anything

Character receives additional damage received from physical attacks

Chance to steal from character increases

Character is not affected by Bardsong or Dance abilities

|                 |              |                      |
|-----------------|--------------|----------------------|
| Inflicted with: | Remove with: | Immunity granted by: |
|-----------------|--------------|----------------------|

|                          |                      |                          |
|--------------------------|----------------------|--------------------------|
| Mimic Darlavon [Orator]  | Any HP damage        | Grand Helm [helmet]      |
| Repose [Mystic]          | After 60 clock ticks | Barette [hair adornment] |
| Will-o'-the-Wisp [Geom.] | Character is KOed    | Ribbon [hair adornment]  |
| Forbidden Dance [Dancer] | or turned to Stone   | Mirage Vest [clothes]    |
| Celestial Void [Skyseer] | Remedy [Chemist]     | Protect Ring [ring]      |

Corporeal Void [Nethersr.] Purification [Monk] Riding a chocobo  
 Sleep [Templar/Celebrant] Esuna [White Mage/Celebrant]  
 Parasite [Byblos] Dispelna [Princess/Cleric]  
 Zwill Straightblade [knife] Dragon's Gift [Dragonkin]  
 Sleep Blade [sword]  
 Sleep Touch [Ghoul]  
 Bad Breath [Malboro/  
 Greater Malboro]  
 Dark Whisper [Tiamat]  
 Toot [Swine]  
 Nightmare [The Impure/Death  
 Seraph]  
 Grand Cross [High/Arch Seraph]  
 Hypnogas trap

---POISON---

Appearance: Skull icon; character glows green

Effect : At the end of each turn, character suffers damage equal to 1/8 of  
 the character's max HP

| Inflicted with:                          | Remove with:  | Immunity granted by:      |
|--|---|---------------------------|
| -----                                    | -----   | -----                     |
| Poison [Black Mage]                      | After 36 clock ticks  | Cachusha [hair adornment] |
| Forbidden Dance [Dancer]                 | Adding Regen status   | Ribbon [hair adornment]   |
| Celestial Void [Skyseer]                 | Character is KOed   | Onion Gloves [gauntlets]  |
| Corporeal Void [Nethersr.]               | Salve [Squire/Game Hunter]  | Japa Mala [armlet]        |
| Parasite [Byblos]                        | Antidote, Remedy [Chemist]  | Some undead units *       |
| Poison Rod [rod]                         | Purification [Monk]   | Riding a chocobo          |
| Poison Bow [crossbow]                    | Esuna [White Mage/Celebr.]  |                           |
| Venom Fang [Red Panther,<br>Coerl]       | Dispelna [Princess/Cleric]<br>Dragon's Gift [Dragonkin]             |                           |
| Bad Breath [Malboro,<br>Greater Malboro] | Eight-fluted Pole [pole]<br>Choco Esuna [Chocobo,<br>Black Chocobo] |                           |
| Bio [The Impure/Reaver]                  |   |                           |
| Grand Cross [High/Arch Seraph]           |   |                           |
| Poisonous Frog [Serpentarius]            |   |                           |
| Poisonous Fen terrain tiles #            |   |                           |
| Mossfungus trap in Melee Mode            |   |                           |

\* Only Skeleton- and Ghost-family monsters, and undead humans in story battles,  
 are immune to Poison status. This does NOT apply to other units that have  
 been made undead with magick or the Cursed Ring.

# If you end your turn on a Poisonous Fen terrain tile (found only at Tchigolith  
 Fenlands) and you are not Floating/Levitating, there is a 100% chance the  
 Poison status will be inflicted on you.

---BLIND---

Appearance: Sunglasses icon

Effects : Doubles enemy evade rate when you use physical attacks. (So, this  
 has no effect on attacks that already had a 100% hit rate.)

| Inflicted with:                     | Remove with:                                     | Immunity granted by:                           |
|-------------------------------------|--|--|
| -----                               | -----  | -----  |
| Umbral [Mystic]                     | Salve [Squire/Game Hntr]                         | Grand Helm [helm]                              |
| Sandstorm [Geomancer]               | Eye Drops [Chemist]                              | Cachusha [hair adornment]                      |
| Blind [Templar]                     | Remedy [Chemist]                                 | Ribbon [hair adornment]                        |
| Eye Gouge [Goblin,<br>Gobbledygook] | Purification [Monk]<br>Esuna [White Mage/Celeb.] | Onion Gloves [gauntlets]<br>Japa Mala [armlet] |
| Ink [Mindflayer family]             | Dragon's Gift [Dragonkin]                        | Riding a chocobo                               |
| Blind Knife [knife]                 | Eight-fluted Pole [pole]                         |  |
| Chaosbringer [fell sword]           | Choco Esuna [Chocobo,                            |  |

Knightslayer [crossbow]            Black Chocobo]  
Bio [The Impure/Reaver]  
Darkness [Death Seraph]  
Blindja [Death Seraph]  
Grand Cross [High/Arch Seraph]

---OIL---

Appearance: Character turns gray, oil drop icon

Effect       : Receive double damage from next fire-elemental attack

Inflicted with:                    Remove with:                    Immunity granted by:

-----  
Parasite [Byblos]                    Any fire attack                    Riding a chocobo  
Self-Destruct [Bomb family] Remedy [Chemist]  
Oily Touch [Ghoul/Ghast]            Dragon's Gift [Dragonkin]  
Bad Breath [Malboro,                Eight-fluted Pole [pole]  
    Greater Malboro]  
Bio [The Impure/Reaver]  
Mine trap in Melee Mode

---STONE---

Appearance: Character turns completely gray and stops moving

Effect       : Character cannot do anything or take damage

              If all characters KOed and turned to Stone, battle is lost

Inflicted with:                    Remove with:                    Immunity granted by:

-----  
Induration [Mystic/Loffry] Gold Needle [Chemist]            Barette [hair adornment]  
Contortion [Geomancer]            Remedy [Chemist]                Ribbon [hair adornment]  
Seal Evil\* [Machinist,            Purification [Monk]              Mirage Vest [clothes]  
    Sky Pirate]                    Esuna [White Mage/Celeb.]      Onion Gloves [gauntlets]  
Break [Templar]                    Dispelna [Princess/Cleric]      Jade Armllet [armlet]  
Finishing Touch [Soldier]        Choco Esuna [Chocobo,            Riding a chocobo  
Parasite [Byblos]                    Black Chocobo]  
Chaos Blade [knight's sword]  
Stoneshooter# [gun]  
Blaster [Coeyrl,                    Vampire Cat]  
Bewitching Gaze [Ahriman,        Plague Horror]  
Beak [Steelhawk,                   Cockatrice]  
Bad Breath [Malboro,              Greater Malboro]  
Biora [The Impure/Reaver]  
Bioga [The Impure/Reaver]  
Petrify [Gigas/Assassin/The Wroth]  
Grand Cross [High/Arch Seraph]

\* Note 1: Seal Evil is only effective against undead targets.

# Note 2: The Stoneshooter causes the user to begin the battle with Stone status. It does not inflict Stone status when attacking.

---SILENCE---

Appearance: "... " word balloon

Effect       : Cannot use Magick, Summons, Speechcraft, or Ultima. (Arithmeticks and Spellblade are unaffected!)

Inflicted with:                    Remove with:                    Immunity granted by:

-----  
Sylph [Summoner]                    Salve [Squire/Game Huntr]      Brass Coronet [hat]  
Quiescence [Mystic/Loffry] Echo Herbs [Chemist]            Gold Hairpin [hat]  
Snowstorm [Geomancer]            Remedy [Chemist]                Cachusha [hair adornment]

|  |                                      |                         |
|--|--------------------------------------|-------------------------|
| Forbidden Dance [Dancer]   | Purification [Monk]                  | Ribbon [hair adornment] |
| Hallowed Bolt [Holy Knight, Sword Saint, White Knight, Rune Knt] | Esuna [White Mage, Celebrant]        | Magick Ring [ring]      |
| Celestial Void [Skyseer]   | Choco Esuna [Chocobo, Black Chocobo] | Riding a chocobo        |
| Corporeal Void [Nethersr.]                                       | Dispelna [Princess/Cleric]           |                         |
| Silence [Templar/Celebrant]                                      |                                      |                         |
| Parasite [Byblos]  |                                      |                         |
| Mage Masher [knife]  |                                      |                         |
| Bewitching Gaze [Ahriman, Plague Horror]                         |                                      |                         |
| Bad Breath [Malboro, Greater Malboro]                            |                                      |                         |
| Biora [The Impure/Reaver]  |                                      |                         |
| Aphony [Gigas/The Wroth]   |                                      |                         |
| Grand Cross [High/Arch Seraph]                                   |                                      |                         |

---TOAD---

Appearance: Character is a small toad

Effect : Can't use any abilities except regular attacks and the Toad magick.  
Stats down.

| Inflicted with:                       | Remove with:               | Immunity granted by:      |
|---------------------------------------|----------------------------|---------------------------|
| -----                                 | -----                      | -----                     |
| Toad [Black Mage]                     | Maiden's Kiss [Chemist]    | Cachusha [hair adornment] |
| Torrent [Geomancer]                   | Remedy [Chemist]           | Ribbon [hair adornment]   |
| Forbidden Dance [Dancer]              | Purification [Monk]        | Onion Gloves [gauntlets]  |
| Celestial Void [Skyseer]              | Esuna [White Mage/Celeb.]  | Japa Mala [armlet]        |
| Corporeal Void [Nethersr.]            | Toad [Black Mage]          | Riding a chocobo          |
| Parasite [Byblos]                     | Dragon's Gift [Dragonkin]  |                           |
| Nagnarok [sword]                      | Eight-fluted Pole [pole]   |                           |
| Bad Breath [Malboro, Greater Malboro] | Dispelna [Princess/Cleric] |                           |
| Toadja [Death Seraph]                 |                            |                           |
| Grand Cross [High/Arch Seraph]        |                            |                           |
| Poisonous Frog [Serpentarius]         |                            |                           |

---SLOW---

Appearance: Character animates slowly

Effect : CT gauge fills 50% more slowly.  
Has no effect on ability charge time, and no effect on abilities where the damage/success is determined by your Speed.

| Inflicted with:                | Remove with:             | Immunity granted by:      |
|--------------------------------|--------------------------|---------------------------|
| -----                          | -----                    | -----                     |
| Slow, Slowja [Time Mage]       | After 24 clock ticks     | Cachusha [hair adornment] |
| Ama-no-Murakumo [Samurai]      | Adding Haste status      | Ribbon [hair adornment]   |
| Unholy Sacrifice [Dark Kt.]    | Character is KOed        | Onion Gloves [gauntlets]  |
| Wind Blast [Geomancer]         | Eight-fluted Pole [pole] | Diamond Bracelet [armlet] |
| Forbidden Dance [Dancer]       |                          | Empyrean Armband [armlet] |
| Celestial Void [Skyseer]       |                          | Riding a chocobo          |
| Corporeal Void [Nethersr.]     |                          |                           |
| Arondight [fell sword]         |                          |                           |
| Slasher [axe]                  |                          |                           |
| Ague [The Impure]              |                          |                           |
| Biora [The Impure/Reaver]      |                          |                           |
| Grand Cross [High/Arch Seraph] |                          |                           |

---STOP---

Appearance: Character stops animating

Effect : CT gauge does not charge; character cannot do anything

| Inflicted with: | Remove with: | Immunity granted by: |
|-----------------|--------------|----------------------|
|-----------------|--------------|----------------------|

```

-----
Stop [Time Mage]                After 20 clock ticks          Barette [hair adornment]
Tanglevine [Geomancer]         Character is KOed or         Ribbon [hair adornment]
Forbidden Dance [Dancer]       turned to Stone             Black Garb [clothes]
Crushing Blow [Dark Knt.]     Dragon's Gift [Dragonkin]   Onion Gloves [gauntlets]
Judgment Blade [Holy          Eight-fluted Pole [pole]    Jade Armllet [armlet]
Knight, Sword Saint,         Dispelna [Princess/Cleric]  Emypreal Armband [armlet]
White Knt., Rune Knt.]       Choco Esuna [Chocobo,      Riding a chocobo
Finishing Touch [Soldier]     Black Chocobo]
Celestial Stasis [Astrol.]
Balmung [fell sword]
Blaster [Coeurl/Vampire Cat]
Shadowbind [Assassin]
Bind [Death Seraph, Bringer of Order]

```

---IMMOBILIZE---

Appearance: Gold arrow plus red X

Effect : Cannot use "Move" menu to move around the battlefield, but can still take actions while standing in place

Inflicted with:                      Remove with:                      Immunity granted by:

```

-----
Immobilize [Time Mage]        After 24 clock ticks        Thief's Cap [hat]
Sinkhole [Geomancer]         Character is KOed           Cachusha [hair adornment]
Leg Shot [Machinist, Sky     Purification [Monk]        Ribbon [hair adornment]
Pirate]                      Esuna [White Mage/Celeb.]  Onion Gloves [gauntlet]
Ancient Sword [sword]       Dragon's Gift [Dragonkin]   Rubber Boots [shoes]
Bewitching Gaze [Ahriman,   Eight-fluted Pole [pole]   Guardian Bracelet [armlet]
Plague Horror]              Choco Esuna [Chocobo,     Emypreal Armband [armlet]
Goo [Ochu]                  Black Chocobo]            Riding a chocobo
Celestial Stasis [Astrol.]  Dispelna [Princess/Cleric]

```

--DISABLE---

Appearance: Hand plus red X

Effect : Cannot perform any actions under "Act" menu or use Reaction Abilities, but can still move around battlefield

Inflicted with:                      Remove with:                      Immunity granted by:

```

-----
Hesitation [Mystic]          After 24 clock ticks        Thief's Cap [hat]
Wind Slash [Geomancer]      Character is KOed           Cachusha [hair adornment]
Disable [Templar/Celebr.]   Purification [Monk]        Ribbon [hair adornment]
Arm Shot [Machinist, Sky     Esuna [White Mage/Celeb.]  Onion Gloves [gauntlet]
Pirate]                      Dragon's Gift [Dragonkin]   Guardian Bracelet [armlet]
Spellbinder [ninja blade]   Eight-fluted Pole [pole]   Riding a chocobo
Bewitching Gaze [Ahriman,   Choco Esuna [Chocobo,     Black Chocobo]
Plague Horror]
Celestial Stasis [Astrol.]  Dispelna [Princess/Cleric]
Fowlheart [The Impure,
Death Seraph, The Wroth]

```

---DOOM---

Appearance : Countdown over character's head

Effect : Count decreases from 3 each time the character gets a turn; when it hits 0, the character is KOed (before s/he can act)

Inflicted with:                      Remove with:                      Immunity granted by:

```

-----
Doom Fist [Monk]             When character is KOed     Cachusha [hair adornment]
Condemn [Orator]            or turned to Stone         Barette* [hair adornment]
Quicksand [Geomancer]       White Staff [staff]        Ribbon [hair adornment]
Muramasa [Samurai]
Cleaning Strike [Holy       Onion Gloves [gauntlets]

```

Knight, Sword Saint,  
White Knt., Rune Knt.]  
Assassin's Dagger [knife]  
Deathbringer [fell sword]  
Doom [Ahriman, Plague Horror]  
Nightmare [The Impure/Death Seraph]  
Death Trap trap

Protect Ring [ring]  
Angel Ring\* [ring]  
Riding a chocobo

\* These items protect against instant KO, which also effectively protects you against Doom. (The countdown still appears, but you will not be KOed when the countdown runs out.)

---VAMPIRE---

Appearance : Bat icon  
Effect : Character is undead (see below) AND confused  
Inflicted with: Remove with: Immunity granted by:  
-----  
Vampire [Vampire Cat,  
Ark Knight] Character is KOed Barette [hair adornment]  
Holy Water [Chemist] Ribbon [hair adornment]  
Dispelna [Princess/Cleric] Onion Gloves [gloves]  
Japa Mala [armlet]  
Riding a chocobo  
ALL monsters

---CHARM---

Appearance: Heart icon.  
Effect : Character cannot be controlled, and temporarily fights as if on the other team.  
Inflicted with: Remove with: Immunity granted by:  
-----  
Steal Heart\* [Thief] Any HP damage Acacia Hat [hat]  
Plunder Heart\* [Sky Pirate] After 32 clock ticks Barette [hair adornment]  
Faerie Harp [instrument] Ribbon [hair adornment]  
Snort# [Swine, Wild Boar] Onion Gloves [gloves]  
Allure\* [Assassin] Nu Khai Armband [armlet]

\* Only effective on humans of the opposite sex and on monsters.  
# Only effective on humans (of either sex); not effective on monsters.  
(Note that the Faerie Harp is effective against all targets!)

---TRAITOR---

Appearance: Character's portrait box displays "Guest" (if recruited to your side) or "Enemy" (if recruited to enemy side)  
Effect : Character has switched sides, and now fights as a Guest member of the other team. If the character has joined your team, you will have the option of permanently recruiting the character after the battle.  
Inflicted with: Remove with: Immunity granted by:  
-----  
Entice [Orator] Inflict Traitor on target Barette [hair adornment]  
Tame [Orator, Dragonkin] again before end of Ribbon [hair adornment]  
Dragon's Charm\* [Dragonkin] battle # Onion Gloves [gloves]  
Cursed Ring [ring]  
Riding a chocobo

\* Dragon's Charm is only effective on dragons and hydras.  
# This will get the character back on your side, but he or she will still be an uncontrollable Guest for the remainder of the battle.

---CONFUSE---

Appearance: Weird animation patterns, "?" icon



Effect : Character performs random movements & abilities, which may include attacking allies and/or enemies. Cannot use Reaction Abilities.

| Inflicted with:  | Remove with:  | Immunity granted by:                         |
|--|---|--|
| Delirium [Mystic/Loffrey]  | Physical attack   | Acacia Hat [hat]                             |
| Tremor [Geomancer]   | Character is KOed                                       | Barette [hair adornment]                     |
| Muramasa [Samurai]   | Remedy [Chemist]  | Ribbon [hair adornment]                      |
| Forbidden Dance [Dancer]   | Purification [Monk]                                     | Onion Gloves [gloves]                        |
| Divine Ruination [Holy Knight, Sword Saint, White Knt., Rune Knt.] | Esuna [White Mage/Celeb.]<br>Dispelna [Princess/Cleric] | Nu Khai Armband [armlet]<br>Riding a chocobo |
| Celestial Void [Skyseer]   | Dragon's Gift [Dragonkin]                               |  |
| Corporeal Void [Nethersr.]   |   |  |
| Confuse [Templar/Celebr.]  |   |  |
| Parasite [Byblos]  |   |  |
| Lamia's Harp [instrument]  |   |  |
| Mind Blast [Squidraken, Mindflayer]                                |   |  |
| Bad Breath [Malboro, Greater Malboro]                              |   |  |
| Toot [Swine]   |   |  |
| Befuddle [Gigas/The Wroth]   |   |  |
| Confuseja [Death Seraph]   |   |  |
| Grand Cross [High/Arch Seraph]                                     |   |  |

---Neutral Status-----

These are status conditions that aren't necessarily good or necessarily bad.

---REFLECT---

Appearance: No visible change

Effect : Most magicks bounce off the character and strike another tile instead. The new tile is in the same direction and distance from the target as the target was from the caster (see Basic Mechanics for a tip on how you can use this to extend the range of magicks!) See ability lists for which magicks can be Reflected. Reflect has no effect on Arithmeticks.

| Granted by:          | Remove with:           | Permanently granted by: |
|----------------------|------------------------|-------------------------|
| Reflect [Time Mage]  | After 32 clock ticks   | Mirror Mail [armor]     |
| Carbuncle [Summoner] | Character is KOed or   | Reflect Ring [ring]     |
| Lick [Ochu, Malboro] | turned to Stone        | Cherche [perfume]       |
|                      | Harmony [Mystic]       |                         |
|                      | Dispel [Templar]       |                         |
|                      | Dischord [Squidraken]  |                         |
|                      | Dispelja [Arch Seraph] |                         |

---BERSERK---

Appearance: Character is tinted red

Effect : Character's attack strength increases, but character can only use physical attacks and cannot be controlled. Cannot use Reaction Abilities.

| Inflicted with:                     | Remove with:   | Immunity granted by:                        |
|-------------------------------------|--|---|
| Insult [Orator]                     | Character is KOed or                                   | Acacia Hat [hat]                            |
| Fervor [Mystic]                     | turned to Stone  | Barette [hair adornment]                    |
| Berserk [Templar]                   | Purification [Monk]                                    | Ribbon [hair adornment]                     |
| Mind Blast [Squidraken, Mindflayer] | Esuna [White Mage/Celeb.]<br>Dragon's Gift [Dragonkin] | Onion Gloves [gloves]<br>Magick Ring [ring] |
| Grand Cross [High/Arch Seraph]      |  | Riding a chocobo                            |

---UNDEAD---

Appearance: Character is tinted purple

Effect : Most abilities that normally restore HP instead cause HP loss. This includes magicks from the Cure and Raise families, Moogles, Faerie, all Items, Murasame, Choco Cure, and Life Nymph. Other healing abilities (like Chakra, Lifefont, and Chant) are unaffected.

Phoenix Down and Arise cause instant KO, and Raise does damage equal to half of max HP. (The Monk's Revive does NOT cause KO.)

Attacks that normally drain HP from you instead restore HP to you and cause the user to lose HP.

When an Undead character's death counter reaches 0, there is a 50% chance that the character will return to life with a random amount of HP. Otherwise, the character will die permanently.

Prevents the character from receiving Reraise status.

| Inflicted with:                 | Remove with:         | Immunity granted by:      |
|---------------------------------|----------------------|---------------------------|
| -----                           | -----                | -----                     |
| Corruption [Mystic]             | Holy Water [Chemist] | Cachusha [hair adornment] |
| Zombie [Templar]                |                      | Ribbon [hair adornment]   |
| Zombie Touch [Revenant]         |                      | Onion Gloves [gloves]     |
| Bioga [The Impure/Reaver]       |                      | Japa Mala [armlet]        |
| Cursed Stone trap in Melee Mode |                      | Reraise status            |
|                                 |                      | Riding a chocobo          |
|                                 |                      | Permanently granted by:   |
|                                 |                      | -----                     |
|                                 |                      | Skeleton family           |
|                                 |                      | Ghost family              |
|                                 |                      | Cursed Ring [ring]        |

---ATHEIST---

Appearance: Ankh down icon

Effect : Character temporarily has 0 Faith, preventing him/her from using magick and also rendering him/her immune to magick.

Also causes any Nether Manta abilities used by or targeting the character to do 0 damage, even though these normally do more damage when Faith is low.

| Granted by:        | Remove with:            | Permanently granted by: |
|--------------------|-------------------------|-------------------------|
| -----              | -----                   | -----                   |
| Disbelief [Mystic] | After 32 clock ticks    | Automaton monster job   |
| Doubt [Templar]    | Inflicting Faith status |                         |
| Gokuu Pole [pole]  | Character is KOed       |                         |

---FAITH---

Appearance: Ankh up icon

Effect : Character temporarily has 100 Faith, increasing both the damage dealt by magick and the damage received by magick

Also causes any Nether Manta abilities used by or targeting the character to do high damage, even though these normally do less damage when Faith is high.

| Granted by:        | Remove with:              | Permanently granted by: |
|--------------------|---------------------------|-------------------------|
| -----              | -----                     | -----                   |
| Belief [Mystic]    | After 32 clock ticks      | Rod of Faith [rod]      |
| Faith [Templar]    | Inflicting Atheist status |                         |
| Rod of Faith [rod] | Character is KOed         |                         |
|                    | Harmony [Mystic]          |                         |
|                    | Dispel [Templar]          |                         |
|                    | Dischord [Squidraken]     |                         |
|                    | Dispelja [Arch Seraph]    |                         |

Many abilities and a few weapons have one of eight elemental affinities: Fire, Lightning, Ice, Wind, Earth, Water, Holy, or Dark. By paying attention to these elemental affinities, you can increase the power of your attacks and decrease the damage from enemy abilities!

Elemental affinities can increase damage in two ways. First, many monsters are weak to a particular element. An attack of this element will do DOUBLE its usual damage! A few pieces of equipment will also make a character weak to an element.

Second, some equipment "boosts" one or more elements. When you have such an item equipped, any attacks you use of that element are 25% stronger. This is in addition to any weakness effect. For example, if Luso has the Gaia Gear (which Boosts: Earth) equipped, any earth attack he executes does 25% more damage. The Boost effect does NOT "stack" -- equipping more than one boost for the same element has no additional effect. For example, equipping both a Flame Rod and a Japa Mala (both of which boost Fire) is the same as equipping just the Flame Rod.

Elemental effects can be defended against in three main ways. Some equipment will HALVE the damage you taken from a given element. Other equipment grants you IMMUNITY to a particular element, which means that you take NO damage at all from that element. Finally, some equipment ABSORBS an element, which means that damage from that element is converted into a HP \*gain\*. (So, absorbing water means that a water attack that normally does 200 HP damage will instead restore 200 HP!) Many monsters also have some innate elemental defenses.

Finally, elemental affinities come into play in a few other ways:

- The Oil status doubles damage received from fire attacks.
- The Float status makes a character immune to earth attacks.
- During a thunderstorm, fire attacks are 25% weaker and lightning attacks are 25% stronger. (A light rain has no effect on elemental damage.)
- During a snowstorm, ice attacks are 25% stronger. Note that there are only snowstorms during specific story battles and in multiplayer; random battles in the single-player quest never have snowstorms.

For each of the eight elements, the chart below lists which attacks carry that element, and what is weak or strong against that element.

---Fire-----

ABILITIES WITH FIRE AFFINITY:

|                               |                                      |
|-------------------------------|--------------------------------------|
| Fire [Black Mage, Flame Rod]  | Nether Ashura [Netherseer]           |
| Fira [Black Mage, Flame Mace] | Fire Breath [Holy Dragon, Dragonkin, |
| Firaga [Black Mage]           | Red Dragon]                          |
| Firaja [Black Mage]           | Flame Attack [Grenade]               |
| Ifrit [Summoner]              | Spark [Exploder]                     |
| Salamander [Summoner]         | Breathe Fire [Minotaur, Sekhret]     |
| Will-o'-the-Wisp [Geomancer]  | Tri-Flame [Greater Hydra, Tiamat]    |
| Magma Surge [Geomancer]       | Meltdown [Bringer of Order]          |
| Ashura [Skyseer]              |                                      |

WEAPONS WITH FIRE AFFINITY:

|                    |                        |
|--------------------|------------------------|
| Flame Rod [rod]    | Blaze Gun [gun]        |
| Flame Mace [flail] | Flameburst Bomb [bomb] |

Boosted by : Flame Rod, Kaiser Shield, Black Robe, Sage's Ring, Japa Mala

Weakness : Skeleton family, Ghost family, Treant family, Blue Dragon, Reaver

Halved by : Ice Shield, Venetian Shield, Reverie Shield, White Robe

Immunity : Minerva Bustier, Automaton

Absorbed by : Flame Shield, Sage's Ring, Bomb family, Red Dragon

Any unit with the Oil status change receives double damage from fire attacks.  
After being struck with a fire attack, the Oil status disappears.

During a thunderstorm, damage from fire attacks is decreased by 25%.

---Lightning-----

ABILITIES WITH LIGHTNING AFFINITY:

|                                      |   |
|--------------------------------------|---|
| Thunder [Black Mage, Thunder Rod]    | Hell's Wrath [Netherseer]               |
| Thundara [Black Mage]                | Thunder Breath [Holy Dragon, Dragonkin, |
| Thundaga [Black Mage, Lightning Bow] | Red Dragon, Blue Dragon]                |
| Thundaja [Black Mage]                | Thunder Anima [Skeleton]                |
| Ramuh [Summoner]                     | Tri-Thunder [Greater Hydra, Tiamat]     |
| Heaven's Wrath [Skyseer]             |   |

WEAPONS WITH LIGHTNING AFFINITY:

|                     |                     |
|---------------------|---------------------|
| Coral Sword [sword] | Lightning Bow [bow] |
| Thunder Rod [rod]   | Gungnir [polearm]   |
| Blaster [gun]       | Spark Bomb [bomb]   |

Boosted by : Thunder Rod, Kaiser Shield, Black Robe, Sage's Ring, Japa Mala

Weakness : Ice Shield, Mindflayer family, Automaton

Halved by : Venetian Shield, Reverie Shield, White Robe, Sage's Robe

Immunity : Minerva Bustier, Rubber Suit, Rubber Boots

Absorbed by : Sage's Ring

During a thunderstorm, damage from lightning attacks is increased by 25%. This is in addition to any increase from Boosts and/or enemy Weaknesses.

---Ice-----

ABILITIES WITH ICE AFFINITY:

|                                 |  |
|---------------------------------|--|
| Blizzard [Black Mage, Ice Rod]  | Snowstorm [Geomancer]                    |
| Blizzara [Black Mage]           | Ice Breath [Holy Dragon, Dragonkin, Blue |
| Blizzaga [Black Mage, Icebrand] | Dragon]                                  |
| Blizzaja [Black Mage]           | Ice Anima [Bonesnatch, Skeletal Fiend]   |
| Shiva [Summoner]                |  |

WEAPONS WITH ICE AFFINITY:

|                  |                   |
|------------------|-------------------|
| Icebrand [sword] | Glacial Gun [gun] |
| Ice Rod [rod]    | Ice Bow [bow]     |

Boosted by : Ice Rod, Kaiser Shield, Black Robe, Sage's Ring, Japa Mala

Weakness : Goblin family, Ahriman family, Malboro family, Hydra family,  
Red Dragon

Halved by : Flame Shield, Venetian Shield, Reverie Shield, Minerva Bustier,  
White Robe, Sage's Robe, Bomb family

Immunity : Automaton, Serpentarius jobs

Absorbed by : Ice Shield, Sage's Ring, Blue Dragon

During a snowstorm, damage from ice attacks is increased by 25%. This is in addition to any increase from Boosts and/or enemy Weaknesses.

