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Rich's
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This makes, like my millionth guide; I've lost count of how many I've done now. But anyway, this makes quite a bit into my writing career, including my fourth co-authored guide, and second with Psycho Penguin. This guy is a great friend and awesome RPG writer, so put his skills with my, errr... slightly superior ones (sorry Steve ;]), and you can end up with quite a bit of stuff. But in any case, Final Fantasy Tactics was a game that both of us had been intending to write for for quite a while, so we decided to put our hands together and do the guide together. Hope you enjoy.

But anyway, this is just how the guide will go: first you read the incredibly boring introduction, legal disclaimer, contact rules, and such; then you get to the game basics. That you do... but anyway, we tried to make the game basics section less boring than the in-game tutorial, so don't worry. After that, we cover the jobs and monsters in the game, along with all of their abilities, then the special characters which differ from regular characters. After that, the walkthrough, and the optional battles, done by myself. Following that, the equipment and shops/items sections, done by Steve. As well, a Frequently Asked Questions section for questions which may get asked a lot, most in which we made up. So anyway, hope you enjoy.

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Steve's
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Hello my friends, we meet again! It's been a while, where should we begin? Well, let's see here. I wanted to get motivated again for FAQ writing, after a wonderful 2 months with my girlfriend, I had to be separated from her for a while. It's hard back here but I'm trying to keep my mind off it by writing. I was writing a huge guide for another popular game, but it's going to take a while so I wanted a side project, to show that I am not dead.

Enter my good friend Richard Beast! He's so sexy, and he saw I was feeling bad and decided to offer another co-write. Our first one, Mega Man 3, went well despite the fact that I took forever to finish it. This time I won't take so long, I promise. Anyways, I offered Star Ocean 3, but he thought FFT was a better idea. I thought about it and agreed.. I could easily do a SO3 guide, but I'm not a FFT master, and doing a guide by myself would be a pain in the ass. Besides, this brings me one step closer to writing for all the Final Fantasy games. After this, I'll have 3, 7, 8, and TA to go.. and I have 7, 8, and TA started already.

Take care everyone and I'm glad to be back in the FAQ writing scene. Hopefully, this won't be the last you hear from me!

- Psycho Penguin

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+++++ II. LEGAL DISCLAIMER +++++
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Rich's
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You are NOT permitted to put this FAQ on your site without my permission first. All you have to do is email me or IM me saying you want this FAQ on your site, then you can tell me your site and the chance is high that I'll let you. But if you put this FAQ on your site without my permission I swear you will regret it. If I let you, not ONE word should be changed from this FAQ! NOT ONE! Got it? Good. Also, make sure that no money is involved. If you want this FAQ to be sold on eBay, then just forget about it, man. And don't sell this guide either, or pay people to use it, or you'll be in such big trouble you don't want to think.

Another little note is that I will not have this guide hosted on many other web sites besides GameNotOver, GameFAQs, IGN, and Neoseeker. You need full-on permission if it's not one of the four above sites. I am sick of people ripping me off (I have been ripped off three times in the past), so if I don't like your site, I won't let my guide be posted on it. I am sorry, but this is how it has to be. If you ask politely and I like your site, you will definitely have the luck of getting it up there. Thank you very much.

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Steve's
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If you steal my guide and attempt to make money off it, I will slice your balls off and eat your current kids. If you just want to use it on your website, go right ahead, but make sure to ask Rich first just to be safe. I personally don't care as long as you keep it intact and don't make any money off of it.

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+++++++ III. CONTACT RULES +++++  
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Rich's
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Oh, and also, rules for contacting me. Those are important, ya? First of all, feel free to check out the stuff I've written on GameFAQs. Those include a guide for Mega Man 5, a few other Mega Man games, and tons of random PSX games. Honor to the PSX, yanno? Hopefully, that'll be added with awesome Legend of Zelda: Majora's Mask and Tales of Symphonia guides. As you might be able to guess, I'm a large RPG fan and writer.

Alright, enough shameless advertisement about me. You can e-mail me if there is a question you wish to ask that hasn't been answered in the guide, but I REALLY don't want to bother answering questions that have already been done, answered, and done again in the guide, if it isn't too much trouble. Feel free to tell me if there's something I've forgotten, however.

My e-mail address is richard_power1000 [at] yahoo [dot] com. Except, replace the [at] and spaces with a "@" symbol and the [dot] and spaces with a period; I have to write like that so I don't get a dozen spam bots e-mailing me and getting me viruses. Just be polite in the e-mail, don't talk like "omg wtf rich ur gides r t3h su><0rz & how du i beat teh first batl", and don't ask something that's already been answered in the guide, and I'll respond.

And don't bother sending things like:

"You friggin' idiot. Your guides suck, you suck, and everything about you sucks. DIE DIE DIE!"

"BURN IN THE FLAMES OF HELL, YOU STUPID RETARD!!!"

"What the hell did you think you were doing writing all that garbage, you piece of crap?"

"I hope you fall down the stairs and break every bone in your body!"

"u su><0rz, eVrYtInG BoUt u sUx, dIe ass!!!!!!1"

I will laugh at such e-mails and delete them. So... if you're not just playing a friendly joke on me or something, don't bother with that crap cos I've been through with it too much.

Okay, that's enough for that. My AIM name is rbeast288; sorry, I don't have MSN or YIM. The list is closed, but I'll add you if you ask politely via e-mail. I like chatting with people, but try not to overdo it on AIM if I add you to my list. Since I am busy a majority of the time and all.

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Steve's
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You can check out all of my other guides on GameFAQs, which will hopefully include a very sexy Tales of Symphonia guide soon. I can't wait to finish that thing. I did guides for a lot of Final Fantasies, as well as some random Castlevania and wrestling games, and both Tales of Destiny games. Check them out!

And there's always Final Fantasy 12 and NCAA Football 2006 to look forward to...

I appreciate any information you can contribute, especially to jobs and abilities list, as well as stuff I missed, walkthrough, etc. Anything can help.

Also, feel free to email any questions that would be good for a FAQ section, as I plan to add one to a future update.

Any errors and omissions that you may see can be corrected if you inform me of them. I'll also credit you, if your error or omission is actually correct and worth an update for me to fix. I am somewhat busy, you know.

That's about it. If anyone would like me to add anything, you can always email me.

AIM: JuanDixonFor3
MSN: mcfa4834@bellsouth.net
YIM: nicklacheysnightmare

If you contact me on one of the instant messengers, and I do not respond, it probably means I am busy. I am always talking with my girl, and friends, so sometimes I just ignore some instant messages from people I do not know. Be nice, and I will talk to you, just don't come out and ask the question and be all rude if I do not respond in five seconds, otherwise I probably will just block you. I will answer all e-mails about the game, however.

You can contact me by emailing me at penguin_faqs@yahoo.com

One last note: Only email me about the game at penguin_faqs@yahoo.com, all

* Have it pressed, the world map can be scrolled with controlling the directional keys.

* While pressing, you can scroll the message window. This operation can be used anywhere, on formation screen and city/street establishments.

TRIANGLE BUTTON (TB)

(Battlefield)

* Open menu window

* Even in the middle of a battle that is progressing on auto, STANDBY can be made by pressing the triangle button.

(World Map)

* Call out the menu window.

DIRECTIONAL KEYS

(Battlefield)

* Move cursor.

* When cursor cancel, move the screen up/down/left/right

(World Map)

* Move cursor

R1 BUTTON

(Battlefield)

* Make the map rotate rightward

(World Map)

* Display and return the complete map.

R2 BUTTON

(Battlefield)

* Change the horizontal level of the map.

(World Map)

* Not used.

L1 BUTTON

(Battlefield)

* Make the map rotate leftward.

(World Map)

* Display and return the complete map.

L2 BUTTON

(Battlefield)

* Change the zoom of the map (enlarge, shrink)

(World Map)

* Not used.

SELECT BUTTON

(Battlefield)

* Call out the Help Message.

(World Map)

* Call out the Help Message.

START BUTTON

(Battlefield)

* Cursor will point to units not associated with friendly/enemy forces.

* When cursor free, return cursor to unit.

(World Map)

* Call out the Help Message.

* Call out the menu window.

ABOUT SOFT RESET: You can soft reset by pressing START, SELECT, R1 and L1 buttons all at the same time. * The controls above are the basic controls.

Job System

I love the job system in Final Fantasy Tactics. It is one of the most involving and deep systems to ever come out of a video game. The basic premise is simple. Your character has a choice of (eventually) 20 jobs to master. Each job has its own benefits and drawbacks, so choosing the right job for each character is the key to winning. Also, having a well balanced party is very important. Five Knights may seem cool, but their lack of moving space and their short-ranged attacks may cause problems eventually.

The first thing to do is go to the menu system and hit triangle at a character to bring up their "change job" line on the screen. Choose it, and your character will be surrounded by a circle of jobs that they can change into. If the job is grayed out, it means that the character needs to fulfill the requirements needed to unlock the job. Each job has a different requirement, and you can learn each job's requirement by going to section 5 below.

Change into the job, and you can now learn abilities. Each ability has a certain amount of JP needed to learn. Once you learn the ability, you can equip it, NO MATTER WHAT JOB YOU ARE. Learn Two Swords, and suddenly your White Mage can equip two swords! You only get a total of four abilities at once, though, so choices are limited. There are four different types of abilities.

Action: Lets you have a 2nd command ability. Black Magic, Throw, etc.

Reaction: Stuff like Counter and Hamedo go here. Blade Grasp is awesome.

Support: Helps support a character. Gained JP Up, Monster Skill, etc.

Movement: Helps you increase movement spaces, lets you walk on water, etc.

Each ability costs a different amount of JP to learn. How do you learn JP? Simple, you perform an action during battle. As long as it works, you'll gain EXP and JP. As you gain more JP, your character's job level will go up. Why is this important? You'll learn more JP as your character's job level goes up! A level 8 character with Gained JP Up will gain 51 JP for each ability performed! Isn't that cool?

Also, an awesome tip that not a lot of people may know about. Each time your character does an ability with a job and gains JP, your other characters will gain 1/4 of the JP in that class (1/6 if Gained JP Up is equipped). That means that if a Wizard does an ability and gains 32 JP, the other characters will learn 8 Wizard JP as well! Leveling up jobs will become much easier as you go through the game, as you may turn a character into a Wizard and they'll be on level 5 and have 700 JP already!

Finally, knowing what job to have your character at is important. If your character has high faith, have them be a magic user, but if their brave is high, use physical jobs instead. Having a well balanced party is key as well. Mix up physical attackers with long-range magic users for best balance. The game becomes much easier if you have the right abilities and know how to use them!

Battle System

The job system of Final Fantasy Tactics isn't that hard to understand, but it may give some people some problems. Just read here instead of the boring ass tutorial in the game itself. ;)

Anyway, Final Fantasy Tactics is a role-playing strategy game and is thus played out on panels. You have a party made out for you come the beginning of the game, as well as a job system in which you can completely manipulate how your guys will grow. Like most good players do in chess, I'll call the characters "units" to avoid confusion. Before most battles, you'll get to place 5 units in total across the battle field. Occasionally you'll split into two "squads" with three in one squad and two in another squad, and some battles force you to have only two, but that's another story.

In a unit's turn, they get to do two things: those are Move and Act. Moving, obviously, is based on going back and forth between the panels. Usually most of the battlefield is elevated, to which the number at the upper-right will tell you the height. How much we can move is based on two things: our Move and our Jump. You can increase Move and Jump with Battle Boots and Spike Shoes respectively (or even better, Germinas Boots, which destroy the purpose of both of these!), the movement ability (there are Move+1 through Move+3 as well as Jump+1 through Jump+3, as well as Ignore Height, which gives infinite jump, or Teleport, which gives perhaps 7 movement depending on the layout).

Acting is different. As Steve has already told you (and hopefully you understood it =P), there are the abilities of the class you're using, as well as those of a support class. And of course, you can't forget attacking. Stuff like that, is done in Acting. Along with Moving and Acting, there's Waiting. If you've Moved and Acted, then Waiting will be done automatically. But otherwise, if you don't want to do one or the other (or both), you can choose to Wait right there, and your turn (aka AT) will come quicker.

So with that, we come to the most important principle in all of Final Fantasy Tactics. That's speed. Yep, speed. In a character's status, it'll display the speed, and you want that to be as high as possible. Final Fantasy Tactics runs on a kind of "clock tick" system... that is, everything starts from 0 and then (don't worry, you don't have to wait on this), the first person to reach a CT of 100 can move/act first. Of course, most people get to 100 first, but usually it's an enemy unless you're much higher leveled or, of course, it's one of your guest units. =P

Once you take a turn, the CT will drop back to 0, but if you do only one out of moving and acting, it won't be completely depleted, and if you do neither, it'll be around 50 or so. But anyway, that's it for speed. Two other things to look at are PA and MA, as well as male and female balance. The higher your PA is, the more damage you'll do with physical attacks, as well as abilities like those of Holy Sword. And the higher your MA is, the more damage you'll do with magical attacks, and thus the more effective. However, males have higher PA than MA, and females have higher MA than PA, so I'd make my physical characters apart from Samurais male, whereas the magical characters should be female.

A bit more about some things you should look at, especially when it comes to magic. Lots of abilities require charging. Take a look at a Squire and compare it to a Wizard, for example. Notice how next to the Squire's abilities, it says "Now", whereas a number is next to a Wizard's. If the number is there, it's an ability that must be charged, and the number is how many turns it will take to charge. A cool thing is pressing left or right there, and you'll see which and what characters will go before the spell gets charged, black denoting allies and red denoting enemies. That's pretty nice.

Finally, there's a way to tell exactly how much damage, the accuracy, and the possible status effect that an attack will do before using it. When you select the target, look to the bottom left. -XXX HP, XX%, etc... I recommend ALWAYS checking that. However, the damage there can be a little inaccurate for these

attacks, to name a few: the Squire's Dash and Throw Stone, a Monk's Repeating Fist, and any physical attack caused by a hammer or an axe, which is why you should never use them.

The last two factors are Brave and Faith, which are both extremely, extremely important statistics. First of all, Brave. Ever have a reaction ability on, and got frustrated by how rarely it worked, whereas the enemy always had theirs work? Or ever go to the front of an enemy and try to slash them to pieces, only to have them block your attack? The higher your Brave is, the more chance you have of using your reaction ability, or of dealing out damage. It's always good to have high Brave, with one sole exception: if you have Move-Find Item. Most cases, you can find either one excellent item or one crappy item, and your Brave is the percentage of finding the crappy item. Ouch.

Other than that, you should always have high Brave. Just don't let it go below 10, or the unit will turn into a chicken and lose control of itself. =P If it goes below 3, the unit just leaves your party. Very unthoughtful. But anyway, after that comes Faith. Ever wonder why some spells would do 40 damage to one enemy and 70 to another? Faith is the primary factor. Faith determines how much damage your magic does, and what magic's effect on you is, either defensive or offensive, as well as the accuracy. So it's kind of a double edged sword, but being able to do more damage with magic outweighs being able to withstand it, since there are more physical enemies than magical.

Keep physical attackers at a low Faith, however. But no matter, what don't let the Faith rise too high, because once it gets to 97, the unit will leave you to lead a religious sort of life. =P So don't create fake Messiahs, no matter how desperate you are. Anyway, that's probably all you need to know. Enjoy the game's wonderful battles. :)

Other Tips

Here is just a section where we give out tips for newbies to the game.

- Don't waste a lot of time on one job if you're not going to use the abilities that the job is learning, unless you really want/need the job. You don't get anything special for mastering a job in this game, so just get the abilities that you need and move onto the next job. With all the jobs and abilities available in the game, you won't want to waste time focusing on a job/ability you won't use.

- When a character dies, they have a red balloon counter over their head. Revive them before the counter turns to zero! If you don't, they turn to crystal and you lose access to them for the rest of the game.

- You can use this to your advantage, though. Let's say you have a generic character, but you want, say, Agrias to learn their abilities. Have the generic die, and have Agrias absorb the crystal and choose to learn the abilities. Agrias now learns all that stuff. ;)

- Defeating human characters and getting their abilities via crystal is an excellent way to learn new abilities. You need to have the job class unlocked to learn their abilities, though. If you kill a Calculator, you can't learn their abilities without having the Calculator job unlocked for the character absorbing the crystal.

- Try to spread out your characters as much as possible when faced with summoners, black magic users, etc. so their magic spells only hit one character instead of 3 or 4.

- When attacking an enemy, always try to aim for the side or the back to increase the chances of landing a successful hit.

- When the game asks you if you want to save, save on a different file if you can. Usually, you get into a boss battle next, and if you can't beat it with your current abilities and jobs, you may be screwed!

- When buying weapons/armor for a party member, be wary of the "best fit" option. It's been known to give magic users a helmet that reduces MP and increases HP! I usually just "try it on", as it gives characters individuality better.

- Also, be wary of weapons like Bags and Flails. While they do good damage sometimes, they also do horrible damage sometimes as well. I prefer just using the other weapon that the job class can use. Ninjas can use Ninja Swords, and females can use whatever weapon their job allows.

- One last thing. Brave Story is a pretty cool feature that lets you read an awesome story about the war, as well as keep track of all sorts of cool things, like how many enemies you've killed, how many characters have been killed, etc. Plus, you can rewatch older story scenes!

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+++++ V. JOBS/MONSTERS +++++  
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Final Fantasy Tactics simply RUNS on a job system, so this is probably more important than it appears; just telling ya. You may not use monsters at all, but eh.

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ABILITIES KEY

NAME

In-game description.

* More in-depth description.*

Range: How far the skill goes.

Effect: How many spaces the skill affects.

JP: JP it costs to learn/master this skill.

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  \ \ ++ Squire ++ //  
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Prerequisite: N/A

The starting path to Knights and Monks, Archers and Thieves, Geomancers and Lancers, Samurais and Ninjas... and as one might expect, it sucks. They can equip weapons such as Hammers and Axes which few other classes can... but hey, those weapons suck, period. They can equip swords, but hey, so can Knights. They're incapable of equipping much of the better, heavier equipment, and have no good things worth learning aside from Gained JP Up and Move+1, which should be kept on everyone on just about any occasion. Add the very mediocre stat growth to any Squire par Ramza, and you get a bad class.

As you might expect, the Squire has next to no abilities to speak of. Dash is a

grossly overrated ability, it's only advantage being that it is 100% accurate. It'll never do more than about 40-50 damage unless you build up your power in every way possible... Throw Stone is only good if you want to cure someone of Charm or Confusion; it's another very weak damaging attack. Heal has little to no quality whatsoever; it's a very unreliable status curing move compared to a Monk's Stigma Magic. Accumulate is an excellent ability, but not worth leaving Basic Skill on. If you REALLY need these, just have Ramza with Guts. Of course, Ramza is a Squire but is an excellent character, but still...

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| ABILITIES |
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Basic Skill

ACCUMULATE

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

- * Physical attack increases by 1. *
- Range: Auto
- Effect: 1
- JP: 300

DASH

Run into enemy with body.

- * Knocks a target back one space. *
- Range: 1 Horizontal, 1 Vertical
- Effect: 1
- JP: 80

THROW STONE

Throw stones at a distant enemy.

- * Knocks a target back one space. *
- Range: 4
- Effect: 1
- JP: 90

HEAL

Recover from abnormal status effects.

- * Cures the Darkness, Silence, and Poison status effects. *
- Range: 1 Horizontal, 2 Vertical
- Effect: 1
- JP: 150

Reaction

COUNTER TACKLE

Counter with a dash attack.

- * Allows you to counter an enemy's attack with a dash, knocking them back one square. *
- Range: N/A
- Effect: N/A

JP: 180

Support

EQUIP AXE

Equip axe regardless of job.
Range: N/A
Effect: N/A
JP: 170

MONSTER SKILL

Target friendly monster within a range of 3 acquires new abilities.
Range: N/A
Effect: N/A
JP: 200

DEFEND

Defend and prepare for attack. Select act command, 'Defend'.
Range: N/A
Effect: N/A
JP: 50

GAINED JP UP

Amount of JP earned in battle is increased.
Range: N/A
Effect: N/A
JP: 200

Move

MOVE +1

Increase movement range by 1.
Range: N/A
Effect: N/A
JP: 200

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  \ \ ++ Chemist ++ //  
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Prerequisite: N/A

The difference between a Squire and a Chemist in quality is so great, it makes me chuckle. Seriously, the Chemist has even worse stat growth than the Squire, but other than that it's an excellent class that makes you point the finger and laugh hysterically at the Squire. The Chemist can equip Guns, which is in itself a tremendous prop. It can throw items, which have less potential and are more expensive, but altogether more reliable than the Priest's White Magic. In this game, healing can be very important, and items are really the best way of doing it, as long as you have Throw Item handy.

In terms of abilities, all of them are useful, but some are just plain not worth learning. Potion, Hi-Potion, and X-Potion should not be passed up under any means, but the single most essential item to learn is Phoenix Down, of course. =P You should learn at the very least, Ether, but that's as far as you need to delve into the MP restoring path. Antidote and Echo Grass can be at times, useful, and Eye Drop, Maiden's Kiss, Soft, and Holy Water are complete wastes. Remedy is worth considering, although I'd learn that much later. And finally, Equip Change and Maintenance are very useful in chapter 4 when you're up against strong Knights, as well as Meliadoul, Rofel, and Vormav.

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| ABILITIES |
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Item
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POTION

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Use a Potion item.
Range: Auto
Effect: 1
JP: 30

HI-POTION

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Use a Hi-Potion item.
Range: Auto
Effect: 1
JP: 200

X-POTION

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Use a X-Potion item.
Range: Auto
Effect: 1
JP: 300

ETHER

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Use an Ether item.
Range: Auto
Effect: 1
JP: 300

HI ETHER

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Use a Hi-Ether item.
Range: Auto
Effect: 1
JP: 400

ELIXIR

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Use an Elixir item.
Range: Auto
Effect: 1
JP: 900

ANTIDOTE

Use an Antidote item.

Range: Auto

Effect: 1

JP: 70

EYE DROP

Use an Eye Drop item.

Range: Auto

Effect: 1

JP: 80

ECHO GRASS

Use an Echo Grass item.

Range: Auto

Effect: 1

JP: 120

MAIDEN'S KISS

Use a Maiden's Kiss item.

Range: Auto

Effect: 1

JP: 200

SOFT

Use a Soft item.

Range: Auto

Effect: 1

JP: 250

HOLY WATER

Use a Holy Water item.

Range: Auto

Effect: 1

JP: 400

REMEDY

Use a Remedy item.

Range: Auto

Effect: 1

JP: 700

PHOENIX DOWN

Use a Phoenix Down item.

Range: Auto

Effect: 1

JP: 90

Reaction

AUTO POTION

Use lowest available potion when attacked.

* Triggered by HP damage. *

Range: Auto

Effect: 1

JP: 400

Support

THROW ITEM

Be able to throw items and expand range, even if not a Chemist.

Range: N/A

Effect: N/A

JP: 350

MAINTENANCE

Equipped items are immune to break techniques.

Range: N/A

Effect: N/A

JP: 250

EQUIP CHANGE

Change equipment even in battle.

Range: N/A

Effect: N/A

JP: 0

Move

MOVE-FIND ITEM

Find any hidden items at your destination.

Range: N/A

Effect: N/A

JP: 100

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      \\ ++ Knight ++ //
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Prerequisite: Squire (level 2)

Knights are huge steps above Squires, although you'll fight Knights in almost every battle in the whole game, and they're just not THAT good. :) Still, what they mainly have going for them is that they can equip helmets and armor, which gives them stellar HP (although the Lancer has that much). They can obviously equip Swords, but as one might expect, the problem is that they are so slow and are just not mobile. While they have awesome power, the speed is lacking, so they're like big tanks. All the same, they're capable of doing more damage than almost any other class physically, especially if you equip them with Knight Swords, which are by far the best weapons in the game.

The abilities are for breaking the enemy's stats and equipment. While they're obviously nowhere near as good as the Thief's steal abilities, they have far more chance of working. Speed Break is DEFINITELY worth learning, as even a Calculator can get a turn or two before the enemy if you use this enough. And obviously, Weapon Break is awesome. It's a major pity these aren't like Zalbag's Ruin skills, but hey, these don't need to be charged. ;) Weapon Guard is vital for Thieves and Ninjas (Main Gauches) and Dancers (any clothes); with the full potential of this, the enemy can miss more than hit.

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| ABILITIES |
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Battle Skill

HEAD BREAK

Used to destroy item equipped on enemy's head.

Range: Weapon dependant.

Effect: N/A

JP: 300

ARMOR BREAK

Used to destroy item equipped on enemy's chest.

Range: Weapon dependant.

Effect: N/A

JP: 400

SHIELD BREAK

Used to destroy equipped shield of enemy.

Range: Weapon dependant.

Effect: N/A

JP: 300

WEAPON BREAK

Used to destroy equipped weapon of enemy.

Range: Weapon dependant.

Effect: N/A

JP: 400

MAGIC BREAK

Diminishes enemy's MP.

Range: Weapon dependant.

Effect: N/A

JP: 250

SPEED BREAK

Diminishes enemy's speed level.

Range: Weapon dependant.

Effect: N/A

JP: 250

POWER BREAK

Diminishes enemy's attack power.
Range: Weapon dependant.
Effect: N/A
JP: 400

MIND BREAK

Diminishes enemy's magic attack power.
Range: Weapon dependant.
Effect: N/A
JP: 250

Reaction

WEAPON GUARD

Parry attacks with equipped weapon.
Range: N/A
Effect: N/A
JP: 200

Support

EQUIP ARMOR

Equip armor regardless of job.
Range: N/A
Effect: N/A
JP: 500

EQUIP SHIELD

Equip shield regardless of job.
Range: N/A
Effect: N/A
JP: 250

EQUIP SWORD

Parry attacks with equipped weapon.
Range: N/A
Effect: N/A
JP: 200

```
|~+-~=-+~=-+~=-+~=-+~=-+~=-+~=-+~|  
  \ \ ++ Archer ++ //  
|~+-~=-+~=-+~=-+~=-+~=-+~=-+~|
```

Prerequisite: Squire (level 2)

Archers are, as almost everyone agrees, a very mediocre job class. They have among the lowest HP of any job class, and most battles are complete handicaps for Archers. They do, however, have a few good points going for them. They've got some innate good movement and speed, but the main problem is power and weapons. Later on, their attacks become VERY weak, even if they can attack

from a long range. The greater your height, the farther your arrow can go, so in a few battles, you can use this to your advantage.

The main abilities of an archer, however, are complete wastes of time and JP learning. You're best off learning Charge + 2 and Charge + 5, and that's it. Charge + 1, 2, 3, 5, 7, 10, and 20 are their ONLY abilities, and many of these never work unless you use a Time Mage along with the archer. However, they have Jump + 1 as a movement ability, which occasionally comes in handy. They also have the extremely useful Concentrate support ability, ensuring 100% success rate of an attack. If you're going to build an archer up, do that for their abilities, or to get to level 3 for a Ninja.

=====
| ABILITIES |
=====

Charge

CHARGE +1

Attack requires charging. The more you charge, the stronger attack power will be.

Range: N/A
Effect: N/A
JP: 100

CHARGE +2

Attack requires charging. The more you charge, the stronger attack power will be.

Range: N/A
Effect: N/A
JP: 150

CHARGE +3

Attack requires charging. The more you charge, the stronger attack power will be.

Range: N/A
Effect: N/A
JP: 200

CHARGE +4

Attack requires charging. The more you charge, the stronger attack power will be.

Range: N/A
Effect: N/A
JP: 250

CHARGE +5

Attack requires charging. The more you charge, the stronger attack power will be.

Range: N/A
Effect: N/A
JP: 300

CHARGE +7

Attack requires charging. The more you charge, the stronger attack power will be.

Range: N/A
Effect: N/A
JP: 400

CHARGE +10

Attack requires charging. The more you charge, the stronger attack power will be.

Range: N/A
Effect: N/A
JP: 600

CHARGE +20

Attack requires charging. The more you charge, the stronger attack power will be.

Range: N/A
Effect: N/A
JP: 1,000

Reaction

SPEED SAVE

Raise speed.

* Triggers HP Damage. *

Range: N/A
Effect: N/A
JP: 800

ARROW GUARD

Evade bow/crossbow attack.

Range: N/A
Effect: N/A
JP: 450

Support

EQUIP CROSSBOW

Equip crossbow regardless of job.

Range: N/A
Effect: N/A
JP: 350

CONCENTRATE

Cannot evade your attacks. If enemy is in targeted panel, attack is sure to succeed.

Range: N/A
Effect: N/A

 Move

JUMP +1

Increases jump elevation by 1.

Range: N/A

Effect: N/A

JP: 200

```

|~+==~-=+==~-=+==~-=+==~-=+==~-=+==~|=
      \\  ++  Monk  ++  //
|~+==~-=+==~-=+==~-=+==~-=+==~-=+==~|=
  
```

Prerequisite: Knight (level 2)

The Monk is definitely one of the best job classes to be found in FFTactics. They have almost everything, that being decent speed along with excellent power and decent HP for what they are. There's only problem; they cannot equip headgear. Headgear isn't important just for the extra HP, but because of things such as Thief Hats and Twist Headbands, which raise Speed and Power, which would have been a HUGE bonus for them. Oh well... they can still equip clothes and accessories.

Based on abilities, they have one of the best sets in the entire game because of how versatile it is. You have one ability which hits targets around you, one which hits enemies in a line, one projectile attack, one attack which can either do a ton or very little damage, one attack which causes Death Sentence, one status recovery spell, one spell which recovers lots of HP and even MP, and even a spell which brings dead characters back to life! Just... how can you beat that? They become somewhat outdated around chapter 3 because of not being able to wear headgear, but they're godsend during chapter 2.

=====
 | ABILITIES |
 =====

 Punch Art

SPIN FIST

Attacks with spinning fists.
 Range: Auto
 Effect: Horizontal 2, Vertical 0
 JP: 150

REPEATING FIST

Punch repeatedly with one's fist.
 Range: Horizontal 1, Vertical 1
 Effect: 1
 JP: 300

WAVE FIST

Attacks from afar by emitting battle spirits.

Range: Horizontal 3, Vertical 3

Effect: 1

JP: 300

EARTH SLASH

Unleashes a spirit in a straight line, splitting the earth along its path.

Range: 4 Directions

Effect: Horizontal 8, Vertical 2

JP: 600

SECRET FIST

Causes death gradually, striking vital points and blood vessels.

* Adds the Death Sentence status effect. *

Range: Horizontal 1, Vertical 0

Effect: 1

JP: 300

STIGMA MAGIC

Recovers abnormal status by emitting the yin spirit.

* Removes the Petrify, Darkness, Confusion, Silence, Berserk, Frog, Poison, Sleep, Don't Move, and Don't Act status effects. *

Range: Auto

Effect: Horizontal 2, Vertical 0

JP: 200

CHAKRA

Restores HP and MP by focusing one's mind on vital pressure points and blood vessels.

Range: Auto

Effect: Horizontal 2, Vertical 0

JP: 350

REVIVE

Calls back dead units with a loud cry

Range: Horizontal 1, Vertical 0

Effect: Horizontal 1

JP: 500

Reaction

HP RESTORE

Restore HP when terminal.

* Triggers Critical. *

Range: N/A

Effect: N/A

JP: 500

COUNTER

Counter with a physical attack.

* Triggered by a physical attack. *

Range: N/A
Effect: N/A
JP: 300

HAMEDO

Attack before being attacked.

* Triggered by a physical attack. *

Range: N/A
Effect: N/A
JP: 500

Support

MARTIAL ARTS

Gain the bare-handed fighting strength of a monk.

* Non-Monk characters get the attack power of a monk when bare handed. *

Range: N/A
Effect: N/A
JP: 200

Move

MOVE-HP UP

Recover HP as you move.

Range: N/A
Effect: N/A
JP: 300

```
|~+==~-=+==~-=+==~-=+==~-=+==~-=+==~|=  
  \\  ++  Thief  ++  //  
|~+==~-=+==~-=+==~-=+==~-=+==~-=+==~|=
```

Prerequisite: Archer (level 2)

As much as I love fast job classes, the Thief class comes along as being just a little mediocre, sadly. They ARE faster than your average class, but it's no huge difference. They have VERY low PA and MA, making them almost a joke once in chapter 3. That being said, they do have their strengths. They have quite high Move and Jump, as well as even the movement abilities of Move +2 and Jump + 2, which are EXTREMELY useful. Their abilities also make a great secondary to most characters.

But anyway, the most important Thief skill, especially if your Thief is of the female sex, is Steal Heart. Using this skill, you can "charm" a member of the opposite sex (or a monster) to help you for a while, or until they end up attacked. Steal Gil and Steal EXP are pretty much obsolete, but their regular abilities, those being steals of weapons, shields, helmets, armors, and even accessories, comes in quite handy. I'd try and get all five equipment steal abilities before mid chapter 4, but preferably from bar propositions.

=====

| ABILITIES |

=====

Steal

GIL TAKING

Steals gil.

Range: Horizontal 1, Vertical 1
Effect: 1 enemy
JP: 10

STEAL HEART

Charms an enemy that is of the opposite sex.

* Adds the Charm status effect. *

Range: Horizontal 3, Vertical 3
Effect: 1 enemy
JP: 150

STEAL HELMET

Used to steal equipped helmets.

Range: Horizontal 1, Vertical 1
Effect: 1 enemy
JP: 350

STEAL ARMOR

Used to steal equipped armor.

Range: Horizontal 1, Vertical 1
Effect: 1 enemy
JP: 450

STEAL SHIELD

Used to steal equipped shield.

Range: Horizontal 1, Vertical 1
Effect: 1 enemy
JP: 350

STEAL WEAPON

Used to steal equipped weapons.

Range: Horizontal 1, Vertical 1
Effect: 1 enemy
JP: 600

STEAL ACCESSORY

Used to steal equipped accessories.

Range: Horizontal 1, Vertical 1
Effect: 1 enemy
JP: 500

STEAL EXP

Used to steal experience from an enemy.

Range: Horizontal 1, Vertical 1
Effect: 1 enemy

JP: 250

Reaction

CAUTION

Takes a defensive position.

* Adds in several defense power points. Triggered by HP damage. *

Range: N/A
Effect: N/A
JP: 200

GILGAME HEART

Receive gil in the amount of damage you received.

* Triggered by HP damage. *

Range: N/A
Effect: N/A
JP: 200

CATCH

Catch a thrown item and keep it.

* Triggered by an enemy throwing an item at you. *

Range: N/A
Effect: N/A
JP: 200

Support

SECRET HUNT

If you beat a monster, you can take it to a fur shop.

Range: N/A
Effect: N/A
JP: 200

Move

MOVE +2

Increase movement range by 2.

Range: N/A
Effect: N/A
JP: 520

JUMP +2

Increase jump elevation by 2.

Range: N/A
Effect: N/A
JP: 480


```
|~+==~==+==~==+==~==+==~==+==~==+~|
  \\  ++  Geomancer  ++  //
|~+==~==+==~==+==~==+==~==+==~==+~|
```

Prerequisite: Monk (level 3)

While slightly overrated, Geomancers are still an excellent job class, barring abilities. They can equip swords, believe it or not, and they have some fairly good HP and MA; certainly some of the best of characters in the warrior path. Counter Flood, their reaction ability, is a perfect reaction ability. Together with this, the Geomancer's abilities allow you to manipulate the elemental powers of the Wizard, as well as possibly cause status effects, putting any Oracle out of business! And as unbelievable as it may sound, Geomancers have fantastic PA. Not only this, but Attack UP is the perfect support ability.

The only problem I have is that the damage of the Geomancer's abilities is very weak, and that you have to be standing on the right terrain to use them. Still, you get to control the elements and even have a small chance of causing status effects with these (casting Stop and Petrify is especially nice) simply cannot be resisted. First of all, some abilities I'd recommend you learn are Pitfall, Hell Ivy, Carve Model, Water Ball, and Gusty Wind. There are very few chances in the game to use Blizzard, Sand Storm, or especially Lava Ball, so I'd pass those up.

```
=====
| ABILITIES |
=====
```

```
-----
Elemental
-----
```

```
PITFALL
-----
```

Elemental that damages with a warp in space-time.

- * Adds the Don't Move status effect. *
- Range: Horizontal 5, Vertical 5
- Effect: Horizontal 2, Vertical 0
- JP: 150

```
WATER BALL
-----
```

Elemental that damages with the mysterious power of water.

- * Adds the Frog status effect. Is a water element attack. *
- Range: Horizontal 5, Vertical 5
- Effect: Horizontal 2, Vertical 0
- JP: 150

```
HELL IVY
-----
```

Elemental that damages with the mysterious power of plants.

- * Adds the Stop status effect. *
- Range: Horizontal 5, Vertical 5
- Effect: Horizontal 2, Vertical 0
- JP: 150

```
CARVE MODEL
-----
```

Elemental that damages with the mysterious power of stones.

- * Adds the Petrify status effect. *

Range: Horizontal 5, Vertical 5
Effect: Horizontal 2, Vertical 0
JP: 150

LOCAL QUAKE

Elemental that damages with the mysterious power of rocks.

* Adds the Confusion status effect. Is an earth element attack. *

Range: Horizontal 5, Vertical 5
Effect: Horizontal 2, Vertical 0
JP: 150

KAMAITACHI

Elemental that damages with atmospheric power.

* Adds the Don't Act status effect. Is a wind element attack. *

Range: Horizontal 5, Vertical 5
Effect: Horizontal 2, Vertical 0
JP: 150

DEMON FIRE

Elemental that damages with mysterious powers within the place.

* Adds the Sleep status effect. Is a fire element attack. *

Range: Horizontal 5, Vertical 5
Effect: Horizontal 2, Vertical 0
JP: 150

QUICKSAND

Elemental that damages with a warp in space-time.

* Adds the Don't Move status effect. *

Range: Horizontal 5, Vertical 5
Effect: Horizontal 2, Vertical 0
JP: 150

SAND STORM

Elemental that damages with the mysterious power of dust.

* Adds the Darkness status effect. Is a wind element attack. *

Range: Horizontal 5, Vertical 5
Effect: Horizontal 2, Vertical 0
JP: 150

BLIZZARD

Elemental that damages with the mysterious power of snow.

* Adds the Silence status effect. Is an ice element attack. *

Range: Horizontal 5, Vertical 5
Effect: Horizontal 2, Vertical 0
JP: 150

GUSTY WIND

Elemental that damages with the mysterious power of wind.

* Adds the Slow status effect. Is a wind element attack. *

Range: Horizontal 5, Vertical 5
Effect: Horizontal 2, Vertical 0
JP: 150

LAVA BALL

Elemental that damages with atmospheric power.

* Adds the Dead status effect. Is a fire element attack. *

Range: Horizontal 5, Vertical 5

Effect: Horizontal 2, Vertical 0

JP: 150

Reaction

COUNTER FLOOD

Counter with geomancy.

* Triggered by a geomancy or physical attack. *

Range: N/A

Effect: N/A

JP: 300

Support

ATTACK UP

Can cause great damage with a physical attack.

Range: N/A

Effect: N/A

JP: 400

Move

ANY GROUND

Walk easily over waterlands like rivers.

Range: N/A

Effect: N/A

JP: 220

MOVE OVER LAVA

Move and stop over rocks.

Range: N/A

Effect: N/A

JP: 150

```
|~+~==+~==+~==+~==+~==+~==+~==+~|
      \\ ++ Lancer ++ //
|~+~==+~==+~==+~==+~==+~==+~==+~|
```

Prerequisite: Thief (level 3)

In my opinion, Lancers are even better than Knights, albeit not a class you'd expect to see after Archer or Thief. ;) Lancers are superior to Knights in terms of mobility and abilities, and especially power. A Lancer can jump a slow character in the air (doing this to a Wizard, Time Mage, or Summoner is quite juicy, I might add), and learn jump abilities to improve this. However, what

gives a Lancer its true shining point is the movement ability Ignore Height. You'll be using this one a lot because if you have it, you can ignore Jump like it doesn't exist.

The Lancer's abilities, as in Level Jump 4, Vertical Jump 2, etc., are not really abilities, but kind of extensions to a Lancer's incredibly powerful Jump ability. Level corresponds to how far across you can jump, and Vertical corresponds to the height, so yeah, extensions. The thing is, you can learn the highest tier Level Jump, and you can jump that far, AND everywhere else, so you can just ignore all the other abilities except the best, and learn them with the best! Personally, my advice is to learn Level Jump 3 and Vertical Jump 3, then just learn the highest tier Level Jump, and the best Vertical Jump.

Since I'm sure many don't know exactly what the timing of Jump is, this is how it works: the timing is equal to 50 / the Lancer's speed. So let's say the Lancer's speed is 10, we'll have the timing at 5. What do I mean by this, you ask? Well, anyway, we have to consider enemy CT. Let's say we have an enemy with a speed of 5, and a CT of 60. Our timing is 5, and its speed is 5, so multiply those and you get 25. $60 + 25 = 85$; it'll have to be 100 if the enemy wants to avoid the jump. ;) But let's say its speed is 10. Then it'll be 50, and that plus 60 is 110, so it can move out of the way before you land. That's how it works, in a nutshell.

```
=====
| ABILITIES |
=====
```

```
-----
Jump
-----
```

LEVEL JUMP 2

Allows you to jump 2 panels horizontally.

Range: N/A
Effect: N/A
JP: 150

LEVEL JUMP 3

Allows you to jump 3 panels horizontally.

Range: N/A
Effect: N/A
JP: 300

LEVEL JUMP 4

Allows you to jump 4 panels horizontally.

Range: N/A
Effect: N/A
JP: 450

LEVEL JUMP 5

Allows you to jump 5 panels horizontally.

Range: N/A
Effect: N/A
JP: 600

LEVEL JUMP 8

Allows you to jump 8 panels horizontally.

Range: N/A
Effect: N/A
JP: 900

VERTICAL JUMP 2

Allows you to jump 2 panels vertically.

Range: N/A
Effect: N/A
JP: 100

VERTICAL JUMP 3

Allows you to jump 3 panels vertically.

Range: N/A
Effect: N/A
JP: 200

VERTICAL JUMP 4

Allows you to jump 4 panels vertically.

Range: N/A
Effect: N/A
JP: 300

VERTICAL JUMP 5

Allows you to jump 5 panels vertically.

Range: N/A
Effect: N/A
JP: 400

VERTICAL JUMP 6

Allows you to jump 6 panels vertically.

Range: N/A
Effect: N/A
JP: 500

VERTICAL JUMP 7

Allows you to jump 7 panels vertically.

Range: N/A
Effect: N/A
JP: 600

VERTICAL JUMP 8

Allows you to jump 8 panels vertically.

Range: N/A
Effect: N/A
JP: 900

Reaction

DRAGON SPIRIT

Protection from death.

* Adds an Auto-Raise effect. Triggered by death. *

Range: N/A
Effect: N/A
JP: 560

Support

EQUIP SPEAR

Equip spear regardless of job.

Range: N/A
Effect: N/A
JP: 400

Move

IGNORE HEIGHT

Jump to any height regardless of jumping ability.

Range: N/A
Effect: N/A
JP: 700

```
|~+~==+~==+~==+~==+~==+~==+~==+~|  
  \\  ++  Priest  ++  //  
|~+~==+~==+~==+~==+~==+~==+~==+~|
```

Prerequisite: Chemist (level 2)

A Priest is kind of a better version of a Chemist. The first thing to notice is that the Priest has better stats than a Chemist; the primary thing is Speed, which wins out nicely. Other than that, Priests have far better MA than a Chemist; the only problem is that they don't get guns, whereas Chemists do. Oh well, a Priest is far more capable than a Chemist when it all comes down to it, plus they get to equip a Healing Staff, while can be a quick, invaluable alternative to using magic!

As for abilities, the Priest, as we all know it, relies on curative magic for what it does. The curative abilities are all worth learning, except for Cure4, which takes way too long to charge and the extra HP gain really isn't worth it in comparison to Cure3. Reraise might also be a skip over, because it costs so much JP to learn. Protect, Shell, and Wall are all useful, although the advanced versions should just be skipped over. And as for Holy... what more can I say? It's beautiful work in what it does, and better than Flare in my honest opinion. Combine that with Math Skill, and you win out. =D

White Magic

CURE

White magic cures physical injuries and restores HP.

Range: 4
Effect: Horizontal 2, Vertical 1
JP: 50

CURE 2

White magic cures physical injuries and restores HP.

Range: 4
Effect: Horizontal 2, Vertical 1
JP: 180

CURE 3

White magic cures physical injuries and restores HP.

Range: 4
Effect: Horizontal 2, Vertical 2
JP: 400

CURE 4

White magic cures physical injuries and restores HP.

Range: 4
Effect: Horizontal 2, Vertical 3
JP: 180

RAISE

White magic revives dead units from abyss.

Range: 4
Effect: 1
JP: 180

RAISE 2

White magic revives dead units from abyss. Full HP recovery.

Range: 4
Effect: 1
JP: 500

RERAISE

Divine protection. Once cast, will raise units automatically upon death.

Range: 3
Effect: 1
JP: 800

REGEN

White magic restores a unit by gradually replenishing its HP.

Range: 3
Effect: Horizontal 2, Vertical 0
JP: 300

PROTECT

White magic protects units from physical attacks by covering them with invisible armor.

Range: 3
Effect: Horizontal 2, Vertical 3
JP: 70

PROTECT 2

White magic protects units from physical attacks by covering them with invisible armor.

Range: 3

Effect: Horizontal 2, Vertical 3

JP: 500

SHELL

White magic protects units from magic attacks by covering them with an invisible magic veil.

Range: 3

Effect: Horizontal 2, Vertical 0

JP: 70

SHELL 2

White magic protects units from magic attacks by covering them with an invisible magic veil.

Range: 3

Effect: Horizontal 2, Vertical 3

JP: 500

WALL

White magic protects units from physical and magic attacks by covering them with an invisible barrier.

Range: 3

Effect: 1

JP: 380

ESUNA

White magic cancels abnormal status with its purifying light.

Range: 3

Effect: Horizontal 2, Vertical 2

JP: 280

HOLY

White magic attacks by enveloping enemy within a holy light.

Range: 5

Effect: 1

JP: 600

Reaction

REGENERATOR

Receive Regen when attacked.

* Triggered by HP Damage. *

Range: N/A

Effect: N/A

JP: 400

JP: 480

FIRE 4

Black magic erupts in a blazing volcano.

Range: 4

Effect: Horizontal 3, Vertical 3

JP: 850

BOLT

Black magic strikes down in a flash of lightning.

Range: 4

Effect: Horizontal 2, Vertical 1

JP: 50

BOLT 2

Black magic strikes down in a flash of lightning.

Range: 4

Effect: Horizontal 2, Vertical 2

JP: 200

BOLT 3

Black magic strikes down in a flash of lightning.

Range: 4

Effect: Horizontal 2, Vertical 3

JP: 480

BOLT 4

Black magic strikes down in a flash of lightning.

Range: 4

Effect: Horizontal 3, Vertical 3

JP: 850

ICE

Black magic releases falling ice chards.

Range: 4

Effect: Horizontal 2, Vertical 1

JP: 50

ICE 2

Black magic releases falling ice chards.

Range: 4

Effect: Horizontal 2, Vertical 2

JP: 200

ICE 3

Black magic releases falling ice chards.

Range: 4

Effect: Horizontal 2, Vertical 3

JP: 480

ICE 4

Black magic releases falling ice chards.

Range: 4

Effect: Horizontal 3, Vertical 3

JP: 850

POISON

Black magic creates poison inside one's body, gradually lowering HP as the body is consumed from inside.

* Adds the Poison status effect. *

Range: 4

Effect: Horizontal 2, Vertical 1

JP: 50

FROG

Black magic turns target into a frog. Can also be used to reverse the effects of this spell.

* Adds the Frog status effect. *

Range: 3

Effect: 1

JP: 500

DEATH

Black magic slays target instantly by removing its soul.

Range: 4

Effect: 1

JP: 600

FLARE

Black magic burns an entire area by converting ultra-energy to heat.

Range: 5

Effect: 1

JP: 900

Reaction

COUNTER MAGIC

When attacked by magic, counter with same.

* Triggered by Magic Damage. *

Range: N/A

Effect: N/A

JP: 800

Support

MAGIC ATTACK UP

Magic attack power is increased.

Range: N/A

Effect: N/A

JP: 400

```
|~+==~-=+==~-=+==~-=+==~-=+==~-=+==~|=
      \\ ++ Oracle ++ //
|~+==~-=+==~-=+==~-=+==~-=+==~-=+==~|=
```

Prerequisite: Priest (level 2)

Oracles, in my honest opinion, are really not that great of a job class at all. I mean, sure, they're useful, but they might be seen as wastes of time when you're trying to use abilities on the enemy that miss all the time. The best use I have for Yin Yang Skill is really putting it as a secondary on a Knight or physical attacker, so that if they can't reach the enemy, they can handicap them a bit. The statistics are about the same as a Priest or a Wizard, although they have the advantage of being able to equip Sticks.

That being said, Yin Yang Magic DOES have its uses, but the problem is that once you get Beowulf in your active party (who is an awesome physical attacker as well as being able to immediately utilize the effects of Yin Yang Magic on an enemy whereas an Oracle has to take time to charge the magic and goes down far easier than Beowulf), building up an Oracle is just plain useless. Sure, they get multiple targets with the spells, but some just far too long to charge. Still, Life Drain ALONE is just superb, and whenever you fight a Zodiac beast, you should use it.

```
=====
| ABILITIES |
=====
```

```
-----
Yin-Yang Magic
-----
```

```
BLIND
-----
```

Yin Yang magic blinds enemy and lowers the rate of physical attacks.

* Adds the Darkness status effect. *

Range: 4

Effect: Horizontal 2, Vertical 1

JP: 100

```
SPELL ABSORB
-----
```

Yin Yang magic absorbs enemy's MP, restoring one's own MP.

Range: 4

Effect: 1

JP: 200

```
LIFE DRAIN
-----
```

Yin Yang magic absorbs enemy's HP, restoring one's own HP.

Range: 4

Effect: 1

JP: 350

```
PRAY FAITH
-----
```

Yin Yang magic fills soul with faith.

* Adds Faith. *

Range: 4

Effect: 1

JP: 400

DOUBT FAITH

Yin Yang magic makes targets lose their faith, reducing their faith level.

* Reduces Faith. *

Range: 4

Effect: 1

JP: 400

ZOMBIE

Yin Yang magic brings bodily death.

* Adds the Undead status effect. *

Range: 4

Effect: 1

JP: 300

SILENCE SONG

Yin Yang magic mutes enemy, making it impossible to cast spells.

* Adds the Silence status effect. *

Range: 4

Effect: Horizontal 2, Vertical 1

JP: 170

CHICKEN SONG

Yin Yang magic lowers brave level.

Range: 4

Effect: 1

JP: 200

CONFUSION SONG

Yin Yang magic makes enemy lose rationality and act confused.

* Adds the Confuse status effect. *

Range: 4

Effect: 1

JP: 400

DISPEL MAGIC

Yin Yang magic cancels positive status effect by neutralizing Yin and Yang.

* Cancels all positive status effects. *

Range: 4

Effect: 1

JP: 700

PARALYZE

Yin Yang magic doesn't allow enemy to take action.

* Adds the Don't Act status effect. *

Range: 4

Effect: Horizontal 2, Vertical 0

JP: 100

SLEEP

Yin Yang magic immediately puts enemy to sleep.

* Adds the Sleep status effect. *

Range: 4
Effect: Horizontal 2, Vertical 1
JP: 350

PETRIFY

Yin Yang magic immediately turns enemy's body to stone.

* Adds the Petrify status effect. *

Range: 4
Effect: 1
JP: 600

Reaction

COUNTER MAGIC

Restore your MP by the same amount your enemy used.

* Triggered by MP Effect. *

Range: N/A
Effect: N/A
JP: 250

Support

DEFENSE UP

Physical defense power is increased.

Range: N/A
Effect: N/A
JP: 400

Move

ANY WEATHER

Walk easily over swamps, marshes, poison marshes, regardless of climate.

Range: N/A
Effect: N/A
JP: 200

MOVE-HP UP

Recover MP as you move.

Range: N/A
Effect: N/A
JP: 350

```
|~+~==+~==+~==+~==+~==+~==+~==+~|  
  \\  ++  Time Mage  ++  //  
|~+~==+~==+~==+~==+~==+~==+~==+~|
```

Prerequisite: Wizard (level 2)

Time Mages are, without a doubt, one of the best magic classes in the entire

game. The speed isn't as bad as Summoners, fortunately, and they get some good MA. However, I recommend having your character who's building himself up as a Wizard/Summoner skip Time Mage, while your Priest build herself up a little as she is and then switch over to Time Mage, since Oracle and Mediator really are not worth getting experience as, in my opinion.

The set of abilities on the Time Mage, especially the Reaction, Support, and Movement choices, are among the best of any class in the game. Meteor, while being very slow, is capable of doing huge damage; same goes to the faster Demi and Demi 2, which take off 1/4 and 1/2 HP from an enemy, respectively. Quick isn't bad, but I'd pass that up until later. And you can't forget Stop or Don't Move, which are particularly good on Wizards and Knights. Critical Quick is an awesome reaction ability and good for physical classes. Short Charge is also good for mages, and Teleport is great as an alternative to Jump.

