

Final Fantasy Tactics FAQ/Walkthrough

by Archon

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FINAL FANTASY TACTICS Version 1.2

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NB. Some portions of this FAQ reproduce information from the help files of Final Fantasy Tactics. These portions are clearly referred to as such, and are copyright of Squaresoft. The majority of typos or grammatical errors which were made in the original help files have been corrected in this FAQ, to avoid misinformation.

Version Listings

1.1: This version, corrected and completed!

1.0: Initial version - same information, but an awkward layout.

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Introduction

The Story

The game Final Fantasy Tactics, although part of the now-infamous Final Fantasy series, possesses many qualities to it that are unique from any other incarnation. Rife with intrigue and politics, Tactics has a very clean, clear, storyline; in addition, the battle system of the game allows for it to be different virtually every time you play through.

The story itself begins with the text narration of a story told by a historian, named Alazlam. Alazlam speaks of a pivotal war fought over 400 years ago, known as the 'Lion War', in which a powerful hero emerged to become king. The hero, however, is -not- the character that you play. This ancient king, named Delita, is actually a childhood friend of the character you control. As this childhood friend (named Ramza, originally; for the sake of continuity, this FAQ refers to him as Ramza throughout), you 'relive' your adventures with Delita throughout Chapter One. The prelude to Chapter One introduces Delita as a kidnapper of the princess Ovelia - and as such, the actual storyline begins properly in Chapter Two.

This isn't as confusing as it may sound. Think of the first quarter of the game as a series of introductions to important people, as well as to the actual game and battle system. Once that part is done, you hunt for Delita in order to save Ovelia, and the true story plays out from there. This is actually an uncommon style of storytelling for RPG games, however it is quite effective.

Game Operation

The system for Tactics, as laid out on the Playstation, is a bit different from other games. Tactics came out during Playstation's inception, when the 'X' button was generally considered the 'accept' or 'OK' button, and the 'O' button was considered the 'cancel' button. Not long after, Playstation reversed the roles of these buttons. If you've played other, newer, Playstation games (or PS2 games), this may make things seem a bit awkward for a while. This is an excellent game, worth the initial discomfort, so don't let this deter you!

The triangle button (hereafter referred to as /\, for easier reference) serves several functions as well, mainly serving to bring up menus (such as the one on the World Map); the square button is not used at all. The SELECT button is also a key button to use, as it allows you to access the detailed help files. If in doubt about what something does - even a command in a menu - use the SELECT button!

Finally, the L1 and R1 buttons allow you to turn the battle map, so that you can have a better perspective of the fight. L2 allows you to zoom out of the battle map, or back in. R2 allows you to tilt the battle map. These different viewpoints can make battles easier to plan...and since Tactics is all about planning and strategy, you may find these buttons invaluable.

Basic Strategies

All characters start out with the same basic 'class'. This can be changed as the game progresses; in all, there are a total of 20 'basic' classes (refer to the 'Classes' section of the FAQ for more detail). Gaining levels in one class is key to opening another class, so changing from class to class can give a character more powers. Use this to your advantage! Some powers are mundane, such as 'Jump +1'. Other powers are critical to surviving key fights, such as 'Maintenance', or to gaining power, such as 'Gained JP Up'. Still other powers only serve one specific purpose, which ultimately enhance game play, such as 'Secret Hunt'. Open as many powers as you can, and use them to see which ones you prefer.

In addition, as mentioned earlier, the SELECT button can give you information on almost every aspect of the game. Since the game will use its knowledge of powers, items, and such, you should do the same.

It is possible to delay the storyline of the game by running around and getting into fights. This gets you experience for your character level (which increases your overall basic power, such as your HP and MP), as well as JP (Job Points) to learn new powers in your class. Don't be shy about using this to your advantage, as well. All the skill in the world cannot save you, if you have no power to back up your strategies.

The Walkthrough

This walkthrough is designed to give the storyline of the game, supplying battle maps and hints for the main points of the plot. However, the secrets of Tactics are listed in an entirely separate section of this FAQ, to allow you to avoid seeing 'spoilers' unless you feel you need them.

All battle maps are done in ASCII; areas are separated by height (this can be important later on). Areas on battle maps marked out with an 'X' cannot be accessed - the square may be where a building, tree, or other obstacle has been placed. If in doubt, remember that the area the cursor passes over turns red when it is on top of an obstacle.

CHAPTER ONE: The Meager

Prelude

The games begins in a church at Orbonne Monastery. The princess Ovelia is finishing her prayers, and is saying goodbye to the priest Simon, when the church is attacked! Ovelia stays inside with Simon, while her bodyguard Agrias, the hired mercenary Gafgarion, and Ramza (who works with Gafgarion as a mercenary) rush out to face the enemy.

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This fight serves to introduce you to the battle system of Tactics. The outcome of the fight is predetermined, given the powers that Agrias and Gafgarion wield, so take this opportunity to experiment with the battle system (once it is your turn to act). You may simply move, or you may move and act. It can be a good idea sometimes to merely move, if you are trying to position yourself to be in a favourable spot. However, a battle is won by action, not merely by moving about. The actions you may perform are to 'attack', or to use the powers that you have because of your class. Ramza is given several powers from the Squire class for this purpose. Use the system, and experiment with the L1, L2, R1, and R2 buttons to determine what perspective is easier for you to use. Also use the SELECT button to call up the help files, when in doubt. You may also wish to press 'O' to remove the action menu, then /\ to open a second menu. The second menu gives detailed information on the battle in general. 'AT' shows the attack turns, detailing who goes, and in what order. 'Unit List' shows everyone in the fight, giving information on allies and enemies at the same time. 'Option' lets you make the game go faster or slower, and allows you to alter other various aspects of the game, in general.

Once the fight is over, there is a brief scene in which Delita is seen absconding with the Princess through a back door of the church! Ramza recognizes Delita, and thus begins Chapter One.

Ramza's story starts near the end of the Fifty Year Year, as a young squire in training. The recent war has caused for poor conditions in the country. Many former knights have been reduced to becoming thieves, and a small band of thieves is spotted near the training academy. Ramza, Delita, and several other squires, as well as a few chemists, are sent out to capture the thieves because the knights are busy elsewhere. (This scene is replayable later under the 'Record' option in Brave Story as 'Cadets'. The opening prelude scene with Ovelia is also listed under Record, as 'Prayer of Queen Ovelia'.)

1. GARILAND MAGIC CITY [Enemies: 4 SQUIRES, 1 CHEMIST]

Trophies: Mythril knife, phoenix down, potion, 2000 gil

```

+---+---+---+---+---+---+   This is the first fight in which you control
| | |           | |X|  |   the actions of all your allies (Delita being
+ + +-+ +-+---+ +-+  +   the exception; guests are controlled by the
| | | | | | |         |   game). Now that you are familiar with the way
+---+ + + + +---+---+ +---+   a fight works, you must begin to apply
|  | | | | | | |     |   strategy. The first, and most obvious,
+---+---+ + + +---+---+ + +-+   consideration is to include at least one of the
| |X| | | | | | | |   two Chemists in the party for the fight.
+---+---+ +-+ +---+---+ + +   Without healing, you'll be lucky to live at
| |           |  |  | |   all. The enemy Chemist, unlike any healer you
+ +           +---+---+ + +   bring along, has access to unlimited healing.
| |           | | |   This is true of any enemy who can use the
+---+---+ +---+---+ +---+---+ + +   'Item' command; make note of it. Thus, your
| | | | | | | | | |   first main target may be the Chemist. However,
+---+---+ + + +---+---+ +   the Squires are well spread out. Since you can
|  | | | | | | | |   save before this fight, experiment with various
+---+---+ +-+ + +---+---+ +-+   kinds of strategy. Spreading out your party,
|  |  | | | | | | |   and keeping them close together, are both
+---+---+ + +---+---+ + +   advantageous under the right circumstances -
| | | | | | | | | |   it's a matter of getting a feel for when it's
+---+---+ + +---+---+---+ +   safe to spread out, and when it's not. Since
| |           | | | |   your Chemist's 'Item' skill only has a range
+---+ +---+---+ + +---+---+ +   of four squares, you can keep the Chemist
|  |           |         | |   somewhat out of the fight. However, don't
+---+---+---+---+ +---+---+   wander too far from your only source of
|  | | | | | | | | |   healing!
+---+ + +---+---+---+---+---+
| | | | | | | | | |
+ + +-+ + +---+ +-+ +
| | | | | | | | | |
+---+---+---+---+---+---+

```

During this fight, you should have gained a reasonable amount of JP. You will find yourself on the World Map, with instructions on how to move around on the map. After these instructions, press /\ to open the World Map menu. You'll see a number of options: Move, Formation,

Brave Story, Tutorial, Data, and Option. You can use Option to change basic game functions, similar to the Option command in the Battle Map menu. Tutorial lets you look through the help files of the game, to better understand things like using magic. Data allows you to save. Brave Story keeps track of what you've done so far, as well as giving information on important people as you meet them (like Gafgarion, Agrias, and Ovelia). Feel free to use these options, until you're comfortable with them.

Move is a command that tries to send you directly to where you want to go, over the World Map. As more places open up, this can become handy. However, your chances of getting in a random fight increase the further you move. Finally, the Formation command allows you to go to your party to learn skills, change classes, and alter equipment.

If you have received enough JP for the 'Gained JP Up' squire power (it costs 200 JP), I strongly recommend you learn the skill and set it. This makes gaining every other power in the game (with only a few rare exceptions) much, much easier! Customizing your skills and equipment outside of battle requires planning, just as actual fights require strategy; this is the first, and best, advice that can be given to planning out your party.

To learn the power, and set it, press /\ to call up the Formation menu. You'll see the commands of Item (to change equipment) and Ability at the top. Ability calls up another menu to Set, Remove, or Learn powers. If you choose Learn, you can then go into the list of classes available to that character. Choose the class you wish to learn a power in (in this case, choose Squire); powers which you have enough JP to learn will stand out in bold lettering.

After learning a power, use 'O' to go back and Set the power. You will notice that there are several places to set abilities. The top of the five slots is the command which lets you use your current class skills (this cannot be removed, but changes as you change class). Next is your secondary skill slot, where you can set the ability to use the powers of another class, such as a Knight's 'Battle Skill'. If you set Battle Skill as your secondary, any battle skills that you have learned can also be used in battle. You must learn the skills first, for this to be effective, so consider setting your secondary to Item (for squires), or Basic Skill (for chemists). This allows you to have many people who can heal, but be warned...you still need to have the healing items, and some powers will not work exactly the same.

'Item', for example, only has a range of one square if used by anyone other than a chemist (learning and setting 'Throw Item' with a chemist when they change classes increases the range to four, but it replaces the 'Gained JP Up' skill, so beware).

Once you have your powers learned and set, look to your equipment. It is likely that at least one of your squires only has a dagger for a weapon. The mythrill knife you gained as a trophy is a better weapon, so alter your equipment using the 'Item' command in the Formation menu.

You can also buy equipment at Gariland before leaving, if you want. Press X while on the city to call up the city menu. The menu currently has three options: Bar, Shop, and Soldier Office (some cities gain a fourth option in Chapter Three - Fur Shop; this is not a concern just yet). In the shop, you can buy or sell items and equipment; when a new item is available for purchase, it will be listed just after the appropriate battle map. You can use the Fitting Room to see what items the shop can offer that are better than what you currently possess. If you can't afford to be fully outfitted, you can remove items to reduce the cost, or cancel out of the fitting room altogether. Consider buying healing items, like potions and phoenix downs, as well as armor and weapons. Once you're done, it's time to move on to the next main area.

Save first, to be safe. 'Better safe than sorry' applies to this game, so save when you can...or you may later regret it.

Rumors in Bar: The Death Corps, The King Omdoria, The Fifty Year War

Gariland Shop: dagger, broad sword, oak staff, rod, leather hat, clothes, phoenix down, eye drop, antidote, potion

You will also see another scene when you leave Gariland, listed under Record as 'Death of father Balbanes'.

2. MANDALIA PLAINS: Defeat All Enemies or Save Albus

Enemies: 4 SQUIRES, 1 THIEF, RED PANTHER (vs. Ramza and 3 allies, plus Delita and Albus)

Trophies: Potion, potion

Areas marked with an asterisk (*) are places where items can be found. (See MOVE-FIND ITEM under Skills.) These hidden items are rarely unique, and since the items are sometimes guarded with traps (steel needles, sleep gas, degenerators (-1 level!), or a death trap), they are better marked than unmarked. Once an item is found in the square, the square will not have anything else in the future, so think of the item as a pleasant bonus.

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|X|      | |X|X| |X|X| |
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|*      |X|      | | | |
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```

This fight introduces another battle style, one which will come up several more times throughout the game. You will be given the choice of choosing whether it is more important to defeat your enemies, or to save Albus (1. Our duty is to destroy the Death corps, or 2. Saving him is our priority.). You must defeat all enemies in either case, but if you choose to save Albus, his death also means game over! The first choice makes the fight easier, but has an effect on Section #10 later.

After this fight is a scene ('First meeting with Albus' under Record) wherein you learn more about why Albus was in the plains. Albus

then joins you (as a guest, so he is uncontrollable in fights, like Delita). Learn new skills, if you have the JP needed, before continuing. If you wish, you can go back to Gariland, but be warned: once an area which is not a city has been beaten (it changes on the World Map from orange to blue), passing over that area again may trigger a random fight! This is good if you want to gain more JP and money, but it also becomes time consuming later on. There is no way to avoid this short of resetting the game, so again, save well and often.

39. IGROS CASTLE: Scenes - Reunion with Dycedarg (when you arrive),
At Igros Castle (immediately following)

There are no fights at Igros, merely scenes in which the story unfolds. You meet your elder brother Dycedarg first, and he informs you of how plans are going against the bandits and thieves. Later, you meet Delita's sister Teta, your sister, Alma, and your younger brother, Zalbag. Zalbag drops a hint to you about where the thieves are, which opens the next area.

Igros Shop: mythril dagger, long sword, bow gun, escutcheon, bronze helmet, leather helmet, linen cuirass, leather armor, battle boots, soft, maiden's kiss, echo grass

Buying even one of each new item would cost 4500 gil (probably more than you have), so before continuing on, you should consider getting into some fights at Mandalia. The money, experience, and JP will certainly come in handy. If you master a class with any of your characters, remember to change to a new class. Diversifying the classes that you change into will open new classes faster, so try to change each person into something different. This way, you can learn more about each new class, and open other classes quickly.

Gariland Shop: feather hat, leather outfit

4. SWEEGY WOODS: Defeat All Enemies

Enemies: may vary (usually 2 GOBLINS, 2 BOMBS, 1 BLACK GOBLIN, 1 RED PANTHER)

(vs. Ramza and 3 allies, plus Delita and Albus)

Trophies: none

<pre> +---+---+---+---+---+---+---+ + +-+ + +-+---+ +-+---+ + X X +---+---+ +-+ + +-+ +-+ +-+ +---+---+ +-+---+---+---+ +---+---+ + +---+ +-+ * +-+ +-+ + +-+ + * +---+ + +-+---+---+ +-+ </pre>	<p>Any fight composed entirely of monsters may vary. You may encounter 3 regular goblins, or 2 black goblins and 1 normal goblin. Usually, the monster stays the same, but a weaker or stronger version of the monster appears. (Fortunately, the Bombs do not change; the next stage of Bomb, called a Grenade, is far too hard for this stage of the game!) Since monsters generally hit harder than people, you will find yourself taking a lot more damage in this battle. Worse, Albus and Delita tend to die off quickly, leaving you outnumbered. Use the directional buttons of the Playstation</p>
--	---

```

+++ +      +-+ +-+ +   +-+   keypad to highlight a monster with the
| | |      |      | |   | |   cursor, then press X. This lets you
+---+---+  +-+   + +---+---+  examine a monster's status: its powers
| | |X|    | |   |           |   become available for viewing, as do its
+---+---+  +---+---+  +---+   HP and MP. Pressing X one more time shows
| | *| | | |           |X| |   you extra information about the monster,
+---+---+  + +---+---+  +---+   such as weaknesses. Use this to plan your
|   | | | | |           |*| |   attack! One example is the Bomb, with its
+---+---+  +---+---+  +---+   power to Self-Destruct for massive damage.

```

For all intents and purposes, this fight is meant to delay you from the next area. It also shows you what to expect in random fights, if you have not already tried a few. Random fights give no trophies, only Bonus Gil. Again, the JP and experience gained make the fight worthwhile, so take advantage of this!

Until you go to the next area, you can now get into random fights here, as well as at Mandalia. It is strongly recommended that you master out your squires before continuing, to open the new classes and expand the number of powers available to you.

5. SLUMS IN DORTER: Defeat All Enemies

Enemies: 3 ARCHERS, 2 WIZARDS, 1 KNIGHT (vs. Ramza and 3 allies, plus Delita and Albus)

Trophies: Iron sword, linen robe, ether, 500 gil

```

+---+---+  +---+---+  +---+   This fight is the opposite end of the spectrum,
|           |           |   compared to Section #4. All your enemies are
+---+---+  +---+---+  +---+   people, who may possess powers and equipment
| | * |     |           |   that you do not! This fight is not too
+---+---+  +-+ +-+   +   difficult to win. If you choose to make the
|   | | |     |           |   fight last, however, the enemies who die may
+---+---+  +---+---+  +-+   leave treasure boxes to grab, or better yet,
|   | | | * | | |     | | |   a crystal. Taking the crystal of an enemy
+---+---+  +---+---+  +   sometimes allows you to gain free skills! You
| | | | | | | | | | | |   must have the ability to change into the same
+---+---+  + +---+---+  +   class as the enemy to gain any free powers (ie.
|   | | | | | | | | | |   if you get the crystal of an Archer, which
+---+---+  +-+   +   anyone can become, you may learn some Archer
|   | | |     | | |     |   skills; if you get the crystal of a Wizard,
+---+---+  +---+---+  +   however, and do not have the Wizard class as an
|   | | | | | | | | | |   option under Learn in the formation menu, you
+ +---+---+  +   +   will get no free powers). If you gain no free
|           |           |   powers, a crystal will still let you restore
+           +---+---+  +   your HP and MP to full. The main risk in
|           | | |     | | |   prolonging the fight is that Delita or Albus
+---+---+  +-+   +   may steal a crystal, and guests do not learn
| | | | | | | | | | | |   free powers. Beware the range attacks of both
+ +---+---+  +---+---+  +---+   the Archers and the Wizards! Having a few
| | | | | | | | | | *|   distance attacks of your own, or good healing,
+---+---+  +---+---+  +   can counter this advantage nicely.
| | | | | | | | | | | |
+ + + +   +---+---+  +
| | | | | | | | | | | |
+---+---+  + +-+   +_+
| | | | * | | | | | | |
+++ +-+   +-+ +-+  + +
| | | | | | | | | | | |

```

+--+--+--+--+--+--+--+--+

The scene after this battle ('After Gustav!' under Record) reveals where the thieves have hidden their hostage (Marquis Elmdor). It also reveals more about Albus' personality, a foreshadowing of future disagreements...

There are no new items for purchase, though you may want to invest in more healing at Dorter before moving onwards.

6. CELLAR OF SAND MOUSE: Defeat All Enemies

Enemies: 3 KNIGHTS, 2 MONKS, 1 ARCHER (vs. Ramza and 3 allies, plus Delita and Albus)

Trophies: 500 gil, hi-potion, blind knife

+--+--+--+--+--+--+--+--+		This fight once again contrasts with its
*		predecessor. While all your opponents are
+--+--+--+--+--+--+--+--+		still people, most of them are classes which
		hit very hard from up close! The most
+--+--+--+--+ + +--+--+		obvious strategy is to use range attacks, but
		be wary. Knights, Monks and Archers all have
+ +--+ +--+--+--+ +		good defense against range attacks that are
		not magical. If you've mastered Squire with
+--+--+ +--+ +--+--+ +--+		a character, and changed to a new class, you
		may be able to learn free skills from the
+--+ +--+ +--+--+ +--+		Monks, should they crystallize. By now,
		Delita and Albus are more of a hindrance than
+--+ +--+--+ +		a help; if you have built up your powers, you
		may wish to leave them unconscious. The nice
+--+ +--+--+ +		thing about special guests in non-random
		fighters is that they will not disappear
+ + +--+ +--+ +		(notice the stars over their heads when this
		happens; this means they will not turn into
+--+--+ +--+ +		crystals or treasure chests).
+--+--+--+--+--+--+--+--+		

After this battle, another scene plays ('Rescue of Marquis Elmdor' under Record). You briefly meet Wiegraf again (the Knight in the short scene starting section #5), and after freeing Elmdor, you are expected to head back to Igros. New items have now become available in the shops, so you may wish to get into some random fights first to acquire the money for them.

Dorter Shop: thunder rod, ice rod, flame rod, white staff, buckler, red hood, leather vest, linen robe, small mantle, hi-potion

Gariland Shop: blind knife

Entering Igros triggers another scene ('Master of Gallione' under Record). Here, you are given an assignment to help against the thieves,

since you proved yourself by rescuing Elmdor. You meet Larg, a prince of the Hokuten, whom Dycedarg works for. When Ramza leaves, Dycedarg and Larg continue to talk for a bit, about disturbing things...the way to the new area should now be opened.

Rumors in Bar: The condition of Omdoria

Igros Shop: iron sword, long bow, iron helmet, bronze armor

A quick note: you should notice that Zeklaus Desert is now open, and random encounters can be fought there. The map for Zeklaus Desert is much different now, however; see below.

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Once opened for random encounters, Zeklaus provides some of the hardest random fights available at this point in the game. Expect to encounter Bull Demons, Skeletons, and possibly even a Juravis! Also, beware of the traps that guard the items in this place. One is a degenerator (refer to the notes before the map for Section #1); the other traps can be equally deadly. If you find the item, don't go on the square again! Even with Move-Find Item, you will only trigger the trap!

7. THIEVES FORT: Defeat Miluda

Enemies: MILUDA (Knight), 3 THIEVES, 2 PRIESTS (vs. Ramza and 3 allies, plus Delita and Algus)

Trophies: 700 gil, iron sword, bronze shield

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This new battle style contrasts the type introduced in Section #2. Instead of having to save one person, you only have to defeat one person. Don't become too overconfident, however! Miluda has some very skilled allies The thieves are usually a danger to any females in your party; since the thieves are all males, one or two of them may be able to Charm female allies. Charmed allies will turn against you until they take damage, and will use all their skills against you. If they use items, the items are lost from your inventory! The priests also make this fight difficult. At least one of the priests will have the secondary skill of Black Magic, doing long-range damage in addition to healing you foes Since you gain more JP and experience from a longer fight, it might be wise to kill Miluda's allies before attacking her at all.

Once Miluda is defeated, another scene plays ('Lady of the Death Corps' under Record), followed by a second scene when you leave the Fort ('Attack by the Death Corps!' under Record). Teta's been kidnapped!

No new items appear in any of the shops, so you may as well head straight to Igros. A third scene is played out ('Delita's Anger' under Record), where Delita's poverty and low station are attacked by Algus. When Algus leaves, he tells Ramza about where the Hokuten plan to strike

next against the thieves. This opens up the new area.

Rumors in Bar: Destruction of the Death Corps!?, Attempted murder of Lord Dycedarg

A fourth scene plays out in Mandalia when you leave Igros ('Reed pipe' under Record). Ramza consoles Delita as he curses being a peasant, a small man without power.

8. LENALIA PLATEAU: Defeat Miluda

Enemies: MILUDA (Knight), 2 KNIGHTS, 2 WIZARDS, TIME MAGE (vs. Ramza and 4 allies, plus Delita)

Trophies: 1000 gil, silk robe, battle boots

<pre> +---+---+---+---+---+---+ * + + +--+ +--+ + + +--+ +---+---+---+---+---+---+ * + +---+---+---+---+---+---+ +---+ +---+---+---+---+---+ * +---+ +---+---+ +--+ +--+ + +---+---+---+---+---+ +---+ * + +--+ +---+---+---+---+ + + +---+---+ +---+---+ +---+ + +---+ +---+ + X + +--+ +--+ +---+ + +---+---+---+---+---+---+ </pre>	<p>Once again, you face off against Miluda, as she tries to escape the Hokuten. This time, she has comrades who can hit hard both from a distance, and up close. She and Delita exchange words about Teta's abduction, confusing and angering him. If you've done random fights to gain skills, you should be reasonably high level by now (16th to 20th level). His fight should not be too hard. If you're lower level, fear not; you can still win, but you may have some difficulty if you're too low level (under 10th or so).</p>
--	---

At the end of this fight, Miluda dies. You cannot avoid this, so don't feel bad. Some new items will become available for purchase at the shops; you may wish to purchase them.

Gariland Shop: mage masher, chain vest, silk robe

Igros Shop: mythril sword, battle axe, night killer, silver bow, bronze shield, chain mail

As you enter the next area, a scene will play out ('One rock and a small ripple' under Record). Miluda was Wiegraf's sister! Uh-oh.

9. WINDMILL SHED: Defeat Wiegraf

Enemies: WIEGRAF (Temple Knight), 2 KNIGHTS, 2 MONKS, CHOCOBO ('Boco')
(vs. Ramza and 3 allies, plus Delita)

Trophies: Hi-potion

+--+--+--+--+--+--+	This will be, by far, the hardest fight you have
X *	encountered. This might be considered the hardest
+--+--+--+--+--+	fight of Chapter 1! As a Temple Knight, Wiegraf
X X X X	has powers like Agrias. These powers can be used
+--+--+--+--+--+--+	from a distance, having extra effects in addition
X X X X	doing massive damage. One such power, Crush Punch,
+--+--+--+--+--+--+	can immediately kill anyone it hits!
X X X X	Bring lots of healing: at least one Chemist, as
+--+--+--+--+--+	well as a Priest or Monk, is strongly recommended.
X *	There is only one way to stop Wiegraf from using
+--+--+--+--+--+	his powers. If you have a Thief that can Steal
	Weapon, taking away Wiegraf's sword prevents him
+--+	from using his powers. (The sword is also strong,
	usually a Coral Sword, which isn't available for
+ +--+ +--+--+--+	sale until after Section #13). This can be risky,
	though, as stealing does not always work. If
+--+ +--+--+--+--+	Wiegraf has the skill Maintenance set, you won't be
*	able to steal from him at all!
+--+--+--+--+--+	
*	
+--+--+--+--+--+	

With Wiegraf defeated, Chapter One is almost over. Nothing new opens in the shops. If you decide to do a few more random fights, however, Fovoham Plains will change (see below).