---Wind-----

ABILITIES WITH WIND FAMILY:

|                            |                                       |
|----------------------------|---------------------------------------|
| Wind Slash [Geomancer]     | Nether Blade [Skyseer]                |
| Sandstorm [Geomancer]      | Wind Anima [Skeletal Fiend]           |
| Wind Blast [Geomancer]     | Twister [Behemoth King, Ultima Demon] |
| Adamantine Blade [Skyseer] | Tornado [Bringer of Order]            |

WEAPONS WITH WIND AFFINITY:

|                   |                     |
|-------------------|---------------------|
| Air Knife [knife] | Windslash Bow [bow] |
|-------------------|---------------------|

Boosted by : Sage's Ring, Japa Mala

Weakness : Hydra family

Halved by : Reverie Shield, Sage's Robe, Ahriman family, Aegis family

Immunity : Minerva Bustier, Automaton

Absorbed by : Sage's Ring

---Earth-----

ABILITIES WITH EARTH AFFINITY:

|                    |                          |
|--------------------|--------------------------|
| Shockwave [Monk]   | Impiety [Netherseer]     |
| Titan [Summoner]   | Earthsplitter [Sekhret]  |
| Tremor [Geomancer] | Quake [Bringer of Order] |
| Divinity [Skyseer] |                          |

WEAPONS WITH EARTH AFFINITY:

none

Boosted by : Gaia Gear, Sage's Ring, Japa Mala

Weakness : Panther family, Aegis family

Halved by : Reverie Shield, Minerva Bustier, Sage's Robe

Immunity : Float status, Automaton

Absorbed by : Gaia Gear, Sage's Ring, Treant family

---Water-----

ABILITIES WITH WATER AFFINITY:

|                       |                                    |
|-----------------------|------------------------------------|
| Leviathan [Summoner]  | Maelstrom [Skyseer]                |
| Torrent [Geomancer]   | Nether Maelstrom [Netherseer]      |
| Quicksand [Geomancer] | Water Anima [Skeleton, Bonesnatch] |

WEAPONS WITH WATER AFFINITY:

Snowmelt Bomb [bomb]

Boosted by : Sage's Ring, Japa Mala

Weakness : Flame Shield, Bomb family, Minotaur family

Halved by : Reverie Shield, Minerva Bustier, Sage's Robe

Immunity : nothing

Absorbed by : Sage's Ring, Mindflayer family

---Holy-----

ABILITIES WITH HOLY AFFINITY:

Holy [White Mage, Holy Lance] Holy Breath [Dragonkin]

WEAPONS WITH HOLY AFFINITY:

Durandal [knight's sword] Holy Lance [polearm]
Nirvana [staff]

Boosted by : Excalibur, Tynar Rouge, Sage's Ring, Japa Mala

Weakness : Skeleton family, Ghost family

Halved by : Reverie Shield, Minerva Bustier, Sage's Robe

Immunity : Automaton, Archaeodaemon, and Ultima Demon monsters

Absorbed by : Excalibur, Chameleon Robe, Sage's Ring

---Dark-----

ABILITIES WITH DARK AFFINITY:

Lich [Summoner] Dark Whisper [Tiamat]
Unholy Sacrifice [Dark Knight] Unholy Darkness [Sorceror, Archaeodaemon,
Ultima Demon]

WEAPONS WITH DARK AFFINITY:

ALL fell swords

Boosted by : Sage's Ring, Japa Mala

Weakness : nothing

Halved by : Reverie Shield, Sage's Robe, Nu Khai Armband

Immunity : Minerva Bustier, Automaton

Absorbed by : Sage's Ring, Skeleton family, Ghost family

%%WEATHER EFFECTS & IVALICIAN CALENDAR%%00weather

---What Are Weather Effects?-----

Battles in Final Fantasy Tactics occur under different weather conditions.
It's not a big part of the game, but these different weather conditions do have
a small influence on the battle system. Below, I'll describe the different
weather conditions, and then describe when each can occur.

Weather conditions never change DURING a battle. Whatever weather condition is
present at the start of the battle persists through the whole fight.

The specific weather patterns that you might see depend on which map you're
fighting on.

---GENERAL OUTDOOR MAPS---

This includes most areas in the game -- including ALL overworld random battles,
and many story battles.

In these areas, the weather effects can change in two ways, based on the time
of day and on whether there are any storms.

DAY\* NIGHT (screen tinted
dark blue)

CLEAR # No special effects Evade rate vs. bows x 1.33

(no rain or light rain)

|   |   |   |
|---|---|---|
| RAINSTORM<br>(heavy rain)                         | Evade rate vs. bows x 1.33<br>Fire damage down 25%<br>Lightning damage up 25%<br>Movement through swamps<br>at 1/2 rate (slower)  | Evade rate vs. bows x 1.80<br>Fire damage down 25%<br>Lightning damage up 25%<br>Movement through swamps<br>at 1/2 rate (slower)  |
| THUNDERSTORM<br>(heavy rain, flashes<br>of light) | Evade rate vs. bows x 1.33<br>Fire damage down 25%<br>Lightning damage up 25%<br>Movement through swamps<br>at 1/3 rate (slowest) | Evade rate vs. bows x 1.80<br>Fire damage down 25%<br>Lightning damage up 25%<br>Movement through swamps<br>at 1/3 rate (slowest) |

\* You'll also sometimes see a Twilight battle where the screen is tinted gold. In gameplay terms, this is the same as a Day battle.

# A light rain is treated the same as a Clear sky. A light rain and a Rainstorm actually look pretty similar -- the difference is just in how quickly and frequently the raindrops fall.

As the table above indicates, there are basically 3 categories of weather effects:

- > Nighttime and storms increase the evade rate versus bows and crossbows (by 1.33 or by 1.80 depending on the weather pattern). Other weapon types are not affected.

Since this effect simply multiplies an EXISTING evade rate, it has NO effect on attacks with a 0% evade rate (i.e., a 100% hit rate). So, a bow or crossbow that would have a 100% hit rate can never miss no matter what the weather conditions are.

This also has no effect on the chance of blocking attacks with Shirahadori and Archer's Bane, which depend wholly on Bravery and are separate from evasion.

- > Rainstorms and thunderstorms DECREASE the damage dealt all by FIRE-elemental attacks by 25%, but INCREASE the damage dealt all by LIGHTNING-elemental attacks by 25%. This effects "stacks" on top of any Boosts or elemental strengths/weaknesses.
- > Rainstorms and thunderstorms slow movement through swamp tiles. Normally, you can move a number of tiles equal to your Move statistic. However...
  - > During a RAINSTORM, moving through a Swamp, Marsh, or Poisonous Fen tile requires TWO Move "points". So, with a Move of 5, you could only move through 2 Swamp or Poisonous Fen tiles during a rainstorm.
  - > During a THUNDERSTORM, the penalty is even more severe -- each Swamp, Marsh, or Poisonous Fen tile requires THREE Move "points".

You can eliminate this movement penalty with the Mystic's Any Weather movement ability.

Note, though, that only four battlefields have Poisonous Fen, Swamp, or Marsh tiles: The Siedge Weald, Tchigolith Fenlands, Dorvauldar Marsh, and the Riovanes Castle Gate. When you're not fighting on these maps, Any Weather is useless. (Since these are the only 4 maps with swampy tiles, it's only on these 4 maps that rainstorms and thunderstorms have different effects!)

---SNOWFIELD MAPS---

Battles that take place in a "snowy" area have a different set of possible

weather patterns.

> CLEAR DAY: No special effects.

> LIGHT SNOW (Snow is falling only vertically, with no horizontal movement):  
Same as clear day -- no special effects.

> SNOWSTORM (Snow is moving from side to side, as well as vertically): The  
damage from ice-elemental attacks INCREASES by 25%. Other elements are  
unaffected.

It is ALWAYS daytime on snowfields!

There are NO random battles in snowy areas. Snowstorms can only occur in a few  
(optional) story battles and in the multiplayer modes.

---INDOOR MAPS---

There is no weather indoors, and so there are never weather effects :) .  
Battles that take place indoors include a number of story battles and the bonus  
dungeon. Aside from the bonus dungeon, random battles do not take place  
indoors.

Note that even though it's pitch black in the bonus dungeon, the accuracy of  
bows and crossbows does not actually decrease :P

---"IGNORE WEATHER"---

As stated above, movement through Swamp and Poisonous Fen tiles is slowed  
during a rainstorm or thunderstorm. This penalty can be eliminated by  
equipping the Mystic's Ignore Weather movement ability.

Ignore Weather does not change the accuracy penalty to bows and crossbows, nor  
the effects on elemental damage.

---When Do Weather Patterns Occur?-----

The above section describes the POSSIBLE weather patterns. This section  
describes WHEN those patterns occur.

---STORY BATTLES & RENDEZVOUS MODE---

Each battle has a predetermined weather pattern and there is no randomness  
involved. I've noted the weather patterns in the corresponding battle  
strategies.

---OVERWORLD RANDOM BATTLES & IVALICIAN CALENDAR---

Outside of Midlight's Deep, weather patterns in random battles are randomly  
determined. The type of weather patterns you're likely to encounter depend  
on the current date. Some months in the Ivalician calendar (below) are  
designated "Dry months" whereas other are designated "Wet months."

Thunderstorms are MUCH more common during Wet months.

|             |                              |           |
|-------------|------------------------------|-----------|
| Aries       | 30 days [Mar. 21 to Apr. 19] | Dry month |
| Taurus      | 31 days [Apr. 20 to May 20]  | Dry month |
| Gemini      | 32 days [May 21 to June 21]  | Wet month |
| Cancer      | 31 days [June 22 to July 22] | Wet month |
| Leo         | 31 days [July 23 to Aug. 22] | Dry month |
| Virgo       | 31 days [Aug. 23 to Sep. 22] | Dry month |
| Libra       | 31 days [Sep. 23 to Oct. 23] | Dry month |
| Scorpio     | 30 days [Oct. 24 to Nov. 22] | Dry month |
| Sagittarius | 30 days [Nov. 23 to Dec. 22] | Wet month |
| Capricorn   | 28 days [Dec. 23 to Jan. 19] | Wet month |



Aquarius 30 days [Jan. 20 to Feb. 18] Wet month  
 Pisces 30 days [Feb. 19 to Mar. 20] Dry month

Below, I've listed the approximate frequencies of each weather kind of pattern during Dry Months and during Wet Months. Remember that this applies only to RANDOM battles -- story battles always have a predetermined weather pattern!

| WEATHER PATTERN      | APPROXIMATE FREQUENCY |                 |
|----------------------|-----------------------|-----------------|
|                      | DRY MONTHS            | WET MONTHS      |
| Day* - Clear#        | 55% of the time       | 25% of the time |
| Night - Clear#       | 25% of the time       | 5% of the time  |
| Day* - Rainstorm     | 10% of the time       | 15% of the time |
| Night - Rainstorm    | 5% of the time        | 5% of the time  |
| Day* - Thunderstorm  | 2.5% of the time      | 40% of the time |
| Night - Thunderstorm | 2.5% of the time      | 10% of the time |

\* Also includes Twilight, which has the same effects as Day.

# Also includes light rain, which has the same effects as Clear.

As you can see, thunderstorms are MUCH more common during the Wet months.

---MIDLIGHT'S DEEP RANDOM BATTLES---

Midlight's Deep is indoors, so there are no weather effects. Despite the dark environments, the accuracy of bows and crossbows does NOT decrease!

---MELEE MODE---

Weather patterns in Melee Mode are based on the map you choose. It appears that "random battle" wilderness maps have a random weather pattern, whereas maps that are only used in story battles have the same weather pattern as the first story battle at that location.

Below, I've listed maps with special weather effects.

RANDOM WEATHER PATTERN:

|                     |                   |                  |
|---------------------|-------------------|------------------|
| Mandalia Plain      | The Siedge Weald  | Lenalian Plateau |
| Araguay Woods       | Zeirchele Falls   | Balias Tor       |
| Tchigolith Fenlands | Balias Swale      | Grogh Heights    |
| The Yuguewood       | Dugeura Pass      | Finnath Creek    |
| Beddha Sandwaste    | Mount Germinas    | Lake Poescas     |
| Zeklaus Desert      | Fovoham Windflats | Dorvauldar Marsh |
| Mount Bervenian     |                   |                  |

DAY, RAINSTORM (evade vs. bows x 1.33, fire dmg -25%, lightning dmg +25%):  
 Brigands' Den

CLEAR NIGHT OR NIGHT, LIGHT RAIN (evade rate vs. bows x 1.33):  
 Goug Lowtown                      Lionel Castle Gate                      Riovanes Castle Gate  
 Riovanes Castle Roof

SNOWSTORM (ice damage + 25%):  
 Gollund Colliery Slope      Gollund Colliery Ridge

All other maps NEVER have special weather effects.

%%LEARNING MAGICK FROM BEING HIT%%00hit

A few magicks can be learned from being hit during battle with the magick, in addition to buying them with JP. In fact, this method is the ONLY way to acquire Ultima and Zodiark -- see below for more information on these two magicks.

In order to learn magicks this way, you must meet several requirements:

- > The character learning the magick must be in the appropriate job. For example, you can only learn Blizzaja this way if you're currently a Black Mage.
- > The character must not be KOed or otherwise incapacitated (e.g Stopped)
- > The magick must not KO the character when he or she is hit with it
- > For healing or offensive magicks, the character must gain or lose at least 1 HP or MP in damage/healing from the magick
- > For status change magick, the relevant status change must be bestowed.
- > You must be in single-player mode or Rendezvous Mode. Magicks cannot be learned this way in Melee Mode.

If all these requirements are met, there's a random chance that the character will learn the magick when he or she is hit by it.

When a magick is learned this way, the cursor will hover briefly over the character's head to indicate that he or she has acquired the magick. If you have "Battle Prompts" turned on (under Options), a text box will pop up and ask you if you want learn the magick. This can make it easier to tell when the learning process succeeds.

A list of the magicks learnable this way and the chance of learning them per cast:

| MAGICK     | JOB                                     | CHANCE OF LEARNING                 |
|------------|---|------------------------------------|
| Curaja     | White Mage                              | 40%                                |
| Protectja  | White Mage                              | 10%                                |
| Shellja    | White Mage                              | 10%                                |
| Firaja     | Black Mage                              | 30%                                |
| Thundaja   | Black Mage                              | 30%                                |
| Blizzaja   | Black Mage                              | 30%                                |
| Hasteja    | Time Mage                               | 20%                                |
| Slowja     | Time Mage                               | 20%                                |
| Bahamut    | Summoner                                | 20%                                |
| Odin       | Summoner                                | 20%                                |
| Leviathan  | Summoner                                | 40%                                |
| Salamander | Summoner                                | 30%                                |
| Lich       | Summoner                                | 20%                                |
| Cyclops    | Summoner                                | 10%                                |
| Zodiark    | Summoner                                | 90% (see "Learning Zodiark" below) |
| Ultima     | Squire [Ramza]<br>Game Hunter<br>Cleric | 100% (see "Learning Ultima" below) |

Magicks that are not on the above list \*cannot\* be learned by being hit with them.

Only one character can learn a magick this way per cast of the magick.

#### ---TIPS AND TRICKS---

Since summons can only be cast on enemy units, they can only be learned from enemy Summoners. Other magicks can be learned by having one friendly unit cast it on another.

Teaching your characters the -ja Black Magicks this way can be particularly helpful if you're trying to have multiple characters master Black Mage to unlock Dark Knight.

A trick for learning elemental damage magicks is to have the target equip gear

that absorbs the element in question. For example, you can use the Flame Shield for Firaja, the Ice Shield for Blizzaja, and the Sage Ring's for any of the elements. (You'll need to use Equip Shields so that the Black Mage can equip a shield.) This ensures that the target won't be killed by the magick when s/he is trying to learn it. In order for this trick to work, you'll need to gain at least 1 HP from the absorbed magick, so make sure you're not at full HP to start with. (Equipping gear that CANCELS the damage will also not work; you need to ABSORB it in order to get any HP change!)

For non-elemental summons, it's wise to reduce your Magick Attack so that you don't accidentally KO your target! Turn the caster into a fighting job like Dragoon (which has low Magick Attack) and equip Summon as your secondary Action Ability. Then, use Rend Magick on your caster during battle to lower his/her Magick Attack even more!

Curaja is extremely easy to transfer to all your White Mages once one has learned it. It has a 40% chance of learning and only requires that the character has some HP restored by it.

#### ---LEARNING ULTIMA---

The Ultima magick is exclusive to Luso's Game Hunter job and Ramza's Chapter IV Squire job. It can ONLY be learned by having one of these characters be hit with Ultima while in the appropriate job.

In the main game, the best time to learn this ability is the Limberry Castle Gate, where Celia and Lettie will cast the spell on you. You can also learn it from them in the subsequent Limberry Castle Keep, and Luso can also learn it on the roof of Riovanes Castle at the end of Chapter III. Ultima Demons also cast Ultima, but more rarely; these appear in the third battle at Limberry Castle and the third battle at Mullonde Cathedral. There are also some Ultima-casting enemies in the Nightmares and Brave Story missions in Rendezvous Mode.

If you're trying to learn Ultima from the Ultima Demons, you need to make sure they have at least 10 MP in order for them to cast Ultima. You can use Ethers or Chakra to restore the demons' MP if they run short. (This isn't an issue with Celia or Lettie since Ultima is the \*only\* magick they can cast.)

Ultima has a 100% learning rate, so if you meet the other conditions, you are guaranteed to learn Ultima when hit with it.

Once you've acquired the magick, you can have Ramza and Luso cast it on the other to learn it that way. You can even learn Ultima in Rendezvous Mode by having one of the other player's characters cast it on you. (Note that only the "Chapter IV" version of Ramza can learn Ultima.) This is a great way to still get Ultima in case you miss it during the main quest. Ultima CANNOT be learned in Melee Mode.

The guest character present in the final battle can also learn Ultima if Ramza or Luso casts it on her, and all three can learn Ultima from the Ultima Demons present. You won't be able to save it to your file permanently, however.

#### ---LEARNING ZODIARK---

Zodiark is the strongest summon magick and, like Ultima, it CANNOT be learned with JP. Any character who is a Summoner can learn Zodiark. In fact, you'll need to learn Zodiark in order to master the Summoner job!

In the single-player game, there is only a single battle in which you can acquire Zodiark: the battle against the boss at the end of Midlight's Deep, the

bonus dungeon.

Remember that your Summoner must survive Zodiark in order to learn it. The easiest way to do this is to use the Mana Shield reaction ability (Time Mage). For other possible tactics, check the Midlight's Deep walkthrough.

Zodiark only has a 90% learning rate, so there's a chance you might not learn it even if you fulfill the other conditions.

If you miss Zodiark in the single-player game, the boss also reappears in the Brave Story mission in Rendezvous Mode.

#### ---TEACHING ZODIARK TO ADDITIONAL CHARACTERS---

After learning Zodiark from the boss, you can also teach it other allies, but only through a rather roundabout manner. Since you can't cast summons directly on allies, you'll have to first cast Zodiark onto an enemy Summoner, and then have the enemy Summoner cast it onto the intended ally.

To avoiding killing the enemy Summoner when you cast Zodiark on him/her, you first need to lower your Magick Attack. Before the battle, switch your Zodiark caster to a fighting job that has low Magick Attack. (Dragoon is an especially good choice.) Equip Summon as your secondary Action Ability. Then, during the battle, use the Knight's Rend Magick to lower the caster's Magick Attack even more. That way, you can cast Zodiark on the enemy Summoner without KOing him/her. (Check the damage preview to make sure.)

Once the enemy summoner has learned Zodiark, you'll have to let them cast it back on your Summoner so s/he can learn it. Since Zodiark costs 99 MP, you'll need to make sure the enemy Summoner's MP stays above 99 (using Ethers or Chakra) or s/he won't ever cast Zodiark back on you.

Alternately, if you KO the enemy Summoner after s/he has learned Zodiark and let him turn into a crystal, you can also learn Zodiark that way. Of course, there's no guarantee that the enemy will turn into a crystal (or that the crystal will contain Zodiark), but this tactic can be good if you're having trouble getting the enemy Summoner to cast Zodiark.

The Catacombs, The Switchback, and The Interstice are all good places to find enemy Summoners for this procedure.

OR, you could skip this whole procedure and just run through the Brave Story mission several times to have multiple characters learn Zodiark from Elidibs there. :)

#### %%ARITHMETICKS CHART%%00arith

The chart below is a quick reference as to which numbers can be targeted by each multiple when using Arithmeticks. For example, characters at height = 3 will be hit by a Height Multiple of 3 or Height Prime spell, but not Height Multiple of 4 or 5. You might find this chart handy when using Arithmeticks, or trying to avoid enemy Arithmeticks attacks.

Remember when targeting based on Height that units in water have decreased Height; the Depth of the water is subtracted from the Height of the panel. And, Floating units (including monsters that naturally Float) have a Height that is 1 GREATER than the panel they're Floating over.

#### QUICK LIST OF PRIME NUMBERS (ONLY DIVISIBLE BY THEMSELVES AND 1):

2 3 5 7 11 13 17

19 23 29 31 37 41 43  
 47 53 59 61 67 71 73  
 79 83 89 97

QUICK LIST OF NUMBERS NOT TARGETABLE:

0 1 14 22 26 34 38  
 46 49 58 62 74 77 82  
 86 91 94 98

All fractional height numbers (e.g. height = 2.5)

---FULL ARITHMETICKS CHART---

| #  | MULT.3 | MULT.4 | MULT.5 | PRIME | #  | MULT.3 | MULT.4 | MULT.5 | PRIME |
|----|--------|--------|--------|-------|----|--------|--------|--------|-------|
| 0  |        |        |        |       | 25 |        |        | X      |       |
| 1  |        |        |        |       | 26 |        |        |        |       |
| 2  |        |        |        | X     | 27 | X      |        |        |       |
| 3  | X      |        |        | X     | 28 |        | X      |        |       |
| 4  |        | X      |        |       | 29 |        |        |        | X     |
| 5  |        |        | X      | X     | 30 | X      |        | X      |       |
| 6  | X      |        |        |       | 31 |        |        |        | X     |
| 7  |        |        |        | X     | 32 |        | X      |        |       |
| 8  |        | X      |        |       | 33 | X      |        |        |       |
| 9  | X      |        |        |       | 34 |        |        |        |       |
| 10 |        |        | X      |       | 35 |        |        | X      |       |
| 11 |        |        |        | X     | 36 | X      | X      |        |       |
| 12 | X      | X      |        |       | 37 |        |        |        | X     |
| 13 |        |        |        | X     | 38 |        |        |        |       |
| 14 |        |        |        |       | 39 | X      |        |        |       |
| 15 | X      |        | X      |       | 40 |        | X      | X      |       |
| 16 |        | X      |        |       | 41 |        |        |        | X     |
| 17 |        |        |        | X     | 42 | X      |        |        |       |
| 18 | X      |        |        |       | 43 |        |        |        | X     |
| 19 |        |        |        | X     | 44 |        | X      |        |       |
| 20 |        | X      | X      |       | 45 | X      |        | X      |       |
| 21 | X      |        |        |       | 46 |        |        |        |       |
| 22 |        |        |        |       | 47 |        |        |        | X     |
| 23 |        |        |        | X     | 48 | X      | X      |        |       |
| 24 | X      | X      |        |       | 49 |        |        |        |       |

| #  | MULT.3 | MULT.4 | MULT.5 | PRIME | #  | MULT.3 | MULT.4 | MULT.5 | PRIME |
|----|--------|--------|--------|-------|----|--------|--------|--------|-------|
| 50 |        |        | X      |       | 75 | X      |        | X      |       |
| 51 | X      |        |        |       | 76 |        | X      |        |       |
| 52 |        | X      |        |       | 77 |        |        |        |       |
| 53 |        |        |        | X     | 78 | X      |        |        |       |
| 54 | X      |        |        |       | 79 |        |        |        | X     |
| 55 |        |        | X      |       | 80 |        | X      | X      |       |
| 56 |        | X      |        |       | 81 | X      |        |        |       |
| 57 | X      |        |        |       | 82 |        |        |        |       |
| 58 |        |        |        |       | 83 |        |        |        | X     |
| 59 |        |        |        | X     | 84 | X      | X      |        |       |
| 60 | X      | X      | X      |       | 85 |        |        | X      |       |
| 61 |        |        |        | X     | 86 |        |        |        |       |
| 62 |        |        |        |       | 87 | X      |        |        |       |
| 63 | X      |        |        |       | 88 |        | X      |        |       |
| 64 |        | X      |        |       | 89 |        |        |        | X     |
| 65 |        |        | X      |       | 90 | X      |        | X      |       |
| 66 | X      |        |        |       | 91 |        |        |        |       |
| 67 |        |        |        | X     | 92 |        | X      |        |       |
| 68 |        | X      |        |       | 93 | X      |        |        |       |
| 69 | X      |        |        |       | 94 |        |        |        |       |
| 70 |        |        | X      |       | 95 |        |        | X      |       |

|    |       |   |                        |  |    |       |   |   |
|----|-------|---|------------------------|--|----|-------|---|---|
| 71 |       |   | X                      |  | 96 | X     | X |   |
| 72 | X     | X |                        |  | 97 |       |   | X |
| 73 |       |   | X                      |  | 98 | ----- |   |   |
| 74 | ----- |   |                        |  | 99 | X     |   |   |
|    |       |   | All fractional numbers |  |    | ----- |   |   |

---UNTARGETABLE NUMBERS---

Some numbers, such as 34, can't be hit by ANY Arithmeticks multiple. (These are numbers that are not prime but do not have 3, 4, or 5 as a factor.) These numbers are indicated in the table by a solid horizontal line. If you expect to face enemy Arithmeticians, you can use these numbers to help avoid their attacks in two ways:

- As long as you stand on tiles with height of 0, 1, or any fractional number (e.g. 2.5), you cannot be hit by Height-based Arithmeticks.
- If you have level 99 characters, you may want to level them down using a Degenerator trap (e.g. at Zeklaus Desert) so that they can't be hit by Level Multiple of 3.

That said, enemy Arithmeticians appear only very rarely. You'll only ever encounter them on the eighth floor of Midlight's Deep (The Switchback), and in the "special" random battle at the Lenalian Plateau.

---ALL 9 FEVER---

Once you max out at level 99 and 99 experience, you can easily cast healing or defensive magicks to your whole party using Level Multiple of 3 or Exp Multiple of 3. (Of course, you might hit a few enemies too.)

---QUICK SELF-TARGETING---

If you want to make sure Arithmeticks targets yourself (e.g. for healing), CT Multiple of 4 and CT Multiple of 5 will \*always\* target the caster since you always have 100 CT when it's your turn! Of course, they might target other units as well.

%%BUGS AND GLITCHES%%00bug

Although Final Fantasy Tactics doesn't have too many bugs (especially in The War of the Lions), there are a few of them.

---Existing Bugs-----

Here are some of the major bugs or goofs in the game:

\* SHIRAHADORI DESCRIPTION: The in-game description of Shirahadori says that it doesn't work against bow and crossbow attacks. But, actually it does!

\* HOLY SWORD AI BUG: The computer AI erroneously believes that Holy Sword abilities always inflict Holy-elemental damage. (In reality, the element of Holy Sword attacks depends on the element of the weapon you have equipped.) This means that you can stop enemies from using Holy Sword attacks on you by equipping gear that absorbs Holy damage, like the Chameleon Robe or Excalibur. This technique is particularly useful in the battles against Wiegraf in Chapter III.

\* ONION KNIGHT DUAL WIELD: It's possible to (sorta) Dual Wield weapons as an Onion Knight. First, be sure "Optimize on Job Change" is set to OFF under Options. Then, equip the Dual Wield ability (NOT the innate Dual Wield of a Ninja or Dragonkin) and the two weapons you want to use. Switch to Onion Knight and you will still have both weapons equipped.

You CANNOT actually swing the second weapon and hit enemies with it. But, you DO get any buffs, like the auto-Haste from the Excalibur. (This actually isn't super useful because the Onion gear provides most of these, and using up

your shield slot leaves an Onion Knight with no defense since they have no Reaction Abilities.)

If you try to adjust your weapons at all, the game will unequip the second weapon, but you can always repeat the trick.

\* USING SWORD TECHNIQUES WITHOUT A SWORD: If you steal the sword from an enemy character with sword techniques, they can still use the sword techniques even though they no longer have a sword. This doesn't happen if you break the sword outright, rather than steal it. And, unfortunately, it doesn't work for your own characters if someone steals YOUR sword.

\* GAFFGARION ITEM DUPLICATION: You can duplicate equipment by equipping it on Gaffgarion before the Zeirchele Falls battle and then stealing it from him during the battle. All of Gaffgarion's equipment is added to your inventory after the battle, and you'll end up with a 2nd copy.

\* UNOBTAINABLE ITEM: One of the Treasure Hunter items on Mount Bervenia can never be obtained. In order to pick it up, your Treasure Hunter would have to stop on top of a lava-filled tile. But the only abilities that actually let you STOP on top of lava are Lavawalking and Levitate -- and neither of those can be equipped at the same time as Treasure Hunter! Float magick or equipment like the Winged Boots DO NOT allow you to get this treasure. That's because they only let you move through lava on the way to another tile, and never allow you to STOP on lava. So, there is no way to ever pick up the item.

\* SWORD TECHNIQUE POWER BUG: The attack power of your sword techniques is always determined by the weapon in your FIRST weapon slot. If you Dual Wield a non-sword weapon (say, a flail) in the first slot and a sword in the second weapon slot, it's actually the non-sword weapon that will determine how powerful your "sword" techniques are!

\* EXP FROM INVISIBLE JUMPS: If you use the Dragoon's Jump on a KOed character while you're Invisible, you'll still earn JP and Exp even though the attack did no damage.

\* CONSTRUCT 8'S ABILITIES: Construct 8 has an innate Ignore Weather ability, which eliminates weather effects on moving through water. However, since C8 cannot enter water to begin with, this ability is useless.

\* ONION SWORD PARRY RATE: The Onion Sword has a 15% Parry rate--higher than most other swords'--even though it can only be used by Onion Knights, who can't equip Parry or any other Reaction Abilities.

\* CLOUD'S BIRTHDAY: In FF Tactics, Cloud's birthday is January 31st (making him an Aquarius). But, in FF VII's instruction manual, his birthday is given as August 19th, which should make him a Leo.

---Fixed Bugs-----

The War of the Lions version of FF Tactics fixes several bugs that were present in the original version of the game. I've listed them below, but keep in mind that these bugs do NOT appear in The War of the Lions (the PSP/iOS version).

\* SHOP ITEM DUPLICATION: You could duplicate rare weapons by equipping Dual Wield, and then putting the weapon in your left hand (2nd slot) and a shield in your right hand (1st slot). Using the Optimize option in a store would then duplicate the weapon.

\* JP GAINING BUG: A bug in the ability learning menu let you instantly gain infinite JP. This was done by holding the Square button and scrolling up & down





---Sound Test-----

You can listen to the game's music by starting a new file and entering your name as PolkaPolka . This will bring you to a sound test mode where you can listen to all the music tracks from the game.

Use the D-pad to select a track. The X button starts playing and Circle stops playing. To return to the title screen, press Circle when no track is playing.

---Music Information-----

The soundtrack to Final Fantasy Tactics was composed primarily by Hitoshi "YmoH.S" Sakimoto and Masaharu "Rezon" Iwata, with some additional contributions by Yukiko Mitsui and Yuko "myu" Miura.

After the release of the original PSone version of the game, a 2-disc CD collection of the game's music was released in Japan by DigiCube, Square's now-defunct merchandising wing, on June 21, 1997, SSCX-10008. The soundtrack was re-released by Square Enix on March 24, 2006, SQEX-10066-77, and is also sold on the Japanese iTunes Media Store. The soundtrack has never been released outside of Japan.

---Track Listing-----

Below, I've listed all the music tracks from the game, with track names both from the English sound test in The War of the Lions and from the widely-circulated fan translation of the Japanese OST track titles by Aaron Lau of soundtrackcentral.com .

Music from the FMV sequences cannot be listened to in the in-game player. A few of these pieces do appear on the CDs, though: the beginning & end, which were also used in the original version of FF Tactics.

On the other hand, a few music tracks that don't appear on the CDs \*DO\* appear in the in-game player! These include the Errand report theme and the music from the Japan-only sound novels. (Two of the text adventure tracks were also used for some of the new Beowulf story scenes added to The War of the Lions.)

I have not been able to identify the in-game use for a few of these tracks. They might be unused tracks.

!!!SPOILER ALERT!!!