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=====
| ABILITIES |
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```
-----
Time Magic
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HASTE

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-----
```

Time Magic increases speed by accelerating time.

* Adds the Haste status effect. *

Range: 3

Effect: Horizontal 2, Vertical 0

JP: 50

HASTE 2

```
-----
```

Time Magic increases speed by accelerating time.

* Adds the Haste status effect. *

Range: 3

Effect: Horizontal 2, Vertical 3

JP: 550

SLOW

```
-----
```

Time Magic decreases speed by slowing the passage of time.

* Adds the Slow status effect. *

Range: 3

Effect: Horizontal 2, Vertical 0

JP: 80

SLOW 2

```
-----
```

Time Magic decreases speed by slowing the passage of time.

* Adds the Slow status effect. *

Range: 3

Effect: Horizontal 3, Vertical 3

JP: 520

STOP

```
-----
```

Time Magic puts target in stasis, preventing its AT from occurring.

* Adds the Stop status effect. *

Range: 3

Effect: Horizontal 2, Vertical 0
JP: 330

DON'T MOVE

Time Magic breaks space apart, making it impossible to move.

* Adds the Don't Move status effect. *

Range: 3
Effect: Horizontal 2, Vertical 1
JP: 100

FLOAT

Time Magic distorts space, lets one float 1h above the ground.

* Adds the Float status effect. *

Range: 4
Effect: Horizontal 2, Vertical 1
JP: 200

REFLECT

Time Magic creations that reflect magic by inverting magic space.

* Adds the Reflect status effect. *

Range: 4
Effect: 1
JP: 300

QUICK

Time Magic vastly increases the speed of time passage, hastening AT.

Range: 4
Effect: 1
JP: 800

DEMI

Time Magic damages with the powerful pull of gravity by creating ultra high-density space.

Range: 4
Effect: Horizontal 2, Vertical 1
JP: 250

DEMI 2

Time Magic damages with the powerful pull of gravity by creating ultra high-density space.

Range: 4
Effect: Horizontal 2, Vertical 3
JP: 550

METEOR

Time Magic unleashes a huge meteor from the heavens, devastating its target.

Range: 4
Effect: Horizontal 4, Vertical 3
JP: 1,500

Reaction

CRITICAL QUICK

When HP level is lessened, your AT is executed next.

* Triggered by HP Damage. *

Range: N/A

Effect: N/A

JP: 700

MP SWITCH

Physical damage is converted into magic damage. MP is lost instead of HP.

* Triggered by HP Damage. *

Range: N/A

Effect: N/A

JP: 400

Support

SHORT CHARGE

CT is shortened.

Range: N/A

Effect: N/A

JP: 800

Move

TELEPORT

Distort time, moving immediately into your destination. Moving too far will end in failure.

Range: N/A

Effect: N/A

JP: 600

FLOAT

Float 1h over land automatically.

Range: N/A

Effect: N/A

JP: 540

|~+==~-=+==~-=+==~-=+==~-=+==~-=+~|
 \\ ++ Mediator ++ //
|~+==~-=+==~-=+==~-=+==~-=+==~-=+~|

Prerequisite: Oracle (level 2)

Much like the Oracle, I think the Mediator has some potential once brought out, but just... not nearly as much as the Wizard, Time Mage, Priest, and Summoner. They have one shining advantage, and that is that they can equip guns. But honestly, they do not fit into the magical path at all. Their MA is EXTREMELY low, and Triangle Hats, Wizard Robes, and Magic Gauntlets, all put together, are going to make the MA average at best. And you'd expect with low MA, you'd get high PA, but you don't. Nor do you get higher HP. Personally, I recommend

you just ignore them unless going for a Bard, Mime, or completion.

The set of abilities isn't too bad, but some seem to be ones that could have just been given to the Oracle class. Invitation is by FAR their best ability; you can completely put the Thief skills out of business with this, unless it's a boss or something. With this, you can get an enemy on your side, and when they join you after that battle, take all of their equipment for free. ;) Their other abilities are fine and all, but still, I'd opt to turn my Priest into a Time Mage after she has enough White Magic learned; Oracle and Mediator just do not satisfy me.

ABILITIES

Talk Skill

INVITATION

Word skill tricks enemy into becoming an ally.

* Adds the Invitation status effect. *
Range: Horizontal 3, Vertical 3
Effect: 1
JP: 100

PERSUADE

Word skill used to ask enemy to wait its turn to act.

* Adds the Persuade status effect. *
Range: Horizontal 3, Vertical 3
Effect: 1
JP: 100

PRAISE

Word skill raises Brave level by complimenting the target and raising their confidence.

* Increases Brave *
Range: Horizontal 3, Vertical 3
Effect: 1
JP: 200

THREATEN

Word skill lowers Brave level by frightening target.

* Lowers Brave *
Range: Horizontal 3, Vertical 3
Effect: 1
JP: 200

PREACH

Word skill used to raise faith by preaching the miracles of God.

* Increases Faith *
Range: Horizontal 3, Vertical 3
Effect: 1
JP: 200

SOLUTION

Word skill used to lower Faith by preaching about other secular theories.

* Lowers Faith *

Range: Horizontal 3, Vertical 3

Effect: 1

JP: 200

DEATH SENTENCE

Word skill foretells the enemy's death.

* Adds the Death Sentence status effect. *

Range: Horizontal 3, Vertical 3

Effect: 1

JP: 500

NEGOTIATE

Word skill used to negotiate with enemy and receive gil.

Range: Horizontal 3, Vertical 3

Effect: 1

JP: 100

INSULT

Word skill used to upset enemy with curses and abuse.

* Adds the Berserk status effect. *

Range: Horizontal 3, Vertical 3

Effect: 1

JP: 300

MIMIC DARAVON

Word skill used to put enemy to sleep with boring stories.

* Adds the Sleep status effect. *

Range: Horizontal 3, Vertical 3

Effect: 2

JP: 300

Reaction

FINGER GUARD

Evade word attacks.

* Triggered by Word Skills. *

Range: N/A

Effect: N/A

JP: 300

Support

EQUIP GUN

Equip gun regardless of job.

Range: N/A

Effect: N/A

TRAIN

When enemy becomes terminal, force them into becoming allies.

Range: N/A
 Effect: N/A
 JP: 450

MONSTER TALK

Speak with monsters and use 'Word Skill' even if not a Mediator.

Range: N/A
 Effect: N/A
 JP: 100

```

|~+==~-=+==~-=+==~-=+==~-=+==~-=+==~|
      \\  ++  Summoner  ++  //
|~+==~-=+==~-=+==~-=+==~-=+==~-=+==~|
    
```

Prerequisite: Time Mage (level 2)

Summoners aren't a bad job class, although they aren't nearly as good as the Wizard. The thing is, they have a speed handicap (original 5 in compared to the Wizard's original 6), but even worse, their MA is not as good as that of a Wizard, so the best setup is to learn the Summoner's best abilities, such as Shiva, Titan, Golem, Lich, and Fairy, and then to give the summon ability to a Wizard. But with the magic class, stats don't tend to be so important, so don't let this turn you away.

The abilities of a Summoner form one of the most versatile sets in the entire game, only surpassed by the Monk and the Samurai. You have two healing spells, Moogle and Fairy. You have the elemental powers of Shiva, Ifrit, and Ramuh, as well as the latter Leviathan and Salamander. And there is, of course, Lich, which will do ENORMOUS damage to Zodiac beasts, its only fault being that it has a chance of missing. And you have the ultimate defensive spell, that being Golem, which should not be passed up. And also, if you have Half of MP, you're an ultimate mage, trust me.

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=====
| ABILITIES |
=====
    
```

```

-----
Summon Magic
-----
    
```

MOOGLE

Summon monster cures target's wounds with pure wind and restores HP.

Range: 4
 Effect: Horizontal 3, Vertical 2 - allies
 JP: 110

SHIVA

Summon monster breathes on the enemy with extremely cold breath.

* Has the element of Ice. *
 Range: 4
 Effect: Horizontal 3, Vertical 2

JP: 200

RAMUH

Summon monster mercilessly pours lightning shower on enemy.

* Has the element of Lightning. *

Range: 4

Effect: Horizontal 3, Vertical 2

JP: 200

IFRIT

Summon monster rains a blazing inferno down upon the enemy.

* Has the element of Fire. *

Range: 4

Effect: Horizontal 3, Vertical 2

JP: 200

TITAN

Summon monster overturns the earth by striking it with a powerful blow.

* Has the element of Earth. *

Range: 4

Effect: Horizontal 3, Vertical 2

JP: 220

GOLEM

Summon monster shares part of ally's damage. Evades physical weapon damage.

Range: Auto

Effect: All Allies

JP: 500

CARBUNCLE

Summon monster protects allies by reflecting magic attacks with ruby light.

* Adds the Reflect status effect. *

Range: 4

Effect: Horizontal 3, Vertical 2 - allies

JP: 350

BAHAMUT

Summon monster unleashes a devastating breath attack.

Range: 4

Effect: Horizontal 4, Vertical 3

JP: 1,200

ODIN

Summon monster charges through enemies on the back of a dragon-horse.

Range: 4

Effect: Horizontal 4, Vertical 3

JP: 900

LEVIATHAN

Summon monster engulfs the battlefield with a huge water swell.

* Has the element of Water. *

Range: 4

Effect: Horizontal 4, Vertical 3
JP: 850

SALAMANDER

Summon monster burns battlefield with scorching red flame.

* Has the element of Fire. *

Range: 4

Effect: Horizontal 3, Vertical 2

JP: 820

SYLPH

Summon monster mutes enemy with the spirit of leaves in the wind.

* Adds the Silence status effect. *

Range: 4

Effect: Horizontal 3, Vertical 2

JP: 400

FAIRY

Summon monster restores ally's HP.

Range: 4

Effect: Horizontal 3, Vertical 2 - ally

JP: 460

LICH

Summon monster born from darkness, dwells in the bowels of hell.

* Has the element of Darkness. *

Range: 4

Effect: Horizontal 3, Vertical 2

JP: 600

CYCLOPS

Summon monster sunders the battlefield in the wake of its catastrophic onslaught.

Range: 4

Effect: Horizontal 3, Vertical 2

JP: 1,000

ZODIAC

Summon monster focuses star light energy, and unleashes it in a blazing form of destruction.

Range: 4

Effect: Horizontal 4, Vertical 3

JP: N/A

Reaction

MP RESTORE

Restore MP when terminal.

* Triggered by being low on HP. *

Range: N/A

Effect: N/A

Support

HALF OF MP

MP used when casting magic is cut in half.
Range: N/A
Effect: N/A
JP: 900

```
|~+==~-=+==~-=+==~-=+==~-=+==~-=+==~|
  \ \ ++ Samurai ++ //
|~+==~-=+==~-=+==~-=+==~-=+==~-=+==~|
```

Prerequisite: Knight (level 3), Monk (level 4), Lancer (level 2)

Samurais are, without a doubt, one of the best classes in the whole game. Perhaps their single flaw is that they have lower HP than the average physical powerhouse; it may also be worth noting that they can't equip shields. But putting that aside, Samurais have unusually good MA. Their PA is excellent, and the speed isn't bad either. Plus, Meatbone Slash and Blade Grasp are only outmatched by Hamedo for best reaction ability; the former doing your max HP worth of damage when critical, and the latter making you almost impossible to hit.

The set of abilities doesn't disappoint either. Samurais are sort of like Chemists; to use their abilities, you must have the respective katana. And every now and then, once you use it, it may get "blown away", but this is a rare occasion, unlike the 100% chance with a Chemist. They have a very well rounded set of sword skills; several doing damage around you, one hitting in a line, one healing, one casting Protect and Shell on you, one casting Haste and Regen on you... and I believe I've mentioned their reaction abilities already. Give some of these abilities to a character, and you won't regret it.

=====
| ABILITIES |
=====

Draw Out

ASURA KNIFE

Releases spirit of the katana. An invisible blade slashes the enemy.
Range: Auto
Effect: Horizontal 3, Vertical 3
JP: 100

KOUTETSU

Releases spirit of the katana. The cry of the Banshee, released in a brutal wave.
Range: Auto
Effect: Horizontal 3, Vertical 3
JP: 180

BIZEN BOAT

Releases spirit of the katana. Ghost's whisper causes MP damage.

Range: Auto

Effect: Horizontal 3, Vertical 3

JP: 260

MURASAME

Releases spirit of the katana. Released spirit's tears restore HP.

Range: Auto

Effect: Horizontal 3, Vertical 3 - ally

JP: 340

HEAVEN'S CLOUD

Releases spirit of the katana. Ethereal spirit flows out and attacks.

* Adds the Slow status effect. *

Range: Auto

Effect: Horizontal 3, Vertical 3

JP: 420

KIYOMORI

Releases spirit of the katana. Spiritual essence engulfs allies in a protective veil.

* Adds the Protect and Shell status effects. *

Range: Auto

Effect: Horizontal 3, Vertical 3 - ally

JP: 500

MURASAMA

Releases spirit of the katana. Vengeful wraiths gradually remove the soul of the enemy.

* Adds the Confusion and Death Sentence status effects. *

Range: Auto

Effect: Horizontal 3, Vertical 3

JP: 580

KIKUICHIMOJI

Releases spirit of the katana. Vengeful spirit charges the enemy in rage.

Range: Auto

Effect: Horizontal 3, Vertical 3

JP: 660

MASAMUNE

Releases spirit of the katana. Benevolent spirits enhance the strength and agility of allies.

* Adds the Regen and Haste status effects. *

Range: Auto

Effect: Horizontal 3, Vertical 3 - allies

JP: 740

CHIRIJIRADEN

Releases spirit of the katana. Spirits become blue flame and attack living things.

Range: Auto
Effect: Horizontal 3, Vertical 3
JP: 820

Reaction

MEATBONE SLASH

When terminal, give damage in the amount of your max HP.
* Triggered by being low on HP. *
Range: N/A
Effect: N/A
JP: 200

BLADE GRASP

Evade physical attack. Works well against long distance, too!
Range: N/A
Effect: N/A
JP: 700

Support

EQUIP KNIFE

Equip Katana regardless of job.
Range: N/A
Effect: N/A
JP: 400

TWO HANDS

Hold weapon in both hands, raising destructive power.
Range: N/A
Effect: N/A
JP: 900

Move

WALK ON WATER

Move or stop over the surface of the water.
Range: N/A
Effect: N/A
JP: 600

```
|~+~==+~==+~==+~==+~==+~==+~==+~|  
  \  ++ Ninja ++  //  
|~+~==+~==+~==+~==+~==+~==+~==+~|
```

Prerequisite: Archer (level 3), Thief (level 4), Geomancer (level 2)

The Ninja... it's a mix of almost everything good from a class. It's one of the fast job classes; coming across seeming better than the Thief in this

area. It has perhaps the best PA of any class in the whole game, but you can expect that because it attacks twice instead of once. =) To add to this, they have superb Move and Jump capabilities, and with their Throw ability, they can put any Archer out of business. They have a couple flaws however, those being that they have quite low HP (about as much as a Thief) and low defense. Oh well, they've got great class evasion, so with Sunken State/Abandon, a Mantle, and weapons with moderate evasion, they become impossible to hit from the front.

However, the Ninja's abilities obviously aren't too great; learning these adds to the weapons that a Ninja can throw. Most of them other than Shurikens, Balls (for versatility), Swords, Knives, Spears, Hammers, and Axes aren't really worth learning and should be spent on Sunken State or Two Swords, however. The thing about Hammers and Axes is that they do remarkable damage when thrown (throwing is based on speed; you can kill almost anything if you throw a Morning Star with an 12-13 speed Ninja), because of their raw power. Using Two Swords together with a physical powerhouse or special character will make you almost a mechanism.

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=====
| ABILITIES |
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Throw
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```

```
SHURIKEN
-----
```

Allows you to throw the listed item.
Range: Auto
Effect: Horizontal 12, Vertical 12
JP: 50

```
BALL
-----
```

Allows you to throw the listed item.
Range: Auto
Effect: Horizontal 12, Vertical 12
JP: 70

```
KNIFE
-----
```

Allows you to throw the listed item.
Range: Auto
Effect: Horizontal 12, Vertical 12
JP: 100

```
SWORD
-----
```

Allows you to throw the listed item.
Range: Auto
Effect: Horizontal 12, Vertical 12
JP: 100

```
HAMMER
-----
```

Allows you to throw the listed item.
Range: Auto
Effect: Horizontal 12, Vertical 12

JP: 100

KATANA

Allows you to throw the listed item.

Range: Auto

Effect: Horizontal 12, Vertical 12

JP: 100

NINJA SWORD

Allows you to throw the listed item.

Range: Auto

Effect: Horizontal 12, Vertical 12

JP: 100

AXE

Allows you to throw the listed item.

Range: Auto

Effect: Horizontal 12, Vertical 12

JP: 100

SPEAR

Allows you to throw the listed item.

Range: Auto

Effect: Horizontal 12, Vertical 12

JP: 100

STICK

Allows you to throw the listed item.

Range: Auto

Effect: Horizontal 12, Vertical 12

JP: 100

KNIGHT SWORD

Allows you to throw the listed item.

Range: Auto

Effect: Horizontal 12, Vertical 12

JP: 100

DICTIONARY

Allows you to throw the listed item.

Range: Auto

Effect: Horizontal 12, Vertical 12

JP: 100

Reaction

SUNKEN STATE

Hide by becoming invisible.

* Triggered by HP Damage. *

Range: N/A

Effect: N/A
JP: 900

ABANDON

Evade percentage rises and it becomes easier to dodge attacks.

* Triggered by physical attack damage. *

Range: N/A
Effect: N/A
JP: 400

Support

TWO SWORDS

Use two weapons regardless of job.

Range: N/A
Effect: N/A
JP: 900

Move

MOVE IN WATER

Move or stop on water.

Range: N/A
Effect: N/A
JP: 420

```
|~+==~-=+==~-=+==~-=+==~-=+==~-=+==~|  
    \\ ++ Calculator ++ //  
|~+==~-=+==~-=+==~-=+==~-=+==~-=+==~|
```

Prerequisite: Priest (level 4), Oracle (level 3), Wizard (level 4), Time Mage (level 3)

What exactly IS the Calculator? This is what: it's by far the worst class in the entire game, but it has by far the best ability set in the whole game. How can this be? Well, let me say one thing at first: you should NEVER bring a Calculator into battle. They have absolutely HORRIBLE speed, innate of about 3. They also have almost non-existent power, and terrible MA. Simply put, there are no good points to a Calculator as a class, and infinite bad points. However the abilities are something different...

Let me just explain exactly WHAT Math Skill is. There are four "basis" skills, those being Height, EXP, Level, and CT. And there are four "parameter" skills, those being Prime Number, 5, 4, and 3. Math Skill is, believe it or not, capable of using the spells of a Priest, Wizard, Time Mage, and Oracle, no charge time, no MP needed, find a basis such as how high up the enemy is or its EXP, and cast ANY SPELL THAT YOU KNOW. No lies. So Math Skill is the ultimate ability, and perfect secondary for a character. Just use bar propositions to build a Calculator up, and you're on your road to a perfect mage. Also, Damage Split is a simply excellent reaction ability. Trust me.

Math Skill

CT

Math Skill used to calculate CT.

Range: N/A
Effect: N/A
JP: 250

LEVEL

Math Skill used to calculate level.

Range: N/A
Effect: N/A
JP: 350

EXP

Math Skill used to calculate experience.

Range: N/A
Effect: N/A
JP: 200

HEIGHT

Math Skill used to calculate height.

Range: N/A
Effect: N/A
JP: 250

PRIME NUMBER

Math Skill that guides selected item in prime number.

Range: N/A
Effect: N/A
JP: 300

5
--

Math Skill that guides items in multiples of 5.

Range: N/A
Effect: N/A
JP: 200

4
--

Math Skill that guides items in multiples of 4.

Range: N/A
Effect: N/A
JP: 400

3

Math Skill that guides items in multiples of 3.

Range: N/A
Effect: N/A

JP: 600

Reaction

DISTRIBUTE

When HP is maxed, excess HP is shared with party.

* Triggered by Recovery. *

Range: N/A
Effect: N/A
JP: 200

DAMAGE SPLIT

Shift damage received from yourself to your enemy.

Range: N/A
Effect: N/A
JP: 300

Support

GAINED EXP UP

Spirit is heightened. Gain more experience from the same experiences.

Range: N/A
Effect: N/A
JP: 350

Move

MOVE-GET EXP

Gain experience as you move.

Range: N/A
Effect: N/A
JP: 400

MOVE-GET JP

Gain JP as you move.

Range: N/A
Effect: N/A
JP: 360

|~+==~-=+==~-=+==~-=+==~-=+==~-=+==~|=
 \\ ++ Bard ++ //
|~+==~-=+==~-=+==~-=+==~-=+==~-=+==~|=

Prerequisite: Male; Mediator (level 4), Summoner (level 4)

Bards are usually heralded as the worst character. While they are indeed, very bad characters, they're much better than Calculators. Their speed is weak, I'll say that much, and their MA is quite disappointing. Still, the advantage is a certain weapon in which only Bards can equip, called Bloody Strings. Unlike a

Blood Sword, you can buy it. While Harps are very bad weapons because they can ONLY hit from three panels anyway, Bloody Strings drains HP. Hahaha. It's got a decent power on it, but once you gain the appropriate abilities, I wouldn't hang around as a Bard.

Sing is an only decent ability. You've got abilities which can recover HP/MP, raise speed, raise PA/MA, cause random positive status effects, and even one which can boost everyone's CT to 100, but come on... they're very inaccurate, and as such, most of them won't get much use. Especially Last Song, which is VERY slow and VERY unreliable. However, MA Save is perfect on Samurais, and for developing mages, Face Up is pretty nice. Also, if you're willing to delve into Bards a bit, you should definitely pick up Move+3 or Fly; both are perfect movement abilities.

=====
| ABILITIES |
=====

Sing

ANGEL SONG

Song for divine protection of an angel. Restores MP.
Range: Auto
Effect: All allies
JP: 100

LIFE SONG

Song about the greatness of life. Restore HP.
Range: Auto
Effect: All allies
JP: 100

CHEER SONG

Song about encouraging and cheering up enemies. Raises Speed level.
Range: Auto
Effect: All allies
JP: 100

BATTLE SONG

Song about battle. Raises physical attack power.
Range: Auto
Effect: All allies
JP: 100

MAGIC SONG

Song about laws of sorcery and origins of magic. Raises magic attack power.
Range: Auto
Effect: All allies
JP: 100

NAMELESS SONG

Unknown song which has been handed down for generations. Various divine

protection.

* Adds the Reraise, Regen, Protect, Shell, and Haste status effects. *

Range: Auto

Effect: All allies

JP: 100

LAST SONG

Ultimate song. Raises ally's CT count to 100/

Range: Auto

Effect: All allies

JP: 100

Reaction

MA SAVE

Raises magic attack power.

* Triggered by HP Damage. *

Range: N/A

Effect: N/A

JP: 450

FACE UP

Raises Faith.

Range: N/A

Effect: N/A

JP: 500

Move

MOVE +3

Increases movement range by 3.

Range: N/A

Effect: N/A

JP: 1,000

FLY

Leap over enemies and obstacles.

Range: N/A

Effect: N/A

JP: 1,200

```
|~+~==+~==+~==+~==+~==+~==+~==+~|
      \\ ++ Dancer ++ //
|~+~==+~==+~==+~==+~==+~==+~==+~|
```

Prerequisite: Female; Geomancer (level 4), Lancer (level 4)

Dancers are flawed classes, much like Bards, but they're still better than Bards, and except for the fact that Jump+3 pales in comparison to Move+3. They are females, and can thus make use of ribbons and perfumes. Plus, all of their cloth weapons have a 50% evasion rate if you throw Weapon Guard on, making them

extremely hard to hit. Something I have to pick on is that it's a bit bad that only males get Bard (a magical class while females are better magic users), and only females get Dancer (a physical class while males are better attackers). Oh well, females can still be utilized for speed, so it's not a total loss.

Apart from the class itself, Dance is much better than Sing, in my opinion. Of course, Last Dance is just as terrible as Last Song, but other than that, you have some fairly useful abilities. Witch Hunt and Wizaibus are some very good things to use; and Slow Dance and Polka Polka are great for turning strong opponents into pansies. While I would have loved A Save and Brave Up on a male character, they're still great abilities for classes like Ninjas. Jump doesn't even become a factor if you have Ignore Height, though, so pass up Jump+3 and learn Fly instead.

```
=====
| ABILITIES |
=====
```

```
-----
Dance
-----
```

WITCH HUNT

```
-----
Dance causes MP damage with a mysterious costume.
    Range: Auto
    Effect: All enemies
    JP: 100
```

WIZNAIBUS

```
-----
Dance causes HP damage with powerful dance steps.
    Range: Auto
    Effect: All enemies
    JP: 100
```

SLOW DANCE

```
-----
Dance lowers enemies' Speed level by confusing them with slow dance movements.
    Range: Auto
    Effect: All enemies
    JP: 100
```

POLKA POLKA

```
-----
Dance with vivacious moves. Lowers physical attack power.
    Range: Auto
    Effect: All enemies
    JP: 100
```

DISILLUSION

```
-----
Dance lowers enemy's magic attack power by distracting them with a mysterious costume.
    Range: Auto
    Effect: All enemies
    JP: 100
```

NAMELESS DANCE

```
-----
```

Dance with unexplainable moves. Causes various abnormal statuses.

* Causes all negative status effects. *

Range: Auto

Effect: All enemies

JP: 100

LAST DANCE

Ultimate dance. Turns enemies' CT count to 0.

Range: Auto

Effect: All enemies

JP: 100

Reaction

A SAVE

Raise physical attack power.

Range: N/A

Effect: N/A

JP: 550

BRAVE UP

Raise Brave.

Range: N/A

Effect: N/A

JP: 500

Move

JUMP +3

Increases jump elevation by 3.

Range: N/A

Effect: N/A

JP: 1,000

FLY

Leap over enemies and obstacles.

Range: N/A

Effect: N/A

JP: 1,200

```
|~+~==+~==+~==+~==+~==+~==+~==+~|  
  \ \ ++ Mime ++ //  
|~+~==+~==+~==+~==+~==+~==+~==+~|
```

Prerequisite: Squire (level 8), Chemist (level 8), Mediator (level 4),
Summoner (level 4), Geomancer (level 4), Lancer (level 4)

Mimes are completely different from any other character. First of all, they can't equip a single thing, but they don't even need to because they have such high HP and HP gains anyway, that you don't even need equipment! Their PA is pretty decent, but what they excel best with is a support character that stays

in the back while you use Math Skill to destroy half of the enemy army. Then they'll do exactly the same thing. :) Very useful job classes, but they don't get any abilities, and you can't mimic other Mimes.

=====
| ABILITIES |
=====

The mime cannot learn new abilities. He simply mimics other characters' actions.

```
~~~~~  
          \\  \\  \\  +--+ Monsters +--+ //  //  //  
~~~~~  
  
          |~+~==+~==+~==+~==+~==+~==+~==+~|  
            \\  ++ Chocobos ++ //  
          |~+~==+~==+~==+~==+~==+~==+~==+~|
```

The chocobo is probably the most annoying possible enemy to battle against in a random encounter, because they're fast, they're powerful, they can freaking HEAL themselves (as well as enemies), and they can fly away from you, and can take a while to go down. They're not really extremely good at anything, but they have some power in almost anything they do. But anyway, in battle, each kind of chocobo is good for its own purpose. The yellow Chocobo can heal you, the black Chocobo is slow but can heal status effects and is strong, and the red chocobo is fast and has VERY powerful attacks from a distance. Plus, with Monster Skill, they can use Choco Cure. ;) Chocobos are great assistance because you can ride them and move around much more. Excellent allies all in all.

Chocobo
=====

Poach: Phoenix Down (Common); Hi-Potion (Rare)

CHOCO ATTACK

Weak physical attack.
Range: Horizontal 1, Vertical 2
Effect: 1

CHOCO CURE

Heals some HP.
Range: Auto
Effect: Horizontal 2, Vertical 2

CHOCO ESUNA (Monster Skill)

Restores status effects.
Range: Auto
Effect: Horizontal 2, Vertical 2

Black Chocobo
=====

Poach: Eye Drop (Common); X-Potion (Rare)

CHOCO ATTACK

Weak physical attack.

Range: Horizontal 1, Vertical 2

Effect: 1

CHOCO BALL

Strong projectile attack.

Range: 4

Effect: 1

CHOCO ESUNA

Restores status effects.

Range: Auto

Effect: Horizontal 2, Vertical 2

CHOCO METEOR (Monster Skill)

Powerful projectile attack.

Range: 5

Effect: 1

Red Chocobo
=====

Poach: Remedy (Common); Barette (Rare)

CHOCO ATTACK

Weak physical attack.

Range: Horizontal 1, Vertical 2

Effect: 1

CHOCO BALL

Strong projectile attack.

Range: 4

Effect: 1

CHOCO METEOR

Powerful projectile attack.

Range: 5

Effect: 1

CHOCO CURE (Monster Skill)

Heals some HP.

Range: Auto

Effect: Horizontal 2, Vertical 2

```
|~+-~=-+~=-+~=-+~=-+~=-+~=-+~=-+~|  
  \ \ ++ Goblins ++ //  
|~+-~=-+~=-+~=-+~=-+~=-+~=-+~=-+~|
```

I don't really like Goblins as characters at all. Sure, they're not bad as short ranged physical fighters, but they don't have any long ranged attacks, and out of all the monsters in the entire game, they're probably the easiest to kill. They never really have very substantial HP, but they have a huge weakness

to ice. The Gobbledeguck, however, can be great if you rely on luck. Just get hit until you're at critical HP, then use Mutilate. Have fun. Or if that doesn't work, try Goblin Punch. Other than that, they're quite weak.

Goblin
=====

TACKLE

Weak physical attack.
Range: Horizontal 1, Vertical 2
Effect: 1

EYE GOUGE

Causes Darkness on an enemy.
Range: Horizontal 1, Vertical 2
Effect: 1

GOBLIN PUNCH (Monster Skill)

Damages equal to Goblin's wounds.
Range: Horizontal 1, Vertical 2
Effect: 1

Black Goblin
=====

TACKLE

Weak physical attack.
Range: Horizontal 1, Vertical 2
Effect: 1

TURN PUNCH

Attacks with spinning fists.
Range: Auto
Effect: Horizontal 2, Vertical 0
JP: 150

GOBLIN PUNCH (Monster Skill)

Damages equal to Goblin's wounds.
Range: Horizontal 1, Vertical 2
Effect: 1

Gobbledeguck
=====

TACKLE

Weak physical attack.
Range: Horizontal 1, Vertical 2
Effect: 1

EYE GOUGE

Causes Darkness on an enemy.
Range: Horizontal 1, Vertical 2

Effect: 1

GOBLIN PUNCH

Damages equal to Goblin's wounds.

Range: Horizontal 1, Vertical 2

Effect: 1

MUTILATE (Monster Skill)

Absorbs 3/4 of the enemy's HP.

Range: Horizontal 1, Vertical 0

Effect: 1

```

|~+==~-=+==~-=+==~-=+==~-=+==~-=+==~|=
      \\  ++ Bombs  ++  //
|~+==~-=+==~-=+==~-=+==~-=+==~-=+==~|=

```

The Bomb is a great ally if you don't like to keep monsters in your party and just want to have a bit of fun. Bombs absorb fire, and even get to half ice, which is very nice. What's more, earth won't affect them as they float above the ground, and their own weakness, Water, is very rarely utilized by enemies (other than Summoners with Leviathan, grrr!). But however, once you reduce them to critical and/or surround them, they can Self Destruct, which will kill them, but deal massive damage to any characters around it. Very, very useful. Plus, the Explosive gets the simply awesome Spark ability.

Bomb

====

Poach: Fire Ball (Common); Flame Rod (Rare)

BITE

Weak physical attack.

Range: Horizontal 1, Vertical 2

Effect: Horizontal 1, Vertical 0

SELF DESTRUCT

Uses all HP up to damage opposition.

Range: Auto

Effect: Horizontal 3, Vertical 3

SMALL BOMB (Monster Skill)

Stronger physical attack.

Range: Horizontal 1, Vertical 0

Effect: Horizontal 1, Vertical 0

Grenade

=====

Poach: Hi-Potion (Common); Water Ball (Rare)

BITE

Weak physical attack.

Range: Horizontal 1, Vertical 2

Effect: Horizontal 1, Vertical 0

SMALL BOMB

Decent physical attack.

Range: Horizontal 1, Vertical 0

Effect: Horizontal 1, Vertical 0

SELF DESTRUCT

Uses up all HP to damage opposition.

Range: Auto

Effect: Horizontal 3, Vertical 3

SMALL BOMB (Monster Skill)

Causes Shell.

Range: Auto

Effect: Horizontal 2, Vertical 0

Explosive

=====

Poach: Lightning Ball (Common); Fire Shield (Rare)

BITE

Weak physical attack.

Range: Horizontal 1, Vertical 2

Effect: Horizontal 1, Vertical 0

SELF DESTRUCT

Uses up all HP to damage opposition.

Range: Auto

Effect: Horizontal 3, Vertical 3

SPARK

Fire elemental attack.

Range: Auto

Effect: Horizontal 3, Vertical 1

SMALL BOMB (Monster Skill)

Strong physical attack.

Range: Horizontal 1, Vertical 0

Effect: Horizontal 1, Vertical 0

```
|~+==~==+==~==+==~==+==~==+==~==+~|
      \\ ++ Panthers ++ //
|~+==~==+==~==+==~==+==~==+==~==+~|
```

Panthers... well, they're not really that great, but they're not really too bad either. They have a decent speed, they're fairly powerful, and you may have some trouble hitting them. Plus, their countering ability can be quite devastating, because of their good power. However, their abilities aren't exactly awesome. Poison Nail rarely works, and Cat Kick is fairly unreliable. Same goes with Blood Suck, which doesn't work often enough for me. Their best ability, I think, is Blaster, which is part of the reason why Vampires are a huge pain in the arse to fight. Just don't bring a panther against a Summoner

with Titan. :)

Red Panther

=====

Poach: Antidote (Common); Battle Boots (Rare)

SCRATCH

Weak physical attack.

Range: Horizontal 1, Vertical 3

Effect: Horizontal 1, Vertical 0

POISON NAIL

Causes the Poison status effect.

Range: Horizontal 2, Vertical 1

Effect: Horizontal 1, Vertical 3

CAT KICK

Physical attack that causes random damage.

Range: Horizontal 2, Vertical 1

Effect: Horizontal 1, Vertical 0

Cuar

====-

Poach: Soft (Common); Germinas Boots (Rare)

SCRATCH

Weak physical attack.

Range: Horizontal 1, Vertical 3

Effect: Horizontal 1, Vertical 0

CAT KICK

Physical attack that causes random damage.

Range: Horizontal 2, Vertical 1

Effect: Horizontal 1, Vertical 0

POISON NAIL

Causes the Poison status effect.

Range: Horizontal 2, Vertical 1

Effect: Horizontal 1, Vertical 3

BLASTER (Monster Skill)

Causes Petrify or Stop.

Range: Horizontal 3, Vertical 0

Effect: Horizontal 1, Vertical 0

Vampire

=====

Poach: Holy Water (Common); C Bag (Rare)

SCRATCH

Weak physical attack.

Range: Horizontal 1, Vertical 3
Effect: Horizontal 1, Vertical 1

CAT KICK

Physical attack that causes random damage.

Range: Horizontal 2, Vertical 1
Effect: Horizontal 1, Vertical 1

BLASTER (Monster Skill)

Causes Petrify or Stop.

Range: Horizontal 3, Vertical 0
Effect: Horizontal 1, Vertical 1

BLOOD SUCK (Monster Skill)

Gives HP taken away from the enemy to the character.

Range: Horizontal 1, Vertical 0
Effect: Horizontal 1, Vertical 1

```
|~+==~-=+==~-=+==~-=+==~-=+==~-=+~|  
      \\ ++ Squids ++ //  
|~+==~-=+==~-=+==~-=+==~-=+==~-=+~|
```

Squids... okay, they're one of the most annoying enemies you could possibly fight against. For example, Mind Blast. Put that on yourself, and you might just go insane. While squids may be good for causing abnormal status effects, they're just really not my cup of tea when it comes to battling. Their attacks are very weak, and Black Ink isn't entirely reliable. Plus, put a Bolt2 or Ramuh on them and they're just dead meat; there just aren't enough water users in FFTactics to make good use of this.

Pisco Demon
=====

Poach: Echo Grass (Common); Potion (Rare)

TENTACLE

Weak physical attack.

Range: Horizontal 1, Vertical 2
Effect: Horizontal 1, Vertical 1

BLACK INK (Monster Skill)

Causes Darkness.

Range: Auto
Effect: Horizontal 1, Vertical 1

Squidlarkin
=====

Poach: Small Mantle (Common); Sleep Sword (Rare)

TENTACLE

Weak physical attack.

Range: Horizontal 1, Vertical 2
Effect: Horizontal 1, Vertical 1

BLACK INK

Causes Darkness.

Range: Auto
Effect: Horizontal 1, Vertical 1

ODD SOUNDWAVE

Purges positive status effects.

Range: Auto
Effect: Horizontal 3, Vertical 1

MIND BLAST (Monster Skill)

Causes Confusion or Berserk.

Range: Horizontal 3, Vertical 0
Effect: Horizontal 2, Vertical 1

Mindflare

=====

Poach: Hi-Ether (Common); Dracula Mantle (Rare)

TENTACLE

Weak physical attack.

Range: Horizontal 1, Vertical 2
Effect: Horizontal 1, Vertical 1

BLACK INK

Causes Darkness.

Range: Auto
Effect: Horizontal 1, Vertical 1

MIND BLAST

Causes Confusion or Berserk.

Range: Horizontal 3, Vertical 0
Effect: Horizontal 2, Vertical 1

LEVEL BLAST (Monster Skill)

Reduces the target's level by 1.

Range: Horizontal 4, Vertical 0
Effect: Horizontal 1, Vertical 1

```
|~+~==+~==+~==+~==+~==+~==+~==+~|  
  \ \  ++  Hawks  ++  /\   
|~+~==+~==+~==+~==+~==+~==+~==+~|
```

Hawks are actually much better allies than you might expect at first glance. They're good at evading attacks, have surprisingly decent HP, they can fly and are thus fairly mobile, and of course, you've got the Cocatoris, which is not only powerful, but has the awesome Beak skill, which can Petrify an enemy. How cool is that? Feather Bomb is also a very good long ranged attack, plus you can't forget Beaking, which can be very useful. However, they have no good

poaches, so if that's what you're looking for, you're outta luck here. ^_^

Juravis

=====

Poach: Potion (Common); Rubber Shoes (Rare)

SCRATCH UP

Weak physical attack.

Range: Horizontal 1, Vertical 2

Effect: Horizontal 1, Vertical 1

FEATHER BOMB (Monster Skill)

Projectile attack.

Range: Horizontal 3, Vertical 3

Effect: Horizontal 1, Vertical 1

Steel Hawk

=====

Poach: Phoenix Down (Common); Hunting Bow (Rare)

SCRATCH UP

Weak physical attack.

Range: Horizontal 1, Vertical 2

Effect: Horizontal 1, Vertical 1

SHINE LOVER

Steal Gil from enemy.

Range: Horizontal 1, Vertical 2

Effect: Horizontal 1, Vertical 1

BEAK (Monster Skill)

Causes Petrify.

Range: Horizontal 1, Vertical 0

Effect: Horizontal 1, Vertical 1

Cockatoris

=====

Poach: Soft (Common); Phoenix Mantle (Rare)

SCRATCH UP

Weak physical attack.

Range: Horizontal 1, Vertical 2

Effect: Horizontal 1, Vertical 1

BEAK

Causes Petrify.

Range: Horizontal 1, Vertical 0

Effect: Horizontal 1, Vertical 1

FEATHER BOMB

Projectile attack.

Range: Horizontal 3, Vertical 3
Effect: Horizontal 1, Vertical 1

BEAKING (Monster Skill)

Lowers the target's PA.

Range: Horizontal 1, Vertical 1
Effect: Horizontal 1, Vertical 0

```
|~+~--~--+=+~--+=+~--+=+~--+=+~--+=+~--+=+~|  
  \ \  ++  Ahrimans  ++  //  
|~+~--~--+=+~--+=+~--+=+~--+=+~--+=+~--+=+~|
```

Ahrimans aren't very strong, but they can be very annoying to fight against, because of Look of Devil and Look of Fright. Put those on an enemy, and you'll have a much easier battle. Ahrimans can fly, although they're weak against ice magic and don't have that much HP. Still, Ahrimans are great against mages for Circle alone, and you'll probably want to poach a Plague eventually, to get a Zorlin Shape, which is one hell of a good weapon for a Thief. Oh, and you can't forget Death Sentence, which is very useful.

Flotiball

=====

Poach: Shuriken (Common); Platinum Dagger (Rare)

WING ATTACK

Weak physical attack.

Range: Horizontal 1, Vertical 2
Effect: Horizontal 3, Vertical 1

LOOK OF FRIGHT (Monster Skill)

Lowers the target's Brave by 10.

Range: Horizontal 3, Vertical 3
Effect: Horizontal 1, Vertical 1

Ahriman

=====

Poach: Magic Shuriken (Common); Air Knife (Rare)

WING ATTACK

Weak physical attack.

Range: Horizontal 1, Vertical 2
Effect: Horizontal 3, Vertical 1

LOOK OF DEVIL

Causes abnormal status effects.

Range: Horizontal 3, Vertical 3
Effect: Horizontal 1, Vertical 1

LOOK OF FRIGHT

Lowers the target's Brave by 10.

Range: Horizontal 3, Vertical 3
Effect: Horizontal 1, Vertical 1

DEATH SENTENCE (Monster Skill)

Causes Death Sentence.

Range: Horizontal 3, Vertical 3
Effect: Horizontal 1, Vertical 1

Plague

=====

Poach: Yagyu Darkness (Common); Zorlin Shape (Rare)

WING ATTACK

Weak physical attack.

Range: Horizontal 1, Vertical 2
Effect: Horizontal 3, Vertical 1

LOOK OF FRIGHT

Lowers the target's Brave by 10.

Range: Horizontal 3, Vertical 3
Effect: Horizontal 1, Vertical 1

DEATH SENTENCE

Causes Death Sentence.

Range: Horizontal 3, Vertical 3
Effect: Horizontal 1, Vertical 1

CIRCLE (Monster Skill)

Lowers the target's MA.

Range: Horizontal 4, Vertical 4
Effect: Horizontal 1, Vertical 1

```
|~+-~=-+~=-+~=-+~=-+~=-+~=-+~=-+~=-+~|  
  \ \  ++  Skeletons  ++  //  
|~+-~=-+~=-+~=-+~=-+~=-+~=-+~=-+~|
```

Skeletons are useful allies for fighting most monsters, as they have access to lots of elements... lightning, water, ice, and wind. Still, skeletons are very tough to keep up as allies, because they're undead and thus, cannot be healed, unless you drain it's HP, and who wants to do that? :) They're very easy to fight against during battle if you have a healer, or someone who can use Fire or Holy. And sometimes they'll rise instead of turning into crystal, but all the same, I think ghosts make better allies than skeletons.

Skeleton

=====

Poach: Holy Water (Common); Ether (Rare)

KNIFE HAND

Weak physical attack.

Range: Horizontal 1, Vertical 2
Effect: Horizontal 1, Vertical 1

THUNDER SOUL

Lightning elemental attack.
Range: Horizontal 3, Vertical 3
Effect: Horizontal 1, Vertical 1

AQUA SOUL

Water elemental attack.
Range: Horizontal 3, Vertical 3
Effect: Horizontal 1, Vertical 1

Bone Snatch

=====

Poach: Hi-Potion (Common); Partisan (Rare)

KNIFE HAND

Weak physical attack.
Range: Horizontal 1, Vertical 2
Effect: Horizontal 1, Vertical 1

AQUA SOUL

Water elemental attack.
Range: Horizontal 3, Vertical 3
Effect: Horizontal 1, Vertical 1

ICE SOUL (Monster Skill)

Ice elemental attack.
Range: Horizontal 3, Vertical 3
Effect: Horizontal 1, Vertical 1

Living Bone

=====

Poach: Wizard Mantle (Common); Elf Mantle (Rare)

KNIFE HAND

Weak physical attack.
Range: Horizontal 1, Vertical 2
Effect: Horizontal 1, Vertical 1

ICE SOUL

Ice elemental attack.
Range: Horizontal 3, Vertical 3
Effect: Horizontal 1, Vertical 1

WIND SOUL (Monster Skill)

Wind elemental attack.
Range: Horizontal 3, Vertical 3
Effect: Horizontal 1, Vertical 1

Poach: Hi-Ether (Common); Mythril Gun (Rare)

THROW SPIRIT

Projectile attack.

Range: Horizontal 3, Vertical 3

Effect: Horizontal 1, Vertical 1

DRAIN TOUCH

Absorbs 1/3 of target's hit points.

Range: Horizontal 1, Vertical 2

Effect: Horizontal 1, Vertical 1

ZOMBIE TOUCH (Monster Skill)

Causes Undead.

Range: Horizontal 1, Vertical 2

Effect: Horizontal 1, Vertical 1

```
|~+-~=-+~=-+~=-+~=-+~=-+~=-+~=-+~|
      \\ ++ Boars ++ //
|~+-~=-+~=-+~=-+~=-+~=-+~=-+~=-+~|
```

Boars are what you might call a hidden joke from the creators of Final Fantasy Tactics. They are very weak, and you would never really want to bring one of them into battle if not for the hilarious abilities; example: Pooh, Please Eat, and Nose Bracelet. LOL. So they're no good in battle, BUT they're excellent for poaching, and you can get some of the best stuff in the game from poaching the advanced Boars. They're not easy to encounter, but apart from that you'll want to have a few in your party just for the fun alone. Just never bring them into battle unless you want to poach them.

Uribo

====

Poach: Maiden Kiss (Common); Caschua (Rare)

STRAIGHT DASH

Weak physical attack.

Range: Horizontal 1, Vertical 0

Effect: Horizontal 1, Vertical 1

OINK (Monster Skill)

Revive a downed unit.

Range: Horizontal 1, Vertical 1

Effect: Horizontal 1, Vertical 1

Porky

====

Poach: Chantage (Common); Nagnarok (Rare)

STRAIGHT DASH

Weak physical attack.

Range: Horizontal 1, Vertical 0

Effect: Horizontal 1, Vertical 1

POOH

Causes Confusion or Sleep.

Range: Horizontal 1, Vertical 1

Effect: Horizontal 1, Vertical 1

NOSE BRACELET (Monster Skill)

Charms enemies.

Range: Horizontal 1, Vertical 1

Effect: Horizontal 1, Vertical 0

Wild Boar

=====

Poach: Ribbon (Common); FS Bag (Rare)

STRAIGHT DASH

Weak physical attack.

Range: Horizontal 1, Vertical 0

Effect: Horizontal 1, Vertical 1

NOSE BRACELET

Charms enemies.

Range: Horizontal 1, Vertical 1

Effect: Horizontal 1, Vertical 0

PLEASE EAT (Monster Skill)

Wild Boar becomes a level up roast.

Range: Horizontal 1, Vertical 1

Effect: Horizontal 1, Vertical 0

```

|~+==~-=+==~-=+==~-=+==~-=+==~-=+==~|=
  \  ++ Trees  ++  //
|~+==~-=+==~-=+==~-=+==~-=+==~-=+==~|=

```

Trees, yep. It's such a pity, but the tree is probably the worst monster in the entire game. At least Boars get good speed. But anyway, the Tree is extremely slow, can be pounded into pieces in almost no time, and has terrible abilities that can be used much better by a Priest. However, a Taiju is worth poaching to get a rare Defender, which is an excellent sword. But hey, Boars are better all around poaching (and in everything else), so I recommend completely forgetting these horrible monsters.

Woodman

=====

Poach: Eye Drop (Common); Healing Staff (Rare)

LEAF DANCE

Weak physical attack.

Range: Auto

Effect: Horizontal 2, Vertical 0

PROTECT SPIRIT (Monster Skill)

Causes Protect.

Range: Auto

Effect: Horizontal 2, Vertical 0

Trent

Poach: Gold Staff (Common); Fairy Harp (Rare)

LEAF DANCE

Weak physical attack.

Range: Auto

Effect: Horizontal 2, Vertical 0

SPIRIT OF LIFE

Heals some HP.

Range: Auto

Effect: Horizontal 2, Vertical 0

CLAM SPIRIT (Monster Skill)

Causes Shell.

Range: Auto

Effect: Horizontal 2, Vertical 0

Taiju

Poach: Defense Ring (Common); Defender (Rare)

LEAF DANCE

Weak physical attack.

Range: Auto

Effect: Horizontal 2, Vertical 0

PROTECT SPIRIT

Causes Protect.

Range: Auto

Effect: Horizontal 2, Vertical 0

CLAM SPIRIT

Causes Shell.

Range: Auto

Effect: Horizontal 2, Vertical 0

MAGIC SPIRIT (Monster Skill)

Heals some MP.

Range: Auto

Effect: Horizontal 2, Vertical 0

|~+==~-=+==~-=+==~-=+==~-=+==~-=+==~|=

\\ ++ Malboros ++ //

Malboros are pretty mediocre allies in battle, who really don't rely on dealing damage to their enemies, but rather, causing a whole bunch of status effects. I will be the first to say that Malboros have some good abilities; Goo and Bad Bracelet are both great, and Moldball Virus can be great in some circumstances, but Malboros lose out in almost everything else. They're very slow, not very powerful, are very weak against ice so you can reduce their decent HP to almost nothing in no time. All the same, they're really not that good and don't have very good poaches either, since I never use dictionaries as weapons.

Morbol

=====

Poach: Platinum Dagger (Common); Ice Shield (Rare)

TENTACLE

Weak physical attack.

 Range: Horizontal 1, Vertical 1

 Effect: Horizontal 1, Vertical 0

LICK

Causes Reflect.

 Range: Horizontal 1, Vertical 0

 Effect: Horizontal 1, Vertical 1

BAD BRACELET (Monster Skill)

Causes a random abnormal status.

 Range: Auto

 Effect: Horizontal 3, Vertical 0

Ochu

=====

Poach: N-Kai Armlet (Common); Chameleon Robe (Rare)

TENTACLE

Weak physical attack.

 Range: Horizontal 1, Vertical 1

 Effect: Horizontal 1, Vertical 0

GOO

Causes Don't Move.

 Range: Horizontal 1, Vertical 0

 Effect: Horizontal 1, Vertical 0

LICK (Monster Skill)

Causes Reflect.

 Range: Horizontal 1, Vertical 0

 Effect: Horizontal 1, Vertical 1

Great Morbol

=====

Poach: Elixir (Common); Madelgelm (Rare)

TENTACLE

Weak physical attack.

Range: Horizontal 1, Vertical 1
Effect: Horizontal 1, Vertical 0

BAD BRACELET

Causes a random abnormal status.

Range: Auto
Effect: Horizontal 3, Vertical 0

MOLBALL VIRUS (Monster Skill)

Turns target into a Morbol.

Range: Horizontal 1, Vertical 0
Effect: Horizontal 1, Vertical 0

```
|~+-~-=+~-=+~-=+~-=+~-=+~-=+~|=
  \\ ++ Minotaurs ++ //
|~+-~-=+~-=+~-=+~-=+~-=+~-=+~|=
```

The Minotaur is probably the strongest monster in the entire game. I can't say "the best", as I think Hydras or Behemoths are better than Minotaurs, but a Sacred can simply annihilate almost all opposition that doesn't have really good long ranged attacks. Especially if you start from a distance, so that you can use the souped up version of a Squire's Accumulate, Gather Power. ^_^ Not to mention they counter all attacks, so they're dangerous in every way to fight against. The only weakness is a lack of mobility and speed, but they win out in HP and strength.

Bull Demon

=====

Poach: Battle Axe (Common); Giant Axe (Rare)

SHAKE OFF

Weak physical attack.

Range: Horizontal 1, Vertical 2
Effect: Horizontal 1, Vertical 0

GATHER POWER (Monster Skill)

Physical power increases by 2.

Range: Auto
Effect: Horizontal 1, Vertical 0

Minitaurus

=====

Poach: Coral Sword (Common); Slasher (Rare)

SHAKE OFF

Weak physical attack.

Range: Horizontal 1, Vertical 2
Effect: Horizontal 1, Vertical 0

WAVE AROUND

Attack that strikes nearby units.

Range: Auto

Effect: Horizontal 2, Vertical 1

BLOW FIRE (Monster Skill)

Fire elemental attack.

Range: Horizontal 1, Vertical 0

Effect: Horizontal 1, Vertical 0

Sacred

=====

Poach: Holy Lance (Common); Ivory Stick (Rare)

SHAKE OFF

Weak physical attack.

Range: Horizontal 1, Vertical 2

Effect: Horizontal 1, Vertical 0

MIMIC TITAN

Earth elemental attack.

Range: Auto

Effect: Horizontal 3, Vertical 1

GATHER POWER

Physical power increases by 2.

Range: Auto

Effect: Horizontal 1, Vertical 0

BLOW FIRE (Monster Skill)

Fire elemental attack.

Range: Horizontal 1, Vertical 0

Effect: Horizontal 1, Vertical 0

```

|~+~==+~==+~==+~==+~==+~==+~==+~|
      \\  ++  Hydras  ++  //
|~+~==+~==+~==+~==+~==+~==+~==+~|

```

Next to Behemoths, the Hydra is probably the ultimate monster, unless you're a pure strength kind of person, in which the Minotaur wins out in every way. But anyway, the Hydra has attacks very much like Rafa's and Malak's, but these are far more reliable, as they always hit THREE times, and are much stronger than Rafa's or Malak's abilities anyway. Plus, the Hydras can fly, and counter all attacks; just don't bring them against users of ice. ;) Plus, they've even got semi-good speed. Also, Dark Whisper is simply awesome. You've got to use it to believe it.

Hyudra

=====

Poach: Blood Sword (Common); Scorpion Tail (Rare)

TRIPLE ATTACK

Weak physical attack.

Range: Horizontal 1, Vertical 0

Effect: Horizontal 3, Vertical 3

TRIPLE BRACELET (Monster Skill)

Reduces target's hit points by 50 percent.

Range: Auto

Effect: Horizontal 3, Vertical 2

Hydra

=====

Poach: Setemison (Common); Rubber Costume (Rare)

TRIPLE ATTACK

Weak physical attack.

Range: Horizontal 1, Vertical 0

Effect: Horizontal 3, Vertical 3

TRIPLE FLAME

Random fire elemental damage.

Range: Horizontal 4, Vertical 0

Effect: Horizontal 2, Vertical 0

TRIPLE THUNDER (Monster Skill)

Thunder elemental attack.

Range: Horizontal 4, Vertical 0

Effect: Horizontal 2, Vertical 0

Tiamat

=====

Poach: Whale Whiskers (Common); Ryokan Silk (Rare)

TRIPLE BRACELET (Monster Skill)

Reduces target's hit points by 50 percent.

Range: Auto

Effect: Horizontal 3, Vertical 2

TRIPLE THUNDER (Monster Skill)

Thunder elemental attack.

Range: Horizontal 4, Vertical 0

Effect: Horizontal 2, Vertical 0

TRIPLE FLAME

Random fire elemental damage.