+--+--+--+--+--+--+	As with Zeklaus Desert, you will
	discover that new, powerful monsters
+--+ +--+ +--+--+ +--+ + +--+	inhabit this 'new' area. You may
	encounter Flotiballs and Pisco Demons.
+--+ +--+--+--+--+--+ +--+ +	The fights here are not too difficult,


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but they are time consuming.
 Fights with only monsters for foes may take a little adjustment after fighting people. Be careful of the traps in this place. There is one of each type on the board (a degenerator, a death trap, a steel needle, and sleep gas).

10. FORT ZEAKDEN: Defeat Albus

Enemies: ALBUS (Knight), 3 KNIGHTS, 2 WIZARDS (vs. Ramza and 3 allies, plus Delita)

Trophies: None

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Similar to your first fight with Miluda, you only have to defeat one enemy in this fight...Albus! Albus, however, also has powerful friends. The wizards both know Fire (which does more damage, since it's snowing), and the Knights hit hard! Worse, Albus has a Night Killer, so he can attack from a distance. Albus also has the Chemist power Auto-Potion set, so every time he's hit, there's a good chance that he'll immediately be healed for 30 HP! Expect this fight to take a while, unless you have worked up good powers in random fights. The fight becomes much easier if you take out the Wizards first.

```

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+---+---+---+---+---+---+

```

The final scenes of Chapter One play out after this fight finishes ('Flight into Darkness', as well as 'And I escaped...' under Record). No wonder Ramza is shocked to see Delita during the prelude! You'll be given the chance to save before you enter Chapter Two - however, you don't -have- to save (the option to save becomes available before proceeding to Section #11 in Chapter Two).

CHAPTER TWO: The Manipulator & the Subservient

The opening scene of Chapter Two ('Ovelia chase' under Record) comes back to present day. Agrias is worried for the princess, and decides to pursue her kidnapper. Ramza, shocked at having seen Delita, insists on coming along. Grudgingly, Gafgarion also decides to go with you.

The three knights who assisted you in the prelude fight - Rad, Levian, and Alicia - offer to join up. However, they will be far less powerful than the people you have already built up during Chapter One. Whether you let them join up or not is up to you, but remember: the more people you have, the longer it takes to build up their levels and classes.

After you have everything set up the way you want, head to the next area...where a fight awaits...

11. DORTER TRADE CITY: Defeat All Enemies

Enemies: 2 THIEVES, 2 ARCHERS, 2 WIZARDS (vs. Ramza and 3 allies, plus Agrias and Gafgarion)

Trophies: 1000 gil, flame rod, mage masher, phoenix down

```

+---+---+---+---+---+---+      With Agrias and Gafgarion to help, this fight is
|   | |           | | |         not hard. Their varying sword powers are quite
+---+ +           + ---+       strong, and have a decent range - even uphill.
|   | |           |   |         The main threat in this fight is the long-range
+--+ +--+ +---+---+---+---+    attacks of the Wizards (their magic hits much
| | |   |           | | |       harder than the Archers do), as well as the
+---+---+---+---+---+ +--+    charming ability of the male Thieves (if they
| | | |           | | |         have the power; remember, non-essential enemies
+ +--+ +---+---+---+ + +       have their skills assigned at random).
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After completing the fight in Dorter, you can take advantage of your position on the World Map to not only buy the new items available, but take on the proposition in the Bar! (It's easy, since you can just walk back and forth between Orbonne and Dorter.) When you're ready, you can move on to the next area.

Dorter Bar:

Rumors - After the king's death, Feud between Larg and Goltana,
 Peasant riot in Zeltennia
 Proposition (1)

Dorter Shop: flail, round shield, headgear, mythril vest, spike shoes,
 leather mantle, shuriken, holy water

Gariland Bar: Propositions (2)

Igros Bar: Proposition (1)

Igros Shop: ice bow, javelin, barbuta, mythril armor

12. ARAGUAY WOODS: Defeat All Enemies or Save Boco

Enemies: BLACK GOBLIN, 5 BLACK GOBLINS
 (vs. Ramza and 3 allies, plus Agrias, Gafgarion, and Boco)

Trophy: Hi-potion

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This fight re-introduces the chocobo 'Boco', who first appeared in the Windmill Shed fight with Wiegraf. For this fight, however, Boco is not an enemy, but a guest. You are given the options of '1. We must leave now.', or '2. Is he strong in a fight?'. Boco will assist you against the Goblins, regardless of which choice you make. Boco will also offer to join up with you at the end of the fight, regardless of your choice. Choosing option 2 means that you must save Boco, however, and thus makes the fight harder. If you haven't invited any

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```

monsters to join you yet, you may wish to keep Boco at the end of the fight. All three versions of Chocobos have strengths to add to your party, and Boco will immediately start having babies if you allow it to join.

Nothing new appears in the shops or bars after the fight in Araguay, so unless you want to do some random fights, Zirekile awaits...

13. ZIREKILE FALLS: Save Ovelia

Enemies: GAFGARION, 5 KNIGHTS (vs. Ramza and 3 allies, plus Agrias, Delita, and Ovelia)

Trophy: None

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This battle opens up with a scene wherein knights are surrounding both Delita and the Princess! You arrive just in time to assist them, only to discover that the plot to kidnap the Princess involves Dycedarg! This fact comes from none other than Gafgarion, who turns against you! (Admittedly, this should come as no surprise; Dycedarg pays Gafgarion for his services, so naturally, Gafgarion will support Ovelia's kidnapping). Delita has gained the powers of a Holy Knight since you last met him. The specific powers he wields are random, but given his equipment, and level, he could probably do this fight himself! The risk in this battle is that if Ovelia dies, you lose the game! Ovelia has strong defensive magic to protect herself; however, there is always the chance, however slim, that you could lose this fight. One thing that should help is Gafgarion's cowardice. If reduced to critical condition, Gafgarion will flee.

Right after this fight, a scene ('Reunion with Delita' under Record) plays. With Ovelia safe, you can now take the time to go back to shops and bars, if you wish, before proceeding. As a guest, Ovelia will not join you in any other fights from this point on.

Dorter Bar: Rumor - Kidnap of the Princess

Dorter Shop: poison rod, rainbow staff, cypress rod, mythril shield,
triangle hat, adaman vest, power wrist

Gariland Shop: platina dagger

Igros Shop: coral sword, mythril helmet, plate mail

14. ZALAND FORT CITY: Defeat All Enemies or Save Mustadio

Enemies: 2 KNIGHTS, 2 WIZARDS, 2 ARCHERS (vs. Ramza and 3 allies,
plus Agrias and Mustadio)

Trophies: 2000 gil, mythril sword, hi-potion

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On the run from some unsavoury characters, Mustadio (An Engineer from Goug) meets you in this battle. You are given two choices: '1. Don't want to get involved.', and '2. We have to help him!'. Choosing option 2 means that if Mustadio dies, the game is over! Fortunately, Mustadio's gun allows him to stay far away from the enemies. If you want the hard version of this fight, make sure to bring people that can heal from a distance (a skilled Priest, or a Chemist). If you find this fight difficult, focus on the Wizards when you attack. Wizards are much easier to kill than Archers, and removing them from the fight means that only the Archers can hit Mustadio from a distance.

Mustadio reveals more about himself after this fight (in the scene, 'Machinist'; as you leave Zaland, another scene, 'Worries of Ovelia', will play out). It seems Mustadio needs your help, so he'll be with you for a while as a guest.

There is no new equipment for purchase in Zaland, but there should be several propositions to undertake, if you wish.

Zaland Bar: Propositions (2)

15. BARIAUS HILL: Defeat All Enemies

Enemies: 2 KNIGHTS, 2 ARCHERS, 2 SUMMONERS (vs. Ramza and 3 allies, plus Agrias and Mustadio)

Trophies: 1000 gil, holy water

```
+++++-----+-----+
|      |  | |*   |   It seems that Mustadio has some powerful enemies,
+    +  +--+  +   as the mercenaries you meet here threaten to take
|      |  | | |  |   him by force! Luckily, you don't have to focus
|-+--+  + + +--+  |   on saving Mustadio in this fight. The real I
|  |*|  | | |  |   danger is the Archers, who have the high ground,
++ + +--+  +-+ +-+  |   and the Summoners, whose magic can hit many
| | | |  | | |  |   people at once!
+ +-+ +--+--+ +-+ +   As it was at Zaland, this battle can go quickly
|  | |  | | |  |   if you take down the foes with long-range attacks
+  +--+  + +  +   first. Mustadio usually aims for a Summoner, and
|  | | |  | | *|   Agrias assists against the Knights as they
+ +-+ + +--+--+ +-+ +   advance (unless the Archers kill her first!).
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The scene 'Dycedarg's plans' runs after this battle. Gafgarion reports of your interference in the procurement of Ovelia, and Dycedarg's reaction is most unkind...

No new equipment or propositions become available after this fight, so you may wish to proceed directly to Lionel Castle.

16. LIONEL CASTLE: Scene - Cardinal Draclau and the Holy Stone

The scene which occurs here removes both Agrias and Ovelia from your party, as they take refuge with the cardinal from the machinations of Larg and Dycedarg. Under the 'Record' section of the 'Brave Story' option in the World Map menu, a new scene is recorded, which does not play out during the course of the game. This 'hidden' scene, 'Those who seek the Holy Stone', is quite interesting, if not overly enlightening.

With Ovelia safe, many new items become available at shops, as well as several propositions. Before you move onward with the game, you should consider checking these out.

Lionel Bar:

Rumors - Zodiac Brave Story, Zodiac Stone, Bart Company's dark rumor
Propositions (1)

Lionel Shop: giant axe, cross bow, lightning bow, spear, gold shield, gold helmet, gold armor, rubber shoes, defense ring, defense armband, wizard mantle, diamond armband, ether, remedy

Dorter Shop: koutetsu knife, asura knife, battle dict

Gariland Shop: battle bamboo, green beret, wizard outfit, wizard robe, lightning ball, water ball, fire ball

17. ZIGOLIS SWAMP: Defeat All Enemies

Enemies: vary (usually 2 SKELETONS, 2 GHOULS, 1 BONE SNATCH, 1 MORBOL)
(vs. Ramza and 4 allies, plus Mustadio)

Trophy: None

+-----+-----+-----+-----+ You may notice that the monsters listed
| | | | | | | * | above don't appear in this fight. There is
+--+ + +--+--+ +--+--+ a small chance that this fight will change
| | | | | | | to include a Uribo. Given the rarity of
+-----+ +-----+-----+ Urivos, you may want to bring someone with

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the Mediator Talk Skill 'Invite' for the battle. A Uribo is not strong, but the creatures it can breed - the Porky, or the Wildbow - are strong, and possess special qualities, for poachers...

Since most of your enemies are Undead, you can easily win this fight in less than 5 minutes. A Phoenix Down can instantly kill any Undead. Also, if Mustadio has learned the skill 'Seal Evil', Then the only threat becomes the slow, but strong, Morbol.

Depending on how far you have advanced your party, you may wish to simply skip going back to Dorter for the only new item. If you have a Bard, however, then the trip is worth taking.

Dorter Shop: ramia harp

18. SLUMS IN GOUG: Defeat All Enemies

Enemies: 2 SUMMONERS, 2 THIEVES, 2 ARCHERS (vs. Ramza and 3 allies, plus Mustadio)

Trophies: 1000 gil, thunder rod

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```

This fight doesn't occur until you leave Goug. When you first enter the city, Mustadio leaves to see what he can learn about Bart Company. The young man finds the mercenaries holding his father, Besrodio. However, you are ordered to hand over the Holy Stone that Mustadio hid, in exchange for Besrodio. The fight starts when the enemy gains the Stone, as they want no witnesses! The main threats in this fight are the Archers (and possibly Thieves, if you brought female characters). Unless you have run through the game without building up your party, this fight should be very easy.

The scene 'Besrodio's Rescue' runs after this battle. Ha! It seems Mustadio is quite resourceful. With Besrodio safe, and Bart Company on a wild goose chase, it seems that Ramza's choice of seeking more information is a wise one. Mustadio offers to join up for good; given his skills (and the fact that a good portion of the secrets in the game are not available without him joining), you shouldn't turn him down.

Since you are compelled into the 'Slums in Goug' fight when you try to leave, the new items available in shops, as well as the new proposition, are listed hereafter (as opposed to before the fight). With only one way to go, however, the proposition might be best to leave for later.

Goug Bar: Proposition (1)

Goug Shop: romanda gun

39. WARJILIS TRADE CITY: Scenes - 'Delita's advice' (when entering Warjilis), 'Cardinal's Anger' (when leaving Warjilis)

If you've been thorough in obtaining new equipment during your travels, you'll find nothing new in the shops of Warjilis. However, the information gleaned from the scenes which play here is quite helpful. There is also a proposition available at the bar.

Warjilis Bar: Proposition (1)

20. BARIAUS VALLEY: Rescue Agrias

Enemies: 2 KNIGHTS, 2 ARCHERS, 2 WIZARDS (vs. Ramza and 4 allies, plus Agrias)

Trophy: Echo grass

+--+--+--+--+--+--+--+--+--+--+ * +--+--+--+--+--+--+ + + +--+--+ * X +--+ +--+--+--+--+--+--+--+ +--+ X +--+--+ +--+--+--+ +--+ +--+--+--+ + +--+--+--+--+--+ +--+ +--+--+--+ X * + +--+ +--+ +--+ +--+--+--+ +--+--+--+ +--+ +--+--+--+ + + +--+ +--+--+ +--+ +--+ +--+--+--+ +--+--+--+--+--+--+--+ X * +--+--+--+--+ +--+--+--+ +--+ +--+ 	By a stroke of good fortune, you run into Agrias while traveling to save Ovelia. Unfortunately, Agrias has run afoul of bounty hunters looking to capture her! The hardest part of this fight is not so much the enemy, as it is the way you are set up on the battle map, at the start of the fight. Agrias is close to the enemy, and may get hit 2-3 times before you even get a turn! Since the party is split up, it might be best to set up your party so that they can stay divided, working as two smaller forces. Having healing in each of the smaller groups is a must!
---	--

+--+ + + +--+ +--+ +--+ +
| | | | | | | | | | | |
+-----+-----+-----+-----+-----+

Agrias offers to join up permanently after this fight. With her powers, she can be an invaluable addition to your group. She immediately wishes to go rescue Ovelia; however, a few new items are available for purchase in Warjilis. Be warned, however; the random fights at Bariaus Valley can be brutal, at any level, regardless of the party you take.

Warjilis Shop: bizen boat, brigandine, elf mantle

21. GOLGORAND EXECUTION SITE: Defeat All Enemies

Enemies: GAFGARION, 2 KNIGHTS, 2 ARCHERS, 2 TIME MAGES (vs. Ramza and 4 allies)

Trophy: None

+-----+-----+-----+-----+-----+	There is a small conversation played out
	during this confrontation if Agrias is
+-----+-----+-----+-----+-----+	included in the party.
	As for the actual fight, Gafgarion is the
+-----+-----+-----+-----+-----+	biggest threat. He will flee if brought to
*	critical status. However, as with Wiegraf,
+-----+-----+-----+-----+-----+	Gafgarion's powers can be neutralized by
	stealing his weapon - a Blood Sword!
+-----+-----+-----+-----+-----+	Mustadio can also be of great help in this
	fight; Don't Move and Don't Act, in
+ + + + +--+ + +--+ +	combination with the gun's range, make the
	Engineer invaluable!
+ + + + +--+ + + +	
+ + + +--+--+ + + +	
*	
+--+ + +--+ +--+ +	
+ + + +--+ +--+ + +--+	
*	
+-----+-----+-----+-----+-----+	

+++++

Yet another scene plays out after this fight ('Those who use, those who get used' under Record). It seems Ovelia is being kept alive and healthy by her captors, but a surprise is revealed about her when Vormav appears.

There are no new items or propositions available after the fight at Golgorand. The next few fights end off the chapter, though, and they can be quite challenging. If the average level of your characters (excluding any newer additions, such as Mustadio, or Agrias) is less than 30, you will find the next area very, very hard. The alternative - getting into random fights at Bariaus Valley - is not very appealing, but is ultimately preferable.

22. OUTSIDE LIONEL CASTLE: Defeat All Enemies

Enemies: GAFGARION, 3 KNIGHTS, 2 ARCHERS, 1 SUMMONER (vs. Ramza and 4 allies)

Trophy: mythril helmet

+++++	This fight can be deadly if Ramza cannot heal
	himself. Ramza is separated from the party, and
++ +--+ + +--+	must face Gafgarion, one-on-one. In order for
	the rest of the party to join Ramza, he must
+-+-+-+ +--+	open the gate by pulling its lever (the 'L' on
*	the map; Ramza merely needs to step on the area
+ +--+++	to activate the lever).

++ +--+ +--+ +--+ +--+	The rest of the party should watch out for the
L	Knights first. All the Knights will be able
+ +--+ +--+ +--+ +--+	to break some kind of equipment, leaving you
	that much more vulnerable to long-range attacks.
++	

X	If Gafgarion is beaten, he immediately turns into
+++ +--+ +--+ +--+ +--+	a crystal. This can be used by Ramza to restore
* *	his health, if necessary. Thus, Gafgarion is
+ +--+ +--+	finally beaten for good!
+	
++	

+++++

```

| | |
+ + +--+ +--+ +
| | |X| |X| |
+--+--+--+--+ +--+
| | | | |
+--+ +--+ + +--+
| | |*| | |
+--+ +--+ + + +
| | | | |
+--+--+--+--+--+--+

```

You're asked if you want to save after this fight. If you can save, save! The next fight, is you don't prepare for it in advance, can be extremely hard.

23. INSIDE LIONEL CASTLE: Defeat Queklain

Enemies: Queklain

Trophy: None

```

+--+--+--+--+--+--+
|X|X|X|X|X|X|X|
+--+--+--+--+--+--+
|X|X| * * |X|X|
+--+--+ +--+--+ +--+--+
| | | | | | |
+ +--+--+--+--+--+ +
| * * |
+ +--+--+--+--+--+ +
| |X|X| |X|X| |
+--+--+--+--+--+--+
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```

ACK! A demon!

The 'Nightmare' power Queklain wields will kill a poorly-equipped party, or a low level group. Hopefully, you've worked on learning powers; if not, you're in for a HARD fight.

The worst side effect of 'Nightmare' is 'Death Sentence'. Nohting you have at this point of the game can stop Deatrth Sentence, unless you have a White Staff and/or a Defense Ring.

Once Queklain is defeated, the scene 'The Lion War Outbreak' will play. This will officially end Chapter Two.

CHAPTER THREE: The Valiant

Chapter Three opens up with the scene, 'T.G. Cid'. The War between Larg's Hokuten troops, and Goltana's Nanten troops, is not going well for either side.

Ramza starts Chapter Three in Dorter, away from the front lines of the war. A wide variety of new items become available for purchase immediately, as do a fair number of propositions. Before running off to Goland, you should take advantage of these.

Dorter Bar:

Rumors - Future of the War, Rescue of Princess Ovelia, Draclau's Death, Drought and flood damage

Propositions (3)

Dorter Shop: hidden knife, murasame, musk rod, c bag, flame shield, ice shield, twist headband, feather boots, magic gauntlet, reflect ring, n-kai armlet, x-potion

Gariland Bar: Proposition (1)

Gariland Shop: flame whip

Igros Shop: ancient sword

Zaland Bar: Proposition (1)

Lionel Bar: Propositions (2)

Lionel Shop: poison bow, mythrill bow, mythrill spear, cross helmet

Warjilis Bar: Proposition (1)

Goug Bar: Proposition (1)

24. GOLAND COAL CITY: Save Olan

Enemies: 3 THIEVES, 2 CHEMISTS, MEDIATOR (vs. Ramza and 4 allies, plus Olan)

Trophy: 1500 gil, battle dict

+++++ * +++++ +-+ +-+ +++++ +++++ + + + +-+ +-+ + +-+ +-+ +-+ +-+ +-+ +-+ * * + +-+ +-+ + +-+ + + + + + +-+ +-+ +-+ +-+ + + +-+ +-+ +-+ +-+ +-+ +-+ * +++ +-+ +-+ +-+ +-+ +-+ +-+ 	<p>While headed for Lesalia to learn more of the War, you meet Olan in Goland. It seems he's angered some thieves, and needs assistance!</p> <p>Considering Olan's 'Galaxy Stop' power, this fight should be a breeze. However, sometimes Olan does not use this power, or it fails; to be safe, bring someone who can heal from a distance (preferably a preist)!</p> <p>The Chemists in this fight are equipped with Mythrill Guns. While these weapons are not rare, they are stronger than any gun you currently possess, so you may wish to steal them.</p>
---	--

+++ +-+ +---+
| | | | |
+-----+-----+-----+-----+

The scene 'First meeting with Olan' plays after this battle, a foreshadow of things to come. Nothing new appears in the shops, but there is a new proposition you can take at Goland's bar.

Goland Bar: Proposition (1)

25. BACK GATE OF LESALIA CASTLE: Defeat Zalmo

Enemies: ZALMO, 3 KNIGHTS, 2 MONKS (vs. Ramza and 3 allies, plus Alma)

Trophy: Ether

+++-----+-----+-----+-----+ After the scene 'Reunion With Zalbag' plays
| *| | | | | | when you enter Lesalia, you fin Ramza talking
+---+ + + + + + with his sister, Alma. The talk is cut short
| | | |X | | when Zalmo, Heresy Examiner, comes to arrest
+-+ +-+ + +-+--+ + Ramza on charges of heresy! Alma warns you to
| | | | | flee, and Zalmo attacks!
+ + +---+ +---+-----+ The quickest way to defeat Zalmo is to attack
| | | | him directly. With his healing skills, Zalmo
+ +---+ +---+-----+-----+ + can revive any of his fallen companions or heal
| | | | | them with ease. Long-range attacks make the
+ + + +---+-----+-----+ fight go even faster. Zalmo will flee if
| | | | | | | | brought down to critical, ending the fight.
+ +---+-----+-----+-----+-----+
| | | | | | | |
+ +---+-----+-----+-----+ +---+
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+ +---+ +---+ +


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|           *           |
+--+--+  +--+--+  +--+--+
| | |   |X|X|   | | |
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| | |           | | |
+--+--+--+--+--+--+--+--+--+
|           *           |
+--+--+--+--+--+--+--+--+--+

```

Failing that, you should have some healers, and possibly Mustadio, whose Engineer powers are an asset in any fight. You are given the option to save after this fight, which you should take advantage of.

28. ORBONNE MONASTERY, THIRD FLOOR: Defeat Izlude

Enemies: IZLUDE, 2 KNIGHTS, 2 ARCHERS, 1 SUMMONER (vs. Ramza and 4 allies)

Trophy: Defense armlet

```

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|   | |           |
+ +--+--+--+ +--+--+--+--+--+
| | |   | |   |   | |*|
+ +--+--+--+--+--+--+--+--+--+
| | |   | |*           |
+ +--+  + +           +
| | |   | |           |
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| | |   | |   | |   | | |
+ +--+  + +--+--+--+  +--+ +

```

While only having to defeat the main enemy in a fight tends to make it easier, such is not the case with Izlude. Izlude can Jump, like a master Lancer; he also has the skill 'Maintenance' set, so you cannot break or steal his equipment. Finally, Izlude will Jump on nearly every turn, so spells that take too long to cast will simply miss! Also, watch out for the Archers, and their long-range attacks. Once again, at the end of this fight, you are given the option to save. Do so. As tough as Izlude was, the upcoming fight can be equally deadly.

```

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| | | | | | | | | |
+----+----+----+----+

```

29. ORBONNE MONASTERY, FIRST FLOOR: Defeat Wiegraf

Enemies: WIEGRAF, 2 KNIGHTS, 2 ARCHERS, WIZARD (vs. Ramza and 4 allies)

Trophy: 2500 gil

```

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|      |      |      |      |
+      +----+----+----+ +
|      | | | | | | * |
+----+----+----+ +----+----+
|*      | | | | | | |X|
+-+ +----+----+ +----+----+ +-+
|X| |X|X|X|X| |X|X|X|X| |X|
+-+ +----+----+ +----+----+ +-+
|      | | | | | | |X|
+----+----+----+ +----+----+
|      | | | | | | |
+      +----+----+----+ +
|      *      |

```

Wiegraf's back, and he has more Holy Knight powers than when you first met him. Wiegraf's also higher level, so he can inflict much more damage! Wiegraf isn't set with Maintenance, so a Thief with 'Steal Weapon' can take away the worst attacks. Even so, Wiegraf can usually hit barehanded for 30-60 HP damage. If you're having trouble, focus on Wiegraf to end the fight quickly. Otherwise, kill his cohorts first. Remember, if a human enemy crystallizes, you might get some free powers!

```

+---+---+---+---+---+---+---+---+---+
| |X|  |X|  | |  | | |
+ ---+  ---+  + +  + + +
|*|X|  | |  | |  | | |
+---+---+---+---+---+---+---+---+---+

```

The scene 'Velius' plays right after this fight. Not only has Izlude managed to get away, now you seem to have another demon as an enemy! Simon has given you the 'Germonik Scriptures'; if you wish, you can read this by going into Brave Story, and examining the Germonik Scriptures by using the /\ button. The Scriptures can take some time to read, though.