---TRACKS INCLUDED IN SOUND TEST---

SOUND CD

| TEST TRACK | COMP |                     |                                |      |  |
|------------|------|---------------------|--------------------------------|------|--|
| #          | #    | SOUND TEST TITLE    | CD TRANS. TITLE                | OSER | IN-GAME USE                                |
| 1          | 1-12 | Benchwarmer         | Unavoidable<br>Battle          | MI   | Story battles                              |
| 2          | 1-39 | Goner with the Wind | Run Past Through<br>the Plains | MI   | Story battles                              |
| 3          | 1-42 | Adults Only         | Back Fire                      | MI   | Story battles                              |
| 4          | 1-35 | SMPL1.JPG           | Random Waltz                   | HS   | Random battles                             |
| 5          | 1-15 | Blasphemous Beat    | A Chapel                       | HS   | Random battles                             |
| 6          | 2-05 | The Bear is Back    | Bloody Excrement               | HS   | Ziekden Fort. scene,<br>some story battles |
| 7          | 1-28 | Patriots            | Decisive Battle                | MI   | Story battles                              |
| 8          | 2-23 | Japanesque          | Night Attack                   | MI   | Story battles                              |
| 9          | 2-10 | The Sky is Falling  | Under the Stars                | MI   | Story battles                              |

|    |      |                              |                               |    |   |
|----|------|------------------------------|-------------------------------|----|---|
| 10 | 1-30 | Thump Thump                  | Remnants                      | HS | Riovanes Keep + some<br>other story battles |
| 11 | 2-03 | Ramza's Rue                  | Antipyretic                   | HS | Major story battles                         |
| 12 | 1-09 | Chargin' Sergeant            | Trisection                    | HS | Story battles                               |
| 13 | 2-20 | Blithe Bear                  | Antidote                      | HS | Battles in the snow                         |
| 14 | 1-37 | The Ceremony                 | Apoplexy *                    | HS | Random + story battles                      |
| 15 | 1-25 | Hi-Yo Silver!                | Desert Land                   | HS | Random battles                              |
| 16 | 2-07 | Rolling Sobat                | Espionage                     | HS | Midlight's Deep and<br>story battles        |
| 17 | 2-19 | Helldance                    | The Pervert                   | MI | Lucavi battles                              |
| 18 | 2-25 | Merry-go-Ajora               | Ultema - The<br>Nice Body     | HS | Final boss, form 1                          |
| 19 | 2-26 | Heartless Hellion            | Ultema - The<br>Perfect Body! | MI | Final boss, form 2                          |
| 20 | --   | Grand Prize                  | --                            | MI | Finding an exit in<br>Midlight's Deep       |
| 21 | --   | Consolation Prize            | --                            | MI | ???   |
| 22 | --   | Job Level UP! S              | --                            | MI | Unused??                                    |
| 23 | --   | You Lose! L                  | --                            | HS | Unused??                                    |
| 24 | --   | Job Level UP! L              | --                            | HS | Unused??                                    |
| 25 | --   | Bear to the Ball             | --                            | MI | Text adventure games \$                     |
| 26 | 1-34 | Hinterland Guards            | Tutorial                      | MI | In-game tutorial,<br>and meeting Luso       |
| 27 | 1-17 | Morning Milk                 | World Map                     | MI | World map                                   |
| 28 | 1-18 | Blight & Chairful            | Shop                          | MI | Outfitter                                   |
| 29 | 1-19 | Unemployment                 | Warrior's Hideout             | HS | Warriors' Guild                             |
| 30 | 1-20 | Bear Butcherings             | Fur, Meat, and<br>Bones Store | MI | Poachers' Den                               |
| 31 | 1-21 | Face Off                     | Team Making                   | HS | Formation screen                            |
| 32 | 1-22 | Arazlam's Alcove             | Brave Story                   | HS | Chronicle screen                            |
| 33 | 1-23 | Circumstances                | Pub                           | MI | Tavern                                      |
| 34 | 1-05 | Longwinded                   | Character<br>Making           | MI | Opening text, and<br>name entry screen      |
| 35 | --   | Spring Filing                | --                            | HS | Errand report                               |
| 36 | 2-13 | Battle Report                | In Pursuit                    | HS | Story battles;<br>2-player chest screen     |
| 37 | 2-09 | The Queen's Do               | Ovelia's Worries              | HS | Wiegraf at grave,<br>Orran meets Delita     |
| 38 | 2-22 | Sounds of Ivalice            | Treasure                      | HS | Comical scenes                              |
| 39 | 1-37 | Encyclopedia<br>Ceremonious  | Apoplexy *                    | HS | Story battles                               |
| 40 | 1-16 | Blessings of the<br>Land     | Algus                         | MI | Recruiting various<br>new allies            |
| 41 | 1-24 | Close Upon Comatose          | Data Screen                   | HS | Save / load screen                          |
| 42 | 1-11 | Procession of the<br>Farmers | Attack Team                   | MI | Unit deployment screen                      |
| 43 | 1-13 | Victory!                     | Mission Complete              | HS | Battle clear                                |
| 44 | 2-27 | The Real Me                  | Last Battle's End             | MI | Final battle clear                          |
| 45 | --   | Level UP! S                  | --                            | HS | Character lvl gain                          |
| 46 | --   | Treasure, Matey S            | --                            | HS | Collecting Treasure<br>Hunter item          |
| 47 | --   | Good Times S                 | --                            | HS | Job level up                                |
| 48 | --   | Bad Times S                  | --                            | HS | Melee Mode loss                             |
| 49 | --   | Cachinnations                | --                            | MI | Job change                                  |
| 50 | 1-33 | Unpossible                   | Game Over                     | HS | Game Over screen                            |
| 51 | 1-07 | A Bear Beseeching            | Pray                          | HS | Ovelia in monastery,<br>Orran in ending     |
| 52 | 1-08 | A Bear's Banquet             | Enemy Attack                  | HS | Monastery attack,<br>Reis's abduction       |
| 53 | 1-10 | Swinging Scoundrel           | Commander in                  | HS | Akademy briefing                            |

|    |      |                                | Training                                  |     |  |
|----|------|--------------------------------|---|-----|--|
| 54 | 1-31 | Paeon of Passion               | Anxiety                                   | MI  | Minor bad guy theme                      |
| 55 | 1-27 | Cold-hearted                   | Cryptic Mood                              | MI  | Infiltrating castles                     |
| 56 | 2-16 | After the Harvest              | Cry of a Bitter<br>Heart!                 | HS  | Golgollada Gallows                       |
| 57 | 1-40 | Harvest Hoedown                | Invasion                                  | HS  | Misc. story scenes                       |
| 58 | 2-17 | Requiem for Mr. S              | Requiem                                   | HS  | Marach revived                           |
| 59 | 2-12 | Brand New Morning              | Cardinal's Anger                          | MI  | Ludovich is killed                       |
| 60 | 2-08 | Gibbet Time                    | Descent                                   | MI  | Lucavi awakenings                        |
| 61 | 2-01 | Benevolent Bear                | Memories                                  | HS  | Unused in TWotL #                        |
| 62 | 1-36 | Arm of the Queen               | Ovelia's Theme *                          | HS  | Ovelia whistling<br>with grass           |
| 63 | 1-29 | Psychopathic<br>Scoundrel      | Cry of Pain                               | HS  | Wiegraf vs. Gragoroth                    |
| 64 | 2-18 | Electromagnetic                | Terror 1                                  | MI  | Marach is shot                           |
| 65 | 2-24 | Bothered Bear                  | Terror 2                                  | MI  | Riovanes massacre                        |
| 66 | 1-36 | The Queen's Slippers           | Ovelia's Theme *                          | HS  | Alma joins as guest                      |
| 67 | 1-26 | My Sister's Socks              | Alma's Theme                              | HS  | Scenes with Alma                         |
| 68 | 1-41 | For a Friend                   | Delita's Theme                            | HS  | Scenes with Delita                       |
| 69 | --   | The Queen's Bed                | --  | HS  | Scenes with Ovelia                       |
| 70 | 2-02 | Gnarling Nobles                | Dycedarg's Theme                          | HS  | Scenes with nobles                       |
| 71 | 1-38 | Monkeybaag                     | Zalbag, the<br>Holy Knight                | HS  | Heroes planning                          |
| 72 | 2-21 | Who's Cid?                     | Thunder God<br>Cid's Theme                | HS  | Rescuing T.G. Cid                        |
| 73 | 1-14 | Bitter Bear                    | Hero's Theme                              | HS  | Barbaneth's death,<br>Scriptures of Ger. |
| 74 | 2-04 | Ajora's Smile                  | Saint Ajora's<br>Theme                    | HS  | Glabados Church<br>character theme       |
| 75 | 2-15 | Ajora in Action                | Holy Ajora's<br>Theme - Deluxe<br>Edition | HS  | Ajora's awakening                        |
| 76 | 1-32 | Urgent! Emergency!             | Tension 1                                 | HS  | Story battles,<br>tense story scenes     |
| 77 | 2-11 | Gold Leaf                      | Battle on the<br>Bridge                   | HS  | Zeirchele Falls,<br>other story battles  |
| 78 | 2-14 | Fugue de Soy                   | Shock! ~ Despair                          | HS  | Ovelia's birth<br>revealed               |
| 79 | 2-06 | What About Me?                 | And I Ran Away                            | HS  | Unused in TWotL &                        |
| 80 | --   | Ajora's Masque                 | --  | HS  | Zodiac Stone theme                       |
| 81 | --   | Let's Enjoy Fighting           | --  | YM1 | Sound novels \$                          |
| 82 | --   | Let's Enjoy Fighting<br>Ver. 2 | --  | YM1 | Sound novels \$                          |
| 83 | --   | A Walk in the Garden           | --  | YM1 | Sound novels \$                          |
| 84 | --   | The Wilds                      | --  | YM1 | Sound novels \$                          |
| 85 | --   | Harmful Hormones               | --  | YM1 | Sound novels \$                          |
| 86 | --   | Revenge                        | --  | YM1 | Sound novels \$                          |
| 87 | --   | Studio of DOOM                 | --  | YM1 | Sound novels \$                          |
| 88 | --   | Happy Sheepgut                 | --  | YM1 | Reis and Beowulf at<br>Lionel Castle     |
| 89 | --   | Still of the Night             | --  | YM1 | Sound novels \$                          |
| 90 | --   | Sabbath                        | --  | YM1 | Rescuing Reis                            |
| 91 | --   | Up Up and Away                 | --  | YM1 | Sound novels \$                          |
| 92 | --   | To Lethe and Back              | --  | myu | Sound novels \$                          |
| 93 | --   | What Time We Have              | --  | myu | Sound novels \$                          |
| 94 | --   | Deja Entendu                   | --  | myu | Sound novels \$                          |
| 95 | --   | Little Wings                   | --  | myu | Sound novels \$                          |
| 96 | --   | Fear Factor                    | --  | myu | Sound novels \$                          |

\* This CD track combines two in-game music pieces.

# In the original version of FF Tactics, "Benevolent Bear"/"Memories" was played when Ramza and Delita are whistling with blades of grass on Mandalia Plain in Chapter I. In The War of the Lions, this scene was replaced by an FMV with orchestrated music, so the original track is never heard. You can still listen to it in the sound test, though.

& In the original version of FF Tactics, "What About Me?"/"And I Ran Away" was played during the Ziekden Fortress aftermath. Again, this scene is now an FMV in The War of the Lions.

\$ The "sound novel" mini-games only appear in the Japanese release. (See the Sound Novels section for more information.) However, you can still listen to their music in the English sound test.

---OST-ONLY TRACKS---

SOUND CD

TEST TRACK

| #  | #    | SOUND TEST TITLE | CD TRANS. TITLE            | OSER | IN-GAME USE       |
|----|------|------------------|----------------------------|------|-------------------|
| -- | 1-01 | --               | Brand Logo ~<br>Title Back | HS   | Title screen FMV  |
| -- | 1-02 | --               | Backborn Story             | HS   | "Attract" movie * |
| -- | 1-03 | --               | P.R. Movie                 | HS   | "Attract" movie * |
| -- | 1-04 | --               | Character<br>Introductions | MI   | "Attract" movie * |
| -- | 1-06 | --               | Prologue Movie             | HS   | Opening FMV       |
| -- | 2-28 | --               | Epilogue Movie             | HS   | Ending FMV        |
| -- | 2-29 | --               | Staff Credit               | HS   | Credits FMV       |

\* These FMVs are not in The War of the Lions, so these tracks are never heard in this version of the game. (In the original version of FF Tactics, these movies would play if you left the game on the title screen.)

---GAME-ONLY TRACKS---

There's at least one track that only appears in the game, not in the sound test or CD soundtrack. It plays during the "Requiem" story event at Mullonde Cathedral.

!!!SPOILER ALERT!!!

%%DID YOU NOTICE...?%%00dyn

!!!SPOILER ALERT!!!

---A PERFECT FIT---

The maximum roster size in the game is 24. That's exactly enough to fit in all 18 story characters -- including Ladd, Alicia, Lavian, and Boco -- plus the 6 generic characters you start the game with.

This is a change from the original version of Final Fantasy Tactics, where the roster size of 16 only allowed you that game's 16 story characters and required you to kick out the starting 6 generic characters.

---RAMZA'S ALIAS---

During his stint as a mercenary in Chapter II, Ramza uses his mother's last name (Lugria) to disguise his noble background. (Remember that Ramza and Alma were born to a common woman with whom their father Barbaneth had an affair.) If you check the Chronicle section during Chapter II, you'll see that Ramza's name is listed as "Ramza Lugria" instead of "Ramza Beoulve" (or whatever you changed his first name to).

Once you clear the battle at Golgollada Gallows--where Gaffgarion reveals Ramza's background to Agrias, if you deploy her in the battle--Ramza switches back to being Ramza Beoulve.

#### ---FLYING THE COLORS---

You might have noticed that the enemy forces in different battles are tinted with different palettes. This indicates which faction the enemy units belong to:

|                       |  |
|-----------------------|--|
| Blue, white & gold    | : Order of the Northern Sky  |
| Red, white, & green   | : Order of the Southern Sky  |
| Purple, red, & silver | : Church of Glabados   |
| Green & gold          | : All others (brigands, deserters, Corpse Brigade, Baert Company, Ludovich, random battles & bonus dungeons) |

This has no effect on gameplay; it's purely an aesthetic element.

If you recruit any of these enemy characters to your own team, their colors will change to the standard color schemes used for all of your units.

The palette changes apply to humans only; monsters are always the same color because the color indicates the monster species!

#### ---STUDYING THE SCRIPTURES---

I've mentioned this in the walkthrough as well, but you can actually \*read\* the Scriptures of Germonique. They fill in the some background story details. To read the Scriptures, go to the Artefacts section of the Chronicle screen. Select the Scriptures and press the Triangle button to start reading.

If you find the text difficult to make out, you can use the L and R buttons on the PSP to control the brightness of the background. The L button makes the background darker, while the R button makes it brighter.

#### ---FINAL BATTLES: OFF THE MAP---

The site of the final battles is apparently located at sea, north of Midlight's Deep. Although it never appears on the map during regular gameplay, it's possible to assign Ramza's location to this site using a save editor or cheat device. If you do, it appears as an extra dot on the map at sea.

Of course, you don't actually want to put Ramza here. The dot isn't connected to anything, so you won't be able to move away!

#### ---ONMYOJI---

You might have wondered about the status magick-wielding job: In The War of the Lions, it's called Mystic and uses "Mystic Arts"; in the original version of the game, it's Oracle and uses "Yin-Yang Magic." Why such different names?

In the original Japanese version, this job is actually the Onmyoshi--a practitioner of Onmyodo, a real-life Japanese tradition of divination and mysticism based on yin-yang, astrology, and spirits (shikigami). You can read more about Onmyodo at its Wikipedia article:

-> <http://en.wikipedia.org/wiki/Onmyodo>

Since most English-speaking audiences probably wouldn't be familiar with Onmyodo, the localization teams have come up with different English words to name this job.

#### ---BALTHIER'S COSTUME---

Balthier's clothing in FF Tactics differs from the clothing he originally wears

in Final Fantasy XII and its spin-off Revenant Wings. He has a vest in FF XII, but just a high-collared shirt in FF Tactics. Reportedly, his FF Tactics costume is based on some early concept artwork of Balthier done for FF XII. As of this writing, this concept art can be seen online at:  
<http://finalfantasy.wikia.com/wiki/Image:BalthierOU.jpg>

#### ---BIGGS AND WEDGE---

Long-time Final Fantasy fans are probably familiar with Biggs and Wedge, who appear in many games as two generic flunkies and often meet a grisly demise.

In FF Tactics, Biggs shows up as an enemy in the "intro" battle at Orbonne Monastery, where he's quickly killed by Ramza and Gaffgarion.

Wedge can't be found in the English version of FF Tactics. But, the Japanese release features a number of "sound novel" mini-games you can play by reading some of the books you get as Artefacts. One of these books, Nanai's Histories, features appearances from both Biggs (as a bartender) and Wedge (as his assistant). Both survive this story.

#### ---SAVE DATA IMAGES---

There are various background images displayed for your FFT PSP save data in the XMB interface (under Game -> Saved Data Utility). Every time you save the game, you get a different image for your save file. It might show the male and female versions of one of the basic jobs, or some story characters (e.g. Zalbaag and Dycedarg), or a monster.

#### ---ON THE CUTTING ROOM FLOOR---

As with most games, Final Fantasy Tactics went through a number of changes in its development. Some unused game elements are still on the UMD, though, and provide a peek at some of what didn't make it into the final game. Some of these unused elements include:

- > A character known as Rofocale. Rofocale is listed in the middle of the other Lucavi demons, so presumably this was a Lucavi who didn't make the final game. "Lucifuge Rofocale" is the name of a demon of lore:  
-> [http://en.wikipedia.org/wiki/Lucifuge\\_Rofocale](http://en.wikipedia.org/wiki/Lucifuge_Rofocale)
- > A trap in the multiplayer Melee Mode called the "Summoning Circle," which would activate a random summon magick when sprung.
- > An reaction ability called Reflect. If this ability assigned to a unit using a save editor, it has no apparent effect in the game (since it was not completed). It may have been intended to cast Reflect on the user (similar to how the Dragoon's Dragonheart ability casts Reraise in the final game) or similar to act as a Reflect effect itself.
- > A support ability, CT 0, that allows magicks and related abilities to be cast without any charge time. Of course, being able to instantly cast Zodiark every turn would be way too powerful, so it's not surprising that this ability isn't in the final game.
- > A movement ability called Stealth, which according to the game, allows you to "Move while transparent and invisible to the enemy." Like Reflect, this has no apparent effect if obtained using a save editor. Perhaps the idea was that moving would remove Invisible status unless you had Stealth equipped?
- > An unused set of sprites for a doll-like weapon. FFT's predecessor Ogre Battle included a "doll mage" class that attacks with an animated doll; this may have been intended to be something similar. (The idea of

attacking with a magic doll was eventually used in another Final Fantasy game with FF X's Lulu.)

- > Sprites and a portrait for a character identified as "Souryo" ("priest") who resembles Zalmour. You can see these sprites online at [VideoGameSprites.net](http://www.videogamesprites.net):  
<http://www.videogamesprites.net/FinalFantasyTactics/NPCs/Church/Officials.html>
- > A number of unused battle arenas, including one for the Port City of Warjilis, which never appears in a cutscene or battle. These are visible at The Cutting Room Floor:  
-> [http://tcrf.net/Final\\_Fantasy\\_Tactics#Unused\\_Areas](http://tcrf.net/Final_Fantasy_Tactics#Unused_Areas)
- > The layout for an unused Rendezvous Mode battle that pits you against a lv 99 Wieggraf, a lv 99 Gaffgarion, 4 Black Mages, and 4 White Mages.
- > On the "Brave Story" stage with Celia, Lettie, and Elmdore, there are 2 dummied-out Ultima Demons and a dummied-out Zalera. I'm guessing the idea at one point was to have the enemies transform when KOed, just as Celia and Lettie do in the single-player game. Similarly, there's a dummied-out Dark Dragon on the level with Bremond.
- > Pictures and descriptions of the Leo and Virgo Zodiac Stones, which you can never actually obtain during the game.
- > Several Action Ability commands that recombine existing existing abilities in new ways:
  - \* A "Magicks" command for Tietra that only allows her to cast Cure and Chant. In the final game, Tietra's only appearance in "battle" is when she's dead at Ziekden Fortress; she never actually has this command.
  - \* An "Esper" command that allows casting of the Bahamut, Odin, Leviathan, and Salamander summons, as well as the Midgardsormr summon used by Elidibus. The description of this command says it belongs to a "Nether shaman," but no actual in-game character has it.
  - \* "All Skills," which combines Celia and Lettie's abilities, Ovelia's magicks, the Vampire attack, Orlan's Celestial Stasis, some of the Byblos's abilities, and "Unholy Darkness." No one has this.
- > Several unused music jingles. You can hear these in the sound test; see the Music and Soundtrack section for more information.
- > The Events section of the Chronicle menu normally contains records of all of the key story scenes. In fact, there are actually entries for the story scenes in the final sequence of battles and for the ending, but there's no way to see them because you can't return to the map screen to access the Chronicle once the last sequence of battles has started.

---PLOT CHARACTER JOBS---

Final Fantasy Tactics assumes that every character that shows up has a job. That means that even some plot characters who never participate in battle secretly have a job assigned to them by the game engine. In case you're curious, here are some of those jobs:

Aerith : Chemist  
Ajora : False Saint  
Barrington : Grand Duke  
Delacroix : Cardinal  
Funebris : High Confessor  
Goltanna : Duke  
Gragoroth : Knight

Gustav : Knight  
Larg : Duke  
Ludovich : Viscount  
Simon : Elder  
Tietra : Commoner (actually visible at Ziekden Fortress)  
Valmafra : Witch of the Coven #

# Valmafra never appeared in battle in the original version of FF Tactics, so she has this other job for her story appearances.

None of these jobs have any abilities or anything; they're just placeholders.

---ESPERS---

Different Final Fantasy games use various names for the summon creatures (e.g. Eidolons, Espers, Aeons, and Guardian Forces). Various Select button help messages reveal that Final Fantasy Tactics refers to the creatures as "Espers," the term also used in Final Fantasy VI and XII.

---KILLED IN ACTION---

The character profiles on the Chronicle screen update throughout the game as characters change allegiances or die. In fact, if your team members are killed or desert the squad, their profiles will change to reflect this.

Humorously, guest character Balthier is merely reported as "missing" if he dies. Cloud and Luso, on the other hand, are actually described as "dead" -- perhaps a bit of development team rivalry?

!!!SPOILER ALERT!!!

%%FINAL FANTASY SERIES REFERENCES%%00ffr

---References in FF Tactics to Other Games-----

Final Fantasy Tactics contains a number of references to other Final Fantasy games, especially in the Artefacts and Wonders of the Ancient World you can receive from completing errands. These references are pretty much all to FF I through VII, since the original PSone version of FF Tactics was released between FFs VII and VIII.

Below, I've detailed these references. I've only included references to specific games and not to general FF series elements like the jobs, summon monsters, Chocobos, etc., since those are too numerous to list :)

---FINAL FANTASY I---

- > Mirage Tower, Floating Castle, Matoya's Cave, and Shrine of Chaos wonders; the Fortress of Trials might also refer to the Citadel of Trials dungeon in FF I
- > Rat Tail artefact (the Rat Tail also appears in FF IV). The Statuette of Lilith artefact might also be intended to evoke FF I's Malilith, one of the four fiends (a/k/a Kary in the original NES translation).
- > One of the errands at Eagrose Castle involves Mt. Gulg, which is a location from FF I (and has since reappeared in FF IX as well).
- > One of the generic female character names is Cornelia, which isn't a character in FF I but IS the starting town! (Cornelia also appears in the errand "Father's Nightmare".) Another generic name, Sarra, is a variant of FF I's Princess Sara.

---FINAL FANTASY II---

- > Pandaemonium and Semitt Falls wonders. The Shrine of Chaos wonder also makes reference to "Jaed the Netherlord," perhaps referring to the Jade



Passage in FF II.

- > Orb of Minwu artefact
- > Possible generic character names include Richarde, Joseph, Maria, and Hilda; there are characters of the same names in Final Fantasy II. (Hilda also appears in FF IX.)
- > One of the sound novel mini-games available only in the Japanese version, Mesa's Musings, involves a battle with the Palamecian Empire -- the bad guys from FF II.
- > Another one of the sound novels, the Enavia Chronicles, features a character named Maria as one of the three sisters central to the story.

---FINAL FANTASY III---

- > Forbidden Land Eureka, Crystal Tower, Falgabard, Tozus Village, and Floating Continent wonders (although there's also a Floating Continent in FF VI).
- > The Chocobo Forest wonder and Yggdrasil Mistletoe artefact both make reference to a World Tree, like the Elder Tree in FF III.
- > The Moppet Bread artefact seems to be based off the Gnomish Bread item in FF III and FF IV, which lets you see the world map.
- > The Materia artefacts are described to be developed in Saronia, which is one of the towns in FF III.
- > The request for the Endless Caverns errand is made by Unei, a character from FF III. The trade ship "Durga," in another errand, is perhaps meant to be named after Unei's ally Doga (sometimes translated Dorga).
- > One of the errands involves salvaging a ship named the Enterprise, which was an airship in both FF III and IV.
- > Another errand, at Gollund, involves helping the Elder of a mining town named Toppa ... which is similar to Topapa, the elder of a mining town in FF III.
- > The bandit "Twilight Gustkov" (in an errand) is meant to be a reference to FF III's thief Gutsco.

---FINAL FANTASY IV---

- > Tower of Babel wonder
- > The Fortress of Trials wonder makes reference to the kingdom of Baron and its Red Wings.
- > Lugae and Calcobrena artefacts. (The Lugae artefact is boss enemy Lugae's robotic battle armor from FF IV.) The Rat Tail from FF I also made a reappearance in FF IV.
- > One of the errands involves salvaging a ship named the Enterprise, which was an airship in both FF III and IV. Another involves salvaging the Falcon, Edge's airship in FF IV.
- > The Minimum's Melancholy series of errands involving battling a monster known as the Assault Door, which evokes the door-like monsters that appear in one of the underworld caves in FF IV.
- > Another pair of errands involves reuniting Anna and Edward -- the ill-fated lovers in FF IV who find a happier ending here.
- > Possible generic character names include Kain, Rosa, and Anna.
- > Tellah's famous "You spoony bard!" line from (the English translation of) FF IV is used multiple times in the 2007 translation of FF Tactics.
- > The Moppet Bread artefact seems to be based off the Gnomish Bread item in FF III and FF IV, which lets you see the world map.

---FINAL FANTASY V---

- > Ronkan Ruins wonder
- > Excalipoor artefact
- > Boco is named after the chocobo of the same name from FF V.
- > The Sekhret monster is based off the minotaur-like monster from FF V ... who also appears as half of the Brothers summon in FF VIII!
- > The Jura Aevis monster is also from FF V.
- > The Byblos is a boss monster in FF V, but reappears in Final Fantasy

Tactics as a friendly monster. Later in FF V, another boss is the palette-swapped version of the Byblos called "Apanda." The Reaver monster in FFT, which is also a palette swap of Byblos, is named Apanda in the Japanese version and in the original 1997 PSone translation.

- > Behemoth and Ultima Demons in FF T cast the Almagest magick, which was Exdeath's strongest attack in FF V.
- > In the final story arc in FF T, the Degeon magick is used to suck the party into a sealed location. Although the Degeon magick itself isn't unique to FF T, this is similar to how Exdeath used Degeon in FF V's storyline to suck people/places into the Rift (a/k/a Cleft of Dimension).
- > The Mossfungus poison in FF Tactics is named after a monster in FF V's final dungeon.
- > One of the generic female names is Melusine, the name of one of the bosses in FF V (encountered after the pyramid).

#### ---FINAL FANTASY VI---

- > Phantom Train and Floating Continent wonders (although there's a Floating Continent in FF III)
- > The two "Wandering Gambler" errands involve a gambler named Setzer and his casino ship the Blackjack. Setzer, of course, is one of the party members in FF VI and his airship was called the Blackjack.
- > The "Rain-Swept Slopes" errand directs you to Mount Vector; Vector was the name of a location in FF VI, albeit a non-mountainous one.
- > Each generic character name has his/her own help message quote. The help message quote corresponding to "Ricard" informs you that Phoenix Down is sometimes abbreviated "Fenix" Down. That's an in-joke about the original SNES translation of FF VI, where Phoenix Down was called Fenix Down due to space limitations.
- > Typhon appears as a generic monster name, named after Ultros's pal (a/k/a Chupon in the original SNES translation). Typhon also appears as a summon in FF VII.

#### ---FINAL FANTASY VII---

- > Materia artefacts
- > The St. Elmo's Fire artefact is perhaps a reference to the attack used by the Ghost Ship monster in the underwater reactor.
- > Cloud appears here as a playable character, and pretty much everything he does is based on FF VII. His Limit ability set copies the Limit Breaks he uses in FF VII (though with the addition of one new one, Cherry Blossom). His Materia Blade in FF T looks like his iconic Buster Sword in FF VII. And his dialogue makes reference to FF VII's scenarios -- he talks about SOLDIER and Sephiroth, spazzes out due to voices in his head, and quotes Barret's train adage when you click the help option on his name.
- > The quest to recruit Cloud also involves a cameo appearance by Aerith. As in FF VII, she's selling flowers and lives with her mother.
- > One of the Rendezvous Mode missions involves fighting a Black Chocobo named Teioh. Teioh was the legendary chocobo owned by Chocobo Joe at the Gold Saucer Chocobo races in FF VII.
- > One errand involves salvaging a ship called the Highwind, which is the airship in FF VII.
- > The Nightwalker errand involves tracking a black-caped man, the description usually applied to Sephiroth and his followers in FF VII. Supporting this connection, in the Japanese version and the original 1998 translation, this errand is called "MOTHER", the chant of Sephiroth's gang.
- > Scarlet, Reeve, and the alternate spelling Vyncent (as well as a variant on his last name, "Valentyne") appear as possible generic character names. Typhon (originally from FF VI) is a possible monster name, as well.
- > Don Corneo and Chocobo Joe reappear as characters in one of the text adventures in the Japanese version, Nanai's Histories. There's also a chocobo named "Red Sephiroth" in this story.

---FINAL FANTASY TACTICS (PSONE)---

Wait, how can a game reference itself? Well, there are a couple references in the new translation to the old, frequently goofy PSone-era translation:

- > In the cutscene that unlocks Midlight's Deep, the dialogue between the two characters at the bar is humorously modeled after the post-errand reports in the original translation, which were infamously badly written. (e.g. "It was all because of me!" becomes "I daresay our success owed itself to me.")
- > Each generic character name has his/her own help message quote. The help message quote corresponding to "Chamberlain" tells you that the continent Ordallia used to be spelled "Ordalia." That's because that's it was spelled that way in the original 1998 translation.
- > When Delita abducts Ovelia at the start of the original version of the game, he delivers the famous line, "Blame yourself or God." This line is translated differently in The War of the Lions ("'Tis your birth and faith that wrong you ... not I.") But, the original quote is referenced by generic character Dawson's help message quote: "At times I feel like blaming myself, and at times I feel like blaming a higher power."

---FINAL FANTASY VIII---

- > The War of the Lions release includes Zell as one of the possible generic character names. The generic character names Sylphie and Selphina are perhaps also variants of Selphie.

---FINAL FANTASY IX---

- > The War of the Lions includes Beatrix, Lowell (the actor in Lindblum), and Hilda as possible generic character names. (Hilda also appears in FF II.) Hildegard is another possible name, which was the name of an airship in FF IX!

---FINAL FANTASY XI ONLINE---

- > The new Sanguine Sword ability [Dark Knight] in The War of the Lions shares a name with an actual weapon in FF XI.

---FINAL FANTASY XII---

- > Balthier is one of the main characters in FF XII and appears here having been warped from his own time period. He appears seeking the "Cache of Glabados," his goal as of the end of FF XII. His references to being a "leading man" and a "pirate without a sky" also reference lines from FF XII.

---FINAL FANTASY TACTICS A2: GRIMOIRE OF THE RIFT---

- > Luso is the main character of Final Fantasy Tactics A2. He appeared in the PSP release of The War of the Lions prior to the release of A2 in order to build anticipation for the game.

---OGRE BATTLE---

Before joining (and later leaving) Square, FFT's story director Yasumi Matsuno worked on the Ogre Battle series at Quest.

- > Ogre Battle also included a set of 12 Zodiac Stones, which formed part of a sidequest needed to get the best ending. (Serpentarius was not included.)
- > Zeltennia is a town in both Ogre Battle and FF Tactics.

---TACTICS OGRE---

No direct references that I caught, but FFT's mechanics and story are heavily based on this title, Matsuno's last at Quest before being hired by Square.