Range: Horizontal 4, Vertical 0

Effect: Horizontal 2, Vertical 0

DARK WHISPER (Monster Skill)

Dark damage, causes Sleep or Death.
Range: Horizontal 4, Vertical 0
Effect: Horizontal 2, Vertical 0

```
|~+-~=-+~=-+~=-+~=-+~=-+~=-+~=-+~|  
  \ \ ++ Dragons ++ //  
|~+-~=-+~=-+~=-+~=-+~=-+~=-+~=-+~|
```

Dragons are NOT as strong as Hydras or Behemoths, and are NOT the villains of villains that the game calls them, but they're still very strong enemies to fight in a battle. They can utilize elements well, especially with the Blue Dragon, which tends to be very good in battle against monsters, especially if you're up against Goblins, Malboros, or the like. They're not bad as allies, but you can still probably get the best results out of Reis in a human form, who can actually work well with Dragons.

Dragon
=====

Poach: Jade Armlet (Common); H Bag (Rare)

DASH

Weak physical attack.
Range: Horizontal 1, Vertical 2
Effect: Horizontal 1, Vertical 0

TAIL SWING (Monster Skill)

Physical attack that causes random damage.
Range: Horizontal 1, Vertical 2
Effect: Horizontal 3, Vertical 2

Blue Dragon
=====

Poach: Cashmere (Common); Dragon Rod (Rare)

DASH

Weak physical attack.
Range: Horizontal 1, Vertical 2
Effect: Horizontal 1, Vertical 0

ICE BRACLET

Ice elemental attack.
Range: Horizontal 4, Vertical 0
Effect: Horizontal 1, Vertical 0

THUNDER BRACELET (Monster Skill)

Thunder elemental attack.
Range: Horizontal 4, Vertical 0
Effect: Horizontal 1, Vertical 0

Red Dragon
=====

Poach: Salty Rage (Common); Whale Whiskers (Rare)

DASH

Weak physical attack.

Range: Horizontal 1, Vertical 2
Effect: Horizontal 1, Vertical 0

THUNDER BRACELET

Thunder elemental attack.

Range: Horizontal 4, Vertical 0
Effect: Horizontal 1, Vertical 0

FIRE BRACELET (Monster Skill)

Fire elemental attack.

Range: Horizontal 4, Vertical 0
Effect: Horizontal 1, Vertical 0

```
|~+--~--+=+--~--+=+--~--+=+--~--+=+--~--+=+~|
      \\  ++ Behemoths  ++  //
|~+--~--+=+--~--+=+--~--+=+--~--+=+~|
```

The Behemoth is probably the single best monster in the entire game; I'm serious when I say this. You probably wish that you could invite Ultima Demons, but once you see the Behemoth's Monster Skills, you'll want to marry them. Just bring a Behemoth, a King Behemoth, and a Dark Behemoth into a battle, and you can have complete ease in battle. Behemoths have VERY high HP and strength, not to mention the Dark Behemoth's Ulmagust, which has less range than Beowulf's Shock!, but can hit several enemies at a time and looks much cooler anyways. Sudden Cry and Stab Up are both extremely powerful; just beware if you fight a Behemoth unless you've got some good mobility and range.

Behemoth

=====

Poach: Defense Armlet (Common); P Bag (Rare)

STAB UP

Weak physical attack.

Range: Horizontal 1, Vertical 2
Effect: Horizontal 1, Vertical 0

SUDDEN CRY

Physical attack that randomly causes death.

Range: Horizontal 1, Vertical 0
Effect: Horizontal 1, Vertical 0

GIGA FLARE (Monster Skill)

Magical attack.

Range: Horizontal 4, Vertical 0
Effect: Horizontal 3, Vertical 0

King Behemoth

=====

Poach: Wizard Mantle (Common); Elf Mantle (Rare)

equip shields, helmets, robes, armor, and above all, knight swords. He can't equip axes, but hey, axes suck anyway. What's more, he has excellent PA and MA as well as terrific stat growth compared to other Squires. Apart from that, he is extremely versatile. I had him in the end with Two Swords (Excalibur and Save The Queen), Draw Out as secondary, thus being almost perfect.

=====
| ABILITIES |
=====

Guts

ACCUMULATE

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

* Physical attack increases by 1. *

Range: Auto

Effect: 1

JP: 300

DASH

Run into enemy with body.

* Can knock target back one square. *

Range: Horizontal 1, Vertical 1

Effect: 1

JP: 80

THROW STONE

Throw stones at a distant enemy.

* Can knock target back one square. *

Range: Horizontal 4, Vertical 4

Effect: 1

JP: 90

HEAL

Recover from abnormal status effects.

* Cures Darkness, Poison, and Silence status effects. *

Range: Auto

Effect: 1

JP: 150

YELL

Raise speed level by yelling.

* Speed increases by 1. *

Range: Auto

Effect: 1

JP: 200

WISH

Offer one's own HP to the spirits, wishing to restore the target's HP by double that amount.

Range: Horizontal 1, Vertical 3

Effect: 1

JP: N/A

CHEER UP

Raise Brave level by encouraging.

Range: 3

Effect: 1

JP: 200

SCREAM

Raises one's brave level, speed level, and physical/magic power by shouting.

Range: Auto

Effect: 1

JP: 500

ULTIMA

Magic damages with absolute energy.

Range: 4

Effect: Horizontal 2, Vertical 1

JP: N/A

```

|~+==~==+==~==+==~==+==~==+==~==+~|
      \\  ++  Mustadio  ++  //
|~+==~==+==~==+==~==+==~==+==~==+~|

```

Class: Engineer

Mustadio is the first special character (not including Rad, Alicia, Lavian, and Boco) to join you, so he's not really one of the best. As an Engineer, he has only three abilities, although all of them, especially Seal Evil, are extremely useful. Using guns, he has incredible range, but you'll master Engineer quickly and can thus probably put Musty to some better use. Personally, after learning Leg Aim, Arm Aim, and Seal Evil, I turned him into a Chemist with the secondary ability of Snipe. Since Chemists can fire guns, he's just as good that way. Overall, a character that can be quite useful at times.

```

=====
| ABILITIES |
=====

```

```

-----
Snipe
-----

```

LEG AIM

Damages enemy's leg, making it impossible to move.

* Adds the Don't Move status effect. *

Range: Weapon dependent

Effect: 1

JP: 200

ARM AIM

Damages enemy's arms, making it impossible to use weapons or cast spells.

* Adds the Don't Act status effect. *

Range: Weapon dependent

Effect: 1

SEAL EVIL

Petrifies the cursed undead, turning it into stone.

* Adds the Petrify status effect. *

Range: Weapon dependent

Effect: 1

JP: 200

|~+~==+~==+~==+~==+~==+~==+~==+~|
 \\ ++ Agrias ++ //
|~+~==+~==+~==+~==+~==+~==+~==+~|

Class: Holy Knight

During the majority of chapter 2, as well as all of chapter 3, Agrias is your ultimate superpower. She's completely unique, in that her five abilities are not something anyone you've seen so far can use. All of these five abilities are capable of huge damage if you build her PA and MA up a bit with a Diamond Armet, Bracer, or the like. What's more, they can cause Stop, Death Sentence, instant Death, Silence, or Confusion. All of these abilities are different, although Lightning Stab and Holy Explosion are the obvious best and most ranged. She gains in HP very quickly; her ONLY problem is her movement, which can be fixed by Move + 1 or even Move + 2 if you're willing to indulge to Thief.

=====
| ABILITIES |
=====

Holy Sword

STASIS SWORD

Damages with holy sword spirit.

* Adds the Stop status effect. Holy elemental. *

Range: 2

Effect: Horizontal 2, Vertical 0

JP: N/A

SPLIT PUNCH

Damages with holy sword spirit.

* Adds the Death Sentence status effect. Holy elemental. *

Range: Horizontal 3, Vertical 2

Effect: 1

JP: 400

CRUSH PUNCH

Damages with holy sword spirit.

* Adds the Death status effect. Holy elemental. *

Range: Horizontal 3, Vertical 1

Effect: 1

JP: 500

LIGHTNING STAB

Damages with holy sword spirit.

* Adds the Silence status effect. Lightning elemental. *

Range: 3

Effect: Horizontal 2, Vertical 1

JP: N/A

HOLY EXPLOSION

Damages with holy sword spirit.

* Adds the Confusion status effect. Holy elemental. *

Range: 4 directions

Effect: Horizontal 5, Vertical 2

JP: 800

|~+~--~+~--~+~--~+~--~+~--~+~--~+~|
 \\ ++ Rafa ++ //
|~+~--~+~--~+~--~+~--~+~--~+~--~+~|

Class: Heaven Knight

Rafa is... let me just say, the second worst unique character, second only to her brother Malak, whose skills are almost exactly the same. ;) It says that Rafa is a Heaven KNIGHT, yet Rafa is incapable of equipping swords, helmets, and armor. Come on, Square. This makes for some very weak HP, strength, and defense. Plus, all the abilities are long charging abilities that hit randomly across panels. That's right, randomly. Out of five panels, the attack will hit 1-6 times (random) on whichever panels it wants, which makes it very unreliable overall. What's more, Rafa simply isn't able to do as much damage as quick as Agrias, Meliadoul, Beowulf, Cloud, or Orlandu can. Overall, thumbs down. Low Brave doesn't help either, although she can be good for finding items.

=====
| ABILITIES |
=====

Truth

HEAVEN THUNDER

Spell attacks with philosophy. Randomly attacks in effect range.

* Lightning elemental. *

Range: 4

Effect: Horizontal 2, Vertical 3

JP: N/A

ASURA

Spell attacks with philosophy. Randomly attacks in effect range.

* Fire elemental. *

Range: 4

Effect: Horizontal 2, Vertical 3

JP: 200

DIAMOND SWORD

Spell attacks with philosophy. Randomly attacks in effect range.

* Wind elemental. *

Range: 4

Effect: Horizontal 2, Vertical 3
JP: 300

HYDRAGON PIT

Spell attacks with philosophy. Randomly attacks in effect range.
* Water elemental. *
Range: 4
Effect: Horizontal 2, Vertical 3
JP: 400

SPACE STORAGE

Spell attacks with philosophy. Randomly attacks in effect range.
* Causes all negative status effects. *
Range: 4
Effect: Horizontal 2, Vertical 3
JP: 500

SKY DEMON

Spell attacks with philosophy. Randomly attacks in effect range.
* Lightning elemental. *
Range: 4
Effect: Horizontal 2, Vertical 3
JP: 600

```
|~+-~=-+==~=-+==~=-+==~=-+==~=-+==~=-+~|  
      \\  ++  Malak  ++  //  
|~+-~=-+==~=-+==~=-+==~=-+==~=-+==~=-+~|
```

Class: Hell Knight

Malak is possibly even worse than Rafa, because his abilities are just carbon copies of Rafa's, except darker and with the horribly translated "Back" in front of the names. What's more, the abilities ignore Faith (you may notice that Malak has very little Faith). You'd see this as an advantage, but Malak's abilities tend to do even weaker damage than Rafa's. While he won't take much damage at all from magic, if I want someone who cannot take damage from magic, I'll just use Worker 8. All of his abilities are exactly the same as Rafa's; I didn't use Malak a single time during the game and didn't miss out on a single thing.

=====

| ABILITIES |

=====

Un-Truth

HEAVEN THUNDER

Spell attacks with philosophy. Randomly attacks in effect range.
* Lightning elemental. *
Range: 4
Effect: Horizontal 2, Vertical 3
JP: N/A

ASURA

Spell attacks with philosophy. Randomly attacks in effect range.

* Fire elemental. *

Range: 4

Effect: Horizontal 2, Vertical 3

JP: 200

DIAMOND SWORD

Spell attacks with philosophy. Randomly attacks in effect range.

* Wind elemental. *

Range: 4

Effect: Horizontal 2, Vertical 3

JP: 300

HYDRAGON PIT

Spell attacks with philosophy. Randomly attacks in effect range.

* Water elemental. *

Range: 4

Effect: Horizontal 2, Vertical 3

JP: 400

SPACE STORAGE

Spell attacks with philosophy. Randomly attacks in effect range.

* Causes all negative status effects. *

Range: 4

Effect: Horizontal 2, Vertical 3

JP: 500

SKY DEMON

Spell attacks with philosophy. Randomly attacks in effect range.

* Lightning elemental. *

Range: 4

Effect: Horizontal 2, Vertical 3

JP: 600

|~+==~-=+==~-=+==~-=+==~-=+==~-=+~|
 \\ ++ Orlandu ++ //
|~+==~-=+==~-=+==~-=+==~-=+==~-=+~|

Class: Holy Swordsman

Orlandu is... well, not even funny in that he's just so much better than any single other character you can possibly imagine. I'm serious, Orlandu puts any other character in the game to absolute shame. He inherits all the abilities that Agrias, Meliadoul, and Gafgarion can use, except he uses them MUCH better than those three do. He comes with the Excalibur, which is quite possibly the best weapon in the game. Sure, Chaos Blade is stronger, but Excalibur offers Haste; beat that. Putting that aside, Orlandu can move twice as fast as an 11 speed Ninja at times, and can drain HP, hit enemies in a line, destroy their equipment and stat gains, and cause Stop, Silence, Death, and Confusion with Holy Sword, and has awesome stat gains. And as such, he is quite cheap.

=====

| ABILITIES |

=====

All Swordskill

STASIS SWORD

Damages with holy sword spirit.

* Adds the Stop status effect. Holy elemental. *

Range: 2

Effect: Horizontal 2, Vertical 0

JP: N/A

SPLIT PUNCH

Damages with holy sword spirit.

* Adds the Death Sentence status effect. Holy elemental. *

Range: Horizontal 3, Vertical 2

Effect: 1

JP: 400

CRUSH PUNCH

Damages with holy sword spirit.

* Adds the Death status effect. Holy elemental. *

Range: Horizontal 3, Vertical 1

Effect: 1

JP: 500

LIGHTNING STAB

Damages with holy sword spirit.

* Adds the Silence status effect. Lightning elemental. *

Range: 3

Effect: Horizontal 2, Vertical 1

JP: N/A

HOLY EXPLOSION

Damages with holy sword spirit.

* Adds the Confusion status effect. Holy elemental. *

Range: 4 directions

Effect: Horizontal 5, Vertical 2

JP: 800

SHELLBUST STAB

Destroys the target's equipped armor.

Range: 3

Effect: 1

JP: 200

BLASTAR PUNCH

Destroys the target's equipped helmet.

Range: 3

Effect: 1

JP: 400

HELLCRY PUNCH

Destroys the target's equipped weapon.

Range: 3

Effect: 1

JP: 500

ICEWOLF BITE

Destroys the target's equipped accessory.

Range: 3

Effect: 1

JP: 800

DARK SWORD

Absorbs HP with the power of darkness.

* Darkness elemental. *

Range: 3

Effect: 1

JP: 500

NIGHT SWORD

Absorbs HP with the power of darkness.

* Darkness elemental. *

Range: 3

Effect: 1

JP: 100

```
|~+~--~--+=+~--+=+~--+=+~--+=+~--+=+~--+=+~|
      \\  ++  Beowulf  ++  //
|~+~--~--+=+~--+=+~--+=+~--+=+~--+=+~--+=+~|
```

Class: Temple Knight

Beowulf is, without a doubt, one of the best characters in the game. Definitely one of my personal favorites, Beowulf is basically a Knight and an Oracle in a single package, except better than either. His Magic Sword ability uses Oracle like abilities instantly, although they can only hit one character. Petrify is a great instant killer, but his main ability is Shock!. This ability will do the amount of damage equal to Beowulf's wounds, and has simply amazing range (as much as a gun). And you can't forget Chicken, which basically destroys units with Brave lower than 60. And the thing is, Beowulf is good, but not that cheap, so you don't have to feel bad about using him.

```
=====
| ABILITIES |
=====
```

Magic Sword

BLIND

Magic sword blinds enemy with darkness, lowering success of direct physical attacks.

* Adds the Darkness status effect. *

Range: 4

Effect: 1

JP: 50

ASPEL

Magic sword absorbs enemy's MP, restoring its own.

Range: 4

Effect: 1

JP: 100

DRAIN

Magic sword absorbs enemy's HP, restoring its own.

Range: 4

Effect: 1

JP: 180

FAITH

Magic sword fills the soul with a huge amount of faith.

Range: 4

Effect: 1

JP: 200

INNOCENT

Magic sword makes enemy disrespectful and not believe in God.

Range: 4

Effect: 1

JP: 200

ZOMBIE

Magic sword brings bodily death. Unable to restore HP.

* Adds the Undead status effect. *

Range: 4

Effect: 1

JP: 150

SILENCE

Magic sword mutes enemy, making it impossible to cast spells.

* Adds the Silence status effect. *

Range: 4

Effect: 1

JP: 90

BERSERK

Magic sword releases desire to destroy, making enemy wild.

* Adds the Berserk status effect. *

Range: 4

Effect: 1

JP: 200

CHICKEN

Magic sword strikes fear and cowardice into the enemy, lowering their brave level.

Range: 4

Effect: 1

JP: 500

CONFUSE

Magic sword makes enemy act irrational and disorderly.

* Adds the Confusion status effect. *

Range: 4
Effect: 1
JP: 50

DESPAIR

Magic sword neutralizes magic power and cancels the effective status.

* Removes the positive status effects. *

Range: 4
Effect: 1
JP: 300

DON'T ACT

Magic sword limits movements making enemy unable to act.

* Adds the Don't Act status effect. *

Range: 4
Effect: 1
JP: 50

SLEEP

Magic sword disrupts heartbeat, immediately putting enemy asleep.

* Adds the Sleep status effect. *

Range: 4
Effect: 1
JP: 170

BREAK

Magic sword alters body turning enemy to stone.

* Adds the Petrify status effect. *

Range: 4
Effect: 1
JP: 300

SHOCK!

The more damage you receive, the more damage you can inflict.

Range: 8
Effect: 1
JP: 600

```
|~+==~-=+==~-=+==~-=+==~-=+==~-=+~|
      \\ ++ Reis ++ //
|~+==~-=+==~-=+==~-=+==~-=+==~-=+~|
```

Class: Dragoner

Reis isn't the best character in the game, but she's definitely up there. As a Holy Dragon, Reis is a terrible character, but once you get her as a Dragoner she's extremely powerful. Her Dragoner abilities are pretty good, but the true shining point of her is her extremely high MA. If you train her as a Wizard, Time Mage, or Summoner, she's capable of being better than your regular mages. Although I've yet to build her up to her fullest, I can imagine Reis mastering

Math Skill and having learned Holy, Flare, Cure3, Bolt3, among others. It'd be really cool if she had the Holy Dragon MA as a Dragoner, though, that'd be stellar. :)

=====
| ABILITIES |
=====

Dragon

ICE BRACELET

Attacks enemy with arctic breath.

* Ice elemental. *

Range: 2 (4 directions)

Effect: 1

JP: N/A

FIRE BRACELET

Attacks enemy with fire breath.

* Fire elemental. *

Range: 2 (4 directions)

Effect: 1

JP: N/A

THUNDER BRACELET

Attacks enemy with thunder breath.

* Ice elemental. *

Range: 2 (4 directions)

Effect: 1

JP: N/A

DRAGON TAME

Charms enemy and gets them to join your party.

* Adds Invitation. *

Range: Horizontal 2, Vertical 2

Effect: 1

JP: 300

DRAGON CURE

Restores party member's HP and status.

* Removes all negative status effects. *

Range: Horizontal 2, Vertical 2

Effect: 1

JP: 300

DRAGON POWERUP

Raises Brave, Speed, and attack power with dragon energy.

Range: Horizontal 2, Vertical 2

Effect: 1

JP: 400

DRAGON LEVELUP

Disrupts time with unusual energy, raising CT and allowing AT turn to occur sooner.

Range: Horizontal 2, Vertical 2
Effect: 1
JP: 400

HOLY BRACELET

Attacks enemy with holy breath.

* Holy elemental. *
Range: 4
Effect: Horizontal 3, Vertical 3
JP: 900

```
|~+==~==+==~==+==~==+==~==+==~==+~|  
  \ \ ++ Worker 8 ++ //  
|~+==~==+==~==+==~==+==~==+==~==+~|
```

Class: Steel Giant

Worker 8 is a very strange character, and not a great one either, although he has some strengths to him. First of all, he's a monster, so he can't change to a class other than Steel Giant, and you obviously can't put equipment on him, but the primary factor is that he has innate Innocent as a stat, and has no Faith. As such, magic will not affect him at ALL. Not offensive, nor defensive, will have any effect on him. As such, he's the ultimate mage fighter. A thing to comment on, however, is his abilities. They're VERY strong, but they damage himself. Still, Dispose is an awesome ability because of the range it's got on it.

=====

| ABILITIES |

Work

DESTROY

Damages the enemy but damages Worker 8 a bit.
Range: Horizontal 1, Vertical 2
Effect: 1
JP: N/A

COMPRESS

Damages the enemy but damages Worker 8 a bit.
* Adds the Death status effect. Holy elemental. *
Range: Horizontal 1, Vertical 2
Effect: 1
JP: N/A

DISPOSE

Damages the enemy but damages Worker 8 a bit.
Range: 8
Effect: 1
JP: N/A

CRUSH

Damages the enemy but damages Worker 8 a bit.

Range: Horizontal 1, Vertical 0

Effect: 1

JP: N/A

```
|~+==~-=+==~-=+==~-=+==~-=+==~-=+==~|=
  \\  ++  Meliadoul  ++  //
|~+==~-=+==~-=+==~-=+==~-=+==~-=+==~|=
```

Class: Divine Knight

Meliadoul is a great character, but it's kinda ironic that you get her after you do Orlandu. As such, you can use the awesome equipment breaking abilities with Orlandu, and at the same time have skills that can damage things other than enemy equipment. In addition to this, Meliadoul is very powerless against monsters. With that, however, Meliadoul still has her strengths. She comes with the awesome Save The Queen knight sword, and can still do amazing damage while breaking enemy equipment. Plus, by using Hellcry Punch, she can make any enemy an absolute weakling. Her two best skills are Shellburst Stab and Hellcry Punch; I recommend passing Icewolf Bite up.

```
=====
| ABILITIES |
=====
```

```
-----
Mighty Sword
-----
```

```
SHELLBUST STAB
-----
```

Destroys the target's equipped armor.

Range: 3

Effect: 1

JP: 200

```
BLASTAR PUNCH
-----
```

Destroys the target's equipped helmet.

Range: 3

Effect: 1

JP: 400

```
HELLCRY PUNCH
-----
```

Destroys the target's equipped weapon.

Range: 3

Effect: 1

JP: 500

```
ICEWOLF BITE
-----
```

Destroys the target's equipped accessory.

Range: 3

Effect: 1

JP: 800

```
|~+==~==+==~==+==~==+==~==+==~==+~|
  \\ ++ Cloud ++ //
|~+==~==+==~==+==~==+==~==+==~==+~|
```

Class: Soldier

Cloud has the potential to become one of the best characters in the game, but starts at Level 1. Yes, you heard me, Level 1, so as such, his HP is very, very bad. Plus, he can't equip helmets and armor, which all the more limits him, so the best he's got is a Thief Hat and Black Costume. His Limit skills, directly from FF7, cannot be used without the Materia Blade, which is another major handicap, since the Materia Blade isn't great to begin with. Having said that, Cloud has tons of strengths. Limit is one of the best abilities in the game, despite needing charging. All of the abilities are versatile, and capable of excellent damage; plus, just attack higher leveled characters, and you'll get extra EXP equal to the attacked character's level minus Cloud's. Enjoy.

```
=====
| ABILITIES |
=====
```

```
-----
Limit
-----
```

```
BRAVER
-----
```

Limit skill that blows enemy away with Samurai spirit.

```
Range: 2
Effect: 1
JP: 150
```

```
CROSS SLASH
-----
```

Limit skill that slashes enemy 4 times.

```
Range: 2
Effect: Horizontal 2, Vertical 0
JP: 200
```

```
BLADE BEAM
-----
```

Limit skill that lets you inflict more damage depending on how damaged you are.

```
Range: 2
Effect: 1
JP: 250
```

```
CLIMHAZZARD
-----
```

Limit skill that lets you inflict more damage depending on how damaged your target is.

```
Range: 2
Effect: 1
JP: 450
```

```
METEORAIN
-----
```

Limit skill that causes meteor to fall on enemies.

```
Range: 3
Effect: Horizontal 3, Vertical 0
```

FINISH TOUCH

Limit skill that causes abnormal statuses.

* Adds the Dead, Petrify, and Stop status effects. *

Range: 3

Effect: Horizontal 2, Vertical 0

JP: 670

OMNISLASH

An ultimate limit skill.

Range: 3

Effect: Horizontal 3, Vertical 0

JP: 900

CHERRY BLOSSOM

The most powerful limit skill.

Range: 3

Effect: Horizontal 3, Vertical 0

JP: 1,200

```

|~+==~-=+==~-=+==~-=+==~-=+==~-=+~|
      \\  ++  Byblos  ++  //
|~+==~-=+==~-=+==~-=+==~-=+==~-=+~|
    
```

Class: Byblos

As a class, the Byblos isn't too great, but it has some good abilities. The bad thing about the Byblos is that he's very lacking in mobility. His speed isn't too great to start with, and it doesn't help that he only has a movement of 3. Still, he has Energy, which is far better than what Ramza's Wish could ever hope to be. Parasite is an awesome ability, and Shock is... well, just like Beowulf's Shock. Difference is a decent ability against spellcasters, and it's especially good against Elidibs. Byblos is overall a decent character, but he's very much overshadowed by most other characters. However, Ignore Height and Poach, both in which he has, are awesome.

=====

| ABILITIES |

=====

Byblos

ENERGY

Offer one's own HP to the spirits, wishing to restore the target's HP by double that amount.

Range: Horizontal 1, Vertical 3

Effect: 1

JP: N/A

PARASITE

Causes abnormal statuses.

Range: 4

Effect: 1
JP: N/A

SHOCK

The more damage you receive, the more damage you can inflict.

Range: Horizontal 5, Vertical 3

Effect: 1

JP: N/A

DIFFERENCE

Damages equal to the enemy's MP.

Range: Horizontal 5, Vertical 3

Effect: 1

JP: N/A

~~~~~

+====+====+ VII. WALKTHROUGH +====+====+

~~~~~

The heart and guts of the guide... yes, that is the walkthrough. But anyway, the game begins with a scene as several knights march on Chocobos, towards a monastery. The knights are all wearing cloaks bearing the crest of a black lion, which means they aren't exactly the nicest. But anyway, as the game begins, we see Princess Ovelia praying at an altar. A female knight named Agrias tells her to finish, as three mercenaries enter.

Those being the dark knight Gafgarion, and his men Ramza and Rad. Anyway, the main character whom we'll be controlling for the whole of the game is Ramza, it'll be a while before we realize why he's a mercenary working under a rather grumpy old mercenary. But anyway, after Agrias and Gafgarion do some shouting at each other, another female knight enters, wounded. Yep, the knights wearing the white cloaks with the red and black crest have attacked. So the battle begins: Agrias and her female knights Lavian and Alicia, as well as Gafgarion and his two squires Rad and Ramza, against some knights under Prince Goltana.

=====

\\ 1. Orbonne Monastery \\ Guests: Rad, Lavian, Alicia, Agrias, Gafgarion \\

=====

Enemies:

Knight x1

Chemist x1

Archer x3

Yep... the introductory battle, and one in which we cannot lose. Don't you just love these? But anyway, this isn't really much of an introduction, because out of this battle in which six are on the good side, only one of them can you control, that person being Ramza. He's a Squire with about 150 HP, although Ramza has special powers as a Squire. With that, there's his kinsman Rad, who's got about 100 HP, and their leader Gafgarion, a Dark Knight with over 220 HP, who can drain HP! Very powerful.

As well as that, there's Agrias, the Holy Knight. Gafgarion can only hit one character, thus draining HP, but Agrias can hit up to five characters with her Stasis Sword, as well as cause Stop status. And she has two knights, Lavian and Alicia, both who have about 150 HP and fairly strong attacks. But anyway, you won't have a single problem here, your allies will slaughter the enemy

without hesitation. All you have to do is help them a bit, and occasionally slash away at an enemy you see. It's been tried many times to lose this battle, but never succeeded. So... good luck. ;)

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After that battle is won and the bodies fade, a scream is heard from within. Agrias and Ramza run to find a knight kidnapping Princess Ovelia. Ouch. Ramza recognizes this knight to be his old friend Delita, whom he thought had died in an explosion a year ago, but the thing he doesn't realize is why Delita is working under Goltana's troops and doing what he's doing. So after that, we go to the past, one year ago, the story about Delita.

So anyway, Ramza has just started at the Gariland Magic City academy of cadets, working under Duke Larg's Hokuten Knights. As well as that, Delita is among the cadets. But anyway, after some VERY slow dialogue, Delita tells Ramza that Duke Larg and his underling Marquis Elmdor are coming to town, as a Knight of the Hokuten enters and tells them to attack the thieves in Gariland. You're opted to save, and then you have to choose Ramza and four allies to fight the thief group. Choose whichever four, and begin the first real fight.

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\\ 2. Gariland Magic City \\ Guests: Delita \\ Difficulty: 1
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Enemies:

Squire x5
Chemist x1

The first and foremost question here is what characters to use. Personally, I like to bring Ramza with two male Squires, one female Squire, and one female Chemist. Quite unfortunately, there aren't two female Chemists, 'tis a pity. But sex is very important and must be acknowledged, so anyway... this is a very basic battle, against some thieves who used to be highly regarded soldiers. Delita will help you out in this fight, and he's stronger than any other character except Ramza. He'll almost always just attack the frontmost Squire and then run like a chicken, though.

Pretty much the only hard/annoying thing in this fight is that behind the main attacking Squires to the left side is a Chemist. These guys can throw items and heal characters, and NEVER run out of items. Potions can heal 30 HP, so you'll have to finish enemies off quickly. So anyway, I recommend that you split into two groups, with a few characters going to the streets and roofs to the right side to fight the female Squire there, while Delita and Ramza handle the left side with the Chemist and Squire leader.

So anyway, try and finish the Squire leader off quickly, and then head forward and gang up on the Chemist. If you can manage to kill him off, then the rest of the battle is cake. Just don't leave one of your characters knocked out for too long, or they'll turn into crystal or into a treasure chest, permanently dead. And we don't want that.

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Once that fight is over, you'll be on the world map. A different world map than you'll find in your average RPG... it's got red dots, green dots, and blue dots, each of which serve different purposes. Blue dots are "safe" areas which almost never feature battles (and never random ones), and which usually have bars, shops, and soldier offices. Green dots are "random" areas, in which there

is a 50% chance of encountering enemies. Red dots are "destination" areas, where the story progresses and there is usually a battle.

But anyway, this is usually how I do my layout. I have Ramza, who tries to go for a Knight and then a Monk early on. Monk works perfect on Ramza because he can do so much damage with it, and should be at level 4 with a Monk before a long time anyway. Later, after Ramza is level 3 with a Knight and level 4 with a Monk, I switch him over to a Thief and in mid chapter 2, a Lancer. Don't get any Lancers in the party until mid chapter 2, because until then, they don't get any weapons, which obviously makes them useless. Or you can build up a bit until he's a level 3 Archer, but I don't recommend that.

Along with Ramza, I like a strong attacker (Knight or Monk), a fast attacker (Thief or occasionally Archer), an attacking mage (Wizard or Summoner), and a healer as a Priest. I like to learn Cure, Cure 2, Raise, and perhaps Protect early on, and then learn Holy before the end of chapter 2. Try and spend some time as a Priest until you've learned these, then turn into a Time Mage. I'd completely ignore Oracle and Mediator, especially the former. So anyway, turn your characters into advanced classes if possible, and then head to the dot at the left to fight in the Mandalia Plains...

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\\ 3. Mandalia Plains \\ Guests: Delita, Algus \\ Difficulty: 2
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Enemies:

Squire x4

Thief x1

Red Panther x1

As this battle starts, you see a young man named Algus, being attacked by some thieves (the same kind that attacked Gariland). They apparently have Marquis Elmdor kidnapped, that can't be good. So anyway, Ramza, Delita, and co arrive to see this, and you, as the "leader", get a choice. "Our duty is to destroy the Death Corps" or "Saving him is our priority". You should definitely choose the former; because then you'll get an increase in Brave, and if Algus dies, nothing will happen. However, if you choose to save Algus, then if he gets knocked out, it's over. And no Brave increases. No good.

But anyway, the four weak Squires and the Thief will be fighting away with Algus, while a lone Red Panther will be at the other side of the field, slowly moving towards you. I'd save the panther for last and help Algus out. He's fairly strong, and can probably take off half of a Squire's HP with a single hit, even if he'll start running after he does a hit or two. But anyway, just move your whole party to the left and ambush the squires and thieves there, then go for the Red Panther. Try and use stronger attacks against it, however, since it has the reaction ability Counter. Too easy.

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So anyways, after that fight is over, Algus introduces himself as a member of the Limberry Aegis Knights, working under Marquis Elmdor. As Ramza introduces himself as a Beoulve, Algus begs that you help him save the Marquis, kidnapped by the Death Corps. They finally agree, but decide to go to Igros Castle first. So... let us be on our way. That's another red dot destination, but it does not have a battle, so don't worry. Also, Algus joined you as a guest. He's got a Long Sword, the best weapon you have yet seen, so... put it on Ramza. ;)

At Igros Castle, you meet up with Ramza's oldest brother Dycedarg. This is kind

of an unlikely thing though; I mean, Ramza is 16 whereas Dycedarg is 38. Not to mention the brother in between, Zalbag, is 28... but anyway, Albus asks Dycedarg to make him a knight in command of 100 soldiers. I bet you can guess what Dycedarg's response to that is. And with that, he requests for you to guard Igros Castle. My, my, that's quite the punishment. =P But anyway, outside Albus talks about how he wants to bring back his family name.

With that, Ramza's younger of his two elder brothers appears: Zalbag, with yet another Beoulve (Ramza's sister Alma, who is 15, believe it or not) along with Delita's sister Teta. After some chit-chat, Zalbag allows you to disobey Dycedarg and go to Darter Trade City to look after a spy that they sent, which involves the kidnap of the Marquis. So anyway, that makes our next destination. However, before we go there, check out the shop in Igros Castle, since it sells swords and bows; the latter in which is necessary if you want an Archer.

Along with that, you can find armor and helmets here, so you can make Ramza or another character a Knight. Also, I recommend selling your Holy Water. I got past the whole game without even learning Holy Water on a Chemist, and did just fine, so I wouldn't expect you to need it too much. Anyway, once you've got everything that's necessary, move back to Gariland Magic City and save, just in case. The next fight is very slightly more difficult than the last one, albeit not by much.

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\\ 4. Sweegy Woods \\ Guests: Delita, Albus \\ Difficulty: 2  
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Enemies:

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- Bomb x2
- Red Panther x2
- Goblin x1
- Black Goblin x1

This fight is slightly tougher than the last one, but at least this time you don't need to defend someone, so Delita and Albus can be in full power. The most dangerous enemy here are the Bombs, since they can spontaneously explode, and that hurts, believe me. You should have a Wizard by now, so it can cast Ice on the goblins, though, since they're weak against it and could go down in a single blow. The Bombs, on the other hand, are strong against it and absorb fire, so Bolt is your best bet.

Try not to get all your allies too close to each other (or especially around a Bomb), because Self Destruct hits around the Bomb. If you've got a Priest, make sure to utilize the healing capabilities. Other than that, I'd just really recommend that Ramza, Delita, and a couple of mages go for the enemies on the right, while Albus and a strong attacker go for the ones on the left. After the enemies to the right are gone, have those characters join in with the ones on the left. Shouldn't be too hard.

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Not too bad. Anyway, Darter's right after that. Just drop right in there, although I'd suggest bringing a Time Mage for the battle with Black Magic as a secondary. However, remember; Time Mage shouldn't be kept on the character who used to be a Wizard; you should just get enough JP for Summoner, then switch back and forth between Wizard and Summoner. Later, your Priest can switch back and forth between Priest and Time Mage. But anyway, Time Mages are good in this fight. Cue...

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\\ 5. Dorter Trade City \\ Guests: Delita, Albus \\ Difficulty: 4
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Enemies:

Knight x1
Wizard x2
Archer x3

As the battle begins, you see a man who seems to hold some importance, talking to a Death Corps Knight. The man's name is Wiegraf, and he is the leader of the Death Corps, but isn't in a good mood. After knocking the knight down asking where a man named Gustav is, he leaves. But as Ramza arrives, obviously this knight and his cronies will attack you. So anyway... this is the only serious battle we've yet fought, and it's miles tougher than the previous few. Still, it isn't THAT bad.

You should first get used to Knights and Archers, as you'll fight these a whole lot through the game. In fact, you see a single battle in the game (which is really kind of a joke) after this with any Squires (unless you include random battles). But anyway, there's one Archer at the top of the building at the beginning, in which Delita and Albus will almost always go up to slaughter. At the top of a building, an Archer can be a killing annoyance. But anyways, one of the Archers doesn't even have a bow, so they're not THAT much of a threat.

The main annoyances in this fight are the Wizards. Their spells can do up to 30 damage, which is far more than it may sound. I recommend Ramza as a Knight with a Long Sword, and a couple turns in, you should be able to finish that Wizard off. Your own black magic also works well too; just make sure you get the Wizards killed quickly. But anyway, since the ground here is usually quite level, Time Magic (or rather, Haste) works very well on your units. Use that, and the enemy Knight will have nothing. So anyway, Delita and Albus will take one of the Archers out quickly. Just go for the Wizards, then the Knight, and then finish the other two Archers.

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Once that fight's over, Albus will face that same knight, quite angry. After cussing at him and beating him around a little, the knight will say that kidnapping the Marquis wasn't Wiegraf's original intention, but rather, a man named Gustav, who also holds some part in the leadership of the Death Corps. Supposedly, this man is supposed to be in the Sand Rat Cellar of the Zeklaus Desert, so that's our next destination. Meanwhile, I recommend Ramza as a Monk, with another character as a Monk as well. Trust me when I say they're strong.

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\\ 6. Zeklaus Desert \\ Guests: Delita, Albus \\ Difficulty: 5
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Enemies:

Knight x3
Monk x2
Archer x1

This fight is one of a few in which you'll be asked to split into two groups. It doesn't really matter much who's in who, but I'd put Ramza and a Priest in the first, and a Monk and Wizard in the second (Time Magic shouldn't be used as more than a secondary here, me no thinks). Anyway, some soldiers will talk to

themselves a bit before Ramza and co. shows up trying to make things ugly. This fight is a little harder than the last one, but still not too bad. Half of the enemy does absolutely nothing, and just cramps itself up.

Delita will help the first squad, while Albus helps the second. Anyway, one Monk is right next to Delita, but he can take him without a problem. Inside the building here, however, one Knight tends to go after Albus, then the other two Knights and one Archer try to help, but just cramp themselves up from behind. Remember, Knights have no long ranged attacks unless they have Basic Skill with Throw Stone! Alright, anyway... hope that there's just the one Monk after Delita, because that just makes a Wizard's job all the easier.

With the Wizard, aim a spell right in the middle of the cramped enemies; with any luck you'll hit at least three enemies, perhaps four or five. And with a couple of those, you might be able to knock the enemy out. Ramza should help Delita with the Monk, then just charge right into the building and attack the enemy from behind. Have the Priest help Ramza a bit, although hopefully someone in the second squad has Potion and Phoenix Down. Once the two strong forces merge, it's all won.

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Once that fight is over, you'll see two Knights and Marquis Elmdor on the floor as Wiegraf and Gustav confront each other. Gustav disagrees with Wiegraf's ideals, so thus the two have a sword fight. However, Wiegraf is unique while Gustav is just an everyday soldier, so as he charges right at Wiegraf's sword (what an idiot), Wiegraf stabs him right through. But anyway, Ramza, Delita, and Albus enter, the latter in which is cursing and screaming as usual. Man, is he getting annoying.

Anyway, Wiegraf lets you have Elmdor if you let him go. Of course, Delita lets him go, although Albus tries to go after him. Anyway, the Marquis is just fine and now you need to go back to Igros Castle. Feel free to fight a few random battles along the way; you should build Ramza and your main fighter up as Monks or at least Knights, your secondary fighter up as a Thief, one character up as a Priest, and hopefully your main mage knows one of the "2" spells of Black Magic (i.e., Fire 2, Bolt 2, etc.), and can turn into a Summoner. If so, build him/her up as a Summoner with Black Magic secondary.

But anyway, back at Igros Castle, Dycedarg is angry with Ramza for going to Zeklaus, and it doesn't help that Delita tries to lie to cover it. But anyway, none other than Duke Larg himself enters and consoles Dycedarg, who then orders Ramza to attack a thief fortress, so thus the three of them go. After that, they give us a transcript of what Dycedarg and Larg are up to... no good; they were involved in the Gustav-Elmdor business. But anyway, the Thieves' Fort dot shows up. Might as well.

\\ 7. Thieves' Fort \\ Guests: Delita, Albus \\ Difficulty: 3

Enemies:

- Miluda (Knight)
- Thief x3
- Priest x2

This is the first boss battle in the game, in which you do not have to look at anyone else other than Miluda, who happens to be sister to Wiegraf. So anyway, this be a fight. Although Miluda is the only one who needs to be knocked out, I

recommend taking the Priests out ASAP, because they always seem to have Black Magic as a secondary, which as you can expect, sucks. However, a couple Monk fists into their gowns will make 'em fish food quickly, though. The thieves tend to go down pretty easy if you gang up on them.

Miluda, on the other hand, is a different story. She's much stronger than your average Knight, as she can do about 30-40 damage with an attack, and is much better outfitted than the typical Knight. Once you take about 50 HP off of her, she starts asking what the Death Corps ever did to the nobles, in which Albus delivers hilarity talking about how the Death Corps were born animals as the will of heaven, and while God considers everyone to be equal, animals have no God. Man, that's harsh even to your enemy.

Anyway, I do indeed recommend taking a few thieves out, or at least until you run out of Priest MP and/or Phoenix Downs (then you should go for Miluda until someone turns into crystal). Magic works pretty well against Miluda from a distance, so have a few strong attackers go after her, and she'll fall (but not die) in no time.

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So anyway, Miluda survived that attack, but refuses to accept your sympathy, so she just flees. Albus, as usual, is pretty stubborn. But anyway, it switches to what's happening at Igros. Another high placed leader among the Death Corps, Golagros, is attacking Igros in search of Dycedarg. Instead of capturing him, he kidnaps Teta, as a Thief tries to take Alma, but Zalbag finishes him before that happens. Dycedarg was wounded in the attack, but not killed. The worst thing that happened is Teta's kidnap, that's no good for Delita.

Anyway, return to Igros, and Dycedarg will tell you about Teta's kidnap, but promises that he won't attack the Death Corps' Fort Zeakden before Teta is safely returned. Outside, Ramza and Delita brawl a little bit, before Albus comes out in a rather arrogant mood. He talks about how if he were Dycedarg, he'd never send troops out to save a commoner. He then insults Delita and Teta, and tells Delita to go screw off. So Delita exits, but Albus is the one who gets kicked out; Ramza won't put up with him anymore. Albus tells you that to attack Fort Zeakden, you need to do it from the back. With that, he leaves.

So three spots pop up, Lenalia Plateau, behind that the Fovoham Plains, and behind that, Fort Zeakden. When you go to the Mandalia Plains, Ramza and Delita talk about their pasts, so no random encounter. Anyway, Lenalia Plateau is our first destination. Note: Summoners will wreak havoc into enemy forces.

\\ 8. Lenalia Plateau \\ Guests: Delita \\ Difficulty: 4

Enemies:

Miluda (Knight)

Knight x2

Wizard x2

Time Mage x1

Oooh, we get five characters again. This battle brings Miluda back, and she's improved her HP a bit. Still, she's pretty much the same as before, except she has ditched Weapon Guard for Counter, making her more dangerous but magic more effective. ;) Speaking of magic, you're up against two Wizards and the highly annoying Time Mage, who will undoubtedly try to cast Haste on the Knights. The Wizards are also extremely annoying, in that they sometimes have Fire2. Try to

punch them down as quickly as possible. Monks are good as always.

Meanwhile, most of the enemy (especially the Time Mage and Knights) are really close to each other, so dropping a summon right in there works pretty well. Have Ramza and a Monk go around knocking the magic units out, but try not to get too close to the Knights, since they can eliminate you quickly. One of the Knights on the other side of the cliff to the left is very passive, however. So anyway, go for the Wizards, then the Time Mage, then go for Miluda. Or you can go for the other Knights if you want more JP. Just try not to get too aggressive, and then Miluda will die. Yep, fallen this time.

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Not much to do from here. Go straight into the Fovoham Plains, I say! Before the battle begins, however, Wiegraf questions the capture of Teta. Apparently, Golagros thinks that Teta is a Beoulve. Wow. But anyway, a Monk comes in and reports the death of Miluda and the attack of the Hokuten. So with that, Wiegraf decides to stop the Hokuten right there. Guess who this fight is against.

\\ 9. Fovoham Plains \\ Guests: Delita \\ Difficulty: 5

Enemies:

Wiegraf (White Knight)
Boco (Chocobo)
Monk x2
Knight x1

Awww, we only get four characters again... but anyway, we've been waiting for this one for a while, eh? Anyway, I believe Haunter summed it up well, albeit harshly, when he said, "Wiegraf is the true vagina, but his allies are weaker than your grandmother". Heh heh... sorry, no offense. Anyway, remember Agrias from the prologue? Wiegraf has Stasis Sword, the same ability that she used, along with Crush Punch, which randomly causes Death. Not good. Still, there's a way to stop Wiegraf's Holy Sword ability.

Wiegraf uses his holy sword skills with a Mythril Sword, so if he loses that, he can't do a single skill. There are two ways of removing it; with a Knight's Weapon Break (more accurate and less JP) or a Thief's Steal Weapon (which even gets you this advanced weapon). Weapon Break has about a 1 in 3 chance of working, while Steal Weapon has closer to a 1 in 5 chance of working. Either way, I'd reset if it doesn't work the first time. Just break that weapon, and the fight's as good as won.

Boco is the only even remotely strong ally in Wiegraf's crew. He does happen to be a Chocobo, which doesn't make him too versatile, but he has Choco Cure, which is more than extremely annoying. Still, he goes down in two hits. As the fight progresses, Wiegraf insults the whole Beoulve family, in a way taunting Ramza. Yeah, right. But anyway, you may notice that the Monks and Knight are female. Heh heh. Whatever sex they are, they can't do more than 20 damage a hit and go down very quickly.

Anyway, as long as Wiegraf is weaponless, the fight's entirely in your favor. If you can't break/take his weapon, you can have a Time Mage cast Don't Move or Slow on him, both in which work surprisingly well. You don't have to kill Wiegraf; reduce him to about 40 HP, and he'll flee, but tell you some shocking news. Dycedarg was the one who ordered the kidnap of Elmdor, and Zalbag was

well aware of this. As this is happening, the Lion War is blooming between Larg and Goltana. Uh-oh. But anyway, as Ramza asks him to take his words back, he disappears. And we don't see him again for a LONG time, trust me.

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Delita runs into the back room of the windmill shed to find Teta, but Golagros has already taken her to Fort Zeakden. Alright, that's our next destination. However, before storming the fort, note that the battle there is surprisingly tough, and you should go back to Gariland, Igros, or Dorter to stock up on some new equipment. When you're ready, enter Fort Zeakden.

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\\ 10. Fort Zeakden \\ Guests: Delita \\ Difficulty: 6  
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Enemies:

Albus (Knight)

Knight x3

Wizard x2

Four characters, again... anyway, before the battle begins, we have Zalbag and Albus in command of two Knights attacking Golagros, who is holding Teta as a human shield. As Ramza shows up, Zalbag gives Albus the okay to kill Teta and Golagros. So with that, Albus shoots Teta to death, and shoots Golagros so that he locks himself in the fort, about to blow him up. With that, Zalbag leaves and lets Albus take it from here. So now... another boss fight, this one with Ramza, Delita, and three allies, against the murderer of Delita's sister.

Anyway, you've got two squads. Just choose whomever you want for each, but I'd keep only one mage. Alright, on to the battle. This is by FAR the hardest one you've fought so far, and I wouldn't try to beat anyone else other than Albus. He's a Knight, but comes equipped with the Night Killer cross bow for some strange reason. It's a very weak weapon to use and will rarely do more than 24 damage, but it can cause Darkness. He has 135 HP or so, but comes with Auto Potion, which randomly heals him for 30 HP when he gets attacked. No good.

Much unlike Wiegraf, Albus is weak, but his allies are VERY strong, especially his female Wizards. They tend to use Fire spells and can do up to 70 damage with single spells. You simply cannot take that much damage at this point in the game, so you should just finish Albus off quickly. Plus, the Wizards are extremely difficult to get to because of the terrible (and huge!) layout. Delita will spend the whole time charging after Albus to kill him, so he's always a huge help.

Try to get both squads to join together and kill Albus as quickly as possible. This fight will go across as Ramza and Albus scream at each other about how pathetic the other one is; same with Delita and Albus, who threaten each other a lot. It ends with Ramza saying "I couldn't leave someone in danger" and Albus replying "Next time you'd better; you never know if they'll be friendly or not". What a jackass. Eventually he'll fall, and die quickly. That's good; it's a pity you had to rescue that idiot.

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After Albus is dead, Delita walks over to his dead sister and looks at her as the whole fort explodes right in front of him. Not to mention he's right in front of it. After that moment, Ramza talks about after that horrible moment, he thought Delita to be dead, and gave up his knighthood and membership among

the Hokuten, and became a mercenary under Gafgarion. So now we skip to where the prologue left off. Delita, who has proven himself to be alive, is working under Prince Goltana's Nanten, and has kidnapped Princess Ovelia.

Agrias comes out and decides to chase Delita with her two kinswomen Alicia and Lavian. Gafgarion, being the stubborn person that he is, refuses to help them, until Ramza decides he wants to learn what Delita is up to, and joins Agrias. So naturally, Ramza's master, Gafgarion, has to tag along. Wow. But anyway, three characters join your party here, those being Rad, Lavian, and Alicia. They aren't nearly as powerful or well built as your main party, so add them just to get their equipment, then ditch 'em all.

You also have Agrias and Gafgarion as guests. Agrias, if you can't remember, uses Holy Sword attacks (extremely powerful), while Gafgarion uses Dark Sword attacks which drain HP and MP (extremely powerful). Both of 'em are awesome guests. So anyway, there's only place to go from Orbonne Monastery, and that's Dorter Trade City. Just head right in there and a battle starts.

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  \ 11. Dorter Trade City \ Guests: Agrias, Gafgarion \ Difficulty: 3  
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Enemies:

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Thief x2  
Archer x2  
Wizard x2
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Before the battle itself starts, you'll find a thief talking to an anonymous knight who doesn't seem to be altogether friendly. After the knight pays the thief 700 Gil, he orders him to eliminate Gafgarion. So anyway, you're up against two Thieves, two Archers, and two Wizards, and Agrias and Gafgarion are as strong as ever. However, I recommend bringing fewer female units in this battle, because the Thieves tend to use Steal Heart, which will make your own characters turn on you. If this happens, attack that character. If you can't get to the Wizards, get to the Thieves.

This is overall a pretty easy fight, but I'd go for the Wizards and Thieves; save the Archers for later, since they don't tend to pose much of a threat. Because enemies tend to get cramped around the middle, bringing a Summoner with Ramuh, Shiva, or Ifrit works extremely well. Another way to easily target all the enemies is bring an Archer with Jump+1, and get to the roofs of the houses here. Any way you fight it, this battle is cake.

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At this point, bar propositions are open, yay! These are simple enough; go to a bar and ask for propositions, and you'll get a list of jobs you can take. You can send three characters other than Ramza, guests, monsters, or special characters for these and select how many days you wish to take up the job, and then wander back and forth until the days are past, and then return to the bar. Then you'll get the characters back... and their JP will be up, ranging from as little as 50 to as much as 200.

Obviously, you'll want to go back and forth between two blue dots to avoid random encounters. There are two such opportunities here: Dorter Trade City and Orbonne Monastery; and Igros Castle and Fort Zeakden. With that, I'd try to get a character as a Lv. 3 Knight, Lv. 4 Monk, and Lv. 2 Lancer; another as as Lv. 3 Archer, Lv. 4 Thief, and Lv. 2 Geomancer. Complete this criteria, and you'll get a Samurai and a Ninja respectively. Both of these (especially the Ninja,

the Samurai doesn't have weapons yet) are extremely useful, but I'd try to do these via bar propositions. Anyway, just go to our next destination.

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\\ 12. Araguay Woods \\ Guests: Agrias, Gafgarion, Boco \\ Difficulty: 2
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Enemies:

- Goblin x5
- Black Goblin x1

Here you'll find none other than Wiegraf's old chocobo, Boco, being attacked by goblins. Aha, so Wiegraf deserted the poor guy. Anyway, Gafgarion doesn't want to help him because he doesn't get any money out of it (he's a bastard), but you have a choice. If you choose "We must leave now", everyone will have their Brave drop by ten, and you have to defeat all enemies. That's an absolute no. Or you can choose "Is he strong in a fight?", and your Brave will remain, but the objective is to save Boco. I'd choose the second, personally.

Anyway, Boco tends to head to the upper-right side of the area and keep himself healthy with Choco Cure, so I wouldn't worry too much about him. This is an extremely easy battle, just so long as you don't let Boco get killed. All of the goblins are weak against Ice, so use Ice2 or Shiva with a Wizard/Summoner, and the enemy is as good as dead. The Black Goblin is capable of killing Boco if he gets close to him, so I'd try and eliminate him with a faster character. But anyway, it's a very easy fight, and as a bonus, Boco will join you after that fight.

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This is your first introduction to monsters. Boco is an average character, but I would never put him into battle. Instead, let him lay eggs, and he'll hatch Black and Red Chocobos. Both of these, especially the latter, are extremely powerful, but are still surpassed by normal characters. Oh well. Anyway, now I would recommend stripping Gafgarion of all his equipment, and giving that to Agrias or anyone else. Why? Just enter the next battle...