Several new pieces of equipment are now available at shops. Whether you choose to go on a shopping spree or not, entering Dorter from Orbonne trigger a brief scene in which Ramza is told to go Riovanes Castle to save Alma. Once you leave Dorter, yet another scene runs ('Ovelia and Delita' under Record).

Dorter Bar: Rumor - Death of Marquis Elmdor in battle

Dorter Shop: short edge, wizard rod, bloody strings, papyrus plate, gokuu rod, p bag, diamond shield, aegis shield, black hood, power sleeve, white robe, magic ring, 108 gems, hi-ether

Igros Bar: Proposition (1)

Igros Shop: diamond sword

Zaland Bar: Proposition ()

Lionel Bar: Propositions (2)

Lionel Shop: orichalcum, windslash bow, partisan

Goug Shop: hunting bow

30. GROG HILL: Defeat All Enemies

Enemies: 2 SQUIRES, 2 CHEMISTS, 1 ARCHER, 1 THIEF (vs. Ramza and 4 allies)

Trophy: Mythril gun

```

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|      | | |  | | | |
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|      | |
+  ---+---+---+---+---+---+---+---+---+
|  |      | |  | *  |
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| |  |  | | |  | |
+---+---+---+---+---+---+---+---+---+

```

At Grog Hill, Ramza encounters deserters from the Nanaten armies. Scared of being caught, the deserters attack, hoping for a discharge when they kill a heretic.

Each opponent is equally deadly. The Thief can charm male characters; the Archer can attack from a distance, as can the Chemists, who have guns (and use X-Potions to heal)! The easiest way to defeat these opponents is to focus on them one at a time; the Chemists, being able to use Phoenix Downs, may be the biggest threat.

```

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| |      | |      |
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|      |      | |      |
+++++      + +      +
|*      | |      * |
+      + +      +
|      | |      |
+-----+--+--+--+--+--+

```

You can also turn the tables by using a Mediator to Invite enemies. However, if you do so, the scene that plays after the battle might not make much sense (it is assumed that you slew the deserters in the battle).

The scene 'Son of T.G. Cid' plays after the battle at Grog Hill. Ramza's moral dilemma of killing the deserters is offset by his newfound ally (who doesn't join, but is comforting nonetheless).

A new item becomes available at this point (see below), but is not necessarily worth going back to purchase.

Goland Shop: gold staff

31. YARDOW FORT CITY: Save Rafa

Enemies: MALAK, 3 NINJAS, 2 SUMMONERS (vs. Ramza and 3 allies, plus Rafa)

Trophies: 2000 gil, yagyu darkness, holy water

```

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+ + + + +-+ +--+--+ +
| | | | | | | |X| |
+--+--+ + + +--+--+
|      | | |      | | |
+      +--+ +--+
|      |X|X|
+      +--+
|      *      | | |
+      +-+ + +
|      | | |

```

This fight is hard, regardless of how well you've worked up your party. The Ninjas almost always go before you, and aim for Rafa. Since you must save Rafa to avoid losing the game, this can be rather frustrating.

Malak will run away if brought to critical, and is not the greatest threat. Instead, watch out for the Ninjas! They can be randomly set to throw any item available at the shops. They might only hit when they throw weapons for as low as 60 HP, but more often, they hit for 120

```

+          +-+ +-+--+   to 150 HP damage!
|          |   |X| |
+-----+-----+ +-+--+ +
|          |   |X| *|
+-----+-----+ +-+--+ +
| |          |X|
+--+          +-----+
| |          |   |
+ +          + +-+ +
| |          | |X| |
+ +          + +-+ +
| |          | | | |
+-----+-----+

```

'Divine Rafa' plays after the battle at Yardow, introducing your new guest. There are a goodly number of items available in shops after this fight, well worth backtracking to get before entering Yuguo.

Yardow Bar: Proposition (1)

Yardow Shop: golden hairpin, black robe, sprint shoes, bracer, dracula mantle

Lesalia Shop: assassin dagger, platinum sword, platina armor

Dorter Shop: ninja edge, kiyomori, morning star, cashmere

32. YUGUO WOODS: Defeat All Enemies

Enemies: 2 WIZARDS, 2 TIME MAGES, 1 GHOUL, 1 REVNANT, 1 GUST
(vs. Ramza and 4 allies, plus Rafa)

Trophies: Phoenix down, phoenix down

```

+-----+-----+-----+ The restless Undead which inhabit the woods attack
| *      | |   | when you enter. Fortunately, all the enemies are
+   +-+--+ + +   undead, including the Time Mages and Wizards!
|   |   | |   | Phoenix Downs will make short work of your enemies.
+-----+-----+ +
| | | | |   | Because the human enemies are Undead, they cannot
+-----+-----+ be Invited. Holy Water does not, unfortunately,
| |   | |   | fix their current state; don't waste it.
+   +-+--+ + +
| |*| | | | |
+ +-----+-----+

```

```

| | | |X|X| | | |
+ +--+ +--+ + + +
| | | |X|X| | | |
+ +--+ +--+ +--+ +
| | | |*| |
+ + +--+ +--+ +
| | | |
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| | | | |
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```

Nothing new becomes available after Yuguo Woods. Once you enter Riovanes, however, you won't be leaving, so make sure you have everything you want in advance! Leading into the next area, at its beginning, is the scene, 'Ambitions of Prince Barinten'.

33. AT THE GATES OF RIOVANES CASTLE: Defeat All Enemies

Enemies: MALAK, 3 ARCHERS, 3 KNIGHTS (vs. Ramza and 3 allies, plus Rafa)

Trophies: Elf mantle, hi-potion, x-potion

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| | | | | | | |
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| | | |*| | | | | |
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| | | | | | | |

```

Guards, led by Malak, await you at the castle. Malak does not pose any serious threat. The Archers, however, who have the advantage of the upper parapets, can and will rain down on you with arrows. If Rafa or Malak is brought to critical both of them will leave.

The best tactic to winning this fight quickly is to hit Malak until he leaves,

```

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| | | |*| | |
+ +--+--+--+--+--+ +
| | | | | |
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| | | | | |
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| | | | | |
+--+--+ + + + +
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```

then cast 'Golem' with a Summoner. The 'Golem' power will catch most of the arrows fired at you; that way, you can focus on the Knights, then storm the parapets.

You are given the option of saving after this fight. Use it! The next fight is preceded by the scene, 'Escaping Alma'.

34. INSIDE RIOVANES CASTLE: Defeat Wiegraf, Defeat Velius

Enemies (first fight): WIEGRAF (Ramza only!)

Enemies (second fight): VELIUS, 3 ARCHAIC DEMONS (vs. Ramza and 4 allies)

```

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| | | | | |
+--+--+ +--+--+
|*| | |*|
+--+--+--+--+--+
| | | | | |
+ + +--+--+ + +

```

When you first enter Riovanes, Wiegraf approaches and taunts Ramza. Then, a one-on-one fight begins! You only have to knock Wiegraf down to critical, to trigger the second fight. This is not as easy as it might sound. Wiegraf's Holy Knight powers are all ranged attacks. Ramza should not enter this battle without the 'Item' or 'Punch Art' powers (assuming he can use X-Potions, or Chakra; if using Chakra, remember that it is weak when you are set

```

| | | | |
+ + +--+--+--+ + +
| | |*| | | |
+--+--+--+--+--+--+
| | |X| |X| | |
+--+--+--+--+--+
| | | | |*| | |
+--+--+--+--+--+
| | | | | | |
+--+--+--+--+--+
| | | | | | |
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```

as a spell casting class).

Wiegraf leaves once he is knocked to critical, only to reappear when your allies show up. When he comes back, Wiegraf changes into Velius and summons three demons! Velius can use 'Cyclops', dealing out massive damage over a large area; hopefully, you have several Chemists. The Archaic Demons also have some nasty long-range powers. Since Velius takes some time to defeat, it may help to slay the demons first. The more you outnumber the enemy, the more attacks you can get off!

You are given the option of saving after these fights, as well. Do so! Leading into the next fight is the scene, 'Scars of a tragedy'.

35. ROOF OF RIOVANES CASTLE: Save Rafa

Enemies: ELMDOR, CELIA, LEDE (vs. Ramza and 3 allies, plus Rafa)

Trophy: None

```

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```

Despite the rumour that was in the bar, it seems the Marquis is still alive. He isn't very friendly, though; he's come for the Holy stones that Barinten had!

This fight is easy to end; merely bring any of your opponents to critical, and it's over. However...with Celia and Lede being very, very fast, Rafa can die before you get a turn!

Also, Celia and Lede have rare equipment that

|X|X|X| |X| |
+++++
|X|X|X| |X| |*|X|X| |
+++++
|X|X|X| |X| |
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you might want to steal. This only makes the fight harder - but it can be done.

Celia and Lede can instantly inflict 'Dead', 'Stop', or 'Invite' (on males, and one hit cancels the charm). Equip yourself to avoid this, and change to a Ninja or Thief to raise your natural speed. At least one person, preferably Ramza, should be able to heal Rafa from a distance.

If you're not sure what equipment to wear, try the following (if you have it): Judo Outfit, Black Costume, Chameleon Robe, Thief Hat, Jade Armet, Chantage.

After this final fight, several scenes play, one after another: 'The other power', 'The lying heart', and 'Those who squirm in darkness'. Rafa and Malak offer to join up with you, as well.

CHAPTER FOUR: Somebody to Love

Chapter Four opens with the scene, 'A man with the Holy Stone'. Unlike the last chapter's beginning, you start where you left off, at Riovanes. You'll notice a new area on the World Map, Bervenia Volcano. Although you've never been to this area, it's marked with a blue dot, instead of orange.

Bervenia Volcano

+++++
| | | |X|X| |
+ +-+ + +-+-+ +

The fights here are all random. However, there is a reason why this area shows up; a special item is hid here. The item is only helpful for

```

| | | * | |X|X| | a hidden character later in the game. This
+ +--+ +--+--+--+ item is marked on the map with an 'M'.
| | | | | |
+--+ + + + + Expect to run into creatures like Behemoths,
| | | | | | Ahrimans, Plagues, Skeletons, Bone Snatches,
+--+--+--+ +--+ + Living Bones, Grenades, and Explosives in
| | | | | | Bervenian Volcano.
+--+--+--+ +
| | | | | |
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| | | |
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In addition to this new area appearing, there are a number of new items available for purchase in shops, and several propositions which can be done before heading to Doguola Pass.

Riovanes Bar:

Rumors - Future of the War 2, Monster in Riovanes Castle

Propositions (5)

Riovanes Shop: ice brand, platina shield, platina helmet, carabinieri mail, angel ring, red shoes

Igros Bar: Proposition (1)

Gariland Bar: Proposition (1)

Gariland Shop: earth clothes, yagyu darkness

Dorter Bar: Propositions (3)

Dorter Shop: spell edge, muramasa

Lionel Bar: Proposition (1)

Goug: Scene - Steel Ball Found!

Goug Bar: Propositions (2)

Warjilis Bar: Propositions (4)

Goland Bar:

Rumor - Ghost of Colliery

Propositions (3)

Lesalia Bar: Proposition (1)

Yardow Bar: Proposition (1)

36. DOGUOLA PASS: Defeat All Enemies

Enemies: 2 LANCERS, 2 WIZARDS, KNIGHT, ARCHER (vs. Ramza and 4 allies)

Trophies: 3000 gil, diamond armor

+++++---+---+---+---+---+---+	These enemies are guarding the borders, keeping
*	Hokuten troops from entering Nanten land. The
+-+ +--+--+ + + +	fight isn't very hard; the only threats are
	the Lancers and Knight, as they are close by
+++++---+---+---+---+---+---+	and can hit reasonably hard. The Wizards may
X X X	pose a threat, but only if ignored.
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X X	
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*	
+++++---+---+---+---+---+---+	

A proposition opens up behind you when Doguola Pass is beaten, but it can be put off until later.

Igros Bar: Proposition (1)

37. BERVENIA FREE CITY: Defeat Meliadoul

Enemies: MELIADOUL, 2 SUMMONERS, 2 ARCHERS, 1 NINJA (vs. Ramza and 4 allies)

Trophies: Jade armband, remedy, remedy

+++++---+---+---+---+---+---+	Meliadoul awaits Ramza, looking for a fight.
	Her abilities allow her to break equipment AND
+ +--+--+ +--+ +	do heavy damage from a distance. Maintenance
	can counter this; however, the Archers, with
+ +--+--+ +--+ +	the advantage of the high ground, can also

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cause problems. Worse, the way to the Archers is blocked by the Summoners... Meliadoul has some rare equipment. You should steal the equipment; it will be invaluable in future fights.

Although Ramza tries to warn Meliadoul of the threat posed by Vormav, she is not going to believe the word of a stranger against her father. All you can do is head onwards - although there are some propositions available at Bervenia...

Bervenia Bar: Propositions (5)

Lesalia Shop: circlet

38. FINATH RIVER: Defeat All Enemies

Enemies: vary (usually 6 or 7 CHOCOBOS - may be any kind, although no more than half are BLACK or RED)

Trophy: None

```

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|  |  |  |  |  |  |  |
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|  |  |  |  |  |  |

```

As in Zigolis, the enemies in Finath vary. As luck would have it, this means you may run into a Uribo! If you missed your chance to get a Uribo earlier, you can get one here.

```

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This fight often takes several tries to beat. The reason for this is the speed of the Chocobos. Since you're probably between 55th and 75th level at this point, the Chocobos will have lots of HP, and hit HARD! Skills like 'Confusion Song', 'Invite', and 'Steal Heart' can be of immense help in overcoming the initial fight at Finath. Being able to 'Jump' - htereby avoiding attacks - also helps. If you have at least one Chantage equipped, use that person in this fight! As long as one other person is alive on the battle map, anyone equipped with a Chantage will just come back from the dead on their next turn!

Nothing new becomes available when Finath is beaten. When entering the next area, the scene 'Delita's thoughts' plays.

39. ZELTENNIA CASTLE: Defeat Zalmo (this fight is referred to as 'Church outside of town')

Enemies: ZALMO, 3 KNIGHTS, 2 ORACLES (vs. Ramza and 4 allies, plus Delita)

Trophy: Angel ring

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| | | | |X| | |

```

Having tracked you down, Zalmo once again tries to take you into custody. Zalmo is rather easy

```

+---+---+---+   +-+ + +   to beat at this point; Delita happily wades
|   |*| |       | |       through the Knights for you.
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| | | |         | | | |
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| | | |X|X|X| | | | |
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```

The scene 'Unstoppable cog' runs after the battle. Several more propositions open up, as well.

Zeltennia Bar: Propositions (3)

40. BED DESERT: Defeat Balk

Enemies: BALK, 2 KNIGHTS, 2 ARCHERS, WIZARD (vs. Ramza and 4 allies)

Trophy: 5000 gil

```

+---+---+---+---+---+   Balk poisons you at the beginning of this
| | | | | | | |         fight. You should cure this as soon as

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```

possible, the Monk power, 'STIGMA MAGIC', works best for this.

The Archers and Wizard should be your primary targets in this fight. The Knight hit hard, but rarely try to break equipment. Steal Balk's gun as soon as you can. It stops him from doing excessive damage (although he still has the Engineer 'Aim' powers, which he can use with his bare hands).

The scene 'Seized T. G. Cid' plays after this fight. A proposition opens up behind you, which you can go back for if you wish.

In the next area, you assault Bethla. You have the choice of attacking from the north or south; you can only do one of these fights, so choose carefully. If in doubt, and you want to appear brave (both fights are about equally hard), the north side is the front.

Lesalia Bar: Proposition (1)

41. A) BETHLA GARRISON, SOUTH WALL: Defeat All Enemies

Enemies: 3 KNIGHTS, 2 ARCHERS, THIEF, NINJA (vs. Ramza and 4 allies)

Trophy: Circlet

+-+ +-+ +-+ +-+ +-+ Although the Knights hit hard, the real threats

```

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```

in this fight are the Archers (if they advance), the Thief (to female party members), and the Ninja.

If you focus on one enemy at a time, you can win this fight without much trouble.

41. B) BETHLA GARRISON, NORTH WALL: Defeat All Enemies

Enemies: 2 ARCHERS, 2 LANCERS, SUMMONER, MONK (vs. Ramza and 4 allies)

Trophy: Carabini Mail


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```

The main threats in this fight are the well-placed Archers, and the Lancers. The Monk and the Summoner might have some ranged attacks, but they are not as bad.

If you can prolong this fight, you may gain some good powers when the enemies turn to crystal.

Regardless of which side you attacked from, when you win your first fight in Bethla, the scene, 'Assassination of Prince Larg!' plays.

42. BETHLA GARRISON'S SLUICE: Open the Sluice Gates

Enemies: 4 KNIGHTS, 2 ARCHERS, 2 WIZARDS (vs. Ramza and 4 allies)

Trophy: None

```

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|*|   |   |   |   |
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|   |   |   |   |   |
+---+---+---+---+---+---+
| | |X| |X|X| |X|   |
+---+---+---+---+---+---+
|   |L   *   L|   |   |
+---+---+---+---+---+---+
|   |X|X|X|X|X|X|   |
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|   *   |   |   |
+
|   |   |
+---+---+---+---+---+---+

```

This is the only fight in the game where you can win without killing or Inviting a single enemy. Although the levers operating the Sluice gate are guarded by Knights, who rarely move, the goal is to merely step on the squares where the levers are located (marked with an 'L' on the battle map). The Wizards will pose a more immediate threat than the Knights. If you move up both sides of the board, instead of gathering into a tight formation, aim for the Wizards before anything else! Their spells do much more damage than even the long-range attacks of the Archers.

The scene 'Rescue of Cid' plays after this battle, and Orlandu offers to join up with you. If you've been having trouble in fights, accept Orlandu's offer to join! Orlandu comes with Excalibur, and has an incredibly high natural attack power. Anything Cid attacks with his powers often dies in one hit (short of 'boss' monsters). After Orlandu/Cid joins, the scene 'Prince Goltana's Final Moments' runs.

More new equipment becomes available at this point, as does another proposition.

Dorter Shop: kikuichimoji

Igros Bar: Proposition (1)

Zaland Shop: h bag, octagon rod, flash hat, black costume, light robe

Lionel Shop: air knife, rune blade, gastrafitis, oberisk, crystal shield, crystal helmet, crystal mail, reflect mail, feather mantle

43. ZHARGIDAS TRADE CITY

A scene plays out as you enter Zhargidas, although it is not recorded in 'Record' uncer Brave Story. You meet a 'flower girl', Aeris, who offers to sell you a flower for 1 gil. You don't actually get the flower if you accept, but refusing the flower can have an impact on a section of the game later. A few propositions are available here, but no new equipment comes up for sale.

Zhargidas Bar: Propositions (2)

44. GERMINAS PEAK: Defeat All Enemies

Enemies: 1 NINJA, 2 THIEVES, 3 ARCHERS (vs. Ramza and 4 allies)

Trophies: 7700 gil, feather boots, germinas boots

```

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```

Looking to rob you, the enemies here decide to attack you for the bounty on Ramza, instead.

The main threats are the Ninja and the Thieves. The Ninja is fast, and hits hard. The thieves will steal equipment, and try to charm any females in the party. The Archers might fire often at you, but are ultimately less of a threat.

A word to the wise: if you're looking to forge a 'perfect' file, instead of merely playing the game, you may wish to check the 'Secrets' section of the FAQ before doing this fight.

Nothing new opens up after winning this fight, so you can safely proceed to Poeskas.

45. POESKAS LAKE: Defeat All Enemies

Enemies: 2 REVNANTS, 2 ARCHERS, 1 SUMMONER, 1 ORACLE (vs. Ramza and 4 allies)

Trophies: Phoenix down, phoenix down

```
+--+--+--+--+--+--+--+--+--+--+  All of the enemies in this fight are Undead.
| | *| *| | | Phoenix Downs can win this quickly. If in
+ +--+--+ +--+--+ +--+  doubt, attack the Revnants first; they are
| | | | * | | | the closest, and hit the hardest.
+ +-+ +-+ +-+--+--+--+--+--+
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```

The scene 'Ambitions of Dycedarg' plays after this battle. Nothing new opens up, however.

46. AT THE GATES OF LIMBERRY CASTLE: Defeat All Enemies

Enemies: CELIA, LEDE, 4 APANDAS (vs. Ramza and 4 allies)

Trophy: Echo Grass

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To defeat this battle, all you have to do is bring Celia or Lede to critical. The main obstacle is actually the Apandas, whose long-range powers (some of which cover a large area) can make this fight much harder.

If you walk in with strong hitters, this fight should be easy, but remember: Celia and Lede still possess their special powers ('Dead', 'Stop', and 'Invite').

There may be several things that you wish to do in this fight, so only save when the fight is done, and you are sure you've done everything you wanted to.

The scene, 'Men of odd appearance', plays after this fight.

Enemies: ELMDOR, CELIA, LEDE (vs. Ramza and 4 allies)

Trophy: None

```
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|X|X|X|X|X|X|X|X|X|
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|X|X| | | |X|X|
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```

This fight can also be finished quickly, as Elmdor flees if brought to critical. However, his entire suit of equipment is unique! If you want to steal all of Elmdor's equipment (which can take a while), you are better off to take out Celia and Lede first.

To do this quickly, kill Celia and Lede as fast as you can. Kill one at a time - these Assassins, when they die, turn into Ultima Demons! Trying to kill both demons at the same time is more risk than it's worth.

Keep an eye on Elmdor, as well; he will 'Blood Suck' anyone not protected properly! The option to save is given after this fight.

Enemies: ZALERA, 2 KNIGHTS, 1 SKELETON, 1 BONE SNATCH, 1 LIVING BONE

(vs. Ramza and 4 allies, plus Meliadoul)

Trophy: None

```
+--+--+--+--+--+  Since all of Zalera's friends are Undead, they are easy
|                |  to kill off. Zalera makes this fight hard by himself,
+----+  +--+  +  using powers like Flare2, and Nightmare (which acts as
|  |  |  |  |  it did for Queklain).
+--+  +--+  +
|                |  Meliadoul can be very helpful in this fight, as she
+----+  +--+  +  usually comes with the ability to use Phoenix Downs.
|  |  |  |  |
+--+ +--+  +
|  |  |  |  |
+----+ +--+--+
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```

The scene immediately following this battle, 'The mystery of Lucavi', is where Meliadoul offers to join with you. Two other scenes will also play: 'Delita's betrayal', and 'Mosfungus'. A new area opens up on the World Map thereafter, in a manner similar to Bervenia Volcano. This area, Dalbodard Swamp, is provided below.

Dalbodar Swamp

```
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|*           |X|   |
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+ +-----+ +           + +-+
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|   |           |           |
+--+--+  +  +--+--+--+
|           |   |           |
+ +-+      +-+ +-+  +
| |X|           |   |   |
+ +--+--+--+  +  +  +
|   |   |   |   |   |
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|   |   |   |X| | | |
+ +-+  +-+ +-+--+  + +
| |           |   *| | |
+--+      +--+--+--+  +
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```

The enemies in Dalbodar are random, and not unique. However, the treasures of Dalbodar are quite interesting...

A vast number of propositions open up at this point in the game. The next area to go to for the game to continue is Igras.

- Zarghidas Bar: Propositions (4)
- Zeltennia Bar: Propositions (3)
- Bervernia Bar: Proposition (1)
- Lesalia Bar: Propositions (3)
- Goland Bar: Propositions (3)
- Yardow Bar: Propositions (3)
- Riovanes Bar: Propositions (2)
- Zaland Bar: Proposition (1)
- Lionel Bar: Proposition (1)

49. INSIDE OF IGROS CASTLE: Defeat Dycedarg, Defeat Adramelk

Enemies (first fight): DYCEDARG, 5 KNIGHTS (vs. Ramza and 4 allies, plus Zalbag)

Enemies (second fight): ADRAMELK (vs. Ramza and 4 allies)

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| |      | |        |          |
+ +----+ + +          +          |
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|          |          |          |
+          + +-----+-----+
|          | |        |          |
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|          | |*|      |          |
+-----+-----+-----+-----+
```

This battle first involves trying to defeat Dycedarg, and his Knights. Dycedarg wields powers of Agrias and Meliadoul combined, and possesses powerful magic! Range attacks are the safest way to win this fight. The second fight is against Adramelk. Adramelk can use 'Bahamut', and will use it often if possible. Stay evenly spread out, bring several healers, and have several people who hit hard: you'll beat Adramelk.

A side note: this is the only place in the game where 'impolite' language is used. There seems to be no reason for this. One might presume that it is because Adramelk is a Demon, but then, the same thing doesn't occur with other Demons in the game. Other than the prolific number of typos in the help files, this is the only blatant and unexplained fault with Tactics.

With Adramelk gone, the final proposition opens up. If your treasures and unexplored lands are not mastered out under Brave Story after the Igros proposition, you may wish to refer to the bottom of the 'Jobs' section of this FAQ (yes, some jobs are hidden; they were excluded from the main text of this walkthrough to avoid spoiling the secret, but you can still look the hidden jobs up, and then complete them). A scene will play out after the Igros battle - 'Funeral's final moments'.

Igros Bar: Proposition (1)

50. MUROND HOLY PLACE: Defeat All Enemies (this fight is also referred to as 'St. Murond Temple')

Enemies: 1 SUMMONER, 1 PRIEST, 2 GEOMANCERS, 2 MEDIATORS (vs. Ramza and 4 allies)

Trophy: X-Potion

These enemies are weak. The only thing of note for this fight is the rare equipment held by the Summoner.

The next fight will present a greater challenge, so you may wish to save when given the chance.

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| |  |X|X|  |
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+++++
```

51. HALL OF ST. MUROND TEMPLE: Defeat Vormav

Enemies: VORMAV, KLETIAN, ROFEL (vs. Ramza and 4 allies)

Trophy: None

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+ +---+---+---+---+ +
| |X|           |X| |
+ ++           +-+ +
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+ + +---+---+ + +
| | |           | | |
+ +---+---+---+---+ +
| | |           * | | |
+---+ +           + +---+
|X| |           | |X|
+---+ +           + +---+
|X| |           | |X|
+---+ +           + +---+
|X| |           | |X|
+---+---+ +---+---+
|X|X|X| * |X|X|X|
+++++---+---+---+---+
```

Unlike the fight outside, this fight within Murond is -quite- hard. Both Vormav and Rofel can use the same powers as Meliadoul. Kletian, in addition to wielding the strongest spells in the game, has the powers of Archaic Demons.

On the bright side, Vormav and his cohorts flee if Vormav is brought to critical. Having Maintenance set on your party makes this much easier to do!

The next fight is harder yet, so when you are given the option to save, you should do so.

52. CHAPEL OF ST. MUROND TEMPLE: Defeat Zalbag

Enemies: ZALBAG, ULTIMA DEMON, 2 ARCHAIC DEMONS (vs. Ramza and 4 allies)

Trophy: Elixir

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| | | | | | | |X|
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|X| | |X| |X| | |X|
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| | | |X| | | | |
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|X| | |X| |X| | |X|
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|X| | | | | | | |X|
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| | |X| | | |X|X|X|X|
+--+--+--+--+--+--+--+--+--+
|X|X|X|X| | | |X|X|X|X|
+--+--+--+--+--+--+--+--+--+
```

This fight will kill you if you don't prepare. There is little room to move, and each Demon has at least one power that spreads out 3 squares in all directions! Zalbag has all of Agrias' powers, as well. He is also a special Undead, immune to Phoenix Downs and Holy Water, and able to 'Blood Suck', just like Elmdor! Hit Zalbag as fast, and hard, as possible.