---Other Major Pop Culture References-----

---APOCALYPSE NOW---

In the Japanese version of FF Tactics and in the original 1998 English

translation, all of the floors of the bonus dungeons are references to Francis Ford Coppola's 1979 Vietnam war film Apocalypse Now:

- > NOGIAS is SAIGON spelled backwards; Saigon is where the movie begins.
- > TERMINATE because the unit's mission is to "Terminate with extreme prejudice."
- > DELTA for the Mekong Delta.
- > VALKYRIES after Wagner's Ride of the Valkyries, played during the famous beach attack scene.
- > MLAPAN is NAPALM spelled backwards, in reference to the famous line of dialogue, "I love the smell of napalm in the morning."
- > TIGER after the unit's encounter with a tiger.
- > BRIDGE because the unit must cross the Do Long Bridge to reach Kurtz's compound.
- > VOYAGE because the bulk of the movie is a voyage up the river, I guess?
- > HORROR after the final line of dialogue, "The horror, the horror," itself from Joseph Conrad's novel Heart of Darkness, from which Apocalypse Now was adapted.
- > END after the Doors track "The End," which plays over the beginning and end of the film.

In the 2007 English translation of FF Tactics, the floors have been given new names unrelated to the film.

---QUEEN---

Matsuno is a huge fan of British rock group Queen and is noted for inserting references to the band in his games.

- > In the Japanese version and in the original 1998 translation, Chapter IV is titled "Somebody to Love," after the track from Queen's 1976 album A Day at the Races. The 2007 English translation changes this to "In the Name of Love," perhaps making it a reference to the Supremes or U2 instead? ;)

---References to Final Fantasy Tactics-----

Since the release of the original Final Fantasy Tactics on the PSone, a number of references to it have cropped up in a subsequent Square titles. In particular, several subsequent titles, including Vagrant Story, Final Fantasy XII, and spin-offs of FF Tactics and FF XII, are all part of the "Ivalice Alliance" series of games that take place in Ivalice. These games (vaguely) share a common world and terminology ("necrohol", "lowtown", "cloudstone", etc.)

There are also some more specific references to FF Tactics:

---VAGRANT STORY---

- > Another Matsuno-directed title, this game includes an accessory called "Agrias's Balm," which is said to have been used a "great knight" in "the Zodiac Brave Story."
- > There's also a quote from A. J. Durai in the opening. That's Arazlam Durai, the narrator of FF Tactics. (His middle initial is missing from the translation used in The War of the Lions but appeared in the translation used in the original version of the game.)

---FINAL FANTASY IX---

- > Freya, who generally has dragon-themed abilities, has a skill called Reis's Wind.
- > One of the sidequests involves collecting a set of Zodiac-themed coins.
- > The "Veil of Wiyu" book is actually a mistranslation of "Oeilvert" ("green eye" in French -- pronounced in French, it actually does sound similar to "Veil of Wiyu"). Oeilvert is the name of a character in the story, but the name gets re-used in FF IX as a location.

---FINAL FANTASY TACTICS ADVANCE---

As a semi-sequel to FF Tactics, FF Tactics Advance of course has a few quite similarities in game systems -- e.g. the connect-the-dots world map; Action, Reaction, and Support abilities, and many of the jobs and abilities. It's also set in a version of Ivalice.

There are also more specific references to the original FF Tactics:

- > Bervenia reappears as one of the cities in FF Tactics Advance.
- > Final Fantasy Tactics A2 features a playable Assassin job. A few of this job's abilities (Shadowbind, Last Breath, a petrification attack, and an Ultima attack) are based on Celia and Lettie's in FF Tactics, while others (Aphonia, Nightmare, Ague) are some of the Lucavi status attacks.
- > One mission, "Free Muscadet," is essentially against a rematch against Elmdore's crew. The three enemies you battle in this mission include two Assassins named Celia and Redy (Lettie) and an Ark Knight named Silverlock. (Elmdore has the Ark Knight job as well, and has silver locks of hair.)
- > The "Scarface" mission is requested by a knight named Tengille. This last name is shared by three knights in FF Tactics: Meliadoul, Folmarv, and Isilud.
- > The "Gulug Ghost" mission has you investigating a ghost at Gulug Volcano, similar to the Mt. Gulg errand in FF Tactics.
- > Another mission, "Free Bervenia!", pits you against Archaeodaemons and Apandas (a/k/a Reavers), though in this case they're actually different monsters that are just renamed.
- > Completing the above mission earns you the Rukavi (Lucavi) Soul weapon.
- > The Cachusha, Barette, and Ribbon reappear as female-only equipment that protects against status changes.
- > Some other noteworthy FF Tactics items that reappear include the Chirijiraden, Materia Blade, Nagnarok (or Nagnarok, as it's called in the new translation), and Germinas Boots, in addition to general Final Fantasy items like the Ragnarok.
- > Quite a few pieces of equipment are based on artefacts from FF Tactics, including the Parade Helm and Hanya Helm, the Zanmato sword, the Scarab accessory, and the Shijin Shield, which is dedicated to the Chinese gods of the four directions, just like FFT's Four-Deity Plate. FFT's Calling Gun weapon is also similar to the Enchanted Pistol artefact -- both are ancient guns related to summoned monsters.
- > Many other artefacts from FF Tactics that were themselves references to other FF games also appear in FFT Advance. These include the Mindu Gem (an accessory; from Orb of Minwu), Kiddy Bread and Grownup Bread (story items; from the Moppet and Goliath Breads), the Lugaborg (mentioned as a gift Marche gives Mewt; from the Lugae artefact, called the Lugaeborg in Japanese), and Materite and Rat Tail (story items).
- > Ultima and Adrammelech reappear as summons, presaging their appearance in FF XII

Thanks to the FF Compendium at [www.ffcompendium.com](http://www.ffcompendium.com) for most of these references!

---FINAL FANTASY XII---

- > The Lucavi monsters from FF Tactics, as well as the Zodiark summon, reappear as some of the summons in FF XII. (FF XII also adds additional summons to "fill out" the Zodiac, since not all of the Zodiac signs had a Lucavi that actually appeared on screen in FF Tactics.) Serpentarius does not appear directly, but the bestiary entry for the Serpent monster references it.
- > The best spear and shield in FF XII are the Zodiac Spear and Zodiac Escutcheon, while the worst are the Javelin and Escutcheon. This mirrors how the Javelin and Escutcheon are the weakest polearm and shield in FF Tactics, but reappear with the same name as the strongest polearm and shield.
- > The Bravery and Faith magicks in FF XII, which increase physical and

- magick attack power respectively, are named for the statistics in FF T.
- > Some of the world background information makes reference to St. Ajora.
  - > Balthier shares the last name of Bunansa with Mustadio.
  - > While Ashe and Basch are conversing on the Ozmone Plain, Vaan and Penelo are having a conversation in the background (only audible, not subtitled) in which they say, "I got a good feeling!" and "This is the way!" This is referencing / parodying the errand completion reports from the original 1998 PSone-era translation of Final Fantasy Tactics, an especially wonky part of an already wonky translation.
  - > A number of other gameplay elements associated with FF Tactics also make a reappearance in FF XII. For instance, different categories of weapons depend on different statistics in calculating damage, and the Oil status reappears.

---FINAL FANTASY V ADVANCE---

- > The new bonus dungeon in the GBA version of Final Fantasy V includes a boss called the Archeodemon, like the FF Tactics monster.

---FINAL FANTASY TACTICS A2: GRIMOIRE OF THE RIFT---

Again, as another installment in the Tactics series, Final Fantasy Tactics A2 shares many basic gameplay elements and abilities, as well as some more specific references:

- > More references to the goofy errand reports from the original translation of FF Tactics (also seen in FF XII, above): One battle has the title "I got a bad feeling!" (the original FF T quote is "I got a good feeling"), and the Clan Notice about dispatching characters is titled "This is the way" (a direct quote).
- > The Scholar and Sage jobs in FFT A2 fight using books. Two of these books are named after artefacts you can find in FF Tactics: the Enavia Chronicles and the Veil of Wiyu.
- > One of the guns in FFT A2 is the Goug Mk 29. Goug, of course, is the mechanical city in FF Tactics and the only place where you can buy guns.
- > As with FF Tactics Advance, several of FF Tactics' artefacts show up here as pieces of equipment, like the Hanya Mask, Shield of the Four (Four-Deity Plate), and Orb of Minwu.
- > One of the rival clans in the game is Khamja, named after the assassination squad that Rapha and Marach belonged to when they worked for Barrington.
- > There's a rich Viscount Minymum who is the victim of thieves, just like Count Minimum in several of FF Tactics's errands.
- > In FF Tactics, the Bard and Dancer jobs are somewhat tricky-to-unlock jobs that can only be used by male and female characters, respectively. Somewhat similarly, in FFT A2, the Bard and Dancer jobs are special jobs each used only by one story character: a male character (Hurdy) for Bard and a female (Penelo) for Dancer.
- > A couple of the new items added to The War of the Lions are also items in this game, like the Gaius Caligae and Crown Sceptre.

---GENERAL FF SERIES---

- > The Save the Queen weapon first appeared in Final Fantasy Tactics (as Meliadoul's starting weapon) and has since gone to appear in a number of FF games as a strong weapon, usually a sword and usually belonging to a female character.
- > FF Tactics is also the first appearance of the Whale Whisker pole, Scorpion Tail flail, Mace of Zeus staff, and Zorlin Shape dagger. (The Zorlin Shape is called the Zwilling Straightblade or Zwilling Crossblade in some of the English localizations, including in The War of the Lions.)
- > Other Ivalice games, including both FF Tactics Advance and FF XII, have also included a Malboro named Carrot; this tradition first started in the "My Pet Carrot" errand in FF Tactics.

Each character has a unique personal message. If you press the Select (help) button on the Formation screen and select a character's name, he or she will say a brief quote.

EVERY human character in the game has a unique quote. That's right -- not only does each story characters have a unique quote, so does every possible name for a generic human character! (Monsters all just say "...")

There are 256 male character names, 256 female character names, and 256 monster names. Below, I've listed all the names and their message. Some of these quotes reveal more about the story characters' personality. Others suggest general battle strategies, hint at game secrets, tell jokes, reveal more about the game world, or present miscellaneous musings.

Interestingly, humans who have been turned into Malboros by the Malboro Spores ability retain their original human quote. (They're talking Malboros!)

---Assigning & Changing Names-----

A few characters function as generic characters in fighting terms but have names assigned by the story. These include Alicia, Lavian, Ladd, Boco, Milleuda, Syneugh, Govis, and the enemies in the opening battle at Orbonne Monastery.

Non-story characters have names assigned randomly by the game. This includes generic human recruits (including the ones you start with), generic monsters hatched from eggs, enemies in random battles, and almost all non-boss enemies in story battles.

When a new human character is recruited from the Warriors' Guild, you may assign him or her a name of your own choice, but you cannot change it afterwards. Changing a character's name has no effect on his/her quote.

Monsters hatched from eggs are assigned a name automatically, but you can change the names of monsters in your party at any time by visiting the Warriors' Guild in any town.

---Story Character Quotes-----

- Agrias (guest) : Our lives are as fleeting as dreams. What a somber thought.
- Agrias (party) : Our lives are as fleeting as a dream. What a somber thought.
- Alicia : Remember, while you may be able to attack from above, it may not be possible from below.
- Alma : To live in an age so wondrous is a blessing...but to live in Ivalice, even more one.
- Argath : "Rend" skills can destroy your opponent's equipment!
- Balthier : No rest for the weary or wicked.
- Beowulf : Temples? Ah, where people worship the gods. Or perhaps the flat areas bracketing the forehead.
- Boco # : (You get the feeling you've met before.) Wark!
- Byblos : ...
- Cloud : It is concealed at the top of the volcano!
- Construct 8 : DOES NOT COMPUTE! CANNOT PROCESS COMMAND!
- Delita : Should you be injured, Ramza, speak up and I shall say a chant to heal you.
- Gaffgarion : If it's hand-to-hand combat you're up against, remember to bring a shield!
- Ladd : The higher your Bravery, the higher the chances a reaction ability will be triggered!

Lavian : Be on your guard! You cannot perform actions in water of depth 2 or greater.

Luso : It's kind of fun never knowing what lies ahead!

Marach : Nether Mantra deals great damage to those of little Faith. Believe and you shall be saved!

Meliadoul (party) : What is love? Mayhap it is when you care more about someone else than you do about yourself.

Mustadio (guest) : Guns require no charging time. Simply aim and fire!

Mustadio (party) : Guns require no charge time. Simply aim and fire!

Orlandeau : Long ago, I was taught to strike from behind and keep my back to the wall.

Ovelia : I pray we can all be ever so slightly kinder to one another.

Ramza : Be aware of your units' turn order at all times. Such is the swiftest path to victory!

Rapha : Faith offers no shield against Sky Mantra, for words are treacherous things.

Reis (human) : !

Reis (dragon) : Grrrrr...

# Note that Boco has a unique quote, which is the one difference between him and a regular Chocobo :)

The characters below never join your party, but they have quotes programmed in anyway. Weird!

Aliste : Come, come...no need to worry.

Argath (Deathkn.) : It's just one thing after another, isn't it?

Bremond (dragon) : I shall eat you up!

Bremond (human) : No! B-begone, I say!

Meliadoul (boss) : On occasion, capes will protect you from rear attacks.

Valmafra : As long as there are humans, so will there be witches among them.

---Generic Male Characters-----

Abel : I am the younger of twins!

Abelard : Save early and often.

Abraham : Egads! Do not startle me like that!

Addison : Astrology? Heavens, no. Who believes in that folderol?

Alaire : I will do anything asked of me.

Albin : Rumor has it there are seven kinds of cloaks.

Aldebrand : Darlavon's daughter is a maiden fair.

Aldous : My dream? I have forgotten it.

Aleyn : Gob-gob, hob... Beg pardons, just doing my goblin impression.

Alistair : Beware of items that appear to be the same!

Ancelot : What is my zodiac sign, I wonder?

Anselm : Would that I had some Bugross octopus right now!

Aran : My lady and I used to meet behind the Dorter warehouses. Heh heh...

Arnald : Make use of Archer's Bane when assailing archers.

Arnott : If you have a bow equipped, attack from on high.

Arthur : It would appear that Bravery affects the damage inflicted by a knight's sword.

Augustine : It would appear that Speed has some connection to the damage inflicted by a knife.

Aylmer : Find a monster's weakness to fell it in a wink!

Baderon : It is difficult to move in fens and marshes when it rains.

Baldric : You may become a powerful mage with Faith of 70 or above.

Bardolf : Always remain calm...that is my strategy.



Bartholomew : To Poach is to truly live!  
Bayard : Looking hale and hearty as always, I see.  
Belmont : Only men can become bards, you know.  
Benedict : 'Tis hard to bear...  
Beneger : In what should I believe?  
Bernard : When optimizing equipment, the shield with the highest evade rate is equipped first.  
Berndan : When optimizing equipment, the armor with the highest HP bonus is equipped first.  
Bertram : If your Bravery is high, you would make a fine monk!  
Bertrand : I lack the courage to fight alone.  
Blackburn : One may say "I dodged a bullet," but is it truly possible to do so?  
Blavier : May Fortune smile upon us!  
Bouchard : Offerings differ in each city. If you can't find what you seek at one outfitter, try another.  
Boyle : I should like to ride a chocobo!  
Bran : Everything requires a special knack.  
Brice : I do so love the feel of a fine new cloak.  
Brien : I prefer maids with cascading tresses.  
Bruce : I shall never master orthography.  
Bryce : Class differences mean naught to me!  
Cain : I am doing my very best!  
Cameron : I shall be keeping watch for a soothing hot spring during our journey.  
Caplan : Do today what must be done today, and do tomorrow what can wait until tomorrow!  
Carmine : Ice is fit for burns, they say, but a swipe of oil does as well.  
Caspar : To prevent your items from being destroyed, make use of the Safeguard ability.  
Ceadda : There are ten known styles of spears.  
Chamberlain : I hear Ordallia was long ago spelled "Ordalia." Such things change over the ages.  
Charlys : When a magick is cast, flee at once!  
Chartain : Life is full of "if"s. Well, one "if," in the middle.  
Claudien : I am a student of history.  
Clifton : The feral chocobo calls with a boisterous "wark," not the domestic breed's mild "kweh."  
Clive : I dream of becoming a novelist! I am here to do research for my book.  
Cole : Fire-based magicks grow weaker when it rains.  
Colson : After a dry spell comes the rain.  
Conphas : Merchant cities are ideal for finding items from foreign lands.  
Cornell : Perhaps I shall tour Romandan ruins on my next holiday.  
Coster : If only a comely maid could accompany me!  
Cutbert : Truth be told, I am passionate about learning.  
Cuthbert : There is one star that never moves. What could it be?  
Cyriac : The {Reflect symbol} symbol means that a magick can be reflected.  
Daimbert : I prefer to lie in wait for my enemies.  
Dalmas : Come! I shall trounce the lot of you!  
Danyell : Train beneath a frigid waterfall? Not I!  
Dauid : I aspire to be an arithmetician. Let me see, five times seven is...um...  
Davyd : How lonely it is to be out in the desert all by oneself.  
Dawson : At times I feel like blaming myself, and at times I feel like blaming a higher power.  
Deitrich : I await a fair maid who can be satisfied by a mere chemist

such as I!

Denston : "Now" means an ability requires no charge time and can be executed immediately.

Derwin : Use Cure magick to draw out the foe.

Deryk : Using Reflexes increases a unit's evasion rate.

Donner : Rend their weapons and the battle's good as won!

Drake : It may appear as though I am not thinking a thing. And indeed, I am not!

Drew : "Reequip" counts as an action.

Drystan : I am from Mandalia.

Eadbert : I maintain there is no better weapon than a gun.

Ealdwine : Ja-magick? Never heard of it!

Edmund : For what am I fighting?

Edwyn : A chocobo cannot be injured as long as a rider remains astride it.

Eldred : \*yawn\*

Eleazar : Ha ha! Ha ha ha ha!

Emanuel : Pray do not disturb my reading.

Emerick : Is hope a blessing? Or is it a sickness?

Erasmus : It is pronounced "EAG-rose," not "Eag-ROSE."

Erik : If it is information you seek, find a tavern.

Esmond : I am sure all will be fine in the end!

Esmour : If there be a word beyond your ken, avail yourself of a dictionary.

Esperance : It would appear that magick power has some connection to the damage inflicted by a staff.

Etgar : Perhaps combat is easier if one pays attention to compatibility.

Ethelbert : Will anyone pay out benefits if I should die in battle?

Ethelred : Would that I might be spared from battle!

Eustace : I am not craven. I am not craven. I am not craven. I am not craven.

Fawkes : If you are drowsy, sleep.

Fiebras : I once shattered a vial of elixir. Can you even fathom my horror?

Flambard : Be heedful of your attacks' estimated effects!

Folke : Make the most of status-inducing magicks for inevitable victory!

Foxe : Ice-based magicks grow stronger when it snows.

Francis : Pray do not grow angry.

Frederick : One can learn much from the help system!

Frederyk : If only someone would give me a massage...

Fulke : I shall follow you to the very end.

Galfrid : Is my equipment sufficient?

Ganelon : Hic! Confound these hiccoughs!

Gared : I dreamt I was digging for treasure beneath a shady tree.

Gauwyn : Mayhap I ought sell off what we have and simply run away.

Gembert : Ooh, my feet itch!

Geoffrey : They say the apple doesn't fall far from the... Apple cart? Orange? How does that saying go?

Gerald : One must bring boots if one is to venture into the mountains!

Gerbold : I am doing this for our future!

Gerhardt : There are ten styles of bows.

Gerland : Have you been throwing stones?

Goddard : Someday I shall have a store in Lesalia! But what manner of establishment should it be?

Godebert : Is it time for our sortie?

Godfrey : Curses! You have chased a lovely new melody right out of my head!

Gregory : \*grumble\* \*grumble\*  
 Grimbold : 'Tis naught...  
 Gryffen : Me? I am just thinking...thinking of this and that.  
 Guston : Must you be so obtuse?  
 Gwayne : I should not have had so much to drink last night.  
 Gylbart : ... ..  
           ... .. I did it! I held my breath for 3 minutes!  
 Gyles : Once the war is over, I shall be unemployed.  
 Habreham : Select Remove and press the left button!  
 Hadrian : Merely selecting Wait adds 40 to your CT.  
 Haimirich : Is my Bravery over 50? Come, you may whisper the answer in  
           my ear.  
 Halstein : An excess of unwanted weapons? Throw them at the foe!  
 Hamon : Rumor has it there are 22 styles of swords, including  
           knight's swords.  
 Heinlein : When optimizing equipment, the helm with the highest HP  
           bonus is equipped first.  
 Hewrey : I shudder at the very thought of malboro spores.  
 Humphrey : I hear some shops will place your items in storage.  
 Ingham : I was a fisherman once.  
 Ingram : Higher Bravery results in more effective bare-handed  
           attacks.  
 Isleton : Rumor has it there are eight kinds of guns.  
 Ivan : It frightens me...war, that is.  
 Jakus : You can obtain items by using the Poach ability that cannot  
           otherwise be obtained.  
 Jeger : In time, this war, too, shall pass.  
 Jenlyns : Kindly do not stare at me so!  
 Johannes : Which job shall I try next?  
 Jonathas : Where can a man go for some gambling around here?  
 Joseph : I'm from Fovoham, myself.  
 Josias : I cannot stand toads. They are so dreadfully warty.  
 Joyce : May I be spared a hideous thrashing...  
 Kain : I am the elder of twins.  
 Kennard : I've smuggled in some small victuals.  
 Kenrick : Once the war is over, the weapon sellers will need a new  
           profession.  
 Kerrich : Lightning-based magicks grow stronger when it rains.  
 Khellus : Destroy their weapon? Or destroy their armor? A difficult  
           decision indeed.  
 Kimball : Um... Uh...  
 Kinnison : If I were to have a monster for a pet, I would choose a  
           dragon.  
 Kurtz : There are said to be eight styles of poles.  
 Ladislas : An iron sword is the only weapon I need.  
 Lambert : I long to become a great man one day.  
 Lars : Ooh... I've got a terrible toothache!  
 Laurence : You are doing a fine job.  
 Laurentius : Brush your teeth before retiring.  
 Leavold : Did you know? Regen can cure Poison.  
 Lefwyne : Fire-based magicks grow weaker when it rains.  
 Lennard : Courage is naught but a word.  
 Leopold : I seek a fair maid who can prepare a fair meal.  
 Littlejohn : Pray leave me be.  
 Lloyd : How much must the land in these parts sell for, I wonder?  
 Lodwicke : Starve a cold and feed a fever. Or was it the other way?  
 Lowell : I find I have been quite absent-minded of late.  
 Madison : I left the Royal Akademy at Gariland and eventually found  
           myself fighting here.  
 Mainfroi : Why did the apple court the fig? Because it could not find

a date!

Mansel : Chirijiraden? The name is longer than the blade itself!

Mathye : I dreamt it was raining arrows in the slums of Dorter.

Morgant : What grows larger the more you take away? A hole!

Morys : What goes up and never comes back down? Your age!

Myles : I did not do a thing, I swear it!

Nathaniel : I am deeply nervous.

Navarre : I hope I have taken up with the right side.

Neale : Master your abilities wisely!

Noes : If you cannot move behind the enemy, try employing Wait instead.

Norman : A mage that can use Chakra? Now there is an interesting idea!

Olyver : Ah, such pain in my poor hips! I'd wager tomorrow will bring rain.

Orrick : Experience trumps any book!

Orwen : If a slope is too steep, you cannot stand on it.

Osric : Have you ever made a whistle of a blade of grass?

Oswyn : Who does not love the mountains?

Owyne : Espers always show up just when you forget you summoned them.

Parnell : Assigning a Rend ability to an archer... Why did I not think of that?

Patrick : Heal, or attack? When I cannot decide, my disposition is such that I Wait instead.

Paul : A world without homework... could anything be more wondrous?

Percival : When optimizing equipment, the weapon with the highest attack power is equipped first.

Peter : Be certain an item can reach your target before you throw it.

Philippe : An enemy knocked from a high cliff will suffer great damage.

Piers : Beware the effects of poison, which are insidious indeed.

Powle : One solid strategy is to focus all attacks on a single foe.

Radcliffe : Rumor has it there are five types of fell swords.

Radolf : Use Concentration to inflict guaranteed damage!

Raffe : Be persistent in employing the Entice ability!

Randall : There are eighteen styles of shields.

Randwulf : I am the strong, silent type! ...Oops. Well, I am strong.

Rauffe : \*hiccup\*

Raulin : Am I now considered one of you?

Redwald : I... I am dizzy.

Reeve : There are ten types of knives.

Reginald : ? The blo-om stays not lo-ong... On the flo-ower of li-ife... Hic! \*belch\*

Reinholdt : Take the bow from an archer and his attack power will plummet!

Reynard : How may I help you?

Reyner : Despite my reservations about this war, I do so love to fight.

Reynfred : Reaction abilities are rarely triggered when Bravery is low.

Ricard : Some abbreviate "phoenix down" as "fenix down."

Richarde : The higher one's Speed, the shorter one's charge time.

Rickeman : Blast! Time to feed the beasties.

Ridel : Yes? Whatever could it be?

Robert : I hear there are many pleasant hot springs in Zeltennia.

Robyn : The very thought of dying scares me to death.

Roger : Make use of Rush to knock the foe from atop a cliff!

Rolfe : Let us play at rock, paper, scissors! Rock!

Ronald : You still have much to learn!

Roundelph : If something strikes you as too expensive, it is like to be

nothing you need.

Rowland : I wish to master every job!

Samson : Shall we rest a moment?

Sandre : You can put KO'd units to good use as shields.

Sevrin : I come from a family of furriers.

Sighard : I think not.

Sigurdh : How are you doing?

Simond : Yes, my lord!

Singleton : I simply cannot be bothered to care!

Solyeuse : For some reason, I lack enthusiasm.

Spenser : I do hope her sign and mine prove compatible...

Stewart : I do so love the mystique of attacking with a book.

Swift : Let us search for ancient wonders!

Symon : Are we done for the day?

Symond : All units, charge! Eh? Just talking to myself.

Taran : My greatest desire is to fight a furious battle!

Taylor : Fight to the bitter end!

Templeton : Hmm? Has someone summoned me?

Theodore : What perfume was she wearing?

Thomas : Rumor has it there are ten styles of katana.

Thrydwulf : Wield a weapon in both hands to increase your attack power.

Timothy : It is so busy here! We could use some assistance.

Tristan : It is simple enough to state that one opposes war. But is that enough?

Turstin : Will our future ever be as bright as they say?

Ulric : Love may be blind, but so is war.

Valentyne : Some items are sold only in merchant cities and trade towns.

Vannes : Be sure you are well stocked with potions!

Victor : We have no choice but to fight!

Voyce : Higher Bravery makes bare-handed attacks more effective.

Vyncent : Once the war is over, I shall study painting.

Wadard : I am in the market for a good wife!

Walter : How my head aches when it rains!

Warin : \*cough\* \*cough\*

Wauter : I have heard tell that they hold chocobo races in faraway lands.

Werner : I have heard there are shops that sell their wares at half price!

Wilfrid : If you have equipped a shield, you may be able to guard against a Counter.

Wilham : I am an avid collector of monster eggs.

Willielmus : Tarry a while. The day is not yet through.

Wineburg : I was working as a farmer until recently.

Wolfstan : One day I shall take to the skies!

Wymon : Read the terrain help messages to discover which geomancy effects are available.

Wymond : At night, the woods are an eerie place indeed.

Wystan : Wearing capes makes one feel so mysterious.

Ywain : Wait is a command of great importance. Use it wisely!

Zacheus : I must have patience...

Zell : I shall quit smoking for good...tomorrow!

Zerig : You must remember to assign abilities to your units!

---Generic Female Characters-----

Adela : I simply must have a cup of tea each morning.

Adelaide : Bare-handed attacks are more effective with higher Bravery.

Admiranda : Won't you draw my picture? I will model for you.

Aeditha : I would like a stuffed doll in the shape of a Bomb!

Aelina : I so hate when the enemy finds an item before I do!

Agnys : I prefer to concentrate on defeating my enemies one at a time!

Alainne : What will our rations be today?

Alianore : I should like to have a nice steak about now.

Alison : It is all for the future!

Alyne : Isn't the ocean ever so charming!

Alys : My family makes furniture.

Amelia : Afternoon tea...I cannot go without it!

Amice : Tee hee hee!

Amphelice : I am the second of five sisters.

Angelet : Astrology? I am interested indeed!

Anna : I am ready to be mobilized at a moment's notice!

Annabel : Teach me to make a whistle of a blade of grass!

Anne : Best of luck to you!

Anthoinette : Assign Sticky Fingers to a unit to steal items thrown by foemen.

Anys : How long will this war go on?

Arabella : Revive a KO'd ally with phoenix down at once!

Arlette : I was born in Dorter.

Atilda : Return to the tutorial and study more earnestly!

Aubrey : Ah, to visit the south...a veritable paradise!

Audrye : One must always eat a good breakfast.

Ava : Do not stare at me!

Avelin : ? La la la la la!

Avelyn : I prefer to hit and run!

Averil : I already know! You're enamored of me, right?

Ayleth : Hic! Fancy buying me a drink?

Baterich : I hope I have taken up with the right side.

Bathsua : Would that I had some Rhana crab right now!

Beatrix : For my next holiday, I shall raft down Finnath Creek!

Bellinda : My chest is so heavy that my shoulders ache. All part of being a woman, I suppose.

Bertana : I do so enjoy examining the terrain. Check the help text on any tile!

Berte : I shall always be right behind you!

Bess : Some items can only be equipped by female units.

Brangwine : I find the orator costume so dashing!

Braya : "Reequip" counts as an action. That hardly seems fair, does it?

Brunhild : Be careful not to overeat!

Bryde : Hmph! You may dismiss me when it pleases you!

Caesaria : That boyfriend of mine cannot decide between me and my sister!

Carmen : Remember to check your units' turn order.

Casandra : Mayhap I am the only one who thinks monsters look delicious.

Cecilia : Begone!

Cecily : Did you know? Regen can cure Poison.

Celeste : I am sure it will all go well!

Celestine : "Now" means an ability requires no charge time and can be executed immediately.

Celestria : Books are useful, but cumbersome.

Cenota : Trees may shield you from the tips of arrows.

Chloe : I am not a licensed warrior. Will that be a problem?

Christabel : I have little to offer apart from my sunny disposition!

Cicely : What are we to live for? Money?

Clarimond : If at first you don't succeed, try, try again!

Claudia : I am fond of a certain someone. But how may I tell him?

Clemence : I am impatient for abilities to charge.

Collys : Shall I give you my autograph?

Concessa : I am dieting so the chocobos won't mind me riding them!