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\\ 13. Zirekile Falls \\ Guests: Agrias, Delita, Ovelia \\ Difficulty: 1
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Enemies:

- Gafgarion (Dark Knight)
- Knight x5

In this battle, you'll find Delita and Ovelia, faced with Hokuten Knights all around them. As Gafgarion shows up, it turns out that the Hokuten hired him to eliminate Ovelia! That can't be good. Ramza refuses to go along with this plot, and thus, turns against Gafgarion. This is why we removed Gafgarion's stuff, heh... now he can't do a thing! I especially like making him a Chemist or a Priest, then he has about 50 HP and dies in one hit. If you DID keep his stuff on, then eliminate his 220+ HP as quickly as possible. Agrias is a good help during that.

Anyway, after Gafgarion gets down to critical HP, he retreats, but the Knights here do not. Anyway, we have two guests other than Agrias during this fight, those being Delita and Ovelia. Delita is an absolutely awesome character, and instead of the puny Squire that he once was, he's now a Holy Knight just like

Agrias! In fact, better than Agrias; his abilities are much stronger, and he almost always knows Crush Punch for this. If not, he'll know Split Punch. If he knows the latter, which can randomly cause Death, the three Knights around him will die almost immediately.

The objective here is to protect Ovelia, but that shouldn't be too hard, since she tends to cast an ability called Mbarrier on herself, then run where the Knights can't scratch her. Mbarrier will cause Protect, Shell, Haste, Regen, and Reraise on herself. It's not easy to defeat someone who does that. The Knights here tend to try and break your equipment, so try and kill them as fast as possible. Other than that, it's nearly impossible to lose this fight if you're trying to win.

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Delita will talk with you after that fight, deciding to leave Ovelia with you. What a nice guy. Still, he's not nearly as friendly as he used to be, as he seems to be trying to hide things from you. So with that, he leaves. Gafgarion is gone, so Ramza is going to help Agrias and Ovelia as an enemy of the Hokuten. So anyway, after that fight, I'd recommend buying a spear, and turning someone into a Lancer. And also, at least two Spike Shoes work well in the next fight. Also, Ovelia won't join your next fights, so remove her Triangle Hat and Wizard Robe and put them on a mage. Trust me when I say these work well.

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\\ 14. Zaland Fort City \\ Guests: Agrias, Mustadio \\ Difficulty: 6
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Enemies:

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- Knight x2
- Archer x2
- Wizard x2

Since Ovelia isn't gonna help us and Gafgarion and Delita are gone, we need a new guest other than Agrias, yes? In this battle, you'll see some soldiers under a company owner named Rudvich, after a young man named Mustadio. You have a choice, don't get involved, or save him. If you don't get involved, you get a Brave increase of five, and you need to defeat all enemies. If you choose to save Mustadio, you get a Brave increase of ten, but you need to save Mustadio. Only one of the five Brave is permanent, so I'd choose the first option.

Anyway, this place is split into half by a wall; to trespass this, you need to go around it via the left or right, or have a Jump of 4. Monks, who have an innate Jump of 4, can traverse this with ease. However, everyone else needs Spike Shoes to get to the other side. Or Agrias, who starts at the bottom left side, needs to go a long way to get around the hill there, which makes it about four turns before she can get into the battle, unless she has Move+1 and Spike Shoes. If she has those, she'll get right in there and go for the Knights and Archers, which is definitely better than nothing.

The Wizards here sometimes come with Fire3, and as such, should be eliminated as soon as possible. If you happen to have a Ninja, they work extremely well here, as they can jump right over the wall AND have an innate Move of 4, and wield two weapons. If you have two Mage Mashers, you also have a chance of stealing from the Wizards. And once again, Monks work very well getting over the wall. Mustadio uses a gun which has a VERY long range... 8 panels, actually, so he can target almost any target that he sees.

Your mages should stay on the side of the wall where they start. If you've got

a Triangle Hat and Wizard Robe on your Wizard/Summoner, you can probably kill the Wizards in one hit. But anyway, supposing you can get an assault on the Wizards quickly, the fight is as good as won. After the Wizards are gone, just go for the Knights, and then the Archers. Not too hard.

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Once that fight is over, you'll meet up with Mustadio underground Zaland. He's a mechanic who can wield a gun, but apparently Bart Company has captured his father because he owns some stone, although he won't openly admit to this. He begs you to let him come with you, and Ovelia, being the kind person that she is, lets him. Mustadio is a great guest what with the long ranged gun, and let me just say that this isn't the second Albus. :) So anyway, before you can get to Bariaus Hill, Agrias and Ovelia will start talking about Cardinal Draclau, whom they're gonna see. Skip forward.

\\ 15. Bariaus Hill \\ Guests: Agrias, Mustadio \\ Difficulty: 5

Enemies:

Knight x2

Archer x2

Summoner x2

This fight is slightly easier than the last one, but not by much. This is the first time you're up against Summoners, whom as you might expect, are capable of doing more damage than perhaps any unit in the whole game. Mustadio tends to head to the left side of the terrain and shoot the Summoner there down, but he's just not strong enough to handle it on his own. You want to eliminate the Summoners before going for the Knights and Archers, because the Summoners can hit you from above for about 70-80 damage, and then the Knights can easily kill you.

The two units most capable of hitting from long range are the Archer and the Ninja. Using an Archer, you can probably hit from the top of the hill down to the Summoners. If you have Battle Boots and Move+1 on a Ninja, they can move to the side with the respective Summoner, then throw a Battle Axe or Coral Sword down to her, which will most likely finish her. Your own Summoner can also work well, although probably better for the Knights and Archers. If you happen to have a strong Monk with Earth Slash, that proves helpful for the Summoners. Overall, other than the Summoners, a very standard and pretty easy fight.

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After that fight is over, we see what's going on at Igros Castle. Turns out that Gafgarion's now working under Dycedarg, who orders him to kill Agrias, Mustadio, and capture Ovelia. As well as that, he randomly refers to Ramza as a disgrace to the Beoulve name, and if he doesn't cooperate, tells Gafgarion that he can kill him too. My, isn't that sad, even Gafgarion thinks that. Dycedarg, Ramza's own brother, is one of the chief villains... alright, anyway, Lionel Castle is right up. And guess what? No battle.

Ramza, Agrias, Mustadio, and Ovelia step up, and we see some differently dressed Knights guarding the castle. Your own Knights wear blue while the enemy tends to wear green, these Knights wear red. But anyway, they allow you inside to meet with Cardinal Draclau. Once inside, Draclau figures out on his own why Bart Company is after Mustadio's father. Mustadio has found one of twelve Zodiac stones under Goug Machine City (more like stolen it) and now Bart wants

it.

The stone that Mustadio has is Taurus; Draclau also happens to have a stone called Scorpio. So anyway, Draclau lets Agrias and Ovelia stay here. So those two have left, that's a bummer. But anyway, Mustadio's still here. He'll recommend that we go to Goug Machine City, so that's our next destination; Zigolis Swamp in between. Shop here at Lionel Castle for some stuff, and then jump right into Zigolis. Hopefully Mustadio has Seal Evil.

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\\ 16. Zigolis Swamp \\ Guests: Mustadio \\ Difficulty: 2
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Enemies:

- Skeleton x2
- Ghoul x2
- Bone Snatch x1
- Morbol x?
- Ahriman x?
- Uribo x?

Blah. This battle isn't in the slightest bit hard. The thing is, however, that whether you have a Morbol, Ahriman, or Uribo here is random. However, you may want to Invite a Uribo if you find one here, since the Porkys and Wildbows that it breeds can be poached very nicely. But anyway, this fight is extremely easy. If Mustadio has Seal Evil, he'll almost immediately eliminate all the undead enemies; the only problem is the living creature. Curative abilities work well on the enemy, and Phoenix Downs will wipe them out immediately. However, if you step in the swamp, you get poisoned, which sucks. Chemists can throw Antidotes, however, which works well. Overall, an extremely easy fight.

==

Once that fight is done with, don't go straight into Goug Machine City. You won't fight a battle there immediately, but once you go there and try to leave, you'll go right into the fight. Also, Mustadio will leave (but no, he will not betray you!), so remove his equipment beforehand. You may want to level up or stock up on equipment at Lionel Castle if necessary, although this fight isn't THAT hard. Once you enter, Mustadio decides to check around. Try to leave Goug Machine City, you'll be stopped in a battle...

=====
\\ 17. Goug Machine City \\ Guests: Mustadio \\ Difficulty: 5
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Enemies:

- Thief x2
- Archer x2
- Summoner x2

Ramza will enter the city to find Mustadio, who isn't around. That's when none other than Bart Rudvich appears and demands you give him the Taurus stone. Some thieves also enter, who have Mustadio and his father Besrodio captive. Mustadio tells Rudvich that Taurus is at Ramza's feet, so Ramza goes to get it and gives it to them, only to have Mustadio rejoin you and then the thieves (along with Archers and Summoners!) attack you. Bummer. Looks like it could be a battle, here.

Mustadio has had a complete change, however... first of all, his equipment is completely gone. And above that, he forgot some of the abilities you taught him and sometimes even has some different ones learned. But anyway, he has about 60 HP and will go right for the thieves, possibly Arm Aiming them (that is pretty sweet, I must say). But anyway, he'll die almost immediately, so don't bother bringing him back. Your main target here is the Summoners. The best way to eliminate them is probably to throw items at them from a distance with a Ninja, if you have one.

Archers and Geomancers also work fairly well in this fight, since the terrain here is pretty good. After you've gotten the Summoners taken care of, you should try going for the Thieves, then knocking one Archer out and leaving the other one in critical status, so that you can get the crystals that the Summoners and Thieves might drop. Hey, I got Steal Accessory from a thief and Moogle and Ifrit from a summoner, so it's always worth it. =)

==

Once that's over, Mustadio will meet up with Besrodio. Apparently, Mustadio tricked Rudvich, and they got a fake Taurus. Hahaha... the only problem is, we know now that Cardinal Draclau is a bad guy, and Agrias and Ovelia are with him, so we've gotta save 'em. Unfortunately, the way back to Lionel Castle in which we took (remember, with Zigolis Swamp in the way?) has been sealed, which cuts us off from the rest of Ivalice. But hey, it opens up an entirely new path which we can take.

Mustadio will join you here as a completely controllable character, just like anyone else. He's a pretty good character, and necessary for a side quest later in the game, so you should definitely include him. Anyway, there are two places in the way before Lionel Castle: Warjilis Trade City and Bariaus Valley. Hop right into Warjilis, no random encounters... you'll encounter none other than Delita, who isn't in a great mood. After being rude and saying he's going against the ensuing war between Larg and Goltana, he leaves you. Alright, stock up a bit in Warjilis, then go right into Bariaus.

\\ 18. Bariaus Valley \\ Guests: Agrias \\ Difficulty: 4

Enemies:

Knight x2
Archer x2
Wizard x2

Agrias is here, being chased by the Lionel knights. Great, our enemies here wear red cloaks and robes instead of green; much cooler. :) Anyway, the mission objective here is to save Agrias. Baha, what a joke; the chance that Agrias will go down is almost nonexistent. You have two squads, one which will help Agrias out, and one on the long patch of grass to the right, against an Archer and a Wizard. While usually mage type enemies are quite deadly, these Wizards really don't pose much of a threat.

In the first squad, I'd place a healing mage (just in case), Ramza, and a short ranged attacker. In the second one, Mustadio works very well with a long ranged attacker. If you've got a Ninja with stuff to throw, those few enemies stand no chance at all. Geomancers are also fairly nice there; the terrain there is Hell Ivy, which may cause Stop. Also, as a note: Agrias has some different abilities too. In fact, I sometimes reset if she doesn't know Crush Punch (I think she'll always know Statis Sword still, though).

==

Once the fight is over, our destination has been changed from Lionel Castle to Golgorand Execution Site, where Ovelia is supposedly about to be executed. The battle there is quite difficult, and you'll want to steal a certain weapon in that fight. I recommend returning to Warjilis just in case, and then putting a Green Beret on an experienced Ninja with a good Move (if it has Move+2, that'll really help). When ready, begin.

\\ 19. Golgorand Execution Site \\ Guests: N/A \\ Difficulty: 8

Enemies:

Gafgarion (Dark Knight)
Knight x3
Archer x2
Time Mage x2

Two squads, again. I recommend Ramza, Agrias, and a healer in the first squad, and your thieving Ninja and a strong attacker in the second. The Ninja should be on the bottom left square; the strong attacker just to his right. Alright, so when it begins, you find a mystery executioner in front of Ovelia, some knights guarding them. But that's when Ramza shows up, the executioner throws off his robe to reveal none other than Gafgarion, and "Ovelia" throws her robe to reveal an enemy Archer. It's a trap, so you've gotta fight your way out.

This is by FAR the hardest battle you have yet fought. You're far outnumbered, five of you against eight enemies, one who's very strong (that person being Gafgarion). Anyway, our duty here is to steal Gafgarion's Blood Sword. Not only can he use Night Sword over and over again to damage you, he can heal himself at the same time. But if he doesn't have his weapon, he can't do that. The Blood Sword he wields can ONLY be found here, and is an excellent sword anyway (very helpful in a late chapter 3 battle), so make sure you get it.

I did it this way: a Ninja in the second squad, who could move right up to Gaffy, and try to steal. If Steal Weapon didn't work first try, I'd just reset. You should be able to do it if your speed is high enough and you can move far enough. The Ninja can also remove his own weapons to increase the chances of a successful stealing, although it'll probably be better if you have Martial Arts ready for damaging purposes. Steal Gafgarion's weapon or not, you should eliminate him as soon as possible. Another favorite tactic of mine is to have my main healer cast Holy on him, although this is MP costing.

Gafgarion will flee when he gets to critical, just like most other bosses in the game. It's still a tough fight once he's gone, but not nearly as hard as before. The Time Mages should be eliminated by the second squad as quickly as possible, followed by the Archers. I usually have my first squad, particularly Agrias, eliminate the Knights as quickly as possible. Crush Punch (or at least Split Punch) works very well against them, as you have a chance of instantly killing them (or in Split Punch's case, Death Sentence). If the Time Mages come down, though, my Ramza can usually kill them in one hit.

The Archers really aren't too much of a threat; go for them last. If you still have trouble under my strategy, replace the attacker in the second squad with either a Chemist with a Romanda Gun, Hi-Potion, and Phoenix Down, or a Monk with Chakra, Revive, and the recommended Earth Slash, which is a very "safe" move to use from a distance, as well as very damaging. One of the hardest

battles in the game, give yourself a pat on the back once you finish.

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Once that fight is over, we see exactly WHAT Ovelia is up to. She's in prison in Lionel Castle, when Delita comes in and tells her to eat, but for some reason, she refuses. That's when the knight that attacked Gafgarion in the very first battle of chapter 2 (remember, dressed in purple?) comes in with Draclau. The knight's name is Vormav, and he's a very important villain, so remember him. So anyways, Vormav reveals that the Ovelia we have here is not the true Ovelia!

That's right, she's a substitute. The Ovelia that we have here, we don't know her name or if she's a noble or a commoner. Her whole life spent suffering has been completely in vain. It's made all the worse when Draclau tells her to come to her senses, and then leaves with Vormav and Delita. Poor girl; what do you say we rescue the princess right now (right, right). Save once again, and then go to Lionel. Too bad Bowser isn't here.

\\ 20. Outside Lionel Castle \\ Guests: N/A \\ Difficulty: 6

Enemies:

Gafgarion (Dark Knight)
Knight x3
Archer x2
Summoner x1

Again, two squads. The first squad allows for one character... that person being Ramza, of course. The other squad should be Agrias, a Samurai, a Summoner, and a healer. Quite specified, obviously. Ramza is behind a gate and is about to open it, but who does he get ambushed by? Rather than Bowser, it's Gafgarion again. Oh well, this fight is a little more equal, although Ramza and Gafgarion must duel it out themselves. Obviously, this is one of the most interesting battles in the entire game.

There are almost infinite ways to fight this battle, but the most basic is to have Ramza as a Knight with Weapon Break, Battle Boots, Move+1, and Item as a secondary (hopefully with Hi-Potions). Gafgarion will ALWAYS attack Ramza if possible. He will never go for anyone else, just Ramza. Under most normal circumstances, his Night Sword will do 54 damage. It may vary depending on your Zodiac sign, however (the most incompatible is Ramza as a Pisces). With Potion, which heals 30 HP, you'll take about 24 damage on average a turn. My Ramza had about 220 HP, so that isn't bad, but there's better.

Supposing you take this strategy, you HAVE to break Gafgarion's weapon. It's not really worth stealing, but if he doesn't have his weapon, he can't use Night Sword, and can thus just do a bunch of punches which do about 20 damage at the very most. Then as he's doing that, you can pull the switch to the left of the gate, and your other party members can come in and help you beat him. You have to reduce him to 0 HP this time around, but he'll immediately turn into crystal.

A few other quicker ways are, first of all, giving Ramza the Time Mage movement ability Teleport. Then he can just help your second squad while Gafgarion is trapped on the other side of the gate. :) As long as you don't get too close to the gate, Gafgarion can't do a thing. When you're ready to finish Gaffy off, just Teleport to the other side of the gate (to be precise, the switch), and

let the rest of your party finish him off. Another somewhat cheap tactic is to have a White Mage just cast Holy on him from the other side of the gate. Mine can do up to 250 damage sometimes, which is more than Gafgarion can handle. :)

Okay, so Gafgarion shouldn't be too hard to finish off if you know what you're doing. Guts or Punch Art can also be good alternatives to Item, since you have Yell with Guts and Chakra with Punch Art; if healing is too bad, you can throw away all your Potions while you have Auto Potion on, and heal for 70 HP almost every time that Gafgarion attacks you. So putting Gaffy aside, on to the rest of your party.

You may notice that all the Knights have Coral Swords on, and all the Archers have Lightning Bows on. How do we handle this? Simple, just equip Rubber Shoes on everyone, which cancels lightning! Hahaha... besides try to destroy your equipment, no one except the Summoner can do anything from there, and plus, the Summoner is always the first target. I've tried different stuff here, and I must say that since the area is so cramped, a Samurai (preferably female) with a Diamond Armlet and thus high MA is your greatest weapon here. I used Koutetsu here and did about 70 damage to four enemies at once.

If you don't have a Samurai, bring a Monk with Earth Slash. This character can also help you fight off Gafgarion, and can attack the Summoner from a distance. Your own Summoner works pretty well in this fight, so long as you have Rubber Shoes to protect it from the Archers. Once the Summoner is gone, take out the Knights, since their equipment breaking is very annoying. This isn't really a hard fight at all; the only reason I gave it a ranking of 6 is because people tend to struggle with it on their first play through.

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No chance to level up or restock before this fight, you get a chance to save and a chance to remove equipment or change other such things around, and then we have... another battle. Yeah!

\\ 21. Inside Lionel Castle \\ Guests: N/A \\ Difficulty: 4

Enemies:

Queklain (Impure King)

Once inside the castle, you'll meet Draclau right inside. Supposedly, the princess isn't here, she's in another castle (Zeltennia, to be precise). Man, this is plagiarism. =P But anyway, this is not a standard battle. He takes out his stone (Scorpio, to be precise) and then glows in divine red light to turn himself into a demon. But this isn't any normal demon, Draclau is actually a member of Lucavi! That's no good at all, so let's finish him off for good.

The first thing you'll notice is that you can not view Draclau's HP, MP, CT, or status, and he doesn't show up on the Unit List. Alright, I'll stop calling him Draclau, the demon's name is Queklain. ;) But anyway, his main attack is called Nightmare; this one will cause random Sleep or Death Sentence on you. Basically what he does is run around casting a bunch of status effects on you. This makes a Monk with Stigma Magic very useful. Don't bother playing defensive other than the Monk's Stigma Magic; go right at him and kill him off (five to one is HUGE outnumbering, unless this is the final boss of FF4). Also, Holy is great here. Trust me. Ninjas are also pretty nice.

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Queklain will glow in energy, muttering about how he can't die until someone resurrects. Hmmm. But anyway, Draclau and Queklain are completely gone; the only thing left is the stone, Scorpio. That ends that... meanwhile, Delita is with Goltana, along with three people whom we don't know as of now, Minister Gelwan, Count Orlandu, and Olan. Minister Gelwan is one of those bitchy type people; it gets better when a prisoner comes in and tells Delita that Gelwan has been leaking information to the Hokuten.

Hearing this, Delita sticks a sword right into Gelwan's head and kills him. You'll get used to seeing Delita kill people, trust me. But anyway, Delita requests that Goltana try and get Orinas killed and Ovelia on the throne, and with that, Ramza thinks some more, and we get another scene, with Goltana, Count Orlandu, and none other than Marquis Elmdor. Been a long time since we seen him, eh? Some other people report what's going on, then Goltana decides to raise taxes.

Orlandu gets furious when he hears this, and starts yelling at everyone about how their choices are wrong, they're thinking of only themselves, and being blind. I see he has a bit of a sense of justice, but it thus angers Goltana, and it doesn't help that Orlandu is the leader of his Nanten. After this is over, Ramza decides to go to Lesalia Imperial Capital to talk with his brother Zalbag about how someone is using Larg and Goltana. Goland Coal City is between there and your current position of Dorter Trade City, though.

A note before we begin, though. Fur Shops have opened up, which makes poaching possible now, so you may want to do that a bit. Also, new bar propositions have popped up all over the places we've visited, so I'd recommend getting a Samurai and Ninja immediately if you haven't already. More importantly are Calculators. Math Skill is an almost perfect skill, but Calculators are terrible, TERRIBLE, _TERRIBLE_ classes, so only build them up in bars. Also worth considering are Bards and Dancers. But anyway, proceed north of Dorter to Goland.

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\\ 22. Goland Coal City \\ Guests: Olan \\ Difficulty: 4
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Enemies:

Thief x3
Chemist x2
Mediator x1

Remember that guy Olan from the scenes we saw at the end of chapter 2? He's out here, getting attacked by thieves, which include three Thieves (haha), a single Mediator (wow), and two Chemists (yep). So here we have another guy to save, eh? The enemies here have seriously leveled up since chapter 2, so they will probably go first, but let me just say that Olan is awesome. He'll spend most of the time attacking with his dictionary, but he has one psycho amazing ability called Galaxy Stop, which sometimes misses, but hits all enemies (that is right, ALL enemies) with Don't Move, Don't Act, and Stop. That is what I call hardcore.

But anyway, I'd recommend bringing lots of female characters in this fight, because the thieves here tend to use Steal Heart. A lot. They should be gotten rid of as quickly as possible; Olan usually takes the Mediator down quickly. I'd have Ramza, Agrias, and another strong character or two spearhead the Thieves, while your own thief goes over to the Chemists and steals the Mythrill Guns out of their hands. =D They're way too expensive, so stealing them is very convenient. Not a hard fight, but you may want to bring a healer to keep Olan

healthy, just in case.

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Olan and Ramza will talk a bit after that. Unfortunately, Olan isn't going to join us because Ramza is going to Lesalia, and Olan's going to Dorter. Oh well, he was awesome during that battle. Stock up at Goland some more before going to Lesalia, then enter, although it's like Goug Machine City: enter, then get a scene, and when you try to leave, it's a battle. It's not a very tough battle though, and plus the shop there is similar to that of a castle, unlike Goug's very useless equipment.

But anyway, inside the building here, Ramza will meet up with Zalbag and tell him what's going on, but Zalbag can't stand him when he starts talking about how Dycedarg intended to capture Ovelia. Zalbag shuns Ramza and then storms out when a knight tells him that Orlandu has broken through the Doguola Pass (we'll go there during chapter 4). So that didn't do any good, anyway. When you're ready, try to leave, although an Ancient Sword on Agrias would always be nice.

\\ 23. Lesalia Imperial Capital \\ Guests: Alma \\ Difficulty: 4

Enemies:

Zalmo (Holy Priest)
Knight x3
Monk x2

As you try to leave, Ramza's sister Alma will talk to him, and get the latest news about what happened to Teta. Come on Alma, that was SO two years ago. After hearing what Dycedarg is up to and deciding that he's going to desert her, Alma wants to go with Ramza, but he doesn't let her. That's when an old priest guy by the name of Zalmo, who claims to be a heresy examiner, charges Ramza with killing Draclau and giving Scorpio to a monster. So anyways, Ramza has to fight his way out.

Two squads here, but who is in which has never mattered less. Alma will help you as a guest here, but she's at a VERY low level. She, as the Cleric job class, has the exact same abilities as Ovelia, and as such, will cast Mbarrier on Ramza immediately. Hey, at least Alma can fall and it doesn't matter. :) The objective, actually, is to defeat Zalmo. He's actually about Gafgarion's age, although he's not nearly as powerful. In fact, he's like a souped up Priest, and will cast spells such as Cure 3 and Raise 2 frequently.

As such, don't even look at the Knights and Monks; they have way too much HP to focus on anyway. Instead, focus on Zalmo. Unfortunately, he has Arrow Guard, so Archers are useless here, but Mustadio or a Chemist/Mediator works well with a Mythril Gun you (hopefully) stole during the previous fight. :) Agrias should proceed down the staircase to the right, casting Crush Punch as she goes if at all possible, and then joining you to beat Zalmo up. He's very vulnerable while casting his spells because he can't move (yeah, he has Move-HP-Up), and they tend to be inaccurate anyway.

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Once that fight's over, Zalmo will run away. Man, the way he talks about God in every single sentence is very annoying. But anyway, after that, Alma will tell you that she remembers the Zodiac stone Virgo kept inside Orbonne Monastery, but because you're now a heretic for disobeying Zalmo, you need her to help you

get in. Haha, Ramza got owned. But anyway, our next destination is Orbonne, but I'd remove Alma's equipment, particularly the Barette. Although selling it for 10,000 Gil is tempting, DON'T do it. It might be helpful in the future.

The Red Shoes she has are great on any mage, so keep those handy. But anyway, you should move back and forth between Goland and Lesalia, doing the handy propositions there. Now you have no excuse not to have a Samurai, a Ninja, and at least one Calculator. :) So, okies... save before going into Orbonne, because it's three fights in a row, and none of them are very easy. I also like to have Agrias with Lightning Stab sometime around here, so you might want to get that. When you're ready, go right in.

It appears that the enemy has beaten you to this place, as two Priests and Simon are lying wounded on the floor here. Ramza won't let Alma come down further than this; he wants her to keep Simon safe. Alright, can't turn back now. Make preparations, and proceed.

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\\ 24. Orbonne Monastery Second Floor \\ Guests: N/A \\ Difficulty: 6
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Enemies:

Lancer x3
Time Mage x2
Chemist x1

Before the battle begins, a knight named Izlude tells some Time Mages to guard the place. Time Mages? Guard a place? Right. So anyway, this battle is fairly tough compared to most we've yet faced. Here we're introduced to Lancers, some of the most annoying enemies to face in the whole game, although they aren't altogether numerous. Their Jump attacks will never normally miss, because they know what they're doing, but if you have a Time Mage change things around, that can easily change. Haste or especially Quick can make a character waste a whole turn on a Lancer, so utilize that.

Agrias works well if you have Lightning Stab on her, along with good movement. The Chemist should be wiped out quickly if possible, because he tends to have Phoenix Downs handy. Also, the Time Mages are EXTREMELY dangerous if they have Summon Magic as a secondary ability, so you may want to reset if that's the case. But anyway, if you have a good Archer handy, you can probably take the Time Mages down quickly from the top here, and a Summoner can undermine the Lancers if you cast Golem right in time, although I wouldn't use Shiva or Ifrit on the Lancers, since they sometimes have elemental shields.

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Another battle after this, and no break. You know what the brave man does.

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\\ 25. Orbonne Monastery Third Floor \\ Guests: N/A \\ Difficulty: 6
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Enemies:

Izlude (Knight Blade)
Knight x2
Archer x2
Summoner x1

The music here is AWESOME. Simply amazing, I say; perhaps one of the best in the whole game. But anyway, you'll find that Shrine Knight we saw earlier, Izlude, here, and he's got Virgo. So anyway, the fight begins. Izlude is an extensively strong enemy, but this is how the Knight Blade class works, that class is cool). Izlude has completely mastered the Jump set of abilities, so he'll spend the first half of the battle jumping you from the back side of the room (very cheap) for huge damage, and the second half using his evil weapon to do about 120 damage a hit. What's worse, he has Maintenance so you can't steal his cheap set.

Once again, you can undermine Izlude's jumps and the Archer arrows by having a Summoner cast Golem. However, you'll still have the Summoner to take care of, although he's not hard to beat if you have Agrias with good Jump and Move, then move her over to the right and use Lightning Stab or Holy Explosion (the latter works particularly well, although it's doubtful you have it yet). Once you've got Golem on, don't even look at anyone here except Izlude. The footing here is terrible, so you may have some trouble unless you have your Jump up, but if you can swarm Izlude, you'll finish him quickly. Ninjas are pretty nice here with some good throws and high Move, Jump, and Speed. Once you get Izlude down to 60 HP or so, he'll retreat.

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No break. Finish this.

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\\ 26. Orbonne Monastery First Floor \\ Guests: N/A \\ Difficulty: 5
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Enemies:

Wiegraf (White Knight)
Knight x2
Archer x2
Wizard x1

Who do you think you find here? None other than Wiegraf, ordering Izlude to escape with Alma help captive. So those two are out of here; Wiegraf, however, remains to stop you here and avenge Miluda. Wow, I wonder what he was doing during chapter 2. But anyway, once again, all of Wiegraf's allies are female, but I'd completely ignore them. They're not that strong except for the Wizard, and Wiegraf is FAR too strong to be left ignored. However, that is where a Ninja with Steal Weapon and Steal Helmet comes in handy here.

Wiegraf will use Lightning Stab a lot, and as you can guess, this is painful. However, he can't use his Holy Sword abilities if he doesn't have his sword, can

he? Yep, same strategy as last fight. What's more than that, when I fought Wiegraf, he came equipped with a Crystal Helmet, in which you can't pick up until the middle of chapter 4. Being the rather greedy person I was, I took that off his hands (or rather, head) there, too. ;) If you want to go for his allies, do it once at least his sword is gone. Without his sword, he's just plain helpless. You shouldn't have any problem getting to him since he'll always charge forward, so I recommend resetting if you don't get it first try.

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Wiegraf curses his luck and mentions how he's one of the Zodiac Braves, and has his own Zodiac Stone of Aries. Outside of the monastery, Izlude escapes with Alma. Ouch. But anyway, Wiegraf mourns over what's happened and refuses to die,

then calling upon Aries. Apparently, the stone has the devil's spirit inside of it, and Wiegraf merges himself with it to turn himself into the warlock Velius. Uh-oh, that can't be good. He now has massive power and knowledge above before, but man, what a cost. With that, Wiegraf, or rather, Velius, leaves.

Simon then exits the church, calling himself a sinner as most old men do before they die, but giving Ramza a book before he passes away. So overall, that trip was a wreck. Try and leave Orbonne, and then in Dorter, a short black man will meet you. He happens to be an "exotic wizard", so that's cool, but he's not the friendly type. He'll tell you if you want Alma back, come to Riovanes Castle. So back on the world map, no less than FOUR dots appear: Grog Hill, Yardow Fort City, Yuguo Woods, and Riovanes Castle.

Another scene will interrupt you as you try to leave Dorter. We find Ovelia alone in Zeltennia Castle (wow, Draclau was right). Delita then enters, being somewhat rude against Ovelia's wishes. Ovelia is extremely miserable what happens, when Delita compares her to himself and mourns about his past, then decides that since he's been used all his life, he's going to use the world for his own ambitions. Wow, is it just me or is Delita becoming villainous? Okay; I recommend doing the bar proposition in Dorter Trade City, but otherwise, head past Zeklaus Desert and the two cities, and go to Grog Hill.

\\ 27. Grog Hill \\ Guests: N/A \\ Difficulty: 3

Enemies:

- Squire x2
Chemist x2
Archer x1
Thief x1

Some former Nanten knights who deserted them are fighting you here in Grog Hill for their freedom. Alright, as you can see by the enemy list, this is a really, really easy fight, and a major breath of fresh air compared to the last three. The Squires are weaker than almost any former enemy, the Chemists are rather passive, the Archer is no stronger than any other Archer; the Thief has Steal Heart but is otherwise a pushover. A Summoner works very well here with casting Titan on the enemies while they're on the steps, for one thing. A Ninja is also great for fast assassination.

The Chemists here come equipped with Mythril Guns, unlike the one in the second floor of Orbonne Monastery. You might want to steal from them if you've got the power enough to, although you get one as a dropped item after this fight. So anyway, that Thief will come at you immediately, so a strong enemy or two (let me cough NINJAS out at the top of my breath) can easily take her down. From there, it's your standard battle which was much better suited for chapter 1 than chapter 3.

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Once the fight is over, Ramza will be about to leave Grog when Olan enters with the Nanten Knights, and talks with Ramza about his plans. Ramza wants to meet up with Orlandu because he was a friend of his father Balbanes, and Orlandu happens to be Olan's father-in-law. After telling Ramza that he'd sacrifice his life for him, Olan leaves. Too bad he couldn't have been a guest during that battle. =P There's nothing else to do, so you might as well go into Yardow Fort City from here.

=====
\\ 28. Yardow Fort City \\ Guests: Rafa \\ Difficulty: 7
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Enemies:

Malak (Hell Knight)

Ninja x3

Summoner x2

As the battle begins, we find the black wizard from Darter Trade City talking with a girl who happens to be his sister, and he ends up smacking her and calling in some ninjas to kill her and Ramza. Wow, what a jackass. The girl's name is Rafa, and the guy's name is Malak, and both are absolutely terrible characters. Rafa is a little better, but Malak is just awful. He'll spend the battle going around and casting a spell that hits five random panels, and when it hits the right one, doing about 10 damage. His attacks aren't that great either. Rafa is much stronger, but still very random.

The Ninjas here will obviously move first, and as such, will crowd themselves around the entrance. Rafa will sometimes (read: sometimes, she's not a very smart person) cast a spell on the Ninjas, which is capable of doing lots of damage, or capable of missing completely. I wouldn't worry about Malak at all, just concentrate on the Ninjas and the Summoners. I'd have Agrias with a Move of 5, right at the entrance, ready to use Lightning Stab on the Ninjas, while a Summoner with decent movement gives her some backup.

Long ranged attacks work pretty well in this fight, as you want to kill the Summoners as quickly as possible. As such, give a Chemist/Mediator or Mustadio a Mythril Gun and a high Jump (or an Archer) and jump on the wall to the right and be dirty from there. Lancers are also pretty nice here if you can utilize their timing right; a Time Mage is good for that. Also, if you have a Monk with Earth Slash and the optional Chakra and Revive, you can completely dominate this battle. Just make it an absolute no-no to bring Knights, Samurais, or Wizards into this fight, and you're good to go. This is a pretty hard fight, but like any others, there are good winning tactics.

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After that fight, Ramza and Rafa will hide in the sewers and talk a bit. The fight is apparently about stuff that's happened in the past, and now the present. Rafa and Malak are brothers, as we know, but their parents were supposedly killed by Duke Barinten, because he didn't have the Heaven and Hell skills that the people there knew, and he decided if he didn't have them, they wouldn't exist. As such, he burned the village down, and now Rafa wants revenge for Barinten, but Malak disagrees with Rafa and is going against her.

While the two are talking, a frog appears in the form of Malak's voice and tells them to come to Riovanes Castle, or Alma will be dead, and after that, explodes. What the hell was that, I wonder? Reminds me of both the bible and the scene on the train in the first Harry Potter movie, with the chocolate frog and all that. Okay, excuse my babbling. Stock up in Yardow if necessary, then go to Yuguo Woods.

=====
\\ 29. Yuguo Woods \\ Guests: Rafa \\ Difficulty: 2
=====

Enemies:

Wizard x2
Time Mage x2
Ghoul x1
Gust x1
Revnant x1

Yuguo Woods is another battle full of undead enemies, this one consisting of some monsters and some humans. But regardless of what it is, it's a huge piece of cake. I recommend bringing one Chemist, a character with Math Skill and experience as a Priest, Mustadio, Ramza, and Agrias for quickest results. The Chemist can throw Phoenix Downs to kill the enemies as quickly as possible, the character with Math Skill can abuse Cure 2 to heal your whole party and hurt all the enemy easily with no charge time or MP, Mustadio has Seal Evil, and Ramza and Agrias are powerful as always. The humans will spend their time charging VERY long spells, and coming across as very little threat. Cakewalk.

==

Now that the spiritual forest is over, we have Riovanes Castle to worry about, and this is another consecutive three battles. But I warn you, there's one easy battle, and then two battles which are frequently viewed to be extremely difficult. I'd get to the best of my equipment, make sure that Ramza and Agrias are ready to kick ass, have a good Ninja ready, and just in case, have Ramza with the Squire abilities of Accumulate and Yell. If you have a Bracer handy, that's very nice on Ramza or Agrias. You can buy these, although they're quite expensive. If you think you're ready, enter Riovanes Castle.

Before the battles begin, we see what's happening. Duke Barinten will welcome none other than Vormav and Wiegraf to Riovanes Castle, requesting that they work together. Afterwards, Izlude enters and refers to Vormav as "Father". That is right, Izlude is Vormav's son. But after that, Barinten orders Malak to stop Ramza as he enters. But anyway, Vormav declines the offer, and as Barinten threatens him, he brings out the Zodiac stone Leo from his pocket, and starts a killing rampage. And it doesn't seem Izlude knows about this, uh-oh...

\\ 30. Outside Riovanes Castle \\ Guests: Rafa \\ Difficulty: 4

Enemies:

Malak (Hell Knight)
Knight x3
Archer x3

Malak will meet you at the entrance to Riovanes, telling Rafa that Barinten will free him once he finishes you off. Alright, anyway, two squads again. Ramza works well with a Ninja in the first squad, whereas Agrias and a Summoner are good in the second. The other one in the second squad is optional, although I like Lancers here. If that's not your cup of tea, Mustadio or a Chemist with a gun work well. But anyway, on to the fight. Malak should be completely and entirely ignored. If he gets critical, Rafa leaves. And if Rafa gets critical, then Malak leaves. Cool.

But my strategy tends to revolve around Agrias slaughtering one of the Knights with Crush Punch while a Lancer jumps them and a Summoner helps out with Golem. There are no magic users here besides Malak, who isn't the toughest cookie to crumble. When not using Golem, helping out with normal spells is always good. Ramza and the Ninja should go for the Knight right at the entrance, then make their way up and kill the Archers one by one. They are absolutely nothing if

you gang up on them and have some means of healing (secondary Item works just fine). Overall a perfect example of how brute force wins out.

==

We're only gonna proceed from here. But anyway, the scene switches over to Alma. A monster is loose in Riovanes Castle, and is killing everything and everyone in sight. A Knight will inform Alma of this as he expires, so Alma escapes from her cell. That's all of that; Ramza can stop this from his own perspective now.

\\ 31. Inside Riovanes Castle \\ Guests: N/A \\ Difficulty: 8

Enemies:

Wiegraf (White Knight) - part 1
Velius (Warlock) - part 2
Archaic Demon x3 - part 2

Although this is a two squad battle, the first part is Ramza and Ramza alone, much like the fight against Gafgarion in chapter 2, except this time, allies cannot support Ramza. So anyway, Wiegraf stands in the middle of the hall, having killed five Knights. Now he's going for Ramza. Now, the thing about Wiegraf was that he always came with female companions; now he enters the battle dressed in only diamonds. A girl's best friend, as I'm sure the worst of us know. ;)

Some consider this to be the hardest fight in the whole game, but you need to know Wiegraf. He has three attacks: Lightning Stab, which is by FAR his strongest attack and will do close to 160 damage; Earth Slash, which of course has long range but is pretty weak, and Wave Fist, which is rather inaccurate but slightly stronger than Earth Slash. And he has Maintenance, so going right at him and breaking his sword isn't going to do anything. Plus, he'd have Punch Skill (yeah, he has Punch Skill, not Punch Art) anyway, so we need a different strategy.

Wiegraf is an idiot, and thinks that if you have a Chameleon Robe on, Lightning Stab is going to heal you. So that's a useful tactic to utilize. Also, it should be obvious that if you have Feather Boots, Earth Slash isn't going to work. Plus, if you have a shield on, Wave Fist will hit about half the time. I'd recommend going with the Chameleon Robe, but don't bother protecting against Earth Slash, because the damage it causes is very weak anyway. So with that, your main worry is out of the way.

The most famous strategy for this fight is very cheap in that not only will it ensue victory, but it will level Ramza up about 10-15 times. It's VERY long, but it works. That is having Ramza as a Squire with Accumulate and Yell, and Item as a secondary. Move Ramza away from Wiegraf and cast Yell over and over, until your speed gets to 50. Then use Accumulate over and over until you have 99 attack power. While this happens, Wiegraf has no chance of scratching you, and you can do about 800 damage with a single hit once it's all over. But come on, this takes too long and it's very cheap. Isn't there anything else?

Another good tactic is to have Ramza equipped with the Blood Sword that you might have hopefully stolen from Gafgarion during chapter 2. With this, you can just charge at Wiegraf and attack him while healing simultaneously. :) It works very well if you have a Bracer, which will substantially add to your attack power and thus healing power, although I'd have Item or Punch Art with Chakra

handy just in case, because Wiegraf has Counter. But then again, you can have Counter as well, so if Wiegraf attacks you, you can damage him for about 120 damage while healing yourself for almost the whole damage Wiegraf gave you. =P

If you don't have a Blood Sword (shame on you), then another tactic I figured out is to use Jump (hopefully with a Level Jump of 3 or 4 and a Vertical Jump of 2 or 3, just in case). Unless you're really, really slow, you'll hit Wiegraf every time. Lancers can equip Chameleon Robes, so you're good to go as one if you choose this strategy, although Item or Punch Art are still very much recommended in case of emergency. And if that's not your cup of tea, Ramza as a Chemist with Hi-Potion and a Mythril Gun (and hopefully Auto Potion) can also be a bone in Wiegraf's throat.

So anyway, those are basically all the best methods I can think of for beating Wiegraf. After that, he'll teleport around the room, bring out Aries, and engulf himself in divine blue light. Remember, the way Draclau did before turning into Queklain? Well, Wiegraf has turned into Velius, but we knew this would happen. The members of the first and second squad will now join Ramza, albeit very close to each other. Seeing he's outnumbered, Velius then calls upon three Archaic Demons to help him. What a wuss.

This is probably the harder part of the fight, but there's a glitch at the beginning of the fight which makes Ramza go twice in a row. Or at least, have Velius get one turn after Ramza, then Ramza get another turn. So anyway, I very rarely recommend bringing Oracles, but if you have one, use Silence Song on Velius, and you may Silence him. Or you can try having Agrias use Lightning Stab, although that rarely works. Velius is somewhat slow, but he uses VERY powerful magic. He can throw Titan and Cyclops with you faster than you can say "wow, counting goats", and deal about 220+ damage to your whole party.

However, if he's Silenced, he may try and inflict status effects upon you. But hey, that isn't as bad as instant death. Anyway, the fastest ways to inflict lots of damage on him are having Ramza beat him to death, Agrias use Lightning Stab or Holy Explosion, using Jump on him from a distance, and using Oracles, Time Mages, and Summoners. The Oracles have Life Drain, which will take off 25% of his HP if it works. Time Mages have Demi and Demi2, which are also quite great. But above all, Summoners have Lich, which is inaccurate but will take huge HP off if it works. Don't even look at the Archaic Demons, just focus all you've got on Velius, and then he and Wiegraf will explode into a mere blue stone, that being Aries.

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Once that fight is over, Alma walks over to find six knights dead on the floor, and Izlude injured so badly that he's almost dead. Alma walks over to him, but Izlude is a goner. He tells you that his father, or rather, Vormav, is a demon, and gives Alma another stone, that one being Pisces. But right after Izlude dies, Vormav comes in and doesn't even take one look at his son he just killed. Instead, he finds that Virgo is reacting to Alma, and with that, just takes her away. Vormav is truly the main villain, now that Wiegraf is dead.

\\ 32. Roof of Riovanes Castle \\ Guests: Rafa \\ Difficulty: 9

Enemies:

- Elmdor (Arc Knight)
Celia (Assassin)
Iede (Assassin)

This fight is harder than the last one, choose to believe it or not. Ramza will start far ahead of your other characters, so in the battle formation, throw him in the back and throw a Ninja (or at least your fastest character; use Green Berets and Sprint Shoes to your best ability. So anyway, at the top of Riovanes Castle, Rafa is pointing a sword at Barinten. I see he survived the rampage Vormav went on... but anyway, Rafa just can't manage to kill Barinten, until Malak shows up and gets shot.

Then the funniest scene in the game ensues. A girl creeps behind Barinten, grabs him by the collar, and then just throws him back, right off the roof. LOL, that is classic! So anyway, none other than Marquis Elmdor shows up, and demands that you give him the stone that Malak has. He happens to have Libra with him, but Ramza realizes he isn't on the first side. So now instead of thanking you for saving his life in chapter 1, he attacks you with his two sluts, Celia and Lede. Bastard.

Elmdor has a Black Hood and Black Robe equipped; very cliched. Anyway, our objective is to save Rafa, whom as we know has little brainpower going, but to end the battle, all we have to do is get one of the three, Elmdor, Celia, or Lede, critical. But anyway, Elmdor will always start the battle off by using a Samurai skill, Muramasa. If Ramza is a Ninja with Sprint Shoes, a Green Beret, and an at least decent level, he can go right up to Lede and smash her with his two swords, perhaps killing her. And at the very least, Rafa will probably not charge right at Celia and Lede, because they both have two swords and will kill her immediately.

If Ramza can't out Celia or Lede (also, your own Draw Out ability might be nice to hurt them both!) then if you have another Ninja at the back, s/he might also be able to creep up behind them and smash them. But anyway, this fight is very close to unwinnable if you don't have any speed equipment, or don't have any Ninjas. If Agrias has Move+2 or at LEAST, Move+1 and Germinas Boots, she might be able to blast Celia and Lede to kingdom come with Lightning Stab, but be warned that Celia and Lede can use an attack called Shadow Stitch from the distance (which has a 100% chance of Stop) and what a Monk's Secret Fist could have been, Stop Bracelet, which has a 100% chance of instant death. Ugh.

What's more, Celia and Lede (who are called Assassins) for good reasons, both come with two swords. And they come with headgear as accessories, as par some weird glitch. But anyway, if you have a healer (preferably some one with Math Skill and Raise learned), you might be able to steal the Barette and Cachusha, which are both rare but very good items. A Ninja with good movement ability, Martial Arts or Concentrate, no weapons, and Steal Accessory ready can easily remove those, but Stop Bracelet will likely make them expire. Oh well, there's always the handy Math Skill with Raise.

So all in all, you will have to have speed and power combined if you want to win this fight. If you don't have your jobs built up and speed equipment ready to rock you on in this fight, expect to try about 30 times on this fight. And don't even look at Elmdor, just go for Lede if possible because she has lower HP.

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Elmdor will tell you to meet him at Limberry Castle if you want Alma back, and with that, he leaves. Still, the problem now is Malak, who has been shot by Barinten. As the day approaches, Rafa remembers her times with Malak, and then takes Libra out from him. Then Libra starts raining life down to Malak, who will then rise back to life! After that's all over, Ramza will wander into the castle. Alma is missing, but when Vormav kidnapped her, he dropped all of the

stones. ;) So anyway, there's Pisces there, along with Taurus and Scorpio; plus you have Libra and Aries now.

So after that fight, Ramza, Rafa, and Malak will meet in the room where Ramza fought Wiegraf and Velius earlier, and Malak will tell you that only three Shrine Knights, those being Wiegraf, Izlude, and Vormav, were here. As we know, Ramza killed Wiegraf, Izlude died fighting Lucavi, but Vormav has escaped. So Ramza decides to go to Zeltennia Castle and meet Delita there. So now you'll be on the world map, able to go from Riovanes Castle to Fovoham Plains to Fort Zeakden. And Ramza got a new outfit also! That's good; I hated his previous expression anyway. Also, Rafa and even Malak will join you. Eh, let them in.

New bar propositions have opened up everywhere; I especially recommend doing the ones in Igros Castle, Goland Coal City, and Lesalia Imperial Capital. Your Samurai should learn Muramasa now (which can be bought at Dorter), and your Calculator should know at least three basis abilities and three parameters. Agrias should know all the Holy Sword abilities know, and should have a Bracer to add to the damage that you do (it'll be really powerful now). Ramza is, as usual, good with anything, but I like him as a Lancer, Samurai, or Ninja. And for your Ninja(s), Spell Edges can be bought at Dorter, and they are awesome.

If you kept Mustadio since chapter 2, you can now enter a side quest to get three awesome new characters, Beowulf, Reis, and Worker 8. I fully recommend doing this, and since I did, I'm going to assume you did as well. For info on this side quest, go to the Side Quests section after the main walkthrough. All of them, especially Beowulf, are great for the upcoming battles. So anyway, if you're ready to go, head past Grog Hill and to Doguola Pass. 'Tis awhile until Zeltennia Castle...

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\\ 33. Doguola Pass \\ Guests: N/A \\ Difficulty: 6
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Enemies:

Knight x1
Lancer x2
Archer x1
Wizard x2

This is your average battle against the Nanten in which you've come to expect for a while. You have a Knight, an Archer, and a couple Wizards, and the slightly more rare Lancers. Anyway, Samurais work well here because the terrain here is so cramped. Plus, if you have a Samurai get in between your characters and use Kiyomori, you will not regret it. Also, it's easy to get in there with the Knights and Lancers and use Heaven's Cloud and Muramasa, as well as very possibly inflicting Slow, Confusion, or Death Sentence.

If you have a Monk who knows Earth Slash, let it go up with Agrias to the upper left hill, and use Earth Slash, Lightning Stab, and Holy Explosion on the Wizard and Archer there. Meanwhile, a Summoner is good for sending some pain in on the physical attackers. Once Agrias is finished with the Wizard and Archer, finish the Wizard down below quickly, since both Wizards tend to use very high powered spells. Also, I recommend stealing the spears that the Lancers use: the Oberisks. You can't buy these for a while, and since I like Ramza as a Lancer, the Oberisk will definitely help.

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Not much to say here. You may wish to build your "thieving" character up as a

Time Mage or Bard/Dancer for Teleport or Fly just for the next battle alone, but hey, your decision. If you want the next fight to be easy, at least opt for good movement on the thieving character...

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\\ 34. Bervenia Free City \\ Guests: N/A \\ Difficulty: 7
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Enemies:

Meliadoul (Divine Knight)

Ninja x1

Archer x2

Summoner x2

If there was one battle in the game that had the idea of "battle of the sexes" in it, it's this one. Another new knight, the female Meliadoul, thinks that you killed Izlude, who just so happened to be her brother. Ouch. But anyway, about battle of the sexes, Meliadoul is female, and so are all of her allies. The closest we ever got to this was the second battle with Wiegraf! Alright, enough babbling. Meliadoul has the class of the almighty Divine Knight, which is very, very annoying. If she has her sword intact, she can break your armor AND damage you in a single hit!

Of course, we need to steal her weapon for that. It also happens to be that her weapon is an extremely rare and powerful Knight Sword called the Defender. The Knight Swords can only be equipped by Knights, Squire Ramza, or characters with "Knight" at the end of their class (excluded Rafa and Malak, of course), but a majority of them give you positive status effects such as Protect, Shell, Haste, or Regen when equipped, with the exception of the Defender, which is also the weakest, but still the strongest weapon yet. Anyway, you'll have to make preparations to steal it.

Have a Ninja with no weapons. Steal obviously as secondary, Sunken State as a reaction ability if possible, Concentrate as a support ability, and one of Move+2, Move+3, Teleport, or Fly as a movement ability. A Green Beret and Sprint Shoes are necessary to get the Ninja's speed up, but although the chance is very low that you have one by now, a Thief Hat would be even better than a Green Beret because of the extra HP and even an extra speed boost of 1 over the Green Beret. :) The battle takes place in two squads; put the Ninja in the second one. Meliadoul starts on the roof of a building in front of you, the Ninja can reach that.

If you don't get the Defender first go, just reset. At least the battle doesn't start with a lengthy convo, unlike some. You'll get a 30% chance or so of stealing the weapon, which isn't too bad. Once you've got that, you might want to steal Meliadoul's accessory, the Chantage, a perfume for women, used to make you immortal. Haha, what power. Still, you'll want to finish Meliadoul's allies off first. For females, they've got incredible power. Males work very well in this battle, just for sheer power and ease of killing.

A Summoner with a powerful summon such as Bahamut, Odin, or Cyclops can very easily devastate his/her rival summoners at the top of the building. Agrias is very good for being at the bottom and moving on up from the left and using Lightning Stab to easily defeat the Archers and Summoners. Beowulf also works well in this fight with Silence and Don't Act on those Summoners; plus if he's got Innocent, use that and the Summoner is as good as dead. Or if you already have them, Break and Shock! work very well for quick death. The enemy Ninja can be beaten off easily with strong attackers, so once Meliadoul is alone, you can steal her Chantage and get her down to 50 HP or so, whence she retreats.

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Well... that fight was tough enough. If you're a Squire Ramza guy, give him the Defender and you have a wholly stronger character. But anyway, in this next battle, you may wish to prepare someone with Talk Skill, and not for scaring little kiddies off with your explicit soap needing mouth. Or whatever.

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\\ 35. Finath River \\ Guests: N/A \\ Difficulty: 3
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Enemies:

Chocobo x?
Black Chocobo x?
Red Chocobo x?
Uribo x?

What with the question marks? This is an all-out battle against six chocobos, but their colors are completely random. You'll never get many black chocobos, and you'll always have at least a yellow and red one here and there. Also, in place of the frontmost Chocobo, there is sometimes a Uribo, which is quite easy to take down compared to a regular Chocobo. Anyway, this fight is never very difficult, but it'll be easier if you're at a little lower level (it's much like FF8; these chocobo levels correspond to yours).

You may want to reset if you end up with a bunch of red chocobos, since they're much stronger than yellow or black Chocobos. The battle itself is put into two squads again, but it really doesn't matter who you put in which, or where you put them (you may notice you get a gigantic range for where to put characters, although the front is better and quicker). A Mediator is great here if you face a Uribo, so you can poach them later, and also good with the Chocobos, quite obviously. High HP characters are best for taking out the Red Chocobos, which should be your immediate first target.