The final scene which you can look up in Record, 'Requiem', plays out after this fight. One last new item also becomes available for purchase. The next place to go to, Orbonne, starts the end sequence of the game. Once you enter, you cannot leave, so make sure you're ready to enter first!

Warjilis Shop: thief hat

53. UNDERGROUND BOOK STORAGE, FOURTH FLOOR: Defeat All Enemies

Enemies: 3 KNIGHTS, 2 MONKS, 1 ARCHER (vs. Ramza and 4 allies)

Trophy: None

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+ +--+--+--+--+--+ +
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+-+      +--+--+--+--+
| |      |      | | |
+ +--+--+      +--+--+--+
| |      |      |*|
+-----+--+--+--+--+
```

Compared to recent fights, this battle offers little challenge. The Archer does possess a rare piece of equipment, which you may wish to steal.

54. UNDERGROUND BOOK STORAGE, FIFTH FLOOR: Defeat Rofel

Enemies: ROFEL, 1 TIME MAGE, 2 WIZARDS, 2 SUMMONERS (vs. Ramza and 4 allies)

Trophy: None

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+ +--+ +--+ +--+--+--+ +--+
| |X|X| |X| |X|X|X|X| | |
+ +--+--+--+ +--+--+--+ +--+
| |X|X| |X|X|X| | |
+--+--+--+--+--+--+--+--+ +
|X|X|X| |X|X| |
+--+--+--+ +--+--+ +--+ +
| * * |X| |
+ +--+--+ +--+--+--+--+
| |X|X| |X|X|X|X|X|
+ +--+--+--+--+--+--+--+
| |X|X|X|X|X| |X|X| |
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```

Beware Rofel's sword powers when you enter this fight! Rofel's allies are not too hard to kill, as they are all spellcasters. Rofel has a rare piece of equipment that you may wish to steal.

55. MUROND DEATH CITY: Defeat Kletian

Enemies: KLETIAN, 2 NINJAS, 2 SAMURAI, 2 TIME MAGES (vs. Ramza and 4 allies)

Trophy: None

```
+++++
|X|X|X|      |X|X|X|
+++++
|X| |X|X| |   | |X|X|X|
+++++
| | |   |   |   |X|X|
+++++
| |X|           | |
+ +-+           +-+
| | |           | |
+ +-+           +-+
| | |           | |
+ + + +-+ +-+   + +
| | | |X|X|X|   | |
+ + + +-+ +-+ +-+ +-+
| | |*|X|X| | | | | | |
+ + +-+ +-+ +-+ +-+ +-+
| |   |X|X|X|   | |*|
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| |   |           |X| |X|
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|* |X|           *|X|X|X|
+++++
```

Unlike the fight with Rofel, the enemies in this battle are well balanced. At least one Samurai can usually heal, and Kletian can cast both Raise, and Raise2. The Ninjas strike hard, especially if hasted. This fight can be done quickly if you focus your attacks on Kletian. Since Kletian has a rare piece of equipment, you may wish to steal it from him.

56. LOST SACRED PRECINCTS: Defeat Balk

Enemies: BALK, 1 CHEMIST, 1 DARK BEHEMOTH, 1 HYUDRA, 1 HYDRA, 1 TIAMAT

(vs. Ramza and 4 allies)

Trophy: None

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| | | | | | |X| | |
+--+--+--+--+--+--+--+--+--+ +
| | | *|X|X|X|X|X| | |
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|X|X|X|X|X|X|X|X| | |
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+ +--+--+ + +--+--+--+--+--+
| | | | | | | |X| | |
+ + + +--+--+ +--+--+--+ +
| | | | * | | | | |
+--+--+--+--+--+--+--+--+--+

The 3 Hyudra monsters are the biggest threat in this battle. Their powers can strike from far away, doing massive damage. They can also hit hard physically, and their physical attack can hit up to 3 people at once!

Both Balk and the Chemist have rare equipment, so you might want to prolong the fight to steal it. If not, focus ranged attacks on Balk, preferably skills without a range limit, like 'Math Skill' or 'Dance'.

57. GRAVEYARD OF AIRSHIPS: Defeat Hashmalum, Defeat Altima

Enemies (first fight): HASHMALUM (vs. Ramza and 4 allies)

Enemies (second fight): ALTIMA, 4 ULTIMA DEMONS (vs. Ramza and 4 allies, plus Alma)

Trophy (from defeating Hashmalum): Ragnarok