Constance : My swain was devoured by a Piscodaemon!  
Cornelia : As long as one of your units is riding a chocobo, they cannot all be destroyed.  
Crestian : One cannot laugh off one's errors on the battlefield.  
Cristiana : Am I proving myself useful?  
Cwengyth : Which magick is the strongest?  
Cyndra : I am the oldest of five sisters.  
Cynewyn : What is my zodiac sign, I wonder?  
Damaris : Is my Faith over 60? Come, you may whisper the answer in my ear.  
Dametta : I always perform my stretching exercises before bed.  
Decima : An excess of unwanted weapons? Throw them at the foe!  
Deloys : If your Bravery is high, you would make a fine monk!  
Denys : Pray do not forget me.  
Diamanda : Be heedful of your attacks' estimated effects!  
Dionisia : I detest drunkards!  
Dominy : When optimizing equipment, the armor with the highest HP bonus is equipped first.  
Dorcas : Assigning Equip Heavy Armor to a monk... Why did I not think of that?  
Dorothe : I wish to find someone who will Poach for me.  
Durilda : When optimizing equipment, the weapon with the highest Attack is equipped first.  
Dyana : Be certain an item can reach your target before you throw it.  
Edelinne : Do not let failure cloud your mind!  
Edithe : Have you any techniques to relieve stress?  
Eilonwy : Come, let us move along!  
Elaisse : The Chronicle teaches us so much!  
Ele : I want to gain another level.  
Eleanor : The more the merrier!  
Elewys : Something about this war sticks in one's throat.  
Ellerete : We can do it!  
Ellie : One cannot be tough without also knowing when to be kind.  
Elsebee : I hope we do not encounter any malboros.  
Elyn : My personality? Mayhap a bit flighty.  
Elynor : I am the fourth of five sisters.  
Elyzabeth : Hmph!  
Emblyn : Eat less, move more. That is how one becomes slim and trim!  
Emeline : It is only natural for a girl to have her secrets!  
Emeny : I am lucky indeed to be serving with you!  
Emeria : I am studying nutrition.  
Emery : One must check the movement range of enemy units as well.  
Emilie : I've come along, too!  
Emlinie : What shade of lip rouge shall I wear today?  
Emmet : Eating between meals is fattening!  
Eschina : I detest being a black mage. No one can see my face!  
Eschiva : Do you know of any shops nearby that sell Bacchus Liqueur?  
Esdeline : Begone! I am trying to take a nap!  
Esmenet : Facing is an important decision. Do not make it lightly!  
Estienne : One must not dwell upon the past.  
Estrild : What is this thing we call freedom?  
Ethelia : It may be enjoyable to fight with AI.  
Eugenia : Pray do not stare at me like that!  
Eustacia : Whew...  
Eva : I am afraid my sense of direction is abysmal.  
Evelyn : It seems we receive fewer rations as of late. I do hope supplies are not running low.  
Felice : There are fifteen different espers... I think.  
Florens : Won't someone come steal my heart?

Frances : Are we attacking already?  
Francisca : Load early and often. Wait...or was it "save"?  
Frideswide : Why... That is a secret!  
Fridgia : What!? I cannot answer a question like that!  
Gaynor : Naming units can be vexing indeed. I am not the best at  
spelling.  
Germainne : I am charged with doing the party's laundry.  
Gethrude : Curses! I forgot to bring my bathing suit!  
Gillian : I wish I could fly!  
Giselle : It gives me great joy to inflict precisely 100 points of  
damage. Perhaps I am odd.  
Glenda : Pay attention to the status icons!  
Gloriana : Which sword might be the strongest?  
Guinevere : It is all right.  
Gylfa : Come, come...where is your smile? There! You must feel  
better now!  
Helena : I am from Lenalia.  
Helenor : I yearn to be party to a whirlwind love affair.  
Helvynya : Combat is easier if one takes compatibility into account.  
Hester : When moving, it is disappointing to find you can go but one  
step from your destination!  
Hilda : May I have no magick cast upon me...  
Hildegard : D-do you like me?  
Hilith : I am studying archaeology.  
Imedia : Have you also had that nightmare where a crystal is a  
single step out of reach?  
Isabella : Have we time to shop for souvenirs?  
Isemeine : If I happen to doze off, strike me till I wake!  
Ismay : Do not come any closer!  
Ismenia : When optimizing equipment, the shield with the highest  
Block Rate is equipped first.  
Isolde : Magick has a limited horizontal and vertical range. Keep  
that in mind!  
Jaane : One can learn much from the help system!  
Jacquette : Make use of "Reflect" and your magick will reach distant  
foes.  
Jeanne : We must fight to the bitter end!  
Jellion : Pray do not peek while I am changing!  
Jemime : One should avoid eating too much sugar.  
Jenet : The {Reflect symbol} symbol means that a magick can be  
reflected.  
Jenyfer : It is wise to check the enemy's status before making a move.  
Jessamine : Oh, my!  
Jillian : There is nothing more dangerous than going into battle  
without a plan!  
Jocea : A knight may battle during the day as well! Eh? Mayhap this  
is news to me alone.  
Jocelyn : I cannot bear the thought of being turned into a poisonous  
frog!  
Joleicia : I dream of becoming a dancer!  
Jolline : Castles offer the best selection of items for the  
battlefield.  
Josephine : Do not be miserly with the equipment!  
Josian : My family runs a butcher shop.  
Josiane : I have four older sisters.  
Joyse : Yes? What is it?  
Judithe : Who can hate a blue sky?  
Judy : Be persistent with the Entice ability!  
Juliana : Assigning Aim to a knight? A sterling combination!  
Julyan : A staff makes one look so much wiser.



June : I want an item to tie my hair back.

Justina : I prefer to lie in wait for my enemies.

Katelyn : Weapons may be wielded in either hand. They attack in the same way.

Kath : Sunburn is but one more worry when doing battle during the day.

Katherine : Note well how many items remain in inventory.

Katrine : Would that I might be spared from battle!

Kinborow : Pummel does not hit its target all too often.

Latisha : Ah, I am so slow in moving today! I'd wager tomorrow will bring rain.

Lauda : If it is information you seek, find a tavern.

Leofwen : Everything has its own trick!

Leofwynn : My dream? 'Tis a secret!

Letita : If you have equipped a shield, you may be able to guard against a Counter.

Lettice : Once the war is over, I shall study music!

Linette : See you later...

Linyeve : I have heard there are shops that sell their wares at half price!

Lora : Herbal tea makes me feel so sophisticated.

Maddeline : Surely there is someone out there for me.

Maerwynn : I do hope his sign and mine prove compatible...

Maisenta : I cannot stand the taste of ether.

Malin : Oh, do as you like!

Margarete : My father tells the most boring stories. They put everyone to sleep!

Margeria : Shall we rest a moment?

Margry : It is not enough to simply learn abilities. One must assign them as well.

Maria : Take me looking for ancient wonders!

Maronne : The {Reflect symbol} symbol means that a magick can be reflected.

Marsilia : I want a strong man!

Martine : Do not underestimate me just because I am a woman.

Mathild : (She apparently does not yet realize that she is a female.)

Melodie : The Safeguard ability will protect your items.

Melusine : If only a handsome gentleman could accompany me...

Meredithe : I am in the market for a fine man!

Merewyn : My swain and I used to meet behind the Dorter warehouses. Heh heh...

Merilda : There are four styles of bags.

Meryell : One must bring boots if one is to venture into the mountains!

Millicent : I am glad of my lovely tresses.

Minerva : Why must armor be of such dull colors?

Mirabelle : If you decide to run away, do be sure to take me with you!

Morgayne : ... ..  
... .. Brilliant! I held my breath for five minutes!

Muriel : If I were to have a monster for a pet, I would choose a pig.

Murienne : Once the war is over... I can be a normal girl again.

Mydrede : Lightning-based magicks are best used on rainy days.

Nesta : Surely there is someone out there for me.

Nicholina : I was a chemist, once upon a time. I barely remember it myself.

Nicia : I shall never forget my first love...

Nicolaa : Though I may be a girl, I am not craven!

Olyffe : Robes and boots are in fashion this season.

Ophellia : It is difficult indeed to bring myself to strike a handsome

foe.  
 Ottilia : One cannot hope to inflict much damage by throwing stones.  
 Paige : You can put KO'd units to good use as shields.  
 Parnella : I am deeply nervous.  
 Pelinne : I am looking for a boyfriend. A handsome chemist would do.  
 Penelope : Only girls can become dancers, you know.  
 Petronilla : Do be kind!  
 Placencia : Ooh, my back itches!  
 Prudence : If you have a bow equipped, attack from on high.  
 Pulmia : After a dry spell comes the rain.  
 Purnell : Wait is a command of great importance. Use it wisely!  
 Rebeccah : Monsters lay eggs, you know.  
 Rianna : I am certain we have a bright future ahead of us!  
 Richenda : If there be a word beyond your ken, avail yourself of a dictionary.  
  
 Rosa : Be sure you are well stocked with potions!  
 Rosalind : Add 40 to your CT merely by selecting Wait.  
 Rosamund : Having a Jump of 5 is simply marvelous.  
 Rose : ...  
 Roysia : For what am I fighting?  
 Rychyld : I am always so melancholy when it rains.  
 Samantha : Have we not done enough for today?  
 Sanche : Rumor has it there are ten styles of ninja blades.  
 Sarra : Brrr... The frigid wind has set my teeth on edge.  
 Scarlet : Take the weapon from your foeman, and his Attack will plummet!  
  
 Selphina : Won't a kind soul give me a massage?  
 Sence : I so love to inherit abilities from defeated enemies!  
 Serendipity : I was born near the Siedge Weald.  
 Somerhild : Buy me some comely garments!  
 Sreda : Ooh, my back itches!  
 Sybell : What is the name of that song I hear?  
 Sylphie : I came here expecting a clerical position! Perhaps I misheard a call for clerics.  
  
 Syndony : There's something I've wanted to tell you for a while. No, this is not the proper time.  
  
 Sysley : I fear I lack the courage to fight on my own.  
 Systeley : One good strategy is to focus your attacks on a single foe.  
 Tansa : Plan ability progression wisely!  
 Temperance : If your Jump is 4, you may leap across a gap of 2 tiles.  
 Theda : Naming one's monsters is always a nice gesture.  
 Theresa : You can become a powerful mage with Faith of 70 or above.  
 Thomasine : When optimizing equipment, the helm with the highest HP bonus is equipped first.  
  
 Thomasyn : That boyfriend of mine cannot decide between me and my sister!  
  
 Thora : It has been so long since I tasted my favorite sweetmeat... I cannot stand it!  
  
 Tiphina : Ice-based magicks grow stronger when it snows.  
 Tristana : Raise not only revives a KO'd unit, but also restores half of their HP.  
  
 Ursula : A cloudy sky makes one imagine angels descending from the heavens.  
  
 Vrsela : I should like to touch a cockatrice, right at its most feathery point.  
  
 Wenyld : Wield a weapon in both hands to increase your attack power.  
 Willmott : I am the third of five sisters.  
 Wulfhilda : Have we any boots that suit me?  
 Wynefreede : There can be no better weapon than a gun.  
 Yedythe : I prefer performing an action before I move.

Ysabel : Oh, do buy me a bag! Or perhaps some shoes!  
Ysmeina : Our party may be host to a peeping Tom!

---Generic Monster Names-----

There are also 256 possible names for generic monsters. However, monsters don't have unique quotes; they all just say "...".

Possible monster names:

|              |            |            |              |
|--------------|------------|------------|--------------|
| Achaios      | Acis       | Adonis     | Aegipan      |
| Aigis        | Aigyptos   | Aiolides   | Aion         |
| Aisa         | Aisakos    | Aithilla   | Aithon       |
| Aitne        | Akakos     | Alkmene    | Ampelos      |
| Anaxibia     | Anius      | Antigone   | Apemosyne    |
| Archedios    | Argo       | Arkeisios  | Askalabos    |
| Atropos      | Atya       | Augeias    | Auson        |
| Bacchus      | Bakis      | Belos      | Berekyntia   |
| Bormos       | Bromios    | Brontes    | Bukolos      |
| Camers       | Carna      | Catillus   | Charis       |
| Chesias      | Chryses    | Cybele     | Damia        |
| Danae        | Dardanos   | Deianeira  | Deidameia    |
| Deimachos    | Deimos     | Dekelos    | Delphos      |
| Derkynos     | Dodona     | Dryope     | Dwyvaer      |
| Dysaules     | Echetlos   | Echo       | Eidothea     |
| Elatus       | Elpenor    | Enipeus    | Epigono      |
| Epione       | Erato      | Erebos     | Euadne       |
| Euchenor     | Euenos     | Eunomos    | Eupalamos    |
| Euphorbos    | Europe     | Fames      | Fauna        |
| Galateia     | Galeos     | Glauke     | Grups        |
| Gyes         | Gygas      | Halia      | Halisera     |
| Helias       | Helios     | Hemithea   | Hepaklos     |
| Herkyna      | Hippotes   | Hoplados   | Huaina       |
| Hylas        | Iamos      | Ianthe     | Ilos         |
| Inferi       | Inuus      | Iobes      | Iphis        |
| Irae         | Irus       | Ischys     | Isyrion      |
| Janus        | Jupiter    | Justitia   | Kampe        |
| Kapys        | Kaukon     | Kaunos     | Kelmis       |
| Kephalos     | Kilix      | Klaros     | Kleobis      |
| Kranaos      | Kyknos     | Kyzikos    | Laios        |
| Lampetos     | Laodameia  | Laodike    | Lapithes     |
| Latinos      | Latona     | Lausus     | Laverna      |
| Leimone      | Leipephile | Leuke      | Leukippe     |
| Leukon       | Linos      | Lityerses  | Llawran      |
| Lykeios      | Lykomedes  | Lykophron  | Lykurgos     |
| Lynkos       | Lysippe    | Machaon    | Maiandros    |
| Makaria      | Mars       | Mavors     | Megareus     |
| Melaineus    | Melampus   | Memphis    | Menestheus   |
| Merops       | Mestor     | Metaneira  | Metis        |
| Metope       | Minos      | Minyas     | Misericordia |
| Mnestra      | Molossos   | Morpheus   | Mulciber     |
| Musa         | Mykenai    | Myrine     | Myrto        |
| Nausithos    | Nautes     | Neaira     | Neilos       |
| Nemea        | Nessos     | Nireus     | Nomios       |
| Nyx          | Ogaphos    | Ogygos     | Oiax         |
| Oibalos      | Oinomaos   | Ophis      | Orthaia      |
| Oxylos       | Pallene    | Pasiphae   | Pedasos      |
| Peirene      | Pelias     | Penates    | Penia        |
| Penthesileia | Peripanos  | Persephone | Perseus      |
| Phanes       | Pheraia    | Philyra    | Phlegrai     |

|         |              |           |           |
|---------|--------------|-----------|-----------|
| Phobos  | Phrasios     | Phrixos   | Phthonos  |
| Pieria  | Pisos        | Pitane    | Pittheus  |
| Poine   | Polybos      | Polydamna | Polykaon  |
| Polyxo  | Portheus     | Potitii   | Priamos   |
| Prokne  | Prokris      | Proteus   | Prothoos  |
| Remnus  | Rhadamanthys | Rhadine   | Rhakios   |
| Rhea    | Salamis      | Salios    | Satyros   |
| Semele  | Sibyl        | Sikyon    | Silvanus  |
| Sinope  | Sisyphos     | Sithon    | Sol       |
| Sybaris | Syme         | Talaos    | Tantalos  |
| Tatius  | Telephassa   | Tenes     | Teukros   |
| Thaeox  | Thamyris     | Thelxion  | Theophane |
| Thespis | Thoas        | Thyia     | Tyche     |
| Typhon  | Uranos       | Vesta     | Zephyrus  |

%%DEPARTURE QUOTES%%00depart

In addition to having a unique help message (see above), each story character also has personalized quotes for:

- > When you try to Dismiss them from your roster
- > After a battle, if they are in danger of quitting due to high Faith (permanent Faith > 84)
- > Quitting the roster due to high Faith (permanent Faith > 94)
- > After a battle, if they are in danger of quitting due to low Bravery (permanent Bravery < 16)
- > Quitting the roster due to low Bravery (permanent Bravery < 6)

For generic humans and monsters, small sets of random quotes are used in these situations.

Alicia, Lavian, Ladd, Boco, Construct 8, and the Byblos just use generic quotes.

Note that Guest characters never depart the party no matter their Bravery or Faith, so they don't have quotes for this. They do have quotes that display when you try to Dismiss them, although you cannot actually kick them out.

---Story Characters-----

!!!SPOILER ALERT!!!

---RAMZA---

- Dismissal (ch. 1) : I am a Beoulve. I cannot turn my back on all this.
- Dismissal (ch 2/3): You seek to learn the truth, do you not? How could you do that without me?
- Dismissal (ch. 4) : I cannot dismiss myself from my own service!

---DELITA---

Dismissal attempt : I will not leave your side. We're friends, are we not?

---ARGATH---

Dismissal attempt : I will not leave you until my debt is paid! I do not like to leave my accounts unsettled.

---GAFFGARION---

Dismissal attempt : Don't presume to tell me what to do. I'll take no orders from you.

---AGRIAS---

Dismissal (guest) : A knight cannot turn her back on duty and leave her work undone!

Dismissal (party) : I've sworn my sword to your cause. I would not forsake that  
vow, save it were your wish.  
Bravery threat : I know not why, but my blade grows heavy as of late.  
Bravery desertion : I placed all of my faith in my sword, but I wonder if it was  
not a mistake to do so.  
Faith threat : Our strength is naught before the almighty power of the  
gods.  
Faith desertion : The hour is late, but I have decided to change my course. I  
will trust to fate, and not fight it.

---OVELIA---

Dismissal attempt : I am an Atkascha. It is to me to decide when and where I go.

---MUSTADIO---

Dismissal (guest) : I cannot leave now! We're going to save my father, aren't  
we?  
Dismissal (party) : You meant that for true? I'd thought we'd become friends.  
Bravery threat : I can't shake the feeling that we fight a losing battle.  
Forgive me.  
Bravery desertion : It's difficult to put my feelings into words, but naught I  
do goes as I would like.  
Faith threat : Can we truly save this world? Is such not beyond man's  
doing?  
Faith desertion : I am by no means a religious man. But even still, my faith  
seems stronger than yours.

---ALMA---

Dismissal (ch. 3) : No, I'm going with you. You want me to stay, don't you?  
Dismissal (ch. 4)# : No, I will not leave your side! I'm afraid I might never  
seen [sic] you again.

# Alma never has a chance to show up on your roster screen in Chapter 4, but she  
has a quote programmed in anyway.

---LUSO---

Dismissal attempt : Well, I guess if that's what you want. Take care!  
Bravery threat : Lately I just don't feel like fighting. I wonder what it  
is...  
Bravery desertion : I'm sorry, I'm just too scared to keep fighting.  
Faith threat : Would you mind if we visited a church sometime? I like to  
keep up with my devotions.  
Faith desertion : I'm sorry, but I have to say good-bye. I've decided to  
follow the teachings of the gods.

---RAPHA---

Dismissal (guest) : No, I'm going with you! We must save your sister!  
Dismissal (party) : Is there naught I can do to help? I've not yet had a chance  
to properly repay you!  
Bravery threat : Seeds of doubt take root in my heart. I know not what has  
come over me.  
Bravery desertion : Fear has numbed my mind to all else. I do not wish to die.  
Faith threat : I must rely on other people no longer. It is in the Father I  
now place my trust.  
Faith desertion : It is not too late to seek forgiveness. The Father's love  
knows no limits.

---MARACH---

Dismissal attempt : I owe you much. Will you not allow me the chance to repay my  
debts?  
Bravery threat : What purpose does this fighting serve? The will to continue

has abandoned me.

Bravery desertion : It matters not what I do. The fighting does not end, and I would not waste my efforts.

Faith threat : There are limits to what mere men can do. Noble as our goal may be, our efforts are futile.

Faith desertion : O Father, cast off my worldly chains that I might better know your grace!

---BEOWULF---

Dismissal(Gollund): No, I will not leave alone. That Holy Dragon is my...my...

Dismissal (Lionel): I beg you! Allow me to remain with you, that I might aid Reis!

Dismissal (party) : You'd have me to return to monster hunting?

Bravery threat : I feel empty after every battle. It was not always this way.

Bravery desertion : Forgive me. I've come to doubt the righteousness of our deeds.

Faith threat : The hearts of men are easily confused. It is only the gods who see with eyes unclouded.

Faith desertion : How hideous, this conflict! I can trust in the good of humanity no longer.

---REIS (DRAGON)---

Dismissal attempt : (Her eyes show confusion at being asked to leave now, when naught has changed.)

Bravery threat : (She seems to be pleading not to be forced to continue fighting.)

Bravery desertion : (Her eyes are pleading. She seems terrified.)

Faith threat : (She seems torn over what she should believe in.)

Faith desertion : (She seems to have decided to trust only in the gods, and not in other mortals.)

---BALTHIER---

Dismissal attempt : I'd thought you to have better judgment in these things.

Bravery threat : Might I recommend a change in tactics that involves less fighting and more fleeing?

Bravery desertion : Apologies ... my personal code frowns on fruitless ventures. Best of luck, though!

Faith threat : I've not the slightest belief in the gods. It's just ... well, you know.

Faith desertion : I've developed a bit of a thing for the gods, lately ... well, at least for the goddess of fate.

---ORLANDEAU---

Dismissal attempt : You've no more need of the Thunder God?

Bravery threat : The years begin to catch up with me. I grow weary of battle, in both body and in soul.

Bravery desertion : This is the end for me. I must take my leave.

Faith threat : Is this truly the right path? Not for you, but for me.

Faith desertion : I chose the wrong path. The one on which I belong is the one that leads to the gods.

---REIS (HUMAN)----

Dismissal attempt : Must I be doomed again to solitude, when I have only just regained my freedom?

Bravery threat : I do not wish to fight. I am afraid. Help me, Beowulf.

Bravery desertion : I cannot fight any more. Pray forgive me...

Faith threat : What good lies at the end of this struggle? Only the gods can save us.

Faith desertion : I wish that I could remain with you, but to do so would be to never know salvation.

---CLOUD---

Dismissal attempt : There's no getting off this train until we reach the station.

Bravery threat : It's not that my head hurts ... I just don't want to fight anymore.

Bravery desertion : I couldn't even save one girl. What do you expect from me?

Faith threat : I feel the flow of the Lifestream. It speaks of greater powers in the world than our own.

Faith desertion : I've decided to leave. I want to learn more of the gods.

---MELIADOUL---

Dismissal attempt : I owe you my apologies for doubting you before. Have you yet not forgiven me?

Bravery threat : I fear to sleep as of late. I worry if I close my eyes, I may not open them again.

Bravery desertion : Please...forgive me. I can fight no more.

Faith threat : No matter what is lost, I must keep my faith in the gods.

Faith desertion : O Father, merciful and almighty, let not my faith waver, but grow ever stronger!

!!!SPOILER ALERT!!!

---Generic Characters-----

---GENERIC MALE---

Dismissal attempt : Then I shall go. I pray you do not come to regret your decision.

Dismissal attempt : You no longer need my services? Surely you do not mean that!

Dismissal attempt : Won't you rethink this? We've come this far together.

Dismissal attempt : Are you sure? I had hoped I could continue lending my strength to your cause.

Dismissal attempt : This is certainly sudden. Do you truly believe you can manage without me?

Dismissal attempt : So, you've no more use for me? You'd leave me behind now that I'm of no worth to you?

Dismissal attempt : Are you certain about this? I'd thought us faster friends.

Dismissal attempt : Would that it came not to this! Are you sure it's for the best?

Bravery threat : Fear gnaws ever at my heart. I do not wish to die!

Bravery threat : Blood...always more blood. Even in sleep I find no sanctuary, for it stains my dreams!

Bravery threat : I beg you, will you not send another in my place when next we face battle?

Bravery threat : I...I see them! The eyes of my fallen foemen...they watch me!

Bravery desertion : I...cannot hold a weapon any longer. I...I'm afraid. I do not want to die.

Bravery desertion : Murder is murder, no matter the name in which it is done. I cannot condone killing.

Bravery desertion : I'm so weary of battle. Please, allow me to return home before I am unable.

Bravery desertion : All of this fighting sickens me. Would that I never glimpsed a sword again!

Faith threat : So long as men remain bound to earthly attachments, ever will there be conflict.

Faith threat : I begin to think only the gods themselves can grant Ivalice salvation.

Faith threat : O Father, deliver us from our sins...

Faith threat : The teachings of Saint Ajora would not have us fight our fellows.

Faith desertion : Those who believe will be saved. It is my destiny to wander in search of salvation.

Faith desertion : If all men walked the road of piety, there would be no conflict such as this.

Faith desertion : Fate has spoken to me, and told me that the battlefield is not my place. Farewell!

Faith desertion : I had rather obey the will of the gods than yours.

---GENERIC FEMALE---

Dismissal attempt : I see. Given the choice, I'd prefer to stay, but I understand if that is impossible.

Dismissal attempt : Surely you jest! If I leave now, what has all of this been for?

Dismissal attempt : I thought I'd finally found my place. Are you sure you will not have me?

Dismissal attempt : I beg you, do not say such things! I'll prove my worth to you, I swear it!

Dismissal attempt : That...was not a jape? You wish for me to leave in earnest?

Dismissal attempt : If that is your wish, there's naught I can do. Are you sure about this?

Dismissal attempt : Pardon me for saying this, but are you not being a bit selfish? Will you not reconsider?

Dismissal attempt : I do not wish to say farewell. Can I not remain with you a little longer?

Bravery threat : To slay another is a sin. Will the gods forgive what we now do?

Bravery threat : I...I'm afraid. I do not mean to be so craven, but...I am.

Bravery threat : I am not made for this. Mayhap war is a man's game after all.

Bravery threat : Why must people fight one another? I grow tired of this endless conflict.

Bravery desertion : 'Tis no use. My own legs betray me. I can fight no more. Forgive me...

Bravery desertion : I should rather die than harm another. Violence is never justified.

Bravery desertion : I...I cannot bear to see more blood. Forgive me.

Bravery desertion : I beg you, do not come near me! I cannot bear this any longer!

Faith threat : A world free of strife? Man cannot create such a thing. He is the source of it!

Faith threat : I despise myself for fighting, and yet I fight on. For what?

Faith threat : I've lost all faith in humanity. Are there none I can trust but the gods?

Faith threat : Does it not seem arrogant to think we can change the world?

Faith desertion : Prayers to the soul are as breath to the body. I need a place to continue my enlightenment.

Faith desertion : We must be parted now. 'Tis the will of the heavens.

Faith desertion : I cannot remain on this fool's errand any longer. Good-bye.

Faith desertion : I have had my fill of death and sorrow. I go to pray for the fallen.



---MONSTERS---

Dismissal attempt : (It seems to be saddened by the thought of leaving.)  
Dismissal attempt : (It looks upset at being told to go home, mayhap because it has no home to go to.)  
Dismissal attempt : (It seems to want to stay with you.)  
Dismissal attempt : (It seems to want to keep fighting with you.)  
Dismissal attempt : (It seems to be protective of you, and does not wish to leave.)  
Dismissal attempt : (It seems confused when you ask it to leave.)  
Dismissal attempt : (It seems excited. It may have thought you wanted to give it a treat.)  
Dismissal attempt : (Its eyes are full of sadness.)

Bravery threat : (It seems to be grateful for having been spared, but not so for being made to fight.)  
Bravery threat : (It seems to want no share in the battles of humans.)  
Bravery threat : (It seems to be afraid of people, thinking them almost like devils.)  
Bravery threat : (It looks longingly into the distance, as though wishing it did not have to fight.)

Bravery desertion : (Fear shows in its eyes. Even monsters, it would seem, can be afraid.)  
Bravery desertion : (It flinches in fear. Getting away from the fighting seems to be all that's on its mind.)  
Bravery desertion : (It seems to have lost all desire to help you to fight.)  
Bravery desertion : (It seems to care only about getting away from the battlefield as soon as possible.)

Faith threat : (It seems to be trying to pray.)  
Faith threat : (It seems to be doubting its own abilities.)  
Faith threat : (It looks at the sky, as though it were thinking of its creator.)  
Faith threat : (Doubt and misgiving show in its eyes.)

Faith desertion : (It seems to be passing judgment on the way humans live.)  
Faith desertion : (It appears to be disapproving of the deeds committed by humans.)  
Faith desertion : (It appears to be doubting the morality of its actions.)  
Faith desertion : (It seems to be passing judgment on the way humans live.)

%%CHARACTER BIRTHDAYS & AGES%%00bday

Each character in FF Tactics has a specific birthdate. Whenever that date passes on the calendar, the character's age (as displayed on the Chronicle screen) increases by 1.

The "Agrias's Birthday" event can only be triggered on Agrias's birthday of 1 Cancer. Aside from that, these birthdays don't do anything besides determine the character's Zodiac sign.

Nothing special happens on birthdays and increasing the character's age has no effect on his/her abilities. A 100-year-old Orlandeau is still just as powerful! So, this section is just for fun :)

---AGES AND GAME TIMELINE---

I've listed the characters ages as of the start of the game on Chapter I.

> Chapter I always begins on 1 Aries (March 21st), the first day of the

Ivalician calendar.

- > Exactly one year elapses between Chapter I and Chapter II. Chapter II begins on the same day of the year that Chapter I ended on, just one year later.
- > 90 days pass (i.e., about 3 months) pass between Chapter II and Chapter III.
- > Chapter IV picks up immediately after Chapter III with no jump in time.