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Nowhere to go from there... might as well head right on into Zeltennia Castle for a rather easy spectacle of a fight, as well as seeing a familiar face. Once inside, Ramza and Delita will meet up with each other for the first time since chapter 2, and talk about their plans. Delita seems to be very intent on what he is doing, the plan being to assassinate Hokuten's Zalbag and Nanten's Orlandu, then the armies will stop once their leaders are lost. That's when a voice calls "Heretic" Ramza out. It just happens to be Zalmo...

=====
\\ 36. Zeltennia Castle \\ Guests: Delita \\ Difficulty: 2
=====

Enemies:

Zalmo (Holy Priest)
Knight x3
Oracle x2

Zalmo will attack Delita just the way he did Ramza earlier. Not to mention he's still after Ramza. ;) Anyway, Delita is just as awesome as before, and he'll be doing insane amounts of damage without even getting up to Zalmo. If he has either Stasis Sword or Lightning Stab (which he almost always does), it'll just

be a matter of time before Zalmo goes down, although he tends to cast Cure3 on himself immediately, and then have an Oracle use Pray Faith on him. Very, very annoying.

As you can see, Zalmo is at a very elevated position. If you don't want to just rely on Delita to kill him immediately, bring someone with Ignore Height, Fly, or Teleport. Then once you're next to him, you can just attack away at him. The Oracles sometimes have offensive magic as a secondary, and as such may be a little annoying, but his three Knights will do absolutely nothing to help him. If you want to go the long route, you can EASILY have a Wizard, Monk, or Agrias immediately finish the Knights off. But why bother, if not aiming for EXP or JP? Probably one of the easiest battles ever; you can do it without getting hit once.

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Once the battle is over, Ramza and Delita will discuss their plans together, and then a member of the Nanten, Balmafula, will come in to assist Delita. Or actually, not assist him, but keep an eye on him for what he's doing. After Ramza and Delita shake hands (what?) and leave, Delita decides to let Ramza do the work. Balmafula doesn't seem to get along with Delita very well. So anyway, it's time to go to Bethla Garrison to meet up with Orlandu. Prepare for the next fight, which is another stealing competition.

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\\ 37. Bed Desert \\ Guests: N/A \\ Difficulty: 7
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Enemies:

Balk (Engineer)
Knight x2
Archer x2
Wizard x1

In Bed Desert between Bervenian Free City and Bethla Garrison (hooray for much overuse of the letter "b"), we meet up with another Shrine Knight who was in with Vormav, Izlude, and Wieggraf, his name being Balk (stop with the damn letter "b"). He throws a bomb at you as you enter, which happens to be poison, and with the good wind, he's spread this all over the Hokuten, in hopes of quickly ending the war. Anyway, we'd better stop this bastard already. He's an Engineer, like Mustadio, except he comes with the rare Blaze Gun and is a much higher level than ol' Musty.

You'll start the battle poisoned, so I recommend bringing either a Chemist with his own gun and Antidotes ready, or even better, a Monk with Stigma Magic, right in the middle of the formation, so he can target everyone and heal the poison. :) Or you can have Ramza as a Squire with Heal ready. Anyway, that's not a big threat. Balk is an extremely formidable opponent, because even if he doesn't have his weapon, he can cause Don't Move and Don't Act on you with his Leg Aim and Arm Aim. Very annoying.

All the same, Balk will usually start off pulling his trigger on you for some fire damage. Since the damage IS elemental, you may want to have Beowulf use Innocent on your physical fighters, or equip them with Ice Shields. If you do the latter, however, have Agrias or other strong attackers eliminate the Wizard IMMEDIATELY, because he just loves to use Bolt3, which will do double damage on Ice Shield users. As for stealing, speed isn't as important here as it was while fighting Meliadoul, because Balk is so fast anyway. Instead, I had a Ninja with Germinas Boots and Move+2, with a total movement of 7. Very nice!

Regardless, you don't need to go to the depths I did, just bring a decent speed and movement Ninja, and he'll get at least the second turn. With that, move over to Balk and steal either his Blaze Gun, or the Flash Hat he has on his head, which we can't buy until a little bit, and which happens to raise Speed (hint, hint). Anyway, Balk is still very dangerous even if he has only his fists, as are his allies. Unless you charge at them, the Knights are no threat on their own because they start very far away from you; the only problem is that they tend to have Elemental as a secondary ability. Ugh.

Your own Archer or "gunner" (the Chemist with Antidote and his own Blaze Gun in which you can either get from Beowulf's side quest or from stealing Balk's and using Equip Change), can quickly eliminate the Wizard, who should be taken out immediately. With the Wizard gone, the Archers should also be killed off quickly, as the rest of your slower party joins in and gets around Balk so that you can steal his Blaze Gun and Flash Hat, and also his Light Robe, which is an excellent piece of armor for mages. If you go for the stealing method, this battle isn't a problem, but if not, prepare for a fairly tough fight.

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Bethla Garrison is next, but we can choose either to attack from the rear, or from the front. Personally, I think the south wall is easier to attack from, but those up for a challenge can always try the north wall, which isn't too bad. The battle after either of these is right after that and can pose some serious threats, so don't invade Bethla Garrison unless you're ready. And with that, CHARGE! Also, after Bed Desert, Orlandu got put in prison for suspicion of conspiracy. Uh-oh.

=====
\\ 38. Bethla Garrison (South Wall) \\ Guests: N/A \\ Difficulty: 3
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Enemies:

Knight x3
Archer x2
Thief x1
Ninja x1

A prime example of quality units (five strong characters from you) beating a bunch of quantity units (one strong character and six weaklings). The Ninja at the top is pretty dangerous, and will come right down to attack. But hey, how hard is it to beat a single Ninja? Just have your own party finish him off as soon as possible with things like Agrias's Crush Punch, Beowulf's Break, your own Ninja attacks, or a Lancer's good Vertical Jump. After that, this battle is seriously a complete joke.

Get Agrias on top of either of the walls, and have her use Holy Explosion on the enemies. If it puts Confusion on them, hey, that's all the better! Bards or Dancers work fairly well here, since the Ninja and the Archers are the only enemies here with the slightest bit of range, but if it's a Dancer, get rid of the Thief quickly just in case he uses Steal Heart. Calculators are godsend here; just leave them in the back and have them use a good calculation with Holy or Flare, and watch an easy fight get even easier. =D After the faster enemies are gone, the useless Knights will fall quickly.

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And if you chose the front wall, this is the battle you'll face.

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\\ 39. Bethla Garrison (North Wall) \\ Guests: N/A \\ Difficulty: 5
=====

Enemies:

Archer x2
Lancer x2
Monk x1
Summoner x1

The enemy is coming at us from all directions! You're faced with a tower; on top of it are two Archers. To the left of the inside is a Summoner and two Lancers, and outside, directly to your right, is a Monk. We don't see too many of those monks now, do we? All we get is Archers... alright, enough rambling from me. The Monk goes down very quickly if you have a Ninja move right to him and use two Spell Edges to possibly get Don't Act on him. ;) The Archers here are extremely annoying, because they have almost unlimited range. And that's not to mention the Lancers, which are very powerful.

Agrias and Beowulf are good for quickly finishing the Summoner off, with Crush Punch, Lightning Stab, Innocent, or Break sending them to the underworld. If your Ninja has Ignore Height, he can go right up to the top of the tower and finish the Archers off, then immediately meet you back down and help you beat the Lancers. Calculators don't work as well in this fight as they did in the previous, because the Lancers will probably not be available for hitting, and the Archers can quickly eliminate you. But anyway, an offensive can probably win this one. Continue.

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Ready for one of my favorite battles in the entire game? I know, so am I. Just read on, m'kay? But anyway, after that battle, we switch to the point of the Hokuten. Zalbag checks some female Knights of his, and finds out that Balk's poison got to all of them. Then as he climbs the cliff nearby, he finds Larg there, also poisoned but not to death. That's when Dycedarg comes in and tells him that it's a problem he's alive, and sticks a dagger right through him! Ah, just why would Dycedarg just kill his own duke? And with that, he collapses due to the air and asks Zalbag to put a dagger in a knight's hand. Heh.

=====
\\ 40. Bethla Garrison part 2 \\ Guests: N/A \\ Difficulty: 7
=====

Enemies:

Knight x4
Archer x2
Wizard x2

Look at this. We're severely outnumbered, and not in a good way like in the first Bethla Garrison battle. This time, it's five hopefully strong characters against two stationary Knights, two Knights who are actually POWERFUL this time around, two decent Archers who have very good range, and worst of all, two very fast and powerful Wizards, who frequently have Fire4 ready to cast on you. But anyway, this battle is extremely unusual because you have to open the floodgate here by standing on two exact panels.

The thing is, remember the stationary Knights I talked about? They're standing

on the panels. But that's not the problem, what I find the problem is that when you kill them, you can't walk on their bodies. ;) And they'll almost always stay there... usually. Anyway, the rest of the enemy is the main threat, since they're extremely strong. Have Ramza and Beowulf in the first squad. If you don't have Beowulf, bring an Oracle or someone with Yin Yang magic. If it's Beowulf, have him know Confuse, Berserk, or preferably, Chicken. Oracles don't work nearly as well, but if you have one, make it have Blind Rage or Confusion Song.

A Ninja works well in either squad. In fact, I like two Ninjas, one in each squad! In the first squad, have Ramza and Beowulf ascend, slaughtering the Knight in the way. But do NOT have Beowulf use Petrify; your best bet for damage would be Shock! or physical attacks. Hell, the Defender might work well. The Ninja can use dual Spell Edges and possibly knock the Knight off the cliff for an extra 90 damage or so. Once the Knights are gone, have Ramza and his allies eliminate the Archer there. Completely ignore the two Knights at the top of the floodgate, they have to stay there so you don't fulfill the mission. ;)

In the second squad, the Wizard usually has a Flash Hat, but don't bother stealing it. Instead, wipe him out as soon as possible, because as I said earlier, he tends to have Fire4. But the thing is, that's very slow, which gives you time to have Agrias use Crush Punch or Lightning Stab, and a Ninja beat him to hell with Spell Edges. After he's gone, climb up and kill the Archer there. That leaves only the two Knights. And this raises a question: how quickly do you want to finish the battle?

If you want to finish it quickly, have Beowulf or the Oracle cause Confusion, Berserk, or Chicken on the Knights, and they'll leave their posts immediately. Ramza is the only one who can stand on the switches, very unfortunately. But anyway, the advantage of just killing the Knights and waiting for their bodies to disappear is that you get all the other enemies' treasure chests and crystals. The Wizard crystals are great for mages, and the Archer treasure chests usually contain the rare Ultimus Bows. Not only that, but you can have your party fight each other for JP and EXP. It's a battle you can fight however you want, just leave NO ONE knocked out. Trust me.

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Once that fight is over, Ramza, Olan, and Balmafula will meet Orlandu in the depth of the place, and then let him out. Orlandu and Balbanes once knew each other and as such, Orlandu remembers Ramza when he was just a baby. So with that, Orlandu joins your party! He's an extremely strong character, but if you use him in battle, you probably won't have even the slightest bit of difficulty with any one for the rest of the game. Still, put him in your party even if you won't use him, because he comes with the EXTREMELY powerful Knight Sword the Excalibur, the most advanced armor set of Crystal, and a Bracer. Awesome.

Meanwhile, remember how one of Larg's own cronies, Dycedarg, killed him? Now it's time for one of Goltana's to kill him just completely out of random. Goltana oversees the floodgate being opened, and tells Delita to attack the Hokuten because they can't move. So Delita just kills him because no one wants him to be king. Then Balmafula and a fake Orlandu come in, and Delita strikes the fake down just like that, too. I don't know, Delita is just becoming evil. So after that, Delita leaves the rest of the work to Ramza.

You may think the game is over now because Ramza's speech rolls, and Larg and Goltana are dead, but believe me when I say that it's just begun. Ramza's new goal, in which he seemed to abandon before, is now to go to Limberry Castle and save Alma. Remember Elmdor telling him that? Anyway, back to the world map. A whole lot of new stuff is available at shops, including the Crystal armor set,

Flash Hats, and Light Robes. You should definitely check that out before going on.

Four red dots have appeared after Zeltennia Castle, those being Zarghidas Trade City, Germinas Peak, Poeskas Lake, and the ultimate Limberry Castle. Before whoring battles, though, I'd build Orlandu up if you're going to use him, make sure a Knight is built up with Speed Break and Mind Break, Beowulf knows his Chicken, and a Thief knows Steal Weapon, Steal Shield, Steal Helmet, Steal Armor, and Steal Accessory. Yep, the whole equipment set. And a healer should have X-Potion, no excuses. And Ramza ought to know Yell and/or Scream; he'd also be good with the Knight breaks. Just get this before Limberry Castle.

So anyway, in Zarghidas Trade City, you meet up with a flower girl with a hair tail at back. Hahaha, looks exactly like Aeris aside from the outfit. =P And actually, as you may or may not learn later depending on whether you do side quests, it IS Aeris. She asks Ramza to buy a flower for 1 gil. If you care for side quests at all, do indeed accept. So with that, Aeris talks about how dark and lonely the slums of Zarghidas are, and leaves. It's just the day and age, Ramza says. Anyway, you could continue with a bit of the Beowulf/Cloud side quest, but there's no hurry. Just proceed to Germinas Peak.

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\\ 41. Germinas Peak \\ Guests: N/A \\ Difficulty: 6
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Enemies:

- Ninja x1
Thief x2
Archer x3

Wow... attack of the speed demons. Anyway, the Ninja decides to kill Ramza for the bounty, instead of making Ramza just drop all his money right there and give it to them. =P Typical robbers. Anyway, if you use Orlandu, this battle will be a piece of cake. If not, you may have a rather tough battle here. No matter how you fight it, you'll want to have a 60-70 Brave user with Move-Find Item as a movement ability in the first squad with Ramza and Beowulf. Agrias or Orlandu should be in the second with either an attacker or a healer.

On the very panel that the Ninja stands on, is a Vanish Mantle hidden. You've got to have someone with Move-Find Item to get it, instead of the Ether that may be there. The chance you'll get the Vanish Mantle is based on your Brave; let's say your character has a Brave of 60. Then there's a 60% chance you'll get the crappy Ether, so you want a low Brave. So have a Brave of 60-70... and have Beowulf use Chicken on you! However, make sure that the character doesn't go too low, or he'll leave your party just like that. Can't have that, can we?

So anyway, make your way up and hopefully get the Vanish Mantle. It's quite useful for the mission we have to do in Limberry Castle. So, putting that aside, you should try and finish the Ninja off IMMEDIATELY. He tends to throw Rune Blades right at you for tons of damage, and if he attacks a mage, consider him/her dead. Finish him off quickly and then proceed up, slaughtering along the way. While you do indeed have Orlandu, Agrias is still useful, so don't completely shun her.

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Not much to do now. Build yourself up accordingly, especially between Zeltennia and Zarghidas, what with the bar propositions. Then go into Poeskas Lake, with some Priests, Chemists, and Holy/Cure wielding users.

=====
\\ 42. Poeskas Lake \\ Guests: N/A \\ Difficulty: 4
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Enemies:

Oracle x1
Summoner x1
Archer x2
Gust x2

This WOULD be a hard fight if the Oracle, Summoner, and Archers weren't undead. Hahaha... know how to finish this quickly? With a Chemist, just go under these guys and use a Phoenix Down on them. The same thing applies to the Gusts, although they're so weak that you can probably kill them in one hit with Agrias or Orlandu's Holy Explosion or a Ninja's Spell Edges. The best tactic is to have an attacker with an Excalibur and the heavy armor and mage jobs with Chameleon Robes. Then have a character with Math Skill use Holy; if it doesn't kill these undead guys, your MA is too low.

If you're a physical type of person who doesn't like using White Magic and Item too much, you should get rid of the Oracle and Summoners as quickly as you can. The Oracle tends to have Paralyze and WILL use it on you. As for the Summoners, they usually have advanced summon spells such as Leviathan and Salamander, both are capable of knocking a low HP character out in one go. After they're gone, the battle is just a standard one. If you're a collective type of person, you may want to steal the Ultimius Bows from the Archers, because these can never be bought, although you'll have plenty of opportunities for these in any random battle you fight with an Archer, pretty much.

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Meanwhile, we see what's going on with Dycedarg in Igros Castle. He's with yet another Shrine Knight, this guy's name being Rofel. I actually thought that Rofel was female once, my mistake. =P Anyway, the Hokuten and Shrine Knights are allying themselves a bit, but Rofel is very suspicious of Dycedarg, because he believes that he killed Balbanes. It also happens to be that Dycedarg knows a lot about poison, and the Mosfungus poison grows on the body if it poisons them. With that, Rofel gives Dycedarg the Capricorn Zodiac Stone. And Zalbag... he's heard everything. He's getting suspicious, eh?

Limberry Castle is right up. I'll repeat it for you here: you want to have a Ninja with the Vanish Mantle and the Steal set. Orlandu, if you use him, ought to have Lightning Stab. If not him, then Agrias, although if you don't have Agrias with Lightning Stab yet... I'm not gonna comment. You should definitely have Beowulf with Chicken, Ramza as a Squire with a Rune Blade and Battle Skill as a secondary, and Speed Break and Mind Break. And you need to have a healer, preferably with White Magic AND Item. And between Orlandu/Agrias and Beowulf, one should have Item with Phoenix Down and one should have Time Magic with Slow and Haste. I prefer these respectively. When ready, enter...

=====
\\ 43. Outside Limberry Castle \\ Guests: N/A \\ Difficulty: 4
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Enemies:

Celia (Assassin)
Iede (Assassin)

Don't worry, we're not yet to the battle where we need to do the major stealing job. =D Ramza will walk up to the gate of Limberry Castle, and then... Celia and Lede! Remember, those two assassins with Elmdor? It's a trap. They're here to kill you, with four demons called Apandas. Anyway, we don't have anything to steal, but there's something we can do in only this battle, or another one a bit later, but during this one it's far easier. And that is having Ramza learn the almighty spell Ultima.

First of all, have Ramza as a Squire with a Black Costume. His accessory needs to be an N-Kai Armlet. He'll learn Ultima if Celia or Lede use it on him, and this is the quickest way. First of all, Celia is right above him. She has four attacks, those being Stop Bracelet, Shadow Stitch, Allure, and Ultima. Stop Bracelet is a short ranged attack which can only work right next to you, so she can't use that from up there. Shadow Stitch causes Stop 100%, but does nothing more. The Black Costume doesn't allow for Stop, so that doesn't allow that. Allure causes Charm, but that's where your N-Kai Armlet comes in! So since she decides that some damage is better than none, she uses Ultima.

Once Celia casts the spell, Ramza can move wherever he wants, just do NOT kill either Celia or Lede, because if he does, the battle will end and you won't learn Ultima. It really sucks having Orlandu here and not being able to destroy everything in sight, eh? ;) Oh well, he can probably kill an Apanda or two with Lightning Stab, the Excalibur, and a Bracer. The Apandas will charge spells that cause a bunch of status effects, such as Frog. Once Ramza learns Ultima, though, I wouldn't even look at them. Just charge right at it Celia or Lede with Math Skill, Lightning Stab, and Ramza's close range attacks at Celia, and the battle will end quickly.

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After that fight is over, Elmdor and Vormav will meet up which each other in the castle itself, mentioning how Queklain and Velius (Draclau and Wieggraf) are dead, and they're the only ones alive, next to another member of Lucavi named Adramelk, who's supposedly found his own body. Vormav has Alma, and needs her for some "Bloody Angel". Wonder what that is? Anyway, Celia and Lede will tell Elmdor that they've lured Ramza into the castle. Vormav goes off to find some "dead city", Elmdor wants to kill Ramza for what he did at Riovanes. Psht.

=====
\\ 44. Inside Limberry Castle \\ Guests: N/A \\ Difficulty: 6
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Enemies:

- Elmdor (Arc Knight)
- Celia (Assassin) - part 1
- Lede (Assassin) - part 1
- Celia (Ultima Demon) - part 2
- Lede (Ultima Demon) - part 2

This is the major stealing battle, as well as one of the most epic battles in the entire game. After a few short words, it all begins, and our mission is to beat Elmdor. The first you'll notice about him is that he has 560 HP. Yep, he isn't playing under the "this and that have to be completely black" cliché this time; he actually has the extremely rare one-time only Genji set of equipment here, with the exception of his sword, the Masamune. You can get this at the very end of the game with some luck once you're Lv. 90, but if we're going to steal his Genji set, let's steal that too, eh? ;)

It's easier said than done, though. First of all, Elmdor himself. He's the mystical Arc Knight, with his main ability being Sword Spirit. With this, he can use Samurai skills; the ones he uses are Muramasa (most common), Koutetsu (only if he breaks the Muramasa), and Kikuichimoji (a bit rare, but powerful all the same). These do a lot of damage (160-180 or so) but they rely too much on MA. Use Mind Break on him, and they'll do far less. His secondary ability is the EVIL Blood Suck, which not only drains 120-130 HP or so, but turns the character into a complete vampire who can only use Blood Suck, on a random target. That is plain dangerous.

Elmdor has the very annoying Blade Grasp as his reaction ability, which is one of the reasons why it's difficult to steal from him, because he'll grab you right in place! His support ability, Martial Arts, is nothing to worry about. However, his movement ability is Teleport 2, in which you can NOT gain. He can warp to any panel in the entire place, without any problem. However, that's not too bad. The Assassins are no different than they usually are, except when you kill them, they turn into Ultima Demons. Yep, Celia and Lede, all this time, were just a couple random demons as disguise. Ouch.

Orlandu, if he has the Excalibur, should get the first or second turn. Elmdor might get the first, but it doesn't matter. Orlandu should go right at Celia and Lede and use Lightning Stab on them. If he's strong enough, this will turn them into Ultima Demons quickly. Don't try and steal from Elmdor until you're fully prepared. Your Ninja should have the Vanish Mantle for Invisible (which increases the chance of stealing), no weapons (further more), Martial Arts or Concentrate (further increasing the chance), and Move+2 or the like. Once Celia and Lede are Ultima Demons, have Orlandu and the Ninja finish them off.

Meanwhile, you need to weaken Elmdor as much as possible. Start by getting Slow on him, from Beowulf or whoever else. I got a 100% chance of it, so it's not luck based. Ramza is best with two swords and using Speed Break on him; that way you get two chances of lowering his speed. If you're having trouble, just have Beowulf use Chicken on him; that'll lower the chance of his Blade Grasp, which is based on Brave. =P And if you're STILL having trouble, try and have your Ninja steal his Genji Shield, which is one out of five stolen, AND will help your cause.

If you can lower his speed with Slow and Speed Break, he should get a turn to one of your three or so, and in that time you can use Math Skill and heal your whole party. Once his speed is lowered, get his MA down, that way his Sword Spirit skills will do FAR less damage. Once he's down to 1 speed and 3 MA (his Genji Gauntlet gives his 2 MA), he's completely helpless. The only thing he'll have going for him is Blood Suck, which can be protected from with 108 Gems, but if this happens to someone, kill that character and revive him immediately, because he/she will just Blood Suck everyone else.

The first thing I'd steal from him is the Genji Shield, because that'll very much increase the chance of stealing from him. After that, get his Genji Gauntlet, and you'll immediately knock off some of the power of his Muramasa. Then get the Masamune, which is probably one of the most important of these five. After you've got that, pilfer the Genji Helmet and Genji Armor. With his Brave at 00, his shield gone, and you being as good a thief as you hopefully are, you'll probably get from 10% chance of stealing to 60% chance or so. :) This really isn't a tough fight no matter how you do it, but you won't regret getting that Genji set.

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Elmdor lures Ramza deeper within Limberry Castle, where Alma supposedly is. So

I guess we can't back down from there. Continue with a bit of trend by going deeper into Limberry...

\\ 45. Underneath Limberry Castle \\ Guests: Meliadoul \\ Difficulty: 5

Enemies:

Zalera (Angel of Death)
Knight x2
Skeleton x1
Bone Snatch x1
Living Bone x1

Elmdor will tell you that the only person within this graveyard are the spirits of the dead, and with that he summons two undead Knights, and three Skeleton creatures. And following in with this, he takes out the Zodiac Stone Gemini from his pocket, and bathes himself in that same divine purple light, to turn himself into Zalera, the Angel of Death. However, someone happened to oversee this, that person being Meliadoul. Horrified by this sight, she realizes that Lucavi did indeed kill Izlude, since Elmdor is a member of them, and helps you out.

Meliadoul is decent here, but really doesn't prove any use because no one here, not even the Knights, have any equipment at all! Oh well, the skeletons won't go for you for QUITE a while, because Meliadoul is stronger than all three of them combined. Plus, she has the very rare Knight Sword Save The Queen, which you'll get after this fight. Anyway, Zalera himself is much like Queklain; he likes using Nightmare to inflict Sleep and Death Sentence. As well as this, he uses Flare2, which is pretty damn powerful. He has 1000 HP or so, which isn't too tough to get.

Don't even look at his Knights, because they're both very, VERY slow and weak because they don't have any weapons. An offensive is pretty good here; since Zalera tends to go for the corners here, a Ninja can probably get in there with him and smash him, giving him quite a bit of trouble. Orlandu is great here for using Lightning Stab from afar, but my favorite tactic is having Orlandu or someone else with the Excalibur, whomever else with Chameleon Robes, and a good Math Skill going off with Holy, instantly killing anyone except Zalera in which it touches, and possibly even letting Meliadoul help you. =) Math Skill with a curative ability will also work well. Not entirely tough as a fight.

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Ramza and Meliadoul will talk about what's happened and what Lucavi is after. Meliadoul is very sorry for what she's done, and will give you something that the High Priest Funeral gave her personally, that being the Sagittarius Zodiac Stone. In reward, she wants to go with you. Ha, that's no problem! Let her come in, if only for equipment breaking with her Mighty Sword skills, and her rare Save The Queen. If only you got Orlandu after Meliadoul... anyway, she informs you that the Shrine Knights gave Capricorn to Dycedarg. Why...?

Meanwhile, we see what's going on with Zalbag and Delita. Zalbag is where his father was buried, asking a Chemist to see what poisoned him. Mosfungus poison, indeed what is growing out of Balbanes's body, is what killed him, which proves that his own brother, Dycedarg, killed his father. That's too bad, but Zalbag can't take this, he needs to avenge his father and as such, goes over to Igros Castle to, uh... give some judgment to Dycedarg. What's going on with Delita is even worse.

With Goltana dead, Delita has become the king, and Ovelia has become the queen. Ovelia is horrified at Goltana's death, after she hears Delita randomly killing some people, the way he usually does, and Olan entering, very much wounded. Ah, he went against Delita, so he has to try and kill him! =P Ovelia hears that Delita killed Goltana, and with that, Delita enters in a whole new outfit. He tells Ovelia and Olan that he's going to use and kill people so he can build a new kingdom for himself and Ovelia. Balmafula opposes this, and following under himself, I've heard Delita cuts Balmafula's tongue out here. ...Evil bastard.

You may notice that at Zarghidas, Warjilis, and Dorter, Thief Hats have made a grand appearance. From Flash Hats, they take out the 1 MA gained, and replace it with another speed point. =D You should DEFINITELY buy these if you can, despite the nasty price. When you're ready, go to Igros Castle to "keep an eye" on Dycedarg.

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\\ 46. Igros Castle \\ Guests: Zalbag \\ Difficulty: 5  
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Enemies:

Dycedarg (Lune Knight) - part 1
Knight x5 - part 1
Adramelk (Ghost of Fury) - part 2

Yep, you guessed it... anyway, once inside, Zalbag is attacking Dycedarg on killing Balbanes. I guess that Larg was right. Dycedarg calls for help, and thus, you must aid Zalbag and defeat Dycedarg and five Hokuten Knights. Let's hope you don't have any Knights of your own, or you may confuse your own with these. Anyway, Zalbag and Dycedarg are at the bridge above, in which you can not simply jump to. Therefore, it's better to have Teleport, Ignore Height, or Fly ready to get up there and start mashing Dycedarg.

Dycedarg himself is a Lune Knight, in fact the only one in the game whom we meet. He has various sword skills, his favorite being the Holy set. So he'll spend the time using Stasis Sword and Lightning Stab on everyone, and I've also seen him use Shellburst Stab. Zalbag is an Arc Knight, but for some reason, he is completely different from Elmdor. Instead of using Samurai skills, he uses "Ruin" skills which can reduce power, magic, or *drool* speed by *5*. That's right, FIVE. They require charging and MP, but still, they're just downright awesome; huge improvements over the Break skills of a Knight.

Zalbag will spend the whole time trying to kill Dycedarg. He's much, much stronger physically than Dycedarg; you may even notice that Dycedarg has a skill called All-Magic as a secondary, which is similar to Orlandu's All-Sword skills. This sucks, because you want to get his weapon, which is a Defender. Two is better than one, right? Bring a Ninja with Ignore Height and a Move of 5, and then just go right there and steal the Defender on the first turn. Then if Zalbag gets surrounded by Knights, he can use Speed Ruin or Mind Ruin on Dycedarg and that'll destroy his power.

If you're not a stealing person, Agrias, Orlandu, and Meliadoul will get the job done here. From below, if Dycedarg moves further forward, you can hit him with Lightning Stab, Night Sword, and Shellburst Stab with no problem. Don't even look at the Knights, just go for Dycedarg. Once he's beaten... he falls to the floor and brings out Capricorn from his pocket, which surrounds him in the divine green light and he turns into... Adramelk, the Ghost of Fury! Yes, this was extremely unexpected, but Dycedarg is a member of Lucavi. And with that, he kills Zalbag. No joke, he takes Zalbag right to hell, and decides to let you

follow.

Anyway, Adramelk is probably the easiest Lucavi ever to beat. He relies on using his summons, those being Bahamut and Odin. Sure, those are extremely, extremely powerful, but what do we counter this with? An Oracle. Bring an Oracle in here, and use Silence Song on Adramelk, and he'll be pretty much a regular enemy aside from the HP. And of course, the Oracle always has Life Drain to use, which comes in handy. Meliadoul isn't of any use here because Adramelk obviously doesn't have any equipment, but with your faster characters moving in as Agrias or Orlandu use Lightning Stab, he's utterly helpless.

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So... Ramza has finished his own brother up, who explodes in the Capricorn Zodiac Stone just like Draclau, Wiegraf, and Elmdor did. Vormav has taken Alma to Murond Holy Place, so we might as well go there. Note that after this battle we can finish up the Cloud side quest, so you may want to get a new, strong character before charging Murond Holy Place. When you're ready, go to Gariland and then south to Murond.

Inside Murond Holy Place, High Priest Funeral has supposedly betrayed Vormav, who is finishing him off for what he's done. And accompanying Vormav are Rofel, whom we saw with Dycedarg, and yet another Shrine Knight, whom we don't know the name of yet (his name is Kletian, however). He wants to know where the passage to a "Death City" is, in which Funeral tells him it's in Orbonne, but the precise place and how to unlock it are written in the scriptures, so Vormav has to steal that from Ramza. Here we go...

\\ 47. Outside Murond Holy Place \\ Guests: N/A \\ Difficulty: 4

Enemies:

Priest x1
Summoner x1
Geomancer x2
Mediator x2

Outside Murond Holy Place itself, a Priest won't let you enter because of you being a heretic. Wow, we were almost forgetting about that by now. =P Anyway, this is probably one of the most least basic and standard battles in the entire game because of the cast. Besides the Summoner, we never see the rest of 'em. A single other battle had a Priest. A single other battle had a Mediator. And no other battles have had any Geomancers. Anyway, the Priest here sometimes has Math Skill, but don't worry, he's not going to CT you with Holy or Flare. =P

If you have Ignore Height, Teleport, or Fly, use them to get on top of the tower and hit the Summoner. He tends to have Odin, and won't hesitate to use it. However, he has the rare but useless Dragon Rod equipped, but hey, so does a certain enemy in the next fight. Two is better than one, though. Have your Flying/Teleporting/Height Ignoring characters proceed up and attack from there, while it's best that everyone else has a Move of 5 or so, and can kill the Geomancers, which may cause status effects with their Elemental attacks. The Mediators really aren't too much of a threat.

==

We must go deeper within Murond... yes, that we do.

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\\ 48. Inside Murond Holy Place part 1 \\ Guests: N/A \\ Difficulty: 5
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Enemies:

Vormav (Divine Knight)
Rofel (Divine Knight)
Kletian (Sorceror)

This is one of my favorite battles in the whole game simply because of what we're up against... here's Vormav and Rofel, with a newcomer, Kletian. In any case, Vormav demands that you hand him all the Zodiac stones, and the Germonik Scriptures, if you want Alma. Ramza decides to give him the scriptures if he hands over Alma first, so he puts it on the floor for Rofel to pick up. As he looks at it, Rofel talks about how it's just a "simple curse". So anyway, Vormav wants revenge for Queklain, Velius, and Zalera, so he fights you. Who didn't see that coming?

Anyway, this battle could be kind of tough in that it's downright annoying. Vormav and Rofel are both Divine Knights, and neither are going to hold back in using Shellburst Stab immediately. So, if you don't want your equipment broken right on the spot, bring Orlandu and Meliadoul, both with Hellcry Punch. The faster innate of the two should have all the speed equipment possible, but make sure that s/he has a sword or Knight Sword equipped! The other one should just have an Excalibur. Charge right at Vormav and Rofel with Hellcry Punch, and get the weapons out of their hands. Neither are worth stealing.

Kletian is a different story. Unlike Vormav and Rofel, he's not a Divine Knight or even a physical attacker at all. He's much slower than the Divine Knights and prefers to stay back and cast Holy on you. Sure, this will do 260-270 damage on you, but he'll likely never get to use it. You may want to steal his Dragon Rod, but hey, that Dragon Rod is useless anyway and you may already have one. If you had to choose between one of these three to go for, go for Kletian because of his low HP. Vormav's is nearly as high as Elmdor's, so he isn't recommended.

Besides Meliadoul and Orlandu, the best character here is Worker 8. Think about it; Vormav and Rofel are Divine Knights, so Shellburst Stab and Blastar Punch won't touch him. And even better, he has no faith and thus permanent Innocent, so Kletian won't be able to do a thing to him! Just have him use Dispose from afar and then use Compress or Crush when he gets closer to Kletian, and he can fight the whole battle for you. Once the fight is over, Vormav will retreat deeper inside the chapel. Go after him, right?

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Can't hold back now. Go right on to the next fight.

=====
\\ 49. Inside Murond Holy Place part 2 \\ Guests: N/A \\ Difficulty: 6
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Enemies:

Zalbag (Arc Knight)
Archaic Demon x2
Ultima Demon x1

Vormav is in the chapel, and no, this is NOT the final battle. He uses Leo to

summon two Archaic Demons, one Ultima Demon, and... a zombified Zalbag. What Dycedarg did really got to him... anyway, Zalbag has ditched his random second ability for Blood Suck. So basically, he's much like Elmdor, but this fight is a bit tougher than the Elmdor and Assassins battle in Limberry Castle, despite Zalbag having nothing worth stealing. Anyway, Zalbag already has good speed, but he just has to have Speed Save as a reaction ability. As such, you want to use the strongest attacks available.

The Ultima Demon here very, very rarely uses Ultima, so if you missed it from Limberry Castle against Celia and Lede, you might be able to get it here. But I wouldn't look at the demons, just go straight for Zalbag. I'd use Ramza, Agrias, Meliadoul, Beowulf, and if you use him, Orlandu. If not Orlandu, then Worker 8. Ramza is best as a Ninja, although it's a bit tough to get behind Zalbag because of the limited footholds. Agrias and Orlandu can use Split Punch and Lightning Stab without end, and Meliadoul can use Shellburst Stab or Blastar Punch. I wouldn't use Hellcry Punch, because you don't want Zalbag to use Blood Suck. And Beowulf has Shock... so anyway, use your all here.

==

Once that battle is over, Zalbag disappears in an explosion of the Zodiac Stone that Vormav is controlling him with. That's too bad... anyway, deeper inside the chapel, Ramza finds Funeral there. Looks like he survived Rofel putting a sword inside his back and leaving it there for a few hours or so. Plus, he's like, 80 years old or so. He'll tell you that Vormav and the others have left for Orbonne Monastery, and with that, dies away. So now, Orbonne Monastery opens up for the third and final time...

Let me warn you BEFORE you go into Orbonne that it's the final trip in the game. You can not turn back once you enter Orbonne, so before going in, I'd recommend you do everything that you want to do. If you haven't got Cloud yet but want to before the game is over, now's the time to do it. If you want to make the most out of poaching, now is the time to do that. And also, the Deep Dungeon has opened up. If you want to fight Elidibs and get the best equipment possible, you'd better do that right now. Supposing you're ready, enter right into Orbonne...

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\\ 50. Orbonne Monastery Fourth Floor \\ Guests: N/A \\ Difficulty: 2
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Enemies:

Knight x3
Monk x2
Archer x1

Rofel will go deeper within the monastery, leaving some soldiers to defend the place for him. Something is indeed, deep within this underground library... in any case, Square was really, really running out of ideas when they did this battle. I mean, this is the exact same opposition that we faced in Zeklaus Desert of disc 1, for crying out loud! As you might expect, it's one of the easiest battles in the whole game, the only reason I give it a 2/10 is because of the tough terrain.

Take out the Archer first, but note that he has a Yoichi Bow. You may want to steal this so you can use it for the five battles after this... but really, why do that? The Yoichi Bow isn't THAT much of an improvement over the Ultimus Bow, and if you have the Perseus Bow, it's useless. Orlandu, Agrias, or Meliadoul can go up after the Knights, quite possibly not getting hit once, especially if

you have the Gold Escutcheon, Kaiser Plate, and Venetian Shield ready. Just win this battle, you don't need a strategy for easy crap like this if you've made it this far.

==

No chance to save. Stop Rofel in his tracks from doing what he wants to do.

\\ 51. Orbonne Monastery Fifth Floor \\ Guests: N/A \\ Difficulty: 5

Enemies:

Rofel (Divine Knight)

Wizard x2

Summoner x2

Time Mage x1

Rofel attacks you here, aided by five magic users. Anyway, this battle can be quite difficult because the Wizards and Summoners can very quickly defeat you, the terrain is terrible, and Rofel is just a Divine Knight, what more can I say?

So anyway, Rofel has a Save The Queen equipped, but why would you possibly want to steal it unless there's really, REALLY no alternative? I'd really recommend just having Orlandu or Meliadoul with an Excalibur and immediately doing a Hellcry Punch on him.

Silence/Silence Song and Innocent are good weapons if you want to fight off the mages. I personally think Beowulf is absolutely wonderful in this fight because Rofel tends to retreat when he loses his weapon, and since the terrain is so terrible, you can Shock him from a huge distance and kill him off. You should really go for him if at all possible, but if not, have Orlandu and Meliadoul use Blastar Punch on the magic users. Since the magic users like to have Thief Hats on, break them and they'll lose 2 Speed. You may also want to bring a Chemist with an elemental gun here to hit Rofel from a distance, just in case you have problems getting to him.

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Once Rofel is reduced to no HP, he pulls off a curse which causes beams to rise from the floors of the monastery, leading to an underground city of the dark, Murond Death City. Yep, this is similar to Murond Holy Place. But anyway, once you arrive in this gloomy place, Rofel summons a beam from his hands and removes the entrance, meaning there is no way out, but Alma is still waiting. And with that, Rofel dies. Better go forward and beat off Kletian since we've done that, right?

\\ 52. Murond Death City \\ Guests: N/A \\ Difficulty: 2

Enemies:

Kletian (Sorceror)

Time Mage x2

Samurai x2

Ninja x2

Kletian has to beat you to avenge Rofel, but we were after him anyway. =D In

any case, this is definitely another one of the easiest battles in the game, because the objective is to beat Kletian, who is just so, so weak... seriously, you can EASILY finish this battle by just having Orlandu charge at him with a Holy Explosion. If you can't kill him in one hit, you can also just use Dark Sword on him, and the only thing that Kletian has going for him, is magic, will be completely cut off.

Supposing you want to make the battle more fun and go for his allies, it still won't be a very tough fight. Still, we're faced against Samurais and Ninjas, as the only story battle that features the former. The Time Mages are kind of comical reliefs here, as they come with offensive abilities such as Jump, and completely ignore their own Time Magic. The Ninjas are very powerful, and it doesn't help that the second squad will be doing absolutely nothing. As for the Samurais, they're not AS dangerous, but they tend to use Kiyomori right off the bat. Still, for Kletian, just use the most powerful attack in your arsenal or Dark Sword, and then you can swarm him, Fly or no Fly.

==

There's a path beyond Kletian, going to the depths of Murond, but what Shrine Knight meets us there? I'll hint you, it's not Vormav, but it's a surprise...

\\ 53. Lost Sacred Precincts \\ Guests: N/A \\ Difficulty: 8

Enemies:

Balk (Engineer)

Chemist x1

Hyudra x1

Hydra x1

Tiamat x1

Dark Behemoth x1

Yep, Balk got controlled by Lucavi so that after the incident in Bed Desert, he could survive. Not only that, but this battle is freaking HARD. This is really quite possibly the hardest fight of chapter 4 and one of the toughest in the game, so if you can get past this, many congratulations to you. Anyway, Balk's allies are extremely, extremely strong. The Chemist shoots you with his own gun, doing quite a bit of damage, as well as supporting by using X-Potions on Balk. The Hyudra, Hydra, and Tiamat are capable of doing three attack hits for 200 damage apiece, and the Dark Behemoth can take 500 HP off in a hit. Not fun.

It doesn't help that the terrain here is absolutely TERRIBLE, and Balk is fast as all hell. Hopefully you have Orlandu or Meliadoul with an Excalibur, Sprint Shoes or a Bracer, and Blastar Punch ready to not only take a huge chunk of HP from Balk, but reduce his speed greatly. Still, you can't rely on Orlandu or Meliadoul for everything, because Balk's allies can kill them instantly. It's very much recommended that you have your characters with high Jump so they can get across the gap at the middle. Ignore the fact that the second squad is supposing to go across the bridge; give them good move, jump, and speed, and have them follow behind the first squad.

Reis is one of the best characters to use in this fight, simply because of Dragon Tame. If you can have these enemies turn on Balk, he may be dead meat before you know it. As well as this, you can have characters with Teleport or Fly, or a Lancer with maximum Level Jump. If not Reis, then a Mediator can help control Balk's allies. I'd recommend focusing everything that you possibly can on Balk, unless you can't damage him but can kill the Chemist. If so, by

all means do so. =P If you're really having trouble, put Thief Hats and Rubber Shoes on everyone, otherwise it may be based on how much you've prepared, or how much luck you can have controlling the enemies. Good luck. :(

==

Time to stop Ajora's revival already, and get Alma back... continue onward and give yourself a pat on the back for having defeated Balk. :)

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\\ 54. Graveyard of Airships \\ Guests: N/A \\ Difficulty: 6
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Enemies:

Hashmalum (Regulator)

Vormav is continuing his mission to bring Ajora back, but doesn't have the sufficient blood, so he has to go on another rampage to kill you. With that, he takes Leo out from his pocket, shines in divine golden light, and becomes the most impressive looking Zodiac beast yet, the Regulator Hashmalum. Hey, a valiant gold lion is better than blue and green goats (Velius and Adramelk) or some big fat white creature (Queklain); it's just between Zalera and Elidibs. ^_^ Regardless of what he is, Hashmalum is one of the strongest and toughest Zodiac beasts, but he relies a bit too much on slow, extremely strong attacks.

Hashmalum's favorite move is Meteor, which is very powerful but takes quite a while to charge. Other than that, he uses Seal, which petrifies some characters but can be avoided if you have your characters separate from each other, and Melt, which is a faster but weaker fire based attack. Hashmalum can be very weak against his own attacks; I just love having a bunch of Lancers jump him in the air while Meteor lands and he deals 300 damage to himself and only himself, while Orlandu blasts him with Holy Explosion and a Summoner with Yin Yang Magic as a secondary (or Math Skill) uses Lich or Life Drain on him. :) He doesn't have THAT much HP, only 1500 or so, if you undermine his weaknesses enough, he will end up committing suicide so that Ajora can awaken in Alma.

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Final boss coming up! Hope you've prepared yourself to the utmost. Anyway, after Vormav has killed himself to provide the blood for Ajora, he finally awakens within Alma! However, Alma is too strong for him, so using the energy of Virgo, Alma breaks away but badly wounded. She can help you during the next fight, but Ajora has to be killed quickly. So with that, Ajora starts beams raining down from the sky on the airship you're on, to destroy the frontmost pillar, and to turn himself into the Holy Angel Altima. Kinda like what Kuja does in FF9. Anyway, final boss time.

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\\ 55. Graveyard of Airships part 2 \\ Guests: Alma \\ Difficulty: 5
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Enemies:

Altima (Holy Angel) - part 1
Ultima Demon x4 - part 1
Altima (Arch Angel) - part 2

Altima may be the final boss of the game, but he's really not all that at all. He has the almighty Teleport ability, so he can go back and forth around and

using his attacks, but they really aren't that much at all. In fact, the Ultima Demons here are much more of a worry than Altima is. However, I wouldn't worry about them. Bring a Summoner with Math Skill as a secondary and Raise in White Magic learned, and have it keep Alma alive. Trust me when I say Alma is stronger than she was in Lesalia, and she's very useful in using Mbarrier on you so you can blitz Altima. :)

The Summoner ought to have Lich, so you can surely and quickly defeat Altima. Life Drain is also very useful, and same holds true for Beowulf with a regular Drain and if he gets beat up enough, Shock!. Once you do around 1000 damage or so, Altima will get angry, refusing to die, and then turn himself into a simply huge dead form, the Arch Angel Altima. And with that, he ditches the Ultima Demons! Hah, big mistake. Lich will do 999 damage every use; let's just hope you can keep the MP up. Altima is very strong, and even has the impressive looking All-Ultima to boot, and has a deadly Grand Cross, which causes a whole bunch of status effects, but man... he's just slow. If Alma's alive, she can get Mbarrier and thus Haste on you, so you can quickly and easily win this.

Overall, an extremely disappointing finish to such a superb game. Have a Lancer for pure power; as well as a Summoner with Lich and Math Skill with Life Drain and some curative abilities just in case; Orlandu with Lightning Stab, Holy Explosion, and Night Sword; Ramza as whatever you want; and either Agrias or Beowulf for Lightning Stab, Holy Explosion, Drain, and Shock. You won't have a problem winning this one.

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That false Ajora ends up dying, but it comes at a price... as he dies, this airship starts exploding! Uh-oh, you're falling... but the ending is right up. Congratulations on beating one of the greatest games of all time, and hope our guide helped ya.

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 ++++++ VIII. SIDE QUESTS ++++++  
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While not having as many side quests as most of the latter FFs, Tactics still features some nice and rewarding side quests in its course. Quality rules over quantity, still...

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 \\ Bar Propositions \\ When: Chapter 2-4 \\  
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This isn't really a "side quest", just a little something you can do from all of chapters 2-4 to gain lots of JP and Gil, and as such, are extremely useful if you want to build powerhouses up. To do these, you have to walk into a bar (you can be a guy or a girl), and read the propositions, then send three units out to do a job. There are 96 of these in total, but you'll get better rewards based on WHAT units and such that you send. They all take time, so you have to wander around back and forth between places to do these. Obviously, two blue dots are the best places. Good luck. :)

Gariland Magic City
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Name	\\ When	\\ Price	\\ Days	\\ Best	\\ Prize
Testimony of Ex-Miner	Chap. 2	600	8-11	Any	Gil

Orders of the Coast Guard	Chap. 2	3050	8-9	Monk	Gil	
Stolen Ancient Writings	Chap. 3	11000	12-16	Any	Gil	
Master Math	Chap. 4	50	10-13	Calc	Gil	
Win the Magic Contest!	Time	N/A	14-16	Wiz	Treasure	

Igros Castle

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Name	\\ When	\\ Price	\\ Days	\\ Best	\\ Prize	\\
Girl at Gulg Volcano	Chap. 2	3100	15-16	Chem	Treasure	
Sad Traveling Artist	Chap. 3	50	13-16	Medi	Gil	
Traveling Artist Mameko	Chap. 3	N/A	15-16	Calc	Gil	
Ringing of the Bell	Bt. 26+	2000	11-13	Any	Treasure	
Legendary Monster	Chap. 4	1000	14-15	Any	Gil	
Sullen Experiment	Chap. 4	1100	15-16	Any	Gil	
Thief Zero Reborn!	Th Ze 4	5000	8-9	Kni	Treasure	
Legendary Traces	Bt. 45+	200	13-14	Any	Place	

Dorter Trade City

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Name	\\ When	\\ Price	\\ Days	\\ Best	\\ Prize	\\
Trap of the Bandits	Chap. 2	600	11-13	Summ	Gil	
Discovery Race	Chap. 3	N/A	14-16	Any	Place	
Discovery Race 2	Chap. 3	N/A	14-16	Any	Place	
Discovery Race 3	Chap. 3	N/A	14-16	Any	Place	
Minimum's Melancholy	Chap. 4	600	12-14	Thief	Treasure	
Minimum's Melancholy	Chap. 4	1000	12-15	Thief	Treasure	
Minimum's Melancholy	Chap. 4	600	11-12	Kni	Gil	

Zaland Fort City

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Name	\\ When	\\ Price	\\ Days	\\ Best	\\ Prize	\\
Salvage the Trade Ship	Chap. 2	100	8-15	Geo	Gil	
Zaland Embassy	Chap. 2	6000	10-12	Monk	Treasure	
Rolade Ore Company	Chap. 3	1100	10-14	N/A	Gil	
Deep in Sweegy Woods	Bt. 26+	1100	11-13	N/A	Place	
Shy Katedona	Bt. 45+	500	14-15	Medi	Treasure	
Win the Zaland Fight!	Time	N/A	14-16	Monk	Treasure	

Lionel Castle

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Name	\\ When	\\ Price	\\ Days	\\ Best	\\ Prize	\\
My Little Carrot	Chap. 2	100	15-16	Medi	Gil	
Trade Shop Douing	Chap. 3	100	8-12	N/A	Gil	
Challenge of Zero	Chap. 3	50	8-9	Kni	Treasure	
I saw it.	Bt. 26+	1050	14-15	N/A	Place	
Storm of Zigolis!	Bt. 26+	1100	12-14	N/A	Place	
Protect the Little Life	Chap. 4	1500	15-16	Kni	Treasure	
Emissary of Lionel	Bt. 45+	4000	14-15	N/A	Treasure	

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 Goug Machine City

Name	When	Price	Days	Best	Prize
Vacancy!	Chap. 2	100	7-9	Squi	Gil
Heir of Mesa	Chap. 3	10000	10-13	N/A	Gil
Machinist Contest	Chap. 3	100	11-13	Chem	Treasure
Salvage the Trade Ship	Chap. 4	100	11-14	Kni	Treasure
Devil in the Dark	Chap. 4	3050	8-10	Wiz	Gil
Meister Contest	Time	N/A	14-16	Chem	Gil

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 Warjilis Trade City

Name	When	Price	Days	Best	Prize
Destiny of the Company	Chap. 2	1050	5-8	Ti Mg	Gil
Concerns of a Merchant	Chap. 3	2000	14-15	N/A	Place
Mountain of Rain	Chap. 4	600	13-16	Lanc	Place
Within the Darkness	Chap. 4	1500	12-14	Monk	Gil
True Romance	Chap. 4	N/A	8-12	N/A	Treasure
Wandering Gambler	Chap. 4	15000	9-12	Danc	Gil

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 Goland Coal City

Name	When	Price	Days	Best	Prize
Will of Elder Topa	Chap. 3	8000	11-13	Kni	Gil
Miners Wanted!	Chap. 4	50	4-6	N/A	Gil
Miners Wanted! 2	Chap. 4	150	4-6	N/A	Treasure
Adventurer Ramzen	Chap. 4	1100	12-16	N/A	Treasure
Defeat Golden Gotsko!	Bt. 45+	1000	14-15	Summ	Gil
Terror of Assault Cave	Bt. 45+	1500	13-14	Wiz	Gil
Dream of a Miner	Bt. 45+	150	12-14	N/A	Gil

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 Lesalia Imperial Capital

Name	When	Price	Days	Best	Prize
Sunken Salvage Tour	Chap. 3	3000	10-14	Monk	Treasure
Mine Excavation Tour	Chap. 3	1000	10-14	Chem	Treasure
Discovery Tour	Chap. 4	5000	10-14	N/A	Place
Thief Zero Returns!	Chap. 4	500	8-9	Kni	Treasure
If wishes come true	Bt. 45+	6000	15-16	N/A	Gil
Son, Pappal!	Bt. 45+	3000	12-15	Lanc	Gil
Secret Door	Bt. 45+	3050	8-11	N/A	Gil

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 Yardow Fort City

Name	When	Price	Days	Best	Prize
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Sailor Tour	Chap. 3	5000	10-14	Arch	Gil	
Envoy ship, Falcon	Chap. 4	3500	7	Geo	Treasure	
Good Workplace and Job!	Bt. 45+	N/A	9-14	N/A	Gil	
Miner's Tour	Bt. 45+	1000	10-14	N/A	Gil	
Miner's Tour 2	Bt. 45+	1000	10-14	N/A	Treasure	
Win the Yardow Fight!	Time	N/A	14-16	Squi	Treasure	

Riovanes Castle

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Name	\\ When	\\ Price	\\ Days	\\ Best	\\ Prize	\\
Sea of Gredia Island	Chap. 4	4000	9-11	Geo	Treasure	
Stranded Trade Ship	Chap. 4	N/A	8-13	Geo	Gil	
Fiar's Request	Chap. 4	3000	12-14	N/A	Gil	
Secret Society	Chap. 4	600	2-3	Ninja	Gil	
Letter to my Love	Chap. 4	N/A	10-12	Bard	Treasure	
The Greatest Plan	Bt. 45+	3050	8-10	N/A	Treasure	
Hard Lecture	Bt. 45+	200	8-12	Summ	Gil	

Bervernia Free City

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Name	\\ When	\\ Price	\\ Days	\\ Best	\\ Prize	\\
Hidden Trap at the Maze	Chap.4	8000	12-14	N/A	Treasure	
One Activity	Chap.4	500	7-15	Chem	Treasure	
Ruins at Bed Desert	Chap.4	550	11-15	N/A	Place	
Adventurer Wanted!	Chap.4	100	8-12	Squi	Place	
I saw it! I swear!	Chap.4	3050	12-15	N/A	Place	
Defeat Behemoth!	Bt. 45+	500	13-15	Chem	Gil	

Zeltennia Castle

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Name	\\ When	\\ Price	\\ Days	\\ Best	\\ Prize	\\
Larnar Channel Waves	Chap. 4	3100	9-13	N/A	Treasure	
Phantom Thief Zero!	Th Ze 2	100	8-9	Kni	Treasure	
Mother	Chap. 4	3050	8-12	N/A	Gil	
Attractive Workplace	Bt. 45+	1000	6-10	Monk	Gil	
Dream child	Bt. 45+	3500	15-16	N/A	Gil	
How much is Life worth?	Bt. 45+	550	8-9	Chem	Treasure	

Zarghidas Trade City

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Name	\\ When	\\ Price	\\ Days	\\ Best	\\ Prize	\\
Himuka Cliff	Chap. 4	1500	8-12	Squi	Treasure	
The Lord's Ore	Chap. 4	13000	9-11	N/A	Treasure	
Death Canyon	Bt. 45+	13000	9-14	N/A	Gil	
Defeat Whirwind Karz!	Bt. 45+	11000	10-13	Lanc	Gil	
Road of Beasts	Bt. 45+	10000	11-13	Orac	Gil	
Memories	Bt. 45+	100	10-12	N/A	Gil	

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Limberry Castle

Name	\\	When	\\	Price	\\	Days	\\	Best	\\	Prize	\\
Poeskas Lake Bottom		Bt. 45+		1500		8-13		Lanc		Place	
Ominous Dungeon		Bt. 45+		3000		11-13		Squi		Place	
Thief Zero's Last Stand		Chap. 4		10000		8-9		N/A		Gil	
My Treasure		Bt. 45+		3050		8-13		N/A		Gil	
Chocobo Restaurant		Bt. 45+		100		2-4		N/A		Treasure	
Wandering Gambler		Bt. 45+		15000		11-13		Mime		Gil	

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\\ Beowulf, Reis, Worker 8, and Cloud \\ When: Chapter 4 \\  
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You can't get Cloud (that's right, Cloud from FF7) until much later, but eh, anyway... here are some prerequisites:

- You must be in chapter 4 (having gotten Pisces from Izlude)
- You must have Mustadio (kick him out and you have no Beowulf, Reis, or Cloud)
- You must accept Aeris's flower in Zarghidas Trade City to get Cloud
- You must not kick Beowulf, Reis, or Worker 8 out when you get them
- You must have finished the battle in Igros Castle to get Cloud

So with that, once chapter 4 begins or whenever in chapter 4 you decide to do this quest (preferably the former), go all the way down to Goug Machine City. I know, lots of battles you might have to face, but do it anyway. So when you're there, Mustadio and Besrodio will meet up, Besrodio having found a large steel ball which for some reason, has an Aquarius sign engraved on it. Okay. After you've done that, go to Goland Coal City, and enter the bar.