```
+++++-----+-----+
|X|*   |x|   *|X|   This fight area is the last area of the game.
+++++-----+-----+
| | | | | | | | Your first opponent is Vormav, who changes into
| | | | | | | | Hashmalum. Hashmalum is slow, but has strong
+++++-----+-----+
| | | | | | | | powers to compensate - Meteor, Melt, and Quake.
| | | | | | | |
+ +-----+-----+
| | | | | | | | Once Hashmalum dies, Altima appears! Parts of
+ +-----+-----+
| | | | | | | | the ship are blown away as Altima appears
| | | | | | | | (marked with a small 'x' on the map). Altima
+++++-----+-----+
| | | |x| | | | | has two forms: the first form usually hits
+++++-----+-----+
| | | | | | | | physically, but is slow, and does little damage
| | | | | | | | (compared to Hashmalum). The second version of
+++++-----+-----+
| | | | | | | | Altima is another story altogether. The 'new'
+++++ +-----+-----+
| | | | | | | | Altima summons four Ultima Demons to assist it,
| | | | | | | | then starts using all of the most powerful
+ +--+ + +--+ + +--+ magical attacks in he game! Fortunately, the
| | | |x| | | | | second version of Altima is also slow; if you
+++++-----+-----+
| | | | | | | | hit hard and fast, you should win.
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|X| | | | | | | |
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|X|X| | | | | | |
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|X|X|X| * |X|X|X|
+++++-----+-----+
|X|X|X|X| * |X|X|X|X|
+++++-----+-----+
```

Classes

Class Descriptions

The descriptions of the classes provided by the help files of the game suitably sum up each class. For your convenience, these descriptions have been reproduced in this FAQ, and are copyright of Squaresoft.

SQUIRE: The squire is the basic job for all units, and the starting point to becoming a fine warrior.

CHEMIST: The Chemist prescribes items to restore HP, and treats abnormal status with the 'Throw Item' ability.

KNIGHT: Knights are fine warriors, bold and brave, and possessing etiquette. He/she draws upon 'Battle Skill' with the powerful Knight sword.

ARCHER: Useful in preemptive attacks, the Archer is best utilized in high locations, to extend arrow range.

MONK: Monk are warriors who train their bodies in the ways of martial arts. Their battle ability 'Punch Art' drives enemies away.

PRIEST: The Priest controls holy magic by borrowing soul power. Often, he/she uses recuperative and supportive magic.

WIZARD: The Wizard controls the elements which make up the world, often using attack magic.

TIME MAGE: The Time Mage controlstime and space. This sorcerer toys with the laws of the universe.

SUMMONER: This warrior calls upon illusory monsters, spirits of the highest rank with which the Summoner has a contract.

THIEF: Warriors who can steal anything from anyone. Their skill and boldness are legendary.

MEDIATOR: Warriors who battle with words.

ORACLE: The Oracle has control over elements of life itself, through the manipulation of yin and yang.

GEOMANCER: Warriors who know of good and bad luck from the earth, and possess geographical powers.

LANCER: Warriors who 'Jump' high to attack enemies, despite their heavy equipment.

SAMURAI: Foreign warriors who strengthen their souls by improving their swordsmanship. A Samurai can call on spirits through his/her sword.

NINJA: Combatants who hide in battle, and 'Throw' weapons at distant enemies.

CALCULATOR: Scholarly warriors who create miracles through mathematics.

BARD: Male warriors whose voices are their weapons. Their songs protect allies.

DANCER: Female warriors who dance in battle, using charming costumes to distract enemies.

MIME: Warrior who can 'Mimic' others. When an ally takes an action, the Mime can imitate the action.

In addition to these 'basic' classes, some special characters may join you during the game, with unique classes replacing Squire. These unique classes are also described hereafter; however, the powers of the characters described below who (may) join you are reproduced in the 'Hidden Characters' portion of the Secrets section of this FAQ.

HOLY KNIGHT: A holy knight baptized by the Church, who is under the divine protection of God.

ENGINEER: Technician working for the revival of a lost civilization. He wields the legendary 'Gun'.

HELL KNIGHT: An assassin who controls the laws of nature, he is gifted with 'Un-Truth'.

HEAVEN KNIGHT: An assassin who controls the laws of nature with the forbidden powers of 'Truth'.

HOLY SWORDSMAN: One of the best knights, his swordsmanship has no match.

DIVINE KNIGHT: A holy knight who has pledged her loyalty and devotion to God.

TEMPLE KNIGHT: A holy knight who protects the church from heathens, he wields 'Magic Sword' powers.

DRAGONER: Has the appearance of a human, but is actually a dragon. She can work miracles.

DARK KNIGHT: A knight of darkness who has turned from God, he wields 'Dark Sword' powers.

PRINCESS: Daughter of the King, she is an heir to the throne. Her graceful manners show dignity.

CLERIC: Living faithfully for God, she protects loved ones with 'Holy Magic'.

SOLDIER: A mysterious foreigner, whose attacks are fierce when he is angered.

Skills/Powers List

The powers possessed by each common class in Tactics possess help files in the game. For your convenience, these help file descriptions of the powers are reproduced here in this FAQ, listed by class, and categorized by action abilities (also referred to as secondary skills or main skills), reaction abilities, support abilities, and move abilities. If you are unfamiliar with these terms, they refer to the abilities you can set under Formation. From top to bottom, the top two areas are action abilities; next are reaction abilities; following this is support abilities; and move abilities are located at the bottom. If you have the game booklet, you can refer to the bottom half of page 11 if necessary.

The MP cost of spells is listed below, as well as the speed (SP) at which the spell is cast. The higher the SP, the faster the spell is cast. Also, if there is a phrase occasionally uttered when a specific power is used, these phrases have been gathered and included in this section.

SQUIRE (cost to master class: 1620 JP)

Action Abilities (appears as 'Basic Skill' when set)

Accumulate: Charge up one's power to raise physical attack power.

Range Auto, Effect 1 (cost 300 JP)*

Dash: Run into enemy with one's body. Range 1, Vertical 1, Effect 1 (cost 80 JP)

Throw Stone: Throw stone at a distant enemy. Range 4, Effect 1 (cost 90 JP)*

Heal: Recover from abnormal status effects. Range 1, Vertical 2, Effect 1 (cancel Darkness, Silence, Poison) (cost 150 JP)

Reaction Abilities

Counter Tackle: Counter with Dash attack. Trigger: Physical attack. (cost 180 JP)

Support Abilities

Equip Axe: Equip axe, regardless of job. (cost 170 JP)

Monster Skill: An adjacent friendly monster acquires a new ability. Range 1, Vertical 0, Effect 1 (cost 200 JP)

Defend: Defend in preparation of an attack. Select Act command, 'Defend'. (cost 50 JP)

Gained JP Up: Amount of JP earned in battle is increased. (cost 200 JP)*

Move Abilities

Move +1: Increase movement range by 1. (cost 200 JP)

CHEMIST (cost to master class: 5110 JP)

Action Abilities (appears as 'Item' when set)

Potion: Potions recover HP. They cause damage when used on undead. (HP

restore 30) (FREE)

Hi-Potion: Hi-potions are stronger than potions. (HP restore 70) (cost 200 JP)

X-Potion: X-potions can be used to restore HP. They are the strongest of the potions. (HP restore 150) (cost 300 JP)*

Ether: Ethers restore MP. (MP restore 20) (cost 300 JP)

Hi-Ether: Hi-ethers are stronger than ethers. (MP restore 50) (cost 400 JP)

Elixir: Elixirs restore all HP and MP. (cost 900 JP)

Antidote: Antidotes neutralize all poisons. (cost 70 JP)

Eye Drop: Eye drops restore sight. (cost 80 JP)

Echo Screen: Echo screens let you cast magic again. (cost 120 JP)

Maiden's Kiss: Maiden's kiss restores you to your original form from Frog. (cost 200 JP)

Soft: Soft is a tool which cures a state of petrification. (cost 250 JP)

Holy Water: This water restores life to the undead. (cost 400 JP)

Remedy: Cures many kinds of abnormal status. (cost 700 JP)

Phoenix Down: This feather revives dead units. (cost 90 JP)*

Reaction Abilities

Auto Potion: Heals with the weakest available potion when attacked.

Trigger: HP damage. (cost 400 JP)

Support Abilities

Throw Item: Be able to throw items, even if not a Chemist. (cost 350 JP)

Maintenance: Equipped items are immune to 'Battle Skill' and stealing. (cost 250 JP)

Equip Change: Change equipment during battle. (FREE)

NB: For some reason, this skill is sometimes not learned by a character. However, its JP cost is listed as '0000', so it can be gained for free. Check your characters, to make sure they learn this skill.

Move Abilities

Move-Find Item: Find hidden items in the ground (often protected by traps). (cost 100 JP)*

NB. 'Move-Find Item' works -best- for a character with a low Brave. If you want to find the best items in the game with this power, use a character with a low Brave score! (Rafa, for example, joins with a Brave of 31. Her naturally low Brave makes this power suit her nicely.)

KNIGHT (cost to master class: 3700 JP)

Action Abilities (appears as 'Battle Skill' when set)

Range of all the Knight action abilities is dependant on the equipped weapon. Effect is always 0.

Head Break: Used to destroy item equipped on enemy's head. (cost 300 JP)

Armor Break: Used to destroy item equipped on enemy's body. (cost 400 JP)

Shield Break: Used to destroy equipped shield of enemy. (cost 300 JP)
Weapon Break: Used to destroy equipped weapon of enemy. (cost 400 JP)*
Magic Break: Diminish enemy's MP. (cost 250 JP)
Speed Break: Diminish enemy's Speed Level. (cost 250 JP)
Power Break: Diminish enemy's physical power. (cost 250 JP)*
Mind Break: Diminish enemy's magic power. (cost 250 JP)*

Reaction Abilities

Weapon Guard: Parry attacks with your equipped weapon. Trigger:
weapon attack. (cost 200 JP)*

Support Abilities

Equip Armor: Equip armor regardless of job. (cost 500 JP)
Equip Shield: Equip shield regardless of job. (cost 250 JP)
Equip Sword: Equip sword regardless of job. (cost 400 JP)

Move Abilities

None.

ARCHER (cost to master class: 5200 JP)

Action Abilities (appears as 'Charge' when set)

All Archer action abilities perform the same function: The attack requires charging. The more you charge, the stronger the attack power will be.

Charge +1 (cost 100 JP)
Charge +2 (cost 150 JP)
Charge +3 (cost 200 JP)
Charge +4 (cost 250 JP)
Charge +5 (cost 300 JP)
Charge +7 (cost 400 JP)
Charge +10 (cost 600 JP)
Charge +20 (cost 1000 JP)

Reaction Abilities

Speed Save: Raises Speed. Trigger: HP damage. (cost 800 JP)
Arrow Guard: Evade bow/crossbow attacks. Trigger: bow/crossbow attacks. (cost 450 JP)

Support Abilities

Equip Crossbow: Equip crossbow regardless of job. (cost 350 JP)
Concentrate: The enemy cannot evade your attack. If the enemy is in the targeted panel, the attack is sure to succeed. (cost 400 JP)*

Move Abilities

Jump +1: Increase jump elevation by one. (cost 200 JP)

MONK (cost to master class: 5200 JP)

Action Abilities (appears as 'Punch Art' when set)

Spin Fist: Attack with fists while spinning. Range auto, Vertical 0, Effect 2 (cost 150 JP)

Repeating Fist: Punch repeatedly with one's fist. Range 1, Vertical 1, Effect 1 (cost 300 JP)

Wave Fist: Attack from afar by emitting battle spirits. Range 3, Vertical 3, Effect 1 (cost 300 JP)*

Earth Slash: Unleashes a spirit in a straight line, splitting the earth along its path. Range 4 directions, Vertical 2, Effect 8 (cost 600 JP)*

Secret Fist: Causes death gradually, striking vital points and blood vessels. Range 1, Vertical 0, Effect 1 (cost 300 JP)

Stigma Magic: Recovers abnormal status by emitting the yin spirit. Cancels petrify, darkness, confusion, silence, berserk, frog, poison, sleep, don't move, and don't act. (cost 200 JP)*

Chakra: Restore HP and MP by focusing one's mind on vital pressure points and blood vessels. Range auto, Vertical 0, Effect 2 (cost 350 JP)*

Revive: Calls back dead units with a loud cry. Range 1, Vertical 0, Effect 1 (cost 500 JP)*

Reaction Abilities

HP Restore: Restores HP to full when terminal. Trigger: critical. (cost 500 JP)*

Counter: Counter with physical attack. Trigger: physical attack. (cost 300 JP)

Hamedo: Attack before being attacked. Trigger: physical attack. (cost 1200 JP)

Support Abilities

Martial Arts: Gain the barehanded fighting strength of a monk. (cost 200 JP)

Move Abilities

Move-HP Up: Recover HP as you move. (cost 300 JP)

PRIEST (cost to master class: 6290 JP)

Action Abilities (appears as 'White Magic' when set)

The descriptions for the various 'Cure' powers of a priest are all the same: 'White magic cures physical injuries and restores HP'.

Cure: Range 4, Vertical 1, Effect 2, MP 6, SP 25 (cost 50 JP)*

Cure phrase: Life's refreshing breeze, blow in energy! Cure!

Cure 2: Range 4, Vertical 1, Effect 2, MP 10, SP 20 (cost 180 JP)

Cure2 phrase: Life's refreshing breeze, heal from the sky! Cure2!

Cure 3: Range 4, Vertical 2, Effect 2, MP 16, SP 15 (cost 400 JP)

Cure3 phrase: Blessing breeze, blow in energy! Cure3!

Cure 4: Range 4, Vertical 3, Effect 2, MP 20, SP 10 (cost 700 JP)

Cure4 phrase: Mighty breeze, heal from the sky! Cure4!

Raise: White magic revives dead units from the abyss. Range 4, Effect 1, MP 10, SP 25 (cost 180 JP)*

Raise phrase: Spirits of life, return to us! Raise!

Raise 2: White magic revives dead units from the abyss. Range 4, Effect 1, MP 20, SP 10 (cost 180 JP)
Raise2 phrase: Spirits of life, give a new life to the soul! Raise2!
Reraise: Divine protection: once cast, will raise unit automatically upon death. Range 3, Effect 1, MP 16, SP 15 (cost 800 JP)
Reraise phrase: Inject life's energy! Reraise!
Regen: White magic restores a unit by gradually replenishing HP. Range 3, Vertical 0, Effect 2, MP 8, SP 25 (cost 300 JP)
Regen phrase: Share lives with all things in nature...Regen!
Shell: White magic protects unit from magic attack by covering them with an invisible veil. Range 3, Vertical 0, Effect 2, MP 6, SP 25 (cost 70 JP)*
Shell phrase: Silent light, shield from evil! Shell!

Protect: White magic protects unit from physical attack by covering them with invisible armor. Range 3, Vertical 0, Effect 2, MP 6, SP 25 (cost 70 JP)*

Protect phrase: Precious light, be our armor to protect us! Protect!

Shell 2: White magic protects unit from magic attack by covering them with an invisible veil. Range 3, Vertical 3, Effect 2, MP 20, SP 15 (cost 500 JP)

Shell2 phrase: Enduring light, shield from roaring magic! Shell2!

Protect 2: White magic protects unit from physical attack by covering them with invisible armor. Range 3, Vertical 3, Effect 2, MP 24, SP 15 (cost 500 JP)

Protect2 phrase: Shining light, shield us from all directions!

Protect2!

Wall: White magic protects unit from physical and magical attack by covering them an invisible barrier. Range 3, Effect 1, MP 24, SP 25 (cost 380 JP)

Wall phrase: Ancient light, rise and revive! Wall!

Esuna: White magic cancels abnormal status with its purifying light. Range 3, Vertical 2, Effect 2, MP 18, SP 34 (cost 280 JP)*

Esuna phrase: Heavenly wind, carry us to the fountain of power! Esuna!

Holy: White light attacks by enveloping the enemy within a holy light. Range 5, Effect 1, MP 56, SP 17 (cost 600 JP)

Holy phrase: Pure light, shine on bloody impurity! Holy!

Reaction Abilities

Regenerator: Receive 'Regen' when attacked. Trigger: HP damage. (cost 400 JP)

Support Abilities

Magic DefendUp: Magic attack damage is lessened. (cost 400 JP)

Move Abilities

None.

WIZARD (cost to master class: 8190 JP)

Action Abilities (appears as 'Black Magic' when set)

All fire spells have the same description: Black magic erupts in a blazing inferno.

Fire: Range 4, Vertical 1, Effect 2, MP 6, SP 25 (cost 50 JP)*
Fire phrase: Destruction of nature, gather in flame! Fire!
Fire 2: Range 4, Vertical 2, Effect 2, MP 12, SP 20 (cost 200 JP)
Fire2 phrase: Out of the ground, raze all greenery with flame! Fire2!
Fire 3: Range 4, Vertical 3, Effect 2, MP 24, SP 15 (cost 480 JP)
Fire3 phrase: Star fire awake and deliver your judgement! Fire3!
Fire 4: Range 4, Vertical 3, Effect 3, MP 48, SP 10 (cost 850 JP)
Fire4 phrase: Smouldering flames far below, punish the wicked! Fire4!

All bolt spells have the same description: Black magic strikes down in a flash of lightning.

Bolt: Range 4, Vertical 1, Effect 2, MP 6, SP 25 (cost 50 JP)*
Bolt phrase: Strip away the ground with glistening blades! Bolt!
Bolt 2: Range 4, Vertical 2, Effect 2, MP 10, SP 20 (cost 200 JP)
Bolt2 phrase: Swirling bolts, gather and strike with power! Bolt2!
Bolt 3: Range 4, Vertical 3, Effect 2, MP 24, SP 15 (cost 480 JP)
Bolt3 phrase: Heavenly bolts, come bring God's judgement! Bolt3!
Bolt 4: Range 4, Vertical 3, Effect 3, MP 48, SP 10 (cost 850 JP)
Bolt4 phrase: Angry spirits of the world strike now! Bolt4!

All ice spells have the same description: Black magic releases falling ice shards.

Ice: Range 4, Vertical 1, Effect 2, MP 6, SP 25 (cost 50 JP)*
Ice phrase: Shatter your chilly sharp blades! Ice!
Ice 2: Range 4, Vertical 2, Effect 2, MP 12, SP 20 (cost 200 JP)
Ice2 phrase: Drifting breeze, come down with fury! Ice2!
Ice 3: Range 4, Vertical 3, Effect 2, MP 24, SP 15 (cost 480 JP)
Ice3 phrase: Freezing wind, speak of forgotten truths! Ice3!
Ice 4: Range 4, Vertical 3, Effect 3, MP 48, SP 10 (cost 850 JP)
Ice4 phrase: Effortless water, break your silence, attack! Ice4!

Poison: Black magic creates poison inside one's body, gradually lowering HP as the body is consumed from inside. Range 4, Vertical 2, Effect 2, MP 6, SP 34 (cost 150 JP)
Poison phrase: Filthy blood of revenge, inject! Poison!
Frog: Black magic turns target into a frog. This spell can also reverse the frog effect. Range 3, Effect 1, MP 12, SP 20 (cost 500 JP)*
Frog phrase: Know, live, become a frog! Frog!
Death: Black magic slays target instantly by removing its soul. Range 4, Effect 1, MP 24, SP 10 (cost 600 JP)
Death phrase: Death gods carving life, take their souls! Death!
Flare: Black magic burns an entire area, by converting energy to heat. Range 5, Effect 1, MP 60, SP 15 (cost 900 JP)
Flare phrase: Inscript the dark god into a rotting body! Flare!

Reaction Abilities

Counter Magic: When attacked by magic, counter with same. Trigger: magic effect. (cost 800 JP)

Support Abilities

Magic AttackUp: Can cause greater damage with magic attacks. (cost 400 JP)

Move Abilities

None.

TIME MAGE (cost to master class: 8320 JP)

Action Abilities (appears as 'Time Magic' when set)

Haste: Time magic increases speed by accelerating time. Range 3, Vertical 0, Effect 2, MP 8, SP 50 (cost 100 JP)*

Haste phrase: Layer upon layer, make your mark now! Haste!

Haste 2: Time magic increases speed by accelerating time. Range 3, Vertical 3, Effect 2, MP 30, SP 15 (cost 550 JP)

Haste2 phrase: Time's current, place me in your whirlpool! Haste2!

Slow: Time magic decreases speed by slowing the passage of time. Range 3, Vertical 0, Effect 2, MP 8, SP 50 (cost 80 JP)*

Slow phrase: Time, rest and give your kindness to the worthy! Slow!

Slow 2: Time magic decreases speed by slowing the passage of time.

Range 3, Vertical 3, Effect 2, MP 30, SP 15 (cost 520 JP)

Slow2 phrase: Obey the sky's will, slow time down! Slow2!

Stop: Time magic puts target in stasis, preventing its AT from occurring. Range 3, Vertical 0, Effect 2, MP 14, SP 15 (cost 330 JP)

Stop phrase: Spirits of time, hide us from the judging hand of God! Stop!

Don't Move: Time magic breaks space apart, making it impossible to move. Range 3, Vertical 1, Effect 2, MP 10, SP 34 (cost 100 JP)*

Don't Move phrase: Land of all lives, suppress all rebels! Don't move!

Float: Time magic distorts space, letting one float above the ground. Range 4, Vertical 1, Effect 2, MP 8, SP 50 (cost 200 JP)

Float phrase: Land of mercy, loosen tight fists! Float!

Reflect: Time magic creates an area that reflects magic, by inverting magic space. Range 4, Effect 1, MP 12, SP 50 (cost 300 JP)

Reflect phrase: Spell break, turn into an avenging light! Reflect!

Quick: Time magic vastly increases the passage of time, hastening AT. Range 4, Effect 1, MP 24, SP 25 (cost 800 JP)

Quick phrase: Restore lost time in a spiral line! Quick!

Demi: Time magic causes damage with the powerful pull of gravity, creating dense space. Range 4, Vertical 1, Effect 2, MP 24, SP 17 (cost 250 JP)

Demi phrase: Revenge with dark-evil spell! Demi!

Demi 2: Time magic causes damage with the powerful pull of gravity, creating dense space. Range 4, Vertical 3, Effect 2, MP 50, SP 12 (cost 550 JP)

Demi2 phrase: Black sheep of evil times, cover our light! Demi2!

Meteor: Time magic releases a huge meteor from the heavens, devastating its target. Range 4, Vertical 3, Effect 4, MP 70, SP 8 (cost 1500 JP)

Meteor phrase: Time has come...crash down on the wicked! Meteor!

Reaction Abilities

Critical Quick: When HP level is terminal, your AT is executed next.

Trigger: critical. (cost 700 JP)

MP Switch: Physical damage is converted into magical damage. MP is lost instead of HP. Trigger: HP damage. (cost 400 JP)

Support Abilities

Short Charge: CT is shortened. (cost 800 JP)*

Move Abilities

Teleport: Distort time, moving immediately to your destination. Moving too far may cause the teleport to fail. (cost 600 JP)*

Float: Float 1 H over land. (cost 540 JP)

SUMMONER (cost to master class: 9250 JP)

Action Abilities (appears as 'Summon' when set)

Moogles: Summon monster cures target's wounds with pure wind, restoring HP. Range 4, Vertical 2, Effect 3, MP 8, SP 50 (cost 110 JP)*

Moogles phrase: Kupo! Round and round you go! Moogles!

Shiva: Summon monster breathes on the enemy with extremely cold breath. Range 4, Vertical 2, Effect 3, MP 24, SP 25 (cost 200 JP)

Shiva phrase: Wind, fade to silence and light, give us power! Shiva!

Ramuh: Summon monster mercilessly pours a lightning shower on the enemy. Range 4, Vertical 2, Effect 3, MP 24, SP 25 (cost 200 JP)

Ramuh phrase: Master of creation, impart thy help! Ramuh!

Ifrit: Summon monster rains a blazing inferno down upon the enemy. Range 4, Vertical 2, Effect 3, MP 24, SP 25 (cost 200 JP)

Ifrit phrase: King of flames, burn into cinders! Ifrit!

Titan: Summon monster overturns the earth, by striking it with powerful blows. Range 4, Vertical 2, Effect 3, MP 30, SP 20 (cost 220 JP)

Titan phrase: Bear down with land energy! Titan!

Golem: Summon monster takes damage for you, so you can evade physical damage. Range auto, Effect all allies, MP 24, SP 34 (cost 500 JP)*

Golem phrase: Earth-minded soul, protect us! Golem!

Carbunkles: Summon monster protects allies, by reflecting magic attacks with its ruby light. Range 4, Vertical 2, Effect 3, MP 30, SP 25 (cost 350 JP)

Carbunkles phrase: Impart light to fight our holy war! Carbunkles!

Bahamut: Summon monster unleashes a devastating breath attack. Range 4, Vertical 3, Effect 4, MP 60, SP 10 (cost 1200 JP)

Bahamut phrase: Scorch with dragon flame! Bahamut!

Odin: Summon monster charges through enemies on the back of a dragon-horse. Range 4, Vertical 3, Effect 4, MP 50, SP 12 (cost 900 JP)

Odin phrase: Slash away with the Land's fury! Odin!

Leviathan: Summon monster engulfs the battlefield with a huge water swell. Range 4, Vertical 3, Effect 4, MP 48, SP 12 (cost 850 JP)

Leviathan phrase: Sea fang, attack with water power! Leviathan!

Salamander: Summon monster burns battlefield with scorching red flame. Range 4, Vertical 2, Effect 3, MP 48, SP 12 (cost 820 JP)

Salamander phrase: Evil flames, entrust your power to us! Salamander!

Silf: Summon monster mutes enemy with the spirit of leaves in the wind. Range 4, Vertical 2, Effect 3, MP 26, SP 20 (cost 400 JP)

Silf phrase: Show us to put our lives back on track! Silf!

Fairy: Summon monster restores HP of allies. Range 4, Vertical 2,

Effect 3, MP 28, SP 25 (cost 400 JP)*

Fairy phrase: Shiny crystal light, energize! Fairy!

Lich: Summon monster born from darkness rises from the bowels of Hell.

Range 4, Vertical 2, Effect 3, MP 40, SP 12 (cost 600 JP)

Lich phrase: Death song, death door, death river awaiting! Lich!

Cyclops: Summon monster sunders the battlefield, in the wake of its catastrophic onslaught. Range 4, Vertical 2, Effect 3, MP 62, SP 12 (cost 1000 JP)

Cyclops phrase: Shatter frozen blades of air! Cyclops!

Reaction Abilities

MP Restore: Restore MP when terminal. Trigger: critical. (cost 400 JP)

Support Abilities

Half of MP: MP used when casting magic is halved. (cost 900 JP)*

Move Abilities

None.

THIEF (cost to master class: 4460 JP)

Action Abilities (appears as 'Steal' when set)

Gil Taking: Steals gil. Range 1, Vertical 1, Effect 1 enemy (cost 10 JP)

Steal Heart: Charms monsters, or an enemy of the opposite sex. Range 3, Effect 1 enemy (cost 150 JP)*

Steal Helmet: Used to steal equipped helmet. Range 1, Vertical 1, Effect 1 enemy (cost 350 JP)

Steal Armor: Used to steal equipped armor. Range 1, Vertical 1, Effect 1 enemy (cost 450 JP)

Steal Shield: Used to steal equipped shield. Range 1, Vertical 1, Effect 1 enemy (cost 350 JP)

Steal Weapon: Used to steal equipped weapon. Range 1, Vertical 1, Effect 1 enemy (cost 600 JP)*

Steal Accessory: Used to steal equipped accessory. Range 1, Vertical 1, Effect 1 enemy (cost 500 JP)

Steal Exp: Used to steal Exp from an enemy. Range 1, Vertical 1, Effect 1 enemy (cost 250 JP)

Reaction Abilities

Caution: Take 'Defend' position. Trigger: HP damage. (cost 200 JP)

Gilgame Heart: Receive gil in the amount of damage you take. Trigger: HP damage. (cost 200 JP)

Catch: Catch Thrown item and keep it. Trigger: Throw. (cost 200 JP)*

Support Abilities

Secret Hunt: If you beat a monster, you can take its hide to a Fur Shop. (cost 200 JP)*

Move Abilities

Move +2: Increase movement range by 2. (cost 520 JP)

Jump +2: Increase jump elevation by 2. (cost 480 JP)

MEDIATOR (cost to master class: 3800 JP)

Action Abilities (appears as 'Talk Skill' when set)

All Mediator action abilities have a Range of 3, a Vertical of 3, and an Effect of 1 (except Mimic Daravan, whose Effect is 2).

Invitation: Word skill tricks enemy into becoming an ally. (cost 100 JP)*

Persuade: Word skill used to ask enemy to wait its turn to act. Resets the CT to 0. (cost 100 JP)

Praise: Word skill raises target's Brave level with compliments, increasing confidence. (cost 200 JP)

Threaten: Word skill lowers Brave level by frightening target. (cost 200 JP)

Preach: Word skill used to raise Faith by preaching of the miracles of God. (cost 200 JP)

Solution: Word skill used to lower Faith by preaching about other secular theories. (cost 200 JP)

Death Sentence: Word skill foretells the enemy's death. (cost 500 JP)

Negotiate: Word skill used to negotiate with enemy and receive gil. (cost 100 JP)

Insult: Word skill used to upset enemy with curses and abuse. (cost 300 JP)

Mimic Daravan: Word skill used to put enemy asleep with boring stories. (cost 300 JP)

Reaction Abilities

Finger Guard: Evade word attacks. Trigger: Word Skills. (cost 300 JP)

Support Abilities

Equip Gun: Equip gun regardless of job. (cost 750 JP)

Train: When enemy becomes terminal, force them into becoming allies. (cost 450 JP)

Monster Talk: Speak with monsters and use 'Word Skill' even if not a mediator. (cost 100 JP)

Move Abilities

None.

ORACLE (cost to master class: 6050 JP)

Action Abilities (appears as 'Yin Yang Magic' when set)

Blind: Yin Yang magic blinds enemies and lowers the success rate of physical attacks. Range 4, Vertical 1, Effect 2, MP 4, SP 50 (cost 100 JP)

Blind phrase: All light fall into darkness! Bound darkness!

Spell Absorb: Yin yang magic absorbs the enemy's MP. Range 4, Effect 1, MP 2, SP 50 (cost 200 JP)*

Spell Absorb phrase: Guiding light, shed magic power from above! Spell Absorb!

Life Drain: Yin yang magic absorbs the enemy's HP. Range 4, Effect 1, MP 16, SP 50 (cost 350 JP)*

Life Drain phrase: Lost energy...raise the heartrate! Life Drain!

Pray Faith: Yin yang magic fills soul with Faith. Range 4, Effect 1, MP 6, SP 25 (cost 400 JP)

Pray Faith phrase: God is watching...have faith! Pray Faith!

Doubt Faith: Yin yang magic makes targets lose their faith, reducing their Faith level. Range 4, Effect 1, MP 6, SP 25 (cost 400 JP)

Doubt Faith phrase: Seek the true tone to form our will...Doubt Faith!

Zombie: Yin yang magic brings bodily death. Range 4, Effect 1, MP 20, SP 20 (cost 300 JP)

Zombie phrase: Great tree of life, inject rotten extract! Zombie!

Silence Song: Yin yang magic mutes enemies, making it impossible to cast spells. Range 4, Vertical 1, Effect 2, MP 16, SP 34 (cost 170 JP)*

Silence Song phrase: Conjurers, seek truth in silence! Silence Song!

Blind Rage: Yin yang magic releases desire to destroy, makes enemy turn wild. Range 4, Effect 1, MP 16, SP 20 (cost 400 JP)

Blind Rage phrase: Reason with confusion, judge with recklessness...Brave insanity!

Foxbird: Yin yang magic lowers Brave level. Range 4, Effect 1, MP 20, SP 25 (cost 400 JP)

Foxbird phrase: Cowards, weak, those rushing to die! Foxbird!

Confusion Song: Yin yang magic makes enemy lose rationality and act confused. Range 4, Effect 1, MP 20, SP 20 (cost 400 JP)

Confusion Song phrase: Smash all who hunger for destruction...Confusion Song!

Dispel Magic: Yin yang magic cancels positive status effects by neutralizing yin and yang. Cancels Float, Reraise, Transparent, Regen, Protect, Shell, Haste, Faith, and Reflect. Range 4, Effect 1, MP 34, SP 34 (cost 700 JP)

Dispel Magic phrase: Illusions, lies, to Heaven! Dispel Magic!

Paralyze: Yin yang magic doesn't allow enemy to take action. Range 4, Vertical 0, Effect 2, MP 10, SP 20 (cost 100)*

Paralyze phrase: Mindless, spiritless, hear the immutable beat...Paralyze!

Sleep: Yin yang magic immediately puts enemy to sleep. Range 4, Vertical 1, Effect 2, MP 24, SP 17 (cost 350 JP)*

Sleep phrase: Lose consciousness, wash away into the silent sea...Sleep!

Petrify: Yin yang magic immediately turns enemy's body to stone. Range 4, Effect 1, MP 16, SP 12 (cost 580 JP)*

Petrify phrase: Suffering spirits, to eternity...Break seal!

Reaction Abilities

Absorb Used MP: Restore your MP by the same amount your enemy used.
Trigger: MP effect. (cost 250 JP)

Support Abilities

Defense Up: Physical attack damage is lessened. (cost 400 JP)

Move Abilities

Any Weather: Walk easily over swamps, marshes, and poison marshes, regardless of climate. (cost 200 JP)
Move-MP Up: Recover MP as you move. (cost 350 JP)

GEOMANCER (cost to master class: 2870 JP)

Action Abilities (appears as 'Elemental' when set)

All Geomancer action abilities have a Range of 5, a Vertical of 0, an Effect of 2, and cost 150 JP.

Pitfall: Elemental that damages with a warp in space-time. Add 'Don't Move'. Ground: natural surface, wasteland, road.*

Water Ball: Elemental that damages with the mysterious power of water. Add 'Frog'. Ground: waterway, river, lake, sea, waterfall.*

Hell Ivy: Elemental that damages with the mysterious power of plants. Add 'Don't Stop'. Ground: grassland, thicket, water plant.*

Carve Model: Elemental that damages with the mysterious power of stones. Add 'Petrify'. Ground: gravel, stone floor, stone wall, mud wall, tombstone.*

Local Quake: Elemental that damages with the mysterious power of rock. Add 'Confusion'. Ground: rocky cliff, lava rocks.

Kamaitachi: Elemental that damages with atmospheric power. Add 'Don't Act'. Ground: book, tree, brick, bridge, furniture, iron plate, moss, coffin.

Demon Fire: Elemental that damages with the mysterious power within the place. Add 'Sleep'. Ground: wooden floor, rug, box, stairs, deck.

Quicksand: Elemental that damages with the mysterious power of water. Add 'Death Sentence'. Ground: swamp, marsh, poisoned marsh.

Sand Storm: Elemental that damages with the mysterious power of dust. Add 'Darkness'. Ground: sand area, stalactite, salt.

Blizzard: Elemental that damages with the mysterious power of snow. Add 'Silence'. Ground: snow, ice.

Gusty Wind: Elemental that damages with the mysterious power of wind. Add 'Slow'. Ground: roof, sky, chimney.

Lava Ball: Elemental that damages with atmospheric power. Add 'Dead'. Ground: lava, machine.

Reaction Abilities

Counter Flood: Counter with geomancy. Trigger: physical attack, geomancy. (cost 300 JP)*

Support Abilities

Attack Up: Can cause great damage with physical attack. (cost 400 JP)

Move Abilities

Any Ground: Walk easily over waterlands like rivers. (cost 220 JP)

Move on Lava: Move and stop over rocks. (cost 150 JP)

LANCER (cost to master class: 7060 JP)

Action Abilities (appears as 'Jump' when set)

Level Jump 2: Allows you to jump 2 panels horizontally. (cost 150 JP)

Level Jump 3: Allows you to jump 3 panels horizontally. (cost 300 JP)

Level Jump 4: Allows you to jump 4 panels horizontally. (cost 450 JP)

Level Jump 5: Allows you to jump 5 panels horizontally. (cost 600 JP)

Level Jump 8: Allows you to jump 8 panels horizontally. (cost 900 JP)*

Vertical Jump 2: Allows you to jump 2 panels vertically. (cost 100 JP)

Vertical Jump 3: Allows you to jump 3 panels vertically. (cost 200 JP)

Vertical Jump 4: Allows you to jump 4 panels vertically. (cost 300 JP)

Vertical Jump 5: Allows you to jump 5 panels vertically. (cost 400 JP)

Vertical Jump 6: Allows you to jump 6 panels vertically. (cost 500 JP)

Vertical Jump 7: Allows you to jump 7 panels vertically. (cost 600 JP)

Vertical Jump 8: Allows you to jump 8 panels vertically. (cost 900 JP)*

Reaction Abilities

Dragon Spirit: Protection from death. Adds 'Reraise'. Trigger: physical attack. (cost 560 JP)*

Support Abilities

Equip Spear: Equip spear regardless of job. (cost 400 JP)

Move Abilities

Ignore Height: Jump to any height. (cost 700 JP)

SAMURAI (cost to master class: 7300 JP)

Action Abilities (appears as 'Draw Out' when set)

All Samurai action abilities have a Range of auto, a Vertical of 3, and an Effect of 3, except Kikuichimoji (see below).

Asura: An invisible blade slashes the enemy. (cost 100 JP)

Asura phrase: Legendary sword that kills! Asura!

Koutetsu: The cry of the banshee is released in a brutal wave. (cost 180 JP)

Koutetsu phrase: Evil souls of the dark, gather here...Koutetsu!

Bizen Boat: Ghost's whisper causes MP damage. (cost 260 JP)*

Bizen Boat phrase: Nihilistic sky, inhale magic power...Bizen Boat!

Murasame: Released spirit's tears restore HP of allies. (cost 340 JP)*

Murasame phrase: No more loss of precious life...Murasame!

Heaven's Cloud: Ethereal spirit flows out and attacks. Add 'Slow'.
(cost 420 JP)

Heaven's Cloud phrase: Yagumo rising, all who know God! Heaven's
Cloud!

Kiyomori: Spiritual essence engulfs allies in a protective shell. Add
'Protect' and 'Shell'. (cost 500 JP)*

Kiyomori phrase: Innocent sword, slash evils and protect! Kiyomori!

Muramasa: Vengeful wraiths gradually remove the soul of the enemy. Add
'Confusion' and/or 'Death Sentence'. (cost 580 JP)*

Muramasa phrase: Summon all ghosts of the sword! Attack! Muramasa!

Kikuichimoji: Vengeful spirit charges the enemy in rage. Range 4
directions, Vertical 3, Effect 8. (cost 660 JP)

Kikuichimoji phrase: Brave weapon, turn into a deadly blaze!

Kikuichimoji!

Masamune: Benevolent spirits enhance the strength and agility of
allies. Add 'Regen' and 'Haste'. (cost 740 JP)

Masamune phrase: Sword of fury, inject power! Masamune!

Chirijiraden: Spirits become blue flame and attack living beings. (cost
820 JP)

Chirijiraden phrase: Flame-eating sword, swipe away the evils!

Chirijiraden!

Reaction Abilities

Meatbone Slash: When terminal, give damage in the amount of your max
HP. Trigger: critical (cost 200 JP)*

Blade Grasp: Evade physical attack. Trigger: physical attack other
than bow/crossbow. (cost 700 JP)

Support Abilities

Equip Knife: Equip knife regardless of job. (cost 400 JP)

Two Hands: Hold weapon in both hands, raising destructive power. (cost
900 JP)

Move Abilities

Walk on Water: Move or stop over the surface of water. (cost 300 JP)

NINJA (cost to master class: 3760 JP)

Action Abilities (appears as 'Throw' when set)

Shuriken: Allows you to throw a shuriken. (cost 50 JP)*

Ball: Allows you to throw a ball. (cost 70 JP)*

Knife: Allows you to throw a knife. (cost 100 JP)

Sword: Allows you to throw a sword. (cost 100 JP)

Hammer: Allows you to throw a flail. (cost 100 JP)