---Birthdays Alphabetical by Name-----

| CHARACTER   | B'DAY (IVAL.)             | B'DAY (GREG.) | AGE AT START |
|-------------|---------------------------|---------------|--------------|
| Agrias      | 1 Cancer                  | June 22       | 20           |
| Ajora       | 20 Virgo                  | September 11  | Deceased     |
| Alicia      | 8 Pisces                  | February 26   | Unknown      |
| Aliste      | 18 Scorpio                | November 11   | Unknown      |
| Alma        | 2 Leo                     | July 24       | 15           |
| Arazlam +   | Unknown                   | Unknown       | 35           |
| Argath      | 7 Virgo                   | August 29     | 16           |
| Balthier *  | 20 Leo                    | August 11     | Unknown *    |
| Barich      | 14 Sagittarius            | December 6    | Unknown      |
| Barrington  | 13 Aries                  | April 2       | 47           |
| Beowulf     | 12 Libra                  | October 4     | 30           |
| Besrudio    | 24 Scorpio                | November 17   | 42           |
| Boco        | 1 Aries                   | March 21      | Unknown      |
| Bremond     | 5 Gemini                  | May 24        | Unknown      |
| Celia       | 8 Virgo                   | August 30     | 26           |
| Cletienne   | 17 Gemini                 | June 6        | 24           |
| Cloud #     | 12 Aquarius               | January 31    | Unknown      |
| Construct 8 | 31 Gemini                 | June 20       | Unknown      |
| Darlavon    | 4 Virgo                   | August 26     | 52           |
| Delacroix   | 22 Scorpio                | November 15   | 52           |
| Delita      | 2 Sagittarius             | November 25   | 16           |
| Dycedarg    | 1 Scorpio                 | October 24    | 37           |
| Elmdore     | 2 Gemini                  | May 21        | 35           |
| Folmarv     | 1 Leo                     | July 23       | 46           |
| Funebri     | 9 Capricorn               | December 31   | 78           |
| Gaffgarion  | 4 Virgo                   | August 26     | 52           |
| Goltanna    | 25 Virgo                  | September 16  | 56           |
| Gragoroth   | 4 Virgo                   | August 26     | 29           |
| Gustav      | 19 Libra                  | October 11    | 35           |
| Isilud      | 9 Gemini                  | May 28        | 16           |
| Ladd        | 8 Capricorn               | December 30   | Unknown      |
| Larg        | 20 Leo                    | August 11     | 37           |
| Lavian      | 3 Aries                   | March 23      | Unknown      |
| Lettie      | 9 Capricorn               | December 31   | 19           |
| Loffrey     | 1 Capricorn               | December 23   | 35           |
| Louveria    | 1 Aquarius                | January 20    | 27           |
| Ludovich    | 4 Libra                   | September 26  | 55           |
| Luso        | 29 Cancer                 | July 20       | Unknown      |
| Marach      | 20 Gemini                 | June 9        | 16           |
| Meliadoul   | 2 Capricorn               | December 24   | 18           |
| Milleuda    | 13 Virgo                  | September 4   | 23           |
| Mustadio    | 23 Libra                  | October 15    | 17           |
| Ondoria     | 26 Capricorn              | January 17    | 35           |
| Orlande     | 17 Scorpio                | November 10   | 56           |
| Orinus      | 30 Scorpio                | November 23   | 1            |
| Orran       | 14 Cancer                 | July 5        | 24           |
| Ovelia      | 23 Taurus                 | May 11        | 15           |
| Ramza       | --as entered by player!-- |               | 16           |
| Rapha       | 11 Pisces                 | March 1       | 13           |
| Reis        | 8 Pisces                  | February 26   | 23           |
| Simon       | 28 Pisces                 | March 18      | 76           |

|          |                |             |    |
|----------|----------------|-------------|----|
| Tietra   | 27 Aquarius    | February 15 | 15 |
| Valmafra | 25 Leo         | August 16   | 17 |
| Wiegraf  | 1 Virgo        | August 23   | 30 |
| Zalbaag  | 9 Cancer       | June 30     | 28 |
| Zalmour  | 15 Sagittarius | December 7  | 53 |

---Birthdays by Calendar Date-----

| CHARACTER   | B'DAY (IVAL.)  | B'DAY (GREG.) | AGE AT START |
|-------------|----------------|---------------|--------------|
| Ondoria     | 26 Capricorn   | January 17    | 35           |
| Louveria    | 1 Aquarius     | January 20    | 27           |
| Cloud #     | 12 Aquarius    | January 31    | Unknown      |
| Tietra      | 27 Aquarius    | February 15   | 15           |
| Reis        | 8 Pisces       | February 26   | 23           |
| Alicia      | 8 Pisces       | February 26   | Unknown      |
| Rapha       | 11 Pisces      | March 1       | 13           |
| Simon       | 28 Pisces      | March 18      | 76           |
| Boco        | 1 Aries        | March 21      | Unknown      |
| Lavian      | 3 Aries        | March 23      | Unknown      |
| Barrington  | 13 Aries       | April 2       | 47           |
| Ovelia      | 23 Taurus      | May 11        | 15           |
| Elmdore     | 2 Gemini       | May 21        | 35           |
| Bremond     | 5 Gemini       | May 24        | Unknown      |
| Isilud      | 9 Gemini       | May 28        | 16           |
| Cletienne   | 17 Gemini      | June 6        | 24           |
| Marach      | 20 Gemini      | June 9        | 16           |
| Construct 8 | 31 Gemini      | June 20       | Unknown      |
| Agrias      | 1 Cancer       | June 22       | 20           |
| Zalbaag     | 9 Cancer       | June 30       | 28           |
| Orran       | 14 Cancer      | July 5        | 24           |
| Luso        | 29 Cancer      | July 20       | Unknown      |
| Folmarv     | 1 Leo          | July 23       | 46           |
| Alma        | 2 Leo          | July 24       | 15           |
| Balthier *  | 20 Leo         | August 11     | Unknown *    |
| Larg        | 20 Leo         | August 11     | 37           |
| Valmafra    | 25 Leo         | August 16     | 17           |
| Wiegraf     | 1 Virgo        | August 23     | 30           |
| Darlavon    | 4 Virgo        | August 26     | 52           |
| Gaffgarion  | 4 Virgo        | August 26     | 52           |
| Gragoroth   | 4 Virgo        | August 26     | 29           |
| Argath      | 7 Virgo        | August 29     | 16           |
| Celia       | 8 Virgo        | August 30     | 26           |
| Milleuda    | 13 Virgo       | September 4   | 23           |
| Ajora       | 20 Virgo       | September 11  | Deceased     |
| Goltanna    | 25 Virgo       | September 16  | 56           |
| Ludovich    | 4 Libra        | September 26  | 55           |
| Beowulf     | 12 Libra       | October 4     | 30           |
| Gustav      | 19 Libra       | October 11    | 35           |
| Mustadio    | 23 Libra       | October 15    | 17           |
| Dycedarg    | 1 Scorpio      | October 24    | 37           |
| Orlandeau   | 17 Scorpio     | November 10   | 56           |
| Aliste      | 18 Scorpio     | November 11   | Unknown      |
| Delacroix   | 22 Scorpio     | November 15   | 52           |
| Besrudio    | 24 Scorpio     | November 17   | 42           |
| Orinus      | 30 Scorpio     | November 23   | 1            |
| Delita      | 2 Sagittarius  | November 25   | 16           |
| Barich      | 14 Sagittarius | December 6    | Unknown      |
| Zalmour     | 15 Sagittarius | December 7    | 53           |
| Loffrey     | 1 Capricorn    | December 23   | 35           |
| Meliadoul   | 2 Capricorn    | December 24   | 18           |

|           |                           |             |         |
|-----------|---------------------------|-------------|---------|
| Ladd      | 8 Capricorn               | December 30 | Unknown |
| Funebris  | 9 Capricorn               | December 31 | 78      |
| Lettie    | 9 Capricorn               | December 31 | 19      |
| Ramza     | --as entered by player!-- |             | 16      |
| Arazlam + | Unknown                   | Unknown     | 35      |

---Notes-----

\* Balthier's age is not listed in FF Tactics, but he's 22 in FF XII.

# Cloud's age is "Unknown" in FF Tactics, but in FF VII, he's 21. There's a mismatch in his birthday, though -- in the FF VII instruction manual, his birthday is listed as August 19th, which would make him a Leo, but in FF Tactics his birthday is January 31st (Aquarius). Oops!

+ Arazlam is narrating the game in the present day, so his age never changes (and hence we also can't discern his birthday).

Characters with no age listed either don't appear on the Chronicle list of characters, or only appear there after they've died.

Characters not listed at all either have:

- > Random Zodiac signs and hence random birthdays. These characters include the Byblos, Govis, Construct 7, Teioh, Syneugh, and Biggs and all the other intro battle enemies.
- > The Zodiac sign of Serpentarius, which does not correspond to any date. Elidibus is the only such character.

%%GAME CREDITS%%00gamecred

In this section, I've listed some of the key members of the Final Fantasy Tactics development staff, as well as a few of the other games they've worked on before and after FF Tactics.

|                    |                    |  |
|--------------------|--------------------|--|
|                    |                    | SOME OTHER GAMES INCLUDE...  |
| Producer           | Hironobu Sakaguchi | Final Fantasy I to V [director]<br>Final Fantasy VI [producer]<br>Final Fantasy VII<br>[producer, story]<br>Blue Dragon [producer, story]<br>Lost Odyssey [producer, story]                                      |
| Director & Story   | Yasumi Matsuno     | Ogre Battle [director]<br>Tactics Ogre [director]<br>Vagrant Story [director]<br>Final Fantasy XII<br>[original director]  |
| Game Design        | Hiroyuki Itou      | Final Fantasy IV [battle system]<br>Final Fantasy V [battle system]<br>Final Fantasy VI [co-director]<br>Final Fantasy VIII<br>[battle system]<br>Final Fantasy IX [director]<br>Final Fantasy XII [game design] |
| Character Designer | Akihiko Yoshida    | Ogre Battle [char. design]<br>Tactics Ogre [char. design]<br>Vagrant Story [char. design]<br>Final Fantasy III DS [ch. desn.]  |

|                     |                  |   |
|---------------------|------------------|---|
|                     |                  | Final Fantasy XI [char. design]   |
| Art Director        | Hiroshi Minagawa | Magical Chase [art director]<br>Ogre Battle [art director]<br>Tactics Ogre [art director]<br>Vagrant Story [art director]<br>Final Fantasy XII [co-director]  |
| Composer            | Hitoshi Sakimoto | Magical Chase [composer]<br>Ogre Battle [composer]<br>Tactics Ogre [composer]<br>Radiant Silvergun [composer]<br>Vagrant Story [composer]<br>Breath of Fire: Dragon Quarter<br>[composer]<br>Final Fantasy XII [composer]<br>A.S.H. [composer]                                      |
| Composer            | Masaharu Iwata   | Magical Chase [composer]<br>Ogre Battle [composer]<br>Tactics Ogre [composer]<br>Baroque (PSone ver.) [composer]<br>Evolution 1 & 2 [composer]<br>Stella Deus [composer]<br>Mushihime-sama [composer]<br>A.S.H. [composer]  |
| Battle Maps         | Hideo Minaba     | Final Fantasy VI [art director]<br>Final Fantasy IX [art director]<br>FF Tactics Advance [art dir.]<br>A.S.H. [character design]  |
| Visual Effects      | Jiro Mifune      | Live a Live [monster art]<br>Super Mario RPG [visual effects]<br>Vagrant Story [visual effects]<br>The Bouncer [effect artist]<br>Final Fantasy XII<br>[visual effects director]  |
| Character Animation | Rumiyasu Sasaki  | Unknown   |
| Main Programmer     | Taku Murata      | Secret of Mana [boss program]<br>Seiken Densetsu 3 [boss prgrm.]<br>Vagrant Story [main programmer]<br>Final Fantasy XII<br>[programming supervisor]  |
| Executive Producer  | Tetsuo Mizuno    | Final Fantasy V, VI [exec. pro.]<br>Chrono Trigger [exec. prod.]<br>Seiken Densetsu 2, 3 [exec. prod.]<br>Super Mario RPG [exec. prod.]<br>Parasite Eve [exec. prod.]<br>Xenogears [exec. prod.]<br>Mario & Luigi [exec. prod.]<br>Mario & Luigi: Partners in Time<br>[exec. prod.] |
| Executive Producer  | Tomoyuki Takechi | Final Fantasy VII [exec. prod.]<br>Einhaender [exec. prod.]<br>Parasite Eve [exec. prod.]   |

Xenogears [exec. prod.]  
Vagrant Story [exec prod.]  
Legend of Mana [exec. prod.]  
Chrono Cross [exec. prod.]  
Final Fantasy IX [exec. prod.]

---The War of the Lions-----

|                       |                 |  |
|-----------------------|-----------------|--|
| Executive Producer    | Akitoshi Kawazu | SOME OTHER GAMES INCLUDE...<br>Final Fantasy I,II [game design]<br>Romancing SaGa 1-3 [director]<br>SaGa Frontier [director]<br>Unlimited SaGa [director]<br>Final Fantasy XII [exec. prod.] |
| Producer              | Takamasa Shiba  | Drakengard [producer]<br>Drakengard 2 [asst. producer]<br>Dragon Quest: Shonen Yangus<br>[producer]  |
| Localization Director | Kai Gushima     | Quantum Redshift [localization]<br>Radiata Stories [local. direc.]<br>Final Fantasy IV Advance<br>[localization director]<br>Final Fantasy III DS [loc. dir.]                                |
| Translator            | Tom Slattery    | Final Fantasy III DS [transl.]<br>Final Fantasy V Advance [trnsl.]   |
| Translator            | Joseph Reeder   | Final Fantasy XII [translator]<br>Final Fantasy X-2 [translator]<br>Final Fantasy I & II (GBA)<br>[translator]   |
| Translator            | Phil Bright     | Unknown  |
| Translator            | M. C. Koji Fox  | Dirge of Cerberus [translator]   |
| Voice Director        | Jack Fletcher   | Final Fantasy X, X-2, XII<br>[voice director]<br>Final Fantasy X-2<br>[voice of Garik Ronso]<br>24: The Game [voice director]<br>Project Sylpheed [voice dir.]                               |

---Voice Cast-----

|                 |                    |  |
|-----------------|--------------------|--|
| Voice of Ramza  | Phil LaMarr        | SOME OTHER GAMES INCLUDE...<br>Metal Gear Solid 2 & 4 [Vamp]<br>Final Fantasy XII [Reddas]   |
| Voice of Delita | Robin Atkin Downes | Tales of Symphonia [Altesa,<br>Botta, Origin]<br>Onimusha 3 [Samanosuke]<br>Kingdom Hearts II [Luxord]<br>Yakuza [Jingu]<br>Baten Kaitos Origins [Seph]<br>Dirge of Cerberus [G]<br>Killer 7 [Hiro Kasai]<br>No More Heroes [Travis] |

|                   |               |   |
|-------------------|---------------|---|
| Voice of Balthier | Gideon Emery  | Final Fantasy XII [Balthier]  |
| Voice of Ovelia   | Kari Wahlgren | Xenosaga series<br>[Pellegrini, Febronia]<br>Star Ocean 3 [Mirage]<br>Tales of Symphonia [Raine]<br>Shadow Hearts II [Karin]<br>Suikoden IV [Flare]<br>Devil May Cry 3 [Lady]<br>Dirge of Cerberus [Shelke]<br>Final Fantasy XII [Ashe]<br>MGS: Portable Ops [Teliko] |
| Voice of Agrias   | Hedy Burress  | Final Fantasy X & X-2 [Yuna]  |
| Voice of Luso     | Justin Cowden | Kingdom Hearts II [Hayner]  |

\*\*\*\*\*  
XVI. VERSION DIFFERENCES  
\*\*\*\*\*

%%VERSION CHANGES & REGIONAL DIFFERENCES%%00changes

This section describes the new features in The War of the Lions update to Final Fantasy Tactics and other regional differences.

Final Fantasy Tactics was originally released in 1997 (Japan) and 1998 (North America) on the PSone. (The PSone version was never released in Europe.) This PSone version is also now available as a downloadable title on the PlayStation Network.

Later, an updated version of the game was created called Final Fantasy Tactics: The War of the Lions. This version added a number of new features in Japan, and even MORE (like voice acting) in North American and Europe. The War of the Lions was originally released on the PSP, and it's also the version available on the iOS App Store for iPhone/iPad and (in Japan only) for Android.

There are also some regional differences: When the original version of Final Fantasy Tactics was released in North America, the game was made easier for U.S. audiences. The War of the Lions "reverts" these changes, so that the English version of The War of the Lions is now at the same difficulty level as all of the Japanese versions.

---List of Version/Regional Differences-----

This section compares the differences among the four main versions of FF Tactics:

- > The Japanese version of the original (PSone) game
- > The U.S. version of the original (PSone) game
- > The Japanese version of The War of the Lions ("TWotL") on PSP/iOS
- > The U.S./European version of The War of the Lions ("TWotL") on PSP/iOS

\* CHARACTERS: Two new crossover characters have been added as party members in The War of the Lions: Balthier, from Final Fantasy XII, and Luso, from Final Fantasy Tactics A2.

| ORIGINAL JAPAN | ORIGINAL USA  | TWOTL JAPAN      | TWOTL USA/EUR    |
|----------------|---------------|------------------|------------------|
| Not available  | Not available | Can be recruited | Can be recruited |

\* NEW QUESTS: Additional subquests and accompanying battles have been added to Chapter IV in The War of the Lions. In addition to the mission to recruit Balthier, there are also the new Agrias's Birthday, Disorder in the Order, and Lionel's New Liege Lord quests.

| ORIGINAL JAPAN | ORIGINAL USA  | TWOTL JAPAN | TWOTL USA/EUR |
|----------------|---------------|-------------|---------------|
| -----          | -----         | -----       | -----         |
| Not available  | Not available | New quests  | New quests    |

\* NEW JOBS: In The War of the Lions, two new jobs are available for all human characters: Dark Knight and Onion Knight.

| ORIGINAL JAPAN | ORIGINAL USA  | TWOTL JAPAN | TWOTL USA/EUR |
|----------------|---------------|-------------|---------------|
| -----          | -----         | -----       | -----         |
| Not available  | Not available | New jobs    | New jobs      |

\* MULTIPLAYER: Two multiplayer modes have been added to the PSP version. One allows you to compete against another player's team. The other has you team up with another player to clear a variety of special missions. Both are playable only over an "Ad Hoc" (i.e.: local) connection -- no Internet play, sadly. The multiplayer modes are NOT available in the iOS version as of this writing.

| ORIGINAL JAPAN | ORIGINAL USA  | TWOTL JAPAN                | TWOTL USA/EUR              |
|----------------|---------------|----------------------------|----------------------------|
| -----          | -----         | -----                      | -----                      |
| 1 player only  | 1 player only | Multiplayer<br>(PSP only!) | Multiplayer<br>(PSP only!) |

\* FMV: Key story scenes are now illustrated with cel-shaded animated cutscenes, instead of the in-game cutscenes and CG movies of the original. In the English release, these FMV sequences also have voice acting. (In the Japanese FMVs, the dialogue is only displayed in subtitles, with no voice-over.)

| ORIGINAL JAPAN             | ORIGINAL USA               | TWOTL JAPAN              | TWOTL USA/EUR            |
|----------------------------|----------------------------|--------------------------|--------------------------|
| -----                      | -----                      | -----                    | -----                    |
| Intro & ending<br>FMV only | Intro & ending<br>FMV only | Silent FMV<br>throughout | Voiced FMV<br>throughout |

\* STORY SCENES: There are a number of new story scenes and battles added to the main storyline in The War of the Lions, including:

- Loffrey recruiting Wiegraf near the end of Chapter II.
- Delita traveling with Ovelia at Zeirchele Falls, also near the end of Chapter II. This scene also involves a new story battle.
- Ramza's meeting with Luso in Chapter III and the battle to rescue him.
- An assassination attempt against Ovelia near the end of Chapter III. There's a new Delita battle here as well.
- Delita demonstrating the blade-of-grass whistle to Ovelia soon after the beginning of Chapter IV.
- A battle against Argath at Limberry Castle in Chapter IV.
- An additional battle against Cletienne in Dorter on the way back to Eagrose in Chapter IV.

| ORIGINAL JAPAN | ORIGINAL USA  | TWOTL JAPAN | TWOTL USA/EUR |
|----------------|---------------|-------------|---------------|
| -----          | -----         | -----       | -----         |
| Not available  | Not available | New scenes  | New scenes    |

\* TRANSLATION: The War of the Lions has been completely retranslated, with the English-y awkwardness from the original version being replaced with a "medieval" style similar to the English version of Final Fantasy XII. If you're familiar with the old 1998 translation and want to get up to speed with the new one, check out the name conversion guide in the next section.

| ORIGINAL JAPAN | ORIGINAL USA                                     | TWOTL JAPAN | TWOTL USA/EUR  |
|----------------|--|-------------|----------------|
| -----          | -----  | -----       | -----          |
| ---            | "This was the<br>darkened items<br>won't appear" | ---         | Actual English |



\* ROSTER SIZE: The maximum roster size in The War of the Lions has been increased by 8 (from 16 to 24). This allows you to add Luso and Balthier to your crew without having to kick out any of the other story characters, and also to keep the initial 6 generic characters if you'd like.

| ORIGINAL JAPAN | ORIGINAL USA   | TWOTL JAPAN    | TWOTL USA/EUR  |
|----------------|----------------|----------------|----------------|
| -----          | -----          | -----          | -----          |
| Roster size 16 | Roster size 16 | Roster size 24 | Roster size 24 |

\* CRUSH SKILLS: The sword techniques used by Meliadoul and Orlandeau have been upgraded in The War of the Lions. They can now damage enemies even if the enemies don't have the relevant piece of equipment. This means that these abilities can now damage monsters as well.

In fact, using these abilities against a character not equipped with the relevant item (including monsters) now \*increases\* the damage dealt. The specific amount varies by ability:

- Crush Armor - bonus is user's Physical Attack stat times 5
- Crush Helm - bonus is user's Physical Attack stat times 4
- Crush Weapon - bonus is user's Physical Attack stat times 3
- Crush Accessory - bonus is user's Physical Attack stat times 2

| ORIGINAL JAPAN | ORIGINAL USA | TWOTL JAPAN     | TWOTL USA/EUR   |
|----------------|--------------|-----------------|-----------------|
| -----          | -----        | -----           | -----           |
| Not upgraded   | Not upgraded | Upgraded skills | Upgraded skills |

\* NEW EQUIPMENT: New pieces of equipment have been added. A few are obtainable in the single-player game as Balthier's initial equipment and from the Agrias's Birthday quest. The rest can be found in the multiplayer modes (PSP) or by completing the game once and then visiting a Poachers' Den on any save file (iOS).

| ORIGINAL JAPAN | ORIGINAL USA  | TWOTL JAPAN | TWOTL USA/EUR |
|----------------|---------------|-------------|---------------|
| -----          | -----         | -----       | -----         |
| Not available  | Not available | New items   | New items     |

\* JP COSTS: JP costs for many abilities were decreased in the original English version to make the game easier. These JP costs have been reverted back to the originals in the English version of The War of the Lions.

| ORIGINAL JAPAN   | ORIGINAL USA | TWOTL JAPAN      | TWOTL USA/EUR    |
|------------------|--------------|------------------|------------------|
| -----            | -----        | -----            | -----            |
| Regular JP costs | Low JP costs | Regular JP costs | Regular JP costs |

\* CHARGING SPEED: The Speed of some abilities was also different in the original English localization. Some abilities (mostly Summons, plus a few Time Mage abilities and the Mystic's Petrify/Induration) charged faster in the English version. The War of the Lions localization switches things back to the Japanese numbers.

| ORIGINAL JAPAN  | ORIGINAL USA    | TWOTL JAPAN     | TWOTL USA/EUR   |
|-----------------|-----------------|-----------------|-----------------|
| -----           | -----           | -----           | -----           |
| Slower charging | Faster charging | Slower charging | Slower charging |

\* JOB PREREQS: The original English version made jobs easier to unlock. Again, The War of the Lions changes things back to the Japanese original. This means that, compared to the previous English version, some jobs now require the prerequisite jobs to be leveled up to a higher level. Additionally, the amount of each JP to reach each job level (except job level 2) has also been increased. In other words, jobs require much more JP to unlock!

| ORIGINAL JAPAN | ORIGINAL USA | TWOTL JAPAN  | TWOTL USA/EUR |
|----------------|--------------|--------------|---------------|
| -----          | -----        | -----        | -----         |
| High prereqs   | Low prereqs  | High prereqs | High prereqs  |

\* STAT CHANGES: The original U.S. version was made easier by tweaking the

characters' numerical stats. Several party members--including Ramza, Delita, Orran, and Cloud--were given better stats in the original English localization. And, some of the bosses (Belias, Cuchulainn, and Chapter I Wiegraf) were made weaker. The U.S. version of The War of the Lions undoes all these changes so that it now has the same difficulty level as the Japanese versions. In particular, the Cuchulainn boss fight and the Orran rescue mission are much more difficult with the "true" stats!

| ORIGINAL JAPAN | ORIGINAL USA | TWOTL JAPAN | TWOTL USA/EUR |
|----------------|--------------|-------------|---------------|
| -----          | -----        | -----       | -----         |
| Hard           | Easy         | Hard        | Hard          |

\* WIEGRAF BATTLE: On the other hand, since SO many people had trouble with the Wiegraf battle in Riovanes Castle, all versions of The War of the Lions decrease Wiegraf's Chapter III stats a little bit to make him easier to defeat.

| ORIGINAL JAPAN | ORIGINAL USA   | TWOTL JAPAN    | TWOTL USA/EUR  |
|----------------|----------------|----------------|----------------|
| -----          | -----          | -----          | -----          |
| Strong Wiegraf | Strong Wiegraf | Weaker Wiegraf | Weaker Wiegraf |

\* CLOUD QUEST: In The War of the Lions, the quest to recruit Cloud is available immediately after completing Fort Besselat (and the other prerequisite subquests, of course). In the original version, this quest could not be done until substantially later--after defeating Adrammelech.

| ORIGINAL JAPAN | ORIGINAL USA   | TWOTL JAPAN     | TWOTL USA/EUR   |
|----------------|----------------|-----------------|-----------------|
| -----          | -----          | -----           | -----           |
| Available late | Available late | Available early | Available early |

\* STEALING FROM ELMDORE: The original US game is the only version of the game that allows you to steal Elmdore's Masamune and Genji equipment. The US version of The War of the Lions is consistent with the Japanese versions, where you have never been able to steal his equipment.

| ORIGINAL JAPAN | ORIGINAL USA | TWOTL JAPAN | TWOTL USA/EUR |
|----------------|--------------|-------------|---------------|
| -----          | -----        | -----       | -----         |
| Can't steal    | CAN steal    | Can't steal | Can't steal   |

\* MANTRAS & HOLY BREATH: Rapha and Marach's Mantra abilities (a/k/a Truth and Un-Truth) have been upgraded in The War of the Lions. Each use of one of these abilities results in 1 to 10 random "strikes" instead of 1 to 6 in the original version. They also seem to be more accurate and are more likely to hit the targeted panel/unit rather than the adjoining tiles. Similarly, Reis's Holy Breath ability also has now 1-10 strikes instead of 1-6.

| ORIGINAL JAPAN | ORIGINAL USA   | TWOTL JAPAN     | TWOTL USA/EUR   |
|----------------|----------------|-----------------|-----------------|
| -----          | -----          | -----           | -----           |
| 1 to 6 strikes | 1 to 6 strikes | 1 to 10 strikes | 1 to 10 strikes |

\* GLITCH REMOVAL: The War of the Lions version removes several glitches/bugs that you could use to make the original version easier:

- An "item duplication" bug that let you buy extra copies of some weapons that you couldn't normally buy
- A bug that allowed you to earn infinite JP from a glitch in the ability learning menu.
- A glitch that allowed you to repeatedly poach a single monster if it was standing in Depth 2 water.

These tricks can no longer be used in The War of the Lions.

| ORIGINAL JAPAN   | ORIGINAL USA     | TWOTL JAPAN      | TWOTL USA/EUR    |
|------------------|------------------|------------------|------------------|
| -----            | -----            | -----            | -----            |
| Glitches present | Glitches present | Glitches removed | Glitches removed |

\* CALENDAR: Instead of using the Gregorian Calendar (January to December), The War of the Lions now displays dates in Zodiac format (e.g. 3 Capricorn). The year also now alternates between "Wet months" (in which storms are more likely)

and "Dry months," similar to the cycle on Final Fantasy XII's Giza Plains.

| ORIGINAL JAPAN     | ORIGINAL USA       | TWOTL JAPAN     | TWOTL USA/EUR   |
|--------------------|--------------------|-----------------|-----------------|
| -----              | -----              | -----           | -----           |
| Gregorian calendar | Gregorian calendar | Zodiac calendar | Zodiac calendar |

\* SLUICE BATTLE: Victory conditions for the Bethla Garrison/Fort Besselat sluice battle in Chapter IV have changed. In the original version, you had to throw a pair of switches to finish the battle. This meant that you could hang around even after you'd killed all the enemies to have your characters hit each other and easily level up. In The War of the Lions, the battle ends as soon as you defeat all the enemies.

| ORIGINAL JAPAN | ORIGINAL USA   | TWOTL JAPAN | TWOTL USA/EUR |
|----------------|----------------|-------------|---------------|
| -----          | -----          | -----       | -----         |
| Throw switches | Throw switches | No switches | No switches   |

\* BIRTHDATE ENTRY: At the very beginning of the game, when you're choosing Ramza's birthdate, the game now displays which Zodiac sign will result from the birthdate you currently have entered.

| ORIGINAL JAPAN | ORIGINAL USA  | TWOTL JAPAN    | TWOTL USA/EUR  |
|----------------|---------------|----------------|----------------|
| -----          | -----         | -----          | -----          |
| Not displayed  | Not displayed | Sign displayed | Sign displayed |

\* RAPHA'S SKILLS: All of Rapha's skills are now learnable as soon as she joins the party. In the original version, many did not appear until Chapter IV.

| ORIGINAL JAPAN  | ORIGINAL USA    | TWOTL JAPAN | TWOTL USA/EUR |
|-----------------|-----------------|-------------|---------------|
| -----           | -----           | -----       | -----         |
| Chapter IV only | Chapter IV only | Chapter III | Chapter III   |

\* OIL: The Oil status effect did not do anything in the original version, even though it was supposed to. In The War of the Lions, it actually works -- it doubles the damage that the next fire attack inflicts on you.

| ORIGINAL JAPAN | ORIGINAL USA | TWOTL JAPAN    | TWOTL USA/EUR  |
|----------------|--------------|----------------|----------------|
| -----          | -----        | -----          | -----          |
| No effect      | No effect    | Doubles damage | Doubles damage |

\* SUMMON NAMES: In the English localization of The War of the Lions, when a summon spell is cast, the name of that summon's special attack is displayed (e.g., Shiva casts "Glacial Shards"), as in most Final Fantasy games. Similarly, each Iaido ability has a special name when being cast, rather than simply the name of the katana. These special attack names have always been in the Japanese releases. But, the original English localization simply displayed the name of the summoned creature itself (e.g., "Shiva").

| ORIGINAL JAPAN | ORIGINAL USA       | TWOTL JAPAN  | TWOTL USA/EUR |
|----------------|--------------------|--------------|---------------|
| -----          | -----              | -----        | -----         |
| Attack names   | Creature name only | Attack names | Attack names  |

\* SOUND NOVELS: In the Japanese versions, four of the artefacts obtainable from errands can be used to play sound novels -- Choose Your Own Adventure-style mini-games. In the English versions, you can still get these artefacts, but you can't play the sound novels. Since the sound novels don't actually earn you anything in the "main" game, this isn't a huge loss.

| ORIGINAL JAPAN | ORIGINAL USA  | TWOTL JAPAN  | TWOTL USA/EUR |
|----------------|---------------|--------------|---------------|
| -----          | -----         | -----        | -----         |
| Sound novels   | Not available | Sound novels | Not available |

\* ATTRACT MOVIES: In the original version, the game would cycle through various "attract" movies--a trailer for the game and videos demonstrating all the jobs-- if left on the title screen for a while. These movies do not exist in The War of the Lions; the title sequence just repeats over and over if the game is left running on the title menu.

| ORIGINAL JAPAN | ORIGINAL USA   | TWOTL JAPAN | TWOTL USA/EUR |
|----------------|----------------|-------------|---------------|
| -----          | -----          | -----       | -----         |
| Attract movies | Attract movies | No movies   | No movies     |

\* STATUS ICONS: The icons for some of the status conditions have been changed in the new localization used in The War of the Lions. (For instance, since the "Don't Move" status is now called "Immobilize," the old "DM" icon wouldn't make much sense.)

| ORIGINAL JAPAN | ORIGINAL USA | TWOTL JAPAN | TWOTL USA/EUR |
|----------------|--------------|-------------|---------------|
| -----          | -----        | -----       | -----         |
| Old icons      | Old icons    | Old icons   | New icons     |

\* FONT SIZE: The original localization had a much smaller font on the map screen, battle titles, and victory condition screens. Perhaps to be more readable on the small screen, the localization of The War of the Lions has a larger font that is more like the one seen in the Japanese releases. (The font used in the menus and word bubbles is still the same size, however.)

| ORIGINAL JAPAN | ORIGINAL USA | TWOTL JAPAN | TWOTL USA/EUR |
|----------------|--------------|-------------|---------------|
| -----          | -----        | -----       | -----         |
| Large font     | Small font   | Large font  | Large font    |

\* OTHER VISUAL ELEMENTS: A few other interface elements have also been changed. For example, the party roster screen now has more characters per row to fit the PSP's widescreen format.

| ORIGINAL JAPAN | ORIGINAL USA | TWOTL JAPAN | TWOTL USA/EUR |
|----------------|--------------|-------------|---------------|
| -----          | -----        | -----       | -----         |
| Short rows     | Short rows   | Wide rows   | Wide rows     |

\* SLOWDOWN: On the bad side of things, the PSP game runs somewhat slower than the original PSone version. This is especially bad in the Japanese PSP release, but was improved somewhat for the North American and European releases.

| ORIGINAL JAPAN | ORIGINAL USA | TWOTL JAPAN    | TWOTL USA/EUR  |
|----------------|--------------|----------------|----------------|
| -----          | -----        | -----          | -----          |
| No slowdown    | No slowdown  | Major slowdown | Minor slowdown |

\* SOUND EFFECTS: Also on the bad side, some of the sound effects (e.g. some ability effects, and the "death screams" when characters are KOed) sound poorer on the PSP hardware. To be honest, I have such a tin ear for these kinds of differences that it's hard for me to tell exactly what has and hasn't changed, but it's been widely reported that they do sound worse :)

| ORIGINAL JAPAN | ORIGINAL USA | TWOTL JAPAN | TWOTL USA/EUR |
|----------------|--------------|-------------|---------------|
| -----          | -----        | -----       | -----         |
| Good sound     | Good sound   | Poor sound  | Poor sound    |

\* SPELL QUOTES: In the original version of the game, using a spell or special technique would occasionally cause the character to shout out a special quote (e.g., "Life is short...Bury! Steady Sword!"). These quotes have been removed from the English version of The War of the Lions, though not the Japanese.

| ORIGINAL JAPAN | ORIGINAL USA | TWOTL JAPAN  | TWOTL USA/EUR |
|----------------|--------------|--------------|---------------|
| -----          | -----        | -----        | -----         |
| Spell quotes   | Spell quotes | Spell quotes | No quotes     |

\* CHARACTER QUOTES: Using the Select button "help" feature and then selecting a character's name on his/her status screen gives you a short quote from the character. In the original English version, only the story characters had unique messages. Generic characters simply had one of a handful of generic quotes. In The War of the Lions, each default name for a generic human now has his or her own unique quote! (This feature has always been in the Japanese version.) Monsters always just have a few generic quotes.

| ORIGINAL JAPAN | ORIGINAL USA | TWOTL JAPAN | TWOTL USA/EUR |
|----------------|--------------|-------------|---------------|
| -----          | -----        | -----       | -----         |

-----  
 Unique quotes            Generic quotes            Unique quotes            Unique quotes

\* **BUTTON MAPPING:** In the Japanese releases, the O button selects things in menus and X cancels, as is standard in Japanese games. In North America, the reverse is true; usually X selects and O cancels. Games being localized from Japan generally have the X and O buttons swapped -- in fact, this is a Sony mandated change. The original POne translation of FF Tactics somehow slipped through the cracks, in keeping with the general kookiness of its localization, and ended up with the O button to confirm. The PSP localization brings things back in line with the North American standard.