Read the rumors, and go down to the Ghosts in Colliery, and it'll tell you about a dragon who's supposedly in the mines of Goland. After that, go to Lesalia Imperial Capital, and Ramza will automatically enter the bar and then order milk. Wow... that's amazing. The guy at the counter will tell him about the dragon in the mines, and Ramza decides to check it out, but then a knight named Beowulf will stop you and ask you to hire him. Let him come along, or you will be quite sorry. He's merely a guest now, but he's an awesome character.

Once Beowulf is with you... well, let me point something out. You may have heard of the story Beowulf, which is based on a character named Beowulf, who has a friend called Wiglaf. That sound like a certain person in this game who used the Zodiac Stone Aries to turn himself into Velius? ;) What's more, was I the only one who thought that Beowulf looks almost exactly like Wiegraf in his Death Corps armor from chapter 1? What's more, Wiegraf turns into a Shrine Knight, and Beowulf once WAS a Shrine Knight. Hahaha.

Alright, anyway, head to Goland Coal City when you're ready. Four consecutive battles, though, so prepare if necessary.

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\\ A. Colliery Underground Fourth Floor \\ Guests: Beowulf \\ Difficulty: 3

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Enemies:

Chemist x5

This battle may look like a complete joke, but it isn't. It IS a pretty easy one, but somewhat annoying, since these Chemists sometimes throw Phoenix Downs at each other. Fortunately, you have Beowulf as a guest here, and if you're lucky, he'll have Paralyze with him. This is an awesome spell which will inflict Don't Act on an enemy, and has a surprisingly high success rate. Don't Move would of course be useless because the Chemists can throw items and fire Mythril Guns.

If you have Meliadoul or Orlandu (I didn't, so nyah), you can get under the Chemists and throw a Hellcry Punch up at them, and that'll get rid of their annoying long range gun attacks. If not, then another good way of doing this is to have Agrias move to the left at first and throw a Statis Sword up there, and you may cause Stop. Ninjas work very well in this fight because of their mobility, making this an example of a battle in which taking an offensive side will work best.

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Another battle. Another easy victory, right?

\\ B. Colliery Underground Third Floor \\ Guests: Beowulf \\ Difficulty: 4

Enemies:

Chemist x1
Thief x2
Behemoth x1
King Behemoth x1

This fight is slightly tougher than the last one because of the harder enemies, but hey, we have this absolutely perfect music playing with it. :) We've gone from five weak Chemists to one strong Chemist; this one has an extremely rare weapon called a Blaze Gun. Actually, since Square failed to pay whoever was translating this thing, the Blaze Gun shoots ice out instead of fire. But all the same, it's a great weapon, so bring a Thief (Steal Weapon) or Mediator (Invite) to get that Chemist and his weapon quickly.

Just make sure the Thieves here don't steal your own equipment, because they tend to do so quite a lot. Beowulf will usually go to the right and attack the Thief and King Behemoth behind him; hopefully he'll use Paralyze, which is as useful as anything else. Agrias is best at going for that Thief and that King Behemoth and using Lightning Stab and Holy Explosion on them. Meanwhile your other characters should go up and charge the Thief and Behemoth up there, and enjoy a rather easy win.

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One more fight before the biggie. Let's get it ON!

\\ C. Colliery Underground Second Floor \\ Guests: Beowulf \\ Difficulty: 4

Enemies:

Chemist x2

Blue Dragon x2
Uribo x1

More Chemists, more monsters, and for a little joke, a Uribo... these Chemists don't have rare guns equipped, so as such, they can be completely ignored. If you have a Mediator, it'd probably be worth inviting the Uribo here, just for poaching purposes. Other than that, this is your average battle in which Ramza, Agrias, and Beowulf can destroy the opposition. In addition to that, a magic user with Fire3, Ifrit, or Salamander works extremely well here against the Blue Dragons, which are weak against fire. This battle makes for a good yawn, all in all.

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Let's finish this up, eh?

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\\ D. Goland Coal City \\ Guests: Beowulf, Reis \\ Difficulty: 3
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Enemies:

Sinogue (Archaic Demon)
Plague x3
Ochu x2

Here's the Holy Dragon, at last... her name is Reis, and she's being attacked by an Archaic Demon named Sinogue, and his cronies. So we have to save Reis. You may confuse her as an enemy, but the purple dragon is an ALLY. Anyway, the biggest threat here is Sinogue because he's quick to unleash Giga Flares on Reis, which are very damaging. However, Reis's Ice Bracelet is very strong against the Ochus here, and will most likely kill them in one hit. This is a very quick battle no matter how you fight it, but Reis may get hurt quickly, so I'd put a healer in here just in case.

Put either Spike Shoes or Germinas Boots on Beowulf and Agrias (or if you have him, Orlandu; Meliadoul is completely useless in this battle), and have them go straight for the enemy. My Beowulf got Don't Act on Sinogue, which was very nice. Mainly go for the Plagues, since they are able to petrify you. Once Reis has beaten off the Ochus and the rest of your group the Plagues, Sinogue will fall quickly. Note that the battle will NOT immediately end if you just beat Sinogue immediately.

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Once the battle is over, Beowulf will tell you that Reis is more important to him than life itself. Hmmm, a romantic man and dragon story, eh? Beowulf will give you something he happened to find here, that being the Aquarius Zodiac Stone. Heh heh heh, I can name some place we need Aquarius for! Beowulf and Reis will join you here; you should definitely add them to your party, at least if you want to continue this side quest.

Since you have Aquarius now, return to Goug Machine City. Remember its symbol on the steel ball that Besrodio found? Well, Ramza just adds Aquarius to it, and you get a large robot from it. This, the Steel Giant, obeys and order you give it. Ramza tells it to dance at first, and then as Mustadio tells him to make a better order than that, perhaps the funniest moment in the game ensues as Ramza tells it to attack Mustadio, and well, it does. :) Ramza runs around in hysterics asking for a Phoenix Down; quite funny. The robot, Worker 8, will officially join you. That wraps this side quest up... for now.

After you've got the flower from Aeris in Zarghidas Trade City, return to Goug Machine City, to find that Besrodio has built some weird contraption which reacts to the Zodiac Stones, and with that, he notices it has the "69" mark of Cancer engraved on it. Let's do some hunting, no? Go to Zeltennina Castle and read the rumor about "Cursed Island, Nelveska", to hear about some fearsome iron sentinel. Hahaha... remind you of someone? A red dot appears to Nelveska Temple, just go in there for some answers...

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\\ E. Nelveska Temple \\ Guests: N/A \\ Difficulty: 7
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Enemies:

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Worker 7 (Steel Giant)
Cocatoris x3
Hyudra x2
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Yep, Worker 8 has a brother, this one being named the Worker 7, and we have to bust this baby up. Anyway, this may very well be the beginning of item hunting, as two extremely rare items are hidden here, one in which is a one-time only and one in which is very long and time consuming to get otherwise, so we'll have to get them both. Any way you fight this one, it's going to be a bit of a tough one, since Worker 7 is just as strong as Worker 8, and has tons of HP to boot. Still, he relies on his extreme PA. We can remedy this.

Bring a Ninja with Battle Skill (with Power Break) as a secondary. Bring a character with a Brave of 61-66 or so and Move-Find Item, along with Germinas Boots and thus a Jump of 4, Beowulf for the Chicken ability, Worker 8 to help out, and Ramza. If you want Orlandu, you'll have to make Ramza the Ninja with Battle Skill, but bring this very layout no matter what, unless the Ninja has a Brave of 11-16 and thus you don't have to use Beowulf. =P With this layout, we're ready to go.

Worker 7 is helped by some very strong and very annoying enemies, in which Orlandu is very good for finishing off if you brought him. Or, if you brought Beowulf, Worker 7 might hurt him and he can Shock! the enemies from a distance. Either way, defeat them quickly before they petrify you. I'd send the entire party after them except for the Ninja with Battle Skill, who should be Power Breaking Worker 7 over and over. When Worker 7 gets to a point in which he's really not that deadly, start Speed Breaking him. Turn him into just one big chunk of metal, and keep him alive while you fight the other monsters.

Anyway, time for the item hunting. There are two super special items on top of the pillars here, in which you can ONLY get with Move-Find Item. To get up there, bring a fast character with Move-Find Item and a Jump of 4, then move Worker 8 under the pillar. With that, just climb on top of Worker 8 (yes, you can do this) and get to that pillar. The two items in question are hugely improved versions of former items: the Escutcheon and Javelin. Yep, same name, but different appearance and completely different ability. Look above what the Item finder gets to see what is. The Gold Escutcheon, as I call it, is gold in color while the bad one is brown. The Ultimate Javelin, as I call it, is silver while the bad one is blue and light brown. Good luck.

Believe me that this is worth it overall, but anyway, there are two other items to collect here. First of all, start from the bottom left square from when the mission objective was displayed. Move four panels to the right, and nine panels upward, from there. Inside of the temple, you'll find a Nagrarock there. Sure,

it's a very weak weapon, but it may have its uses. And from there, another item, the Sasuke Knife (which is very good!), is two panels to the left and two panels up from the Nagrarock. You'll want to have Worker 8 help you get that one. Anyway, with that, just beat Worker 7 to oblivion. Don't bother with magic, since much like Worker 8, he has no faith. Just bust him up.

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After that fight is over, Worker 7 will self destruct. It looks like he got power with the Cancer stone... so anyway, try and leave the place, and then Beowulf will take Cancer and give it to Reis. With that, Reis enters the temple as a dragon... and emerges as a human! Just like what she was before we began this quest. =D After Beowulf and Reis make the lovey-dovey on each other, go back to Goug Machine City. Since we have Cancer, we might as well see how it works.

Once at Goug, Besrodio will use the stone on the contraption, and summon none other than Cloud (from FF7!) from the Lifestream. Baha, gotta love FF7. But anyway, Cloud acts exactly like he did in FF7, just running away and going "my head". Hahaha. But anyway, we have to skip forward to after the fight with Adramelk in Igros Castle. Once that fight is over, go to Zarghidas Trade City, to find Aeris getting attacked by a bunch of money grubbing punks. Cloud tries to protect her, but he's not the strongest of guys... better help him out.

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\\ F. Zarghidas Trade City \\ Guests: Cloud \\ Difficulty: 3
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Enemies:

- Monk x1
- Thief x2
- Squire x3

Under normal conditions, this would be a friggin' EASY fight, but we have to protect Cloud, who is very, very weak. He starts at Lv. 1 with 200 HP, and he can't use any of his Limit skills without a certain weapon, which is a huge bummer. But anyway, I recommend a Samurai and a Monk here. The Samurai can use Murasame on Cloud to keep him alive, while at the same time hitting the punks with Muramasa or Kikuichimoji. Or if necessary, you can use Kiyomori on Cloud to keep him alive. The Monk has Chakra and Earth Slash, which both work well. Other than that... the usual Meliadoul, Agrias, or Orlandu work well.

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That's the last battle of this side quest, and thus, Cloud will join you! He's at a very, very low level, however, plus he can't use his Limit skills until we do something else. Go to Bervenian Volcano and get into a random battle (from the south, that is), bring Worker 8, and a character with a good Jump as well as Move-Find Item. Climb up onto the volcano, and collect a weapon there... Cloud's Materia Blade! Sure, it's a puny weapon compared to Rune Blades or any Knight Sword (it's got the same strength as a Diamond Sword), but Cloud's Limit skills are very strong.

If you want to build Cloud up all the further, go into random battles with Orlandu, or any very high leveled character (or an alternative is inviting any enemy from the Deep Dungeon in which we're about to do!), and just have him attack that character. The difference between their levels will be the amount of EXP that Cloud gains! Isn't that cool? Anyway, that wraps this side quest up completely.

The Deep Dungeon is the ultimate side quest of Final Fantasy Tactics, and the only one which will enable you to collect all the best stuff in the game. Along with a rather fun side quest, you get one decent character, the ultimate summon in the game, and some simply amazing weapons and armor. However, battles in the Deep Dungeon are fought out in a completely different way from regular battles. This is how it's done.

You'll have a random battle, and the floors are completely pitch black. That's right; you can't see anything but your characters. HOWEVER, when someone turns into crystal, that brightens the place up a bit. One crystal, and you can see the outline of the place. Two crystals, and you can see the colors. Three crystals, and it's like a pretty dark, regular battle. And four crystals, and it's your regular lit battle. However, keeping three or so crystals around can be very hard, as enemies will want them.

So anyways, four panels in the ten floors of the Deep Dungeon; that's right, four panels and four specific panels, have treasures in them in which you can obtain with Move-Find Item. But it's not that easy. You'll either get the very good item (trust me, it's either an Elixir or a very rare and extremely good item; most in which you cannot collect in any other way), or a Phoenix Down. Once you've found it, it or the Phoenix Down, it's gone. Forever. If you want everything, you'll just have to reset if you get the Phoenix Down, I'm very sorry.

To make it not 50-50 random luck overage, you'll have to make preparations. Your Brave is actually the percentage of change that you'll get the Phoenix Down. Therefore, you'll want your Brave at 11 or so. It's okay if it's a bit above, but you want it above 10, but still very low. To do this, you'll need Ramza as a Squire with Guts, and Beowulf with Chicken. Ramza can use Cheer Up on the item finder until it's 61-66 or so, and then Beowulf can use Chicken and you have the perfect Brave. You'll probably want to have Haste and Germinas Boots ready, and Ramza with Yell is recommended.

This is not all. To get to the next floor, you have to walk onto a certain panel out of five selected ones (which are NOT random) until a unit says it's found a path that leads further on. It doesn't have to be the item finder or anyone in particular; in fact, anyone can find it. But this can still be a major pain in the ass to find, which is why you may want to use my guide for coordinates. This is how I'm going to do it: start from the bottom-left square, and move X panels to the right, and Y panels upward, as X;Y. So let's say the panel is six to the right and four upward, I'll write it 6;4. Simple enough?

So anyways, getting into the Deep Dungeon itself. After the Murond Holy Place battles are finished, go to Warjilis Trade City in southern Ivalice, and in the bar, you'll hear some drunkards talking about the Deep Dungeon. Sounds like fun. From Warjilis, you can go into the Deep Dungeon, and battles don't start as soon as you enter! That's right, do Warjilis's propositions as easy as that. Not a problem at all. But when ready, enter the first floor of the Deep Dungeon... the NOGIAS.

3;9
6;8
8;1
8;3
9;9

The first floor of the Deep Dungeon, and as such, you can't expect too much amazing difficulty. You'll start at the top of a big cliff while your enemies will start at the bottom, and you're usually parred against some fairly weak enemies. High level, but weak overall. Shouldn't be too tough of a battle to win.

As for stuff, at the bottom-left corner you'll find a Glacier Gun (0;0), and three panels to the right of that, you can find an Elixir (3;0). To the right of that and a bit up, you can find a Blaze Gun (7;2), and quite a bit upward but to the left, you'll come across, as some kind of joke, a Kiyomori (5;9). Out of these, the Glacier Gun and Blaze Gun are pretty optional. The Kiyomori is just one big outright joke, and the Elixir is a give or take. Get it if you want, but it's not the end of the world if you can't get it. A weak floor for stuff, but oh well, it's the first one, bud.

\\ H. Deep Dungeon - TERMINATE \\ Guests: N/A \\ Difficulty: X

Exits:

0;0
0;9
1;4
6;1
8;0

The second floor of the Deep Dungeon is another big cliff, with you at the top and the enemies at the bottom. This place tends to be a complete haven for Goblins, which is good for you. We get more enemies to turn into crystal, and they're all weak anyway. :) This won't be too much of a hard fight for you, and plus we've got awesome as hell rewards...

One panel upward from the very bottom-left corner is a Save The Queen (0;1), which is inferior to the Excalibur and other such Knight Swords but is still worth picking up, regardless. One panel below, and four panels to the right of that is an Elixir (4;0). And from there, go back two panels to 2;0, and then go ten panels upward to find another Elixir (2;10), and now go completely away from all that, four panels to the right and three panels below, to find the amazing Blood Sword (6;7). Of these, the Blood Sword and Save The Queen shouldn't be passed up. The Elixirs are also, as usual, not bad but not great.

\\ I. Deep Dungeon - DELTA \\ Guests: N/A \\ Difficulty: X

Exits:

1;1
3;11
7;8
8;2
8;8

Our Deep Dungeon's third floor features us with a far more difficult terrain to pass through than the last one, although it's still not nearly as bad as Valkyries, which is right up ahead. The opposition is the typical which should not really be that tough. Just prepare yourself normally and hop right into the action.

From the bottom-left square, head six panels upward and one to the right to find the amazing Mace of Zeus (1;6), which will very easily complete any form of magic user. No less than nine panels above that, as well as one to the right, you can find an Elixir (2;15). Now move six panels below that, and five panels to the right, where you'll find the decent Yoichi Bow (7;9). And from there, go two to the left and six below, and you'll get another Elixir (5;3). Of these, the Mace of Zeus is definitely worth collecting, but the Yoichi Bow is just average. Oh well, it's better than an Ultimus Bow.

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\\ J. Deep Dungeon - VALKYRIES \\ Guests: N/A \\ Difficulty: X
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Exits:

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- 8;10
- 11;3
- 13;2
- 14;4
- 15;6

VALKYRIES, the fourth floor of the Deep Dungeon, features by far the most difficult terrain we've seen yet, and some of the toughest in the whole friggin dungeon. The whole place is a rocky sort of place, full of big gaps everywhere in which you'll need to cross from small areas, which is a big hassle. If you have Float, Fly, or Teleport, use them here if anywhere. The enemies tend to consist of some average monsters. Not too hard.

All except one of the items here are quite a while away from the bottom-left point, the only one being (3;2), a pretty useless Elixir anyway! But anyway, ten panels to the right and nine panels upward from that bottom-left point is a Fairy Harp (10;9), and exactly one panel above that is a Kaiser Plate (10;10), which is a fairly good shield. From there, head one panel to the right and two panels below, and you'll pick up a Faith Rod (11;8). Of these, the Fairy Harp is only for Bards, thus not a necessity. The Faith Rod can be extremely useful, and the Kaiser Plate is decent. Not the best shield, though.

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\\ K. Deep Dungeon - MLAPAN \\ Guests: N/A \\ Difficulty: X
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Exits:

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- 1;2
- 3;4
- 4;2
- 6;0
- 6;4

I swear Square was probably running out of name ideas by now. I mean, MLAPAN? What the hell is that? It's hard enough to pronounce, but anyways, the Deep Dungeon's fifth floor is set on top of a mountain, with a small stream running near it. Most enemies I see here tend to be regular Knights and Archers, who

seem to be female most of the time. I sense something. =P

Around the top of this mountain, that being two panels to the right and eight panels above of the bottom-left point, is the wonderful and extremely valuable Excalibur (2;8). At the very bottom-left point itself is an Elixir (0;0). From there, just head eleven panels up. Time consuming, yes, but still, you'll get one of the ultimate ninja sword twins, the Iga Knife (0;11). And from there... just go six panels to the right for an Elixir (6;11). Of these, we get the standard Elixirs, and the Excalibur and Iga Knife. Get both of these, if you're forced to reset multiple times. ^_^

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  \ L. Deep Dungeon - TIGER \ Guests: N/A \ Difficulty: X  
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Exits:

0;0
0;9
1;7
2;2
5;7

We've made it to the sixth floor of the Deep Dungeon, which means we're now halfway through the place. However, this is probably the turning point. TIGER itself is a very difficult and annoying terrain, particularly huge walls which zigzag around the place. Plus, the enemies are much tougher, so you'd better be careful.

As for items, they're quite a bit away from the bottom-left corner. In fact, they're right where you begin. =P Start from nine panels to the right of the corner and eight panels above to find a Cursed Ring (9;8), and then go one panel above that to find the awesome Secret Clothes (9;9). Now go one panel to the right to find an Elixir (10;9), and then simply head one panel down for a Blast Gun (10;8). Out of these, the Cursing Ring is good if you don't need healing, the Secret Clothes are fantastic, and the Blast Gun is recommended, but no big loss if you can't get it. The Elixir is... an Elixir. Nothing more.

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  \ M. Deep Dungeon - BRIDGE \ Guests: N/A \ Difficulty: X  
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Exits:

0;14
2;8
2;13
4;2
5;6

BRIDGE, the seventh floor of the Deep Dungeon, isn't really that tough compared to the next three parts of the dungeon, or TIGER. It's a pretty long ranged type of area with a big ridge cutting it in half, so you may want to have some good Jump prowess on you. The enemies tend to be a big bunch of magic users, so be very alert. The Calculators aren't much though.

All the items here can be found on the vertical line four panels to the right of the bottom-left corner. Four squares above the bottom of this line is a simple Elixir (4;4), and you can head six panels above this to find an actual RARE Sage Staff (4;10), two panels above that for a Koga Knife (4;12), and

another two panels above that for... an Elixir (4;14). Out of these, the Sage Staff is decent but not as good as the Mace of Zeus, but if you get the Iga Knife, might as well get its brother, the Koga Knife. Not the best place for items, though.

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\\ N. Deep Dungeon - VOYAGE \\ Guests: N/A \\ Difficulty: X
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Exits:

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0;13
1;10
1;13
8;5
10;10
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VOYAGE tends to be a place of fairly strong monsters from what I know. Oh well, it's not too bad for the eighth floor, although you may end up a little annoyed by the terrain around the end. What it is is two big cliffs with a big gap among them, so you may have some trouble getting around. Oh well, this is nothing next to HORROR.

It also has some of the best items ever here. Quite a bit away from the bottom left corner but two panels to the right, you can find the worst of the bunch, which is an Elixir (2;10); from there, head one panel to the right and two downward for the awesome Ragnarok (3;8), then a bit down to the right for the spectacular magic using dream, the Robe of Lords (6;7), and then just go more to the right but a bit down for a Perseus Bow (8;6). Out of these, get the Robe of Lords no matter what it takes. The Ragnarok is awesome, and the Perseus Bow is the best bow, so might as well take that.

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\\ O. Deep Dungeon - HORROR \\ Guests: N/A \\ Difficulty: X
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Exits:

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0;3
0;8
2;1
2;5
10;7
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HORROR is the ninth floor of the Deep Dungeon, and by FAR the toughest. It's full of large cliffs, lots of holes, lots of elevated terrain, and it's overall a big place. However, your enemies are a tough bunch which will show no mercy in kicking your ass. They usually include a bunch of Ninjas and Samurais, all at extremely high levels.

Near the bottom-left point, you can find an Elixir (1;3). Also, pretty close to that, you can find the ultimate armor, the Maximillian (2;0). And now, back to close to where you begin, you can find the Grand Helmet pretty close by (8;4), and a single panel above that, you can collect the Venetian Shield (8;5). Out of these, the Elixir and Venetian Shield aren't absolute essentials, but you MUST get the Grand Helmet and Maximillian to create the ultimate heavily armored character. The Venetian Shield, however, isn't as good as the Gold Escutcheon but better than the Kaiser Plate.

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Well... that's done. Once you're level 90 or so (or if you ever make it that high), then go back to HORROR and look for the Ninjas and Samurais again, and put Catch on all your characters so that they throw excellent stuff to you. And that includes perhaps some Masamunes, Chirijiradens, Excaliburs, Ultimate Javelins, you name it... but anyway, the Deep Dungeon isn't over. We still have one more floor... a Robe of Lords on a Summoner is recommended for the upcoming finale.

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\\ P. Deep Dungeon - END \\ Guests: Byblos \\ Difficulty: 6
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Enemies:

Elidibs (Serpentarius)
Apanda x6

As you can see, there's no exits this time around; this is a completely different battle from the other ones in this place. So anyways, you meet none other than the famous legendary wizard Elidibs down here, and then he takes out none other than a Zodiac Stone! Yep, there were thirteen all the time; this one is called Serpentarius. And with that, Elidibs turns into Elidibs. Yep, he don't get no new name! And a job class of Serpentarius, psht. But anyway, he's got six nasty Apandas helping him.

Other than that, you get your own Apanda-like creature called a Byblos to help you out here. But anyway, this would be an extremely easy fight if there wasn't something we wanted to do here. Elidibs has an almighty special summon called Zodiac in which he frequently uses and is extremely powerful, and if he uses that on a Summoner and s/he survives, then you get your own Zodiac. :) Problem is, Zodiac is very powerful, Elidibs is a strong mage, and Summoners don't get much HP. So... preparations.

First of all, I recommend a Summoner with Math Skill, specifically with some curative magic, possibly Raise and Esuna, and out of black magic, you should know Fire3 and Frog. Equipment, specifically, should be either a Thief Hat or a Flash Hat, Red Shoes or a Magic Gauntlet, a Mace of Zeus, and a Robe of Lords. If you don't have the later two, just have a Wizard Staff and a Light Robe. I also recommend Teleport if at all possible. Besides the Summoner, you'll want a Ninja with Battle Skill as a secondary. Specifically, Mind Break and Speed Break. ^_~

The Apandas here all have about 600 HP, but they have a weakness to fire. Let Math Skill do the talking with Fire3, while Ramza and the Ninja choke them to death. Orlandu can use Lightning Stab and Night Sword on separate Apandas, and if you have him as strong as I did (Power Sleeve, Twist Headband, Excalibur, and a Bracer) you can probably lay down some serious hurt. Just kill them as quickly as possible, before they Petrify you or the like. Then slowly make your way up to Elidibs.

I personally think the Apandas are far more of a threat than Elidibs. I mean, Elidibs is one SLOOW sonuvabitch. His magic is powerful, but he's even slower than Adramelk. Slaughter the Apandas as you move up, and then surround Elidibs. He has an attack called Poison Frog, which will turn the characters it hits into, well, poisoned frogs. I recommend either using 108 Gems to protect you against this, or spreading your characters out a bit so that Poisoned Frog can only hit two characters at most, and he'll be forced to use Zodiac, or his very FF7-like Midgar Swarm attack, which isn't that nasty.

Your Summoner should have Teleport so it can move up and then teleport up to Elidibs's platform, and possibly get caught inside Zodiac. Like I said, just lower Elidibs's magic power, cast Shell on the Summoner (or, even better, have the Robe of Lords on for automatic Shell!), and then when you get prompted to learn Zodiac, do so. It'd be wise not to let the Byblos interfere, but don't leave him knocked out for too long, because for some reason he can turn into crystal. Speaking of crystals, only one is needed to light this room up.

Or, if you just want to finish Elidibs off quickly, Orlandu works well, but the best thing to use against him is status effects. If you want to stop his magic altogether, just have Beowulf use Innocent on him. That's right, Elidibs, the master of magic, can be inflicted with Innocent. Or, as another matter of fact, Stop. Just DON'T put Innocent on Elidibs if you want to learn Zodiac, because if it does NO damage to the Summoner, it won't learn it. Move up for the kill on Elidibs, and let the Byblos use Difference for a good 999 damage. He'll also provide some minor healing with his Energy. It's not a hard fight, in any way that you fight it.

But of course, the place has to have some items to collect, right? ;) I would really get them after the fight with Elidibs and in another random battle, but here are the locations, all on Elidibs's platform: the bottom-right corner has the absolutely awe-amazing Knight Sword the Chaos Blade (7;10), the top-left corner has the extremely powerful and good potential katana the Chirijiraden (5;12), and at the top-right and bottom-left corners, you can find an Elixir in each (5;10 and 7;12). The Elixirs can be skipped, but reset if you don't get the Chirijiraden and Chaos Blade. I'm warnin' ya. ;)

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So, now that you've finished that... you've got the Byblos on your side now, and what's more, you've beaten END, and the Deep Dungeon itself. By now you can definitely take on Rofel, Kletian, Balk, Vormav, and Altima... right? Make full good use of the new equipment, and when ready, go straight on to Orbonne.

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+++++ IX. EQUIPMENT +++++  
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Equipment is pretty important in FF Tactics, as you have to know what equipment your job class can use. I will list the weapons first, in alphabetical order. Here is a key for the weapons list.

- NAME OF WEAPON
- Type: The type of weapon.
- Equip: What job classes can equip the item.
- Price: How much it costs to buy the weapon.
- Power: The attack power of the weapon.
- Evade: The evasion power of the weapon.
- Physical: The physical attack power of the weapon.
- Magic: The magical attack power of the weapon.
- Other: Any other bonuses the weapon provides.
- SA - Support Ability

/ AIR KNIFE /

Type: Knife Equip: Squire, Chemist, Thief, Mediator, Ninja, Dancer
Price: 8,000 Power: 10 Evade: 5% Phys: N/A Mag: N/A
Other: Adds the wind element to your attacks.

/ ANCIENT SWORD /

Type: Sword Equip: Squire, Knight, Geomancer
Price: 5,000 Power: 9 Evade: 5% Phys: N/A Mag: N/A
Other: Adds the Don't Move status effect to your attacks.

/ ASSASSIN DAGGER /

Type: Knife Equip: Squire, Chemist, Thief, Mediator, Ninja, Dancer
Price: 5,000 Power: 7 Evade: 5% Phys: N/A Mag: N/A
Other: Adds the Death Sentence status effect to your attacks.

/ ASURA KNIFE /

Type: Katana Equip: Samurai
Price: 1,600 Power: 7 Evade: 15% Phys: N/A Mag: N/A
Other: N/A

/ BATTLE AXE /

Type: Axe Equip: Squire, Geomancer, Squire's SA "Equip Axe"
Price: 1,500 Power: 9 Evade: N/A Phys: N/A Mag: N/A
Other: N/A

/ BATTLE DICTIONARY /

Type: Dict. Equip: Oracle, Calculator
Price: 3,000 Power: 7 Evade: 15% Phys: N/A Mag: N/A
Other: N/A

/ BATTLE BAMBOO /

Type: Stick Equip: Oracle, Calculator
Price: 1,400 Power: 7 Evade: 20% Phys: N/A Mag: N/A
Other: N/A

/ BIZEN BOAT /

Type: Katana Equip: Samurai
Price: 5,000 Power: 9 Evade: 15% Phys: N/A Mag: N/A
Other: N/A

/ BLAST GUN /

Type: Gun Equip: Chemist, Mediator
Price: 5,000 Power: 22 Evade: 5% Phys: N/A Mag: N/A
Other: Adds the lightning element to your attacks.

/ BLAZE GUN /

Type: Gun Equip: Chemist, Mediator

Price: 1,500 Power: 20 Evade: 5% Phys: N/A Mag: N/A

Other: Adds the fire elemental to your attacks.

/ BLIND KNIFE /

Type: Knife Equip: Squire, Chemist, Thief, Mediator, Ninja, Dancer

Price: 800 Power: 4 Evade: 5% Phys: N/A Mag: N/A

Other: Adds the darkness status effect to your attacks.

/ BLOOD SWORD /

Type: Sword Equip: Squire, Knight, Geomancer

Price: 2,500 Power: 8 Evade: 5% Phys: N/A Mag: N/A

Other: Drains the HP from your enemies.

/ BLOODY STRINGS /

Type: Instrument Equip: Bard

Price: 10,000 Power: 13 Evade: 10% Phys: N/A Mag: N/A

Other: Drains HP.

/ BOW GUN /

Type: Crossbow Equip: Archer, Archer's SA "Equip Crossbow"

Price: 400 Power: 3 Evade: 5% Phys: N/A Mag: N/A

Other: N/A

/ BROAD SWORD /

Type: Sword Equip: Squire, Knight, Geomancer

Price: 200 Power: 4 Evade: 5% Phys: N/A Mag: N/A

Other: N/A

/ C BAG /

Type: Bag Equip: Any female character

Price: 53,000 Power: 10 Evade: N/A Phys: N/A Mag: 1

Other: N/A

/ CASHMERE /

Type: Cloth Equip: Dancer

Price: 15,000 Power: 10 Evade: 50% Phys: N/A Mag: N/A

Other: N/A

/ CHAOS BLADE /

Type: Kn. Sword Equip: Knight

Price: N/A Power: 40 Evade: 20% Phys: N/A Mag: N/A

Other: Generates a constant Regen status effect to your character. Adds the Petrify status effect to your attacks.

/ CHIRJIARDEN /

Type: Katana Equip: Samurai
Price: N/A Power: 25 Evade: 15% Phys: N/A Mag: N/A
Other: N/A

/ CORAL SWORD /

Type: Sword Equip: Squire, Knight, Geomancer
Price: 3,300 Power: 8 Evade: 5% Phys: N/A Mag: N/A
Other: Adds the lightning elemental to your attack.

/ CROSS BOW /

Type: Crossbow Equip: Archer, Archer's SA "Equip Crossbow"
Price: 2,000 Power: 4 Evade: 5% Phys: N/A Mag: N/A
Other: N/A

/ CYPRESS ROD /

Type: Stick Equip: Oracle, Calculator
Price: 1,000 Power: 6 Evade: 20% Phys: N/A Mag: N/A
Other: N/A

/ DAGGER /

Type: Knife Equip: Squire, Chemist, Thief, Mediator, Ninja, Dancer
Price: 100 Power: 3 Evade: 5% Phys: N/A Mag: N/A
Other: N/A

/ DEFENDER /

Type: Kn. Sword Equip: Knight
Price: 40,000 Power: 16 Evade: 60% Phys: N/A Mag: N/A
Other: N/A

/ DIAMOND SWORD /

Type: Sword Equip: Squire, Knight, Geomancer
Price: 8,000 Power: 10 Evade: 10% Phys: N/A Mag: N/A
Other: Enables Cloud to get his Limit Break.

/ DRAGON ROD /

Type: Rod Equip: Wizard, Summoner, Oracle
Price: 12,000 Power: 5 Evade: 20% Phys: N/A Mag: N/A
Other: N/A

/ DRAGON WHISKERS /

Type: Spear Equip: Lancer

Price: 44,000 Power: 17 Evade: 10% Phys: N/A Mag: N/A
Other: N/A

/ EXCALIBUR /

Type: Kn. Sword Equip: Knight
Price: N/A Power: 21 Evade: 30% Phys: N/A Mag: N/A
Other: Generates a constant Haste status effect on your character. Absorbs the Holy, as well as strengthens it.

/ FAIRY HARP /

Type: Instrument Equip: Bard
Price: 30,000 Power: 15 Evade: 15% Phys: N/A Mag: N/A
Other: Adds the Charm status effect to your attacks.

/ FAITH ROD /

Type: Rod Equip: Wizard, Summoner, Oracle
Price: N/A Power: 5 Evade: 20% Phys: N/A Mag: N/A
Other: Generates a constant Faith status effect on your character.

/ FLAIL /

Type: Hammer Equip: Squire, Ninja
Price: 1,200 Power: 9 Evade: 5% Phys: N/A Mag: N/A
Other: N/A

/ FLAME ROD /

Type: Rod Equip: Wizard, Summoner, Oracle
Price: 400 Power: 3 Evade: 20% Phys: N/A Mag: N/A
Other: Has the fire element in the weapon.

/ FLAME WHIP /

Type: Hammer Equip: Squire, Ninja
Price: 4,000 Power: 11 Evade: 0% Phys: N/A Mag: N/A
Other: Adds the fire elemental and Fire 2 to your attacks.

/ GASTRAFITIS /

Type: Crossbow Equip: Archer, Archer's SA "Equip Crossbow"
Price: 20,000 Power: 10 Evade: 5% Phys: N/A Mag: N/A
Other: N/A

/ GIANT AXE /

Type: Axe Equip: Squire, Geomancer, Squire's SA "Equip Axe"
Price: 4,500 Power: 12 Evade: N/A Phys: N/A Mag: N/A
Other: N/A

/ GLACIER GUN /

Type: Gun Equip: Chemist, Mediator
Price: 1,500 Power: 21 Evade: 5% Phys: N/A Mag: N/A
Other: Adds the ice element to your attacks.

/ GOKUU ROD /

Type: Stick Equip: Oracle, Calculator
Price: 7,500 Power: 10 Evade: 20% Phys: N/A Mag: N/A
Other: Adds the Innocent status effect to your character.

/ GOLD STAFF /

Type: Stave Equip: Priest, Time Mage, Summoner, Oracle
Price: 7,000 Power: 6 Evade: 15% Phys: N/A Mag: N/A
Other: N/A

/ HEALING STAFF /

Type: Stave Equip: Priest, Time Mage, Summoner, Oracle
Price: 4,000 Power: 4 Evade: 15% Phys: N/A Mag: N/A
Other: Restores HP.

/ HEAVEN'S CLOUD /

Type: Katana Equip: Samurai
Price: 8,000 Power: 11 Evade: 15% Phys: N/A Mag: N/A
Other: N/A

/ HIDDEN KNIFE /

Type: Ninja Swd Equip: Ninja
Price: 3,000 Power: 8 Evade: 5% Phys: N/A Mag: N/A
Other: N/A

/ HOLY LANCE /

Type: Spear Equip: Lancer
Price: 18,000 Power: 14 Evade: 10% Phys: N/A Mag: N/A
Other: Adds the Holy elemental and Holy magic to your attacks.

/ HUNTING BOW /

Type: Crossbow Equip: Archer, Archer's SA "Equip Crossbow"
Price: 8,000 Power: 6 Evade: 5% Phys: N/A Mag: N/A
Other: N/A

/ ICE BOW /

Type: Bow Equip: Archer

Price: 2,000 Power: 5 Evade: N/A Phys: N/A Mag: N/A
Other: Adds the ice element to your attacks.

/ ICE BRAND /

Type: Sword Equip: Squire, Knight, Geomancer
Price: 14,000 Power: 13 Evade: 10% Phys: N/A Mag: N/A
Other: Adds the ice element and Ice 2 spell to your attacks.

/ ICE ROD /

Type: Rod Equip: Wizard, Summoner, Oracle
Price: 400 Power: 3 Evade: 20% Phys: N/A Mag: N/A
Other: Has the ice element in the weapon.

/ IGA KNIFE /

Type: Ninja Swd Equip: Ninja
Price: N/A Power: 15 Evade: 5% Phys: N/A Mag: N/A
Other: N/A

/ IRON FAN /

Type: Stick Equip: Oracle, Calculator
Price: 4,000 Power: 9 Evade: 20% Phys: N/A Mag: N/A
Other: N/A

/ IRON SWORD /

Type: Sword Equip: Squire, Knight, Geomancer
Price: 900 Power: 6 Evade: 5% Phys: N/A Mag: N/A
Other: N/A

/ IVORY ROD /

Type: Stick Equip: Oracle, Calculator
Price: 10,000 Power: 11 Evade: 20% Phys: N/A Mag: N/A
Other: N/A

/ JAVELIN /

Type: Spear Equip: Lancer
Price: 1,000 Power: 8 Evade: 10% Phys: N/A Mag: N/A
Other: N/A

/ JAVELIN II /

Type: Spear Equip: Lancer
Price: N/A Power: 35 Evade: 10% Phys: N/A Mag: N/A
Other: N/A

/ KIKUICHIMOJI /

Type: Katana Equip: Samurai
Price: 22,000 Power: 15 Evade: 15% Phys: N/A Mag: N/A
Other: N/A

/ KIYOMORI /

Type: Katana Equip: Samurai
Price: 10,000 Power: 12 Evade: 15% Phys: N/A Mag: N/A
Other: N/A

/ KOGA KNIFE /

Type: Ninja Swd Equip: Ninja
Price: N/A Power: 15 Evade: 5% Phys: N/A Mag: N/A
Other: N/A

/ KOUTESTU KNIFE /

Type: Katana Equip: Samurai
Price: 3,000 Power: 8 Evade: 15% Phys: N/A Mag: N/A
Other: N/A

/ LIGHTNING BOW /

Type: Bow Equip: Archer
Price: 3,000 Power: 6 Evade: N/A Phys: N/A Mag: N/A
Other: Adds the lightning element to your attacks.

/ LONG BOW /

Type: Bow Equip: Archer
Price: 800 Power: 4 Evade: N/A Phys: N/A Mag: N/A
Other: N/A

/ LONG SWORD /

Type: Sword Equip: Squire, Knight, Geomancer
Price: 500 Power: 5 Evade: 10% Phys: N/A Mag: N/A
Other: N/A

/ M BAG /

Type: Bag Equip: Any female character
Price: 58,000 Power: 14 Evade: N/A Phys: N/A Mag: N/A
Other: Speed increases by 1.

/ MACE OF ZEUS /

Type: Stave Equip: Priest, Time Mage, Summoner, Oracle
Price: N/A Power: 6 Evade: 15% Phys: 2 Mag: 1

Other: N/A

/ MADELGELM /

Type: Dict. Equip: Oracle, Calculator
Price: 30,000 Power: 11 Evade: 15% Phys: N/A Mag: N/A
Other: N/A

/ MAGE MASHER /

Type: Knife Equip: Squire, Chemist, Thief, Mediator, Ninja, Dancer
Price: 1,500 Power: 4 Evade: 5% Phys: N/A Mag: N/A
Other: Adds the silence status effect to your attacks.

/ MAIN GAUCHE /

Type: Knife Equip: Squire, Chemist, Thief, Mediator, Ninja, Dancer
Price: 3,000 Power: 6 Evade: 40% Phys: N/A Mag: N/A
Other: N/A

/ MASAMUNE /

Type: Katana Equip: Samurai
Price: N/A Power: 18 Evade: 15% Phys: N/A Mag: N/A
Other: N/A

/ MONSTER DICTIONARY /

Type: Dict. Equip: Oracle, Calculator
Price: 6,000 Power: 8 Evade: 15% Phys: N/A Mag: N/A
Other: N/A

/ MORNING STAR /

Type: Hammer Equip: Squire, Ninja
Price: 9,000 Power: 16 Evade: 0% Phys: N/A Mag: N/A
Other: N/A

/ MURASAMA /

Type: Katana Equip: Samurai
Price: 15,000 Power: 14 Evade: 15% Phys: N/A Mag: N/A
Other: N/A

/ MURASAME /

Type: Katana Equip: Samurai
Price: 7,000 Power: 10 Evade: 15% Phys: N/A Mag: N/A
Other: N/A

/ MUSK ROD /

Type: Stick Equip: Oracle, Calculator
Price: 2,400 Power: 8 Evade: 20% Phys: N/A Mag: N/A
Other: N/A

/ MYTHRIL BOW /

Type: Bow Equip: Archer
Price: 5,000 Power: 7 Evade: N/A Phys: N/A Mag: N/A
Other: N/A

/ MYTHRIL GUN /

Type: Gun Equip: Chemist, Mediator
Price: 10 Power: 8 Evade: 5% Phys: N/A Mag: N/A
Other: N/A

/ MYTHRIL KNIFE /

Type: Knife Equip: Squire, Chemist, Thief, Mediator, Ninja, Dancer
Price: 500 Power: 4 Evade: 5% Phys: N/A Mag: N/A
Other: N/A

/ MYTHRIL SPEAR /

Type: Spear Equip: Lancer
Price: 4,500 Power: 9 Evade: 10% Phys: N/A Mag: N/A
Other: N/A

/ MYTHRIL SWORD /

Type: Sword Equip: Squire, Knight, Geomancer
Price: 1,600 Power: 7 Evade: 8% Phys: N/A Mag: N/A
Other: N/A

/ NAGRAROCK /

Type: Sword Equip: Squire, Knight, Geomancer
Price: 200 Power: 1 Evade: 5% Phys: N/A Mag: N/A
Other: Adds the toad status effect to your attacks.

/ NIGHT KILLER /

Type: Crossbow Equip: Archer, Archer's SA "Equip Crossbow"
Price: 1,500 Power: 3 Evade: 5% Phys: N/A Mag: N/A
Other: Always adds the dark status effect to your attack.

/ NINJA EDGE /

Type: Ninja Swd Equip: Ninja
Price: 10,000 Power: 12 Evade: 5% Phys: N/A Mag: N/A
Other: N/A

/ NINJA KNIFE /

Type: Ninja Swd Equip: Ninja
Price: 5,000 Power: 9 Evade: 5% Phys: N/A Mag: N/A
Other: N/A

/ OAK STAFF /

Type: Stave Equip: Priest, Time Mage, Summoner, Oracle
Price: 120 Power: 3 Evade: 15% Phys: N/A Mag: N/A
Other: N/A

/ OBERISK /

Type: Spear Equip: Lancer
Price: 10,000 Power: 12 Evade: 10% Phys: N/A Mag: N/A
Other: N/A

/ OCTAGON ROD /

Type: Stick Equip: Oracle, Calculator
Price: 20,000 Power: 12 Evade: 20% Phys: N/A Mag: N/A
Other: Cancels a bunch of status effects.

/ ORICHALCUM /

Type: Knife Equip: Squire, Chemist, Thief, Mediator, Ninja, Dancer
Price: 4,000 Power: 7 Evade: 5% Phys: N/A Mag: N/A
Other: N/A

/ P BAG /

Type: Bag Equip: Any female character
Price: 52,000 Power: 12 Evade: N/A Phys: N/A Mag: N/A
Other: Always adds regen to the attack.

/ PAPYRUS PLATE /

Type: Dict. Equip: Oracle, Calculator
Price: 10,000 Power: 9 Evade: 15% Phys: N/A Mag: N/A
Other: N/A

/ PARTISAN /

Type: Spear Equip: Lancer
Price: 7,000 Power: 11 Evade: 10% Phys: N/A Mag: N/A
Other: N/A

/ PERSEUS BOW /

Type: Bow Equip: Archer
Price: N/A Power: 16 Evade: N/A Phys: N/A Mag: N/A
Other: N/A

/ PERSIA /

Type: Cloth Equip: Dancer
Price: 7,000 Power: 8 Evade: 50% Phys: N/A Mag: N/A
Other: N/A

/ PLATINA DAGGER /

Type: Knife Equip: Squire, Chemist, Thief, Mediator, Ninja, Dancer
Price: 1,800 Power: 5 Evade: 10% Phys: N/A Mag: N/A
Other: N/A

/ PLATINUM SWORD /

Type: Sword Equip: Squire, Knight, Geomancer
Price: 11,000 Power: 12 Evade: 10% Phys: N/A Mag: N/A
Other: N/A

/ POISON BOW /

Type: Crossbow Equip: Archer, Archer's SA "Equip Crossbow"
Price: 4,000 Power: 4 Evade: 5% Phys: N/A Mag: N/A
Other: Always adds the poison element to your attacks.

/ POISON ROD /

Type: Rod Equip: Wizard, Summoner, Oracle
Price: 500 Power: 3 Evade: 20% Phys: N/A Mag: N/A
Other: Adds the Poison status effect to your weapon.

/ RAGNAROK /

Type: Kn. Sword Equip: Knight
Price: N/A Power: 24 Evade: 20% Phys: N/A Mag: N/A
Other: Generates a constant Shell status effect on your character.

/ RAINBOW STAFF /

Type: Stave Equip: Priest, Time Mage, Summoner, Oracle
Price: 2,200 Power: 5 Evade: 15% Phys: N/A Mag: N/A
Other: N/A

/ RAMIA HARP /

Type: Instrument Equip: Bard
Price: 5,000 Power: 10 Evade: 10% Phys: N/A Mag: N/A
Other: Adds the Confusion status effect to your attacks.

/ ROD /

Type: Rod Equip: Wizard, Summoner, Oracle
Price: 200 Power: 3 Evade: 20% Phys: N/A Mag: N/A
Other: N/A

/ ROMANDA GUN /

Type: Gun Equip: Chemist, Mediator
Price: 10 Power: 6 Evade: 5% Phys: N/A Mag: N/A
Other: N/A

/ RUNE BLADE /

Type: Sword Equip: Squire, Knight, Geomancer
Price: 20,000 Power: 14 Evade: 15% Phys: N/A Mag: 2
Other: N/A

/ RYOZAN SILK /

Type: Cloth Equip: Dancer
Price: N/A Power: 15 Evade: 50% Phys: N/A Mag: N/A
Other: N/A

/ SAGE STAFF /

Type: Stave Equip: Priest, Time Mage, Summoner, Oracle
Price: N/A Power: 7 Evade: 15% Phys: N/A Mag: N/A
Other: N/A

/ SASUKE KNIFE /

Type: Ninja Swd Equip: Ninja
Price: N/A Power: 14 Evade: 5% Phys: N/A Mag: N/A
Other: N/A

/ SAVE THE QUEEN /

Type: Kn. Sword Equip: Knight
Price: N/A Power: 18 Evade: 30% Phys: N/A Mag: N/A
Other: Generates a constant Protect status effect on your character.

/ SCORPION TAIL /

Type: Hammer Equip: Squire, Ninja
Price: 40,000 Power: 23 Evade: 0% Phys: N/A Mag: N/A
Other: N/A

/ SHORT EDGE /

Type: Ninja Swd Equip: Ninja

Price: 7,000 Power: 10 Evade: 5% Phys: N/A Mag: N/A
Other: N/A

/ SILVER BOW /

Type: Bow Equip: Archer
Price: 1,500 Power: 5 Evade: N/A Phys: N/A Mag: N/A
Other: N/A

/ SLASHER /

Type: Axe Equip: Squire, Geomancer, Squire's SA "Equip Axe"
Price: 12,000 Power: 16 Evade: N/A Phys: N/A Mag: N/A
Other: 20 percent chance of slow being added to the attack.

/ SLEEP SWORD /

Type: Sword Equip: Squire, Knight, Geomancer
Price: 5,000 Power: 9 Evade: 5% Phys: N/A Mag: N/A
Other: Adds the sleep status effect to your attacks.

/ SPEAR /

Type: Spear Equip: Lancer
Price: 2,000 Power: 9 Evade: 10% Phys: N/A Mag: N/A
Other: N/A

/ SPELL EDGE /

Type: Ninja Swd Equip: Ninja
Price: 16,000 Power: 13 Evade: 5% Phys: N/A Mag: N/A
Other: N/A

/ STONE GUN /

Type: Gun Equip: Chemist, Mediator
Price: 10 Power: 16 Evade: 5% Phys: N/A Mag: N/A
Other: Adds a chance of petrifying your enemy.

/ THUNDER ROD /

Type: Rod Equip: Wizard, Summoner, Oracle
Price: 400 Power: 3 Evade: 20% Phys: N/A Mag: N/A
Other: Adds the lightning elemental to your weapon.

/ ULTIMUS BOW /

Type: Bow Equip: Archer
Price: N/A Power: 10 Evade: N/A Phys: N/A Mag: N/A
Other: N/A

/ WHALE WHISKER /

Type: Stick Equip: Oracle, Calculator
Price: 37,000 Power: 16 Evade: 20% Phys: N/A Mag: N/A
Other: N/A

/ WHITE STAFF /

Type: Stave Equip: Priest, Time Mage, Summoner, Oracle
Price: 800 Power: 3 Evade: 15% Phys: N/A Mag: N/A
Other: Cancels the Death Sentence status effect.

/ WINDSLASH BOW /

Type: Bow Equip: Archer
Price: 8,000 Power: 8 Evade: N/A Phys: N/A Mag: N/A
Other: Adds the wind element to your attack.

/ WIZARD ROD /

Type: Rod Equip: Wizard, Summoner, Oracle
Price: 8,000 Power: 4 Evade: 20% Phys: N/A Mag: 2
Other: N/A

/ WIZARD STAFF /

Type: Stave Equip: Priest, Time Mage, Summoner, Oracle
Price: 4,000 Power: 4 Evade: 15% Phys: N/A Mag: 1
Other: N/A

/ YOICHI BOW /

Type: Bow Equip: Archer
Price: N/A Power: 12 Evade: N/A Phys: N/A Mag: N/A
Other: N/A

/ ZORLIN SHAPE /

Type: Knife Equip: Squire, Chemist, Thief, Mediator, Ninja, Dancer
Price: 12,000 Power: 12 Evade: 10% Phys: N/A Mag: N/A
Other: Adds the sleep status effect to your attacks.

ARMOR

Wasn't that fun? The weapons list wasn't so hard to do.. this won't be so bad either. Here's the armor list in alphabetical order now.