Katana: Allows you to throw a katana. (cost 100 JP)

Ninja Sword: Allows you to throw a ninja sword. (cost 100 JP)

Axe: Allows you to throw an axe. (cost 120 JP)

Spear: Allows you to throw a spear. (cost 100 JP)

Stick: Allows you to throw a stick. (cost 100 JP)

Knight Sword: Allows you to throw a knight sword. (cost 100 JP)

Dictionary: Allows you to throw a dictionary. (cost 100 JP)

Reaction Abilities

Sunken State: Hide by becoming invisible. Trigger: HP damage. (cost 900 JP)*

Abandon: It becomes easier to dodge attacks. Trigger: physical attacks and some magic attacks. (cost 400 JP)

Support Abilities

Two Swords: Use a weapon in each hand even if not a ninja. (cost 900 JP)

Move Abilities

Move in Water: Move or stop on water. (cost 420 JP)

CALCULATOR (cost to master class: 4110 JP)

Action Abilities (appears as 'Math Skill' when set)

CT: Math skill to calculate CT. (cost 250 JP)

Level: Math skill to calculate level. (cost 300 JP)*

XP: Math skill to calculate XP. (cost 200 JP)*

Height: Math skill to calculate height. (cost 250 JP)*

Prime Number: Math skill that guides selected items in prime numbers. (Prime numbers are numbers that can only be evenly divided by 1, or themselves.) Below is a list of prime numbers from 1 to 100: 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. (cost 300 JP)*

5: Math skill that guides selected items in multiples of 5. (cost 200 JP)

4: Math skill that guides selected items in multiples of 4. (cost 400 JP)*

3: Math skill that guides selected items in multiples of 3. (cost 600 JP)

Reaction Abilities

Distribute: When HP is at full, excess HP from healing is shared by allies. Trigger: HP restore. (cost 200 JP)

Damage Split: Shift damage taken from yourself to your enemy. Trigger: HP damage. (cost 300 JP)

Support Abilities

Gained Exp Up: Spirit is heightened. Gain more Exp from the same experiences. (cost 350 JP)

Move Abilities

Move-Get Exp: Gain Exp as you move. (cost 400 JP)

Move-Get JP: Gain JP as you move. (cost 360 JP)*

BARD (cost to master class: 3850 JP)

Action Abilities (appears as 'Sing' when set)

All Bard action abilities have a range of auto, an Effect of all allies, and cost 100 JP.

Angel Song: A song for the divine protection of an angel. Restores MP. SP 17*

Life Song: A song about the greatness of life. Restores HP. SP 17*

Cheer Song: A song that encourages and cheers up someone. Raises Speed level. SP 13

Battle Song: A song about battle. Raises physical attack power. SP 13

Magic Song: A song about the laws of sorcery, and the origin of magic. Raises magic attack power. SP 10

Nameless Song: A mysterious song which has been handed down through the generations. Grants various divine protection (adds Regen, Reraise, Protect, Shell, or Haste). SP 10*

Last Song: The ultimate song, which raises an ally's CT count to 100. SP 5

Reaction Abilities

MA Save: Raises magic attack power. Trigger: HP damage. (cost 450 JP)

Face Up: Raises Faith. Trigger: magic effect. (cost 500 JP)

Support Abilities

None.

Move Abilities

Move +3: Increase movement range by 3. (cost 1000 JP)

Fly: Leap over enemies and obstacles. (cost 1200 JP)

DANCER (cost to master class: 3950 JP)

Action Abilities (appears as 'Dance' when set)

All Dancer action abilities have a Range of auto, an Effect of all enemies, and cost 100 JP.

Witch Hunt: Dance causes MP damage with a mysterious costume. SP 17

Wiznaibus: Dance causes HP damage with powerful dance steps. SP 17

Slow Dance: Dance lowers enemy's speed level, by confusing them with slow dance movements. SP 13

Polka Polka: A dance with vivacious moves, which lowers physical attack power. SP 13

Disillusion: Dance lowers enemy's attack power by distracting them with a mysterious costume. SP 10

Nameless Dance: A dance with mysterious moves, causing abnormal status effects (adds Darkness, Confusion, Silence, Poison, Frog, Slow, Stop, or Sleep). SP 10

Last Dance: The ultimate dance, which reduces an enemy's CT count to 0.

SP 5

Reaction Abilities

A Save: Raise physical attack power. Trigger: HP damage. (cost 550 JP)

Brave Up: Raise Brave. Trigger: physical attack. (cost 500 JP)

Support Abilities

None.

Move Abilities

Jump +3: Increase jump elevation by 3. (cost 1000 JP)

Fly: Leap over enemies and obstacles. (cost 1200 JP)

MIME

Action Abilities (appears as 'Mimic' when set)

None.

Reaction Abilities

None.

Support Abilities

None.

Move Abilities

None.

Tips on Skill Strategy

Each one of the classes offers at least one skill which, used properly, can be invaluable. These skills have been marked with an asterisk (*) in the Skills/Powers list. Try these skills, and combine primary and secondary skills to your advantage. As an example: once 'Calculator' has been mastered out, its 'Math Skill' makes for an excellent secondary power for a spellcaster. Other combinations between similar classes also hold true: a Monk's 'Punch Art' skills, when mastered, make an excellent secondary power for a fighting class, such as Lancer. It is often best to mix and match powers of your own choosing, but don't overlook common combinations, or even unusual combinations. The Summoner class, for example, requires a lot of mana. Even though 'Punch Art' is weak as a secondary skill for a Summoner, it allows you to regain mana without using items!

Opening Classes

In the event that you cannot, for whatever reason, discover how to open all of the basic classes, the requirements to open each basic class are included here.

Squire: No requirements.
Chemist: No requirements.
Knight: Level 2 Squire.
Archer: Level 2 Squire.
Monk: Level 2 Knight.
Priest: Level 2 Chemist.
Wizard: Level 2 Chemist.
Time Mage: Level 2 Wizard.
Summoner: Level 2 Time Mage.
Thief: Level 2 Archer.
Mediator: Level 2 Oracle.
Oracle: Level 2 Priest.
Geomancer: Level 3 Monk.
Lancer: Level 3 Thief.
Samurai: Level 3 Knight, Level 4 Monk, Level 2 Lancer.
Ninja: Level 3 Archer, Level 4 Thief, Level 2 Geomancer.
Calculator: Level 4 Priest, Level 4 Wizard, Level 3 Time Mage, Level 3 Oracle.
Bard: Level 4 Summoner, Level 4 Mediator. (males only)
Dancer: Level 4 Geomancer, Level 4 Lancer. (females only)
Mime: Level 8 Squire, Level 8 Chemist, Level 4 Summoner, Level 4 Mediator, Level 4 Geomancer, Level 4 Lancer.

Jobs

As of Chapter Two, Bars allow you to perform 'jobs', or Propositions, to earn some extra JP and gil. You also discover unique (unusable) items, and new places, when performing jobs. Jobs are only guaranteed to succeed if you send the maximum number of characters on that particular job (the maximum is always three).

The same job is not always available at the same city every time, so when propositions are available, it is noted in the FAQ (but only the -number- of propositions available is listed). Below is a list of all the jobs in the game (as they are named at the Bars). The special 'fight' jobs only appear during certain months of the game. The months in which these jobs can be done has been noted, as well as the reward that you will gain if you succeed.

Job Name	Reward
Defeat the Bandits	Gil bag
Testimony of an Ex-miner	Price for Mythril
Orders of the Coast Guard	Payment
Girl at Gulg Volcano	Item
Salvage the trade ship!	Gil bag
Zaland Embassy	Item
My little carrot	Payment
Vacancy!	Price for Iron Ore
Destiny of the Company	Gil bag
Discovery Race	Area
Discovery Race 2	Area
Discovery Race 3	Area
Rolade Ore Company	Price for Iron Ore
Trade Ship Douing	Gil bag
Challenge of Zero	Item

Concerns of a Merchant	Area
Heir of Mesa	Nothing
Stolen Ancient Writings	Gil bag
Sad Traveling Artist	Reward
Will of Elder Topa	Price for Iron Ore
Sunken Salvage Tour	Item
Mine Excavation Tour	Item
Traveling artist Mameko	Reward
Deep in Sweegy Woods	Area
I saw it	Area
Storm of Zigolis!	Area
Ringing of the bell	Item
Sailor tour	Gil bag
Miners Wanted!	Price for Adamantite
Miners Wanted! 2	Item
Adventurer Ramzen	Area
Discovery Tour	Area
Envoy ship, Falcon	Item
Sullen Experiment	Nothing
Hidden Trap at the Maze	Item
One Activity	Item
Ruins at Bed Desert	Area
Adventurers Wanted	Area
I saw it! I swear!	Area
Larner Channel Waves	Item
Phantom Thief Zero!	Item
Mother	Payment
Sea of Gredia Island	Item
Job Name	Reward
Stranded Trade Ship	Gil bag
Fiar's Request	Nothing
Secret Society	Nothing
Letter to my Love	Item
Legendary Monster	Nothing
Master Math!	Nothing
Minimum's Melancholy	Item
Minimum's Melancholy	Item
Minimum's Melancholy	Nothing
Protect the Little Life	Item
Salvage the Trade Ship!	Item
Devil in the Dark	Payment
Mountain of Rain	Area
Within the Darkness	Gil bag
True Romance	Item
Wandering Gambler	Nothing
Thief Zero Returns!	Item
Thief Zero Reborn!	Item
Himka Cliffs	Item
The Lord's Ore	Item
Poeskas Lake Bottom	Area
Ominous Dungeon	Area
Thief Zero's Last Stand	Nothing
My treasure	Payment
Chocobo Restaurant	Item
Wandering Gambler	Nothing
Death Canyon	Price for Mythril Stone
Defeat Whirlwind Karz!	Gil bag
Road of Beasts	Reward

Memories	Reward
Attractive Workplace	Gil bag
Dream child	Payment
How much is Life worth?	Item
Defeat Behemoth!	Gil bag
If wishes come true	Payment
Son, Pappal!	Gil bag
Secret Door	Payment
Defeat Golden Gotsko!	Gil bag
Terror of Assault Cave	Gil bag
Dream of a Miner	Price for Iron Ore
Good Workplace and Job!	Gil bag
Miner's Tour	Price for Mythril Stone
Miner's Tour 2	Item
The Greatest Plan	Item
Hard Lecture	Reward
Shy Katedona	Reward
Emissary of Lionel	Item
Legendary Traces	Area
Win the Zaland Fight! (April, Zaland)	Bonus money
Win the Yardow Fight! (July, Yardow)	Item
Win the Magic Contest! (August, Gariland)	Item
Machinist Contest (October, Goug)	Item
Meister Contest (December, Goug)	Bonus money

Items

Tips on Poaching

If you gain and set the Secret Hunt ability of the Thief class (qv.), the character so set who deals the killing blow on a monster will 'poach' it. The cities in the game with the word 'Trade' in their name (Dorter, Warjilis, and Zhargidas) have a 'Fur Shop' as of Chapter Two; at these shops, you can purchase the item made from the poaching of the monster.

Poaching is a good way to get items cheap. Even if you can already buy the item at a regular shop, the item will sell at a Fur Shop for half the normal cost.

Some items that you poach can only be gained via poaching! These rare items only appear if the strongest version of a monster is poached. If you are unsure what the strongest version of a monster is, consult the Monster List in this FAQ.

Also note that you can poach monsters you breed. If you breed monsters, you can obtain rare monsters with much more ease than entering multiple random fights. Poaching a 'pet' monster does -not- count against you as a casualty under Brave Story, if you wish to keep your casualties to 0.

A complete listing of the items that can be poached from a monster have already been made available in a mini-FAQ. Rather than reproduce this work, I would refer you to Matt Hobbs 'Final Fantasy Tactics Poaching List', also available at GameFAQs.

Tips on Stealing

In a manner similar to poaching, some items in the game are only

obtainable through stealing. This extends to any equippable item - weapons, shield(s), helmet(s), armor, and accessory/accessories. Unlike poaching, however, you can benefit from better equipment, in a quicker fashion, through stealing.

Human enemies encountered in random fights commonly possess equipment not available until the next chapter. As of Chapter Two, you can gain some of the best equipment in the game, well before Chapter Four! Use this to your advantage. Well over half of your HP and MP comes from equipment; gaining better equipment can make you as powerful as though you had suddenly gained an extra five to 15 levels.

Item List

The following is a complete listing of all the items available in the game. The statistics of each item is provided, as well as their cost, and where or when it can be obtained. Secret items are included here, but only the Secrets section will tell you -how- to open these areas, to prevent spoiling your fun. Items are listed by type, in descending order of power. Enjoy!

Short forms below refer to: NT(Nelveska Temple), DD(Deep Dungeon), CU(Colliery Underground). 'BY' refers to the section -after- which the item is available, unless the 'COST' section says 'Steal', 'Find', 'Catch', or 'Poach'. If this is the case, then the item is available -during- the section number mentioned in the 'BY' column. Also, if an item can be stolen and/or found and/or caught and/or poached, the easiest method of obtaining the item is listed in the 'BY' column. If in doubt: it is easier to steal than find; it is easier to find than catch; and it is easier to catch than poach (unless you breed; for purposes of this section, it is assumed that you do not breed monsters for poaching purposes). If a person's name appears under 'COST', this means that the person comes equipped with the item.

WEAPONS

Daggers (Thief primary weapon):

Weapon Name	Attack Power	Evade	AT/Add (Bonus)	2- Swords?	2- Hands?	COST (gil)	BY
Zorlin Shape	12	10%	Sleep	Y	N	Poach	*
Air Knife	10	5%	Wind	Y	N	8000	42
Assassin	7	5%	Death Sentence	Y	N	5000	31
Orichalcum	7	5%	None	Y	N	7000	29
Main Gauche	6	40%	None	Y	N	3000	25
Platina	5	10%	None	Y	N	1800	13
Mage Masher	4	5%	Silence	Y	N	1500	8
Blind Knife	4	5%	Darkness	Y	N	800	6
Mythril	4	5%	None	Y	N	500	3
Dagger	3	5%	None	Y	N	100	1

* The Zorlin Shape cannot be found, stolen or bought.

Ninja Swords (Ninja primary weapon):

Weapon Name	Attack Power	Evade	AT/Add (Bonus)	2- Swords?	2- Hands?	COST (gil)	BY
Iga Knife	15	10%	None	Y	Y	Find	DD

Koga Knife	15	5%	None	Y	Y	Find	DD
Sasuke Knife	14	15%	None	Y	Y	Find	NT
Spell Edge	13	5%	Don't Act	Y	Y	16000	35
Ninja Edge	12	5%	None	Y	Y	10000	31
Short Edge	10	5%	None	Y	Y	7000	29
Ninja Knife	9	5%	None	Y	Y	5000	25
Hidden Knife	8	5%	None	Y	Y	3000	23

Flails (Squire primary weapon):

Weapon Name	Attack Power	AT/Add (Bonus)	2- Swords?	2- Hands?	COST (gil)	BY
Scorpion Tail	23	None	Y	Y	Catch	DD
Morning Star	16	None	Y	Y	9000	31
Flame Whip	11	Fire 2	Y	Y	4000	23
Flail	9	None	Y	Y	1200	11

Swords (Knight primary weapon):

Weapon Name	Attack Power	Evade	AT/Add (Bonus)	2- Swords?	2- Hands?	COST (gil)	BY
Rune Blade	14	15%	Magic +2	Y	N	20000	42
Ice Brand	13	10%	Ice 2	Y	N	14000	35
Platinum	12	10%	None	Y	N	11000	31
Diamond	10	10%	None	Y	N	8000	26
Sleep	9	5%	Sleep	Y	N	5000	25
Ancient	9	5%	Don't Move	Y	N	5000	23
Coral	8	5%	Lightning	Y	N	3300	13
Blood	8	5%	Life Drain	Y	N	Steal	21
Mythril	7	8%	None	Y	N	1600	8
Iron	6	5%	None	Y	N	900	6
Long	5	10%	None	Y	N	500	3
Broad	4	5%	None	Y	N	200	1

Note on Blood Sword: Whatever damage is dealt to an enemy by the sword is the amount the attacker is healed.

Knight Swords (Knight primary weapon):

Weapon Name	Attack Power	Evade	AT/Add (Bonus)	2- Swords?	2- Hands?	COST (gil)	BY
Chaos Blade	40	20%	Regen, Petrifies	Y	Y	Find	DD
Ragnarock	24	20%	Shell	Y	Y	Trophy	58

Excalibur	21	35%	Haste	Y	Y	Orlandu	42
Save the Queen	18	30%	Protect	Y	Y	Meliadoul	48
Defender	16	60%	None	Y	Y	Steal	37
Materia Blade	10	10%	None	Y	Y	Find	*
Nagrarock	1	50%	Frog	Y	Y	Find	NT

* In Bervenian Volcano, Chapter Four

Guns (Mediator primary weapon):

Weapon Name	Attack Power	Evade	AT/Add (Bonus)	Range	COST (gil)	BY
Blast	22	5%	Lightning	8	Find	DD
Glacier	21	5%	Fire	8	Find	DD
Blaze	20	5%	Ice	8	Steal	CU
Stone	16	5%	Petrify	8	Steal	44
Mythril	8	5%	None	8	15000	25
Romanda	6	5%	None	8	5000	18

Samurai Swords (Samurai primary weapon):

Weapon Name	Attack Power	Evade	2- Swords?	2- Hands?	COST (gil)	BY
Chirijiraden	25	15%	Y	Y	Find	DD
Masamune	18	15%	Y	Y	Steal	47
Kikuichimoji	15	15%	Y	Y	22000	42
Muramasa	14	15%	Y	Y	15000	35
Kyomori	12	15%	Y	Y	10000	31
Heaven's Cloud	11	15%	Y	Y	8000	25
Murasame	10	15%	Y	Y	7000	23
Bizen Boat	9	15%	Y	Y	5000	20
Koutetsu	8	15%	Y	Y	3000	16
Asura Knife	7	15%	Y	Y	1600	16

Rods (Wizard primary weapon):

Weapon Name	Attack Power	Evade	AT/Add (Bonus)	2- Swords?	2- Hands?	COST (gil)	BY
Dragon	5	20%	None	N	Y	Steal	50
Faith	5	20%	Faith	N	Y	Find	DD
Wizard	4	20%	Magic +2	N	Y	8000	29
Poison	3	20%	Poison	N	Y	500	13
Flame	3	20%	Fire	N	Y	400	6
Thunder	3	20%	Bolt	N	Y	400	6
Ice	3	20%	Ice	N	Y	400	6

Rod	3	20%	None	N	Y	200	1
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Staffs (Priest primary weapon):

Weapon Name	Attack Power	Evade	AT/Add (Bonus)	2- Swords?	2- Hands?	COST (gil)	BY
Sage	7	15%	None	N	Y	Find	DD
Mace of Zeus	6	15%	Physical +2, Magic +1	N	Y	Steal	56
Gold	6	15%	None	N	Y	7000	30
Rainbow	5	15%	None	N	Y	2200	13
Healing	4	15%	Cure	N	Y	Alma	25
Wizard	4	15%	Magic +1	N	Y	4000	20
White	3	15%	Cancel Death Sentence	N	Y	800	6
Oak	3	15%	None	N	Y	120	1

Note: The Healing Staff -heals- whoever you hit with it.

Crossbows (Archer primary weapon):

Weapon Name	Attack Power	Evade	AT/Add (Bonus)	Range	COST (gil)	BY
Gastrafitis	10	5%	None	4	20000	42
Hunting Bow	6	5%	None	4	8000	29
Poison Bow	4	5%	Poison	4	4000	23
Cross Bow	4	5%	None	4	2000	16
Night Killer	3	5%	Darkness	4	1500	8
Bow Gun	3	5%	None	4	400	3

Bows (Archer primary weapon):

Weapon Name	Attack Power	AT/Add (Bonus)	Range	2- Swords?	2- Hands?	COST (gil)	BY
Perseus	16	None	5	N	Y	Find	DD
Yoichi	12	None	5	N	Y	Steal	53
Ultimus	10	None	5	N	Y	Steal	*
Windslash	8	None	5	N	Y	8000	29
Mythril	7	None	5	N	Y	5000	23
Lightning	6	Bolt 2	5	N	Y	3000	16
Ice	5	Ice	5	N	Y	2000	11
Silver	5	None	5	N	Y	1500	8
Long	4	None	5	N	Y	800	6

* The Ultimus Bow can only be obtained by stealing it from an Archer enemy in a random fight, from Chapter 2 onwards.

Spears (Lancer primary weapon):

Weapon Name	Attack Power	Evade	AT/Add (Bonus)	COST (gil)	BY
Javelin	30	10%	None	Find	NT
Dragon Whisker	17	10%	None	Catch	DD
Holy Lance	14	10%	Holy	Poach	*
Oberisk	12	10%	None	10000	42
Partisan	11	10%	None	7000	29
Mythril	10	10%	None	4500	23
Spear	9	10%	None	2000	16
Javelin	8	10%	None	1000	11

* The Holy Lance is obtained from a creature. As a hint: think of what the lance does, then look at the Monster List.

Axes (Geomancer primary weapon):

Weapon Name	Attack Power	AT/Add (Bonus)	2- Swords?	2- Hands?	COST (gil)	BY
Slasher	16	Slow	N	Y	12000	25
Giant	12	None	N	Y	4000	16
Battle	9	None	N	Y	1500	8

Sticks (Oracle primary weapon):

Weapon Name	Attack Power	Evade	AT/Add (Bonus)	COST (gil)	BY
Whale Whisker	16	20%	None	2 Catch	DD
Octagon Rod	12	20%	Cancel Darkness, Silence, Oil, Frog, Poison, Slow, Stop, Don't Move, Don't Act	2 20000	42
Ivory Rod	11	20%	None	2 Poach	*
Gokuu Rod	10	20%	Innocent	2 7500	29
Iron Fan	9	20%	None	2 4000	25
Musk Rod	8	20%	None	2 2400	23
Battle Bamboo	7	20%	None	2 1400	16
Cypress Rod	6	20%	None	2 1000	13

Harps (Bard primary weapon):

Weapon Name	Attack		AT/Add (Bonus)	Range	COST (gil)	BY
	Power	Evade				
Fairy	15	15%	Charm	3	Find	DD
Bloody Strings	13	15%	Life Drain	3	10000	29
Ramia	10	15%	Confusion	3	5000	17

Note that Bloody Strings heals its wielder for damage equal to that done to an enemy when attacking.

Dictionaries (Calculator primary weapon):

Weapon Name	Attack		Range	COST (gil)	BY
	Power	Evade			
Madlemgen	11	15%	3	30000	Poach
Papyrus Plate	9	15%	3	10000	29
Monster	8	15%	3	6000	25
Battle	7	15%	3	3000	16

Bags (Female characters only):

Weapon Name	Attack Power	AT/Add (Bonus)	COST (gil)	BY
FS	20	None	Poach	*
H	14	Speed +1	58000	42
P	12	Regen	52000	29
C	10	Magic +1	53000	23

* The FS bag can only be gained through poaching, and only by poaching an animal that you -must- breed!

Carpets (Dancer primary weapon):

Weapon Name	Attack		Range	COST (gil)	BY
	Power	Evade			
Ryozan Silk	15	50%	2	Poach	*
Cashmere	10	50%	2	15000	31
Persia	8	50%	2	7000	25

* Ryozan Silk is exclusively obtaining through poaching only.

Shields:

Name	Physical S-EV	Magic S-EV	AT/Add (Bonus)	COST (gil)	BY
Escutcheon	75%	50%	None	Find	NT
Venetian	50%	25%	Half Fire/ Ice/Lightning	Find	DD
Kaiser Plate	46%	20%	Strengthen Fire/ Ice/Lightning	Find	DD
Genji	43%	--	None	Steal	47
Crystal	40%	15%	None	21000	42
Platina	37%	10%	None	16000	35
Diamond	34%	15%	None	12000	29
Aegis	10%	50%	Magic +1	10000	29
Flame	31%	--	Absorb Fire, Half Ice, Weak to Water	6500	23
Ice	28%	--	Absorb Ice, Half Fire, Weak to Lightning	6000	23
Gold	25%	--	None	3500	16
Mythril	22%	5%	None	2500	13
Round	19%	--	None	1600	11
Bronze	16%	--	None	1200	8
Buckler	13%	3%	None	700	6
Escutcheon	10%	3%	None	400	3

HELMETS

Helmets (mostly for Knights):

Name	HP+	Cancel	COST	BY
Grand	150	Darkness, Sleep	Find	DD
Genji	130	None	Steal	47
Crystal	120	None	14000	42
Circlet	100	None	10000	37
Platina	90	None	8000	35
Diamond	80	None	6000	25
Cross	70	None	4000	23
Gold	60	None	2800	16
Mythril	50	None	2100	13
Barbuta	40	None	1500	11
Iron	30	None	1000	6
Bronze	20	None	500	3
Leather	10	None	200	3

Hats (usable by most classes):

Name	HP+	MP+	AT/Add (Bonus)	COST	BY
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Thief	100	--	Speed +2, Cancel Don't Move, Don't Act	35000	53
Flash	88	15	Magic +1, Speed +1	16000	42
Golden Hairpin	80	50	Cancel Silence	12000	31
Black Hood	72	--	None	7000	29
Holy Miter	64	20	Magic +1	6000	25
Twist Headband	56	--	Physical +2	5000	23
Green Beret	48	--	Speed +1	3000	16
Triangle	40	12	Magic +1	1800	13
Headgear	32	--	Physical +1	1200	11
Red Hood	24	8	None	800	6
Feather	16	5	None	350	3
Leather	8	--	None	150	1

Ribbons (female characters only):

Name	HP+	CANCEL	COST	BY
Barette	20	Dead, Petrify, Invitation, Confusion, Blood Suck, Berserk, Stop, Charm, Sleep	Alma	25
Cachusha	20	Undead, Darkness, Silence, Frog, Poison, Steal Slow, Don't Move, Don't Act, Death Sentence		35
Ribbon	10	as Barette -and- Cachusha	Poach	*

* Ribbons can only be poached from a monster that -must- be bred.

ARMOR

Armor (mainly for Knights):

Name	HP+	Add	COST	BY
Maximillian	200	None	Find	DD
Genji	150	None	Steal	47
Reflect Mail	130	Reflect	18000	42
Crystal Mail	110	None	19000	42
Carabini Mail	100	None	13000	35
Platina	90	None	9000	31
Diamond	80	None	6000	25
Gold	70	None	3600	16
Plate Mail	60	None	3000	13
Mythril	50	None	2000	11
Chain Mail	40	None	1300	8
Bronze	30	None	800	6
Linen Cuirass	20	None	600	3
Leather	10	None	200	3

Clothes (usable by most classes):

Name	HP+	MP+	AT/Add (Bonus)	COST	BY
Rubber Costume	150	30	Cancel Lightning	Poach	*
Black Costume	100	10	None		
Earth Clothes	85	--	Absorb/Strengthen Earth	10000	35
Power Sleeve	70	--	Physical +2	7000	29
Judo Outfit	60	--	Physical +1, Cancel Dead	4000	25
Brigandine	50	--	None	2500	20
Wizard Outfit	42	15	None	1900	16
Adaman Vest	36	--	None	1600	13
Mythril Vest	30	--	None	1500	11
Chain Vest	24	--	None	900	8
Secret Clothes	20	--	Speed +2, Transparent	Find	DD
Leather Vest	18	--	None	500	6
Leather Outfit	10	--	None	300	3
Clothes	5	--	None	150	1

Robes (mainly for spellcasters):

Name	HP+	MP+	AT/Add (Bonus)	COST	BY
Robe of Lords	100	80	Physical +2, Magic +1, Protect, Shell	Find	DD
Light	75	50	None	30000	42
Black	60	30	Strengthen Fire/Ice/ Lightning	13000	31
White	50	34	Half Fire/Ice/Lightning	9000	29
Chameleon	40	28	Cancel Dead, Absorb Holy	5000	25
Wizard	30	22	Magic +2	4000	16
Silk	20	16	None	2400	8
Linen	10	10	None	1200	6

ACCESSORIES

Shoes:

AT/Add

Name	(Bonus)	COST	BY
Red	Magic +1, Move +1	10000	33
Sprint	Speed +1	7000	31
Germinas	Move +1, Jump +1	5000	25
Feather	Always Float	2500	23
Rubber	Cancel Don't Move, Lightning	1500	16
Spike	Jump +1	1200	11
Battle	Move +1	1000	3

Mantles:

Name	Physical A-EV	Magic A-EV	Add	COST	BY
Feather	40%	30%	None	20000	42
Vanish	35%	--	Transparent	Find	44
Dracula	28%	28%	None	15000	31
Elf	25%	25%	None	8000	20
Wizard	18%	18%	Magic +1	2000	16
Leather	15%	15%	None	800	11
Small	10%	10%	None	300	6

Rings:

Name	AT/Add (Bonus)	COST	BY
Angel	Cancel Dead/Darkness, Reraise	20000	35
Magic	Cancel Silence/Berserk	5000	29
Reflect	Reflect	10000	23
Defense	Cancel Sleep/Death Sentence	5000	16
Cursed	Physical +1, Magic +1, Cancel Slow, Always Undead	Find	DD

Armlets:

Name	AT/Cancel (Bonus)	COST	BY
108 Gems	Undead, Blood Suck, Frog, Poison; Strengthen Fire/Ice/Lightning/Wind/ Water/Earth/Holy/Dark	15000	29

Jade	Petrify, Stop	10000	25
N-Kai	Confusion, Charm; Half Dark	10000	23
Defense	Don't Move, Don't Act	7000	16
Diamond	Slow; Physical +1, Magic +1	5000	13

Gauntlets:

Name	AT/Add (Bonus)	COST	BY
Bracer	Physical +3	50000	31
Genji	Physical +2, Magic +2	Steal	47
Magic	Magic +2	20000	23
Power Wrist	Physical +1	5000	13

Perfumes (female characters only):

Name	AT/Add (Bonus)	COST	BY
Chantage	Always Reraise/Regen	Steal	37
Setiemson	Transparent; Always Haste	Poach	*
Salty Rage	Always Protect/Shell	Poach	*
Cherche	Always Float/Reflect	Poach	*

* These items must be poached, and cannot be gained by any other means.

MISCELLANEOUS

Name	Effect	COST	BY
Elixir	Restore all HP and MP.	Trophy	52
X-Potion	Recover 150 HP.	700	23
Hi-Potion	Recover 70 HP.	200	6
Potion	Recover 30 HP.	50	1
Hi-Ether	Recover 50 MP.	600	29
Ether	Recover 20 MP.	200	16
Phoenix Down	Revives unconscious characters.	300	1
Remedy	Cancels poison, darkness, silence, frog, petrify, oil, and sleep.	350	16
Antidote	Cancels poison.	50	1
Echo Screen	Cancels silence.	50	3
Eye Drop	Cancels darkness.	50	1
Holy Water	Cancels undead status.	2000	11
Maiden's Kiss	Cancels frog.	50	3
Soft	Cancels petrify.	100	3
Yagyu Darkness	Ninja weapon, one use only, attack	1000	35

	power 10.		
Magic Shuriken	Ninja weapon, one use only, attack	300	25
	power 7.		
Shuriken	Ninja weapon, one use only, attack	50	11
	power 4.		
Fire Ball	Ninja weapon, one use only, as Fire	250	16
	spell.		
Lightning Ball	Ninja weapon, one use only, as Bolt	250	16
	spell.		
Water Ball	Ninja weapon, one use only, as Ice	250	16
	spell.		

Monsters

Using Monster Weaknesses

Some (but not all) monsters have weaknesses. These weaknesses can be accessed by moving the cursor over the monster on the battle map, and pressing the X button three times (once to open the Status menu; a second time to view the monster's powers; and the third time to show the monster's special effects).

Use these weaknesses against monsters whenever possible! Being high level, and having good equipment, is no guarantee of success in a fight. Strategy involves knowing your enemy, and Tactics is all about strategy.

Monsters as Allies: Tips on Breeding

Once you 'Invite' a monster to join you (this is a Mediator power; see the Skills/Powers List section), it will breed new monsters, as long as you have a spot open for the new creature! This is a good way to get

stronger monsters, without having to use Invite repeatedly. Since some monsters never appear in the game without breeding, you should experiment with this throughout the game.

Monsters breed over time. To speed up this process (thereby getting a preferable monster), find a place where you can move without getting into a random fight. Move back and forth across the World Map, occasionally checking in Formation, to breed the monster you want. This can be tedious, but if you choose the monsters you breed wisely, the results will certainly be worth it.

Monster List

This section of the FAQ contains a list of all the monsters in Tactics. Some of these monsters are hard to come by, and may require breeding to discover. The powers of each monster are listed, and grouping of the same type of monster are listed in ascending order of power. For example: Goblins are the weakest version of the breed; the next stage of Goblin is Black Goblin, and the final, most powerful stage of Goblin is known as Gobbledeguck. Thus, the listing of these creatures would appear in the order: Goblin, Black Goblin, Gobbledeguck. Make a note of this if you are breeding monsters!

Unique, 'enemy' monsters will also be listed here, although their powers may not be. Enemy monster powers may be key to specific fights in the game; this FAQ, while it provides detailed information for Tactics, is not meant to reveal everything about the entire game. Some things are best experienced firsthand. All descriptions below are taken directly from the game help files, and are copyrighted by Squaresoft.

MONSTER	POWER(S)
Red Panther	Scratch: Attacks enemy with sharp nails. Range 1, Vertical 1, Effect 1 Poison Nail: Uses power to make enemy sick. Range 1, Vertical 2, Effect 1, add Poison
Cuar	Scratch (as above) Poison Nail (as above) Cat Kick: Attacks enemy by kicking. Range 1, Vertical 2, Effect 1
Vampire	Scratch (as above) Poison Nail (as above) Blaster: Attacks enemy by emitting shining energy. Range 3, Effect 1, add Petrify and/or Stop
Chocobo	Choco Attack: Attacks enemy with giant beak. Range 1, Vertical 2, Effect 1 Choco Cure: Recover HP by flapping wings. Range auto, Vertical 2, Effect 2

Black Chocobo	Choco Attack (as above) Choco Ball: Attacks by throwing a hidden ball. Range 4, Effect 1 Choco Esuna: Heals abnormal status with purifying wings. Cancels Petrify, Darkness, Silence, Poison, Stop, Don't Move, Don't Act
Red chocobo	Choco Attack (as above) Choco Ball (as above) Choco Meteor: Attacks enemy with a small meteor. Range 5, Effect 1
Goblin	Tackle: Attacks enemy by tackling. Range 1, Vertical 2, Effect 1 Eye Gouge: Blinds the enemy by attacking its eyes. Range 1, Vertical 2, Effect 1, adds Darkness
Black Goblin	Tackle (as above) Turn Punch: Attacks enemy by punching out in 4 directions. Range auto, Vertical 1, Effect 2
Gobbledeguck	Tackle (as above) Eye Gouge (as above) Goblin Punch: Attacks enemy by beating them. Range 1, Vertical 1, Effect 1
Flotiball	Wing Attack: Attacks enemy with flapping wings. Range 1, Vertical 2, Effect 1
Ahriman	Wing Attack (as above) Look of Devil: Powerful gaze causes abnormal status. Range 3, Vertical 1, add Petrify, Darkness, Silence, Don't Move, or Don't Act Look of Fright: Powerful gaze discourages you. Range 3, Vertical 1
Plague	Wing Attack (as above) Look of Devil (as above) Death Sentence: Power perceives enemy's life span and hastens death. Range 3, Vertical 1, add Death Sentence
Bomb	Bite: Attacks enemy by biting. Range 1, Vertical 2, Effect 1 Self-Destruct: Damages enemy by self-destruction. Range auto, Vertical 3, Effect 3, add Oil
Grenade	Bite (as above) Self-Destruct (as above) Small Bomb: Releases a small bomb. Range 1, Vertical 0, Effect 1
MONSTER	POWER(S)
Explosive	Bite (as above) Self-Destruct (as above) Spark: Attacks enemy and heals self by throwing flame. Range auto, Vertical 1 Effect 3, fire elemental
Behemoth	Stab Up: Strikes enemy with horns. Range 1, Vertical 2, Effect 1 Sudden Cry: Attacks enemy with rushing thrust. Range 1, Vertical 0, Effect 1, add Dead
King Behemoth	same as Behemoth
Dark Behemoth	same as Behemoth
Skeleton	Knife Hand: Chops with bony hands. Range 1, Vertical 2, Effect 1 Thunder Soul: Attacks enemy by releasing thunder spirit. Range 3, Effect 1, lightning elemental
Bone Snatch	Knife Hand (as above)

	Aqua Soul: Attacks enemy by releasing water spirit. Range 3, Effect 1, water elemental
Living Bone	Knife Hand (as above) Ice Soul: Attacks enemy by releasing ice spirit. Range 3, Effect 1, ice elemental
Morbol	Tentacle: Attacks enemy by swinging filthy tentacle. Range 1, Vertical 1, Effect 1 Lick: Creates invisible wall out of spit to reflect magic. Range 1, Vertical 0, Effect 1
Ochu	Tentacle (as above) Goo: Spits fluid over enemy to immobilize them. Range 1, Vertical 1, Effect 1, add Don't Move
Great Morbol	Tentacle (as above) Bad Bracelet: Causes abnormal status with bad breath. Range auto, Vertical 0, Effect 3, adds Petrify, Darkness, Confusion, Silence, Oil, Frog, Poison, and/or Sleep
Juravis	Scratch Up: Attacks enemy by jumping and scratching with toe nails. Range 1, Vertical 2, Effect 1
Steel Hawk	Scratch Up (as above) Shine Lover: Get some shiny gil. Range 1, Vertical 1, Effect 1 enemy
Cocatoris	Scratch Up (as above) Feather Bomb: Attacks enemy by dropping feather bomb on their head. Range 2, Effect 1 Beak: Petrifies enemy by pecking at them. Range 1, Vertical 0, Effect 1, add Petrify
Bull Demon	Shake Off: Attacks enemy with a pickaxe. Range 1, Vertical 2, Effect 1
Minitaurus	Shake Off (as above) Wave Around: Attacks multiple enemies with a pickaxe. Range auto, Vertical 1, Effect 2
Sacred	Shake Off (as above) Mimic Titan: Attacks enemy by stomping and sending shockwaves. Range auto, Vertical 1, Effect 3 Gather Power: Absorbs energy of the earth, raising physical attack power. Range auto, Effect 1
Ghoul	Throw Spirit: Attack with the core of mystery. Range 3, Effect 1 Sleep Touch: Possesses enemy by touch, making them fall asleep. Range 1, Vertical 2, Effect 1, add Sleep
MONSTER	POWER(S)
Gust	Throw Spirit (as above) Grease Touch: Covers enemy in oil, increasing fire damage. Range 1, Vertical 2, Effect 1, add Oil
Revnant	Throw Spirit (as above) Drain Touch: Possesses enemy by touch, feasting on their life force. Range 1, Vertical 2, Effect 1
Dragon	Dash: Damages enemy by tackling. Range 1, Vertical 2, Effect 1
Blue Dragon	Dash (as above) Ice Bracelet: Attacks enemy with arctic breath. Range 2 (4 directions), Effect 1, ice elemental
Red Dragon	Dash (as above) Thunder Bracelet: Attack enemy with thunder breath. Range 2 (4 directions), Effect 1, lightning elemental

Hyudra	Triple Attack: 3 heads attack independently. Range 1, Effect 3 panels
Hydra	Triple Attack (as above) Triple Flame: Each of 3 heads attacks by summoning fire spirit. Range 4, Vertical 0, Effect 2, fire elemental
Tiamat	Triple Attack (as above) Triple Thunder: Each of 3 heads attacks by summoning lightning spirit. Range 4, Vertical 0, Effect 2, lightning elemental Triple Bracelet: 3 heads attack enemy with various breath weapons. Range 2 (4 directions), Effect 2 (3 directions)
Pisco Demon	Tentacle: Attacks enemies by using tentacles as a whip. Range 1, Vertical 2, Effect 1 Black Ink: Blinds enemy by spitting black ink. Range 2 (4 directions), Effect 1, adds Darkness
Squidlarkin	Tentacle (as above) Black Ink (as above) Odd Soundwave: Destroys abnormal status by emitting mysterious sonic waves. Range auto, Vertical 1, Effect 3, cancels Float, Reraise, Transparent, Regen, Protect, Shell, Haste, Faith, Reflect
Mindflare	Tentacle (as above) Black Ink (as above) Mind Blast: Confuses target and destroys its mental health. Range 3, Vertical 1, Effect 2, adds Confusion or Berserk
Woodman	Leaf Dance: Attacks enemy by dropping razor-sharp leaves. Range auto, Vertical 0, Effect 2
Trent	Leaf Dance (as above) Spirit of Life: Recover HP with the help of tree spirits. Range auto, Vertical 0, Effect 2
Taiju	Leaf Dance (as above) Protect Spirit: Raise defense level against physical attacks with the help of tree spirits. Range auto, Vertical 0, Effect 2, adds Protect Calm Spirit: Raise defense level against magic attacks with the help of tree spirits. Range auto, Vertical 0, Effect 2, adds Shell
Uribo	Straight Dash: Run like hell and tackle the enemy. Range 1, Vertical 0, Effect 1
Porky	Straight Dash (as above) Pooh-: Heavy scent causes abnormal status. Range 1, Vertical 1, Effect 1, adds Confusion or Sleep
MONSTER	POWER(S)
Wildbow	Straight Dash (as above) Nose Bracelet: Charm enemy with major nose breathing. Range 1, Vertical 1, Effect 1 enemy, adds Charm
Apanda	Bio, Bio2, Bio3
Archaic Demon	Lifebreak, Giga Flare, Nanoflare
Ultima Demon	Ultima, Ulmaguest

Beware! The next area of the FAQ is the 'Secrets' section. In the event that you did not wish to use the secrets contained within this FAQ, the next area has been set up to start on a separate page.

If you -do- want to peek at the secrets...read on!

Secrets

Hidden Areas

There are several secret areas in Tactics. Each secret area introduces a hidden character (covered later on in this section). If you really want to discover every secret in Tactics, they are made available here. However, this part of the Secret section is devoted primarily to explaining how to find the hidden areas. Maps are provided for these areas, where applicable. Specific statistics for special items and characters are in listed elsewhere in this FAQ.

Colliery Underground

Once you are in Chapter 4, proceed to Goland Coal City and enter the Bar. Once there, read the 'Rumor' section, opening the 'Ghost of Colliery' in particular. Go up to Lesalia; a scene will play out, explaining the rumor in more detail, and you will meet Beowulf. You - must- accept Beowulf's help to open this secret area (when given the options: 1. No, thank you. 2. Let's go together, choose option 2). Go back into Goland when ready (it should now be marked as orange on the World Map, instead of blue), and the series of Colliery encounters will begin. Below are the battle maps of Colliery's various levels.

Colliery Underground Third Floor

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| | | |   | | | | | |
+ + + +---+---+---+ +
| | | |   |           |
+---+---+ +           +
| | | |   |           |
+ + +---+           +
| | |   L | |*| | |
+---+---+---+---+---+ +
|   | | |           |
+---+---+ +           +
| | | | |           |
+---+---+---+---+---+