ORIGINAL JAPAN            ORIGINAL USA            TWOTL JAPAN            TWOTL USA/EUR

-----  
 O selects                    O selects                    O selects                    X selects

\* **TITLE:** And, of course, the game has been retitled Final Fantasy Tactics: The War of the Lions, given a new logo, and rebranded as part of Square Enix's new Ivalice Alliance franchise.

ORIGINAL JAPAN            ORIGINAL USA            TWOTL JAPAN            TWOTL USA/EUR

-----  
 Old logo                    Old logo                    New logo                    New logo

%%NAME CONVERSION CHART%%00names

The new English translation has changed quite a few names from the much-maligned 1998 translation seen in the original version of the game, so I've provided this chart to help FF Tactics veterans get up to speed with the new translation.

---Game Mechanics-----

|                             |                                     |
|-----------------------------|-------------------------------------|
| [1998 original translation] | [2007 War of the Lions translation] |
| Brave                       | Bravery                             |
| Propositions                | Errands                             |
| Treasure (from Prop.s)      | Artefacts                           |
| Unexplored Land             | Wonders of the Ancient World        |
| Strengthen: (equipment)     | Boosts:                             |
| Cancel: (equipment)         | Immune:                             |
| Always: (equipment)         | Equip:                              |
| Magic: (equipment)          | Spell Effect:                       |
| Treasure box                | Treasure chest                      |
| Bonus Money                 | Bonus Coin                          |
| War Trophies                | Battle Trophies                     |
| Warning                     | Desertion Threat                    |
| Parting Shot                | Desertion                           |
| Guarded                     | Blocked                             |

STORES & MAJOR MENU OPTIONS

|                       |                 |
|-----------------------|-----------------|
| Bar                   | Tavern          |
| Shop                  | Outfitter       |
| Soldier office        | Warriors' Guild |
| Fur shop              | Poachers' Den   |
| Formation             | Party Roster    |
| Brave Story           | Chronicle       |
| Record [Brave Story]  | Events          |
| Person [Brave Story]  | Personae        |
| Job [Brave Story]     | Feats           |
| Injured [Brave Story] | Kills           |

STATUS CONDITIONS

|             |           |
|-------------|-----------|
| Transparent | Invisible |
|-------------|-----------|

|                |            |
|----------------|------------|
| Darkness       | Blind      |
| Petrify        | Stone      |
| Frog           | Toad       |
| Don't Move     | Immobilize |
| Don't Act      | Disable    |
| Blood Suck     | Vampire    |
| Death Sentence | Doom       |
| Invitation     | Traitor    |
| Innocent       | Atheist    |

TERRAIN TYPES

|                 |                   |
|-----------------|-------------------|
| Natural Surface | Soil              |
| Canal           | Waterway          |
| Sea             | Ocean             |
| Thicket         | Underbrush        |
| Ivy             | Vines             |
| Stone Floor     | Flagstones        |
| Mud Wall        | Earthen Wall      |
| Tombstone       | Gravestone        |
| Rocky Cliffs    | Stone Outcropping |
| Lava Rocks      | Basalt            |
| Furniture       | Furnishings       |
| Iron Plate      | Iron              |
| Rug             | Carpet            |
| Box             | Coffer            |
| Deck            | Wooden Deck       |
| Swamp           | Marsh             |
| Marsh           | Swamp             |
| Poisoned Marsh  | Poisonous Fen     |
| Sand Area       | Sand              |
| Salt            | Salt Flat         |
| Machine         | Machinery         |
| Water Plant     | Reed              |
| Obstacle        | Barrier           |

---Story-----

|                             |                                     |
|-----------------------------|-------------------------------------|
| [1998 original translation] | [2007 War of the Lions translation] |
|-----------------------------|-------------------------------------|

MAJOR CHARACTERS

|                   |                    |
|-------------------|--------------------|
| Adramelk          | Adrammelech        |
| Alazlam J.D.      | Arazlam Durai      |
| Algus Sadalfas    | Argath Thadalfus   |
| Alphons Draclau   | Alphonse Delacroix |
| Altima            | Ultima             |
| Balbanes Beoulve  | Barbaneth Beoulve  |
| Balk Fenzol       | Barich Fendsor     |
| Balmafula Lanandu | Valmafra Lenande   |
| Besrodio Bunanza  | Besrudio Bunansa   |
| Bestrada Larg     | Bestrald Larg      |
| Beowulf Kadmus    | Beowulf Cadmus     |
| Buremonda         | Bremond            |
| Cidolfas Orlandu  | Cidolfus Orlandeau |
| Delita Hyral      | Delita Heiral      |
| Druksmald Goltana | Druksmald Goltanna |
| Elidibs           | Elidibus           |
| Gaff Gaffgarion   | Goffard Gaffgarion |
| Gelkanis Barinten | Gerrith Barrington |
| Golagros Levine   | Gragoroth Levigne  |
| Gustav Margueriff | Gustav Margriff    |
| Hashmalum         | Hashmal            |

|   |                    |
|---|--------------------|
| Izlude Tingle                             | Isilud Tengille    |
| Kletian Drowa                             | Cletienne Duroi    |
| Lede                                      | Lettie             |
| Malak Galthana                            | Marach Galthena    |
| Marge Funeral                             | Marcel Funebri     |
| Mesdoram Elmdor                           | Messam Elmdore     |
| Miluda Folles                             | Milleuda Folles    |
| Mustadio Bunanza                          | Mustadio Bunansa   |
| Olan Durai                                | Orran Durai        |
| Omdolia Atkascha                          | Ondoria Atkascha   |
| Orinas Atkascha                           | Orinus Atkascha    |
| Professor Bordam Daravon                  | Master Darlavon    |
| Queklain                                  | Cuchulainn         |
| Rad                                       | Ladd               |
| Rafa Galthana                             | Rapha Galthena     |
| Ramza Ruglia [his alias in<br>Chapter II] | Ramza Lugria       |
| Reis Dular                                | Reis Duelar        |
| Rofel Wodring                             | Loffrey Wodring    |
| Rudvich Bart                              | Ludovich Baert     |
| Ruvelia Atkascha                          | Louveria Atkascha  |
| Simon Pen Rakshu                          | Simon Penn-Lachish |
| Sinogue                                   | Syneugh            |
| Teta Hyral                                | Tietra Heiral      |
| Velius                                    | Belias             |
| Vormav Tingel                             | Folmarv Tengille   |
| Worker 8                                  | Construct 8        |
| Zalbag Beoulve                            | Zalbaag Beoulve    |
| Zalmo Rusnada                             | Zalmour Lucianada  |

#### CHAPTER TITLES

|                                      |                                       |
|--------------------------------------|---------------------------------------|
| The Manipulator & the<br>Subservient | The Manipulative & the<br>Subservient |
| Somebody to Love                     | In the Name of Love                   |

#### TERMS

|                      |                  |
|----------------------|------------------|
| Holy Stone           | Auracite         |
| Lion's War           | War of the Lions |
| Mosfungus            | Mossfungus       |
| Transmission Machine | Transporter      |
| Vaccas Liquor        | Bacchus Liqueur  |

#### ORGANIZATIONS

|   |                           |
|---|---------------------------|
| Hokuten Knights                                 | Order of the Northern Sky |
| Nanten Knights                                  | Order of the Southern Sky |
| Touten Knights                                  | Order of the Eastern Sky  |
| Death Corps                                     | Corpse Brigade            |
| Bart Company                                    | Baert Company             |
| Temple Knights                                  | Knights Templar           |
| Black Sheep Knights                             | Blackram Knights          |
| Knights of the Atkascha                         | Lionsguard                |
| Kamyuja   | Khamja                    |
| Gariland Academy                                | Royal Military Akademy    |
| Lionel Holy Knights<br>[Beowulf's former group] | Gryphon Knights           |
| Knights of Death                                | Dead Men                  |
| Ryomoku   | Order of the Ebon Eye     |

#### INTRO BATTLE ENEMIES & OTHER MINOR CHARACTERS

|             |              |
|-------------|--------------|
| Baron Grims | Baron Grimms |
|-------------|--------------|

|                 |                      |
|-----------------|----------------------|
| Blansh          | Viscount Blanche     |
| Bolmna          | Baron of Bolmina     |
| Dish            | Diesch               |
| Fukes           | Fuchs                |
| Grevados        | Glabados Devout      |
| Kanbabrif       | Bishop Canne-Beurich |
| Minister Glewan | Chancellor Glevanne  |
| Vicks           | Biggs                |
| Wezaleff        | Wezlef               |

#### BACKSTORY

|                          |                     |
|--------------------------|---------------------|
| Ordalia                  | Ordallia            |
| Gallione [province]      | Gallionne           |
| Yudora Empire            | Holy Ydoran Empire  |
| Battle of Gufolavia      | Battle of Groffovia |
| Denamunda [former king]  | Denamda             |
| Diwanu [king of Ordalia] | Devanne III         |
| Valowa [king of Ordalia] | Varoi VI            |

#### NICKNAMES & TITLES

|                              |                     |
|------------------------------|---------------------|
| High Priest                  | High Confessor      |
| "Silver Nobleman" [Elmdore's | "Silver Prince"     |
| "Silver Ogre" nicknames]     | "Silver Demon"      |
| Pagan Hunter                 | Inquisitor          |
| "King Weapon" [Barinten's    | "King of the Forge" |
| nickname]                    |                     |

#### ---Places-----

|                             |                                     |
|-----------------------------|-------------------------------------|
| [1998 original translation] | [2007 War of the Lions translation] |
|-----------------------------|-------------------------------------|

#### OVERWORLD

|                          |                          |
|--------------------------|--------------------------|
| Igros Castle             | Eagrose Castle           |
| Sweegy Woods             | The Siedge Weald         |
| Sand Rat Cellar          | Sand Rat's Sietch        |
| Thieves' Fort            | Brigands' Den            |
| Lenalia Plateau          | Lenalian Plateau         |
| Fovoham Plains           | Fovoham Windflats        |
| Fort Zeakden             | Ziekden Fortress         |
| Zirekile Falls           | Zeirchele Falls          |
| Fort City Zaland         | Castled City of Zaland   |
| Bariaus Hill             | Balias Tor               |
| Zigolis Swamp            | Tchigolith Fenlands      |
| Goug Machine City        | Clockwork City of Goug   |
| Warjilis Trade City      | Port City of Warjilis    |
| Bariaus Valley           | Balias Swale             |
| Golgorand Execution Site | Golgollada Gallows       |
| Goland Coal City         | Mining Town of Gollund   |
| Lesalia Imperial Capital | Royal City of Lesalia    |
| Grog Hill                | Grogg Heights            |
| Yardow Fort City         | Walled City of Yardrow   |
| Yuguo Woods              | The Yuguewood            |
| Doguola Pass             | Dugeura Pass             |
| Bervernia Volcano        | Mount Bervernia          |
| Finath River             | Finnath Creek            |
| Bed Desert               | Beddha Sandwaste         |
| Bethla Garrison          | Fort Besselat            |
| Zarghidas Trade City     | Trade City of Sal Ghidos |
| Germinas Peak            | Mount Germinas           |
| Dolbodard Swamp          | Dorvauldar Marsh         |
| Murond Holy Place        | Mullonde                 |



## DEEP DUNGEON/MIDLIGHT'S DEEP

|              |                 |
|--------------|-----------------|
| Deep Dungeon | Midlight's Deep |
| NOGIAS       | The Crevasse    |
| TERMINATE    | The Stair       |
| DELTA        | The Hollow      |
| VALKYRIES    | The Catacombs   |
| MLAPAN       | The Oubliette   |
| TIGER        | The Palings     |
| BRIDGE       | The Crossing    |
| VOYAGE       | The Switchback  |
| HORROR       | The Interstice  |
| END          | Terminus        |

## BATTLEFIELDS

|  |                                    |
|--|------------------------------------|
| Sand Rat Cellar                            | The Sand Rat's Sietch              |
| Windmill Shed                              | Windflat Mill                      |
| Slums of Goug                              | Goug Lowtown                       |
| Inside of Lionel Castle                    | Lionel Castle Oratory              |
| Back gate of Lesalia Castle                | Lesalia Castle Postern             |
| Underground Book Storage                   | Monastery Vaults                   |
| Inside of Riovanes Castle                  | Riovanes Castle Keep               |
| Church outside the town                    | Outlying Church                    |
| Inside of Limberry Castle                  | Limberry Castle Keep               |
| Underground cemetery of<br>Limberry Castle | Limberry Castle Undercroft         |
| Inside of Eagrose Castle                   | Eagrose Castle Keep                |
| St. Murond Temple                          | Mullonde Cathedral                 |
| Hall of St. Murond Temple                  | Mullonde Cathedral Nave            |
| Chapel of St. Murond Temple                | Mullonde Cathedral Sanctuary       |
| Murond Death City                          | The Necrohol of Mullonde           |
| Lost Sacred Precincts                      | Lost Halidom                       |
| Colliery Underground 1-3                   | Gollund Colliery Floor/Slope/Ridge |
| Underground Passage in<br>Gollund          | Gollund Coal Shaft                 |

## ---Jobs-----

|                             |                                     |
|-----------------------------|-------------------------------------|
| [1998 original translation] | [2007 War of the Lions translation] |
| Priest                      | White Mage                          |
| Wizard                      | Black Mage                          |
| Mediator                    | Orator                              |
| Oracle                      | Mystic                              |
| Lancer                      | Dragoon                             |
| Calculator                  | Arithmetician                       |

## STORY CHARACTER JOBS

|                |             |
|----------------|-------------|
| Delita's Sis   | Commoner    |
| Dark Knight    | Fell Knight |
| Engineer       | Machinist   |
| Heaven Knight  | Skyseer     |
| Hell Knight    | Netherseer  |
| Holy Swordsman | Sword Saint |
| Arc Knight     | Ark Knight  |
| Temple Knight  | Templar     |
| Steel Giant    | Automaton   |
| Dragoner       | Dragonkin   |

## ENEMY JOBS

|             |            |
|-------------|------------|
| Impure King | The Impure |
| Holy Priest | Celebrant  |

|                |                  |
|----------------|------------------|
| Warlock        | Gigas            |
| Angel of Death | Death Seraph     |
| Lune Knight    | Rune Knight      |
| Ghost of Fury  | The Wroth        |
| Regulator      | Bringer of Order |
| Holy Angel     | High Seraph      |
| Arch Angel     | Arch Seraph      |

---Monsters-----

| [1998 original translation] | [2007 War of the Lions translation] |
|-----------------------------|-------------------------------------|
| Gobbledeguk                 | Gobbledygook                        |
| Cuar                        | Cocurl                              |
| Vampire                     | Vampire Cat                         |
| Explosion                   | Exploder                            |
| Living Bone                 | Skeletal Fiend                      |
| Bull Demon                  | Wisinkin                            |
| Minitaurus                  | Minotaur                            |
| Sacred                      | Sekhret                             |
| Gust                        | Ghast                               |
| Pisco Demon                 | Piscodaemon                         |
| Squidlarkin                 | Squidraken                          |
| Mindflare                   | Mindflayer                          |
| Flotiball                   | Floating Eye                        |
| Plague                      | Plague Horror                       |
| Juravis                     | Jura Aevis                          |
| Woodman                     | Dryad                               |
| Taiju                       | Elder Treant                        |
| Morbol                      | Malboro                             |
| Hydra                       | Hydra                               |
| Hydra                       | Greater Hydra                       |
| Uribo                       | Pig                                 |
| Porky                       | Swine                               |
| Wildbow                     | Wild Boar                           |
| Apanda                      | Reaver                              |
| Archaic Demon               | Archaeodaemon                       |

---Abilities-----

| [1998 original translation] | [2007 War of the Lions translation] |
|-----------------------------|-------------------------------------|
| SQUIRE                      |                                     |
| Basic Skill                 | Fundamentals                        |
| Accumulate                  | Focus                               |
| Dash                        | Rush                                |
| Throw Stone                 | Stone                               |
| Heal                        | Salve                               |
| Monster Skill               | Beastmaster                         |
| Gained Jp UP                | JP Boost                            |
| CHEMIST                     |                                     |
| Throw Item                  | Throw Items                         |
| Maintenance                 | Safeguard                           |
| Equip Change                | Reequip                             |
| Move-Find Item              | Treasure Hunter                     |
| KNIGHT                      |                                     |
| Battle Skill                | Arts of War                         |
| * Break                     | Rend *                              |
| Magic Break                 | Rend MP                             |
| Mind Break                  | Rend Magick                         |
| Weapon Guard                | Parry                               |

|                          |                      |
|--------------------------|----------------------|
| Equip Armor              | Equip Heavy Armor    |
| ARCHER                   |                      |
| Charge+x                 | Aim +x               |
| Speed Save               | Adrenaline Rush      |
| Arrow Guard              | Archer's Bane        |
| Concentrate              | Concentration        |
| MONK                     |                      |
| Punch Art                | Martial Arts         |
| Spin Fist                | Cyclone              |
| Repeating Fist           | Pummel               |
| Wave Fist                | Aurablast            |
| Earth Slash              | Shockwave            |
| Secret Fist              | Doom Fist            |
| Stigma Magic             | Purification         |
| HP Restore               | Critical: Recover HP |
| Hamedo                   | First Strike         |
| Martial Arts             | Brawler              |
| Move-HP UP               | Lifefont             |
| WHITE MAGE/PRIEST        |                      |
| White Magic              | White Magicks        |
| Cure 2                   | Cura                 |
| Cure 3                   | Curaga               |
| Cure 4                   | Curaja               |
| Raise 2                  | Arise                |
| Protect 2                | Protectja            |
| Shell 2                  | Shellja              |
| Regenerator              | Regenerate           |
| Magic DefendUP           | Arcane Defense       |
| BLACK MAGE/WIZARD        |                      |
| Black Magic              | Black Magicks        |
| Fire 2                   | Fira                 |
| Fire 3                   | Firaga               |
| Fire 4                   | Firaja               |
| Bolt                     | Thunder              |
| Bolt 2                   | Thundara             |
| Bolt 3                   | Thundaga             |
| Bolt 4                   | Thundaja             |
| Ice                      | Blizzard             |
| Ice 2                    | Blizzara             |
| Ice 3                    | Blizzaga             |
| Ice 4                    | Blizzaja             |
| Frog                     | Toad                 |
| Magic AttackUP           | Arcane Strength      |
| TIME MAGE                |                      |
| Time Magic               | Time Magicks         |
| Haste 2                  | Hasteja              |
| Slow 2                   | Slowja               |
| Don't Move               | Immobilize           |
| Demi                     | Gravity              |
| Demi 2                   | Graviga              |
| MP Switch                | Mana Shield          |
| Short Charge             | Swiftmess            |
| Float [movement ability] | Levitate             |
| SUMMONER                 |                      |

|              |                      |
|--------------|----------------------|
| Summon Magic | Summon               |
| Silf         | Sylph                |
| Fairy        | Faerie               |
| Zodiac       | Zodiark              |
| MP Restore   | Critical: Recover MP |
| Half of MP   | Halve MP             |

THIEF

|               |                |
|---------------|----------------|
| Gil Taking    | Steal Gil      |
| Caution       | Vigilance      |
| Gilgame Heart | Gil Snapper    |
| Catch         | Sticky Fingers |
| Secret Hunt   | Poach          |

ORATOR/MEDIATOR

|                |              |
|----------------|--------------|
| Talk Skill     | Speechcraft  |
| Invitation     | Entice       |
| Persuade       | Stall        |
| Threaten       | Intimidate   |
| Solution       | Enlighten    |
| Death Sentence | Condemn      |
| Negotiate      | Beg          |
| Finger Guard   | Earplug      |
| Train          | Tame         |
| Monster Talk   | Beast Tongue |

MYSTIC/ORACLE

|                |                |
|----------------|----------------|
| Yin-Yang Magic | Mystic Arts    |
| Blind          | Umbra          |
| Spell Absorb   | Empowerment    |
| Life Absorb    | Invigoration   |
| Pray Faith     | Belief         |
| Doubt Faith    | Disbelief      |
| Zombie         | Corruption     |
| Silence Song   | Quiescence     |
| Blind Rage     | Fervor         |
| Foxbird        | Trepidation    |
| Confusion Song | Delirium       |
| Dispel Magic   | Harmony        |
| Paralyze       | Hesitation     |
| Sleep          | Repose         |
| Petrify        | Induration     |
| Absorb Used MP | Absorb MP      |
| Defense UP     | Defense Boost  |
| Any Weather    | Ignore Weather |
| Move-MP Up     | Manafont       |

GEOMANCER

|               |                  |
|---------------|------------------|
| Elemental     | Geomancy         |
| Pitfall       | Sinkhole         |
| Water Ball    | Torrent          |
| Hell Ivy      | Tanglevine       |
| Carve Model   | Contortion       |
| Local Quake   | Tremor           |
| Kamaitachi    | Wind Slash       |
| Demon Fire    | Will-o'-the-Wisp |
| Blizzard      | Snowstorm        |
| Gusty Wind    | Wind Blast       |
| Lava Ball     | Magma Surge      |
| Counter Flood | Nature's Wrath   |

|                          |                   |
|--------------------------|-------------------|
| Attack UP                | Attack Boost      |
| Any Ground               | Ignore Terrain    |
| Move on Lava             | Lavawalking       |
| DRAGOON/LANCER           |                   |
| Level Jump x             | Horizontal Jump x |
| Dragon Spirit            | Dragonheart       |
| Equip Spear              | Equip Polearms    |
| Ignore Height            | Ignore Elevation  |
| SAMURAI                  |                   |
| Draw Out                 | Iaido             |
| Asura                    | Ashura            |
| Koutetsu                 | Kotetsu           |
| Bizen Boat               | Osafune           |
| Heaven's Cloud           | Ama-no-Murakumo   |
| Meatbone Slash           | Bonecrusher       |
| Blade Grasp              | Shirahadori       |
| Two Hands                | Doublehand        |
| Walk on Water            | Swim              |
| NINJA                    |                   |
| Ball                     | Bomb              |
| Stick                    | Pole              |
| Spear                    | Polearm           |
| Knight Sword             | Knight's Sword    |
| Dictionary               | Book              |
| Sunken State             | Vanish            |
| Abandon                  | Reflexes          |
| Two Swords               | Dual Wield        |
| Move in Water            | Waterwalking      |
| ARITHMETICIAN/CALCULATOR |                   |
| Math Skill               | Arithmeticks      |
| Prime Number             | Prime             |
| 3                        | Multiple of 3     |
| 4                        | Multiple of 4     |
| 5                        | Multiple of 5     |
| Distribute               | Cup of Life       |
| Damage Split             | Soulbind          |
| Gained Exp UP            | Exp Boost         |
| Move-Get Exp             | Accrue Exp        |
| Move-Get Jp              | Accrue JP         |
| BARD                     |                   |
| Sing                     | Bardsong          |
| Angel Song               | Seraph Song       |
| Life Song                | Life's Anthem     |
| Cheer Song               | Rousing Melody    |
| Battle Song              | Battle Chant      |
| Magic Song               | Magickal Refrain  |
| Last Song                | Finale            |
| MA Save                  | Magick Boost      |
| Face Up                  | Faith Boost       |
| DANCER                   |                   |
| Wiznaibus                | Mincing Minuet    |
| Polka Polka              | Polka             |
| Disillusion              | Heathen Frolic    |
| Nameless Dance           | Forbidden Dance   |

|                           |                     |
|---------------------------|---------------------|
| Last Dance                | Last Waltz          |
| A Save                    | Fury                |
| Brave Up                  | Bravery Boost       |
| SQUIRE [Ramza]            |                     |
| Guts                      | Mettle              |
| Accumulate                | Focus               |
| Dash                      | Rush                |
| Throw Stone               | Stone               |
| Heal                      | Salve               |
| Yell                      | Tailwind            |
| Wish                      | Chant               |
| Cheer Up                  | Steel               |
| Scream                    | Shout               |
| Equip Axe                 | Equip Axes          |
| Monster Skill             | Beastmaster         |
| Gained Jp UP              | JP Boost            |
| DARK KNIGHT / FELL KNIGHT |                     |
| Dark Sword [command]      | Fell Sword          |
| Night Sword               | Shadowblade         |
| Dark Sword [ability]      | Duskblade           |
| HOLY KNIGHT               |                     |
| Stasis Sword              | Judgment Blade      |
| Split Punch               | Cleansing Strike    |
| Crush Punch               | Northswain's Strike |
| Lightning Stab            | Hallowed Bolt       |
| Holy Explosion            | Divine Ruination    |
| PRINCESS & CLERIC         |                     |
| Holy Magic                | Holy Magick         |
| Mbarrier                  | Aegis               |
| Deathspell 2              | Dispelna            |
| ENGINEER / MACHINIST      |                     |
| Snipe                     | Aimed Shot          |
| Leg Aim                   | Leg Shot            |
| Arm Aim                   | Arm Shot            |
| ASTROLOGIST / ASTROLOGER  |                     |
| Starry Heaven             | Astrology           |
| Galaxy Stop               | Celestial Stasis    |
| HEAVEN KNIGHT / SKYSEER   |                     |
| Truth                     | Sky Mantra          |
| Heaven's Thunder          | Heaven's Wrath      |
| Asura                     | Ashura              |
| Diamond Sword             | Adamantine Blade    |
| Hydragon Pit              | Maelstrom           |
| Space Storage             | Celestial Void      |
| Sky Demon                 | Divinity            |
| HELL KNIGHT / NETHERSEER  |                     |
| Un-Truth                  | Nether Mantra       |
| Heaven Bltback            | Hell's Wrath        |
| Asura Back                | Nether Ashura       |
| Dia Swrd Back             | Nether Blade        |
| Dragn Pit Back            | Nether Maelstrom    |
| Space Str Back            | Corporeal Void      |

|                                |                      |
|--------------------------------|----------------------|
| Sky Demon Back                 | Impiety              |
| HOLY SWORDSMAN / SWORD SAINT   |                      |
| All Swordskill                 | Swordplay            |
| DIVINE KNIGHT                  |                      |
| Mighty Sword                   | Unyielding Blade     |
| Shellbust Stab                 | Crush Armor          |
| Blastar Punch                  | Crush Helm           |
| Hellcry Punch                  | Crush Weapon         |
| Icewolf Bite                   | Crush Accessory      |
| ARC KNIGHT / ARK KNIGHT        |                      |
| Destroy Sword                  | Blade of Ruin        |
| * Ruin                         | *sap                 |
| TEMPLE KNIGHT / TEMPLAR        |                      |
| Magic Sword                    | Spellblade           |
| Aspel                          | Syphon               |
| Innocent                       | Doubt                |
| Despair                        | Dispel               |
| Shock!                         | Vengeance            |
| STEEL GIANT / AUTOMATON        |                      |
| Work                           | Tasks                |
| Crush                          | Pulverize            |
| DRAGONER / DRAGONKIN           |                      |
| * Bracelet                     | * Breath             |
| Dragon Tame                    | Dragon's Charm       |
| Dragon Care                    | Dragon's Gift        |
| Dragon PowerUp                 | Dragon's Might       |
| Dragon LevelUp                 | Dragon's Speed       |
| SOLDIER                        |                      |
| Braver                         | Brave Slash          |
| BYBLOS                         |                      |
| Energy                         | Energize             |
| Shock                          | Vengeance            |
| Difference                     | Manaburn             |
| ENEMY JOB COMMANDS & ABILITIES |                      |
| Fear                           | Dread                |
| Chicken Race                   | Fowlheart            |
| Death Cold                     | Ague                 |
| Impure                         | Befoul               |
| Bio 2/3                        | Biora/Bioga          |
| Lose Voice                     | Aphony               |
| Seal                           | Petrify              |
| Loss                           | Befuddle             |
| Warlock Summon                 | Summon Gigas         |
| Dark Magic                     | Dark Arts            |
| Lifebreak                      | Karma                |
| Dark Holy                      | Unholy Darkness      |
| Use Hand                       | Subdual Arts         |
| Shadow Stitch                  | Shadowbind           |
| Stop Bracelet                  | Suffocate            |
| Teleport 2                     | Master Teleportation |
| Night Magic                    | Demon Magicks        |

|                |                   |
|----------------|-------------------|
| Spell          | Bind              |
| * 2 (Zalera)   | *ja               |
| Melt           | Meltdown          |
| Ultimate Magic | Arcane Magicks    |
| Complete Magic | Divine Magicks    |
| All-ultima     | Divine Ultima     |
| Saturation     | Divine Providence |
| Mute 2         | Disempower        |
| Despair 2      | Dispelja          |
| Return 2       | Return            |
| Dark Cloud     | The Dark          |
| Snake Carrier  | Snakecharm        |
| Midgar Swarm   | Midgardsormr      |

MONSTER ABILITIES

|                |                 |
|----------------|-----------------|
| Choco Attack   | Choco Beak      |
| Choco Ball     | Choco Pellets   |
| Scratch        | Claw            |
| Poison Nail    | Venom Fang      |
| Cat Kick       | Cat Scratch     |
| Blood Suck     | Vampire         |
| Small Bomb     | Bomblet         |
| Turn Punch     | Spin Punch      |
| Mutilate       | Bloodfeast      |
| Knife Hand     | Chop            |
| * Soul         | * Anima         |
| Aqua Anima     | Water Anima     |
| Wave Around    | Feral Spin      |
| Blow Fire      | Breathe Fire    |
| Mimic Titan    | Earthsplitter   |
| Gather Power   | Beef Up         |
| Throw Spirit   | Ectoplasm       |
| Grease Touch   | Oily Touch      |
| Tentacle       | Tentacles       |
| Black Ink      | Ink             |
| Odd Soundwave  | Dischord        |
| Look of Fright | Dread Gaze      |
| Wing Attack    | Wing Buffet     |
| Look of Devil  | Bewitching Gaze |
| Death Sentence | Doom            |
| Circle         | Beam            |
| Scratch Up     | Talon Dive      |
| Shine Lover    | Glitterlust     |
| Beaking        | Peck            |
| Shake Off      | Pickaxe         |
| Leaf Dance     | Leaf Rain       |
| Spirit of Life | Life Nymph      |
| Protect Spirit | Guardian Nymph  |
| Clam Spirit    | Shell Nymph     |
| Bad Bracelet   | Bad Breath      |
| Malboro Virus  | Malboro Spores  |
| Stab Up        | Gore            |
| Sudden Cry     | Heave           |
| Dash           | Charge          |
| Tail Swing     | Tail Sweep      |
| Hurricane      | Twister         |
| Ulmaguest      | Almagest        |
| Triple *       | Tri-*           |
| Straight Dash  | Reckless Charge |
| Oink           | Squeak          |



|             |                |
|-------------|----------------|
| Pooh-       | Toot           |
| Nose Breath | Snort          |
| Please Eat  | Bequeath Bacon |