NAME OF ARMOR

Type: The type of armor.
Equip: What job classes can equip the item.
Price: How much it costs to buy the armor.

Other: Strengthens the power of Fire, Lightning, and Ice spells.

/ BRIGANDINE /

Type: Clothes Equip: All except Knight, Lancer, Samurai, Monk
Price: 2,500 HP: 50 MP: 0 Phys: N/A Mag: N/A
Other: N/A

/ BRONZE ARMOR /

Type: Armor Equip: Knight, Lancer, Samurai
Price: 800 HP: 30 MP: 0 Phys: N/A Mag: N/A
Other: N/A

/ BRONZE HELMET /

Type: Helmet Equip: Knight, Lancer, Samurai
Price: 500 HP: 20 MP: 0 Phys: N/A Mag: N/A
Other: N/A

/ BRONZE SHIELD /

Type: Shield Equip: Knight, Archer, Geomancer, Lancer
Price: 1,200 Def: 16% Evade: 0% Phys: N/A Mag: N/A
Other: N/A

/ BUCKLER /

Type: Shield Equip: Knight, Archer, Geomancer, Lancer
Price: 700 Def: 13% Evade: 3% Phys: N/A Mag: N/A
Other: N/A

/ CACHUSHA /

Type: Ribbon Equip: Female characters
Price: 20,000 HP: 20 MP: 0 Phys: N/A Mag: N/A
Other: Cancels some abnormal statuses.

/ CARABINI MAIL /

Type: Armor Equip: Knight, Lancer, Samurai
Price: 13,000 HP: 100 MP: 0 Phys: N/A Mag: N/A
Other: N/A

/ CHAIN MAIL /

Type: Armor Equip: Knight, Lancer, Samurai
Price: 1,300 HP: 40 MP: 0 Phys: N/A Mag: N/A
Other: N/A

/ CHAIN VEST /

Type: Clothes Equip: All except Knight, Lancer, Samurai, Monk
Price: 900 HP: 24 MP: 0 Phys: N/A Mag: N/A
Other: N/A

/ CHAMELEON ROBE /

Type: Robe Equip: Knight, Priest, Wizard, Time Mage, Summoner, Mediator,
Oracle, Lancer, Geomancer, Samurai, Calculator
Price: 5,000 HP: 40 MP: 28 Phys: N/A Mag: N/A
Other: Cancels Dead magic, Absorbs Holy magic.

/ CIRCLET /

Type: Helmet Equip: Knight, Lancer, Samurai
Price: 10,000 HP: 100 MP: 0 Phys: N/A Mag: N/A
Other: N/A

/ CLOTHES /

Type: Clothes Equip: All except Knight, Lancer, Samurai, Monk
Price: 150 HP: 5 MP: 0 Phys: N/A Mag: N/A
Other: N/A

/ CROSS HELMET /

Type: Helmet Equip: Knight, Lancer, Samurai
Price: 4,000 HP: 70 MP: 0 Phys: N/A Mag: N/A
Other: N/A

/ CRYSTAL HELMET /

Type: Helmet Equip: Knight, Lancer, Samurai
Price: 14,000 HP: 120 MP: 0 Phys: N/A Mag: N/A
Other: N/A

/ CRYSTAL MAIL /

Type: Armor Equip: Knight, Lancer, Samurai
Price: 19,000 HP: 110 MP: 0 Phys: N/A Mag: N/A
Other: N/A

/ CRYSTAL SHIELD /

Type: Shield Equip: Knight, Archer, Geomancer, Lancer
Price: 12,000 Def: 34% Evade: 15% Phys: N/A Mag: N/A
Other: N/A

/ DIAMOND ARMOR /

Type: Armor Equip: Knight, Lancer, Samurai
Price: 6,000 HP: 80 MP: 0 Phys: N/A Mag: N/A

Other: N/A

/ DIAMOND HELMET /

Type: Helmet Equip: Knight, Lancer, Samurai
Price: 6,000 HP: 80 MP: 0 Phys: N/A Mag: N/A
Other: N/A

/ DIAMOND SHIELD /

Type: Shield Equip: Knight, Archer, Geomancer, Lancer
Price: 12,000 Def: 34% Evade: 15% Phys: N/A Mag: N/A
Other: N/A

/ EARTH CLOTHES /

Type: Clothes Equip: All except Knight, Lancer, Samurai, Monk
Price: 10,000 HP: 85 MP: 10 Phys: N/A Mag: N/A
Other: Absorbs Earth magic, Strengthens Earth spells.

/ ESCUTCHEON /

Type: Shield Equip: Knight, Archer, Geomancer, Lancer
Price: 400 Def: 10% Evade: 3% Phys: N/A Mag: N/A
Other: N/A

/ ESCUTCHEON II /

Type: Shield Equip: Knight, Archer, Geomancer, Lancer
Price: N/A Def: 75% Evade: 50% Phys: N/A Mag: N/A
Other: N/A

/ FEATHER HAT /

Type: Hat Equip: Squire, Chemist, Archer, Priest, Wizard, Time Mage,
Summoner, Geomancer, Ninja, Calculator, Bard, Dancer,
Thief, Mediator, Oracle
Price: 350 HP: 16 MP: 5 Phys: N/A Mag: N/A
Other: N/A

/ FLAME SHIELD /

Type: Shield Equip: Knight, Archer, Geomancer, Lancer
Price: 6,500 Def: 31% Evade: 0% Phys: N/A Mag: N/A
Other: Absorbs Fire attacks, Halves Ice attacks, Doubles Water attacks.

/ FLASH HAT /

Type: Hat Equip: Squire, Chemist, Archer, Priest, Wizard, Time Mage,
Summoner, Geomancer, Ninja, Calculator, Bard, Dancer,
Thief, Mediator, Oracle
Price: 16,000 HP: 88 MP: 15 Phys: N/A Mag: 1

Other: Speed increases by 1.

/ GENJI ARMOR /

Type: Armor Equip: Knight, Lancer, Samurai
Price: N/A HP: 150 MP: 0 Phys: N/A Mag: N/A
Other: N/A

/ GENJI HELMET /

Type: Helmet Equip: Knight, Lancer, Samurai
Price: N/A HP: 130 MP: 0 Phys: N/A Mag: N/A
Other: N/A

/ GENJI SHIELD /

Type: Shield Equip: Knight, Archer, Geomancer, Lancer
Price: N/A Def: 43% Evade: 0% Phys: N/A Mag: N/A
Other: N/A

/ GOLD ARMOR /

Type: Armor Equip: Knight, Lancer, Samurai
Price: 3,600 HP: 70 MP: 0 Phys: N/A Mag: N/A
Other: N/A

/ GOLD HELMET /

Type: Helmet Equip: Knight, Lancer, Samurai
Price: 2,800 HP: 60 MP: 0 Phys: N/A Mag: N/A
Other: N/A

/ GOLD SHIELD /

Type: Shield Equip: Knight, Archer, Geomancer, Lancer
Price: 3,500 Def: 25% Evade: 0% Phys: N/A Mag: N/A
Other: N/A

/ GOLDEN HAIRPIN /

Type: Hat Equip: Squire, Chemist, Archer, Priest, Wizard, Time Mage,
Summoner, Geomancer, Ninja, Calculator, Bard, Dancer,
Thief, Mediator, Oracle
Price: 12,000 HP: 80 MP: 50 Phys: N/A Mag: N/A
Other: Cancels the Silence status effect.

/ GRAND HELMET /

Type: Helmet Equip: Knight, Lancer, Samurai
Price: N/A HP: 150 MP: 0 Phys: N/A Mag: N/A
Other: Cancels the Darkness and Sleep status effects.

Other: N/A

/ MYTHRIL ARMOR /

Type: Armor Equip: Knight, Lancer, Samurai
Price: 2,000 HP: 50 MP: 0 Phys: N/A Mag: N/A
Other: N/A

/ MYTHRIL HELMET /

Type: Helmet Equip: Knight, Lancer, Samurai
Price: 2,100 HP: 50 MP: 0 Phys: N/A Mag: N/A
Other: N/A

/ MYTHRIL SHIELD /

Type: Shield Equip: Knight, Archer, Geomancer, Lancer
Price: 2,500 Def: 22% Evade: 5% Phys: N/A Mag: N/A
Other: N/A

/ MYTHRIL VEST /

Type: Clothes Equip: All except Knight, Lancer, Samurai, Monk
Price: 1,500 HP: 30 MP: 0 Phys: N/A Mag: N/A
Other: N/A

/ PLATE MAIL /

Type: Armor Equip: Knight, Lancer, Samurai
Price: 3,000 HP: 60 MP: 0 Phys: N/A Mag: N/A
Other: N/A

/ PLATINA ARMOR /

Type: Armor Equip: Knight, Lancer, Samurai
Price: 9,000 HP: 90 MP: 0 Phys: N/A Mag: N/A
Other: N/A

/ PLATINA HELMET /

Type: Helmet Equip: Knight, Lancer, Samurai
Price: 8,000 HP: 90 MP: 0 Phys: N/A Mag: N/A
Other: N/A

/ PLATINA SHIELD /

Type: Shield Equip: Knight, Archer, Geomancer, Lancer
Price: 16,000 Def: 37% Evade: 10% Phys: N/A Mag: N/A
Other: N/A

/ POWER SLEEVE /

Type: Clothes Equip: All except Knight, Lancer, Samurai, Monk
Price: 7,000 HP: 70 MP: 0 Phys: 2 Mag: N/A
Other: N/A

/ RED HOOD /

Type: Hat Equip: Squire, Chemist, Archer, Priest, Wizard, Time Mage,
Summoner, Geomancer, Ninja, Calculator, Bard, Dancer,
Thief, Mediator, Oracle
Price: 800 HP: 24 MP: 8 Phys: N/A Mag: N/A
Other: N/A

/ REFLECT MAIL /

Type: Armor Equip: Knight, Lancer, Samurai
Price: 18,000 HP: 130 MP: 0 Phys: N/A Mag: N/A
Other: Always has the Reflect status effect on your character.

/ RIBBON /

Type: Ribbon Equip: Female characters
Price: 60,000 HP: 10 MP: 0 Phys: N/A Mag: N/A
Other: Cancels all abnormal statuses.

/ ROBE OF LORDS /

Type: Robe Equip: Knight, Priest, Wizard, Time Mage, Summoner, Mediator,
Oracle, Lancer, Geomancer, Samurai, Calculator
Price: N/A HP: 100 MP: 80 Phys: 2 Mag: 1
Other: Generates a constant Shell and Protect status on your character.

/ ROUND SHIELD /

Type: Shield Equip: Knight, Archer, Geomancer, Lancer
Price: 1,600 Def: 19% Evade: 0% Phys: N/A Mag: N/A
Other: N/A

/ RUBBER COSTUME /

Type: Clothes Equip: All except Knight, Lancer, Samurai, Monk
Price: 48,000 HP: 150 MP: 50 Phys: N/A Mag: N/A
Other: Absorbs Lightning magic.

/ SECRET CLOTHES /

Type: Clothes Equip: All except Knight, Lancer, Samurai, Monk
Price: N/A HP: 20 MP: 0 Phys: N/A Mag: N/A
Other: Speed increases by 2, allows character to be transparent.

/ SILK ROBE /

Type: Robe Equip: Knight, Priest, Wizard, Time Mage, Summoner, Mediator,
Oracle, Lancer, Geomancer, Samurai, Calculator
Price: 2,400 HP: 20 MP: 16 Phys: N/A Mag: N/A
Other: N/A

/ THIEF HAT /

Type: Hat Equip: Squire, Chemist, Archer, Priest, Wizard, Time Mage,
Summoner, Geomancer, Ninja, Calculator, Bard, Dancer,
Thief, Mediator, Oracle
Price: 35,000 HP: 100 MP: 0 Phys: N/A Mag: N/A
Other: Speed increases by 2. Cancels the Don't Move and Don't Act status
effects.

/ TRIANGLE HAT /

Type: Hat Equip: Squire, Chemist, Archer, Priest, Wizard, Time Mage,
Summoner, Geomancer, Ninja, Calculator, Bard, Dancer,
Thief, Mediator, Oracle
Price: 1,800 HP: 40 MP: 12 Phys: N/A Mag: 1
Other: N/A

/ TWIST HEADBAND /

Type: Hat Equip: Squire, Chemist, Archer, Priest, Wizard, Time Mage,
Summoner, Geomancer, Ninja, Calculator, Bard, Dancer,
Thief, Mediator, Oracle
Price: 5,000 HP: 56 MP: 0 Phys: 2 Mag: N/A
Other: N/A

/ VENETIAN SHIELD /

Type: Shield Equip: Knight, Archer, Geomancer, Lancer
Price: N/A Def: 50% Evade: 25% Phys: N/A Mag: N/A
Other: N/A

/ WHITE ROBE /

Type: Robe Equip: Knight, Priest, Wizard, Time Mage, Summoner, Mediator,
Oracle, Lancer, Geomancer, Samurai, Calculator
Price: 9,000 HP: 50 MP: 34 Phys: N/A Mag: N/A
Other: Halves the power of Fire, Lightning, and Ice magic spells.

/ WIZARD OUTFIT /

Type: Clothes Equip: All except Knight, Lancer, Samurai, Monk
Price: 1,900 HP: 42 MP: 15 Phys: N/A Mag: N/A
Other: N/A

/ WIZARD ROBE /

Type: Robe Equip: Knight, Priest, Wizard, Time Mage, Summoner, Mediator,
Oracle, Lancer, Geomancer, Samurai, Calculator

/ DEFENSE ARMLET /

Type: Armlet Equip: All except Mime.
Price: 7,000 Effect: Cancels the Don't Move and Don't Act status effects.

/ DEFENSE RING /

Type: Ring Equip: All except Mime.
Price: 5,000 Effect: Cancels the Sleep and Death Sentence status effects.

/ DIAMOND ARMLET /

Type: Armlet Equip: All except Mime.
Price: 5,000 Effect: Physical attack power and magic attack power increase
by 1. Cancels the Slow status effect.

/ DRACULA MANTLE /

Type: Mantle Equip: All except Mime.
Price: 15,000 PHYS: 28% MAG: 28% Effect: N/A

/ ELF MANTLE /

Type: Mantle Equip: All except Mime.
Price: 8,000 PHYS: 25% MAG: 25% Effect: N/A

/ FEATHER BOOTS /

Type: Shoes Equip: All except Mime.
Price: 2,500 Effect: Generates a constant Float status effect on your
character.

/ FEATHER MANTLE /

Type: Mantle Equip: All except Mime.
Price: 20,000 PHYS: 40% MAG: 30% Effect: N/A

/ GENJI GAUNTLET /

Type: Gauntlet Equip: All except Mime.
Price: N/A Effect: Physical attack power and magic attack power increase
by 2.

/ GERMINAS BOOTS /

Type: Shoes Equip: All except Mime.
Price: 5,000 Effect: Move and Jump increase by 1.

/ LEATHER MANTLE /

Type: Mantle Equip: All except Mime.

/ SMALL MANTLE /

Type: Mantle Equip: All except Mime.
Price: 300 PHYS: 10% MAG: 10% Effect: N/A

/ SPIKE SHOES /

Type: Shoes Equip: All except Mime.
Price: 1,200 Effect: Jump increases by 1.

/ SPRINT SHOES /

Type: Shoes Equip: All except Mime.
Price: 7,000 Effect: Speed increases by 1.

/ VANISH MANTLE /

Type: Mantle Equip: All except Mime.
Price: N/A PHYS: 35% MAG: 0% Effect: Transparent

/ WIZARD MANTLE /

Type: Mantle Equip: All except Mime.
Price: 2,000 PHYS: 18% MAG: 18% Effect: Magic +1

~::~::~::~::~
+++++ X. SHOP GUIDE/ITEMS +++++
~::~::~::~::~

Psycho Penguin will take you through the shop guide now. There are a few shops in the game, and at different times in the games, new items are opened up. First, I am going to list the shops and what kind of items the shop sells. I am going to list the items you can buy, the price, and when you can buy it. I think it's easier that way.

/ GARILAND MAGIC CITY /

+++++
----- BAGS

+++++
C - BAG 53,000 After chapter 2 is over.
P - BAG 52,000 After Bethla Suice
H - BAG 58,000 After Underground Book Storage 1st Floor

+++++
----- DAGGERS

+++++
DAGGER 100 Right Away
MYTHRIL KNIFE 500 After Mandalia Plains
BLIND KNIFE 800 After Sand Rat Cellar
MAGE MASHER 1,500 After Lenalia Plateau
PLATINA DAGGER 1,800 After Zirekile Falls

MAIN GAUCHE	3,000	After Lesalia Castle
ORICALCUM	4,000	After Underground Book Storage 1st Floor
ASSASSIN DAGGER	5,000	After Yardow Fort City
AIR KNIFE	8,000	After Bethla Sluice
=====		
----- RODS		
=====		
ROD	200	Right Away
FLAME ROD	400	After Sand Rat Cellar
ICE ROD	400	After Sand Rat Cellar
THUNDER ROD	400	After Sand Rat Cellar
POISON ROD	500	After Zirekile Falls
WIZARD ROD	8,000	After Underground Book Storage 1st Floor
=====		
----- STAFFS		
=====		
OAK STAFF	120	Right Away
WHITE STAFF	800	After Sand Rat Cellar
RAINBOW STAFF	2,200	After Zirekile Falls
WIZARD STAFF	4,000	After Barius Valley
GOLD STAFF	7,000	After Underground Book Storage 1st Floor
=====		
----- STICKS		
=====		
CYPRESS ROD	1,000	After Zirekile Falls
BATTLE BAMBOO	1,400	After Barius Hill
MUSK ROD	2,400	After Inside Lionel Castle
IRON FAN	4,000	After Lesalia Castle
GOKUU ROD	7,500	After Underground Book Storage 1st Floor
OCTAGON ROD	20,000	After Bethla Sluice
=====		
----- HATS		
=====		
LEATHER HAT	150	Right Away
FEATHER HAT	350	After Mandalia Plains
RED HOOD	800	After Sand Rat Cellar
HEADGEAR	1,200	After Dorter Trade City
TRIANGLE HAT	1,800	After Zirekile Falls
GREEN BERET	3,000	After Barius Hill
TWIST HEADBAND	5,000	After Inside Lionel Castle
HOLY MITER	6,000	After Lesalia Castle
BLACK HOOD	7,000	After Underground Book Storage 1st Floor
GOLDEN HAIRPIN	12,000	After Yardow Fort City
FLASH HAT	16,000	After Bethla Sluice
THIEF HAT	35,000	After Underground Cemetery of Limberry Castle
=====		
----- CLOTHES		
=====		
CLOTHES	150	Right Away
LEATHER OUTFIT	300	After Mandalia Plains
LEATHER VEST	500	After Sand Rat Cellar
CHAIN VEST	900	After Lenalia Plateau
MYTHRIL VEST	1,500	After Dorter Trade City
ADAMAN VEST	1,600	After Zirekile Falls
WIZARD OUTFIT	1,900	After Barius Hill

BRIGANDINE	2,500	After Barius Valley
JUDO OUTFIT	4,000	After Lesalia Castle
POWER SLEEVE	7,000	After Underground Book Storage 1st Floor
EARTH CLOTHES	10,000	After Riovanes Rooftop
BLACK COSTUME	12,000	After Bethla Sluice

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ROBES

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LINEN ROBE	1,200	After Sand Rat Cellar
SILK ROBE	2,400	After Lenalia Plateau
WIZARD ROBE	4,000	After Barius Hill
CHAMELEON ROBE	5,000	After Lesalia Castle
WHITE ROBE	9,000	After Underground Book Storage 1st Floor
BLACK ROBE	13,000	After Yardow Fort City
LIGHT ROBE	30,000	After Bethla Sluice

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ACCESSORIES

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BATTLE BOOTS	1,000	After Mandalia Plains
SPIKE SHOES	1,200	After Dorter Trade City
RUBBER SHOES	1,500	After Barius Hill
FEATHER BOOTS	2,500	After Inside Lionel Castle
GERMINAS BOOTS	5,000	After Lesalia Castle
SPRINT SHOES	7,000	After Yardow Fort City
RED SHOES	10,000	After Bethla Sluice
POWER WRIST	5,000	After Zirekile Falls
MAGIC GAUNTLET	20,000	After Inside Lionel Castle
BRACER	50,000	After Yardow Fort City
DEFENSE RING	5,000	After Barius Hill
REFLECT RING	10,000	After Inside Lionel Castle
MAGIC RING	10,000	After Underground Book Storage 1st Floor
ANGEL RING	20,000	After Riovanes Rooftop
DEFENSE ARMLET	7,000	After Barius Hill
DIAMOND ARMLET	5,000	After Barius Valley
N-KAI ARMLET	10,000	After Inside Lionel Castle
JADE ARMLET	10,000	After Lesalia Castle
100 GEMS	15,000	After Underground Book Storage 1st Floor
SMALL MANTLE	300	After Sand Rat Cellar
LEATHER MANTLE	800	After Dorter Trade City
WIZARD MANTLE	2,000	After Barius Hill
ELF MANTLE	8,000	After Lesalia Castle
DRACULA MANTLE	15,000	After Yardow Fort City
FEATHER MANTLE	20,000	After Bethla Sluice

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BASIC ITEMS

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POTION	50	Right Away
ANTIDOTE	50	Right Away
EYE DROP	50	Right Away
PHOENIX DOWN	300	Right Away
ECHO GRASS	50	After Mandalia Plains
MAIDEN'S KISS	50	After Mandalia Plains
SOFT	100	After Mandalia Plains
HI-POTION	200	After Sand Rat Cellar
HOLY WATER	2,000	After Dorter Trade City
REMEDY	350	After Barius Hill
ETHER	200	After Barius Hill

X-POTION	700	After Inside Lionel Castle
HI-ETHER	600	After Underground Book Storage 1st Floor

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SHURIKEN

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SHURIKEN	50	After Dorter Trade City
MAGIC SHURIKEN	300	After Lesalia Castle
YAGYU DARKNESS	1,000	After Riovanes Rooftop

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BOMBS

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LIGHTNING BALL	250	After Barius Hill
WATER BALL	250	After Barius Hill
FIRE BALL	250	After Barius Hill

/ IGROS CASTLE /

=====

AXES

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BATTLE AXE	1,500	After Lenalia Plateau
GIANT AXE	4,000	After Barius Hill
SLASHER	12,000	After Lesalia Castle

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CROSSBOWS

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BOW GUN	400	After Mandalia Plains
NIGHT KILLER	1,500	After Lenalia Plateau
CROSS BOW	2,000	After Barius Hill
POISON BOW	4,000	After Lionel Castle
HUNTING BOW	8,000	After Underground Book Storage 1st Floor
GASTRIFITIS	20,000	After Bethla Sluice

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DAGGERS

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DAGGER	100	Right Away
MYTHRIL KNIFE	500	After Mandalia Plains
BLIND KNIFE	800	After Sand Rat Cellar
MAGE MASHER	1,500	After Lenalia Plateau
PLATINA DAGGER	1,800	After Zirekile Falls
MAIN GAUCHE	3,000	After Lesalia Castle
ORICHALCUM	4,000	After Underground Book Storage 1st Floor
ASSASSIN DAGGER	5,000	After Yardow Fort City
AIR KNIFE	8,000	After Bethla Sluice

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FLAILS

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FLAIL	1,200	After Golgorand Execution Site
FLAME WHIP	4,000	After Lesalia Castle
MORNING STAR	9,000	After Yardow Fort City

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----- LONGBOWS

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LONG BOW	800	After Sand Rat Cellar
SILVER BOW	1,500	After Lenalia Plateau
ICE BOW	2,000	After Dorter Trade City
LIGHTNING BOW	3,000	After Barius Hill
MYTHRIL BOW	5,000	After Inside Lionel Castle
WINDSLASH BOW	8,000	After Underground Book Storage 1st Floor

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----- SHIELDS

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ESCUTCHEON	400	After Mandalia Plains
BUCKLER	700	After Sand Rat Cellar
BRONZE SHIELD	1,200	After Lenalia Plateau
ROUND SHIELD	1,600	After Dorter Trade City
MYTHRIL SHIELD	2,500	After Zirekile Falls
GOLD SHIELD	3,500	After Barius Hall
ICE SHIELD	6,000	After Inside Lionel Castle
FLAME SHIELD	6,500	After Inside Lionel Castle
AEGIS SHIELD	10,000	After Lesalia Castle
DIAMOND SHIELD	12,000	After Underground Book Storage 1st Floor
PLATINA SHIELD	16,000	After Riovanes Rooftop
CRYSTAL SHIELD	21,000	After Bethla Sluice

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----- SPEARS

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JAVELIN	1,000	After Dorter Trade City
SPEAR	2,000	After Barius Hill
MYTHRIL SPEAR	4,500	After Inside Lionel Castle
PARTISAN	7,000	After Underground Book Storage 1st Floor
OBERISK	10,000	After Bethla Sluice

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----- SWORDS

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BROAD SWORD	200	Right Away
LONG SWORD	500	After Mandalia Plains
IRON SWORD	900	After Sand Rat Cellar
MYTHRIL SWORD	1,600	After Lenalia Plateau
CORAL SWORD	3,300	After Zirekile Falls
ANCIENT SWORD	5,000	After Inside Lionel Castle
SLEEP SWORD	5,000	After Lesalia Castle
DIAMOND SWORD	8,000	After Underground Book Storage 1st Floor
PLATINUM SWORD	11,000	After Yardow Fort City
ICE BRAND	14,000	After Riovanes Rooftop
RUNE BLADE	20,000	After Bethla Sluice

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----- HELMETS

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LEATHER HELMET	200	After Mandalia Plains
BRONZE HELMET	500	After Mandalia Plains
IRON HELMET	1,000	After Sand Rat Cellar
BARBUTA	1,500	After Dorter Trade City
MYTHRIL HELMET	2,100	After Zirekile Falls
GOLD HELMET	2,800	After Barius Hill
CROSS HELMET	4,000	After Inside Lionel Castle
DIAMOND HELMET	6,000	After Lesalia Castle

PLATINA HELMET	8,000	After Yardow Fort City
CIRCLET	10,000	After Yardow Fort City
CRYSTAL HELMET	14,000	After Bethla Sluice

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ARMOR

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LEATHER ARMOR	200	After Mandalia Plains
LINEN CUIRASS	600	After Mandalia Plains
BRONZE ARMOR	800	After Sand Rat Cellar
CHAIN MAIL	1,300	After Lenalia Plateau
MYTHRIL ARMOR	2,000	After Dorter Trade City
PLATE MAIL	3,000	After Zirekile Falls
GOLD ARMOR	3,600	After Barius Hill
DIAMOND ARMOR	6,000	After Lesalia Castle
PLATINA ARMOR	9,000	After Yardow Fort City
CARABINI MAIL	13,000	After Riovanes Rooftop
REFLECT MAIL	18,000	After Bethla Sluice
CRYSTAL MAIL	19,000	After Bethla Sluice

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ACCESSORIES

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BATTLE BOOTS	1,000	After Mandalia Plains
SPIKE SHOES	1,200	After Dorter Trade City
RUBBER SHOES	1,500	After Barius Hill
FEATHER BOOTS	2,500	After Inside Lionel Castle
GERMINAS BOOTS	5,000	After Lesalia Castle
SPRINT SHOES	7,000	After Yardow Fort City
RED SHOES	10,000	After Bethla Sluice
POWER WRIST	5,000	After Zirekile Falls
MAGIC GAUNTLET	20,000	After Inside Lionel Castle
BRACER	50,000	After Yardow Fort City
DEFENSE RING	5,000	After Barius Hill
REFLECT RING	10,000	After Inside Lionel Castle
MAGIC RING	10,000	After Underground Book Storage 1st Floor
ANGEL RING	20,000	After Riovanes Rooftop
DEFENSE ARMLET	7,000	After Barius Hill
DIAMOND ARMLET	5,000	After Barius Valley
N-KAI ARMLET	10,000	After Inside Lionel Castle
JADE ARMLET	10,000	After Lesalia Castle
100 GEMS	15,000	After Underground Book Storage 1st Floor
SMALL MANTLE	300	After Sand Rat Cellar
LEATHER MANTLE	800	After Dorter Trade City
WIZARD MANTLE	2,000	After Barius Hill
ELF MANTLE	8,000	After Lesalia Castle
DRACULA MANTLE	15,000	After Yardow Fort City
FEATHER MANTLE	20,000	After Bethla Sluice

=====

BASIC ITEMS

=====

POTION	50	Right Away
ANTIDOTE	50	Right Away
EYE DROP	50	Right Away
PHOENIX DOWN	300	Right Away
ECHO GRASS	50	After Mandalia Plains
MAIDEN'S KISS	50	After Mandalia Plains
SOFT	100	After Mandalia Plains
HI-POTION	200	After Sand Rat Cellar

HOLY WATER	2,000	After Dorter Trade City
REMEDY	350	After Barius Hill
ETHER	200	After Barius Hill
X-POTION	700	After Inside Lionel Castle
HI-ETHER	600	After Underground Book Storage 1st Floor

/ DORTER TRADE CITY /

=====
----- BAGS

C - BAG	53,000	After chapter 2 is over.
P - BAG	52,000	After Bethla Suice
H - BAG	58,000	After Underground Book Storage 1st Floor

=====
----- BOOKS

BATTLE DICT	3,000	After Barius Hill
MONSTER DICT	6,000	After Lesalia Castle
PAPYRUS PLATE	10,000	After Underground Book Storage 1st Floor

=====
----- FLAILS

FLAIL	1,200	After Golgorand Execution Site
FLAME WHIP	4,000	After Lesalia Castle
MORNING STAR	9,000	After Yardow Fort City

=====
----- HARPS

RAMIA HARP	5,000	After Barius Valley
BLOODY STRINGS	10,000	After Underground Book Storage 1st Floor

=====
----- KATANAS

ASURA KNIFE	1,600	After Barius Hill
KOUTETSU KNIFE	3,000	After Barius Hill
BIZEN BOAT	5,000	After Lesalia Castle
MURASAME	7,000	After Underground Book Storage 1st Floor
HEAVEN'S CLOUD	8,000	After Yardow Fort City
KIYOMORI	10,000	After Yardow Fort City
MURASAMA	15,000	After Riovanes Rooftop
KIKUICHIMOJI	22,000	After Bethla Sluice

=====
----- NINJA SWORDS

HIDDEN KNIFE	3,000	After Inside Lionel Castle
NINJA KNIFE	5,000	After Lesalia Castle
SHORT EDGE	7,000	After Underground Book Storage 1st Floor
NINJA EDGE	10,000	After Yardow Fort City
SPELL EDGE	16,000	After Riovanes Rooftop

=====
----- RODS

```

=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+
ROD                200                Right Away
FLAME ROD          400                After Sand Rat Cellar
ICE ROD            400                After Sand Rat Cellar
THUNDER ROD       400                After Sand Rat Cellar
POISON ROD        500                After Zirekile Falls
WIZARD ROD        8,000              After Underground Book Storage 1st Floor

```

```

=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+
----- SHIELDS
=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+
ESCUTCHEON        400                After Mandalia Plains
BUCKLER           700                After Sand Rat Cellar
BRONZE SHIELD     1,200              After Lenalia Plateau
ROUND SHIELD      1,600              After Dorter Trade City
MYTHRIL SHIELD    2,500              After Zirekile Falls
GOLD SHIELD       3,500              After Barius Hall
ICE SHIELD        6,000              After Inside Lionel Castle
FLAME SHIELD      6,500              After Inside Lionel Castle
AEGIS SHIELD     10,000             After Lesalia Castle
DIAMOND SHIELD    12,000             After Underground Book Storage 1st Floor
PLATINA SHIELD    16,000             After Riovanes Rooftop
CRYSTAL SHIELD    21,000             After Bethla Sluice

```

```

=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+
----- STAFFS
=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+
OAK STAFF         120                Right Away
WHITE STAFF       800                After Sand Rat Cellar
RAINBOW STAFF     2,200              After Zirekile Falls
WIZARD STAFF      4,000              After Barius Valley
GOLD STAFF        7,000              After Underground Book Storage 1st Floor

```

```

=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+
----- STICKS
=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+
CYPRESS ROD       1,000              After Zirekile Falls
BATTLE BAMBOO     1,400              After Barius Hill
MUSK ROD          2,400              After Inside Lionel Castle
IRON FAN          4,000              After Lesalia Castle
GOKUU ROD         7,500              After Underground Book Storage 1st Floor
OCTAGON ROD       20,000             After Bethla Sluice

```

```

=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+
----- TEXTILES
=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+
PERSIA            7,000              After Lesalia Castle
CASHMERE          15,000             After Yardow Fort City

```

```

=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+
----- HATS
=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+
LEATHER HAT       150                Right Away
FEATHER HAT       350                After Mandalia Plains
RED HOOD          800                After Sand Rat Cellar
HEADGEAR          1,200              After Dorter Trade City
TRIANGLE HAT      1,800              After Zirekile Falls
GREEN BERET       3,000              After Barius Hill
TWIST HEADBAND    5,000              After Inside Lionel Castle
HOLY MITER        6,000              After Lesalia Castle

```

BLACK HOOD	7,000	After Underground Book Storage 1st Floor
GOLDEN HAIRPIN	12,000	After Yardow Fort City
FLASH HAT	16,000	After Bethla Sluice
THIEF HAT	35,000	After Underground Cemetery of Limberry Castle

=====
----- CLOTHES
=====

CLOTHES	150	Right Away
LEATHER OUTFIT	300	After Mandalia Plains
LEATHER VEST	500	After Sand Rat Cellar
CHAIN VEST	900	After Lenalia Plateau
MYTHRIL VEST	1,500	After Dorter Trade City
ADAMAN VEST	1,600	After Zirekile Falls
WIZARD OUTFIT	1,900	After Barius Hill
BRIGANDINE	2,500	After Barius Valley
JUDO OUTFIT	4,000	After Lesalia Castle
POWER SLEEVE	7,000	After Underground Book Storage 1st Floor
EARTH CLOTHES	10,000	After Riovanes Rooftop
BLACK COSTUME	12,000	After Bethla Sluice

=====
----- ROBES
=====

LINEN ROBE	1,200	After Sand Rat Cellar
SILK ROBE	2,400	After Lenalia Plateau
WIZARD ROBE	4,000	After Barius Hill
CHAMELEON ROBE	5,000	After Lesalia Castle
WHITE ROBE	9,000	After Underground Book Storage 1st Floor
BLACK ROBE	13,000	After Yardow Fort City
LIGHT ROBE	30,000	After Bethla Sluice

=====
----- ACCESSORIES
=====

BATTLE BOOTS	1,000	After Mandalia Plains
SPIKE SHOES	1,200	After Dorter Trade City
RUBBER SHOES	1,500	After Barius Hill
FEATHER BOOTS	2,500	After Inside Lionel Castle
GERMINAS BOOTS	5,000	After Lesalia Castle
SPRINT SHOES	7,000	After Yardow Fort City
RED SHOES	10,000	After Bethla Sluice
POWER WRIST	5,000	After Zirekile Falls
MAGIC GAUNTLET	20,000	After Inside Lionel Castle
BRACER	50,000	After Yardow Fort City
DEFENSE RING	5,000	After Barius Hill
REFLECT RING	10,000	After Inside Lionel Castle
MAGIC RING	10,000	After Underground Book Storage 1st Floor
ANGEL RING	20,000	After Riovanes Rooftop
DEFENSE ARMLET	7,000	After Barius Hill
DIAMOND ARMLET	5,000	After Barius Valley
N-KAI ARMLET	10,000	After Inside Lionel Castle
JADE ARMLET	10,000	After Lesalia Castle
100 GEMS	15,000	After Underground Book Storage 1st Floor
SMALL MANTLE	300	After Sand Rat Cellar
LEATHER MANTLE	800	After Dorter Trade City
WIZARD MANTLE	2,000	After Barius Hill
ELF MANTLE	8,000	After Lesalia Castle
DRACULA MANTLE	15,000	After Yardow Fort City
FEATHER MANTLE	20,000	After Bethla Sluice

=====

BASIC ITEMS

=====

POTION	50	Right Away
ANTIDOTE	50	Right Away
EYE DROP	50	Right Away
PHOENIX DOWN	300	Right Away
ECHO GRASS	50	After Mandalia Plains
MAIDEN'S KISS	50	After Mandalia Plains
SOFT	100	After Mandalia Plains
HI-POTION	200	After Sand Rat Cellar
HOLY WATER	2,000	After Dorter Trade City
REMEDY	350	After Barius Hill
ETHER	200	After Barius Hill
X-POTION	700	After Inside Lionel Castle
HI-ETHER	600	After Underground Book Storage 1st Floor

=====

SHURIKEN

=====

SHURIKEN	50	After Dorter Trade City
MAGIC SHURIKEN	300	After Lesalia Castle
YAGYU DARKNESS	1,000	After Riovanes Rooftop

/ ZALAND FORT CITY /

=====

BAGS

=====

C - BAG	53,000	After chapter 2 is over.
P - BAG	52,000	After Bethla Suice
H - BAG	58,000	After Underground Book Storage 1st Floor

=====

RODS

=====

ROD	200	Right Away
FLAME ROD	400	After Sand Rat Cellar
ICE ROD	400	After Sand Rat Cellar
THUNDER ROD	400	After Sand Rat Cellar
POISON ROD	500	After Zirekile Falls
WIZARD ROD	8,000	After Underground Book Storage 1st Floor

=====

STAFFS

=====

OAK STAFF	120	Right Away
WHITE STAFF	800	After Sand Rat Cellar
RAINBOW STAFF	2,200	After Zirekile Falls
WIZARD STAFF	4,000	After Barius Valley
GOLD STAFF	7,000	After Underground Book Storage 1st Floor

=====

CLOTHES

=====

CLOTHES	150	Right Away
LEATHER OUTFIT	300	After Mandalia Plains

LEATHER VEST	500	After Sand Rat Cellar
CHAIN VEST	900	After Lenalia Plateau
MYTHRIL VEST	1,500	After Dorter Trade City
ADAMAN VEST	1,600	After Zirekile Falls
WIZARD OUTFIT	1,900	After Barius Hill
BRIGANDINE	2,500	After Barius Valley
JUDO OUTFIT	4,000	After Lesalia Castle
POWER SLEEVE	7,000	After Underground Book Storage 1st Floor
EARTH CLOTHES	10,000	After Riovanes Rooftop
BLACK COSTUME	12,000	After Bethla Sluice

==+==+==+==+==+==+==+==+==+==+

----- ROBES

==+==+==+==+==+==+==+==+==+==+

LINEN ROBE	1,200	After Sand Rat Cellar
SILK ROBE	2,400	After Lenalia Plateau
WIZARD ROBE	4,000	After Barius Hill
CHAMELEON ROBE	5,000	After Lesalia Castle
WHITE ROBE	9,000	After Underground Book Storage 1st Floor
BLACK ROBE	13,000	After Yardow Fort City
LIGHT ROBE	30,000	After Bethla Sluice

==+==+==+==+==+==+==+==+==+==+

----- ACCESSORIES

==+==+==+==+==+==+==+==+==+==+

BATTLE BOOTS	1,000	After Mandalia Plains
SPIKE SHOES	1,200	After Dorter Trade City
RUBBER SHOES	1,500	After Barius Hill
FEATHER BOOTS	2,500	After Inside Lionel Castle
GERMINAS BOOTS	5,000	After Lesalia Castle
SPRINT SHOES	7,000	After Yardow Fort City
RED SHOES	10,000	After Bethla Sluice
POWER WRIST	5,000	After Zirekile Falls
MAGIC GAUNTLET	20,000	After Inside Lionel Castle
BRACER	50,000	After Yardow Fort City
DEFENSE RING	5,000	After Barius Hill
REFLECT RING	10,000	After Inside Lionel Castle
MAGIC RING	10,000	After Underground Book Storage 1st Floor
ANGEL RING	20,000	After Riovanes Rooftop
DEFENSE ARMLET	7,000	After Barius Hill
DIAMOND ARMLET	5,000	After Barius Valley
N-KAI ARMLET	10,000	After Inside Lionel Castle
JADE ARMLET	10,000	After Lesalia Castle
100 GEMS	15,000	After Underground Book Storage 1st Floor
SMALL MANTLE	300	After Sand Rat Cellar
LEATHER MANTLE	800	After Dorter Trade City
WIZARD MANTLE	2,000	After Barius Hill
ELF MANTLE	8,000	After Lesalia Castle
DRACULA MANTLE	15,000	After Yardow Fort City
FEATHER MANTLE	20,000	After Bethla Sluice

==+==+==+==+==+==+==+==+==+==+

----- BASIC ITEMS

==+==+==+==+==+==+==+==+==+==+

POTION	50	Right Away
ANTIDOTE	50	Right Away
EYE DROP	50	Right Away
PHOENIX DOWN	300	Right Away
ECHO GRASS	50	After Mandalia Plains
MAIDEN'S KISS	50	After Mandalia Plains

SOFT	100	After Mandalia Plains
HI-POTION	200	After Sand Rat Cellar
HOLY WATER	2,000	After Dorter Trade City
REMEDY	350	After Barius Hill
ETHER	200	After Barius Hill
X-POTION	700	After Inside Lionel Castle
HI-ETHER	600	After Underground Book Storage 1st Floor

=====

SHURIKEN

=====

SHURIKEN	50	After Dorter Trade City
MAGIC SHURIKEN	300	After Lesalia Castle
YAGYU DARKNESS	1,000	After Riovanes Rooftop

=====

BOMBS

=====

LIGHTNING BALL	250	After Barius Hill
WATER BALL	250	After Barius Hill
FIRE BALL	250	After Barius Hill

/ LIONEL CASTLE /

=====

AXES

=====

BATTLE AXE	1,500	After Lenalia Plateau
GIANT AXE	4,000	After Barius Hill
SLASHER	12,000	After Lesalia Castle

=====

CROSSBOWS

=====

BOW GUN	400	After Mandalia Plains
NIGHT KILLER	1,500	After Lenalia Plateau
CROSS BOW	2,000	After Barius Hill
POISON BOW	4,000	After Lionel Castle
HUNTING BOW	8,000	After Underground Book Storage 1st Floor
GASTRIFITIS	20,000	After Bethla Sluice

=====

DAGGERS

=====

DAGGER	100	Right Away
MYTHRIL KNIFE	500	After Mandalia Plains
BLIND KNIFE	800	After Sand Rat Cellar
MAGE MASHER	1,500	After Lenalia Plateau
PLATINA DAGGER	1,800	After Zirekile Falls
MAIN GAUCHE	3,000	After Lesalia Castle
ORICHALCUM	4,000	After Underground Book Storage 1st Floor
ASSASSIN DAGGER	5,000	After Yardow Fort City
AIR KNIFE	8,000	After Bethla Sluice

=====

FLAILS

=====

FLAIL	1,200	After Golgorand Execution Site
-------	-------	--------------------------------

FLAME WHIP	4,000	After Lesalia Castle
MORNING STAR	9,000	After Yardow Fort City
=+==+==+==+==+==+==+==+==+==+		
----- LONGBOWS		
=+==+==+==+==+==+==+==+==+==+		
LONG BOW	800	After Sand Rat Cellar
SILVER BOW	1,500	After Lenalia Plateau
ICE BOW	2,000	After Dorter Trade City
LIGHTNING BOW	3,000	After Barius Hill
MYTHRIL BOW	5,000	After Inside Lionel Castle
WINDSLASH BOW	8,000	After Underground Book Storage 1st Floor
=+==+==+==+==+==+==+==+==+==+		
----- SHIELDS		
=+==+==+==+==+==+==+==+==+==+		
ESCUTCHEON	400	After Mandalia Plains
BUCKLER	700	After Sand Rat Cellar
BRONZE SHIELD	1,200	After Lenalia Plateau
ROUND SHIELD	1,600	After Dorter Trade City
MYTHRIL SHIELD	2,500	After Zirekile Falls
GOLD SHIELD	3,500	After Barius Hall
ICE SHIELD	6,000	After Inside Lionel Castle
FLAME SHIELD	6,500	After Inside Lionel Castle
AEGIS SHIELD	10,000	After Lesalia Castle
DIAMOND SHIELD	12,000	After Underground Book Storage 1st Floor
PLATINA SHIELD	16,000	After Riovanes Rooftop
CRYSTAL SHIELD	21,000	After Bethla Sluice
=+==+==+==+==+==+==+==+==+==+		
----- SPEARS		
=+==+==+==+==+==+==+==+==+==+		
JAVELIN	1,000	After Dorter Trade City
SPEAR	2,000	After Barius Hill
MYTHRIL SPEAR	4,500	After Inside Lionel Castle
PARTISAN	7,000	After Underground Book Storage 1st Floor
OBERISK	10,000	After Bethla Sluice
=+==+==+==+==+==+==+==+==+==+		
----- STICKS		
=+==+==+==+==+==+==+==+==+==+		
CYPRESS ROD	1,000	After Zirekile Falls
BATTLE BAMBOO	1,400	After Barius Hill
MUSK ROD	2,400	After Inside Lionel Castle
IRON FAN	4,000	After Lesalia Castle
GOKUU ROD	7,500	After Underground Book Storage 1st Floor
OCTAGON ROD	20,000	After Bethla Sluice
=+==+==+==+==+==+==+==+==+==+		
----- SWORDS		
=+==+==+==+==+==+==+==+==+==+		
BROAD SWORD	200	Right Away
LONG SWORD	500	After Mandalia Plains
IRON SWORD	900	After Sand Rat Cellar
MYTHRIL SWORD	1,600	After Lenalia Plateau
CORAL SWORD	3,300	After Zirekile Falls
ANCIENT SWORD	5,000	After Inside Lionel Castle
SLEEP SWORD	5,000	After Lesalia Castle
DIAMOND SWORD	8,000	After Underground Book Storage 1st Floor
PLATINUM SWORD	11,000	After Yardow Fort City

ICE BRAND	14,000	After Riovanes Rooftop
RUNE BLADE	20,000	After Bethla Sluice

==+==+==+==+==+==+==+==+==+==+

----- HELMETS

==+==+==+==+==+==+==+==+==+==+

LEATHER HELMET	200	After Mandalia Plains
BRONZE HELMET	500	After Mandalia Plains
IRON HELMET	1,000	After Sand Rat Cellar
BARBUTA	1,500	After Dorter Trade City
MYTHRIL HELMET	2,100	After Zirekile Falls
GOLD HELMET	2,800	After Barius Hill
CROSS HELMET	4,000	After Inside Lionel Castle
DIAMOND HELMET	6,000	After Lesalia Castle
PLATINA HELMET	8,000	After Yardow Fort City
CIRCLET	10,000	After Yardow Fort City
CRYSTAL HELMET	14,000	After Bethla Sluice

==+==+==+==+==+==+==+==+==+==+

----- ARMOR

==+==+==+==+==+==+==+==+==+==+

LEATHER ARMOR	200	After Mandalia Plains
LINEN CUIRASS	600	After Mandalia Plains
BRONZE ARMOR	800	After Sand Rat Cellar
CHAIN MAIL	1,300	After Lenalia Plateau
MYTHRIL ARMOR	2,000	After Dorter Trade City
PLATE MAIL	3,000	After Zirekile Falls
GOLD ARMOR	3,600	After Barius Hill
DIAMOND ARMOR	6,000	After Lesalia Castle
PLATINA ARMOR	9,000	After Yardow Fort City
CARABINI MAIL	13,000	After Riovanes Rooftop
REFLECT MAIL	18,000	After Bethla Sluice
CRYSTAL MAIL	19,000	After Bethla Sluice

==+==+==+==+==+==+==+==+==+==+

----- ACCESSORIES

==+==+==+==+==+==+==+==+==+==+

BATTLE BOOTS	1,000	After Mandalia Plains
SPIKE SHOES	1,200	After Dorter Trade City
RUBBER SHOES	1,500	After Barius Hill
FEATHER BOOTS	2,500	After Inside Lionel Castle
GERMINAS BOOTS	5,000	After Lesalia Castle
SPRINT SHOES	7,000	After Yardow Fort City
RED SHOES	10,000	After Bethla Sluice
POWER WRIST	5,000	After Zirekile Falls
MAGIC GAUNTLET	20,000	After Inside Lionel Castle
BRACER	50,000	After Yardow Fort City
DEFENSE RING	5,000	After Barius Hill
REFLECT RING	10,000	After Inside Lionel Castle
MAGIC RING	10,000	After Underground Book Storage 1st Floor
ANGEL RING	20,000	After Riovanes Rooftop
DEFENSE ARMLET	7,000	After Barius Hill
DIAMOND ARMLET	5,000	After Barius Valley
N-KAI ARMLET	10,000	After Inside Lionel Castle
JADE ARMLET	10,000	After Lesalia Castle
100 GEMS	15,000	After Underground Book Storage 1st Floor
SMALL MANTLE	300	After Sand Rat Cellar
LEATHER MANTLE	800	After Dorter Trade City
WIZARD MANTLE	2,000	After Barius Hill
ELF MANTLE	8,000	After Lesalia Castle

DRACULA MANTLE	15,000	After Yardow Fort City
FEATHER MANTLE	20,000	After Bethla Sluice

==+==+==+==+==+==+==+==+==+

----- BASIC ITEMS

==+==+==+==+==+==+==+==+==+

POTION	50	Right Away
ANTIDOTE	50	Right Away
EYE DROP	50	Right Away
PHOENIX DOWN	300	Right Away
ECHO GRASS	50	After Mandalia Plains
MAIDEN'S KISS	50	After Mandalia Plains
SOFT	100	After Mandalia Plains
HI-POTION	200	After Sand Rat Cellar
HOLY WATER	2,000	After Dorter Trade City
REMEDY	350	After Barius Hill
ETHER	200	After Barius Hill
X-POTION	700	After Inside Lionel Castle
HI-ETHER	600	After Underground Book Storage 1st Floor

----- / GOUG MACHINE CITY / -----

==+==+==+==+==+==+==+==+==+

----- CROSSBOWS

==+==+==+==+==+==+==+==+==+

BOW GUN	400	After Mandalia Plains
NIGHT KILLER	1,500	After Lenalia Plateau
CROSS BOW	2,000	After Barius Hill
POISON BOW	4,000	After Lionel Castle
HUNTING BOW	8,000	After Underground Book Storage 1st Floor
GASTRIFITIS	20,000	After Bethla Sluice

==+==+==+==+==+==+==+==+==+

----- GUNS

==+==+==+==+==+==+==+==+==+

ROMANDA GUN	5,000	After Zigolis Swamp
MYTHRIL GUN	15,000	After Lesalia Castle

==+==+==+==+==+==+==+==+==+

----- ACCESSORIES

==+==+==+==+==+==+==+==+==+

BATTLE BOOTS	1,000	After Mandalia Plains
SPIKE SHOES	1,200	After Dorter Trade City
RUBBER SHOES	1,500	After Barius Hill
FEATHER BOOTS	2,500	After Inside Lionel Castle
GERMINAS BOOTS	5,000	After Lesalia Castle
SPRINT SHOES	7,000	After Yardow Fort City
RED SHOES	10,000	After Bethla Sluice
POWER WRIST	5,000	After Zirekile Falls
MAGIC GAUNTLET	20,000	After Inside Lionel Castle
BRACER	50,000	After Yardow Fort City
DEFENSE RING	5,000	After Barius Hill
REFLECT RING	10,000	After Inside Lionel Castle
MAGIC RING	10,000	After Underground Book Storage 1st Floor
ANGEL RING	20,000	After Riovanes Rooftop
DEFENSE ARMLET	7,000	After Barius Hill
DIAMOND ARMLET	5,000	After Barius Valley
N-KAI ARMLET	10,000	After Inside Lionel Castle

JADE ARMLET	10,000	After Lesalia Castle
100 GEMS	15,000	After Underground Book Storage 1st Floor
SMALL MANTLE	300	After Sand Rat Cellar
LEATHER MANTLE	800	After Dorter Trade City
WIZARD MANTLE	2,000	After Barius Hill
ELF MANTLE	8,000	After Lesalia Castle
DRACULA MANTLE	15,000	After Yardow Fort City
FEATHER MANTLE	20,000	After Bethla Sluice

=====
----- BASIC ITEMS
=====

POTION	50	Right Away
ANTIDOTE	50	Right Away
EYE DROP	50	Right Away
PHOENIX DOWN	300	Right Away
ECHO GRASS	50	After Mandalia Plains
MAIDEN'S KISS	50	After Mandalia Plains
SOFT	100	After Mandalia Plains
HI-POTION	200	After Sand Rat Cellar
HOLY WATER	2,000	After Dorter Trade City
REMEDY	350	After Barius Hill
ETHER	200	After Barius Hill
X-POTION	700	After Inside Lionel Castle
HI-ETHER	600	After Underground Book Storage 1st Floor

/ WARJILIS TRADE CITY /

=====
----- BAGS
=====

C - BAG	53,000	After chapter 2 is over.
P - BAG	52,000	After Bethla Sluice
H - BAG	58,000	After Underground Book Storage 1st Floor

=====
----- BOOKS
=====

BATTLE DICT	3,000	After Barius Hill
MONSTER DICT	6,000	After Lesalia Castle
PAPYRUS PLATE	10,000	After Underground Book Storage 1st Floor

=====
----- FLAILS
=====

FLAIL	1,200	After Golgorand Execution Site
FLAME WHIP	4,000	After Lesalia Castle
MORNING STAR	9,000	After Yardow Fort City

=====
----- HARPS
=====

RAMIA HARP	5,000	After Barius Valley
BLOODY STRINGS	10,000	After Underground Book Storage 1st Floor

=====
----- KATANAS
=====

ASURA KNIFE	1,600	After Barius Hill
KOUTETSU KNIFE	3,000	After Barius Hill
BIZEN BOAT	5,000	After Lesalia Castle
MURASAME	7,000	After Underground Book Storage 1st Floor
HEAVEN'S CLOUD	8,000	After Yardow Fort City
KIYOMORI	10,000	After Yardow Fort City
MURASAMA	15,000	After Riovanes Rooftop
KIKUICHIMOJI	22,000	After Bethla Sluice

=====

NINJA SWORDS

=====

HIDDEN KNIFE	3,000	After Inside Lionel Castle
NINJA KNIFE	5,000	After Lesalia Castle
SHORT EDGE	7,000	After Underground Book Storage 1st Floor
NINJA EDGE	10,000	After Yardow Fort City
SPELL EDGE	16,000	After Riovanes Rooftop