```

The opponents of this level of Colliery are 5 Chemists, each armed with guns. The healing powers of the Chemists have, as well as the long-range attacks, make the Chemists harder to fight than you might expect.

TROPHIES: Mythril Bow, Mythril Shield

NOTE: Normally, items hidden on the battle map are marked with an asterisk (*). However, on this (and other) battle maps, there are areas which (from a birds-eye view) can be stepped on at multiple heights. When this occurs for a hidden item's location, the following notations are used - 'L' means that the item is at the lowest height; 'H' means that the item is hidden at the highest height.

Colliery Underground Second Floor

```

+---+---+---+---+---+---+
| |   | | | |*| |
+---+---+---+---+ + + +---+ +
| |   | | | | |   |
+---+---+---+---+---+---+
| | | | |X| |L| | | | |
+---+---+---+---+---+ +---+ +
| | |   | | | | | | | |
+---+---+---+---+ +---+---+
| |   | | | |   | |
+---+---+---+---+---+ +

```

This level offers far stronger opponents than the previous level. A Chemist, armed with a Blaze Gun, 2 THIEVES, a Behemoth, and a King Behemoth await. Worse, the stronger (King) Behemoth is placed very close to you at the start of the fight. Thieves are best to use in this fight; they can steal the Blaze Gun, and charm enemies.

TROPHIES: Mythril Knife, Mythril Spear

```

| | | | |
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| |*| |
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| | | | |
+++++

```

Colliery Underground First Floor

```

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| | | | | | | | | |
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| | | | | | | | | |
+ +---+---+---+---+---+---+---+---+
| | | | | | |X| |
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| | | | | | | | | |
+ +---+ +---+---+ + +
| | | | |X| * | |
+ +-+ + +-+ +-+ +-+ +---+
| |*| | | |X| | | |
+---+---+ + + +---+---+---+---+ +
| | | | | | |X| | | |
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```

More dire enemies await you on this level of Colliery. 2 Chemists, 2 Blue Dragons, and a Uribo are situated here. The Blue Dragons are the greatest threat. In addition to being able to do massive damage, the Dragons can heal each other with their icy breath! The next greatest threat is the Chemists, who can heal, and wield guns. The Uribo is no threat, but since it is rare, you may wish to Invite it for breeding.

TROPHIES: Mythril Sword, Mythril Armor

Goland Underground

```

+---+---+---+---+---+---+---+---+---+
| | | | |X|X|X|X|X|X|X| |X|X|
+---+ +---+---+ +---+---+---+---+ +---+
| | * |X|X|X|X| |
+---+---+---+ +---+---+---+ +-+ +
| | | | |*| |
+---+ +-+ +---+ +---+
| | | | | | | | | |
+---+ +---+---+ +---+---+---+ + + +
| |X|X|X| |X|X|*|X|X| | |

```

In this final area of Colliery, you are faced with the daunting task of rescuing the Holy Dragon from 3 Plagues, 2 Ochu, and an Archaic Demon! Sadly, the Demon is not the biggest threat - the Plagues are. If they gang up on the Dragon, they can kill it before you can save it!

```

+   +--+--+ +--+--+--+--+--+--+  +--+ +
|*  |X|X|X| |X|X|X|X|X| | | | | | |
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+

```

Nelveska Temple

Nelveska Temple can be opened simply by going to Zeltennia Castle, entering the Bar, choosing the 'Rumor' option, and reading, 'Cursed Island, Nelveska'. However, you cannot -activate- Nelveska Temple without triggering the scene, 'Celestial Globe Found!?' in Goug. To do this, you must a) get Beowulf and Reis; b) activate Worker 8; and c) enter Goug anytime after the option to have Orlandu join up. Once this scene plays, entering Nelveska Temple activates the fight there. The battle map for this area is provided below.

```

+--+--+--+--+--+--+  3 Cocatoris, 2 Hyudras, and a Steel Giant (Worker
| | | | | | | | |  7) await you at Nelveska Temple. These enemies can
+--+--+--+--+--+--+  be dangerous; the birds often go first, given their
| |1| | | | | | |  speed, and hit hard or Petrify you. The Hyudras
+--+--+--+--+--+--+  are slow, but inflict massive damage, as can Worker
| | | | | | | | |  7. The hidden items at this area are all rare, and
+--+--+--+--+--+--+  are marked on the map with numbers (1 is the Sasuke
| | | |2| | | | | |  Knife; 2 can be a Nagrarock or Elixir, and is on
+ + +--+ +--+ + +--+  the lower level; 3 is the superior version of the
| | | | | | | | |  Escutcheon; and 4 is the superior Javelin).
+--+--+ +--+ +--+--+  If you find this fight to be easy, you might want
| | | | | | | | |  to try Inviting a Hyudra; they breed into even more
+--+--+--+--+--+--+  powerful monsters! (Sadly, you cannot Invite
| | | | | | | | |  Worker 7; since it seems to be damaged, though,
+--+ + + +--+--+  maybe that's for the best.)
| | | | | | | | |
+ +--+ +--+ +--+
| | | | | | | | |
+ +--+ +--+--+
| |3| | | |4| | |
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| | | | | | | | |
+ + +--+--+
| | | | | | | | |
+--+--+--+--+--+--+

```

Deep Dungeon

Deep Dungeon is the most detailed secret of Tactics, and is only available -after- Murond Holy Place, but must be entered -before- Orbonne Monastery (once in Orbonne, you can't get back out). All you have to do is go into Warjilis, and a scene opens up, explaining what Deep Dungeon is.

Many of the secrets of Tactics are confined within Deep Dungeon, so if you want a 'complete' file, you must do this area! You cannot open the next level until you find the way onwards, using the 'Move-Find Item' power. Since the way on to the next level can be variable,

several possible exits are marked on each battle map below. The enemies encountered in Deep Dungeon are random (usually a small group of people; a large group of the same monster type; or a mixed group of both people and monsters). Due to this fact, the only non-random fight (on the 'End' level) is the only battle map which has more than its secret items noted. Also note: if you find a Phoenix Down instead of a special item noted, this is due to the fact that the quality of the item is determined by the finder's Brave! The -lower- your Brave, the -higher- your chances of getting the good item you want!

NOGIAS

```

+---+---+---+---+---+---+   1 = GLACIER GUN
|1|  |           |  |       2 = ELIXIR
+ +---+           +---+    3 = KIYOMORI
| | |           |       4 = BLAZE GUN
+ +---+---+---+---+   +
|2|  |  |  |  |  |       E = POSSIBLE EXIT
+---+ +---+ +---+---+---+
|  |  |  |  |  |  |  |
+---+---+---+---+ +  +---+ +
|  |  |  |  |  |  |
+---+ +---+---+ +---+ +---+ +
| |  |  |  |  |  |  |3|
+ +---+---+---+---+---+---+
|  |  |  |  |E  |
+---+---+ +---+ +---+---+
| | |4  |  |  |  |
+ + +---+---+---+---+ +
| |E  E  |  |  |
+ +---+ +---+---+ +---+
|  |           |  |  |
+---+---+---+---+---+

```

TERMINATE

```

+---+---+---+---+---+---+   1 = ELIXIR
| | |  |  |  |  |  |       2 = BLOOD SWORD
+---+---+---+---+---+ +---+  3 = SAVE THE QUEEN
| | |1| | |  |  |       4 = ELIXIR
+ +---+ +---+---+---+---+
|E| |  |  |  |  |       E = POSSIBLE EXIT
+---+---+---+---+---+
| |  |  |  |  |  |  |

```

```

+---+ +---+ +---+ +---+ +
| | | | | | 2 | | |
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+ + +---+ +---+ +---+ +
| | | | | | | |E|
+---+ +---+ +---+ +---+ +

```

DELTA

```

+---+ +---+ +---+ +---+ +---+ +---+ +---+ +---+
| | |1| |X| | | 1 = ELIXIR
+ +---+ +---+ +---+ +---+ 2 = YOICHI BOW
| |X|X| |X|X| | 3 = MACE OF ZEUS
+ +---+ +---+ +---+ +---+ 4 = ELIXIR
| | |X|X| |X|X| | E = POSSIBLE EXIT
+---+ +---+ +---+ +---+ +---+ +---+ +---+ +---+

```

```

|      |X|X|X|X|X|      |
+  +---+---+---+---+  +
|      |      | |X|X|      |
+  +-+  +---+---+---+  +-+
|  |  | |X|X|X|X|      |X|
+  +---+---+---+---+---+
|  |  | |X| |X| |2| |X|
+---+---+---+  +---+---+---+
|  | |X|X|      | |E|E |
+---+---+---+---+  +---+---+  +
|X|X|X|X|X|X|      |
+---+---+---+---+---+  +
|X|3| |X|X|      |      |
+---+---+---+---+---+  +---+---+
|X|X| |  |      | |X|X|X|
+---+---+---+  +---+---+---+
|X|X|      |X|X|X|X|X|
+---+---+  +---+---+---+
|      |4|X|X|X| |
+---+---+  +---+---+---+
|X| |      | |X|      | |
+---+---+  +---+---+  +-+
|X|E      |      |      | |
+---+---+  +  +---+---+  +
|X|X|X| |      |X|X| |
+---+---+---+---+---+---+

```

VALKYRIES

```

+---+---+---+---+---+---+---+  1 = ELIXIR
|X|X|X|X|X|X|X|X|X|      |      2 = FAITH ROD
+---+---+---+---+---+---+  +      3 = FAIRY HARP
|X|X|X|X|X|X|X|X| |      |      4 = KAISER PLATE
+---+---+---+---+---+  +  +-+
|X|X|X| |      |      |X|      E = POSSIBLE EXIT

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|X|   |         |X|X|X|X|
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|X|X|X|         E|X|X|X|X|
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```

If you run into the Great Morbol on this level, poach it! It can poach as an Elixir!

MLAPAN

```

+---+---+---+---+---+---+ 1 = IGA KNIFE
|1|   |   |   | 2|        2 = ELIXIR
+ + +---+ + +         3 = EXCALIBUR
| | |   |   |        4 = ELIXIR
+ +---+ +---+ +

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| E| |E |
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|   |   |   |
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|4 | | | |
+---+---+---+

```

TIGER

```

+---+---+---+---+---+---+ 1 = BLAST GUN
|   |   |X| |   E| 2 = CURSED RING
+ + +---+ +---+ + 3 = ELIXIR
|   |   |X| |   | 4 = SECRET CLOTHES
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|   |   |X| |   | E = POSSIBLE EXIT
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| | |X| |X| |X| |
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|   |X| |X| |X| |
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|3 4|X| |   | |X| |
+---+---+---+---+---+---+

```

BRIDGE

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+---+---+---+---+---+---+ 1 = ELIXIR
|   |   |   |   2 = SAGE STAFF
+ +---+---+ + 3 = KOGA KNIFE
|   |   |X| |   4 = ELIXIR

```



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+   +--+--+ +--+--+
|   |   |E|   |X|   E = POSSIBLE EXIT
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VOYAGE

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+--+--+--+--+--+--+--+--+--+--+--+--+ 1 = ELIXIR
|E |   | |   |   |   |   |   |   | 2 = RAGNAROCK
+   +   +--+ +   +   3 = ROBE OF LORDS

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| | | | 4 = PERSEUS BOW
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|X| |X| | |
+--+ +---+ +--+
|X| 2|X| |
+---+ +---+---+ +
|X|X| 3|X| |
+---+---+ +---+---+ +
|X|X|X|X| 4|X| |
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|X|X|X|X|X|X|X| | | | |
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|X|X|X|X|X|X|X|X| | | |
+---+---+---+---+---+

```

HORROR

```

+---+---+---+---+---+---+ 1 = VENETIAN SHIELD
|X| | | | |X| 2 = GRAND HELMET
+--+ +-+ + +---+ +--+ 3 = MAXIMILLIAN
|X| | | | | 4 = ELIXIR
+--+ + +---+---+ +
|X| | | | | E = POSSIBLE EXIT
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|X| |X|1|2| | |
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| |X|X|E |X|X| 3|
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|X| | 4|X|X|X|
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|X|E | |X|X|X|
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On this level, you sometimes run into a group of Ninjas (usually accompanied by Samurai). You might wish to force the Ninja fight several times, giving every party member the 'Catch' ability. The items thrown by the Ninjas can be rare or unique!

END

```

+---+---+---+---+---+---+ In this last fight, you encounter
|X|X|X|X|X| |X|X|X|X|X| Elidibs, a powerful Summoner who holds

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```

the Serpentarius Stone. Elidibs is not alone, either. He has 6 Apandas to assist him! For this fight, it's good to bring a lot of healing, and someone with the Talk skill 'Solution', or a low Faith. Elidibs -may- cast the unique 'Zodiac' power; to learn Zodiac, you must be a Summoner, and survive Zodiac's incredible damage!

It's strongly recommended that you beat Elidibs, then come back later for the items hidden on this level. Having too many goals in the fight - getting Zodiac, -all- the hidden items, and killing Elidibs is HARD! (Although this is the Secrets sections...so try 'Stop' on Elidibs! It works very nice!)

- 1 = CHAOS BLADE
- 2 = ELIXIR
- 3 = ELIXIR
- 4 = CHIRIJIRADEN

Note that Byblos is here to assist Ramza and his allies. You can't control Byblos in the fight, but several of its powers are good against Elidibs!