UNUSED ABILITIES

|             |         |
|-------------|---------|
| Non-charge  | CT 0    |
| Silent Walk | Stealth |

---Equipment-----

|                             |                                     |
|-----------------------------|-------------------------------------|
| [1998 original translation] | [2007 War of the Lions translation] |
|-----------------------------|-------------------------------------|

ITEM CATEGORIES

|              |                |
|--------------|----------------|
| Ninja Sword  | Ninja Blade    |
| Knight Sword | Knight's Sword |
| Hammer       | Flail          |
| Dictionary   | Book           |
| Spear        | Polearm        |
| Stick        | Pole           |
| Ribbon       | Hair Adornment |
| Mantle       | Cloak          |
| Magic Ball   | Bomb           |

WEAPONS

|                |                     |
|----------------|---------------------|
| Zorlin Shape   | Zwill Straightblade |
| Hidden Knife   | Ninja Blade         |
| Ninja Knife    | Kunai               |
| Short Edge     | Kodachi             |
| Ninja Edge     | Ninja Longblade     |
| Spell Edge     | Spellbinder         |
| Sasuke Knife   | Sasuke's Blade      |
| Koga/Iga Knife | Koga/Iga Blade      |
| Nagnarock      | Nagnarok            |
| Sleep Sword    | Sleep Blade         |
| Koutetsu       | Kotetsu             |
| Bizen Boat     | Osafune             |
| Heaven's Cloud | Ama-no-Murakumo     |
| Rainbow Staff  | Serpent Staff       |
| Wizard Staff   | Mage's Staff        |
| Sage Staff     | Staff of the Magi   |
| Faith Rod      | Rod of Faith        |
| Flail          | Iron Flail          |
| Flame Whip     | Flame Mace          |
| Romanda Gun    | Romandan Pistol     |
| Blaze Gun      | Glacial Gun         |
| Glacier Gun    | Blaze Gun           |
| Blast Gun      | Blaster             |
| Night Killer   | Knightslayer        |
| Gastrafitis    | Gastrophetes        |
| Ultimus Bow    | Artemis Bow         |
| Bloody Strings | Bloodstring Harp    |
| Fairy Harp     | Faerie Harp         |
| Battle Dict    | Battle Folio        |
| Monster Dict   | Bestiary            |
| Papyrus Plate  | Papyrus Codex       |
| Madelgelm      | Omnilex             |
| Oberisk        | Obelisk             |
| H Bag          | Hydrascale Bag      |
| C Bag          | Croakadile Bag      |
| P Bag          | Pantherskin Bag     |
| FS Bag         | Fallingstar Bag     |
| Persia         | Damask Cloth        |

Ryozan Silk

Wyrmsweave Silk

#### SHIELDS

Platina Shield  
Kaiser Plate

Platinum Shield  
Kaiser Shield

#### HELMS

Barbuta  
Cross Helm  
Feather Cap  
Triangle Hat  
Twist Headband  
Holy Miter  
Black Hood  
Flash Hat  
Thief Hat

Barbut  
Close Helmet  
Plumed Hat  
Wizard's Hat  
Headband  
Celebrant's Miter  
Black Cowl  
Lambent Hat  
Thief's Cap

#### ARMOR

Platina Armor  
Carabini Mail  
Reflect Mail  
Leather Outfit  
Leather Vest  
Chain Vest  
Adaman Vest  
Judo Outfit  
Power Sleeve  
Earth Clothes  
Black Costume  
Wizard Outfit  
Secret Clothes  
Rubber Costume  
Linen Robe  
Silk Robe  
Light Robe  
Robe of Lords

Platinum Armor  
Carabineer Mail  
Mirror Mail  
Leather Clothing  
Leather Plate  
Ringmail  
Adamant Vest  
Jujitsu Gi  
Power Garb  
Gaia Gear  
Black Garb  
Wizard Clothing  
Ninja Gear  
Rubber Suit  
Hempen Robe  
Silken Robe  
Luminous Robe  
Lordly Robe

#### ACCESSORIES

Spike Shoes  
Feather Boots  
Sprint Shoes  
Power Wrist  
Magic Gauntlet  
Genji Gauntlet  
Defense Ring  
Magic Ring  
N-Kai Armlet  
108 Gems  
Defense Armlet  
Diamond Armlet  
Small Mantle  
Leather Mantle  
Wizard Mantle  
Elf Mantle  
Dracula Mantle  
Feather Mantle  
Vanish Mantle  
Salty Rage  
Setiemson

Spiked Boots  
Winged Boots  
Hermes Shoes  
Power Gauntlet  
Magepower Glove  
Genji Glove  
Protect Ring  
Magick Ring  
Nu Khai Armband  
Japa Mala  
Guardian Bracelet  
Diamond Bracelet  
Shoulder Cape  
Leather Cloak  
Mage's Cloak  
Elven Cloak  
Vampire Cape  
Featherweave Cloak  
Invisibility Cloak  
Sortile'ge  
Septie`me

## ITEMS

|                |                 |
|----------------|-----------------|
| Eye Drop       | Eye Drops       |
| Echo Grass     | Echo Herbs      |
| Soft           | Gold Needle     |
| Magic Shuriken | Fuma Shuriken   |
| Yagyu Darkness | Yagyu Darkrood  |
| Fire Ball      | Flameburst Bomb |
| Water Ball     | Snowmelt Bomb   |
| Lightning Ball | Spark Bomb      |

---Errands-----

[1998 original translation]

[2007 War of the Lions translation]

## ERRANDS

|                                 |                                  |
|---------------------------------|----------------------------------|
| Destiny of the Company          | The Highwind                     |
| Sunken Salvage Tour             | Salvage Expedition               |
| Sailor Tour                     | Diving Expedition                |
| Larner Channel Waves            | Rhana Strait                     |
| Attractive Workplace            | Dredge Work                      |
| Salvage the Trade Ship! [Zal.d] | The Hindenburg                   |
| Envoy ship, Falcon              | The Falcon                       |
| Heir of Mesa                    | Mesa's Legacy                    |
| Salvage the Trade Ship! [Goug]  | The Durga                        |
| Emissary of Lionel              | Lionel Emissary                  |
| Zaland Embassy                  | Zaland Embassy Antiques          |
| Stolen Ancient Writings         | Stolen Tomes                     |
| Good Workplace and Job          | Salvage Work                     |
| Sea of Gredia Island            | Gleddia Isle                     |
| Stranded Trade Ship             | Foundered Vessel                 |
| Trade Ship Doving               | The Dawn Queen                   |
| Mine Excavation Tour            | Abandoned Mine                   |
| Miner's Tour (2)                | (Second) Coal Mining Expedition  |
| Will of Elder Topa              | Old Toppa's Will                 |
| Dream of a Miner                | Miner's Dream                    |
| Vacancy!                        | Miner Shortage                   |
| Miners Wanted! (2)              | (More) Coal Miners Wanted        |
| Girl in Gulg Volcano            | Mount Gulg Mother Lode           |
| Hidden Trap at the Maze         | Endless Caverns                  |
| The Lord's Ore                  | Ore of the Gods                  |
| One Activity                    | Past Glory                       |
| Rolade Ore Company              | Lorraide Mine                    |
| Testimony of Ex-miner           | Miner's Tale                     |
| Death Canyon                    | Death's Gorge                    |
| Discovery Race (2/3)            | (Second/Third) Frontier Marathon |
| Poeskas Lake Bottom             | Lake Poeskas Depths              |
| Legendary Traces                | Ancient Wonder                   |
| Deep in Sweegy Woods            | The Siedge Weald                 |
| Ruins at Bed Desert             | Beddha Sandwaste                 |
| Adventurer Ramzen               | Lamzen the Adventurer            |
| I saw it.                       | Trick of the Light               |
| Discovery Tour                  | Frontier Expedition              |
| Storm of Zigolis!               | Fenland Mystery                  |
| Ominous Dungeon                 | Cellar Dungeon                   |
| Adventurer Wanted!              | Adventurers Wanted               |
| I saw it! I swear!              | Shadows from the Past            |
| Concerns of a Merchant          | Merchant's Regret                |
| Mountain of Rain                | Rain-Swept Slopes                |
| Defeat Golden Gotsko!           | Twilight Gustkov                 |
| Defeat Behemoth!                | The Behemoth                     |
| Trap of the Bandits             | Bandits                          |

|                         |                           |
|-------------------------|---------------------------|
| Son, Pappal!            | Young Lord Pappal         |
| Within the Darkness     | In the Darkness           |
| Defeat Whirlwind Karz!  | The Typhoon               |
| Minimum's Melancholy    | Count Minimas             |
| Terror of Assault Cave  | Terror's Maw              |
| Challenge of Zero       | Zerro's Challenge         |
| Phantom Thief Zero!     | Zerro Strikes             |
| Thief Zero Returns!     | Zerro's Return            |
| Thief Zero Reborn!      | Zerro Strikes Again       |
| Thief Zero's Last Stand | Zerro's Final Heist       |
| Legendary Monster       | Hellspawned Beast         |
| Sullen Experiment       | Metamorphosed Misery      |
| Fiar's Request          | Fia's Wish                |
| Dream child             | Missing Boy               |
| Protect the Little Life | Father's Nightmare        |
| If wishes come true     | Ducal Disaster            |
| Secret Door             | Cries in the Dark         |
| Orders of Coast Guard   | Shoreline Defense         |
| Mother                  | Nightwalker               |
| My treasure             | Uninvited Guests          |
| The Greatest Plan       | Historic Revolt           |
| How much is Life worth? | Appraisal                 |
| Letter to my Love       | Lettre d'amour            |
| Road of Beasts          | Beastly Trail             |
| Shy Katedona            | Cattedona                 |
| Master Math!            | Arithmetic Tutor Wanted   |
| Sad Traveling Artist    | Minstrel in Distress      |
| Machinist Contest       | Clockwork Faire           |
| Traveling Artist Mameko | Mameco the Minstrel       |
| Chocobo Restaurant      | Gysahl Greens             |
| Ringling of the Bell    | Guard Duty                |
| Hard Lecture            | Tutoring                  |
| Win the Yardow Fight!   | The Yardrow Melee         |
| Win the Zaland Fight!   | The Zaland Melee          |
| Win the Magic Contest!  | The Gariland Magick Melee |
| Meister Contest         | Arteficers' Contest       |

#### TREASURES/ARTEFACTS

|                  |                      |
|------------------|----------------------|
| Four Gods Set    | Four-Deity Plate     |
| Statue of Lylis  | Statuette of Lilith  |
| Beetle Charm     | Scarab Charm         |
| Zeni-Sword       | CoinBlade            |
| Malice Mask      | Hanya Mask           |
| Kid's Bread      | Moppet Bread         |
| Adult's Bread    | Goliath Bread        |
| Yurgeivogue      | Lugae                |
| M-Fiction Novel  | Mesa's Musings       |
| Diary of Nanai   | Nanai's Histories    |
| Wyuvle           | Veil of Wiyu         |
| Book of Enavia   | Enavia Chronicles    |
| Magical Gun      | Enchanted Pistol     |
| M Machinegun     | Enchanted Machinegun |
| Magi-Sword       | Zanmato              |
| Minu Orb         | Orb of Minwu         |
| Tarot of Ben     | Tarot de Bennstat    |
| Excalipar        | Excalipoor           |
| Parasite Tree    | Yggdrasil Mistletoe  |
| Longibunne Spear | Lance of Longibunne  |

UNEXPLORED LAND/WONDERS OF THE ANCIENT WORLD

|                  |                    |
|------------------|--------------------|
| Magic Continent  | Floating Continent |
| Castle of Trials | Fortress of Trials |
| Falgabird        | Falgabard          |
| Magic Train      | Phantom Train      |
| Touzas Village   | Tozus Village      |
| Semite Falls     | Semitt Falls       |

%%SOUND NOVELS%%%00sound

The Japanese versions of Final Fantasy Tactics have some mini-games that do not appear in the English version.

In the Japanese version, four of the artefacts that you can obtain from errands can be used in your Chronicle screen to play "sound novels." These games basically work like the old "Choose Your Own Adventure" books. You read some screens of text, and then choose one of several options. Picking the right options will advance you through the story to the good ending; picking bad options results in a bad ending.

The four different artefacts and stories are:

\* VEIL OF WIYU (which is actually a mistranslation of OEILVERT) is a spy story. Oeilvert is a woman spy assigned to monitor an amnesiac writer whose lost memories hold a politically explosive secret. The player's actions towards the writer determine whether or not Oeilvert and her charge survive.

\* NANAI'S HISTORIES is about a destitute gambler trying to win back his lover by amassing a fortune at the chocobo races. Before each race, the player has limited time to gather information and bet on the correct chocobo. This game also features Biggs and Wedge.

\* MESA'S MUSINGS is an adventure story. Mesa Ricksen travels on his airship with his crew in search of a lost city of gold. On a limited supply of HP (fuel), the player has to explore various islands and collect 4 jewels, while engaging in battles with the airships of the Palamecian Empire.

\* ENAVIA CHRONICLES is a historical drama about the three daughters of Lord Albert of Khus Castle. The youngest daughter, Lucia, falls in love with the lowly gardener's son, Kurt, and the player guides their relationship.

In the English releases of FF Tactics, you can still collect the artefacts, but you can't play the sound novels.

None of the sound novels has any effect on the main game, nor do they relate to the storyline. So, their omission from the English version isn't a huge loss.

But, if you're interested in seeing them, Tuffy da Bubba has translated 3 of the sound novels and posted them on his website:

-> <http://www.geocities.com/tuffydabubba/>

You can also watch complete playthroughs of the sound novels (in Japanese) on akireyou's YouTube channel:

-> <https://www.youtube.com/user/akireyou>

The sound novels contain original music by Yukiko Mitsui and Yuko Miura. Even though you can't play the games in the English version, you can still listen to the music in the sound test. Just enter "PolkaPolka" as your name when starting a new game. (Some of this music was also re-used to score some of the new Beowulf scenes in The War of the Lions.)

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XVII. POSTSCRIPT

\*\*\*\*\*

%%SOME ADDITIONAL RESOURCES%%00addl

This section lists a handful of the many great Final Fantasy Tactics resources available online. Some provide further, more detailed information on game strategy, while others are game tools, story references, or multimedia.

Of course, there are MANY more fantastic guides and references for the game out there, and it's obviously not possible for me to list them all! So, this section just collects a handful of resources that I've personally really enjoyed -- but don't let that discourage you from looking for even more!

---Downloads-----

\* ONLINE PLAY: The PSP multiplayer modes normally only work over a local connection and don't include Internet play. But, with the XLink Kai software (for Mac or Windows) software, you CAN play over the Internet if you have a wireless Internet connection. Basically, XLink allows you to use your computer's Internet connection to find other PSPs online and connect to them as if they were right in the room with you.

-> http://www.teamxlink.co.uk/

\* WALLPAPER: Square Enix's official site for the Japanese game hosts a number of wallpaper images. You can find most of them here:

-> http://www.square-enix.co.jp/fft/wall/wall.html

A few other images are also available if you go to the main site here:

-> http://www.square-enix.co.jp/fft/main\_fft.html

Click the "Movie & Download" button and then choose the bottom of the two options.

\* PSP SAVE EDITOR & GAME EDITOR: Joe Davidson's superb LionEditor project lets you edit FF T save files to change your party's levels, abilities, and equipment. It also features the FFTPatcher game editor, which lets you tweak -- or completely change! -- all the jobs, abilities, and items in the game, and even the individual battles and sprites! The save editor is for the PSP, while FFTPatcher lets you modify both the PSP and PSone games. (Requires custom PSP firmware.)

-> http://code.google.com/p/lioneditor

\* PSONE SAVE EDITOR: For the original PSone version of the game, Avaj's FFTastic offers similar save-editing abilities.

-> http://www.m-1.org/~greerga/fftnet/fftastic/

\* OTHER EDITING TOOLS: Final Fantasy Hacktics is a site devoted to editing FF Tactics and hosts a number of editing tools and mods for the game:

-> http://www.ffhacktics.com

\* SOUND NOVELS: As detailed in the section above, the Japanese versions of FF Tactics include some bonus sound novel mini-games. These haven't been included in the English releases, but Tuffy da Bubba has translated three of the four games into English, and you can now play them online or download them.

-> http://www.geocities.com/tuffydabubba/

---Guides-----

\* BATTLE MECHANICS: The astoundingly detailed Battle Mechanics Guide by AeroStar and others is the authoritative source on FF T's battle system. It includes

exact details of how the game runs and computes everything, formulae for the damage/effects of every ability, and exact stats for every job. It's based on the original version of the game, so a lot of the names are different, but almost all of the mechanics themselves are the same in The War of the Lions.

-> <http://www.gamefaqs.com/console/psx/file/197339/3876>

\* JOB REQUIREMENTS: Scooty\_puff has created a nice visual diagram of the job requirements in The War of the Lions that's far more intuitive than my tex charts.

-> <http://www.gamefaqs.com/portable/psp/file/937312/50312>

\* TREASURE HUNTER: FFBeowulf's Move-Find Item Guide provides maps of every battlefield and its hidden items (plus the bonus dungeon exits), so you don't have to decipher my coordinate-based system. This is based on the original version as well, so don't forget to match up the names with the ones in The War of the Lions. ("Move-Find Item" is the name of Treasure Hunter in the original translation.)

-> <http://www.gamefaqs.com/console/psx/file/197339/32346>

\* BATTLE LIST: In my FAQ, I've only summarized the enemy frequency at each random battle location. If you want more detail, Goryus has assembled a Battle List that lists the exact configurations of enemies that you can fight in every story battle and random battle location. (Also based on the original version.)

-> <http://www.gamefaqs.com/console/psx/file/197339/13954>

\* ERRAND MECHANICS: Joe "melonhead" Davidson has compiled a detailed guide to the mechanics of the Errands system (a/k/a "Propositions" in the original translation)

-> <https://dl.getdropbox.com/u/2445/errands.txt>

\* STRATEGY GUIDE: If you want an illustrated guide you can hold in your hands, BradyGames has released an official strategy guide by Adam Deats and Alicia Ashby. The guide is pretty good, and has nice full-color visual aids for every battle and hidden item. (I did spot a couple goofs here and there, but probably not as many as there are in my FAQ!)

-> ISBN: 0-7440-0974-X

\* LEVELING TUTORIAL: sahkuh on YouTube has posted a nice tutorial of how to use the frog-based automated leveling trick (also described in the Automated Leveling section of the FAQ).

-> <https://www.youtube.com/watch?v=i3dSSDwNSFE>

---Script & Story-----

\* WAR OF THE LIONS SCRIPT: RevenantThings has transcribed the script to The War of the Lions release of the game. This includes not only all the story scenes, but much of the "flavor text" from the character, location, and Artefact/Wonder descriptions.

-> <http://www.gamefaqs.com/portable/psp/file/937312/50913>

\* ORIGINAL SCRIPT: Tsogtsaihan Baatar has compiled the (vastly different) script of the original translation, again including all the story scenes plus the Brave Story (Chronicle) screen material:

-> <http://www.gamefaqs.com/console/psx/file/197339/14169>

\* TIMELINE & FAMILY TREES: The Final Fantasy Compendium has a wealth of information on FF Tactics's storyline, including a timeline, family trees, and connections with the other "Ivalice Alliance" games.

-> <http://www.ffcompendium.com/h/ffthub.shtml>

\* STORY REFERENCE: The Final Fantasy Wikia is another great source of detailed information on the characters, locations, and story events.

-> [http://finalfantasy.wikia.com/wiki/Final\\_Fantasy\\_Tactics:\\_The\\_War\\_of\\_the\\_Lions](http://finalfantasy.wikia.com/wiki/Final_Fantasy_Tactics:_The_War_of_the_Lions)

\* FMV SCENES: YouTube user VixyRPM has uploaded all of the FMV sequences from the PSP version, as well as some in-game story scenes, into a YouTube playlist.

-> [https://www.youtube.com/view\\_play\\_list?p=B4EED9BF8AF39755](https://www.youtube.com/view_play_list?p=B4EED9BF8AF39755)

\* MUSIC LIST: Andrea Robinson and Black Fenril have assembled a nice guide that lists exactly what music is played in every single scene in the game. (Based on the original version of the game.)

-> <http://www.gamefaqs.com/console/psx/file/197339/32355>

\* SOUND NOVELS: If you'd like to see what the aforementioned Japan-only sound novels look like, YouTube user akireyou has uploaded complete videos of all 4 of the books:

-> <https://www.youtube.com/user/akireyou>

---Multimedia-----

\* MUSIC: If you enjoyed Final Fantasy Tactics's music, the soundtrack (by Hitoshi Sakimoto and Masaharu Iwata) has been released on a 2-disc CD set in Japan.

-> Current product number: SQEX-10066-77

The soundtrack is also available for purchase on the Japanese iTunes Media Store. You'll need a Japanese iTunes account to purchase it, as it is not presently available on the iTunes store in any other region.

-> <http://itunes.apple.com/WebObjects/MZStore.woa/wa/viewAlbum?id=255190011>  
(link requires iTunes)

\* SPRITES: VideoGameSprites.net has a humongous collection of FF Tactics sprites, including all the characters and jobs, portraits, monsters, and items, and even the new characters in The War of the Lions!

-> <http://www.videogamesprites.net/FinalFantasyTactics/>

\* UNUSED GAME CONTENT: The Cutting Room Floor displays many of the abilities, maps, music, and other content that didn't make it into the final version of Final Fantasy Tactics (and many other games!).

-> [http://tcrf.net/Final\\_Fantasy\\_Tactics](http://tcrf.net/Final_Fantasy_Tactics)

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---FAQ CREDITS-----

- lUP.com for information on some of the changes to the PSP vesion.

-> [www.lup.com](http://www.lup.com)

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-> [www.soundtrackcentral.com](http://www.soundtrackcentral.com)

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-> [www.m-l.org/~greerga/fftnet/fftastic/main.html](http://www.m-l.org/~greerga/fftnet/fftastic/main.html)
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  - > [www.gamefaqs.com/portable/ds/file/937330/53627](http://www.gamefaqs.com/portable/ds/file/937330/53627)
- Devin Osborne for confirming all the summon & -ja magick learning rates and Teleport failure rate in the PSP version.
- Don Jon for using elemental-absorbing equipment when learning magick from being hit.
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- Faruq Nashrulloh for suggesting some clarifications to the description of Brawler.
- Felix\_Omni for Dark Knight, Sky Pirate, and Game Hunter abilities.
- fftfilms on YouTube for footage of the Japanese PSone version and the use of summon attack names in it.  
-> [www.youtube.com/user/fftfilms](http://www.youtube.com/user/fftfilms)
- fftwiki.com for information on the plot of Enavia Chronicles.  
-> <http://fftwiki.com>
- The Final Fantasy Compendium for most of the references to FF Tactics in FFT Advance, and Viscount Minymum in FFT A2.  
-> [www.ffcompendium.com](http://www.ffcompendium.com)
- The Final Fantasy Wiki for information on Balthier's costume and his age in FF XII, for some of the FF series references in the generic character names, and for how to unlock the multiplayer items in the iOS version.  
-> [finalfantasy.wikia.com](http://finalfantasy.wikia.com)
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- Hong Tan for suggesting a clarification about how to lower your permanent Bravery.
- Humberto Urias for information on Hashmal's and Elidibus's abilities and immunities, and for the location of the Necrohol of Mullonde.
- IGN for information on some of the various changes to the PSP release, for many ability strategies, and for the PSone item duplication bug.  
-> <http://www.ign.com>
- Instruction manuals for the PSP and PSone versions for the developer credits for these games.
- The Internet Movie Database for information on some of the other projects of the game's voice actors.  
-> [us.imdb.com](http://us.imdb.com)
- J.J. Garcia for Mimes not copying special character abilities, for pointing out some erroneous item coordinates in Midlight's Deep, for correcting which are the common & rare poaches from the Red Chocobo and Behemoth King, for when

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- Joe Davidson's great lioneditor & FFTPatcher package for job stats, details on many abilities, the complete generic character name lists, many of the rare random battle encounters and Treasure Hunter items, a peek at some of the unused features, and some information on the stat changes between different release of the game.
  - > [code.google.com/p/lioneditor/](http://code.google.com/p/lioneditor/)
- Joe Welke for correcting the job prerequisites for Dragoon, for Ramza's Squire job displaying as "Mastered" in earlier chapters even without Ultima, for errand hints from the Tavernmaster, for Ultima not being needed for powering up Onion Knight, and for typo correction.
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- Kevin Alexandra for using Chameleon Robes against Wiegraf.
- Kouli's save files for the PSone version for help testing some of the bugs in the PSone version:
  - > [www.gamefaqs.com/console/psx/save/197339.html](http://www.gamefaqs.com/console/psx/save/197339.html)
- Kwing for improving the "Keep Yourself Alive" strategy, for damage not removing Invisible if you have Mana Shield, for correcting the coordinates of the Venetian Shield in The Interstice, for pointing out you must keep enemies' MP above 10 if you want them to cast Ultima on you, for being able to win battles by vampirizing all the enemies, for a correction on the visuals of the magick guns, for blocking the Death Trap when farming items on The Interstice, for Malboro Spores not working on story characters, for enemies equipping Ribbons in their accessory slot, for several ability combos, for the Counter Healing party strategy, for the high-defense female character strategy, for tactics on the Treasure Hunt mission, for the use of Reflect to extend the range of magicks, for gaining job levels as a Mime, for not being able to break the Protoconstructs' equipment, for "Start:" equipment having an effect at the start of EACH battle in multi-stage Rendezvous Mode missions, for the Onion Knight Dual Wield, for tips on transferring Zodiark between characters, for Absorb MP not working on your own magicks, for the Undead drain penalty applying even if you're undead, for raising Faith for Mystic with their own magick, for Beowulf not being able to target himself with Spellblade, for using Adrenaline Rush as a reaction ability when grinding levels, for some of the best items to poach at The Switchback, for using chocobo riding as a way to get more attacks against cornered enemies, for suggesting a clarification to the elements of the Dark Knight's abilities, for the Ashura+Flame Shield combo, and for pointing out a number of typos.
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-> <http://members.tripod.com/~masumo>
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- Mike Stucke for the Apocalypse Now references.
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- Miznut for the correct coordinates for the Angel Ring in Sal Ghidos.
- MobyGames for some of the information on other projects worked on by the FF Tactics personnel.  
-> [www.mobygames.com](http://www.mobygames.com)
- modest1 for using Steal Gil in level-grinding.
- Mohammad Roshdy for using Black Chocobos at the Lionel Castle Gate.
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-> [www.nicovideo.jp](http://www.nicovideo.jp)
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- Not Me for an explanation of how Jump and axe/mace weapons work.

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- Patrick Chalnik for the stats on the Escutcheon II.
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- Play Final Fantasy Tactics for some information on the stat changes in the different versions of the game, for the poaching-in-water bug in the PSone version, and for some information on the plot of Enavia Chronicles.  
-> [playshinra.com/fft](http://playshinra.com/fft)
- PlayStation Gamer for the instructions on how to get Cloud.  
-> [www.sol.no/games/psgamer](http://www.sol.no/games/psgamer)
- PSM magazine for the location of the Invisibility Cloak.
- psp\_master for the Onion Knight increasing its Move and Jump at job level 8.
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  - > [www.rpgfan.com](http://www.rpgfan.com)
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- sage peeace for using Rubber Boots and Corruption at the Lionel Castle Gate.
- sahuuh on YouTube for the video demonstrating the Toad-based automated leveling technique.
- Sandman ( [www.playithardcore.com](http://www.playithardcore.com) ) for Zodiac signs to give Ramza if you want to use him as a support character and for using the Aegis Shield and a robe with Beowulf.
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- Sean Buelow for crystallizing enemy Summoners as another strategy for teaching Zodiark to additional characters.
- Sean Lim Wei Xiong for how enemy levels are determined in random battles.
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- shinra2 for some poached items.
- Spencer Lewis for alternate strategies at Lionel Gate and Oratory if you have a Ninja in Chapter II.
- spOrsk on NeoGAF ( [www.neogaf.com](http://www.neogaf.com) ) for help registering for Nico Nico Douga.
- The Square Enix People Database for some of the information on other projects worked on by the FF Tactics personnel.
  - > [squarehaven.com/people](http://squarehaven.com/people)
- Stephen Wang for catching the omitted month from the Zaland Melee errand.
- Steven Sanders for Ramza using an alias for part of Chapter II.
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- t.g.cid for general info, stealing a Defender and Chantage from Meliadoul, and the unhittable ninja.
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- The Cutting Room Floor ( [www.tcrf.net](http://www.tcrf.net) ) for information on some of the unused abilities, battle maps, and Chronicle entries.
- The Falcon for some info on how JP and gil is determined on errands.
- The Mighty Octopus for one FF reference and info on permanent changes in Bravery/Faith.
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- Tony Barath for where to find Dark Behemoths.
- Tony Lawrence for using Balthier's Barrage with Poach.



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- Trevor Webb for the Pig that appears in the Fenlands in Chapter II.
- Tuffy da Bubba's translations of the (Japan-only) sound novels games for plot information and most of the FF series references in those games:
  - > [www.geocities.com/tuffydabubba](http://www.geocities.com/tuffydabubba)
- Ty'ere Mosley for pointing out that Zodiark isn't learned 100% of the time when you're hit with the spell; it's random.
- UltimaterializerX on the GameFAQs secrets page for the PSone version for the Gaffgarion item duplication and Invisible Jump Exp bugs.
- UnshakableWill for recommending Break or other petrification/instant KO attacks as a strategy for the Finnath Creek battle.
- Vincent Cheng for suggesting clarifications to the Arithmetician's job description and for JP-raising tips.
- Warren for suggesting using Magick Break against Elidibus, for alternate strategies against Wiegraf/Belias, and for pointing out that Masamune Iaido is somewhat limited in usefulness since Masamunes are so rare :P
- Wikipedia for some of the information on other projects worked on by the FF Tactics personnel, for information on the soundtrack CD release, and for information on the iOS and Android releases.
  - > [en.wikipedia.org](http://en.wikipedia.org)
- winddraco for the stats on almost all of the multiplayer-only items, for weapon damage stats, for the Simple Method for automatic experience gaining and tactics for grinding stats, for confirming that the Tynar Rouge event never expires even if you miss it on 1 Cancer the first time, for the mechanics of Balthier's Plunder and the Dark Knight abilities, for when and how Onion Knights get more powerful, for Brawler improving stealing, for Cloud's Limit using Magick Attack, for quite a few ability combos and character strategies, and for pointing out other typos and goofs.
- xenokris for information about bosses being able to use sword techniques without their sword.
- XmushXroomX via the GameFAQs.com secrets page for "previewing" monster eggs.
- Zac Hill for being one of several people to point out it's possible to encounter human enemies in random battles in Chapter 1.
- Zachary Piper for strategies for Golgollada Gallows.
- zOOyork\_BansHo for the Soulbind + Defense Boost/Arcane Defense combo.
- And Square, for making one of my favorite strategy RPGs. :)

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