=====

RODS

=====

ROD	200	Right Away
FLAME ROD	400	After Sand Rat Cellar
ICE ROD	400	After Sand Rat Cellar
THUNDER ROD	400	After Sand Rat Cellar
POISON ROD	500	After Zirekile Falls
WIZARD ROD	8,000	After Underground Book Storage 1st Floor

=====

SHIELDS

=====

ESCUTCHEON	400	After Mandalia Plains
BUCKLER	700	After Sand Rat Cellar
BRONZE SHIELD	1,200	After Lenalia Plateau
ROUND SHIELD	1,600	After Dorter Trade City
MYTHRIL SHIELD	2,500	After Zirekile Falls
GOLD SHIELD	3,500	After Barius Hall
ICE SHIELD	6,000	After Inside Lionel Castle
FLAME SHIELD	6,500	After Inside Lionel Castle
AEGIS SHIELD	10,000	After Lesalia Castle
DIAMOND SHIELD	12,000	After Underground Book Storage 1st Floor
PLATINA SHIELD	16,000	After Riovanes Rooftop
CRYSTAL SHIELD	21,000	After Bethla Sluice

=====

STAFFS

=====

OAK STAFF	120	Right Away
WHITE STAFF	800	After Sand Rat Cellar
RAINBOW STAFF	2,200	After Zirekile Falls
WIZARD STAFF	4,000	After Barius Valley
GOLD STAFF	7,000	After Underground Book Storage 1st Floor

=====

STICKS

=====

CYPRESS ROD	1,000	After Zirekile Falls
BATTLE BAMBOO	1,400	After Barius Hill
MUSK ROD	2,400	After Inside Lionel Castle
IRON FAN	4,000	After Lesalia Castle

GOKUU ROD	7,500	After Underground Book Storage 1st Floor
OCTAGON ROD	20,000	After Bethla Sluice

=====

TEXTILES

=====

PERSIA	7,000	After Lesalia Castle
CASHMERE	15,000	After Yardow Fort City

=====

HATS

=====

LEATHER HAT	150	Right Away
FEATHER HAT	350	After Mandalia Plains
RED HOOD	800	After Sand Rat Cellar
HEADGEAR	1,200	After Dorter Trade City
TRIANGLE HAT	1,800	After Zirekile Falls
GREEN BERET	3,000	After Barius Hill
TWIST HEADBAND	5,000	After Inside Lionel Castle
HOLY MITER	6,000	After Lesalia Castle
BLACK HOOD	7,000	After Underground Book Storage 1st Floor
GOLDEN HAIRPIN	12,000	After Yardow Fort City
FLASH HAT	16,000	After Bethla Sluice
THIEF HAT	35,000	After Underground Cemetery of Limberry Castle

=====

CLOTHES

=====

CLOTHES	150	Right Away
LEATHER OUTFIT	300	After Mandalia Plains
LEATHER VEST	500	After Sand Rat Cellar
CHAIN VEST	900	After Lenalia Plateau
MYTHRIL VEST	1,500	After Dorter Trade City
ADAMAN VEST	1,600	After Zirekile Falls
WIZARD OUTFIT	1,900	After Barius Hill
BRIGANDINE	2,500	After Barius Valley
JUDO OUTFIT	4,000	After Lesalia Castle
POWER SLEEVE	7,000	After Underground Book Storage 1st Floor
EARTH CLOTHES	10,000	After Riovanes Rooftop
BLACK COSTUME	12,000	After Bethla Sluice

=====

ROBES

=====

LINEN ROBE	1,200	After Sand Rat Cellar
SILK ROBE	2,400	After Lenalia Plateau
WIZARD ROBE	4,000	After Barius Hill
CHAMELEON ROBE	5,000	After Lesalia Castle
WHITE ROBE	9,000	After Underground Book Storage 1st Floor
BLACK ROBE	13,000	After Yardow Fort City
LIGHT ROBE	30,000	After Bethla Sluice

=====

ACCESSORIES

=====

BATTLE BOOTS	1,000	After Mandalia Plains
SPIKE SHOES	1,200	After Dorter Trade City
RUBBER SHOES	1,500	After Barius Hill
FEATHER BOOTS	2,500	After Inside Lionel Castle
GERMINAS BOOTS	5,000	After Lesalia Castle

SPRINT SHOES	7,000	After Yardow Fort City
RED SHOES	10,000	After Bethla Sluice
POWER WRIST	5,000	After Zirekile Falls
MAGIC GAUNTLET	20,000	After Inside Lionel Castle
BRACER	50,000	After Yardow Fort City
DEFENSE RING	5,000	After Barius Hill
REFLECT RING	10,000	After Inside Lionel Castle
MAGIC RING	10,000	After Underground Book Storage 1st Floor
ANGEL RING	20,000	After Riovanes Rooftop
DEFENSE ARMLET	7,000	After Barius Hill
DIAMOND ARMLET	5,000	After Barius Valley
N-KAI ARMLET	10,000	After Inside Lionel Castle
JADE ARMLET	10,000	After Lesalia Castle
100 GEMS	15,000	After Underground Book Storage 1st Floor
SMALL MANTLE	300	After Sand Rat Cellar
LEATHER MANTLE	800	After Dorter Trade City
WIZARD MANTLE	2,000	After Barius Hill
ELF MANTLE	8,000	After Lesalia Castle
DRACULA MANTLE	15,000	After Yardow Fort City
FEATHER MANTLE	20,000	After Bethla Sluice

=====

BASIC ITEMS

=====

POTION	50	Right Away
ANTIDOTE	50	Right Away
EYE DROP	50	Right Away
PHOENIX DOWN	300	Right Away
ECHO GRASS	50	After Mandalia Plains
MAIDEN'S KISS	50	After Mandalia Plains
SOFT	100	After Mandalia Plains
HI-POTION	200	After Sand Rat Cellar
HOLY WATER	2,000	After Dorter Trade City
REMEDY	350	After Barius Hill
ETHER	200	After Barius Hill
X-POTION	700	After Inside Lionel Castle
HI-ETHER	600	After Underground Book Storage 1st Floor

=====

SHURIKEN

=====

SHURIKEN	50	After Dorter Trade City
MAGIC SHURIKEN	300	After Lesalia Castle
YAGYU DARKNESS	1,000	After Riovanes Rooftop

=====

BOMBS

=====

LIGHTNING BALL	250	After Barius Hill
WATER BALL	250	After Barius Hill
FIRE BALL	250	After Barius Hill

/ GOLAND COAL CITY /

=====

BAGS

=====

C - BAG	53,000	After chapter 2 is over.
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P - BAG	52,000	After Bethla Suice
H - BAG	58,000	After Underground Book Storage 1st Floor

=====

RODS

=====

ROD	200	Right Away
FLAME ROD	400	After Sand Rat Cellar
ICE ROD	400	After Sand Rat Cellar
THUNDER ROD	400	After Sand Rat Cellar
POISON ROD	500	After Zirekile Falls
WIZARD ROD	8,000	After Underground Book Storage 1st Floor

=====

STAFFS

=====

OAK STAFF	120	Right Away
WHITE STAFF	800	After Sand Rat Cellar
RAINBOW STAFF	2,200	After Zirekile Falls
WIZARD STAFF	4,000	After Barius Valley
GOLD STAFF	7,000	After Underground Book Storage 1st Floor

=====

STICKS

=====

CYPRESS ROD	1,000	After Zirekile Falls
BATTLE BAMBOO	1,400	After Barius Hill
MUSK ROD	2,400	After Inside Lionel Castle
IRON FAN	4,000	After Lesalia Castle
GOKUU ROD	7,500	After Underground Book Storage 1st Floor
OCTAGON ROD	20,000	After Bethla Sluice

=====

HATS

=====

LEATHER HAT	150	Right Away
FEATHER HAT	350	After Mandalia Plains
RED HOOD	800	After Sand Rat Cellar
HEADGEAR	1,200	After Dorter Trade City
TRIANGLE HAT	1,800	After Zirekile Falls
GREEN BERET	3,000	After Barius Hill
TWIST HEADBAND	5,000	After Inside Lionel Castle
HOLY MITER	6,000	After Lesalia Castle
BLACK HOOD	7,000	After Underground Book Storage 1st Floor
GOLDEN HAIRPIN	12,000	After Yardow Fort City
FLASH HAT	16,000	After Bethla Sluice
THIEF HAT	35,000	After Underground Cemetery of Limberry Castle

=====

CLOTHES

=====

CLOTHES	150	Right Away
LEATHER OUTFIT	300	After Mandalia Plains
LEATHER VEST	500	After Sand Rat Cellar
CHAIN VEST	900	After Lenalia Plateau
MYTHRIL VEST	1,500	After Dorter Trade City
ADAMAN VEST	1,600	After Zirekile Falls
WIZARD OUTFIT	1,900	After Barius Hill
BRIGANDINE	2,500	After Barius Valley
JUDO OUTFIT	4,000	After Lesalia Castle

POWER SLEEVE	7,000	After Underground Book Storage 1st Floor
EARTH CLOTHES	10,000	After Riovanes Rooftop
BLACK COSTUME	12,000	After Bethla Sluice

=====

ROBES

=====

LINEN ROBE	1,200	After Sand Rat Cellar
SILK ROBE	2,400	After Lenalia Plateau
WIZARD ROBE	4,000	After Barius Hill
CHAMELEON ROBE	5,000	After Lesalia Castle
WHITE ROBE	9,000	After Underground Book Storage 1st Floor
BLACK ROBE	13,000	After Yardow Fort City
LIGHT ROBE	30,000	After Bethla Sluice

=====

ACCESSORIES

=====

BATTLE BOOTS	1,000	After Mandalia Plains
SPIKE SHOES	1,200	After Dorter Trade City
RUBBER SHOES	1,500	After Barius Hill
FEATHER BOOTS	2,500	After Inside Lionel Castle
GERMINAS BOOTS	5,000	After Lesalia Castle
SPRINT SHOES	7,000	After Yardow Fort City
RED SHOES	10,000	After Bethla Sluice
POWER WRIST	5,000	After Zirekile Falls
MAGIC GAUNTLET	20,000	After Inside Lionel Castle
BRACER	50,000	After Yardow Fort City
DEFENSE RING	5,000	After Barius Hill
REFLECT RING	10,000	After Inside Lionel Castle
MAGIC RING	10,000	After Underground Book Storage 1st Floor
ANGEL RING	20,000	After Riovanes Rooftop
DEFENSE ARMLET	7,000	After Barius Hill
DIAMOND ARMLET	5,000	After Barius Valley
N-KAI ARMLET	10,000	After Inside Lionel Castle
JADE ARMLET	10,000	After Lesalia Castle
100 GEMS	15,000	After Underground Book Storage 1st Floor
SMALL MANTLE	300	After Sand Rat Cellar
LEATHER MANTLE	800	After Dorter Trade City
WIZARD MANTLE	2,000	After Barius Hill
ELF MANTLE	8,000	After Lesalia Castle
DRACULA MANTLE	15,000	After Yardow Fort City
FEATHER MANTLE	20,000	After Bethla Sluice

=====

BASIC ITEMS

=====

POTION	50	Right Away
ANTIDOTE	50	Right Away
EYE DROP	50	Right Away
PHOENIX DOWN	300	Right Away
ECHO GRASS	50	After Mandalia Plains
MAIDEN'S KISS	50	After Mandalia Plains
SOFT	100	After Mandalia Plains
HI-POTION	200	After Sand Rat Cellar
HOLY WATER	2,000	After Dorter Trade City
REMEDY	350	After Barius Hill
ETHER	200	After Barius Hill
X-POTION	700	After Inside Lionel Castle
HI-ETHER	600	After Underground Book Storage 1st Floor

=====

SHURIKEN

=====

SHURIKEN	50	After Dorter Trade City
MAGIC SHURIKEN	300	After Lesalia Castle
YAGYU DARKNESS	1,000	After Riovanes Rooftop

=====

BOMBS

=====

LIGHTNING BALL	250	After Barius Hill
WATER BALL	250	After Barius Hill
FIRE BALL	250	After Barius Hill

/ LESALIA IMPERIAL CAPITOL /

=====

AXES

=====

BATTLE AXE	1,500	After Lenalia Plateau
GIANT AXE	4,000	After Barius Hill
SLASHER	12,000	After Lesalia Castle

=====

DAGGERS

=====

DAGGER	100	Right Away
MYTHRIL KNIFE	500	After Mandalia Plains
BLIND KNIFE	800	After Sand Rat Cellar
MAGE MASHER	1,500	After Lenalia Plateau
PLATINA DAGGER	1,800	After Zirekile Falls
MAIN GAUCHE	3,000	After Lesalia Castle
ORICHALCUM	4,000	After Underground Book Storage 1st Floor
ASSASSIN DAGGER	5,000	After Yardow Fort City
AIR KNIFE	8,000	After Bethla Sluice

=====

LONGBOWS

=====

LONG BOW	800	After Sand Rat Cellar
SILVER BOW	1,500	After Lenalia Plateau
ICE BOW	2,000	After Dorter Trade City
LIGHTNING BOW	3,000	After Barius Hill
MYTHRIL BOW	5,000	After Inside Lionel Castle
WINDSLASH BOW	8,000	After Underground Book Storage 1st Floor

=====

SHIELDS

=====

ESCUTCHEON	400	After Mandalia Plains
BUCKLER	700	After Sand Rat Cellar
BRONZE SHIELD	1,200	After Lenalia Plateau
ROUND SHIELD	1,600	After Dorter Trade City
MYTHRIL SHIELD	2,500	After Zirekile Falls
GOLD SHIELD	3,500	After Barius Hall
ICE SHIELD	6,000	After Inside Lionel Castle
FLAME SHIELD	6,500	After Inside Lionel Castle

AEGIS SHIELD	10,000	After Lesalia Castle
DIAMOND SHIELD	12,000	After Underground Book Storage 1st Floor
PLATINA SHIELD	16,000	After Riovanes Rooftop
CRYSTAL SHIELD	21,000	After Bethla Sluice

=====

=====

SPEARS

JAVELIN	1,000	After Dorter Trade City
SPEAR	2,000	After Barius Hill
MYTHRIL SPEAR	4,500	After Inside Lionel Castle
PARTISAN	7,000	After Underground Book Storage 1st Floor
OVERISK	10,000	After Bethla Sluice

=====

=====

SWORDS

BROAD SWORD	200	Right Away
LONG SWORD	500	After Mandalia Plains
IRON SWORD	900	After Sand Rat Cellar
MYTHRIL SWORD	1,600	After Lenalia Plateau
CORAL SWORD	3,300	After Zirekile Falls
ANCIENT SWORD	5,000	After Inside Lionel Castle
SLEEP SWORD	5,000	After Lesalia Castle
DIAMOND SWORD	8,000	After Underground Book Storage 1st Floor
PLATINUM SWORD	11,000	After Yardow Fort City
ICE BRAND	14,000	After Riovanes Rooftop
RUNE BLADE	20,000	After Bethla Sluice

=====

=====

HELMETS

LEATHER HELMET	200	After Mandalia Plains
BRONZE HELMET	500	After Mandalia Plains
IRON HELMET	1,000	After Sand Rat Cellar
BARBUTA	1,500	After Dorter Trade City
MYTHRIL HELMET	2,100	After Zirekile Falls
GOLD HELMET	2,800	After Barius Hill
CROSS HELMET	4,000	After Inside Lionel Castle
DIAMOND HELMET	6,000	After Lesalia Castle
PLATINA HELMET	8,000	After Yardow Fort City
CIRCLET	10,000	After Yardow Fort City
CRYSTAL HELMET	14,000	After Bethla Sluice

=====

=====

ARMOR

LEATHER ARMOR	200	After Mandalia Plains
LINEN CUIRASS	600	After Mandalia Plains
BRONZE ARMOR	800	After Sand Rat Cellar
CHAIN MAIL	1,300	After Lenalia Plateau
MYTHRIL ARMOR	2,000	After Dorter Trade City
PLATE MAIL	3,000	After Zirekile Falls
GOLD ARMOR	3,600	After Barius Hill
DIAMOND ARMOR	6,000	After Lesalia Castle
PLATINA ARMOR	9,000	After Yardow Fort City
CARABINI MAIL	13,000	After Riovanes Rooftop
REFLECT MAIL	18,000	After Bethla Sluice
CRYSTAL MAIL	19,000	After Bethla Sluice

=====

ACCESSORIES

=====

BATTLE BOOTS	1,000	After Mandalia Plains
SPIKE SHOES	1,200	After Dorter Trade City
RUBBER SHOES	1,500	After Barius Hill
FEATHER BOOTS	2,500	After Inside Lionel Castle
GERMINAS BOOTS	5,000	After Lesalia Castle
SPRINT SHOES	7,000	After Yardow Fort City
RED SHOES	10,000	After Bethla Sluice
POWER WRIST	5,000	After Zirekile Falls
MAGIC GAUNTLET	20,000	After Inside Lionel Castle
BRACER	50,000	After Yardow Fort City
DEFENSE RING	5,000	After Barius Hill
REFLECT RING	10,000	After Inside Lionel Castle
MAGIC RING	10,000	After Underground Book Storage 1st Floor
ANGEL RING	20,000	After Riovanes Rooftop
DEFENSE ARMLET	7,000	After Barius Hill
DIAMOND ARMLET	5,000	After Barius Valley
N-KAI ARMLET	10,000	After Inside Lionel Castle
JADE ARMLET	10,000	After Lesalia Castle
100 GEMS	15,000	After Underground Book Storage 1st Floor
SMALL MANTLE	300	After Sand Rat Cellar
LEATHER MANTLE	800	After Dorter Trade City
WIZARD MANTLE	2,000	After Barius Hill
ELF MANTLE	8,000	After Lesalia Castle
DRACULA MANTLE	15,000	After Yardow Fort City
FEATHER MANTLE	20,000	After Bethla Sluice

=====

BASIC ITEMS

=====

POTION	50	Right Away
ANTIDOTE	50	Right Away
EYE DROP	50	Right Away
PHOENIX DOWN	300	Right Away
ECHO GRASS	50	After Mandalia Plains
MAIDEN'S KISS	50	After Mandalia Plains
SOFT	100	After Mandalia Plains
HI-POTION	200	After Sand Rat Cellar
HOLY WATER	2,000	After Dorter Trade City
REMEDY	350	After Barius Hill
ETHER	200	After Barius Hill
X-POTION	700	After Inside Lionel Castle
HI-ETHER	600	After Underground Book Storage 1st Floor

/ YARDOW FORT CITY /

=====

BAGS

=====

C - BAG	53,000	After chapter 2 is over.
P - BAG	52,000	After Bethla Suice
H - BAG	58,000	After Underground Book Storage 1st Floor

=====

RODS

=====

ROD	200	Right Away
FLAME ROD	400	After Sand Rat Cellar
ICE ROD	400	After Sand Rat Cellar
THUNDER ROD	400	After Sand Rat Cellar
POISON ROD	500	After Zirekile Falls
WIZARD ROD	8,000	After Underground Book Storage 1st Floor

=====
----- STAFFS
=====

OAK STAFF	120	Right Away
WHITE STAFF	800	After Sand Rat Cellar
RAINBOW STAFF	2,200	After Zirekile Falls
WIZARD STAFF	4,000	After Barius Valley
GOLD STAFF	7,000	After Underground Book Storage 1st Floor

=====
----- STICKS
=====

CYPRESS ROD	1,000	After Zirekile Falls
BATTLE BAMBOO	1,400	After Barius Hill
MUSK ROD	2,400	After Inside Lionel Castle
IRON FAN	4,000	After Lesalia Castle
GOKUU ROD	7,500	After Underground Book Storage 1st Floor
OCTAGON ROD	20,000	After Bethla Sluice

=====
----- HATS
=====

LEATHER HAT	150	Right Away
FEATHER HAT	350	After Mandalia Plains
RED HOOD	800	After Sand Rat Cellar
HEADGEAR	1,200	After Dorter Trade City
TRIANGLE HAT	1,800	After Zirekile Falls
GREEN BERET	3,000	After Barius Hill
TWIST HEADBAND	5,000	After Inside Lionel Castle
HOLY MITER	6,000	After Lesalia Castle
BLACK HOOD	7,000	After Underground Book Storage 1st Floor
GOLDEN HAIRPIN	12,000	After Yardow Fort City
FLASH HAT	16,000	After Bethla Sluice
THIEF HAT	35,000	After Underground Cemetery of Limberry Castle

=====
----- CLOTHES
=====

CLOTHES	150	Right Away
LEATHER OUTFIT	300	After Mandalia Plains
LEATHER VEST	500	After Sand Rat Cellar
CHAIN VEST	900	After Lenalia Plateau
MYTHRIL VEST	1,500	After Dorter Trade City
ADAMAN VEST	1,600	After Zirekile Falls
WIZARD OUTFIT	1,900	After Barius Hill
BRIGANDINE	2,500	After Barius Valley
JUDO OUTFIT	4,000	After Lesalia Castle
POWER SLEEVE	7,000	After Underground Book Storage 1st Floor
EARTH CLOTHES	10,000	After Riovanes Rooftop
BLACK COSTUME	12,000	After Bethla Sluice

=====
----- ROBES
=====

```

==+==+==+==+==+==+==+==+==+
LINEN ROBE          1,200      After Sand Rat Cellar
SILK ROBE           2,400      After Lenalia Plateau
WIZARD ROBE         4,000      After Barius Hill
CHAMELEON ROBE      5,000      After Lesalia Castle
WHITE ROBE          9,000      After Underground Book Storage 1st Floor
BLACK ROBE          13,000     After Yardow Fort City
LIGHT ROBE          30,000     After Bethla Sluice

```

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==+==+==+==+==+==+==+==+==+
----- ACCESSORIES

```

```

==+==+==+==+==+==+==+==+==+
BATTLE BOOTS        1,000      After Mandalia Plains
SPIKE SHOES         1,200      After Dorter Trade City
RUBBER SHOES        1,500      After Barius Hill
FEATHER BOOTS       2,500      After Inside Lionel Castle
GERMINAS BOOTS      5,000      After Lesalia Castle
SPRINT SHOES        7,000      After Yardow Fort City
RED SHOES           10,000     After Bethla Sluice
POWER WRIST         5,000      After Zirekile Falls
MAGIC GAUNTLET      20,000     After Inside Lionel Castle
BRACER              50,000     After Yardow Fort City
DEFENSE RING        5,000      After Barius Hill
REFLECT RING        10,000     After Inside Lionel Castle
MAGIC RING          10,000     After Underground Book Storage 1st Floor
ANGEL RING          20,000     After Riovanes Rooftop
DEFENSE ARMLET      7,000      After Barius Hill
DIAMOND ARMLET      5,000      After Barius Valley
N-KAI ARMLET        10,000     After Inside Lionel Castle
JADE ARMLET         10,000     After Lesalia Castle
100 GEMS            15,000     After Underground Book Storage 1st Floor
SMALL MANTLE        300        After Sand Rat Cellar
LEATHER MANTLE      800        After Dorter Trade City
WIZARD MANTLE       2,000      After Barius Hill
ELF MANTLE          8,000      After Lesalia Castle
DRACULA MANTLE      15,000     After Yardow Fort City
FEATHER MANTLE      20,000     After Bethla Sluice

```

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==+==+==+==+==+==+==+==+==+
----- BASIC ITEMS

```

```

==+==+==+==+==+==+==+==+==+
POTION              50         Right Away
ANTIDOTE            50         Right Away
EYE DROP            50         Right Away
PHOENIX DOWN        300        Right Away
ECHO GRASS          50         After Mandalia Plains
MAIDEN'S KISS       50         After Mandalia Plains
SOFT                100        After Mandalia Plains
HI-POTION           200        After Sand Rat Cellar
HOLY WATER          2,000      After Dorter Trade City
REMEDY              350        After Barius Hill
ETHER               200        After Barius Hill
X-POTION            700        After Inside Lionel Castle
HI-ETHER            600        After Underground Book Storage 1st Floor

```

```

==+==+==+==+==+==+==+==+==+
----- SHURIKEN

```

```

==+==+==+==+==+==+==+==+==+
SHURIKEN            50         After Dorter Trade City
MAGIC SHURIKEN      300        After Lesalia Castle

```

YAGYU DARKNESS 1,000 After Riovanes Rooftop

=====
----- BOMBS

=====
LIGHTNING BALL 250 After Barius Hill
WATER BALL 250 After Barius Hill
FIRE BALL 250 After Barius Hill

/ BERVENIA FREE CITY /

=====
----- BAGS

=====
C - BAG 53,000 After chapter 2 is over.
P - BAG 52,000 After Bethla Suice
H - BAG 58,000 After Underground Book Storage 1st Floor

=====
----- RODS

=====
ROD 200 Right Away
FLAME ROD 400 After Sand Rat Cellar
ICE ROD 400 After Sand Rat Cellar
THUNDER ROD 400 After Sand Rat Cellar
POISON ROD 500 After Zirekile Falls
WIZARD ROD 8,000 After Underground Book Storage 1st Floor

=====
----- STAFFS

=====
OAK STAFF 120 Right Away
WHITE STAFF 800 After Sand Rat Cellar
RAINBOW STAFF 2,200 After Zirekile Falls
WIZARD STAFF 4,000 After Barius Valley
GOLD STAFF 7,000 After Underground Book Storage 1st Floor

=====
----- STICKS

=====
CYPRESS ROD 1,000 After Zirekile Falls
BATTLE BAMBOO 1,400 After Barius Hill
MUSK ROD 2,400 After Inside Lionel Castle
IRON FAN 4,000 After Lesalia Castle
GOKUU ROD 7,500 After Underground Book Storage 1st Floor
OCTAGON ROD 20,000 After Bethla Sluice

=====
----- HATS

=====
LEATHER HAT 150 Right Away
FEATHER HAT 350 After Mandalia Plains
RED HOOD 800 After Sand Rat Cellar
HEADGEAR 1,200 After Dorter Trade City
TRIANGLE HAT 1,800 After Zirekile Falls
GREEN BERET 3,000 After Barius Hill
TWIST HEADBAND 5,000 After Inside Lionel Castle
HOLY MITER 6,000 After Lesalia Castle

BLACK HOOD	7,000	After Underground Book Storage 1st Floor
GOLDEN HAIRPIN	12,000	After Yardow Fort City
FLASH HAT	16,000	After Bethla Sluice
THIEF HAT	35,000	After Underground Cemetery of Limberry Castle

=====
----- CLOTHES
=====

CLOTHES	150	Right Away
LEATHER OUTFIT	300	After Mandalia Plains
LEATHER VEST	500	After Sand Rat Cellar
CHAIN VEST	900	After Lenalia Plateau
MYTHRIL VEST	1,500	After Dorter Trade City
ADAMAN VEST	1,600	After Zirekile Falls
WIZARD OUTFIT	1,900	After Barius Hill
BRIGANDINE	2,500	After Barius Valley
JUDO OUTFIT	4,000	After Lesalia Castle
POWER SLEEVE	7,000	After Underground Book Storage 1st Floor
EARTH CLOTHES	10,000	After Riovanes Rooftop
BLACK COSTUME	12,000	After Bethla Sluice

=====
----- ROBES
=====

LINEN ROBE	1,200	After Sand Rat Cellar
SILK ROBE	2,400	After Lenalia Plateau
WIZARD ROBE	4,000	After Barius Hill
CHAMELEON ROBE	5,000	After Lesalia Castle
WHITE ROBE	9,000	After Underground Book Storage 1st Floor
BLACK ROBE	13,000	After Yardow Fort City
LIGHT ROBE	30,000	After Bethla Sluice

=====
----- ACCESSORIES
=====

BATTLE BOOTS	1,000	After Mandalia Plains
SPIKE SHOES	1,200	After Dorter Trade City
RUBBER SHOES	1,500	After Barius Hill
FEATHER BOOTS	2,500	After Inside Lionel Castle
GERMINAS BOOTS	5,000	After Lesalia Castle
SPRINT SHOES	7,000	After Yardow Fort City
RED SHOES	10,000	After Bethla Sluice
POWER WRIST	5,000	After Zirekile Falls
MAGIC GAUNTLET	20,000	After Inside Lionel Castle
BRACER	50,000	After Yardow Fort City
DEFENSE RING	5,000	After Barius Hill
REFLECT RING	10,000	After Inside Lionel Castle
MAGIC RING	10,000	After Underground Book Storage 1st Floor
ANGEL RING	20,000	After Riovanes Rooftop
DEFENSE ARMLET	7,000	After Barius Hill
DIAMOND ARMLET	5,000	After Barius Valley
N-KAI ARMLET	10,000	After Inside Lionel Castle
JADE ARMLET	10,000	After Lesalia Castle
100 GEMS	15,000	After Underground Book Storage 1st Floor
SMALL MANTLE	300	After Sand Rat Cellar
LEATHER MANTLE	800	After Dorter Trade City
WIZARD MANTLE	2,000	After Barius Hill
ELF MANTLE	8,000	After Lesalia Castle
DRACULA MANTLE	15,000	After Yardow Fort City
FEATHER MANTLE	20,000	After Bethla Sluice

=====

BASIC ITEMS

=====

POTION	50	Right Away
ANTIDOTE	50	Right Away
EYE DROP	50	Right Away
PHOENIX DOWN	300	Right Away
ECHO GRASS	50	After Mandalia Plains
MAIDEN'S KISS	50	After Mandalia Plains
SOFT	100	After Mandalia Plains
HI-POTION	200	After Sand Rat Cellar
HOLY WATER	2,000	After Dorter Trade City
REMEDY	350	After Barius Hill
ETHER	200	After Barius Hill
X-POTION	700	After Inside Lionel Castle
HI-ETHER	600	After Underground Book Storage 1st Floor

=====

SHURIKEN

=====

SHURIKEN	50	After Dorter Trade City
MAGIC SHURIKEN	300	After Lesalia Castle
YAGYU DARKNESS	1,000	After Riovanes Rooftop

=====

BOMBS

=====

LIGHTNING BALL	250	After Barius Hill
WATER BALL	250	After Barius Hill
FIRE BALL	250	After Barius Hill

/ ZELTENNIA CASTLE /

=====

AXES

=====

BATTLE AXE	1,500	After Lenalia Plateau
GIANT AXE	4,000	After Barius Hill
SLASHER	12,000	After Lesalia Castle

=====

CROSSBOWS

=====

BOW GUN	400	After Mandalia Plains
NIGHT KILLER	1,500	After Lenalia Plateau
CROSS BOW	2,000	After Barius Hill
POISON BOW	4,000	After Lionel Castle
HUNTING BOW	8,000	After Underground Book Storage 1st Floor
GASTRIFITIS	20,000	After Bethla Sluice

=====

DAGGERS

=====

DAGGER	100	Right Away
MYTHRIL KNIFE	500	After Mandalia Plains
BLIND KNIFE	800	After Sand Rat Cellar
MAGE MASHER	1,500	After Lenalia Plateau

PLATINA DAGGER	1,800	After Zirekile Falls
MAIN GAUCHE	3,000	After Lesalia Castle
ORICHALCUM	4,000	After Underground Book Storage 1st Floor
ASSASSIN DAGGER	5,000	After Yardow Fort City
AIR KNIFE	8,000	After Bethla Sluice

=====

FLAILS

FLAIL	1,200	After Golgorand Execution Site
FLAME WHIP	4,000	After Lesalia Castle
MORNING STAR	9,000	After Yardow Fort City

=====

LONGBOWS

LONG BOW	800	After Sand Rat Cellar
SILVER BOW	1,500	After Lenalia Plateau
ICE BOW	2,000	After Dorter Trade City
LIGHTNING BOW	3,000	After Barius Hill
MYTHRIL BOW	5,000	After Inside Lionel Castle
WINDSLASH BOW	8,000	After Underground Book Storage 1st Floor

=====

SHIELDS

ESCUTCHEON	400	After Mandalia Plains
BUCKLER	700	After Sand Rat Cellar
BRONZE SHIELD	1,200	After Lenalia Plateau
ROUND SHIELD	1,600	After Dorter Trade City
MYTHRIL SHIELD	2,500	After Zirekile Falls
GOLD SHIELD	3,500	After Barius Hall
ICE SHIELD	6,000	After Inside Lionel Castle
FLAME SHIELD	6,500	After Inside Lionel Castle
AEGIS SHIELD	10,000	After Lesalia Castle
DIAMOND SHIELD	12,000	After Underground Book Storage 1st Floor
PLATINA SHIELD	16,000	After Riovanes Rooftop
CRYSTAL SHIELD	21,000	After Bethla Sluice

=====

SPEARS

JAVELIN	1,000	After Dorter Trade City
SPEAR	2,000	After Barius Hill
MYTHRIL SPEAR	4,500	After Inside Lionel Castle
PARTISAN	7,000	After Underground Book Storage 1st Floor
OBERISK	10,000	After Bethla Sluice

=====

SWORDS

BROAD SWORD	200	Right Away
LONG SWORD	500	After Mandalia Plains
IRON SWORD	900	After Sand Rat Cellar
MYTHRIL SWORD	1,600	After Lenalia Plateau
CORAL SWORD	3,300	After Zirekile Falls
ANCIENT SWORD	5,000	After Inside Lionel Castle
SLEEP SWORD	5,000	After Lesalia Castle
DIAMOND SWORD	8,000	After Underground Book Storage 1st Floor
PLATINUM SWORD	11,000	After Yardow Fort City

ICE BRAND	14,000	After Riovanes Rooftop
RUNE BLADE	20,000	After Bethla Sluice

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----- HELMETS

==+==+==+==+==+==+==+==+==+==+

LEATHER HELMET	200	After Mandalia Plains
BRONZE HELMET	500	After Mandalia Plains
IRON HELMET	1,000	After Sand Rat Cellar
BARBUTA	1,500	After Dorter Trade City
MYTHRIL HELMET	2,100	After Zirekile Falls
GOLD HELMET	2,800	After Barius Hill
CROSS HELMET	4,000	After Inside Lionel Castle
DIAMOND HELMET	6,000	After Lesalia Castle
PLATINA HELMET	8,000	After Yardow Fort City
CIRCLET	10,000	After Yardow Fort City
CRYSTAL HELMET	14,000	After Bethla Sluice

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----- ARMOR

==+==+==+==+==+==+==+==+==+==+

LEATHER ARMOR	200	After Mandalia Plains
LINEN CUIRASS	600	After Mandalia Plains
BRONZE ARMOR	800	After Sand Rat Cellar
CHAIN MAIL	1,300	After Lenalia Plateau
MYTHRIL ARMOR	2,000	After Dorter Trade City
PLATE MAIL	3,000	After Zirekile Falls
GOLD ARMOR	3,600	After Barius Hill
DIAMOND ARMOR	6,000	After Lesalia Castle
PLATINA ARMOR	9,000	After Yardow Fort City
CARABINI MAIL	13,000	After Riovanes Rooftop
REFLECT MAIL	18,000	After Bethla Sluice
CRYSTAL MAIL	19,000	After Bethla Sluice

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----- ACCESSORIES

==+==+==+==+==+==+==+==+==+==+

BATTLE BOOTS	1,000	After Mandalia Plains
SPIKE SHOES	1,200	After Dorter Trade City
RUBBER SHOES	1,500	After Barius Hill
FEATHER BOOTS	2,500	After Inside Lionel Castle
GERMINAS BOOTS	5,000	After Lesalia Castle
SPRINT SHOES	7,000	After Yardow Fort City
RED SHOES	10,000	After Bethla Sluice
POWER WRIST	5,000	After Zirekile Falls
MAGIC GAUNTLET	20,000	After Inside Lionel Castle
BRACER	50,000	After Yardow Fort City
DEFENSE RING	5,000	After Barius Hill
REFLECT RING	10,000	After Inside Lionel Castle
MAGIC RING	10,000	After Underground Book Storage 1st Floor
ANGEL RING	20,000	After Riovanes Rooftop
DEFENSE ARMLET	7,000	After Barius Hill
DIAMOND ARMLET	5,000	After Barius Valley
N-KAI ARMLET	10,000	After Inside Lionel Castle
JADE ARMLET	10,000	After Lesalia Castle
100 GEMS	15,000	After Underground Book Storage 1st Floor
SMALL MANTLE	300	After Sand Rat Cellar
LEATHER MANTLE	800	After Dorter Trade City
WIZARD MANTLE	2,000	After Barius Hill
ELF MANTLE	8,000	After Lesalia Castle

DRACULA MANTLE	15,000	After Yardow Fort City
FEATHER MANTLE	20,000	After Bethla Sluice

=====

BASIC ITEMS

=====

POTION	50	Right Away
ANTIDOTE	50	Right Away
EYE DROP	50	Right Away
PHOENIX DOWN	300	Right Away
ECHO GRASS	50	After Mandalia Plains
MAIDEN'S KISS	50	After Mandalia Plains
SOFT	100	After Mandalia Plains
HI-POTION	200	After Sand Rat Cellar
HOLY WATER	2,000	After Dorter Trade City
REMEDY	350	After Barius Hill
ETHER	200	After Barius Hill
X-POTION	700	After Inside Lionel Castle
HI-ETHER	600	After Underground Book Storage 1st Floor

/ ZARGHIDAS TRADE CITY /

=====

BAGS

=====

C - BAG	53,000	After chapter 2 is over.
P - BAG	52,000	After Bethla Suice
H - BAG	58,000	After Underground Book Storage 1st Floor

=====

BOOKS

=====

BATTLE DICT	3,000	After Barius Hill
MONSTER DICT	6,000	After Lesalia Castle
PAPYRUS PLATE	10,000	After Underground Book Storage 1st Floor

=====

FLAILS

=====

FLAIL	1,200	After Golgorand Execution Site
FLAME WHIP	4,000	After Lesalia Castle
MORNING STAR	9,000	After Yardow Fort City

=====

HARPS

=====

RAMIA HARP	5,000	After Barius Valley
BLOODY STRINGS	10,000	After Underground Book Storage 1st Floor

=====

KATANAS

=====

ASURA KNIFE	1,600	After Barius Hill
KOUTETSU KNIFE	3,000	After Barius Hill
BIZEN BOAT	5,000	After Lesalia Castle
MURASAME	7,000	After Underground Book Storage 1st Floor
HEAVEN'S CLOUD	8,000	After Yardow Fort City
KIYOMORI	10,000	After Yardow Fort City

MURASAMA 15,000 After Riovanes Rooftop
KIKUICHIMOJI 22,000 After Bethla Sluice

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NINJA SWORDS

=====

HIDDEN KNIFE 3,000 After Inside Lionel Castle
NINJA KNIFE 5,000 After Lesalia Castle
SHORT EDGE 7,000 After Underground Book Storage 1st Floor
NINJA EDGE 10,000 After Yardow Fort City
SPELL EDGE 16,000 After Riovanes Rooftop

=====

RODS

=====

ROD 200 Right Away
FLAME ROD 400 After Sand Rat Cellar
ICE ROD 400 After Sand Rat Cellar
THUNDER ROD 400 After Sand Rat Cellar
POISON ROD 500 After Zirekile Falls
WIZARD ROD 8,000 After Underground Book Storage 1st Floor

=====

SHIELDS

=====

ESCUTCHEON 400 After Mandalia Plains
BUCKLER 700 After Sand Rat Cellar
BRONZE SHIELD 1,200 After Lenalia Plateau
ROUND SHIELD 1,600 After Dorter Trade City
MYTHRIL SHIELD 2,500 After Zirekile Falls
GOLD SHIELD 3,500 After Barius Hall
ICE SHIELD 6,000 After Inside Lionel Castle
FLAME SHIELD 6,500 After Inside Lionel Castle
AEGIS SHIELD 10,000 After Lesalia Castle
DIAMOND SHIELD 12,000 After Underground Book Storage 1st Floor
PLATINA SHIELD 16,000 After Riovanes Rooftop
CRYSTAL SHIELD 21,000 After Bethla Sluice

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STAFFS

=====

OAK STAFF 120 Right Away
WHITE STAFF 800 After Sand Rat Cellar
RAINBOW STAFF 2,200 After Zirekile Falls
WIZARD STAFF 4,000 After Barius Valley
GOLD STAFF 7,000 After Underground Book Storage 1st Floor

=====

STICKS

=====

CYPRESS ROD 1,000 After Zirekile Falls
BATTLE BAMBOO 1,400 After Barius Hill
MUSK ROD 2,400 After Inside Lionel Castle
IRON FAN 4,000 After Lesalia Castle
GOKUU ROD 7,500 After Underground Book Storage 1st Floor
OCTAGON ROD 20,000 After Bethla Sluice

=====

TEXTILES

=====

REFLECT RING	10,000	After Inside Lionel Castle
MAGIC RING	10,000	After Underground Book Storage 1st Floor
ANGEL RING	20,000	After Riovanes Rooftop
DEFENSE ARMLET	7,000	After Barius Hill
DIAMOND ARMLET	5,000	After Barius Valley
N-KAI ARMLET	10,000	After Inside Lionel Castle
JADE ARMLET	10,000	After Lesalia Castle
100 GEMS	15,000	After Underground Book Storage 1st Floor
SMALL MANTLE	300	After Sand Rat Cellar
LEATHER MANTLE	800	After Dorter Trade City
WIZARD MANTLE	2,000	After Barius Hill
ELF MANTLE	8,000	After Lesalia Castle
DRACULA MANTLE	15,000	After Yardow Fort City
FEATHER MANTLE	20,000	After Bethla Sluice

=====
----- BASIC ITEMS
=====

POTION	50	Right Away
ANTIDOTE	50	Right Away
EYE DROP	50	Right Away
PHOENIX DOWN	300	Right Away
ECHO GRASS	50	After Mandalia Plains
MAIDEN'S KISS	50	After Mandalia Plains
SOFT	100	After Mandalia Plains
HI-POTION	200	After Sand Rat Cellar
HOLY WATER	2,000	After Dorter Trade City
REMEDY	350	After Barius Hill
ETHER	200	After Barius Hill
X-POTION	700	After Inside Lionel Castle
HI-ETHER	600	After Underground Book Storage 1st Floor

=====
----- SHURIKEN
=====

SHURIKEN	50	After Dorter Trade City
MAGIC SHURIKEN	300	After Lesalia Castle
YAGYU DARKNESS	1,000	After Riovanes Rooftop

=====
----- BOMBS
=====

LIGHTNING BALL	250	After Barius Hill
WATER BALL	250	After Barius Hill
FIRE BALL	250	After Barius Hill

/ LIMBERRY CASTLE /

=====
----- AXES
=====

BATTLE AXE	1,500	After Lenalia Plateau
GIANT AXE	4,000	After Barius Hill
SLASHER	12,000	After Lesalia Castle

=====
----- CROSSBOWS
=====

BOW GUN	400	After Mandalia Plains
NIGHT KILLER	1,500	After Lenalia Plateau
CROSS BOW	2,000	After Barius Hill
POISON BOW	4,000	After Lionel Castle
HUNTING BOW	8,000	After Underground Book Storage 1st Floor
GASTRIFITIS	20,000	After Bethla Sluice

=====

DAGGERS

DAGGER	100	Right Away
MYTHRIL KNIFE	500	After Mandalia Plains
BLIND KNIFE	800	After Sand Rat Cellar
MAGE MASHER	1,500	After Lenalia Plateau
PLATINA DAGGER	1,800	After Zirekile Falls
MAIN GAUCHE	3,000	After Lesalia Castle
ORICHALCUM	4,000	After Underground Book Storage 1st Floor
ASSASSIN DAGGER	5,000	After Yardow Fort City
AIR KNIFE	8,000	After Bethla Sluice

=====

FLAILS

FLAIL	1,200	After Golgorand Execution Site
FLAME WHIP	4,000	After Lesalia Castle
MORNING STAR	9,000	After Yardow Fort City

=====

LONGBOWS

LONG BOW	800	After Sand Rat Cellar
SILVER BOW	1,500	After Lenalia Plateau
ICE BOW	2,000	After Dorter Trade City
LIGHTNING BOW	3,000	After Barius Hill
MYTHRIL BOW	5,000	After Inside Lionel Castle
WINDSLASH BOW	8,000	After Underground Book Storage 1st Floor

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SHIELDS

ESCUTCHEON	400	After Mandalia Plains
BUCKLER	700	After Sand Rat Cellar
BRONZE SHIELD	1,200	After Lenalia Plateau
ROUND SHIELD	1,600	After Dorter Trade City
MYTHRIL SHIELD	2,500	After Zirekile Falls
GOLD SHIELD	3,500	After Barius Hall
ICE SHIELD	6,000	After Inside Lionel Castle
FLAME SHIELD	6,500	After Inside Lionel Castle
AEGIS SHIELD	10,000	After Lesalia Castle
DIAMOND SHIELD	12,000	After Underground Book Storage 1st Floor
PLATINA SHIELD	16,000	After Riovanes Rooftop
CRYSTAL SHIELD	21,000	After Bethla Sluice

=====

SPEARS

JAVELIN	1,000	After Dorter Trade City
SPEAR	2,000	After Barius Hill
MYTHRIL SPEAR	4,500	After Inside Lionel Castle
PARTISAN	7,000	After Underground Book Storage 1st Floor

OBERISK	10,000	After Bethla Sluice
=====		
----- SWORDS		
=====		
BROAD SWORD	200	Right Away
LONG SWORD	500	After Mandalia Plains
IRON SWORD	900	After Sand Rat Cellar
MYTHRIL SWORD	1,600	After Lenalia Plateau
CORAL SWORD	3,300	After Zirekile Falls
ANCIENT SWORD	5,000	After Inside Lionel Castle
SLEEP SWORD	5,000	After Lesalia Castle
DIAMOND SWORD	8,000	After Underground Book Storage 1st Floor
PLATINUM SWORD	11,000	After Yardow Fort City
ICE BRAND	14,000	After Riovanes Rooftop
RUNE BLADE	20,000	After Bethla Sluice

=====		
----- HELMETS		
=====		
LEATHER HELMET	200	After Mandalia Plains
BRONZE HELMET	500	After Mandalia Plains
IRON HELMET	1,000	After Sand Rat Cellar
BARBUTA	1,500	After Dorter Trade City
MYTHRIL HELMET	2,100	After Zirekile Falls
GOLD HELMET	2,800	After Barius Hill
CROSS HELMET	4,000	After Inside Lionel Castle
DIAMOND HELMET	6,000	After Lesalia Castle
PLATINA HELMET	8,000	After Yardow Fort City
CIRCLET	10,000	After Yardow Fort City
CRYSTAL HELMET	14,000	After Bethla Sluice

=====		
----- ARMOR		
=====		
LEATHER ARMOR	200	After Mandalia Plains
LINEN CUIRASS	600	After Mandalia Plains
BRONZE ARMOR	800	After Sand Rat Cellar
CHAIN MAIL	1,300	After Lenalia Plateau
MYTHRIL ARMOR	2,000	After Dorter Trade City
PLATE MAIL	3,000	After Zirekile Falls
GOLD ARMOR	3,600	After Barius Hill
DIAMOND ARMOR	6,000	After Lesalia Castle
PLATINA ARMOR	9,000	After Yardow Fort City
CARABINI MAIL	13,000	After Riovanes Rooftop
REFLECT MAIL	18,000	After Bethla Sluice
CRYSTAL MAIL	19,000	After Bethla Sluice

=====		
----- ACCESSORIES		
=====		
BATTLE BOOTS	1,000	After Mandalia Plains
SPIKE SHOES	1,200	After Dorter Trade City
RUBBER SHOES	1,500	After Barius Hill
FEATHER BOOTS	2,500	After Inside Lionel Castle
GERMINAS BOOTS	5,000	After Lesalia Castle
SPRINT SHOES	7,000	After Yardow Fort City
RED SHOES	10,000	After Bethla Sluice
POWER WRIST	5,000	After Zirekile Falls
MAGIC GAUNTLET	20,000	After Inside Lionel Castle

BRACER	50,000	After Yardow Fort City
DEFENSE RING	5,000	After Barius Hill
REFLECT RING	10,000	After Inside Lionel Castle
MAGIC RING	10,000	After Underground Book Storage 1st Floor
ANGEL RING	20,000	After Riovanes Rooftop
DEFENSE ARMLET	7,000	After Barius Hill
DIAMOND ARMLET	5,000	After Barius Valley
N-KAI ARMLET	10,000	After Inside Lionel Castle
JADE ARMLET	10,000	After Lesalia Castle
100 GEMS	15,000	After Underground Book Storage 1st Floor
SMALL MANTLE	300	After Sand Rat Cellar
LEATHER MANTLE	800	After Dorter Trade City
WIZARD MANTLE	2,000	After Barius Hill
ELF MANTLE	8,000	After Lesalia Castle
DRACULA MANTLE	15,000	After Yardow Fort City
FEATHER MANTLE	20,000	After Bethla Sluice

=====
----- BASIC ITEMS
=====

POTION	50	Right Away
ANTIDOTE	50	Right Away
EYE DROP	50	Right Away
PHOENIX DOWN	300	Right Away
ECHO GRASS	50	After Mandalia Plains
MAIDEN'S KISS	50	After Mandalia Plains
SOFT	100	After Mandalia Plains
HI-POTION	200	After Sand Rat Cellar
HOLY WATER	2,000	After Dorter Trade City
REMEDY	350	After Barius Hill
ETHER	200	After Barius Hill
X-POTION	700	After Inside Lionel Castle
HI-ETHER	600	After Underground Book Storage 1st Floor

Items are simple enough, I'm just going to list each item individually, then the type of item, the description, and what it does. Up in the hood!

/ ANTIDOTE /

Type: Recovery Item
Effect: Cures the Poison status effect.
Description: Medicine that neutralizes poison from enemy attacks.

/ ECHO GRASS /

Type: Recovery Item
Effect: Cures the Silence status effect.
Description: Herbs used to restore units who've lost their voice, so they can cast spells again.

/ ELIXIR /

Type: Recovery Item
Effect: Restores all HP/MP.
Description: Precious medicine that completely restores HP and MP.

/ ETHER /

Type: Recovery Item
Effect: MP is restored by 20.
Description: Medicine that restores MP.

/ EYE DROP /

Type: Recovery Item
Effect: Cures the Darkness status effect.
Description: Medicine used when one's sight is lost in magic attacks.

/ FIRE BALL /

Type: Throwing Ball
Effect: Attack power increases by 8. Has the element of fire.
Description: Ball that causes fire damage.

/ HI-ETHER /

Type: Recovery Item
Effect: MP is restored by 50.
Description: Medicine that restores MP. Stronger than Ether.

/ HI-POTION /

Type: Recovery Item
Effect: HP is restored by 70.
Description: Medicine that restores HP. Stronger than Potion.

/ HOLY WATER /

Type: Recovery Item
Effect: Cancels the Undead status effect.
Description: Holy water that revives the dead.

/ LIGHTNING BALL /

Type: Throwing Ball
Effect: Attack power increases by 8. Has the element of lightning.
Description: Ball that causes lightning damage.

/ MAGIC SHURIKEN /

Type: Ninja Star
Effect: Attack power increases by 7.
Description: Windmill-shaped dirk. Slashes enemy with its high speed spinning.

/ MAIDEN'S KISS /

Type: Recovery Item

Effect: Cancels the Frog status effect.
Description: Medicine used to restore units who've become frogs.

/ PHOENIX DOWN /

Type: Recovery Item
Effect: Brings someone back from the dead with 1/4 HP.
Description: Mysterious feather revives dead units. Disappears after use.

/ POTION /

Type: Recovery Item
Effect: HP is restored by 30.
Description: Medicine that restores MP.

/ REMEDY /

Type: Recovery Item
Effect: Cures the Petrify, Darkness, Confusion, Silence, Frog, Poison,
and Sleep status effects.
Description: Remedy that cures various abnormal statuses.

/ SHURIKEN /

Type: Ninja Star
Effect: Attack power increases by 4.
Description: Throwing weapon used by Ninja. Hits enemy by spinning.

/ SOFT /

Type: Recovery Item
Effect: Cures the Petrify status effect.
Description: Tool to cure petrified units. Needle breaks after one use.

/ WATER BALL /

Type: Throwing Ball
Effect: Attack power increases by 8. Has the element of water.
Description: Ball that causes water damage.

/ X-POTION /

Type: Recovery Item
Effect: HP is restored by 150.
Description: Medicine that restores HP. Stronger than Hi-Potion.

/ YAGYU DARKNESS /

Type: Ninja Star
Effect: Attack power increases by 10.
Description: Cross shuriken used by famous Ninja school. Edge is hook shaped
to cause damaging power.

CREDITS

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Rich's

====

- Steve McFadden: For doing this guide with me and being an excellent co-author and such. Believe me when I say I didn't want to do the stuff in this guide in which he did, so much love to him for that.

- Astro Blade: For giving me a very useful tip, and that is that I have to win battles! Couldn't do without you, Matt, so much love to ya. ;]

- Led Zeppelin, Pink Floyd, U2, The Eagles, Queen, Van Halen, The Beatles, and many others: You probably know why I'm thanking you, but I don't believe this guide would be up as quickly if it weren't for all of you.

- All the guys who first got me started writing from GameFAQs and all of my best friends like SinirothX, Psycho Penguin, Meowthnum1, CVXFREAK, Karpah, ZoopSoul, Crazyreyn, Gobicamel, asa2377 (OH EM GEE YOU TROLL), Warhawk, Cyril, supernova54321, Minesweeper, AlaskaFox, me frog, RHarrison, masterzero99, Tom Hayes, wayalla, djg40, MTincher, NickBush24, BurningFox, AquaBlast, and definitely more that I'm forgetting: you are some of the best friends that anyone can have, and I may have quit FAQing/left FCB forever without all of you. Thank you for everything and for motivating me to get my ass in gear.

====

Steve's

====

Richard Beast: For being an excellent co-writer with awesome talent and a good guy to talk to. Worked very hard on this guide to get it done despite me always whining for him to finish it, so much love.

FFT Board: Invaluable resource of information. Those guys really know their stuff and I really enjoy lurking there.

Cassey Blankenship: For being the best girlfriend ever. :) She's very supportive and puts up with me writing these things all the time.

REVISION HISTORY

None yet except for the real deal here for posting, but just so and so...

05/21/05: The guide was finally finished! Just tell us if we've missed a thing or two which is important and we'll throw it in here. :)

CONCLUSION

The guide is finally done! Hope you enjoyed it. And, oh yeah...

DO NOT STEAL OUR GUIDE, FUCKERS!

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