Hidden Characters

There are, in total, 12 unique characters in the game which may join you. They are (in order of appearance): Agrias, Boco, Mustadio, Malak, Rafa, Beowulf, Reis, Worker 8, Orlandu, Meliadoul, Cloud, and Byblos. Beowulf, Reis, Worker 8, Cloud, and Byblos are the 'hidden' special characters in Tactics. The way of obtaining these characters is listed briefly below, along with detailed information on their unique powers. The powers of the 'standard' unique characters are also presented below (with the exception of Boco, whose powers are identical to a standard chocobo's; refer to the 'Monster List' section).

BEOWULF

Beowulf first encounters the party during a scene in Lesalia. To activate this scene, read the Rumor 'Ghost of Colliery' in Goland in Chapter Four, then leave for Lesalia. Beowulf offers to come with you to hunt a powerful creature, the Holy Dragon. After completing the areas in Colliery and saving the Holy Dragon, Beowulf offers to join up.

Horoscope Sign: Libra

Beowulf's Powers

All of Beowulf's powers have a Range of 4, and an effect of 1,

except where noted.

Blind: Magic sword blinds enemy with darkness. MP 6 (Beowulf comes with this power)

Aspel: Magic sword absorbs the enemy's MP. MP 2 (cost 180 JP)

Drain: Magic sword absorbs the enemy's HP. MP 12 (cost 180 JP)

Faith: Magic sword fills the soul with a huge amount of Faith. MP 10 (cost 200 JP)

Innocent: Magic sword makes the enemy turn from God. MP 10 (cost 200 JP)

Zombie: Magic sword brings bodily death. MP 14 (cost 150 JP)

Silence: Magic sword mutes enemy, making it impossible to cast spells. MP 16 (cost 90 JP)

Berserk: Magic sword causes enemy to act wild. MP 16 (cost 200 JP)

Chicken: Magic sword strikes fear into the enemy, lowering their Brave by 50. MP 12 (cost 500 JP)

Confuse: Magic sword makes enemy act irrational. MP 14 (cost 200 JP)

Despair: Magic sword neutralizes protective magic on the enemy.

Cancels Float, Reraise, Transparent, Regen, Protect, Shell, Haste, Faith, and Reflect. MP 20 (cost 300 JP)

Don't Act: Magic sword prevents enemy from taking action. MP 14, (cost 50 JP)

Sleep: Magic sword disrupts an enemy's heartbeat, forcing them to sleep. MP 20 (cost 170 JP)

Break: Magic sword turns enemy to stone. MP 24 (cost 300 JP)

Shock!: The more damage Beowulf has taken, the more damage is inflicted. Range 8, Effect 1, MP 20 (cost 600 JP)

REIS (as the Holy Dragon)

If you follow the directions to obtain Beowulf, Reis, in dragon form, will join up with you at the end of Colliery, along with Beowulf.

Holy Dragon: A holy dragon, transformed from a Lancer. It defeats enemies with its massive attacks and breath.

Horoscope Sign: Pisces

Reis' Dragon Powers

Fire Bracelet: Attacks enemy with fiery breath. Range 2 (4 directions), Effect 1, fire elemental

Thunder Bracelet: Attacks enemy with thunder breath. Range 2 (4 directions), Effect 1, lightning elemental

Ice Bracelet: Attacks enemy with arctic breath. Range 2 (4 directions), Effect 1, ice elemental

REIS (as a human)

Reis is actually Beowulf's lover, who was trapped in dragon form. In order to undo this curse, and make Reis a human again, you need the stone from Nelveska Temple, guarded there by Worker 7. A scene will play out when you leave Nelveska Temple (assuming you kept both Beowulf and Reis!), and Reis turns back into a human.

Horoscope Sign: (same as dragon form)

Reis' 'Human' Powers

Reis still possesses the powers she wielded as a dragon. In addition, she gains the following:

Dragon Tame: Charms enemy monster, so they will join your party (adds 'Invitation'). Range 2, Vertical 2, Effect 1 (cost 300 JP)

Dragon Care: Restores ally's HP and status through sacrifice. Range 2, Vertical 2, Effect 1 (cost 300 JP)

Dragon PowerUp: Raises Speed, Brave, and physical/magic attack power with dragon energy. Range 2, Vertical 2, Effect 1 (cost 400 JP)

Dragon LevelUp: Disrupts time with unusual energy, raising AT so that CT occurs faster. Range 2, Vertical 2, Effect 1 (cost 400 JP)

Holy Bracelet: Attacks enemy 1-6 time(s) with holy breath. Range 4, Vertical 3, Effect 3, holy elemental (cost 900 JP)

WORKER 8

Worker 8 is a Steel Giant, a relic of an old, technologically advanced civilization. Entering Goug for the first time in Chapter Four will trigger a scene, 'Steel Ball Found!'. This steel ball is Worker 8, who requires a stone to be activated. The stone required to do this is the one given to you by Beowulf, after Reis is rescued from Colliery. Once you have this stone, head for Goug, and the scene, 'The Steel Giant Starts!', will play. Worker 8 is treated as a monster in this game, so its name can be changed at any Soldier Office.

One thing you will notice is that Worker 8 has a Faith of 0. This is to keep spells from affecting him. It is possible to raise Worker 8's Faith using the Talk Skill 'Preach'; however, Worker 8 stays immune to magic. After obtaining Worker 8, leaving and re-entering Goug triggers the scene, 'Celestial Globe Found!', a foreshadowing to find Cloud (see hereafter).

Also, note that Worker 8's powers inflict damage upon it, a percentage of the damage the attack inflicts (anywhere from roughly 14-25%). Only directly attacking causes the robot no loss of HP. This damage can only be cured by potions or a Monk's 'Punch Art', so be careful!

Steel Giant: A taciturn general operations robot from a lost civilization. Follows commands dutifully.

Horoscope Sign: random

Worker 8's Powers

Destroy: Top priority command, which destroys its target. Range 1, Vertical 2, Effect 1

Compress: Top priority command, which compresses the target (adds 'Dead'). Range 1, Vertical 2, Effect 1

Dispose: Team work command, which disposes of any one enemy. Range 8, Effect 1

Crush: Special work command, which crushes target. Range 1, Vertical 0, Effect 1

For fans of the Final Fantasy series, Cloud is recognizable as the hero of FF7. Because of the vastly different graphics style of Tactics from FF7, Cloud's physical appearance, and powers, have been altered slightly.

Cloud is only obtainable after you perform several tasks. When you first enter Zhargidas, and meet Aeris, you must buy a flower from her. Next, you must gain Beowulf, Reis, and Worker 8. The stone used to activate the 'Celestial Globe' built by Mustadio's father, Besrodio, opens a hole to another world, or a different time, and is obtained from Worker 7 at Nelveska Temple. Once you have this stone, go to Goug. A scene, 'Summon Cloud!', will play out, and Cloud runs away. Don't worry about this; after completing Section #49, head for Zhargidas City. Aeris reappears, and is rescued from thugs by Cloud. You must then save Cloud, who will offer to join up with you after the fight. The battle map of this fight is provided after the list of Cloud's unique powers.

Note that when you get Cloud, he is only level 1! It may take some time to bring him up to the same level as your other characters.

Horoscope Sign: Aquarius

Cloud's Powers

Braver: Limit skill that blows enemy away. Range 2, Effect 1, SP 34
(Cloud comes with this power)

Cross-slash: Limit skill slashes enemy 4 times. Range 2, Vertical 0, Effect 2 SP 25 (cost 200 JP)

Blade Beam: Limit skill inflicts damage in proportion to Cloud's wounds. Range 2, Effect 1, SP 20 (cost 250 JP)

Climhazzard: Limit skill inflicts damage in proportion to how hurt the victim is. Range 2, Effect 1, SP 15 (cost 450 JP)

Meteorain: Limit skill causes a meteor to fall on the enemy. Range 3, Vertical 0, Effect 3, SP 10 (cost 560 JP)

Finish Touch: Limit skill causes abnormal status (adds Dead, Petrify, and/or Stop). Range 3, Vertical 0, Effect 2 (cost 670 JP)

Omnislash: An ultimate Limit skill. Range 3, Vertical 0, Effect 3 (cost 900 JP)

Cherry Blossom: The most powerful Limit skill. Range 3, Vertical 0, Effect 3, SP 5 (cost 1200 JP)

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The enemies you face in the fight to save Cloud are not very strong. 3 Thieves, 2 Squires, and 1 Monk are set between you and Cloud on the battle map. The enemies rarely go for Cloud, choosing to fight Ramza and his 3 allies instead.

BYBLOS (the demon)

'Byblos' is actually the name of the demon's race. When you encounter Byblos, it will have a random name and horoscope sign. You can later change its name at a Soldier Office, like any Invited creature.

Byblos is at the bottom of Deep Dungeon, and assists you against Elidibs. After you successfully defeat Elidibs, Byblos will offer to join up.

In addition to its monster powers, Byblos has several nice extra abilities. It can poach any monster it kills (as 'Secret Hunt'), and can 'Ignore Height' as though equipped with the Lancer power.

Byblos: A monster with sharp nails and huge horns. It stands on two legs, balancing on its long, slender tail.

Horoscope Sign: random

Byblos Powers

Energy: Ally recovers HP, but Byblos loses half the HP of what the ally is healed for. Range 4, Effect 1

Parasite: Negative power causes abnormal status (adds Petrify, Darkness, Confusion, Silence, Oil, Frog, Poison, and/or Sleep). Range 4, Effect 1

Shock: The enemy takes the same damage as Byblos has currently suffered. Range 5, Vertical 3, Effect 1

Difference: The enemy suffers damage equal to its MP. Range 5, Vertical 3, Effect 1

AGRIAS

Horoscope Sign: Cancer

Agrias' Powers

All of Agrias' powers bear the same description: 'Damage is inflicted with holy sword spirit.'

Stasis Sword: Range 2, Vertical 0, Effect 2, holy elemental, adds 'Stop' (Agrias comes with this power)

Stasis Sword phrase: Life is short...bury! Steady sword!

Split Punch: Range 3, Vertical 2, Effect 1, adds 'Death Sentence' (cost 400 JP)

Split Punch phrase: The devil's spirit of restlessness...Split Punch!

Crush Punch: Range 3, Vertical 1, Effect 1, adds 'Dead' (cost 500 JP)

Crush Punch phrase: The doom of a planet...Crush Punch!

Lightning Stab: Range 3, Vertical 1, Effect 2, adds 'Silence' (cost 700 JP)

Lightning Stab phrase: Absorb power in the sky and strike! Lightning Stab!

Holy Explosion: Range 4 directions, Vertical 2, Effect 5, adds 'Confusion' (cost 800 JP)

Holy Explosion phrase: Heaven's wish to destroy all minds...Holy Explosion!

MUSTADIO

Horoscope Sign: Libra

Mustadio's Powers

Leg Aim: Damages enemy's legs, making it impossible for them to move. Range depends on weapon, Effect 0, adds 'Don't Move' (cost 200 JP)

Arm Aim: Damages enemy's arms, making it impossible for them to act. Range depends on weapon, Effect 0, adds 'Don't Act' (cost 300 JP)

Seal Evil: Petrifies the undead. Range depends on weapon, Effect 0, adds 'Petrify' (only to undead) (cost 300 JP)

MALAK

Horoscope Sign: Gemini

Malak's Powers

All of Malak's powers have the same description: 'Spell attacks with philosophy. Randomly attacks 1-6 times within the area of effect.'. The powers also have the same Range (4), Vertical (3), and Effect (2).

Heaven Bolt Back: SP 34, lightning elemental (cost 100 JP)

Heaven Bolt Back phrase: Deadly rumbles, strike from the sky! Heaven Bolt Back!

Asura Back: SP 25, fire elemental (cost 200 JP)

Asura Back phrase: Flames, gather and destroy! Asura Back!

Diamond Sword Back: SP 20, wind elemental (cost 300 JP)

Diamond Sword Back phrase: Clear with a mighty breeze! Diamond Sword Back!

Dragon Pit Back: SP 17, water elemental (cost 400 JP)

Dragon Pit Back phrase: Cut open the water-filled sky and pour! Dragon Pit Back!

Space Storage Back: SP 20, adds Darkness, Confusion, Silence, Frog, Poison, Slow, and/or Sleep (cost 500 JP)

Space Storage Back phrase: All becomes illusion after the evening-bell! Space Storage Back!

Sky Demon Back: SP 15, earth elemental (cost 600 JP)

Sky Demon Back phrase: Underground souls, rumble! Quake! Sky Demon Back!

RAFA

Horoscope Sign: Pisces

Rafa's Powers

Rafa's powers have the same effects, description, phrase, and cost as Malak's powers (although 'Heaven Bolt Back' is named 'Heaven Thunder'; all of the other powers are the same, with the word 'Back' dropped from the power's name).

ORLANDU

Horoscope Sign: Scorpio

Orlandu's Powers

Orlandu possesses all the powers of Agrias, Meliadoul, and Gafgarion put together! Since Gafgarion is the only one of those three who does not join you (hence he is omitted from this section of the FAQ), Orlandu's identical powers are listed below.

Dark Sword: Absorbs MP with the power of darkness. Range 3, Effect 1 (cost 500 JP)

Dark Sword phrase: Dead or alive...slash magic power! Dark Sword!

Night Sword: Absorbs HP with the power of darkness. Range 3, Effect 1

(cost 100 JP)

Night Sword phrase: Master of all swords, cut energy! Night Sword!

MELIADOUL

Horoscope Sign: Capricorn

Meliadoul's Powers

All of Meliadoul's powers have a Range of 3, and an Effect of 1.

Shellbust Stab: Destroys the target's equipped armor. (cost 200 JP)

Shellbust Stab phrase: Armor won't help the heart stay sharp...Shellbust Stab!

Blastar Punch: Destroys the target's equipped helmet. (cost 500 JP)

Blastar Punch phrase: Curses from all directions! Blastar Punch!

Hellcry Punch: Destroys the target's equipped weapon. (cost 500 JP)

Hellcry Punch phrase: Demolish weapons with fury! Hellcry Punch!

Icewolf Bite: Destroys the target's equipped accessory. (cost 800 JP)

Icewolf Bite phrase: Disaster cries out to smash all...Icewolf Bite!

Hidden Items

Hidden items refer to items that you cannot find by traveling through the game without a) entering a hidden area, b) using Move-Find Item, c) using Steal, or d) poaching with Secret Hunt. Using these categories to sort the hidden items, the method of obtaining said items is listed below. The statistics of these items can be found in the Items List section of the FAQ. If an item can be obtained through multiple means, then it is listed multiple times - for example, a Blood Sword cannot be bought, but it can be stolen, or poached. Hence, Blood Sword is listed under both Stolen Items and Poached Items, since it can be obtained either way (but not through other, 'conventional', means).

* Hidden Area Items

The following list of items is obtainable in hidden areas, under the appropriate heading.

Colliery Underground: The only unique item within Colliery Underground is actually carried by Beowulf, namely the 'Aquarius' stone. There is also a Blaze Gun to steal from the Chemist on the second floor, but these guns are obtainable through several other means.

Nelveska Temple: Javelin (the strong one, with an Attack Power of 30), Escutcheon (again, the strong version, with the 75% Physical S-EV and 50% Magic S-EV), Sasuke Knife, and Nagrarock. Also, the 'Cancer' stone may be obtained from Worker 7.

Deep Dungeon: Glacier Gun, Elixirs, Blaze Gun, Blood Sword, Yoichi Bow, Mace of Zeus, Faith Rod, Fairy Harp, Kaiser Plate, Iga Knife, Blast Gun, Cursed Ring, Secret Clothes, Sage Staff, Koga Knife, Ragnarock, Robe of Lords, Perseus Bow, Venetian Shield, Grand Helmet, Maximillian, Chaos Blade, Chirijiraden.

In addition, a 'Save the Queen' and 'Excalibur' are in Deep Dungeon (but not as unique, as Meliadoul and Orlandu join with these items). Items may also be caught from ninjas in a random fight on the 'Horror' level, but this is entirely up to chance (such as: Scorpion Tail, Whale Whisker, Dragon Whisker, Javelin - the same as the one at Nelveska, Nagrarock - same as from Nelveska, and Materia Blade). Finally, the 'Serpentarius' stone is obtainable from Elidibs.

* Move-Find Item Items

The following list of items can be found using 'Move-Find Item'; included in brackets after the item is the name of where the item can be found (refer to the appropriate map to discover which square to step upon): all the unique items listed under 'Deep Dungeon' above require 'Move-Find Item', as well as the Vanish Mantle in the centre of the battle map for section #40, Germinas Peak.

* Stolen Items

The following items can be obtained by using 'Steal'; after each item, in brackets, is a listing of whom the items can be stolen from, as well as the section number in which to steal the item.

Blood Sword (Gafgarion, #21)
Barette (Celia, #35)
Cachusha (Lede, #35)
Blaze Gun (Chemist on 2nd Floor of Colliery)
Defender (Meliadoul, #35)
Chantage (Meliadoul, #35)
Blaze Gun (Balk, #40)
Masamune (Elmdor, #47)
Genji Shield (Elmdor, #47)
Genji Helmet (Elmdor, #47)
Genji Armor (Elmdor, #47)
Genji Gauntlet (Elmdor, #47)
Defender (Dycedarg, #49)
Dragon Rod (Summoner, in #50)
Dragon Rod (Kletian, #51)
Yoichi Bow (Archer in #53)
Save the Queen (Rofel, #54)
Mace of Zeus (Kletian, #55)
Glacier Gun (Chemist in #56)
Blast Gun (Balk, #56)

* Poached Items

The following special items can be obtained through poaching (note that the monster to poach is -not- included; for this extra information, please refer to the mini FAQ, 'Final Fantasy Tactics Poaching List', written by Matt Hobbs, also available on GameFAQs - rather than duplicate his excellent research, better to see it for yourself):

Blood Sword, Cachusha, Chantage, Cherche, Defender, Dragon Rod, Dragon

Whisker, FS Bag, Holy Lance, Ivory Rod, Madlemgen, Nagrarock, Ribbon, Rubber Costume, Salty Rage, Scorpion Tail, Setiemson, Stone Gun, Ultimius Bow, Whale Whisker, Zorlin Shape

The powers of these items can be found in the 'Items' section of the FAQ.

Hidden Powers

There are a few powers in the game which are secret, and cannot be obtained without knowing the proper procedure (or blind luck).

ULTIMA is a power unique to Ramza, only obtainable if it is cast upon him, and he survives the spell. This spell can -only- be cast by the assassins Celia and Lede (Elmdor's assistants), or an Ultima Demon. To gain this power, Ramza must -also- be set as the Squire class. Therefore, you want to gain this power in one of the following places: Rooftop of Riovanes Castle; At the gate of Limberry Castle; Inside Limberry Castle; Chapel of St. Murond Temple; or in the final fight of the game, in Murond Death City.

This power is not as powerful as you might suspect. It spreads out like most basic Wizard spells, hitting the square it is focused on, as well as the four adjacency squares. The damage done is moderate, usually ranging from 100-130 HP damage.

Ultima: Magic damages with absolute Energy. Range 4, Vertical 1, Effect 2, MP 10, SP 20

ZODIAC is the other secret 'character' power of the game. It is the most potent summoner spell, and the most expensive to use. Anyone who is a Summoner can learn Zodiac - like Ultima, the character must be set as a Summoner to learn the power. However, anyone in the game can obtain this power!

The 'boss' monster of Deep Dungeon, Elidibs, must cast Zodiac on the Summoner, -and- the Summoner must survive the spell. Since Zodiac does massive damage, you would be well advised to drop your Faith to 30 or less to survive the spell. This can be done quickly by using the Mediator Talk Skill 'Solution' twice on almost any character. Only one person can learn Zodiac during the fight with Elidibs. However, once the fight is done, if you can a) find an enemy Summoner in a random fight; b) lower the enemy Summoner's Faith to less than 30; c) cast Zodiac on the Summoner without killing them; and d) get the summoner to cast the spell back at you, then multiple characters can gain this power.

Zodiac: Summon monster focuses star light energy, and unleashes it in a blazing beam of destruction. Range 4, Vertical 3, Effect 4, MP 99, SP 10

Every monster in the game also has a 'hidden' power. This power is revealed when the monster is standing in a square directly beside an ally with the Squire skill 'Monster Skill' equipped. Monster Skill has a Vertical of 0, so make sure there is no height difference! Similarly, the ally must be still 'in the fight' - they can be affected by Stop, but not unconscious or Petrified - for the hidden power to be accessible.

Below is a listing of every hidden power available to the monsters of Tactics. It is possible that monsters which you can't breed have hidden powers. If such is the case, however, it is impossible to prove.

MONSTER	HIDDEN POWER
Red Panther	Cat Kick (same as standard power for Cuar)
Cuar	Blaster (same as standard power for Vampire)
Vampire	Blood Suck: Recover HP by sucking enemy's blood. Range 1, Vertical 0, Effect 1, Add Blood Suck
Chocobo	Choco Esuna (same as standard power for Black Chocobo)
Black Chocobo	Choco Meteor (same as standard power for Red Chocobo)
Red chocobo	Choco Cure (same as standard power for Chocobo)
Goblin	Goblin Punch (same as standard power for Gobbledeguck)
Black Goblin	Goblin Punch (same as standard power for Gobbledeguck)
Gobbledeguck	Mutilate: Steals enemy's HP by sucking their blood. Range 1, Vertical 0, Effect 1
Flotiball	Look of Fright (same as standard power for Ahriman)
Ahriman	Death Sentence (same as standard power for Plague)
Plague	Circle: Powerful gauge nullifies your magic, lowering your magic attack. Range 4, Effect 1
Bomb	Small Bomb (same as standard power for Grenade)
Grenade	Flame Attack: Attacks enemy with flame. Range 3, Effect 1, fire elemental
Explosive	Small Bomb (same as standard power for Grenade)
Behemoth	Giga Flare: Attack enemies by pouring a high-stream energy over them. Range 4, Vertical 0, Effect 3
King Behemoth	Hurricane: Damage all enemies with a tornado. Range 4, Vertical 2, Effect 3, wind elemental
Dark Behemoth	Ulmaquest: Damage enemies with time-space mechanism created by the stars. Range 4, Vertical 1, Effect 3
Skeleton	Aqua Soul (same as standard power for Bone Snatch)
Bone Snatch	Ice Soul (same as standard power for Living Bone)
Living Bone	Wind Soul: Attack enemy by releasing wind spirit. Range 3, Effect 1, wind elemental
Morbol	Bad Bracelet (same as standard power for Great Morbol)
Ochu	Lick (same as standard power for Morbol)
Great Morbol	Morbol Virus: Infects enemy with morbol germ, making them a morbol. Range 1, Vertical 0, Effect 1
Juravis	Feather Bomb (same as standard power for Cocatoris)
Steel Hawk	Beak (same as standard power for Cocatoris)
Cocatoris	Beaking: Uses the special technique to lower physical attack power. Range 1, Effect 1
Bull Demon	Gather Power (same as standard power for Sacred)
Minitaurus	Blow Fire: Attacks enemy by exhaling fire. Range 2 (4 directions), Effect 1, fire elemental
Sacred	Blow Fire (same as new power for Minitaurus, see above)
Ghoul	Grease Touch (same as standard power for Gust)
Gust	Drain Touch (same as standard power for Revnant)
Revnant	Zombie Touch: Possesses enemy by touch, making them undead. Range 1, Vertical 2, Effect 1, add Undead
Dragon	Tail Swing: Attack enemies with bushy tail. Range 1, Vertical 2, Effect 1
Blue Dragon	Thunder Bracelet (same as standard power for Red Dragon)
Red Dragon	Fire Bracelet: Attacks enemy with fire breath. Range 2 (4 directions), Effect 1, fire elemental
Hyudra	Triple Bracelet (same as standard power for Tiamat)
Hydra	Triple Thunder (same as standard power for Tiamat)

Tiamat	Dark Whisper: Each of 3 heads attack by summoning spirit of darkness. Range 4, Vertical 0, Effect 2, darkness elemental, add Dead
Pisco Demon	Odd Soundwave (same as standard power for Squidlarkin)
Squidlarkin	Mind Blast (same as standard power for Mindflare)
MONSTER	
HIDDEN POWER	
Mindflare	Level Blast: Steals part of one's soul, decreasing victim by 1 level. Range 4, Effect 1
Woodman	Protect Spirit (same as standard power for Taiju)
Trent	Calm Spirit (same as standard power for Taiju)
Taiju	Magic Spirit: Recover MP with help of tree spirit. Range auto, Vertical 0, Effect 2
Uribo	Oink: Raise dead unit with incredible cry to full health. Range 1, Vertical 1, Effect 1, cancel Dead
Porky	Nose Bracelet (same as standard power for Wildbow)
Wildbow	Please Eat: The ultimate altruistic act. Range 1, Vertical 1, Effect 1, adds +1 level (and Wildbow leaves a crystal behind, as this power kills it)

Thank you for taking the time to use this FAQ! If you've found this to be helpful, please let me know by e-mailing me at the address provided at the top of the FAQ.

This is only my second FAQ written for publication. The first currently resides with GameFAQs, done for the Sega Saturn version of Resident Evil. Any comments or criticisms are welcomed. If there are any comments for me that you feel might ensure a higher quality for these future works, please, send them!

I'd also like to thank GameFAQs for not only posting this FAQ, but for offering many helpful tips on the FAQ's layout.

If you wish to reproduce any portion of this FAQ, feel free! I only ask for two minor favours: one, please notify me. (It's a good way for me to learn what people found most helpful.) Secondly, please keep the credits for this intact! My dear fiancée Stephanie helped me make this FAQ; it took weeks of playing and note-taking, and she was most understanding and patient. My good friend Chris Routheaux (who also helped me with my first FAQ) aided me with the sorting of the various power phrases, and other miscellaneous chores, which this FAQ would be sadly lacking without. Finally, I've put a lot of work into this. If anyone wants to use something I've written, I don't mind, but I think I've earned the credit for the work (both the good and bad parts).